

Advanced
Dungeons & Dragons

GREYHAWK

ACCESSORY

PLAYER'S GUIDE



AROLD MEYER

By
Anne
Brown



Symbols for Gods and Powers



Trithereon



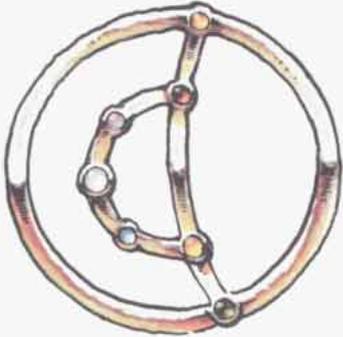
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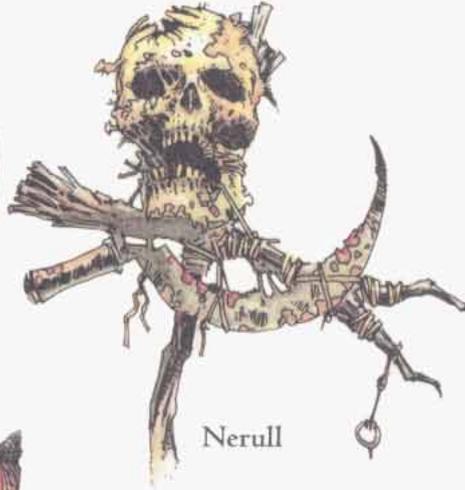
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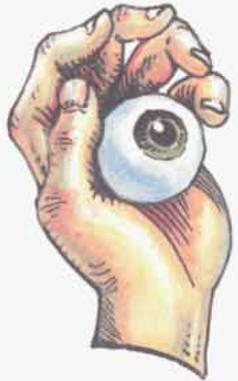
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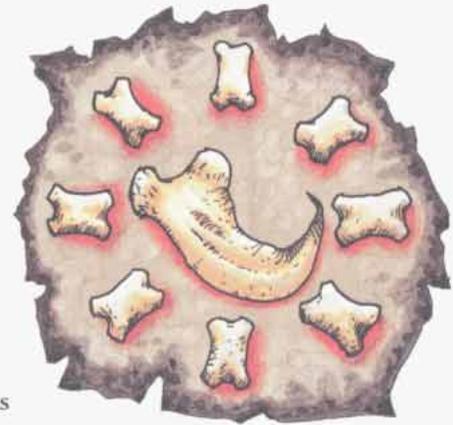
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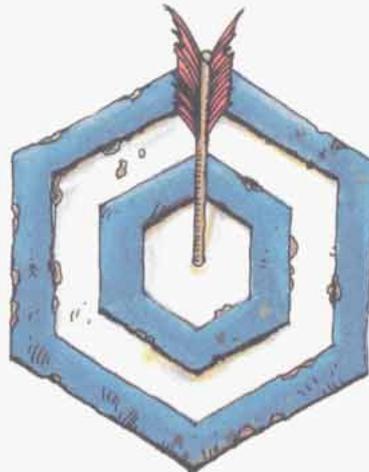
Ralishaz



Istus



Mayaheine



Rudd



Zilchus

GREYHAWK

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PLAYER'S GUIDE TO GREYHAWK®

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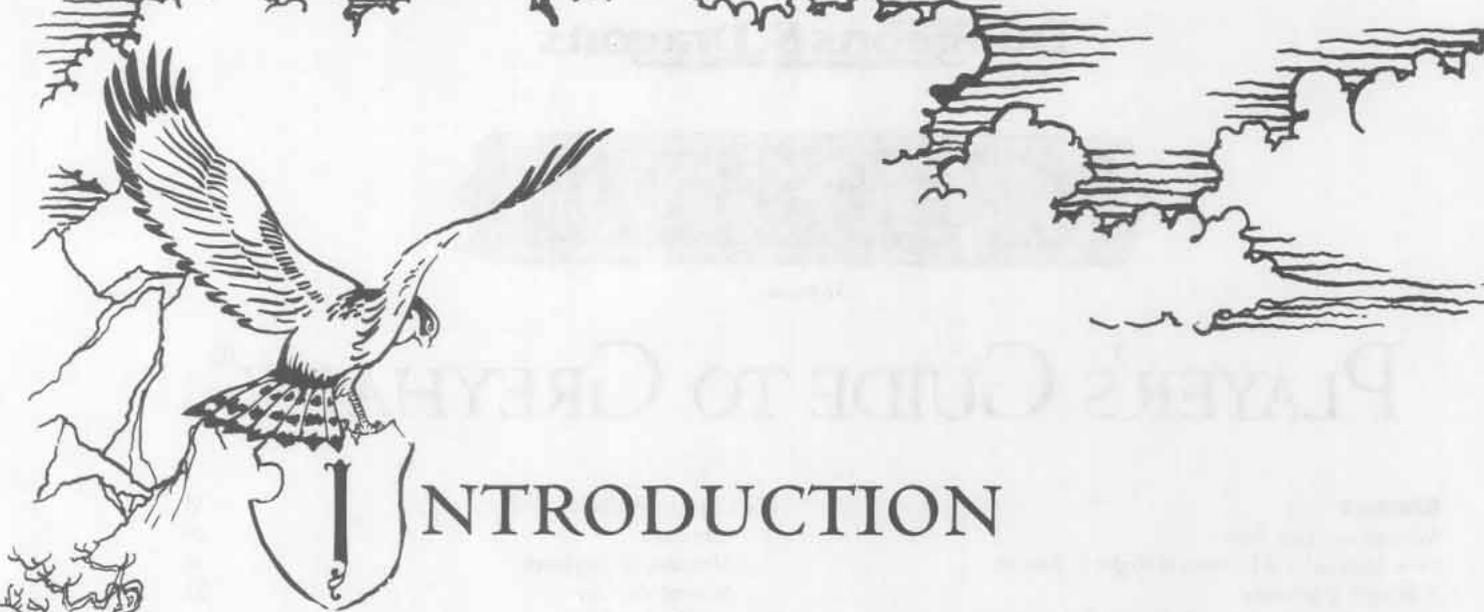
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INTRODUCTION

Welcome to the WORLD OF GREYHAWK® campaign setting for the ADVANCED DUNGEONS & DRAGONS® game. Some of you have visited the City of Greyhawk and the lands of the Flanaess before this, through the many adventures and accessories set in Greyhawk's world. Some of you are newcomers to this setting, though you may have heard others speak of their experiences here. In either case, this *Player's Guide* book is designed to give you information about the land, the history, the races and the cultures that make the GREYHAWK® campaign uniquely exciting. Several years have passed since new game materials have seen print and much has changed, but the danger, mystery and adventures that have always been a part of this world are as present as ever — perhaps more so.

Some material in this book introduces — or reintroduces — you to the lands of the Flanaess, the northeastern corner of the immense continent of Oerik and home to the Free City and Domain of Greyhawk. Since it helps to know a little about the world in which your characters move, we'll update the history of the Flanaess to the current campaign year of 591 CY (Common Year); and we'll provide an overview of the geographical and political divisions in effect at this time. The races of Oerth, described in only sketchy detail until now, are given greater consideration so that players can understand what it feels like to play a Flan, Baklunish, Oeridian, Rhennee or Suel human. Other information will be directly useful in your roleplaying experience in Greyhawk: race and cultural information,

notes for roleplaying representatives of specific groups, adventuring attractions, and even character kits unique to the lands surrounding the City of Greyhawk.

The *Player's Guide* book is by no means exhaustive. The GREYHAWK campaign was the first AD&D® game setting, and there exists a large body of material (most of it out of print) describing the City of Greyhawk and the Flanaess. It officially began with the *WORLD OF GREYHAWK* folio and boxed set in the early '80s, set in the campaign year 576 CY, though many AD&D game adventures were set in this realm even before the setting rules came out. In the nearly two decades since publication of the folio, the world has been developed through scores of adventures, accessories and articles.

Some of the material that follows is adapted and updated from the *WORLD OF GREYHAWK* boxed set (TSR stock #1015, 1983), the *GREYHAWK Adventures* hardcover book (#2023, 1988), *The City of Greyhawk* boxed set (#1043, 1989), and the *From the Ashes* boxed set (#1064, 1992). None of these materials are required for play in the GREYHAWK setting, but those of you interested in reading them might find them in used book stores, in secondhand sections of hobby and game stores, or at auctions at game conventions across the country. Future *GREYHAWK* products will develop Oerik in much greater detail.

Time has passed on Oerth since the last *GREYHAWK* game materials were produced; in the years between 576 CY and the current campaign date, 591 CY, the Flanaess has seen great treacheries and greater wars. A few years ago, a widespread conflict called the Greyhawk Wars damaged the fabric of life here, perhaps irreparably; the treaty which was supposed to have ended the wars has been broken again and again, and borders everywhere are in turmoil. The corrupt and decayed Great Kingdom has finally fallen, but new realms have arisen to take its place — each with the potential to be even more evil than its predecessor. A horrifying demigod has been freed from captivity; despite the loss of many of his fiendish troops, his expanded empire threatens the heart of the Flanaess. A mysterious brotherhood has reached out from its southern stronghold to begin a conquest of certain countries — a conquest that may not end until the Flanaess itself is destroyed. Armies of humanoids — brutish creatures with both human and bestial features — march across the land: Though some have been repelled, still there are lost lands to be won. Giants and creatures drawn from alien planes lay waste to civilization. Barbarians, assassins and monsters run rampant.

Yet the Flanaess is alive and vibrant. The times are more peaceful than they have been, and for many, life goes on as it always has — there are crops to be gathered, markets to visit, roofs to rebuild. Other, more adventurous types strike out against the enemies of civilization and order, uncover lost and forgotten treasures, and gain the resources they need to become the heroes and leaders of this exciting new time. There are captured realms to be retaken, artifacts to be rediscovered and used, and incredible lands beyond the Flanaess to explore. It is an age of adventure with no limit to what one person can achieve.

Welcome to Greyhawk. May your riches be many and your scars be few!

"GREYHAWK" DEFINITIONS

Several locations are indicated by the name Greyhawk, and they are often confused. Here's a short guide to the different "Greyhawks" you might run into:

- **City of Greyhawk:** Also known as the Free City of Greyhawk. Located in the central Flanaess south of the Nyr Dyv, the City of Greyhawk has served as a nexus of cultural, political, magical and adventuring activity for centuries.
- **Castle Greyhawk:** Built by former City Lord-Mayor Zagig Yragerne, the Mad Archmage, these ruins are actually several miles away from the City of Greyhawk, and a popular adventuring destination.
- **Domain of Greyhawk:** The territory claimed by the government of the City of Greyhawk covers most of the Cairn Hills, the Plain of Greyhawk and the northern Wild Coast.
- **Plain of Greyhawk:** The Plain is east of the river Selintan and south of the City of Greyhawk. From time to time, this is called the Plains of Greyhawk.
- **World of Greyhawk:** The planet Oerth, but more specifically the lands of the Flanaess on the northeastern end of the continent of Oerik. Natives don't call it this, though planeswalkers (and players) do.
- **GREYHAWK:** The players' term for the AD&D campaign set in the world of Greyhawk.

THE WORLD OF OERTH

"As is natural and proper, all other worlds revolve around our own planet Oerth, from the least rock to the vast burning sun itself. Little is known of these worlds, though a set of magnifying lenses or magical cusps reveals their curious shapes and colors, and their motions across the sky are well charted. As any rational individual knows, these 'wandering stars' influence the lives of all beings on Oerth, and their positions against the vault of night give hints to learned astrologers about events yet to come, revealing secrets fearful and sublime.

"Oerth rotates on its axis once every 24 hours. The sun travels the sky from east to west, revolving clockwise in its orbit around Oerth to make a full circuit of the heavens every 364 days, following a fixed path through the Twelve Lairs of the Zodiac. Through the Zodiac of the night sky also pass the Great Moon of Oerth, known as Luna, and the Lesser Moon, Celene, also called the Handmaiden. Ghost-white Luna waxes and wanes in a fixed cycle of 28 days, reaching fullness 13 times each year. Aquamarine Celene passes through its phases more slowly, taking 91 days for a full cycle and reaching fullness only four times a year. These natural rhythms are reflected in the calendar used by civilized inhabitants of our land.

"It is known that when both Luna and Celene are either full or new, and the wandering stars have themselves achieved positions of power within the Zodiac, events of great portent are likely to occur on our world. The fate of civilization may be in the balance, and the involvement of great magic is almost certain. The appearance of a falling star has further significance, and a great pale comet or bright exploding star hovering in the darkness is a harbinger of cataclysm.

"More will be said about the place of our grand world in the hierarchy of the heavens, but we first turn to an analysis of the Zodiac and the special influence of its lairs on our Oerth, first described by Baklunish astrologers two millennia ago. . ."

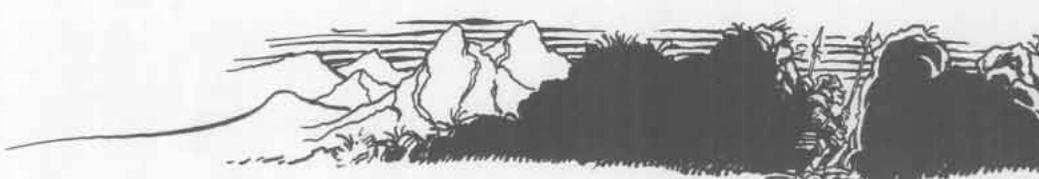
—Agath of Tbrunch
from *Understanding the Handiwork of Celestian*

In 591 CY, everyone living in the Flanaess knows certain things about the world they live on. Some of it is true; more is learned speculation; and still more is wild surmise.

It is believed that there are four continents on Oerth, of which the largest is Oerik. To the south and east of Oerik is the small continent of Hepmonaland. An ice-covered continent caps Oerth's northern pole; it is known as Telchuria or any of a number of variations on the name High Boros. A large island to the east of Oerik is known as Fireland for the many volcanoes there. At the opposite end of the world from the Flanaess is a fourth continent, about which no more is known than that it exists.

Oerik's northeasternmost section is known as the Flanaess, which is isolated from the rest of the continent by the Dramidj Ocean and a string of towering mountain chains stretching from the Yatils down to the volcanic Hellfurnaces; to the west of those are steppes and the horrific wastes of the sea of dust, where the ancient Balunish Empire once lay. Beyond these barriers, tales say, are great and ancient empires, mountains so tall that they dwarf the great Crystalmasters, and monsters of inconceivable horror.

Further, the Flanaess is separated from the rest of Oerth by other natural barriers. To the north lies the dangerous Land of Black Ice and the aptly named Icy Sea; to the east the immense, storm-racked Solnor Ocean, said to stretch over a thousand leagues. To the southeast are the jungles and swamps of tropical Hepmonaland; due south is the huge Densac Gulf and the wild Amedio Jungle.





THE FLANAESS

Crowded with nations and groups of every stamp, and threaded through with roads and waterways, the Flanaess is an object of supreme interest to its inhabitants, who see it as the center of enlightened humanity. Some three thousand miles from east to west, it offers immense variety, and, while there is some interest in what lies beyond its borders, most adventuresome types find ample opportunities for exploration within its many lands.

The variety extends to the area's inhabitants, for there are many demihuman and humanoid races scattered across the Flanaess. Even the humans can be very different, ranging from the native ruddy-skinned Flan, to the olive-skinned Oeridians and pale Suloise who first immigrated, to later immigrants, the gold-skinned Baklunish. A fifth race, the Rhennee, are believed not to be from Oerth at all.

General maps of the Flanaess showing geographic and political features are presented on the wrapper and screen of this book. Details on the regions of the Flanaess are given below.

CULTURAL AND GEOGRAPHIC DIVISIONS

The lands of the Flanaess are isolated from the larger world or Oerth by geography, hostile nations and monsters: to the east, the Solnor Ocean, filled with sea creatures of every sort; to the south, uncharted jungles and the mystic tyranny of the Scarlet Brotherhood; to the west, mountains and deserts scattered with the remnants of ruined empires; and to the

north, bitterly cold seas and the Lands of Black Ice, as well as the empire of the demigod Iuz.

The Flanaess is home to many nations and peoples. We examine it by dividing it into smaller regions, beginning with the City of Greyhawk and the surrounding lands and features; then circling through the Flanaess. If a location is mentioned but not explained, it will be described later. Major locations within these regions are in **boldface**.

Western Nyr Dyv ("Old Ferrond")

Furyondy, Veluna, Verbobonc, Dyvers, Greyhawk, Harlby, Celene, Wild Coast, Highfolk.

At the center of the Flanaess and the eastern edge of this region is the Nyr Dyv, the Lake of Unknown Depths. This is the largest freshwater lake in the Flanaess, and despite its monsters and pirates it is a major avenue for commerce. The land around it was settled by Oeridians and Suel a millennium ago, but strong strains of Flan (and some Baklunish) occur in the population now, and Rhennee live on the waterways here. The Nyr Dyv is bordered on the north by Iuz's lands and on the east by the two Urnst states. To the south and west are more of the Flanaess's richest independent kingdoms and cities, "free lands" bordered by water, forest and mountain.

Much of the area was once part of the Viceroyalty of Ferrond, a portion of the Great Kingdom which dominated the Flanaess for centuries. Currently, the major threat to this region comes from the Empire of Iuz to the north.

South of the Nyr Dyv, The Free City of **Greyhawk** lies like a jewel at the heart of the Flanaess — a metropolis of mighty walls and dark alleys, alabaster spires and fetid cellars. Greyhawk's bustling wharf area gives the city its primary claim to strategic significance, lying as it does along the river Selintan, the only water route between the Nyr Dyv to the north and Woolly Bay to the south.

Originally a frontier settlement where traders from around the Flanaess met to exchange goods and buy local wool and woven garments, the town soon expanded and developed strong textile and meat-packing industries. The proximity of the Cairn Hills and other dangerous (but potentially profitable) locations brought adventurers to Greyhawk. Many died; others grew rich and settled here. Powerful wizards began great schools of magic, and now Greyhawk is a center of learning as great as any in the Flanaess.

As Greyhawk has grown in prosperity, it has become necessary to defend it. Centuries ago, the city walls were built and a standing garrison organized. If an outside threat plagues the city, the citizens of Greyhawk are required by law to stand to her defense.

The city prospered during the Greyhawk Wars. Refugees fled here to escape ravaged lands; among these thousands were great scholars, artists and wizards who offered their talents to the city's defense and future. Humans, halflings, dwarves, gnomes and elves live under Greyhawk's banner, shielded by the city's military might and lending their own weapons and skills to the army. At war's end, a sweeping conflagration destroyed areas of

PRONUNCIATION

The proper pronunciation of geographic features and personal names of the Flanaess is usually a matter of regional habit and personal preference. A few standard pronunciations are given below.

Aerdi/Aerdy: AYR dee

Baklunish: bah KLUN ish

Boccob: BAK ab

drow: rhymes with either "how" or "crow"

Erythnul: ee RITH nul

Fharlanghn: far LANG n

Flanaess: flah NES

Flannae: flah NYE

Furyondy: FE ree on dee or

FYOO ree on dee

Heironeous: hayr OH nee us

Incabulos: in KAB yoo lus

luz: i YOOZE or yooz or EE uz

Kelanan: KEL a nen

Mordenkainen: MOHR den kay nen

Nyrod: NYE rond

Nyr Dyv: NEAR div

Obad-hai: oh bad HI

Oeridian: oh RIH dee an

Oerik: OH rik

Oerth: orth (long "o") or oyth

Rauxes: RAH zeez

Rhennee: ren NAY or ren NEE

Selintan: SEH lin tan

Suel: sool

Suloise: soo loh WEEZ

Tharizdun: thar IZ dun

Veluna: veh LOO nah

Zagig Yragerne: ZA gig

ih RA ger nee ("a" as in "bag");

all "g" sounds are hard)

traditionally ruled by women, with access to Woolly Bay and the Solnor Ocean beyond.

One of the strongest states in this region is the **Kingdom of Furyondy**, west of the Nyr Dyv. As Ferrond, Furyondy broke from the Great Kingdom three and a half centuries ago. Now, battered by the armies of Iuz since the Greyhawk Wars, it clings to its freedom. Immediately west of Furyondy is the **Archclericy of Veluna**, a theocracy upholding law, order and goodness. Veluna is perhaps stronger than Furyondy, and it supports its eastern neighbor against their mutual enemy — even as it keeps an eye on Ket to the west.

Several smaller independent cities and realms dot this region. Among the most important are the **Viscounty of Verbobonc**, allied with Veluna, and the elf-ruled **Town of Highfolk**, allied with Furyondy. South of Greyhawk's lands are several independent towns on the **Wild Coast**, some of which have fallen to humanoid armies from the Pomarj.

The **Kingdom of Celene** is a powerful elven realm west of the Wild Coast. Long an ally of the Ulek states in their battles against humanoids in the Lortmils, in the recent wars this ancient state chose instead to stay isolated, refusing assistance to even its staunchest allies. Such isolationism angers many elves here. Those who disagree with the policy secretly support Celene's traditional allies with arms and money.

The Sheldomar Valley ("Old Keoland")

Keoland, Ulek states, Pomarj, Hold of the Sea Princes, Geoff, Sterich, Gran March, Bissel, Valley of the Mage.

The fertile Sheldomar Valley is almost completely enclosed by mountains, with the Azure Sea coast along the southeast border. Two great rivers, the Sheldomar and the Javan, feed this vast land. The Pomarj peninsula is counted as part of this area. The primary threat here comes from humanoid and giant marauders in the Crystallist, Hellfurnaces and Barrier Peaks to the west, and the **Orcish Empire of the Pomarj** to the east; several states have been invaded by these forces. The **Hold of the Sea Princes** is in turmoil; parts are under the control of the Scarlet Brotherhood in the south.

After the wars that destroyed the Baklunish and Suloise Empires, demihumans and primitive Flan humans were joined here a millennium ago by Suloise and Oeridian humans. At the center of this valley is the **Kingdom of Keoland**, the first major nation established here. East of Keoland are three demihuman states: the **Duchy of Ulek** (populated by elves and humans), the **County of Ulek** (humans, halflings and gnomes), and the **Principality of Ulek** (dwarves and humans). These are currently battling orcs and goblins from the Pomarj.

To the north are the **Gran March** and **Bissel**, once part of Keoland's northern border. Gran March has attracted refugees from Bissel, Geoff and Sterich, and has a strong force of knights supported by a militant philosophy. In recent years, Bissel was conquered by Ket, but has won free. One unusual spot here is the **Valley of the Mage** (or Vale of the Mage) in the Barrier Peaks, controlled by the secretive, paranoid wizard Jaran Krimeeah. Gnomes and unusually tall elves live here, supporting the wizard and defending the valley against all visitors.

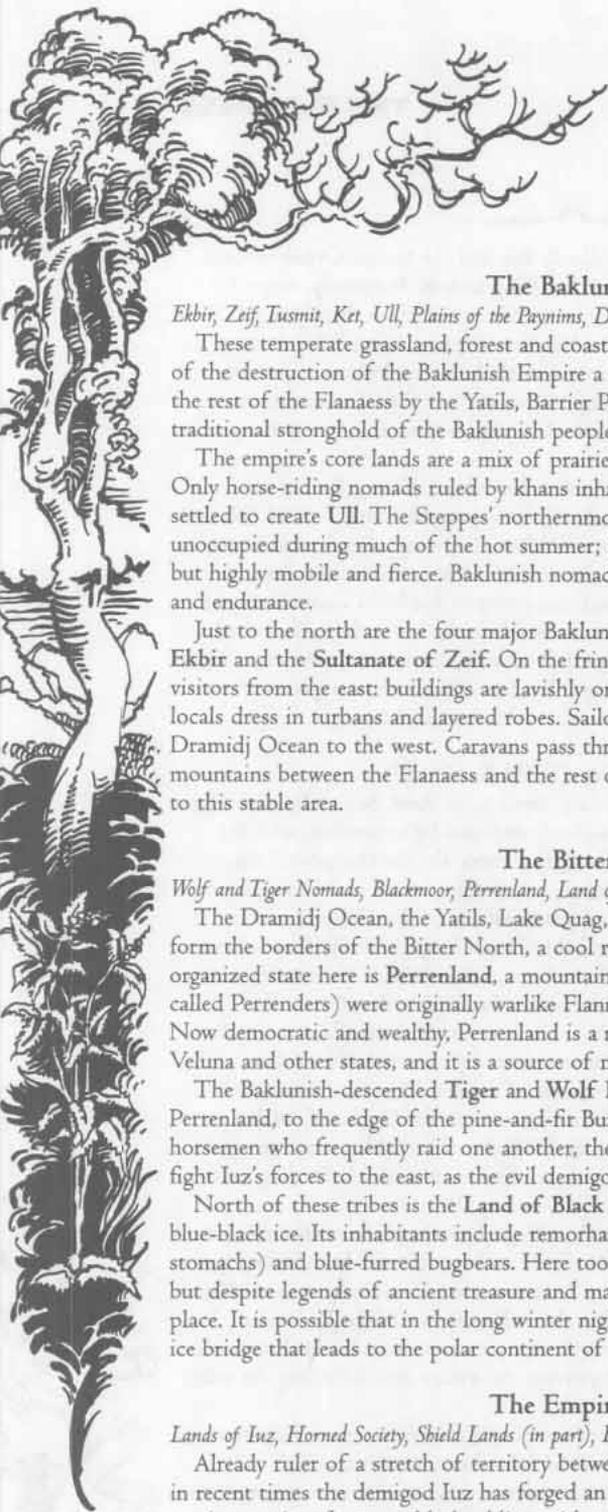
In the east are **Geoff** and **Sterich**, once vassal states of Keoland, more recently overrun by giants and other hostile humanoids. While Sterich has been reclaimed, Geoff still remains a "lost land," and most of the population lives in exile in neighboring kingdoms, preparing for a war that will allow them to return home.

South of Keoland is the **Yeomanry**, a democracy with longstanding military traditions. Almost everyone knows how to fight, which enabled it to ward off an invasion of giants and humanoids during the Greyhawk Wars.

Farther south is the **Hold of the Sea Princes**, once ruled by slave owners and former pirates, now torn by civil rebellion against the Scarlet Brotherhood, which invaded in 583 CY.

In this region, Suloise background is dominant among humans, with strong Oeridian influence. Flan blood is strong in certain areas (Geoff, Sterich and the County of Ulek) and strong Baklunish influence appears in Bissel and the Valley of the Mage.





The Baklunish West

Ekbir, Zeif, Tusmit, Ket, Ull, Plains of the Paynims, Dry Steppes.

These temperate grassland, forest and coastal western lands were settled by survivors of the destruction of the Baklunish Empire a thousand years ago. Largely separated from the rest of the Flanaess by the Yatils, Barrier Peaks and Crystalmists, they remain a traditional stronghold of the Baklunish people.

The empire's core lands are a mix of prairie and scrub desert called the **Dry Steppes**. Only horse-riding nomads ruled by khans inhabit the Dry Steppes, though one tribe has settled to create **Ull**. The Steppes' northernmost extent, the **Plains of the Paynims**, is unoccupied during much of the hot summer; the nomadic residents are poorly armored but highly mobile and fierce. Baklunish nomads breed beautiful horses famed for speed and endurance.

Just to the north are the four major Baklunish states: **Ket**, **Tusmit**, the **Caliphate of Ekbir** and the **Sultanate of Zeif**. On the fringe of the Flanaess, they seem exotic to visitors from the east: buildings are lavishly ornamented with minarets and towers, and locals dress in turbans and layered robes. Sailors from Zeif and Ekbir explore the **Dramidj Ocean** to the west. Caravans pass through Ket, which is located in a gap in the mountains between the Flanaess and the rest of **Oerik**. No major external threat exists to this stable area.

The Bitter North

Wolf and Tiger Nomads, Blackmoor, Perrenland, Land of Black Ice.

The **Dramidj Ocean**, the Yatils, **Lake Quag**, the **Vesve Forest** and the lands of **Iuz** form the borders of the **Bitter North**, a cool region of steppes and conifers. The only organized state here is **Perrenland**, a mountainous neutral nation. **Perrenlanders** (also called **Perrenders**) were originally warlike **Flannae** who absorbed all invading peoples. Now democratic and wealthy, **Perrenland** is a major trading partner of **Ket**, **Furyondy**, **Veluna** and other states, and it is a source of mercenaries across the Flanaess.

The Baklunish-descended **Tiger** and **Wolf Nomads** hold the steppes north of **Perrenland**, to the edge of the pine-and-fir **Burneal Forest** and the **Cold Marshes**. Fierce horsemen who frequently raid one another, these nomad hordes have banded together to fight **Iuz's** forces to the east, as the evil demigod is now their primary enemy.

North of these tribes is the **Land of Black Ice**, a mysterious peninsula of snow and blue-black ice. Its inhabitants include **remorhaz** (insectoid monsters with furnacelike stomachs) and blue-furred bugbears. Here too are the ruins and dungeons of **Blackmoor**, but despite legends of ancient treasure and magic, few people come to this frightening place. It is possible that in the long winter night the **Land of Black Ice** develops a wide ice bridge that leads to the polar continent of **Telchuria**.

The Empire of Iuz

Lands of Iuz, Horned Society, Shield Lands (in part), Bandit Lands, Barrens, Tenh (in part).

Already ruler of a stretch of territory between the **Cold Marshes** and **Whyestil Lake**, in recent times the demigod **Iuz** has forged an immense and cruel tyranny. His vast armies consist of orcs and hobgoblins, with other humanoids and many evil humans; **Iuz's** lieutenants are nearly all evil spellcasters. The imperial capital is **Dorakaa**.

During and following the **Greyhawk Wars**, he expanded his empire to include the former lands of the **Rovers of the Barrens**, parts of the **Duchy of Tenh**, the **Bandit Kingdoms**, the **Shield Lands** and the **Horned Society**, as well as the bizarre **Rift Canyon** and parts of the enormous **Vesve** and **Fellreev Forests**.

The empire's civilized neighbors all currently follow a policy of strict containment, building up massive defenses along their borders with **Iuz**. The major threat to this region is not external, despite raids along every border and a major conflict in **Tenh**. The empire is threatened by manpower and food shortages, poor distribution of what few resources

exist, and a completely chaotic and paranoid chain of command in which high-level commanders hoard material for their private use while striving to undermine their peers.

For information on **Iuz**, please see "The High and Mighty" section of this book.

Thillionian Peninsula

Stonehold, Ice Barbarians (Cruski), Frost Barbarians (Fruzti), Snow Barbarians (Schnai).

The **Thillionian Peninsula** to the far northeast is separated from the rest of the Flanaess by a string of mountain chains. The climate is subarctic, with brief growing seasons, poor soil and conifer forests. There are reports of curious lights in the sky like colorful ribbons, stripes or flashes.

The peninsula is claimed by the **Ice**, **Snow** and **Frost Barbarians**, people almost entirely descended from **Suloise** migrants of a few centuries ago. **Strong Flan** and minor other elements are present in **Stonehold** (formerly the **Hold of Stonefist**). All these people live in relative barbarism, putting to sea in longships to raid the coasts of other realms (and one another), or attacking overland in wild hordes. Threats to this area are more often internal than external; currently, the **Fists** struggle to solidify their borders.

Old Aerdy West

Nyrond, Urnst states, Theocracy of the Pale, Tenh (in part).

The **Old Aerdy** region includes the vast temperate, fertile lands that were once a part of the **Kingdom of Aerdy**, established in the eastern Flanaess seven hundred years ago. As it expanded and evolved and crowned its first **Overking**, the area was renamed the **Great Kingdom**.

The western portion of this region is the **Kingdom of Nyrond**, founded by a branch of the **Great Kingdom's** royal dynasty just over two centuries ago. **Nyrond** has expanded eastward to annex the ruined and depopulated lands of **Almor**, destroyed by the **Great Kingdom** in the **Greyhawk Wars**.

Long ago a part of the **Great Kingdom**, the **County of Urnst** was governed briefly by **Nyrond** but became independent

following the Council of Rel Mord over two hundred years ago. It is allied with but not subservient to the **Duchy of Urnst**. Both states have a mixed population of humans and demihumans.

The **Theocracy of the Pale** is a religious state governed by priests of the lawful deity Pholtus. Once a subject state of Nyronnd, the Theocracy has evolved into a harsh, humorless, intolerant realm with a strong paramilitary presence. Heretics are imprisoned or even slain, and outsiders are unwelcome at best. The Theocracy trades the silver and gems they mine for food from the Urnst states, as their farmland is poor. Currently the border between Nyronnd and the Pale is in dispute.

The **Duchy of Tenh** is ravaged by war and claimed by Iuz, Stonehold, the Pale and others.

Oeridian and Suloise backgrounds dominate the human population in this region, with strong Flan influence in the Pale and Tenh. The area is threatened by Nyronnd's internal weakness and instability, by the Empire of Iuz to the north, by humanoids from Bone March, by the war in Tenh and possibly by raids from the Great Kingdom of Northern Aerdy. The United Kingdom of Ahlissa is viewed with grave suspicion.

Old Aerdy East

Great Kingdom of Northern Aerdy, Ratik, Bone March, United Kingdom of Ahlissa, Rel Astra, Rauxes, Onnwal, Irongate, Kingdom of Sunndi.

Until recently, the Great Kingdom was the largest political entity in the Flanaess. When it collapsed, it gave birth to a number of nations, several of which now vie for the chance to build a new empire on the ashes of the old. The threats here are primarily internal; the **Great Kingdom of Northern Aerdy** has a lingering civil war involving the suppression of an undead wizard and his undead army, and the **United Kingdom of Ahlissa** is barely united at all, with many half-hidden rivalries and conflicts between its nobles. All surrounding states distrust or hate these two successor states of the Great Kingdom, with several being members of the Iron League that opposed the old

imperial regime. The Scarlet Brotherhood is viewed as a background threat. Oeridian influence is dominant here, with minor elements of other human races.

Other states that were part of the fallen Great Kingdom are tiny, independent **Ratik** on the northernmost border; magic-blasted, isolated **Rauxes**, former capital of the Great Kingdom; the newly declared **Kingdom of Sunndi**; **Rel Astra**, ruled by the evil undead tyrant Drax the Invulnerable; the **Free City of Irongate**; humanoid **Bone March**; and **Onnwal**, partially subjugated by the Scarlet Brotherhood.

Isolated Realms

Tilvanot Peninsula (Scarlet Brotherhood), Lordship of the Isles, Sea Barons, Spindrift Isles, Hepmonaland, Amedio Jungle, Sea of Dust, Under-Oerth.

Most of these geographically isolated areas were settled centuries ago by Suloise peoples fleeing the Oeridians, though the Sea Barons exhibit Oeridian and Flan influence as well. Separated from the southeastern Flanaess by rough hills and the Vast Swamp, the Tilvanot Peninsula is dominated by a plateau about sixty miles wide by two hundred and forty miles long and is home to the mysterious **Scarlet Brotherhood**.

Numerous islands and a minor continent lie off the eastern and southeastern coasts of the Flanaess. The Asperdi Duxchan island chain includes the four major islands of the piratical **Sea Barons**, the **Lordship of the Isles** and the **Spindrift** (also called the **Lendore**) **Isles**. These last have been taken over by powerful high and aquatic elves who are changing the island into a bizarre land of magical fogs and illusions. As they near the ends of their long lives, aging elves across the Flanaess are drawn to travel to these islands, but what happens there, no mortal can say. The Lordship of the Isles declared for the Scarlet Brotherhood in 584 CY.

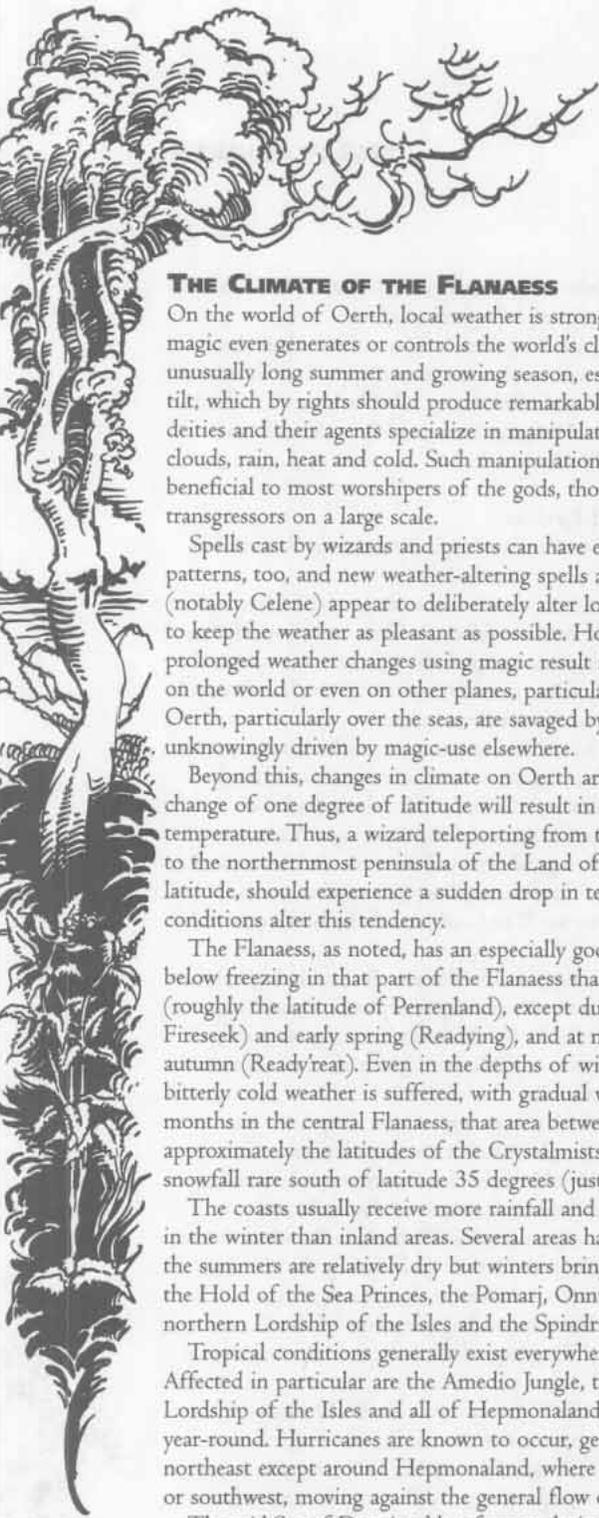
Only a few dozen miles across the Tilva Strait from the Tilvanot Peninsula is the minor continent of **Hepmonaland**. Hepmonaland is almost entirely unexplored, a tropical region where rain forests cloak the land. The Scarlet Brotherhood has conquered part of northern Hepmonaland and imports the warriors it finds there (themselves of Suloise stock) to the Flanaess to fight for the Brotherhood.

A second tropical region lies to the west of Hepmonaland, across the pirate- and monster-infested Densac Gulf. The **Amedio Jungle's** northernmost part reaches into the Azure Sea. Here, pirates and slavers from the Hold of the Sea Princes raided or traded with the jungle residents, until the Scarlet Brotherhood conquered the Hold and conducted its own raids. Ancient ruins and savage monsters fill the Amedio, which is cut off from the rest of the world by the Azure Sea and Densac Gulf and by the volcanic Hellfurnace mountains to the west. The Brotherhood remains the greatest threat to the islands, Hepmonaland and the Amedio; but the shipbuilding programs of the Great Kingdom of Northern Aerdy and the United Kingdom of Ahlissa are likely to create an external threat within a decade.

The **Sea of Dust** lies to the southwest of the Flanaess, across the Hellfurnaces from the Amedio Jungle. This ash desert is all that remains of the old Suloise Empire, also called the Suel Imperium, after the Rain of Colorless Fire about a thousand years ago. Portions of the Sea of Dust are navigable using special boats. This region is extremely hostile to humans, but a strange ecology has developed, with rock-eating creatures, giant slugs, burrowing beasts and other monsters.

Beneath the Hellfurnaces and parts of the Crystalmists are huge tunnels and caverns that stretch underground for perhaps thousands of miles. Only a fraction of this subterranean realm has been explored by humans, who generally avoid the evil races that live here. This realm is called by some **Under-Oerth**. Its best-known feature is the gigantic city-cavern called the Vault of the Drow, though a great underground river and sea are rumored to exist as well.





THE CLIMATE OF THE FLANAESS

On the world of Oerth, local weather is strongly affected by magic, and it is possible that magic even generates or controls the world's climate as well. Certainly, the Flanaess has an unusually long summer and growing season, especially considering the world's large axial tilt, which by rights should produce remarkable seasonal and climatic extremes. Certain deities and their agents specialize in manipulation of the atmosphere, including winds, clouds, rain, heat and cold. Such manipulations are generally meant to keep the weather beneficial to most worshipers of the gods, though the weather can also be used to punish transgressors on a large scale.

Spells cast by wizards and priests can have extraordinary effects on local weather patterns, too, and new weather-altering spells are developed all the time. Some kingdoms (notably Celene) appear to deliberately alter local conditions on a day-to-day basis to keep the weather as pleasant as possible. However, there is concern that great or prolonged weather changes using magic result in a backlash, altering conditions elsewhere on the world or even on other planes, particularly the elemental ones. Some areas of Oerth, particularly over the seas, are savaged by storms of extreme violence, perhaps unknowingly driven by magic-use elsewhere.

Beyond this, changes in climate on Oerth are closely related to latitude. In general, a change of one degree of latitude will result in a difference of two degrees Fahrenheit in temperature. Thus, a wizard teleporting from the equator in the jungles of Hepmonaland to the northernmost peninsula of the Land of Black Ice, about 60 degrees north latitude, should experience a sudden drop in temperature of roughly 120 degrees. Local conditions alter this tendency.

The Flanaess, as noted, has an especially good growing season. Temperatures rarely fall below freezing in that part of the Flanaess that is below 45 degrees north latitude (roughly the latitude of Perrenland), except during the two winter months (Sunsebb and Fireseek) and early spring (Readying), and at night during late spring (Coldeven) and late autumn (Readyreat). Even in the depths of winter, rarely more than a week or two of bitterly cold weather is suffered, with gradual warming after. Summer lasts five or six months in the central Flanaess, that area between 45 and 25 degrees north latitude, approximately the latitudes of the Crystalists. The climate here is temperate, with snowfall rare south of latitude 35 degrees (just south of Greyhawk).

The coasts usually receive more rainfall and remain cooler in the summer and warmer in the winter than inland areas. Several areas have subtropical conditions, during which the summers are relatively dry but winters bring considerable rain. These areas include the Hold of the Sea Princes, the Pomarj, Omwal, Idee, the Vast Swamp, Dullstrand, the northern Lordship of the Isles and the Spindrift Isles.

Tropical conditions generally exist everywhere south of 20 degrees north latitude. Affected in particular are the Amedio Jungle, the Tilvanot Peninsula, the southern Lordship of the Isles and all of Hepmonaland. Here, it is hot and rainfall is abundant year-round. Hurricanes are known to occur, generally moving from southwest to northeast except around Hepmonaland, where they usually come directly from the west or southwest, moving against the general flow of air.

The arid Sea of Dust is a blast furnace during the summer, but it remains hot in the daytime all year long and rainfall is rare. This area's horrific weather appears to be maintained by the ancient Stone Circles of Tovag Baragu, in a manner that is not well understood.

High elevations in the Yatils/Barrier Peaks/Crystalists/Hellfurnaces chain and in the Thillonian Peninsula's Corusks/Griffs/Rakers chain remain snowbound all year long, with glaciers and alpine conditions above the tree line. Parts of the Hellfurnaces remain above freezing all year long, from active volcanism and the influence of what may be numerous gates to the Elemental Plane of Fire. The Lortmils and Glorioles have only a few snow-capped peaks.

Most regions between 45 and 55 degrees north latitude (the latitudes of the Barrens

and the lands of Iuz) count as subarctic, with cool, dry summers during which the ground thaws for only a few months. This region is very close to the Northern Border of Day and Night (as Oerth's arctic circle is called), north of which the length of day and night alter greatly. The Thillonian Peninsula receives more rain and snowfall than interior areas such as the Barrens, Iuz's homeland and the land of the Wolf Nomads, which are cold steppeland with permafrost tundra farther north. Barbarians of the Thillonian Peninsula practice limited agriculture.

An exception to the above are those regions adjacent to the Dramidj Ocean, which is known for its unusually warm currents. Zeif, Tusmit, Ekbir and the western half of the lands controlled by the Tiger Nomads are all temperate, with respectable rainfall and the same growing seasons as the central Flanaess. Fog is common in the winter here, as cold air from the north passes over the warm sea. Icebergs are often shrouded in fog.

Prevailing winds in the Flanaess tend to be from the north and northeast in autumn and winter, and from the east and southeast in spring and summer. The wintry north wind is often called "Telchur's breath," after the Oeridian god of the north, and the spring wind from the east is called "Atroa's laugh," for the Oeridian goddess of the east and springtime. Mountain ranges and the like may alter this.

When they flow against high hills and mountains, moisture-laden winds from the east cool, causing rainfall. As the winds cross the hills and mountains, they warm up, retaining their moisture. Thus, the western side of many mountain ranges are dryer than the eastern side. This becomes especially apparent when looking at the west and east sides of the Barrier Peaks/Crystalists/Hellfurnaces chain, though the western side is also more arid because of magical influences. Elsewhere, the Kingdom of Sunndi is wetter than the Ahlissan Principality of Naerie to the west, thanks to the Hollow Highlands, but is drier than Dullstrand and old Medegia, thanks to the Hestmarks. The natural

depression found at the joining of these two hilly chains just south of Sunndi forms the Vast Swamp. The eastern Abbor-Alz help keep the Bright Desert dry, yet also feed the Gnatmarsh with abundant rain.

A HISTORY OF THE FLANAESS

In the past thousand years, the cultural landscape of the Flanaess has evolved from a lightly populated region of primitive human, demihuman and humanoid tribes to its current status: a crowded, war-torn land of civilized feudal states armed with powerful magic and armies.

Ancient History

Though little information is available on early times, historians believe that until just over a thousand years ago the Flanaess was uncivilized and relatively peaceful. No high political states unified the inhabitants or gave them a great purpose or broad view of their world. The only humans known to have lived here were the bronze-skinned hunter-gatherer Flannae.

However, to the west two titanic magical empires drifted into war. Southwest of the Flanaess was the evil Suel Imperium; directly west was the Baklunish Empire. As the Baklunish-Suloise Wars stretched over sixty years, both sides employed humanoids as mercenaries; civil order broke down; and increasing numbers of refugees fled to the relative safety of the east. Many ivory-skinned Suloise crossed the great Crystalmist Mountains into the western Flanaess, some passing through the mountains in a magically carved tunnel. The gold-complected Baklunish and a fierce human tribe called the Oeridians crossed the plains to the north of the Crystalmists, moving north along the Dramidj Ocean coast or through the pass between the Barrier Peaks and the Yatils, directly into the heart of the Flanaess.

The war ended with an exchange of sorcerous hostilities that ruined the homelands of both empires. The Suloise cast the Invoked Devastation, laying waste to the whole of the Baklunish lands; in retaliation, Baklunish spellcasters began the



Rain of Colorless Fire, which reduced the Imperium to a desert now called the Sea of Dust. The few Baklunish who survived established new states along the eastern shores of the Dramidj Ocean. Oeridian and Suloise survivors, along with humanoid mercenaries from the wars, spread across the central Flanaess, battling each other and the land's original human and demihuman inhabitants.

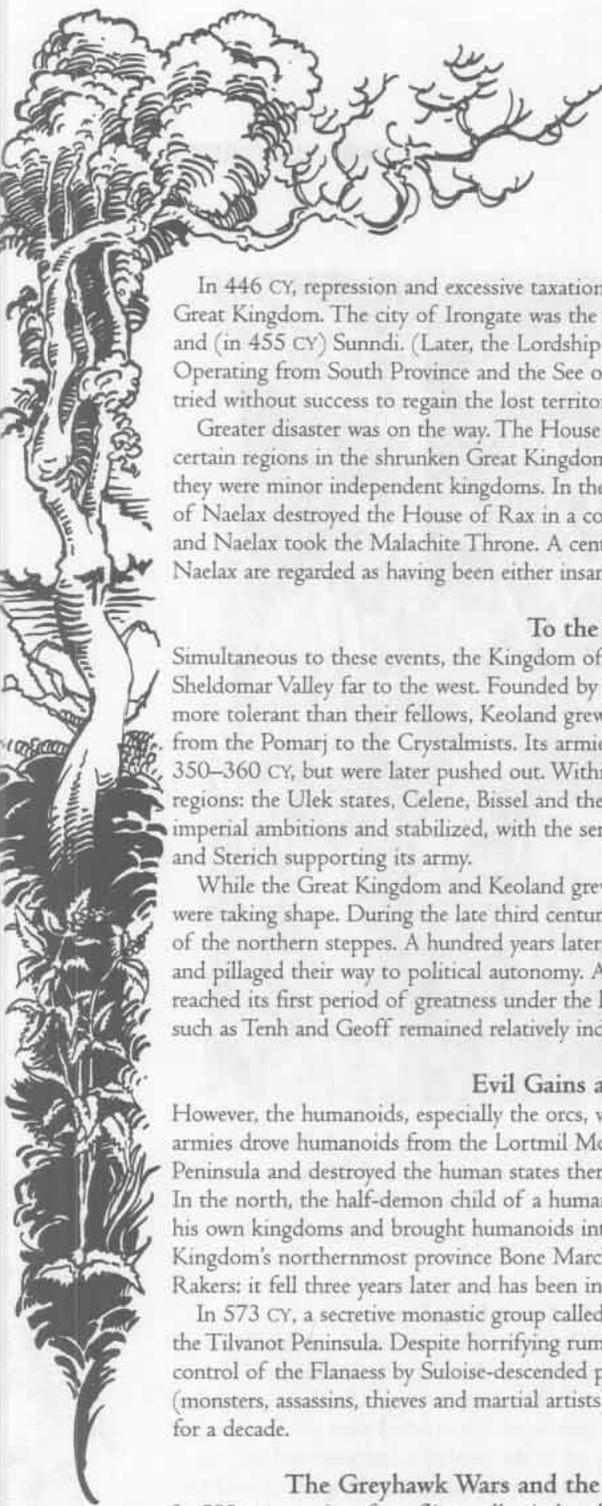
Rise and Fall of the Great Kingdom

After two centuries of war, the olive-skinned Oeridians dominated much of the Flanaess, allying with native Flannae and scattered demihuman enclaves against the Suloise and armies of rapacious humanoids, particularly orcs. The Aerdí tribe of Oeridians established the Kingdom of Aerdy in the far east which grew until it controlled most of the Flanaess, from Sunndi in the southeast to Ratic and Tenh in the northeast, and westward as far as what is now Furyondy and Veluna. This vast empire, called the Great Kingdom, lasted for three centuries.

The first major crack in the Great Kingdom was the loss of the Viceroyalty of Ferrond, which became the Kingdom of Furyondy in 254 CY. Ferrond eventually split into the states of Furyondy and Veluna; the City of Dyvers and other areas broke away later.

In 356 CY, internal feuding ripped at the ruling Aerdí dynasty, the House of Rax. The junior branch, Nyronnd, rebelled and declared its lands free of the Overking's rule. A barbarian invasion in North Province prevented the Overking from punishing this, and eventually these lands became known as the Kingdom of Nyronnd. Nyronnd later went through an imperialistic phase, annexing and then losing the County of Urnst and the Pale.





In 446 CY, repression and excessive taxation led to a general rebellion in the southern Great Kingdom. The city of Irongate was the first to secede, joined by the Idee, Onnwal and (in 455 CY) Sunndi. (Later, the Lordship of the Isles joined the Iron League.) Operating from South Province and the See of Medegia, the armies of the Overking tried without success to regain the lost territories for over a century.

Greater disaster was on the way. The House of Rax became decadent and weak, and certain regions in the shrunken Great Kingdom were ruled by nobles of other houses as if they were minor independent kingdoms. In the first half of the fifth century, the House of Naelax destroyed the House of Rax in a conflict called the Turmoil Between Crowns, and Naelax took the Malachite Throne. A century later, the nobles of the House of Naelax are regarded as having been either insane or evil fiend-worshippers — or both.

To the West

Simultaneous to these events, the Kingdom of Keoland reached its zenith in the Sheldomar Valley far to the west. Founded by Oeridian and Suloise tribes less warlike and more tolerant than their fellows, Keoland grew rapidly until it ruled the entire region from the Pomarj to the Crystalmists. Its armies pressed into Ket and Veluna around 350–360 CY, but were later pushed out. Within a century, Keoland lost its frontier regions: the Ulek states, Celene, Bissel and the Yeomanry. Keoland relinquished its imperial ambitions and stabilized, with the semi-independent lands of Gran March and Sterich supporting its army.

While the Great Kingdom and Keoland grew and shrank, other parts of the Flanaess were taking shape. During the late third century, Baklunish horse barbarians claimed much of the northern steppes. A hundred years later, the Sea Princes and Bandit Kings looted and pillaged their way to political autonomy. About 375 CY, the Free City of Greyhawk reached its first period of greatness under the leadership of Zagig Yragerne. Some regions such as Tenh and Geoff remained relatively independent for many generations.

Evil Gains a Foothold

However, the humanoids, especially the orcs, were on the rise. As demihuman and human armies drove humanoids from the Lortmil Mountains, the humanoids fell on the Pomarj Peninsula and destroyed the human states there, taking the land for themselves in 513 CY. In the north, the half-demon child of a human female necromancer, Iuz the Old seized his own kingdoms and brought humanoids into his armies. In 560 CY, the Great Kingdom's northernmost province Bone March was invaded by humanoids from the Rakers: it fell three years later and has been in a barbaric state since.

In 573 CY, a secretive monastic group called the Scarlet Brotherhood was discovered on the Tilvanot Peninsula. Despite horrifying rumors of this group's aims — no less than control of the Flanaess by Suloise-descended peoples — and the forces it utilizes (monsters, assassins, thieves and martial artists), the Brotherhood was virtually ignored for a decade.

The Greyhawk Wars and the Fall of the Circle of Eight

In 582 CY, a series of conflicts collectively called the Greyhawk Wars began. Iuz had escaped magical imprisonment beneath Greyhawk Castle in 570 CY and returned to his homelands. By pretending to be their god Vatun, he tricked the northern barbarians of the Thillonian Peninsula into attacking the Hold of Stonefist. He apparently gained magical control over Sevvord Redbeard, the evil Master of the Hold, and used the Fists (as the Stoneholders are called) to sweep into Tenh in 582 CY. When Iuz as Vatun tried to pressure the northern barbarians to attack Ratik, they balked, due to the longstanding alliance between the lands. Iuz then hurled his armies into the Horned Society, Shield Lands, Bandit Kingdoms and even Furyondy. The Great Kingdom, under the insane rulership of Ivid V, chose this time to attack Nyron and Almor. The turmoil in the

Great Kingdom turned into mad chaos, as the realm's own provinces were despoiled and ruined. An army of giants and humanoids conquered Geoff and Sterich. After its beygraf signed a treaty with Iuz, Ket attacked and conquered Bissel. A half-orc named Turrosh Mak arose in the Pomarj and led orc and goblin armies to conquer the southern half of the Wild Coast and half of the Principality of Ulek. Finally, the Scarlet Brotherhood conquered several states from within,

THE SCARLET BROTHERHOOD

For centuries, the human culture of the Tilvanot Peninsula developed in isolation to form the Scarlet Brotherhood, an evil and mysterious group that seeks to make the Suloise race the masters of the Flanaess. For decades, the Brotherhood has worked behind the scenes, using assassins and spies to mold governments. The Greyhawk Wars allowed the Brotherhood to conquer the Hold of the Sea Princes, Onnwal, Idee and the Lordship of the Isles and seize control of the southern waters. Some of this land has since been lost.

The Brotherhood is known to operate on three levels. At the lowest level are thieves, mostly of chaotic evil alignment. Next are the assassins, made up of thieves, warriors, and occasionally mages and thief-mages. At the top of this evil heap are warriors, mages and priests who lead rigidly ascetic lives and practice martial arts.

Their short-term goals are believed to include recruiting Suel people from all parts of the continent to their religious and political agendas, a monster-breeding program resulting in creatures with bizarre features, and a human breeding program to determine what type of offspring certain pairings produce.

adding the Hold of the Sea Princes, Idee, Onnwal and the Lordship of the Isles to its territory. Barbarians from the Brotherhood's holdings in the Amedio Jungle and Hepmonaland were used as soldiers to hold newly captured lands.

For three years, the fires of war raged over the lands. Kingdoms were invaded or thrown down, fiendish monsters from the outer planes were summoned to do battle, and many thousands of humans and demihumans were killed, wounded or driven from their homes. At last, exhausted from their struggles, the surviving states decided to declare peace. The City of Greyhawk was largely untouched by the war and became the site of the peace conference. In the autumn of 584 CY, the Great Council of diplomats from the surviving states convened to sign the Pact of Greyhawk, which would end the war. Strangely, the Pact was suggested and presented by the Scarlet Brotherhood, which may have sought to consolidate its gains from the war.

On the day of the Great Signing, a plot to annihilate the entire attending diplomatic corps misfired. Just minutes before the ambassadors assembled for the day, a great explosion destroyed much of the Grand Hall. A fierce magical battle ensued, spreading havoc through the old city.

When the fire and dust cleared, constables found the smoldering robes of two powerful members of the mysterious Circle of Eight — Otiluke and Tenser. (The Circle of Eight is described on pages 21–24 of this book.) To the astonishment of all, the murderer of these wizards was yet another member, Rary of Ket. Using secrets gained in confidence, Rary not only vaporized his two fellows but had every magical *clone* of the pair destroyed, barring their return. Why of all the Circle these wizards were singled out is unknown, though it is possible the explosion was meant to destroy other members. Fearing further disruptions, the delegates hurriedly signed the Pact of Greyhawk.

Rary and his co-conspirator Robilar escaped into the Bright Desert southeast of the City of Greyhawk, where they conquered the local savages and established



a small kingdom of their own.

When peace came in Harvester 584 CY, the world was weary of war. Many hoped that this marked the end of marching armies, bloody fields and burning cities. But the Pact of Greyhawk marked the end of only the first part of a great conflict that has reached into every part of the known world and affected every being, from the highest prince to the lowest peasant farmer.

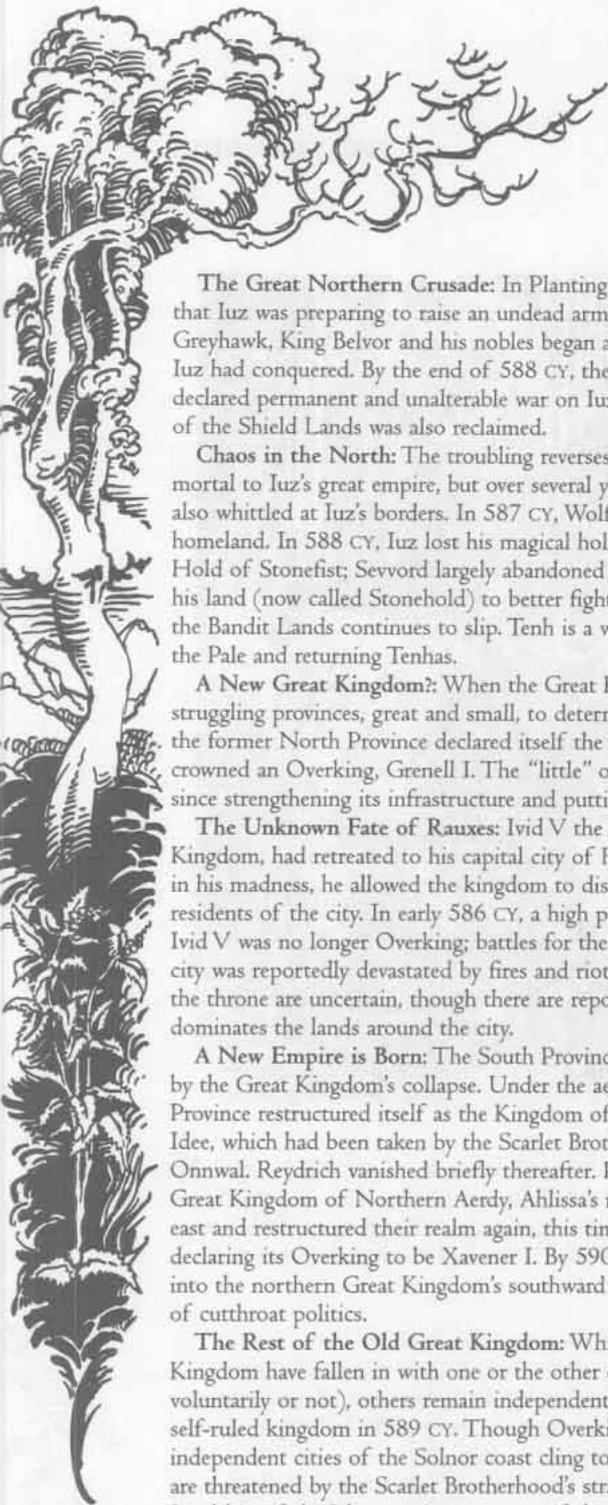
From the Greyhawk Wars to the Present

Seven years have passed between the signing of the Pact of Greyhawk and the present day, 591 CY — seven years of change and conflict. While the history of this tumultuous period will be covered in detail in *The Adventure Begins* accessory (#9577, 1998), this book offers a brief catalog of events to bring players up to date.

The Return of the Eight: In mid-585 CY, the Circle of Eight was brought back to its full numbers. This brought hope to the hearts of many residents of the Flanaess, as did the news that one of the assassinated members of the Eight, Tenser the Archmage, had been brought back to life. However, Tenser left the Eight and now follows his own course in protecting the Flanaess.

The Flight of the Fiends: In Coldeven of 586 CY, many of the demons in the Flanaess were banished by Veluna's Canon Hazen (a priest of Rao), the archmage Bigby and others. They used a powerful artifact known as the *Crook of Rao*, retrieved some years before from a demiplane where it had been lost. This decimated the armies of Iuz, which relied heavily on demons, and gave beleaguered Furyondy the chance for a counteroffensive. A few highly protected fiends resisted the banishment and remain in the Flanaess.





The Great Northern Crusade: In Planting of 586 CY, Furyondy discovered evidence that Iuz was preparing to raise an undead army against it. Disregarding the Pact of Greyhawk, King Belvor and his nobles began a crusade to reclaim Furyondian lands that Iuz had conquered. By the end of 588 CY, they had succeeded, but the king nevertheless declared permanent and unalterable war on Iuz. As part of this crusade, a small portion of the Shield Lands was also reclaimed.

Chaos in the North: The troubling reverses in the Furyondian lands were hardly mortal to Iuz's great empire, but over several years other counterattacks and rebellions also whittled at Iuz's borders. In 587 CY, Wolf Nomads successfully raided Iuz's homeland. In 588 CY, Iuz lost his magical hold over Sevvord Redbeard, leader of the Hold of Stonefist; Sevvord largely abandoned his occupation of Tenh and restructured his land (now called Stonehold) to better fight against outside threats. Iuz's control over the Bandit Lands continues to slip. Tenh is a war-torn land, invaded by Iuz, Stoneholders, the Pale and returning Tenhas.

A New Great Kingdom?: When the Great Kingdom collapsed, it left a number of struggling provinces, great and small, to determine their political state. By mid-586 CY, the former North Province declared itself the Great Kingdom of Northern Aerdy, and crowned an Overking, Grenell I. The "little" or "new" Great Kingdom has spent the time since strengthening its infrastructure and putting down a civil war.

The Unknown Fate of Rauxes: Ivid V the Undying, Overking of the former Great Kingdom, had retreated to his capital city of Rauxes during the Greyhawk Wars. There, in his madness, he allowed the kingdom to dissolve, focusing instead on the unfortunate residents of the city. In early 586 CY, a high priest of Hextor mysteriously declared that Ivid V was no longer Overking; battles for the Malachite Throne began immediately. The city was reportedly devastated by fires and rioting. Since then, the status of Rauxes and the throne are uncertain, though there are reports that strong and bizarre magic dominates the lands around the city.

A New Empire is Born: The South Province also sought to step into the vacuum left by the Great Kingdom's collapse. Under the aegis of its provincial graf, Reydrich, South Province restructured itself as the Kingdom of Ahlissa. Reydrich conquered much of Idee, which had been taken by the Scarlet Brotherhood, and planned to move into Onnwal. Reydrich vanished briefly thereafter. Partially in response to the founding of the Great Kingdom of Northern Aerdy, Ahlissa's rulers allied it with other provinces to the east and restructured their realm again, this time as the United Kingdom of Ahlissa, declaring its Overking to be Xavener I. By 590 CY, Ahlissa's expansion northward ran into the northern Great Kingdom's southward expansion. Currently, Ahlissa is a hotbed of cutthroat politics.

The Rest of the Old Great Kingdom: While some portions of the former Great Kingdom have fallen in with one or the other of the new Great Kingdoms (whether voluntarily or not), others remain independent. The County of Sunndi declared itself a self-ruled kingdom in 589 CY. Though Overking Xavener has invited them to join, the independent cities of the Solnor coast cling to their autonomy, though their economies are threatened by the Scarlet Brotherhood's stranglehold on certain waterways. The Lordship of the Isles remains a puppet of the Scarlet Brotherhood. The realm of the Sea Barons remains largely unchanged, and the elf population of the Spindrifft Isles have isolated themselves from larger events.

The Wounded Giant, Nyrond: Gravely weakened by the Greyhawk Wars, Nyrond suffered further reverses. However, under the guidance of a new king (Lynwerd I), it cleared and claimed the lands of old Almor, and is now rebuilding its war-damaged roads and towns.

Reversals and Change for the Scarlet Sign: In the years before the Pact of Greyhawk, the Scarlet Brotherhood focused its attention on two forms of conquest: the subversion of nations using treachery, sabotage and assassination, and domination of the seaways.



Once the Pact of Greyhawk was discarded by Furyondy and Veluna in 586 CY, other nations also disregarded it and began claiming or reclaiming territory they desired. Shortly afterward, the Scarlet Brotherhood lost control of Idee to Ahlissa. The Brotherhood retains control of portions of Onnwal and the Hold of the Sea Princes, but at great cost.

Victories in the Sheldomar Valley: By 588 CY, Sterich was freed from the humanoid armies that had overrun it. The battle for the lost land of Geoff continues. Celene remains officially neutral; the Valley of the Mage remains a puzzle. Following the assassination of its beygraf, Ket has largely withdrawn from Bissel, though Thornward now marks Ket's eastern border.



It is now 591 CY. While the Flanaess still suffers from internal disputes and battles, times are slightly more stable than they have been. Nations and individuals still fight for freedom and survival against threats old and new; but some are able to focus their attention elsewhere — even beyond the borders of the Flanaess. Sources of new trade and wealth are needed at all cost for rebuilding, and the age is fired with a spirit of curiosity and exploration.

THE FLANAESS

THE CALENDAR OF THE FLANAESS

The following material describes the standard calendar familiar to the civilized inhabitants of the Flanaess. The calendar used here is very old, much of it predating the founding of the Great Kingdom in the year 1 CY. It is important to note that the Common Year calendar does not have a "zero year." Most historians of the Flanaess use other dating systems when talking about ancient history.

The standard week of seven days has the following days:

Starday	Work
Sunday	Work
Moonday	Work
Godsday	Worship
Waterday	Work
Earthday	Work
Freeday	Rest

A month consists of 28 days, divided into four weeks of seven days each. The month's length is based on the period of Oerth's Great Moon, Luna. A year is divided into twelve months (called a Dozenmonth), further divided into four groups of three months each, separated by weeklong Festivals, for a total of 364 days. The timing of the Festivals is determined by the period of the lesser moon, Celene; the fourth (middle) day of each Festival is when Celene is full. The dates of each full Luna wander through the year as the Festival weeks throw off the calendar cycle, though at least they do so on a predictable basis. The Dozenmonth of the moon and the four Festivals (shown in italics) follow.

COMMON	SEASON	PHASES OF LUNA	PHASES OF CELENE
<i>Needfest</i>	<i>Midwinter</i>	Needfest 4th: ●	Needfest 4th: ○
Fireseek	Winter	4th: ☾, 11th: ○, 18th: ☾, 25th: ●	19th: ☾
Readying	Spring	4th: ☾, 11th: ○, 18th: ☾, 25th: ●	11th: ●
Coldeven	Spring	4th: ☾, 11th: ○, 18th: ☾, 25th: ●	4th: ☾
<i>Growfest</i>		Growfest 4th: ☾	Growfest 4th: ○
Planting	Low Summer	4th: ○, 11th: ☾, 18th: ●, 25th: ☾	19th: ☾
Flocktime	Low Summer	4th: ○, 11th: ☾, 18th: ●, 25th: ☾	11th: ●
Wealsun	Low Summer	4th: ○, 11th: ☾, 18th: ●, 25th: ☾	4th: ☾
<i>Richfest</i>	<i>Midsummer</i>	Richfest 4th: ○	Richfest 4th: ○
Reaping	High Summer	4th: ☾, 11th: ●, 18th: ☾, 25th: ○	19th: ☾
Goodmonth	High Summer	4th: ☾, 11th: ●, 18th: ☾, 25th: ○	11th: ●
Harvester	High Summer	4th: ☾, 11th: ●, 18th: ☾, 25th: ○	4th: ☾
<i>Brewfest</i>		Brewfest 4th: ☾	Brewfest 4th: ○
Patchwall	Autumn	4th: ●, 11th: ☾, 18th: ○, 25th: ☾	19th: ☾
Ready'reat	Autumn	4th: ●, 11th: ☾, 18th: ○, 25th: ☾	11th: ●
Sunsebb	Winter	4th: ●, 11th: ☾, 18th: ○, 25th: ☾	4th: ☾

●: new moon ☾: waxing half-moon ○: full moon ☾: waning half-moon

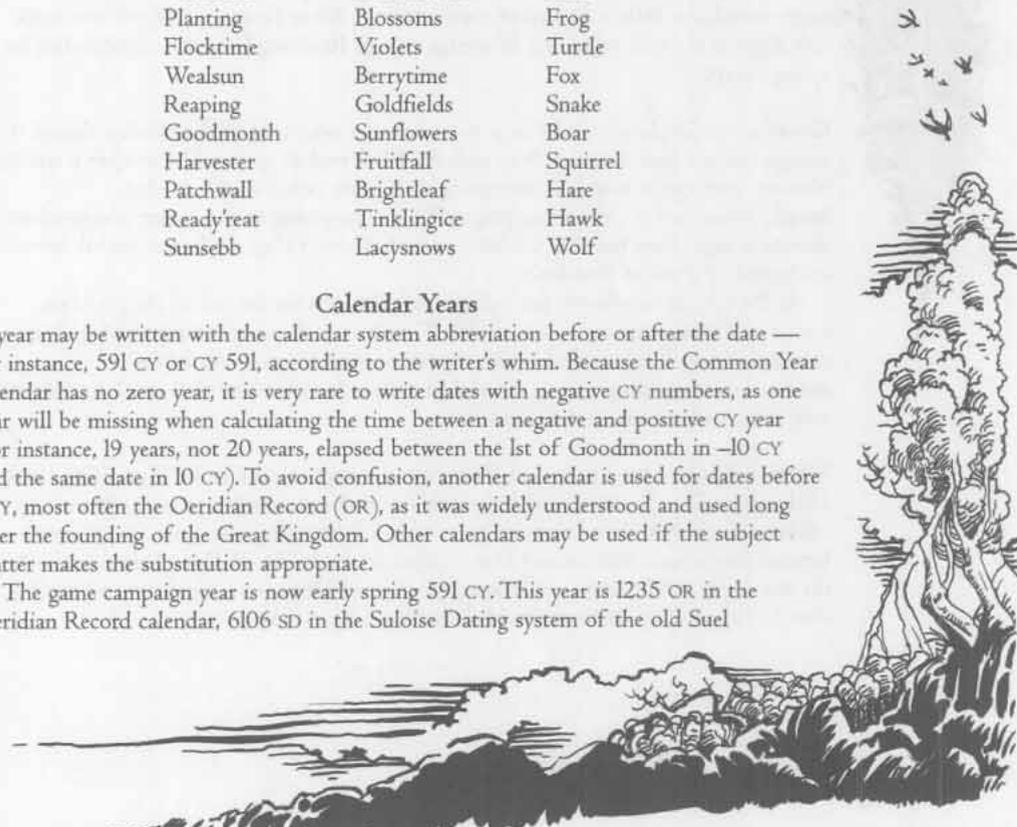
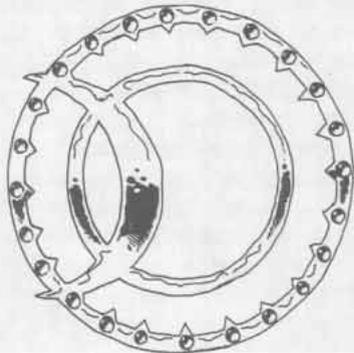
The months of the year have been given other names by the elves (particularly in Celene and the Ulek states) and the Baklunish nomads of the Dry Steppes, the Plains of the Paynims and the Wolf and Tiger Nomads.

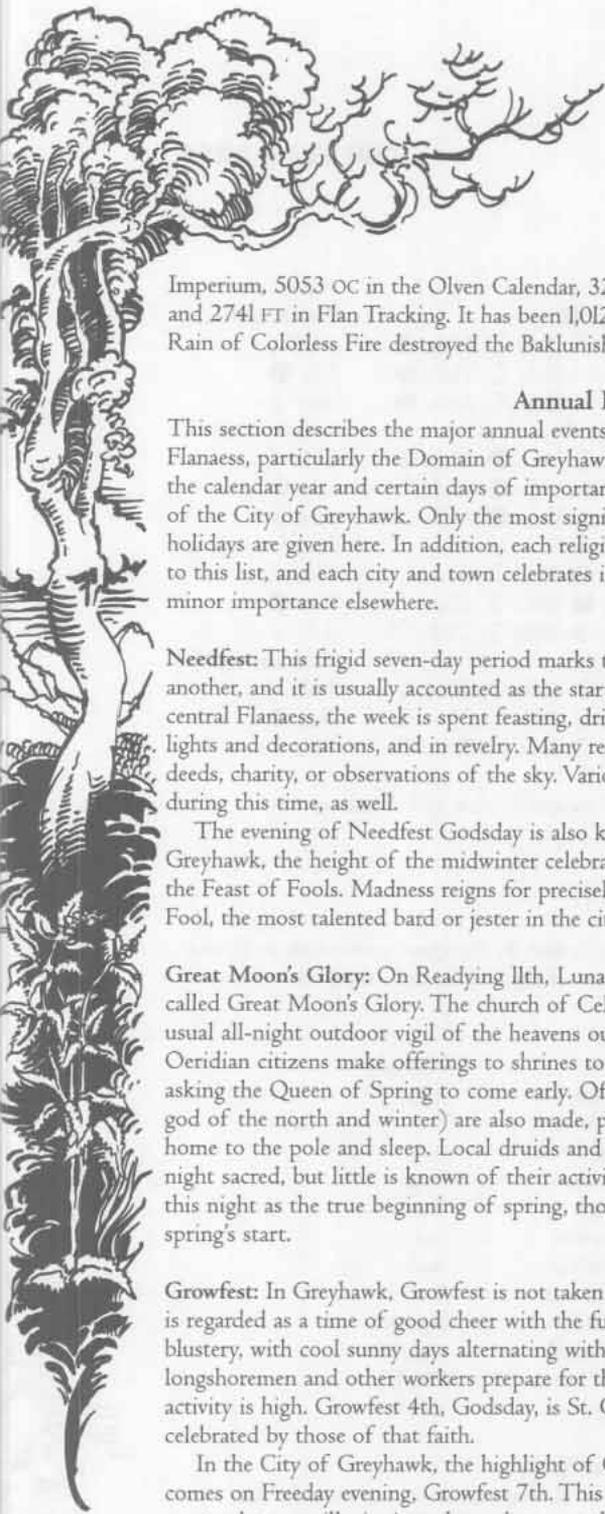
Common	Olven	Nomads
Fireseek	Diamondice	Tiger
Readying	Yellowwillow	Bear
Coldeven	Snowflowers	Lion
Planting	Blossoms	Frog
Flocktime	Violets	Turtle
Wealsun	Berrytime	Fox
Reaping	Goldfields	Snake
Goodmonth	Sunflowers	Boar
Harvester	Fruitfall	Squirrel
Patchwall	Brightleaf	Hare
Ready'reat	Tinklingice	Hawk
Sunsebb	Lacysnows	Wolf

Calendar Years

A year may be written with the calendar system abbreviation before or after the date — for instance, 591 CY or CY 591, according to the writer's whim. Because the Common Year calendar has no zero year, it is very rare to write dates with negative CY numbers, as one year will be missing when calculating the time between a negative and positive CY year (for instance, 19 years, not 20 years, elapsed between the 1st of Goodmonth in -10 CY and the same date in 10 CY). To avoid confusion, another calendar is used for dates before 1 CY, most often the Oeridian Record (OR), as it was widely understood and used long after the founding of the Great Kingdom. Other calendars may be used if the subject matter makes the substitution appropriate.

The game campaign year is now early spring 591 CY. This year is 1235 OR in the Oeridian Record calendar, 6106 SD in the Suloise Dating system of the old Suel





Imperium, 5053 OC in the Olven Calendar, 3250 BH of the Baklunish Hegira calendar and 2741 FT in Flan Tracking. It has been 1,012 years since the Invoked Devastation and Rain of Colorless Fire destroyed the Baklunish Empire and Suel Imperium.

Annual Events

This section describes the major annual events commonly recognized in the central Flanaess, particularly the Domain of Greyhawk, focusing on the four festival weeks of the calendar year and certain days of importance to the functioning of the government of the City of Greyhawk. Only the most significant and widely celebrated religious holidays are given here. In addition, each religion has its own set of holy days in addition to this list, and each city and town celebrates its own secular holidays, most of them of minor importance elsewhere.

Needfest: This frigid seven-day period marks the transition from one calendar year to another, and it is usually accounted as the start of the new year. In many areas in the central Flanaess, the week is spent feasting, drinking, dancing, gift-giving, putting up lights and decorations, and in revelry. Many religions celebrate midwinter with good deeds, charity, or observations of the sky. Various civic government functions take place during this time, as well.

The evening of Needfest Godsdays is also known as Midwinter Night. In the City of Greyhawk, the height of the midwinter celebration is Needfest 7th (a Freeday), known as the Feast of Fools. Madness reigns for precisely seven hours under the leadership of The Fool, the most talented bard or jester in the city.

Great Moon's Glory: On Readying 11th, Luna is full but Celene is new. This night is called Great Moon's Glory. The church of Celestian regards this night as holy, with the usual all-night outdoor vigil of the heavens outside the Grey College Observatory. Oeridian citizens make offerings to shrines to the lesser goddess Atroa on this night, asking the Queen of Spring to come early. Offerings to shrines to Telchur (the Oeridian god of the north and winter) are also made, praising his work but suggesting he go home to the pole and sleep. Local druids and their small congregations also hold this night sacred, but little is known of their activities. Many farmers and herdsmen mark this night as the true beginning of spring, though Readying 1st is the calendar date for spring's start.

Growfest: In Greyhawk, Growfest is not taken as a week-long public holiday, though it is regarded as a time of good cheer with the full arrival of spring. The weather is usually blustery, with cool sunny days alternating with heavy rain. Farmers, herders, longshoremen and other workers prepare for the upcoming busy summer, and merchant activity is high. Growfest 4th, Godsdays, is St. Cuthbert's Day, the largest annual festival celebrated by those of that faith.

In the City of Greyhawk, the highlight of Growfest for the rest of the populace comes on Freeday evening, Growfest 7th. This event is the Desportium of Magick, a contest between illusionists who seek to cast the most magnificent display of illusion/phantasm magic on an established theme, that of a historical attack by monsters and humanoids on the Grand Citadel.

Richfest: The hot, breezy week of Richfest is not kept as a public holiday in Greyhawk. Midsummer Day (Richfest 4th) is the only real celebration, when the city takes off to celebrate the height of summer and give thanks to the appropriate gods for any good fortune they've had. Midsummer Day is called the Holy Day of Pelor. Pelor — master of the sun, light, and healing — is beloved of many of Greyhawk's populace, and this day sees the largest religious festival held in the Free City in Pelor's honor.

The evening of Richfest 4th is Midsummer Night. Both moons are full, and at midnight Celene eclipses Luna. This is a portentous evening, sacred to many religions, and sometimes astronomical phenomena are seen that hint at future events, good and ill. This is the best night of all for druids to collect mistletoe, but it is also the night on which the greatest number of werewolves are out, as the combined effect of the two moons makes it nearly impossible for lycanthropes to avoid were-change.

TIMEKEEPING

Most timekeeping on Oerth is performed by sundials, which indicate not only the time of day but the month and day of the year. This is because Oerth's axial tilt causes the sun's shadow to wander over the ground in a curving pattern that repeats every year; a sundial can track this effect, known as far back as the days of the Suel Imperium. Water clocks and mechanical clocks, powered by coiled wind-up springs or pendulums and weights, are also used, but these are costly and difficult to make, often tastelessly ornamented, and prone to inaccurate readings. Perfectly accurate magical timepieces have been created by priests and wizards, but these are so expensive that guilds for navigators and night watchmen are the primary buyers. Minor spells allow sundials in public areas to register the time even on cloudy days, and these are sufficient for most public needs.

The clerics of those deities concerned with time such as Istus, Cyndor or Lendor, are valued and sought for their timing of ceremonies, complex spells, and military activities, and they are gainfully employed by certain merchants, governments, wizards' guilds, the military and others.

Dark Night: Both moons of Oerth are new on the night of Goodmonth 11th (always a Godsdays), which earns this evening various titles such as the Dark Night, Black Night or Star Night. While certain religious groups spend the night observing the skies for portents (or taking advantage of its darkness for acts of evil or thievery), many ordinary folk light all-night bonfires.

Brewfest: Only the first and last days of Brewfest (Starday and Freeday) are public holidays in the City of Greyhawk, meaning that no one can be coerced to work, and public revelry is encouraged by the government. However, many citizens take this fall celebration of the last harvest completely to heart, and public intoxication is common. The city takes on a circus atmosphere, and the streets are filled with actors, jugglers, acrobats, animal and monster trainers (with their best "pets"), and grinning adventurers showing off their latest trophies. The festival is celebrated throughout the central Flanaess.

LANGUAGES

Despite the great size of the Flanaess, only six tongues are recognized as actual languages: Flan, Suloise, Ancient Baklunish, Old Oeridian, Common and the Rhennee cant. Rhennee is considered less important in the Flanaess than the other five. A number of dialects exist, but these are not considered languages due to their close similarity to the major languages or their limited numbers of speakers.

The foremost authority on languages in northeastern Oerik is Revort Leyhar at the Grey College of the University of Greyhawk. His 44-volume work, *Exegesis of Linguistic Usage by the Flanaess Peoples*, examines each language and dialect in painstaking detail. A brief summary follows.

Major Languages

Flan: The language of the original nomadic peoples of the Flanaess, Flan is the oldest language still spoken in modern times. The current version of Flan, spoken

by the Tenhas, has changed considerably from the original. Despite these changes, the language is stagnant and inappropriate for describing modern concepts and technology. The vocabulary and syntax are not nearly flexible enough to express ideas and objects that were unknown to the original speakers.

Suloise: The tongue of the Suel peoples, this language is all but dead, thanks in large part to the Rain of Colorless Fire. The only known modern speakers of Suloise are the members of the Scarlet Brotherhood (where it is the only language permitted within its hierarchy), and the lawyers of Greyhawk. Others who study Suloise do so primarily as a written language in order to study the ancient tomes of the Suel people.

Ancient Baklunish: This language survives among the Paynim tribes and certain clans in Zeif, Tusmit and others. It is always used in formal addresses and commercial dealings. Baklunish is one of the roots of modern Common.

Old Oeridian: One of the "younger" languages in the Flanaess, Oeridian was believed to be a pure tongue (having changed very little over the centuries) until Revort Leyhar proved otherwise. In his essays, Leyhar points out that a language as widespread as Oeridian could not have remained free of outside influences. Oeridian is still widely used in the lands of the former Great Kingdom, and is used almost exclusively by scribes, lawyers, clerks and similar professionals. Their critics maintain that the only reason these people still use the old tongue is to exclude speakers of "mere" Common and to maintain a monopoly on their professions. Libraries and archives are filled with official documents and ancient tomes written in Oeridian.

Common: The newest language spoken in the Flanaess, Common is a blend of Old Oeridian and Ancient Baklunish. It is the most widely spoken language in Greyhawk, even among native speakers of other tongues. Anyone who plans to travel across national or cultural boundaries understands the need to speak at least some Common. This language evolved, in part, from the need for translations; certain languages cannot be translated directly to other languages. Common forms the bridge, allowing a language to be translated first into Common, then into the target language. It has become the universal language for trade and diplomacy.

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

Minor Dialects

Ferral: An Oeridian tribal language, Ferral is now a guarded secret. It is spoken only by officials of the Iron League, and is used primarily for commands and purposes of identification. It is not a true living language, and amounts to little more than a code — a set of signals and labels. Most expressions are discrete; Ferral does not have the capability to mix elements to form new concepts.

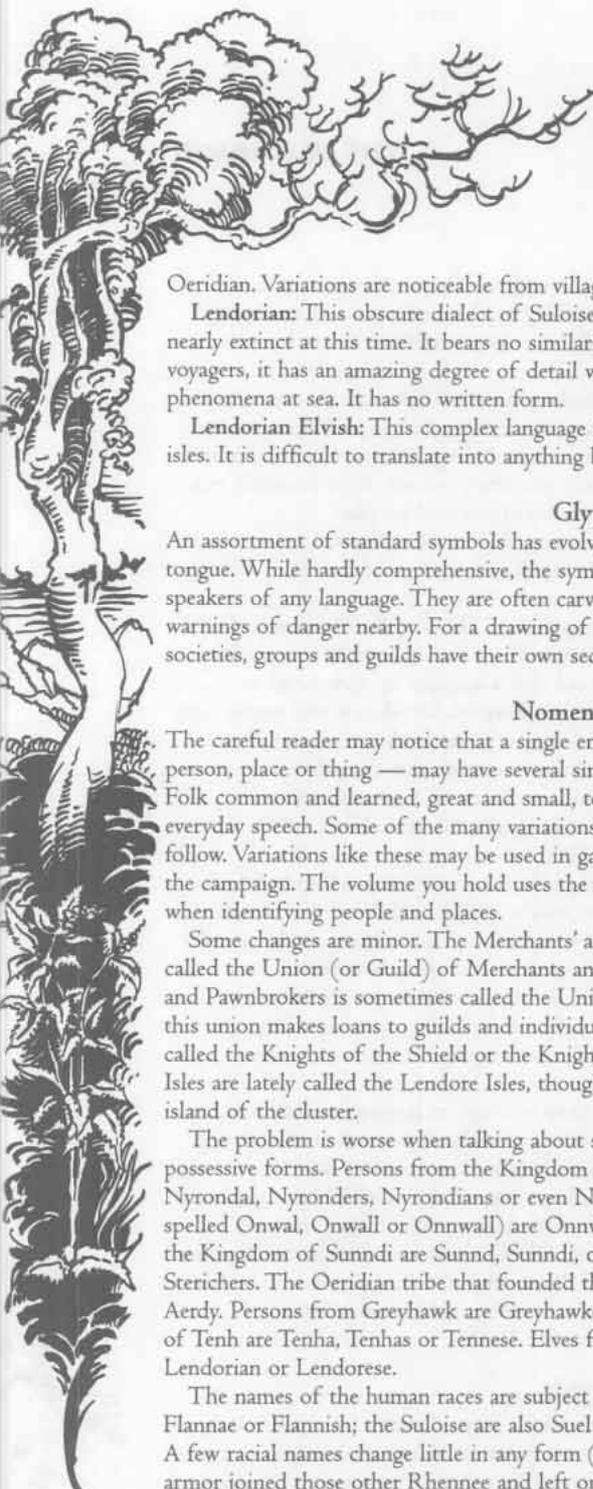
Nyrondese: Common is the basis for this dialect, which adds elements from an Oeridian tribal tongue. It is used in Nyrond, primarily by peasants and shopkeepers.

Fruz (the Cold Tongue): This dialect is primarily Suloise with Flan influences. It is spoken by the Frost, Snow and Ice Barbarians. Even fluent speakers of Suloise find it hard to comprehend.

Velondi: Used only in isolated areas of Veluna and its northern borders, this is an Oeridian tribal tongue with no written form.

Keolandish: Spoken in Keoland and surrounding areas, this is a dialect of Old





Oeridian. Variations are noticeable from village to village.

Lendorian: This obscure dialect of Suloise was used only in the Spindrift Isles but is nearly extinct at this time. It bears no similarity to Fruz. Spoken primarily by seamen and voyagers, it has an amazing degree of detail with regard to weather conditions and phenomena at sea. It has no written form.

Lendorian Elvish: This complex language is used by aquatic and high elves of the isles. It is difficult to translate into anything but other elven languages.

Glyphs

An assortment of standard symbols has evolved as a pictorial analog to the Common tongue. While hardly comprehensive, the symbols convey important information to speakers of any language. They are often carved or scrawled in prominent places as warnings of danger nearby. For a drawing of the glyphs, please see the facing page. Many societies, groups and guilds have their own secret rune or glyph languages, as well.

Nomenclature

The careful reader may notice that a single entity in the GREYHAWK campaign — be it a person, place or thing — may have several similar-sounding names in different products. Folk common and learned, great and small, tend to disregard linguistic precision in everyday speech. Some of the many variations in nomenclature used across the Flanaess follow. Variations like these may be used in game play by players to give more flavor to the campaign. The volume you hold uses the most commonly accepted nomenclature when identifying people and places.

Some changes are minor. The Merchants' and Traders' Union of Greyhawk is also called the Union (or Guild) of Merchants and Traders. The Union of Moneychangers and Pawnbrokers is sometimes called the Union of Moneylenders and Pawnbrokers, as this union makes loans to guilds and individuals. The Knights of Holy Shielding are also called the Knights of the Shield or the Knights of the Holy Shielding. The Spindrift Isles are lately called the Lendore Isles, though Lendore Isle is actually only the largest island of the cluster.

The problem is worse when talking about states and peoples in singular, plural and possessive forms. Persons from the Kingdom of Nyronde are Nyronde, Nyrondel, Nyrondal, Nyronders, Nyrondians or even Nyrondish. Persons from Onnwal (also spelled Onwal, Onwall or Onnwall) are Onnwalers, Onnwalans or Onnwalish. People of the Kingdom of Sunndi are Sunnd, Sunndi, or Sunndians; those of Sterich are Sterish or Sterichers. The Oeridian tribe that founded the Kingdom of Aerdy was the Aerdi or Aerdy. Persons from Greyhawk are Greyhawkers or Greyhawk folk; those from the Duchy of Tenh are Tenha, Tenhas or Tennesse. Elves from the Spindrifts are sometimes called Lendorian or Lendorese.

The names of the human races are subject to many variant spellings. The Flan are also Flannae or Flannish; the Suloise are also Suel or Suelites; the Oeridians are also Oerids. A few racial names change little in any form (an example: "A Rhennee wearing Rhennee armor joined those other Rhennee and left on that Rhennee barge").

Certain enhancements, such as adding "Town" after the name of a village or city (for example, Hardby Town), are not uncommon. Terms for communities (hamlet, village, town, city) are casually applied even in formal speech and writing. Safeton, Narwell, Hardby and Elmshire might be called villages by those who hold them in low esteem, or cities by those who think them important. They are in fact towns.

Some "creative spelling" is inevitable in such a massive setting as the Flanaess — or "Flaness," as some write it. Keoland becomes "Keoghland," Urnst becomes "Ernst," and so forth. Personal names are subject to some creative spelling as well. Sevvord Redbeard, the grim Master of Stonehold, is "Seuvord" in some sources. Lord Baron Lexnol of Ratik is "Archbaron Lexol" to some. Ewerd Destron, the szek of Onnwal before the Greyhawk Wars,

became "Elverd"; Duke Karl of Urnst became "Karl"; and the mysterious Mage of the Vale, Jaran Krimeeah became "Jason Krimeeah" in several sources. Misspellings can be repeated unknowingly in later works, causing careful scholars to pull out their hair. The actual name of the Lord Mayor of the City of Greyhawk, for instance, is Nerof Gasgol, but when his last name is pronounced the "o" sounds like an "a" (Gasgal), and that is what everyone thinks his name is when they write it out. He has long ago given up trying to correct the error, so it remains Gasgal herein.

Old names may change, but they never die. Nyronde was once known as "Nehron," after the Oeridian tribe that settled there, and the latter spelling shows up even today. (Nehron eventually became Nyronde, the name of a noble house allied with Rax until Nyronde declared independence.) The Hold of Stonefist is now Stonehold, but many call it by its old name; its inhabitants, once called Holders or Stonefisters, are now Stoneholders (or Fists, though this properly means only the war bands).

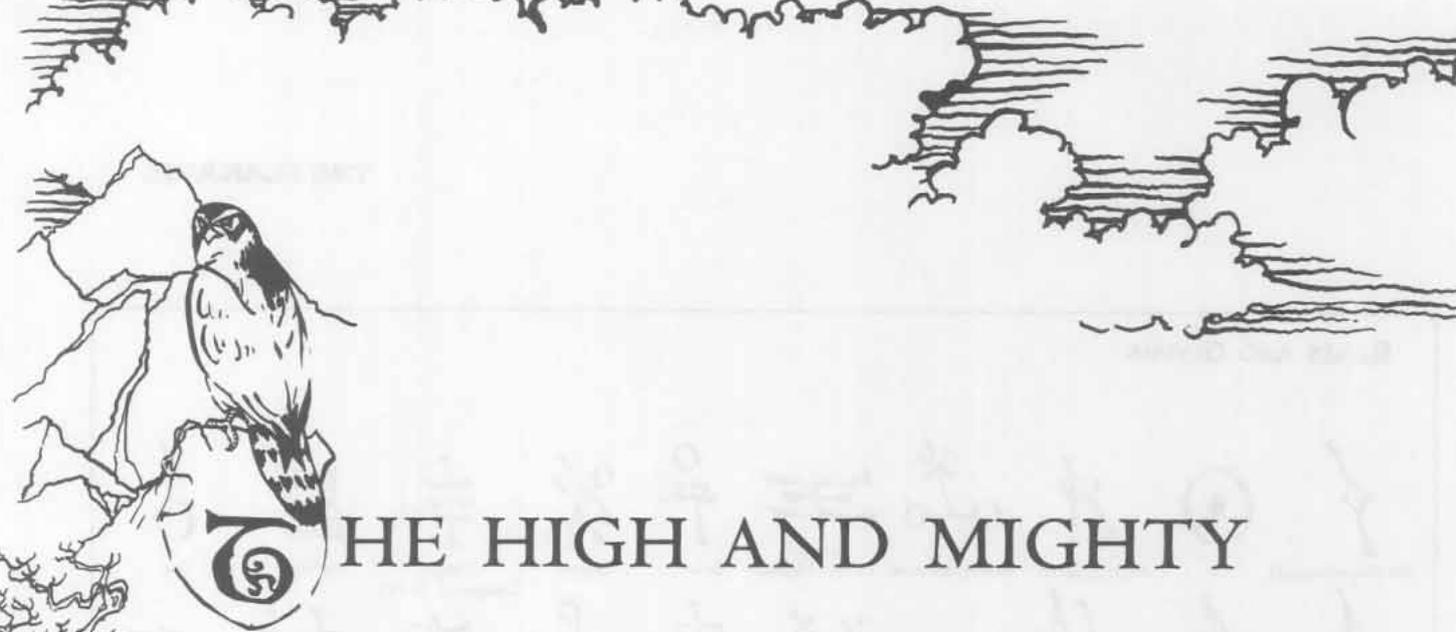
Similarly, the Great Kingdom of Northern Aerdy and the United Kingdom of Ahlissa have alternate names; many still call this region "the former Great Kingdom," regardless of the current political situation. No one is sure what to call the regions once known as the Duchy of Tenh and the Hold of the Sea Princes, given their civil chaos and internal military conflicts. The Duchy of Geoff, invaded by giants and humanoids almost a decade ago, is still called that by everyone except the invaders.

Murlynd, the most peculiar hero-god known, was called Merlund or something similar during his mortal life; variant spellings appear in many works. Zagyg the demigod is often called the Mad Archmage or identified by his mortal name, Zagig Yragerne. The castle Zagig built is variously called Castle Greyhawk, Greyhawk Castle, the ruins of Greyhawk, the Greyhawk ruins, the dungeons of Greyhawk, Zagig's Folly and so forth.

In short, the nomenclature of the Flanaess is like everything else in this fascinating land: vivid, varied and full of surprises.

RUNES AND GLYPHS

									
Aid (Supernatural)	Air	Anger, Quarrel	Answer, Solution	Betrayal, Double Dealing	Brass	Copper	Danger, Dangerous, Deadly	Darkness	Day
									
Death	Evil, Evil Pursuer	Dragon, Evil Watcher	Earth	Electrum	Elemental	Elemental Planes	Evil Power, Destructive Power	Evil Serving, Evil Servant	Female
									
Demonic, Fiendish	Fire	Friendly	Giant, Huge	Go	Gold	Good	Hail Storm, Cold	Halt, Stop	
									
Holy, Holiness	Honor	House	Ice	Infinity, Endless	Insanity, Induces Madness	Iron	Irresistible, Overpowering	Key	Life
									
Life Span	Light	Long, Far	Evil Magic, Power	Good Magic, Power	Male	Middle, Center, Heart	Movement, Travel	Opposition, Opposed	
									
Plane of Existence	Poison, Poisonous	Poison Antidote	Power	Pursuit	Possession	Precious Gem	Private	Regeneration	Royal, Royalty
									
Scroll, Writing	Secret	Senses, Sense	Short, Near	Silver	Sulfur, Infernal	Strength	Suspicious	Thrall, Prisoner	
									
Time	Torch	Treasure	Truth, Sword	Uncertain, Questionable	Universe, All	Warning, Danger	Watcher, Viewer, Supernatural	Water	Win, Victory



THE HIGH AND MIGHTY

The GREYHAWK campaign is home to many of the most powerful and dangerous beings anywhere. The deities of the Flanaess demonstrate great strengths; some, such as Vecna, have affected other planes profoundly. Certain great mortals have ascended to become demigods or hero-gods and their names ring across time and space: Zagy, Keoghtom, Murlynd, Vecna. Still other mortal wizards, villains, thieves and heroes have had such an impact that in a hundred universes great spells and magical devices bear their names: Mordenkainen, Iuz, Bigby, Drawmij, Heward, Iggwilv, Tenser, Acererak, Nystul, Tuerny, Ehliisa, Otiluke, Serten, Bucknard, Sustarre. These people made the Flanaess the greatest of legendary lands.

GODS AND POWERS

The gods and powers of the Flanaess are an often-confusing mix of deities from a handful of cultures, representing natural powers and human attributes, virtues (and vices), and mental and emotional states. In such an environment, the powers and attributes of some gods overlap. Certain others, generally demigods or hero-gods, are once-mortal heroes (or villains) who have attained godlike powers.

Most humans and demihumans worship one or two primary gods, but their worship is by no means exclusionist. The people of the Flanaess are pragmatists, and they willingly embrace as many gods as necessary to make their lives run more smoothly. While a farmer may worship the old Flan goddess Beory as the Oerth

Mother, he may also offer money or tribute to the Suel god Phyton to bring fertility to his fields. More than this, whenever the farmer strays into nonagricultural endeavors, he may very well offer tribute to the god or gods appropriate to whatever he is doing. For instance, if he travels to the City of Greyhawk to sell his products in the market there, he may at different times during his trip offer tribute to Fharlanghn (god of roads), St. Cuthbert (god of honesty), Velnius (god of weather) and Zilchus (god of money). A lot of this "worship" will look perfunctory, like tossing coins into a fountain for luck, but it will be no less genuine for that.

The people of the Flanaess feel their gods are real and can take concrete action on the material plane. This feeling isn't changed by the fact that the most powerful gods rarely involve themselves directly with happenings on Oerth, St. Cuthbert being an occasional exception to this.

In the GREYHAWK setting, gods are able to grant spells to their clerics and specialty priests, at the following levels:

- Greater/Intermediate Gods: Clerics get up to 7th-level spells (with Quest spells from the *Tome of Magic* book only for Greater gods).
- Lesser Gods: Clerics get up to 6th-level spells unless deity lives on Oerth (example: Fharlanghn's priests can get up to 7th-level spells, as he lives on Oerth, but no Quest spells).
- Demigods: Clerics get up to 5th-level spells unless the deity lives on Oerth, in which case 6th-level spells can be acquired (examples: Iuz and Wastri).
- Hero-gods: Clerics get up to 4th-level spells unless the deity lives on Oerth, in which case 5th-level spells can be acquired.
- Quasi-deities: No spells gained; no priests available.
- Imprisoned gods: Tharizdun, Vatun and Vecna are imprisoned. Their priests get up to 2nd-level spells only.

Following is a table describing certain human gods in the Flanaess. This is not a comprehensive list, even for humans, and includes very few demihuman or humanoid gods. While the Baklunish have many gods, only a few are relevant to the Flanaess and are mentioned here.

Name: Deity's accepted proper name.

Origin: The ethnic group/human race with which the deity is usually associated. B: Baklunish; F: Flan; O: Oeridian; S: Suloise; U: Unknown/mysterious origin; E: Elven; H: Humanoid; C/c: Commonly accepted across the Flanaess in many regions and cultures, and actual origin is irrelevant. The lower case "c" indicates a deity is less accepted and worshipped but is still widely known. Deities that are not commonly accepted (no "C" or "c") are worshipped primarily in areas settled by the listed ethnic group (for example, Osprems' shrines and temples are likely found only in areas where

the Suloise have settled: in this case, along seacoasts). Some deities have very limited worship, though their names might be widely known; this is particularly true of extremely evil gods such as Tharizdun and Vecna.
Sex: The deity's given or preferred sex is shown in lower case, to avoid confusion

between Flan (F) and female (f).
Areas of Concern: The deity's best known spheres of interest are given here, with a few attributes usually associated with that deity.
Alignment: This is the deity's alignment (and, in parentheses, tendencies) which priests of the deity must also adopt.
Worshippers (Alignment/Type): This shows the alignments and occupations of the worshippers of a deity. Unless otherwise stated, most of the worshippers of each deity are assumed to be human.

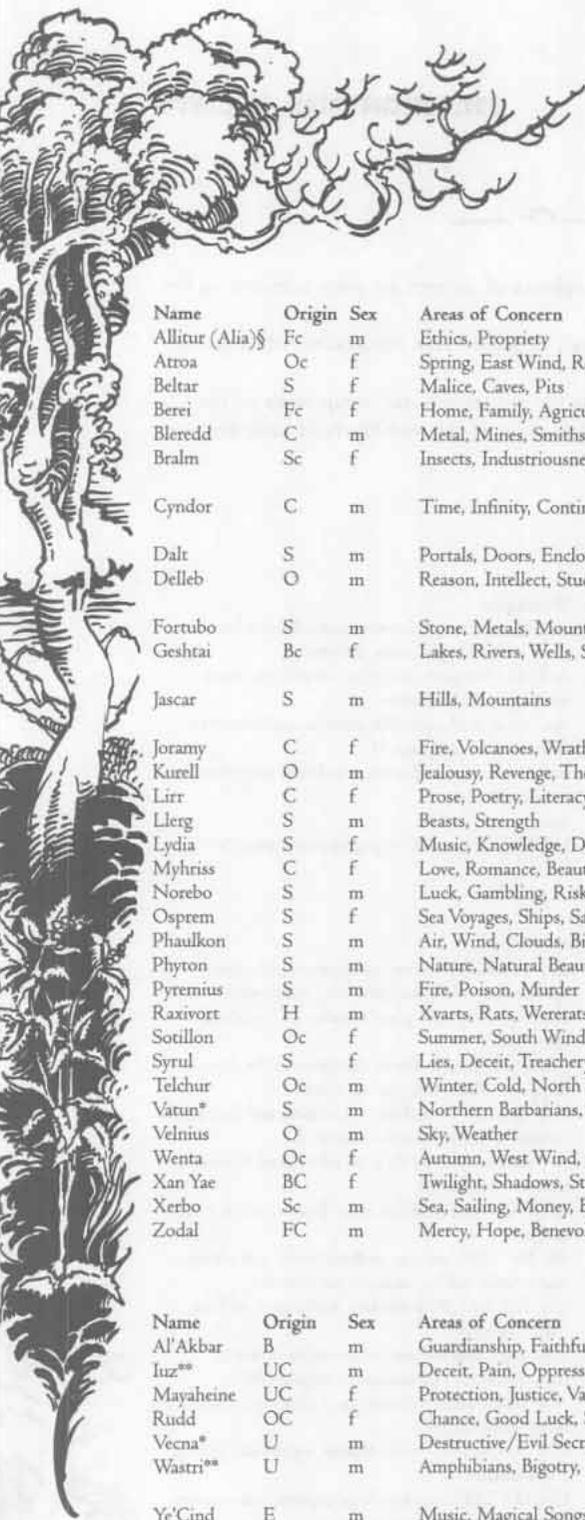
GREATER GODS

Name	Origin	Sex	Areas of Concern	Alignment	Worshippers
Beory	FC	f	Oerth Mother, Nature, Rain	N (NG)	Any/druids (only), farmers, rustic Flan tribes
Boccob	C	m	Magic, Arcane Knowledge, Foresight, Nonintervention, Balance	N	Any/wizards, sages, seers, diviners
Incubulos	C	m	Plagues, Sickness, Famine, Nightmares, Drought, Disasters	NE	Any evil/intriguers, evil rebels, destroyers, those wishing to avoid disaster
Istus	Bc	f	Fate, Destiny, Divination, Future, Honesty	N	Any/most Baklunish folk, seers, chronomancers (Chronomancer campaign)††
Nerull	FC	m	Death, Darkness, Murder, Underworld	NE	Any evil/assassins, thieves, murderers, necromancers, humanoids
Pelor	FC	m	Sun, Light, Strength, Healing	NG	Any
Rao	FC	m	Peace, Reason, Serenity	LG	LG, NG, LN/paladins, peacemakers, wizards

INTERMEDIATE GODS

Name	Origin	Sex	Areas of Concern	Alignment	Worshippers
Celestian	OC	m	Stars, Space, Wanderers	N (NG)	Any nonevil/wanderers, astronomers, scholars, spelljammer pilots and travelers (SPELLJAMMER® campaign)††, Astral plane travelers (PLANESCAPE® campaign)††
Ehlonna	C	f	Forests, Woodlands, Flora & Fauna, Fertility	NG	Any good/rangers, forest demihumans, hunters, trappers, fishers, many rustic females
Erythnul	OC	m	Hate, Envy, Malice, Panic, Ugliness, Slaughter	CE (CN)	CE, CN, NE/berserkers, evil soldiers and barbarians, bandits, mass murderers, humanoids
Fharlanghn**	OC	m	Horizons, Distance, Travel, Roads	N (NG)	Any nonevil (many N)/poor merchants, caravan travelers, vagabonds
Heironeous	OC	m	Chivalry, Justice, Honor, War, Daring, Valor	LG	LG, NG, LN†/paladins, army leaders, rulers, many knights
Hextor	OC	m	War, Discord, Massacres, Conflict, Fitness, Tyranny	LE	LE, NE, LN†/evil but civilized rulers and warriors, many Aerdri nobles, assassins, mercenaries
Kord	S	m	Athletics, Sport, Brawling, Strength, Courage	CG	CG, CN, NG, N/berserkers, barbarians, athletes, rustic warriors
Lendor	S	m	Time, Tedium, Patience, Study	LN	LN/sages, timekeepers, astronomers, wizards, chronomancers (Chronomancer campaign)††
Obad-Hai	FC	m	Nature, Woodlands, Freedom, Hunting, Beasts	N	Any (nearly all N)/druids (only), hunters, woodsmen, many rustic males
Olidammara	C	m	Music, Revels, Wine, Rogues, Humor, Tricks	CN	CN, N, CG, NG/bards, thieves, vagabonds, jesters, good outlaws
Pholtus	OC	m	Light, Resolution, Law, Order, Inflexibility, Sun, Moons	LG (LN)	LN, LG, LE†/crusaders, legal experts, astronomers
Procan	OC	m	Seas, Sea Life, Salt, Sea Weather, Navigation	CN	Any nonlawful/sailors, fishers
Ralishaz	C	m	Chance, Ill Luck, Misfortune, Insanity	CN	Any nonlawful/gamblers
St. Cuthbert	C	m	Common Sense, Wisdom, Zeal, Honesty, Truth, Discipline	LG (LN)	LG, LN/paladins, crusaders, missionaries, rustic heroes
Tharizdun*	U	m	Eternal Darkness, Decay, Entropy, Malign Knowledge, Insanity	NE	Any evil/evil insane, psychopaths, destroyers
Trithereon	C	m	Individuality, Liberty, Retribution, Self-Defense	CG	CG, NG/good rebels, freedom fighters, avengers
Ulaa	UC	f	Hills, Mountains, Gemstones	LG	LG, NG, LN, N/dwarves, gnomes, human miners and quarrymen, mountain and hill dwellers
Wee Jas	S	f	Magic, Death, Vanity, Law	LN (LE)	LE, NE, LN, N/wizards, highly intelligent lawful beings, lawful necromancers
Zilchus	OC	m	Power, Prestige, Money, Business, Influence	LN	LN, LG, N, NG/merchants, guilds and unions, accountants





Name	Origin	Sex	Areas of Concern
Allitur (Alia)§	Fc	m	Ethics, Propriety
Atroa	Oc	f	Spring, East Wind, Renewal
Beltar	S	f	Malice, Caves, Pits
Berei	Fe	f	Home, Family, Agriculture
Bleredd	C	m	Metal, Mines, Smiths
Bralm	Sc	f	Insects, Industriousness
Cyndor	C	m	Time, Infinity, Continuity
Dalt	S	m	Portals, Doors, Enclosures, Locks, Keys
Delleb	O	m	Reason, Intellect, Study
Fortubo	S	m	Stone, Metals, Mountains, Guardianship
Geshtai	Bc	f	Lakes, Rivers, Wells, Streams
Jascar	S	m	Hills, Mountains
Joramy	C	f	Fire, Volcanoes, Wrath, Anger, Quarrels
Kurell	O	m	Jealousy, Revenge, Theft
Litr	C	f	Prose, Poetry, Literacy, Art
Llery	S	m	Beasts, Strength
Lydia	S	f	Music, Knowledge, Daylight
Myhriss	C	f	Love, Romance, Beauty
Norebo	S	m	Luck, Gambling, Risks
Osprem	S	f	Sea Voyages, Ships, Sailors
Phaulkon	S	m	Air, Wind, Clouds, Birds, Archery
Plyton	S	m	Nature, Natural Beauty, Farming
Pyremius	S	m	Fire, Poison, Murder
Raxivort	H	m	Xvarts, Rats, Wererats
Sotillon	Oc	f	Summer, South Wind Ease, Comfort
Syrlur	S	f	Lies, Deceit, Treachery
Telchur	Oc	m	Winter, Cold, North Wind
Vatun*	S	m	Northern Barbarians, Cold, Winter, Arctic Beasts
Velnus	O	m	Sky, Weather
Wenta	Oc	f	Autumn, West Wind, Harvest, Brewing
Xan Yae	BC	f	Twilight, Shadows, Stealth, Mental Power
Xerbo	Sc	m	Sea, Sailing, Money, Business
Zodal	FC	m	Mercy, Hope, Benevolence

LESSER GODS

Alignment	Worshippers
LG (LN)	LG, LN/legal experts, judges, paladins
NG	Any good/farmers
CE (CN)	CE, CN/miners, cave dwellers, humanoids
NG	Any good/farmers, country families
N	Any/human miners and metalsmiths
N (LN)	N, LN, LE, LG†/common laborers, farmers, slave masters, slaves†
LN	Any lawful/timekeepers, chronomancers (<i>Chronomancer</i> campaign)††
CG	Any nonevil/guards, explorers
LG	LG/sages, scholars, wizards, psionics (PHBR5 <i>Complete Psionics Handbook</i>)††
LG (LN)	LG, LN/human miners and smiths, dwarves, gnomes
N	Any/farmers, herders, steppes or plains travelers, anyone seeking water
LG	LG, NG/human hill and mountain dwellers, miners, dwarves, gnomes
N (NG)	N, any good/fire-using spellcasters
CN	Any chaotic/thieves
CG	CG, NG/bards, actors, scholars, scribes
CN	Any chaotic/barbarians, common warriors
NG	Any good/bards, musicians, sages, scholars (many females)
NG	Any good/lovers, bards
CN	Any nonlawful/thieves, gamblers, assassins, spies, bards
LN	Any lawful/sailors, fishers, shipwrights
CG	CG, CN/archers, leaders
CG	CG/farmers, rangers, elves†
NE	Any evil/assassins, arsonists, humanoids
CE	CE/wererats, xvarts, humanoid thieves and assassins
CG (CN)	CG, CN/farmers, festival-goers
NE	Any evil/intriguers, thieves, spies, certain evil leaders
CN	Any chaotic/barbarians, farmers†
CN	Any/northern Suel-descended barbarians
N (NG)	N, NG/druids possible†, farmers, travelers†
CG	Any nonevil/farmers, brewers
N	Any but LG or LE/thieves, spies, martial artists†
N	Any/sailors, merchants, fishers, coastal folk, druids possible†
NG	Any good/healers, peacemakers

DEMIGODS

Name	Origin	Sex	Areas of Concern	Alignment	Worshippers
Al'Akbar	B	m	Guardianship, Faithfulness, Duty	LG	LG/paladins, guardians, soldiers
Iuz**	UC	m	Deceit, Pain, Oppression, Evil	CE	Any evil, CN/tyrants, conquerors, spies, humanoids
Mayaheine	UC	f	Protection, Justice, Valor	LG	LG, NG/paladins, guards
Rudd	OC	f	Chance, Good Luck, Skill	CN (CG)	CN, CG, N/thieves, gamblers
Vecna*	U	m	Destructive/Evil Secrets	CE	Any evil
Wastri**	U	m	Amphibians, Bigotry, Self-Deception	LN (LE)	LN, LE/racist humans, humanoids, bullywugs and other evil amphibians
Ye'Cind	E	m	Music, Magical Songs	CG	CG, NG, CN, N/bards, elves, half-elves
Zagy	UC	m	Humor, Eccentricity, Occult Lore, Unpredictability	CN (CG)	CN, CG, N/eccentric spellcasters†
Zuoken	Bc	m	Physical and Mental Mastery	N	N, LN/martial artists, psionics (PHBR5 <i>Complete Psionics Handbook</i>)††, athletes

HERO-GODS

Name	Origin	Sex	Areas of Concern	Alignment	Worshippers
Daern	OC	f	Defense, Fortifications	LN	Any/military engineers, architects, builders
Johydee	OC	f	Deception, Espionage, Protection	NG	Any nonevil/nonevil spies, freedom fighters, investigators
Kelanan	UC	m	Swords, Sword Skills, Balance	N	Any/any sword master
Keoghtom	UC	m	Extraplanar Heroism	NG	Any good/extraplanar travelers
Kyuss	U	m	Creation and mastery of undead	NE	Any evil/necromancers, conquerors
Murlynd	OC	m	Magical "technology"	LG	LG, NG, LN/eccentric or unorthodox inventors

Notes to Table:

- *: Imprisoned on other plane, restricting spells available to priests to 1st and 2nd level only (Tharizdun: possibly asleep, imprisoned or dead on unknown demiplane by alliance of other gods and mortal spellcasters, ages ago; Vatun: asleep or imprisoned on unknown demiplane by priests of Telchur, ca. 700 years ago; Vecna: trapped on Demiplane of Ravenloft following battle with Iuz, 581 CY).
- ***: Lives on Prime Material Plane, in the Flanaess (Iuz: Empire of Iuz; Wastri: Vast Swamp). Fharlanghn roams all Oerth.
- †: Rare.
- ††: Other AD&D game campaigns or optional rules include this deity.
- §: Alternate name (Allitur, a Flan deity, developed a cult in Medegia under the name Alia, a.k.a. Stern Alia, but this cult was largely destroyed by internal dissent and by priests of Hextor).

The priests of Neutral deities are all normal clerics unless the possibility of druids is indicated. In some cases, druids are the only priests who can serve certain deities (examples: Beory, Obad-Hai).

Relationships Between Powers

While it is obvious that good-aligned powers will generally support each other, and evil powers will fight all others, some especially strong divisions and alliances are known to exist between gods of the Flanaess.

Conflicts

- (violent warfare on sight)
- Tharizdun vs. everyone
- Vecna vs. Iuz (and everyone else)
- St. Cuthbert vs. Iuz
- Heironeous vs. Hextor
- Rao vs. Iuz

Antipathies

- (rivalries just short of war)
- St. Cuthbert vs. Pholtus
- Ehlonna vs. Obad-Hai
- Fortubo vs. other Suel deities
- Wee Jas vs. chaotic Suel deities
- Trithereon vs. lawful deities

Alliances

- Boccob + Zagy (servant of Boccob)
- Pelor + Mayaheine (servant of Pelor)
- Celestian + Fharlanghn (brothers)
- Ulaa + Bleredd (married)
- Norebo + Wee Jas (lovers)
- Pelor + Rao (allies)
- Rao + Zilchus (allies)
- Beory + Ehlonna (allies)
- Beory + Ulaa (allies)
- Fortubo + Moradin, Berronar (allies)
- Ehlonna + Seldarine elven deities (allies)
- Wee Jas + lawful Suel deities (loose allies)
- Osprem + Xerbo (loose allies)
- Jascar + Phaulkon (loose allies)
- Pyremius + Syrul (loose allies)
- Nerull + Incabulos (loose allies)

THE CIRCLE OF EIGHT: PAST AND PRESENT

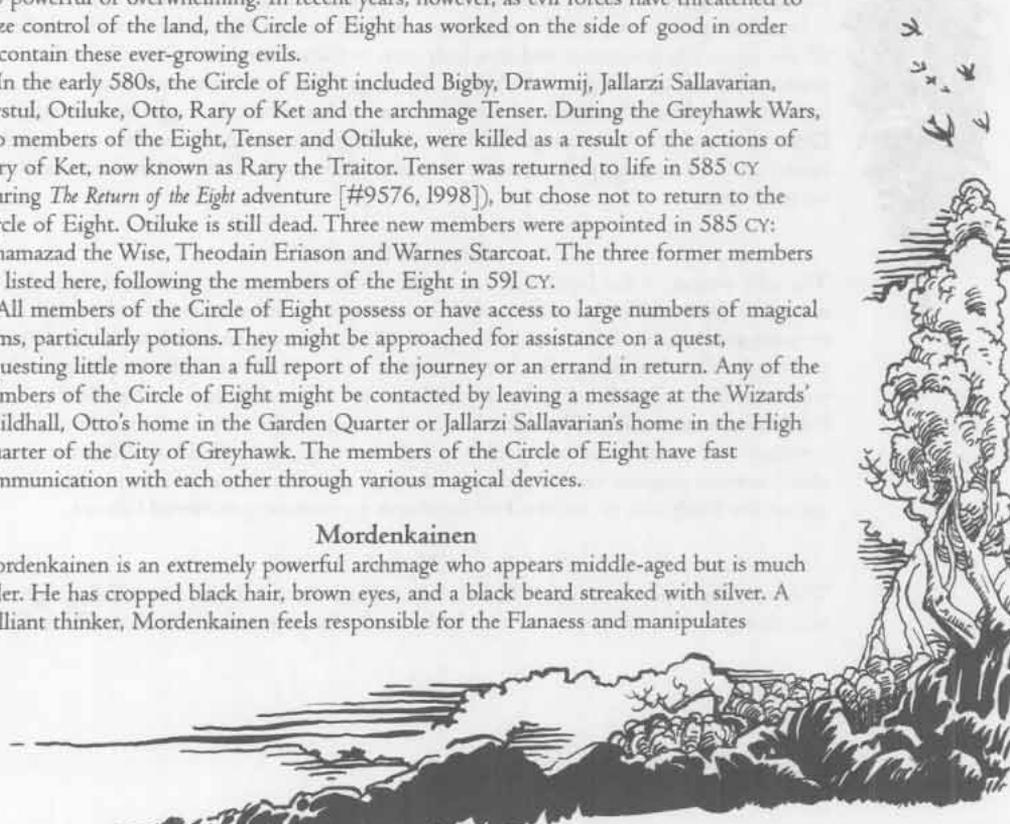
No living persons are more famous in the Flanaess than Mordenkainen and the Circle of Eight. These nine wizards serve as unofficial "watchdogs" on the continent, monitoring Oerik for trouble. Because most members are neutral in alignment, the group is concerned with maintaining balance in its world and not allowing any faction to become too powerful or overwhelming. In recent years, however, as evil forces have threatened to seize control of the land, the Circle of Eight has worked on the side of good in order to contain these ever-growing evils.

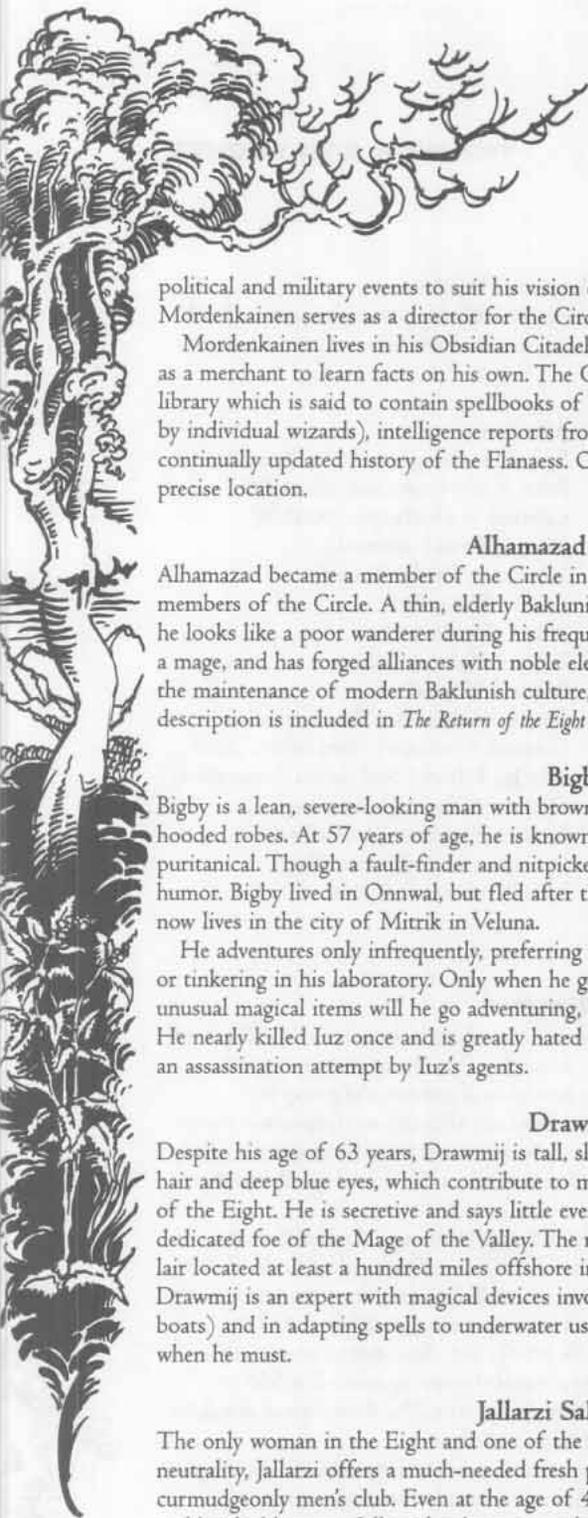
In the early 580s, the Circle of Eight included Bigby, Drawmij, Jallarzi Sallavarian, Nystul, Otiluke, Otto, Rary of Ket and the archmage Tenser. During the Greyhawk Wars, two members of the Eight, Tenser and Otiluke, were killed as a result of the actions of Rary of Ket, now known as Rary the Traitor. Tenser was returned to life in 585 CY (during *The Return of the Eight* adventure [#9576, 1998]), but chose not to return to the Circle of Eight. Otiluke is still dead. Three new members were appointed in 585 CY: Alhamazad the Wise, Theodain Eriason and Warnes Starcoat. The three former members are listed here, following the members of the Eight in 591 CY.

All members of the Circle of Eight possess or have access to large numbers of magical items, particularly potions. They might be approached for assistance on a quest, requesting little more than a full report of the journey or an errand in return. Any of the members of the Circle of Eight might be contacted by leaving a message at the Wizards' Guildhall, Otto's home in the Garden Quarter or Jallarzi Sallavarian's home in the High Quarter of the City of Greyhawk. The members of the Circle of Eight have fast communication with each other through various magical devices.

Mordenkainen

Mordenkainen is an extremely powerful archmage who appears middle-aged but is much older. He has cropped black hair, brown eyes, and a black beard streaked with silver. A brilliant thinker, Mordenkainen feels responsible for the Flanaess and manipulates





political and military events to suit his vision of what the Flanaess should be. Mordenkainen serves as a director for the Circle of Eight.

Mordenkainen lives in his Obsidian Citadel in the Yatils, but he also travels disguised as a merchant to learn facts on his own. The Citadel houses Mordenkainen's unequalled library which is said to contain spellbooks of every known spell (except those designed by individual wizards), intelligence reports from across the continent, and a detailed and continually updated history of the Flanaess. Only Bigby and Tenser know of his home's precise location.

Alhamazad the Wise

Alhamazad became a member of the Circle in 585 CY and thus is one of the newest members of the Circle. A thin, elderly Baklunish man in plain robes and a simple turban, he looks like a poor wanderer during his frequent travels. He is in fact highly powerful as a mage, and has forged alliances with noble elementals and genies. His primary goals are the maintenance of modern Baklunish culture, society and power. A detailed character description is included in *The Return of the Eight* adventure (#9576, 1998).

Bigby

Bigby is a lean, severe-looking man with brown hair and eyes who prefers dark gray hooded robes. At 57 years of age, he is known for being cautious, quiet, nervous and puritanical. Though a fault-finder and nitpicker, he is steadfast and has a fine sense of humor. Bigby lived in Onnwal, but fled after the Scarlet Brotherhood conquered it. He now lives in the city of Mitrik in Veluna.

He adventures only infrequently, preferring to remain at home in one of his libraries or tinkering in his laboratory. Only when he gets wind of rare spell components or unusual magical items will he go adventuring, but he visits his wizard friends frequently. He nearly killed Iuz once and is greatly hated by the demigod; in 590 CY, he survived an assassination attempt by Iuz's agents.

Drawmij

Despite his age of 63 years, Drawmij is tall, slim and young-looking, with dark blond hair and deep blue eyes, which contribute to make him arguably the best looking male of the Eight. He is secretive and says little even to fellow members of the Eight. He is a dedicated foe of the Mage of the Valley. The mage makes his home in an underwater lair located at least a hundred miles offshore in the Azure Sea. As might be expected, Drawmij is an expert with magical devices involving water (he has a number of magical boats) and in adapting spells to underwater use. He visits the City of Greyhawk only when he must.

Jallarzi Sallavarian

The only woman in the Eight and one of the few leaning more toward good than neutrality, Jallarzi offers a much-needed fresh perspective on matters put before this curmudgeonly men's club. Even at the age of 42, she remains beautiful, with blonde hair and bright blue eyes. Jallarzi has been a member of the Circle of Eight for just over nine years; she truly enjoys her membership and uses her other affiliations to benefit the Circle whenever possible. The wizard makes her home in the City of Greyhawk and will entertain visitors there, but she prefers to hold meetings at the Guild of Wizardry. She is also known to disguise herself and creep through the seedier areas of town in order to spy on the shady side of society. Her familiar is a pseudodragon named Edwina.

Nystul

This wizard's appearance is that of the stereotypical absent-minded mage. Tall, gangly, and plain, Nystul has brown hair that looks as if it has never met a comb in all his 52

years. He has become a master of disguise to conceal his ridiculous appearance, and frequently travels under the guise of a half-elven maiden to gain assistance from paladins and knights. Nystul has a special interest in spells involving light and darkness. He is also an expert in the use of concealing and defensive spells, claiming that a wizard who finds himself in hand-to-hand combat has not used his arsenal of spells properly. Nystul visits Greyhawk on occasion, but is occupied with the war in his homeland of Tenh. He is always on the lookout for discovered spellbooks and magical items.

Otto

Otto was once a priest of Boccob, the god of magic, but is now a major wizard and a member of the Circle of Eight. One of the younger members at age 53, Otto is also one of the most colorful. Otto often poses as a rich, cheerful merchant, but he is easily picked out in a crowd because of his huge girth and his ruffled and beribboned clothing. He is a gourmet constantly in search of new, exotic dishes to sample, and is a patron of the arts. He has a natural talent for music and adds musical elements to his spells, which include singing *fireballs* and *yodeling ice storms*.

Once a native of Almor far to the east, Otto has moved to the City of Greyhawk following the complete destruction of his country. He can be found visiting the opera house, the Wizards' Guildhall or his fellow Circle members.

Theodain Eriason

The first demihuman to join the Circle in 585 CY, Theodain is a tall, slim high elf with long black and silver hair, high cheekbones and a pale complexion. His manner is cold, and he often seems disdainful or even evil, but he is in fact a passionate defender of regional stability, since such order protects his homeland, the Yeomanry. Theodain is unusual in that he is able to use a short sword despite being a wizard. He shows no compunction in attacking foes directly. A detailed character description is included in *The Return of the Eight* adventure (#9576, 1998).

Warnes Starcoat

Warnes Starcoat joined in 585 CY to become one of the newest members of the Circle, a middle-aged man with a bald spot in his long blond hair and piercing pale eyes. He has a long-standing interest in the politics of the central Flanaess, particularly the County and Duchy of Urnst. He was involved in the recovery of the *Crook of Rao*. A detailed character description is included in *The Return of the Eight* adventure (#9576, 1998).

Rary the Traitor

Rary is about 80 years old, but at last sighting, Rary was healthy in both mind and body. Age has diminished none of the mage's faculties.

Rary of Ket was originally a trusted member of the Circle of Eight, known as a gentle, quiet man, and a skilled mediator and peacemaker. His sage abilities earned him a reputation far and wide. He was even known to avoid offensive spells, preferring *charms* and other noncombatant spells to assist him in difficult negotiations.

At some point, he decided that turning to evil was the way to accomplish his goals. In 584 CY, he organized what seems to have been a plot against the Circle of Eight. Mere moments before the Pact of Greyhawk was to be signed, which would end what has become known as the Greyhawk Wars, Rary attempted to destroy the signing site. Two members of the Eight, Tenser the Archmage and Otiluke, were killed in the subsequent magical battle, leaving nothing that could be resurrected. Simultaneous to the battle, fellow conspirators including Lord Robilar attacked the residences of Otiluke and Tenser, destroying all their *clones* and *cloning* material.

The notion that Rary had plotted against his fellow Circle members and killed two of them came as a total shock to all who knew him. Rary and Lord Robilar fled the scene and eventually found their way into the Bright Desert.

Tenser

Formerly a member of the Circle of Eight, Tenser the Archmage is still associated with this group in the public mind, though he does little work with the Circle now.



Before his death in 584 CY, this wizard was the strongest advocate for law and good in the Eight, and often found himself at loggerheads with those members who prized balance above all. Following a near-tragedy at the hands of Vecna's followers, all members of the Eight kept a number of active *clones*. However, after the battle that killed Tenser and Otiluke, all discoverable *clones* of the two mages were destroyed by co-conspirators of the assassin, Rary of Ket. One *clone* of Tenser was finally recovered from a secret location. When the *cloned* Tenser returned to his castle on the shore of the Nyr Dyv in 585 CY, he retired from the Circle of Eight and began a campaign to promote the forces of law and good in the Flanaess.

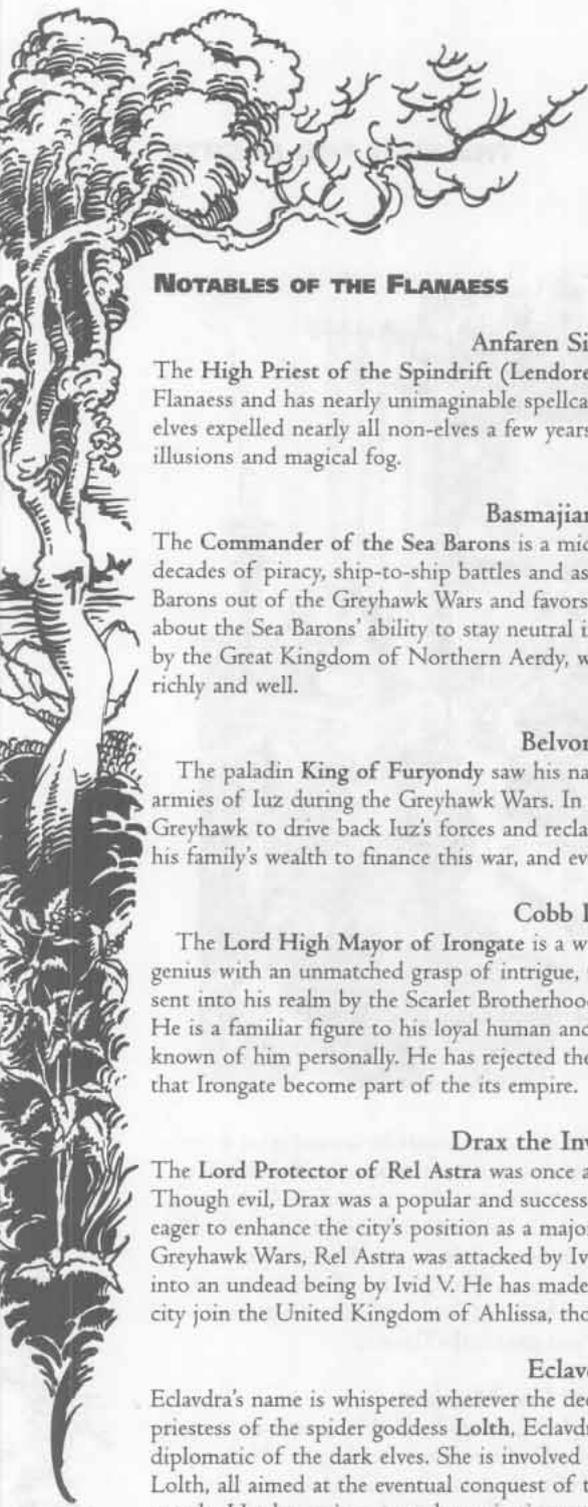
Otiluke and Other Past Members

Otiluke joined the Circle of Eight in 576 CY, replacing the aged wizard Leomund, who retired that year to pursue other interests. Like Tenser, Otiluke fell to Rary's treachery in 584 CY and was slain in the City of Greyhawk, though not before wounding Rary. Otiluke seems to be permanently dead. He was formerly the President of the Society of Magi and a member of the Directing Oligarchy of the City of Greyhawk, and his membership in the Circle of Eight was a complete secret to any but the other members.

Leomund was a clever and practical individual who invented numerous spells of containment used by adventurers the Flanaess over. He kept his whereabouts a secret, though he is generally thought to have once lived in Medegia. He has not been heard from in some years.

In 581 CY Jallarzi Sallavarian replaced the powerful wizard Bucknard, who vanished in 579 CY while exploring an unknown demiplane. His fate is not known. Bucknard was fairly young when he disappeared, but he was rumored to have become an archmage and was well-known in royal courts from Keoland to Nyronde.





NOTABLES OF THE FLANAESS

Anfaren Silverbrow

The High Priest of the Spindrift (Lendore) Isles represents the elven gods of the Flanaess and has nearly unimaginable spellcasting powers. By his orders, the resident elves expelled nearly all non-elves a few years ago, and covered their islands with illusions and magical fog.

Basmajian Arras

The Commander of the Sea Barons is a middle-aged copper-haired man, survivor of decades of piracy, ship-to-ship battles and assassination attempts. Arras kept the Sea Barons out of the Greyhawk Wars and favors neutrality, though there are concerns about the Sea Barons' ability to stay neutral in the face of recent shipbuilding efforts by the Great Kingdom of Northern Aerdy, which may allow Aerdy to attack. He lives richly and well.

Belvor IV

The paladin King of Furyondy saw his nation lose land but survive against the armies of Iuz during the Greyhawk Wars. In 586 CY, he disregarded the Pact of Greyhawk to drive back Iuz's forces and reclaim the lost territory. He used much of his family's wealth to finance this war, and even now struggles to recover financially.

Cobb Darg

The Lord High Mayor of Irongate is a wily old man named Cobb Darg. A political genius with an unmatched grasp of intrigue, Cobb Darg was not fooled by the agents sent into his realm by the Scarlet Brotherhood, and he had them all slain or expelled. He is a familiar figure to his loyal human and dwarf subjects, but almost nothing is known of him personally. He has rejected the United Kingdom of Ahlissa's proposal that Irongate become part of the its empire.

Drax the Invulnerable

The Lord Protector of Rel Astra was once a noble wizard who opposed Ivid V. Though evil, Drax was a popular and successful mayor, financially conservative and eager to enhance the city's position as a major seaport and trading center. During the Greyhawk Wars, Rel Astra was attacked by Ivid's troops, and Drax was slain and turned into an undead being by Ivid V. He has made no official response to the call that his city join the United Kingdom of Ahlissa, though he is unlikely to do so.

Eclavdra

Eclavdra's name is whispered wherever the deeds of the drow are discussed. An evil priestess of the spider goddess Lolth, Eclavdra is nonetheless one of the most diplomatic of the dark elves. She is involved in dozens of plots being hatched by Lolth, all aimed at the eventual conquest of the Flanaess and the enslavement of its people. Her home is a great drow city in a cavern beneath the Hellfurnaces. She currently keeps an eye on Iuz, but her plans are mysterious.

Grenell

When the North Province declared itself to be the new Great Kingdom of Northern Aerdy, its former Herzog became the new Overking. An evil high priest of Hextor with little value for human life, Grenell is nonetheless a master politician and survived the Greyhawk Wars and the Great Kingdom's collapse without being captured, slain or turned into an undead monster.

Hazen

The Canon of Veluna is a priest of Rao, god of reason, with exceptional spellcasting abilities. Hazen leads one of the strongest realms remaining in the Flanaess. In 586 CY, he worked with lesser priests and the archmage Bigby to drive out most of the fiends from the Flanaess using the *Crook of Rao*. He also supported Furyondy's attack on Iuz's lands. He seeks to return balance to the Flanaess.

Hazendel

The King of Sunndi is a multitaled gray elf. At once wizard, priest and warrior, Hazendel is politically wise, listening to counsel from the elves, gnomes, humans and dwarves who harmoniously populate his isolated realm. Hazendel's worst enemies are the Scarlet Brotherhood (which has tried without success to subvert the realm from within) and the attentions of the United Kingdom of Ahlissa (which seeks to incorporate Sunndi into its new empire).

Iuz the Old

The child of the human female necromancer Iggwily and the powerful demon Grazz't, Iuz gained control of a small realm in the **Howling Hills** a little over a century ago, expanding its borders in a campaign notable for its horrific massacres. For sixty-five years, Iuz was imprisoned beneath Castle Greyhawk by an alliance of adventurers (including the Mad Archmage Zagig), possibly with the assistance of an avatar of St. Cuthbert. In 570 CY, Lord Robilar, his orc henchman Quij, and Riggby, Patriarch of Boccob, freed Iuz. The archmages Bigby and Tenser arrived, intending to kill him, but during Iuz's incarceration the half-demon had transformed, and he emerged a demigod and escaped. He dreams of destroying the Free City of Greyhawk and those who nearly killed him when he was released.

Ivid V the Undying

Once capital of the Great Kingdom, Rauxes was a city held captive by the crazed, paranoid desires of the undead Overking Ivid V. Rumored to traffic with fiends and

monsters to maintain and expand his decaying kingdom, Ivid V was slain by his nobles — but was “revived” by evil priests to become a thousand times more powerful. It is currently unclear whether Ivid V still exists, as no one can safely approach Rauxes and its bizarre fields of magic.

Jaran Krimeeah

Krimeeah was raised in a life of privilege among the Naelax family of the Great Kingdom, where he was tutored in the magical arts by the finest teachers. His magical talent became a source of arrogance, and after asking himself why his cousin, a lesser wielder of magic, should rule the Great Kingdom, Krimeeah attempted a coup. When this failed, the wizard was exiled under orders never to reveal his family roots, though some have guessed his secret.

Paranoia led Krimeeah to settle in the valley now known to all as the **Vale of the Mage**. He will go to any length to acquire or practice magic, and he intends to cheat death, though not as a lich. The wizard has not been seen or heard from in some time, and most speculate that he is searching out new sources of magic (some say on a distant plane), but his valley remains as dangerous as ever.

Kimbertos Skotti

The **King of Keoland** is a woodsman ranger who led many expeditions against giants and humanoids in and around his kingdom. Skotti's kingdom is old and rich, though it suffered during the Greyhawk Wars, and has further depleted its resources in supporting attempts to reclaim Sterich. This grizzled old veteran is angry with himself for failing to act more quickly in the wars; now the king is forced to listen to regents he regards as inferiors, but he grits his teeth and heeds their words. His greatest concern at the moment is the Scarlet Brotherhood.

Korenth Zan, Father of Obedience

Little is known of the leader of the **Scarlet Brotherhood**, though he is probably of Suloise ancestry. He is evil natured, which is clearly demonstrated by the means used by his organization to gain control of pivotal nations in the Flanaess. This brilliant mystic master, perhaps a high priest, may reside on the huge

plateau at the Tilvanot Peninsula's heart. His plans for the Brotherhood remain a mystery.

Larissa Hunter

The **Magister of Dyvers** is the former captain of that city's Free Army. She has ably guided her trade-driven city through the turmoil that followed the Greyhawk Wars, including defusing a proposal by the Knights of the Hart that the city become part of Furyondy. Hunter is aggressive in dealing with Greyhawk.

Lexnol

The blunt but popular **Lord Baron of Ratic** is a ranger: a woodsman, tracker, warrior and scout who has fought for years against the Bone March humanoids raiding his lands. Lexnol's cool, hilly realm is rich with natural resources. He is on good terms with local gnomes and dwarves, and he has made a treaty for mutual defense and trade with the Frost Barbarians to the north.

Lynwerd

After his father Archbold III's abdication, Lynwerd assumed the throne of **Nyrond** in 586 CY. He strengthened his country by restructuring the military, by encouraging births among his people and by resisting a demand by representatives of the Theocracy of the Pale to give up the North Lands of Nyrond. Despite financial reverses and personal tragedy, he has been able to expand and stabilize Nyrond's eastern borders, and to repair and strengthen his kingdom's roads, armies, cities and trade links.

Lyzandred

Well over a thousand years old, the legends of the **evil lich** Lyzandred make him the equivalent of a bogeyman in many parts of the Flanaess. He is even more frightening to those who know the truth — that Lyzandred was once a living, breathing creature and that he lies in a self-made prison somewhere in the Abbor-Alz mountains.

Lyzandred's tomb holds a reputation as one of the most dangerous dungeons on the continent. No matter how experienced, some adventurers shun the thought of exploring the lost tomb.

Obmi

A sociopathic assassin and expert warrior, Obmi is a black-bearded dwarf with a magical throwing hammer. He kills prisoners at the first sign of disobedience, laughs at massacres and has unbearably foul personal habits. It is said that his injuries heal in minutes, and he can come back to life even if slain. Obmi was last known to be working for **Iuz the Old**.

Olinstaad Corond

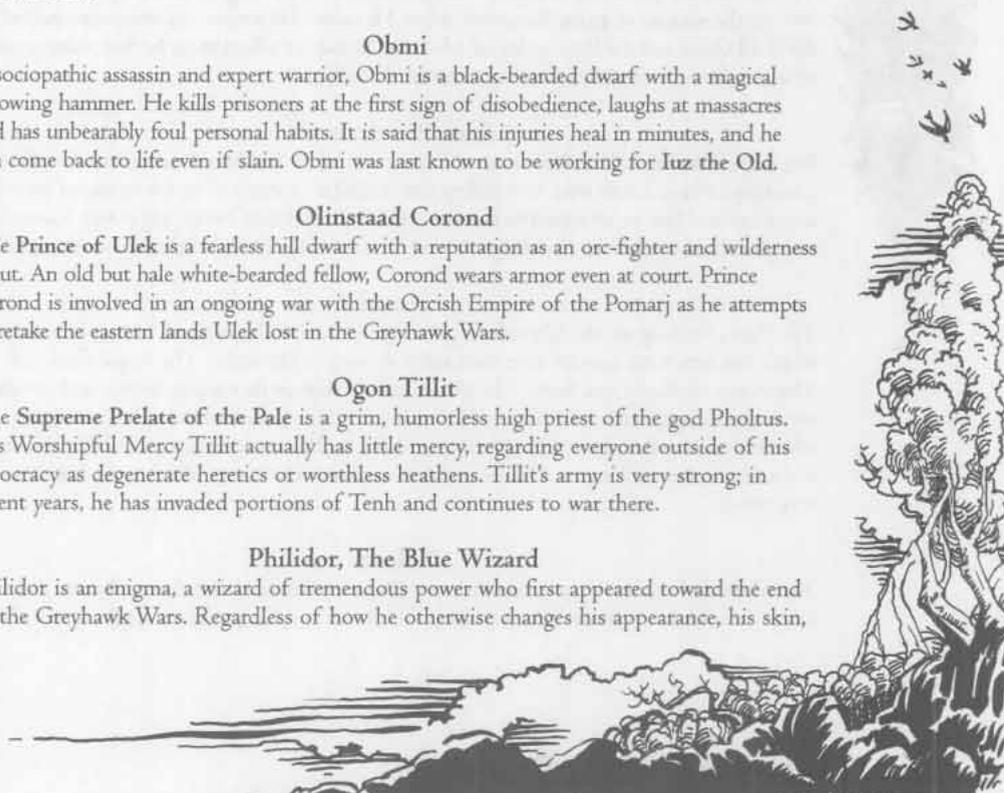
The **Prince of Ulek** is a fearless hill dwarf with a reputation as an orc-fighter and wilderness scout. An old but hale white-bearded fellow, Corond wears armor even at court. Prince Corond is involved in an ongoing war with the Orcish Empire of the Pomarj as he attempts to retake the eastern lands Ulek lost in the Greyhawk Wars.

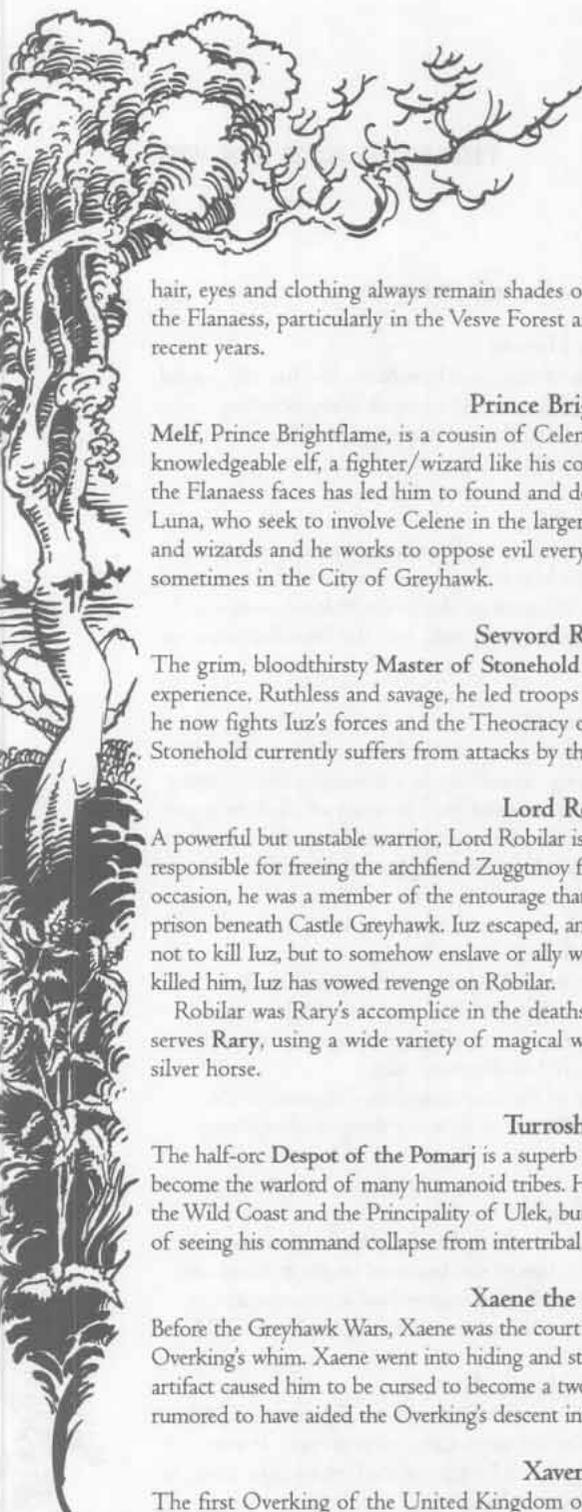
Ogon Tillit

The **Supreme Prelate of the Pale** is a grim, humorless high priest of the god Pholtus. His Worshipful Mercy Tillit actually has little mercy, regarding everyone outside of his theocracy as degenerate heretics or worthless heathens. Tillit's army is very strong; in recent years, he has invaded portions of Tenh and continues to war there.

Philidor, The Blue Wizard

Philidor is an enigma, a wizard of tremendous power who first appeared toward the end of the Greyhawk Wars. Regardless of how he otherwise changes his appearance, his skin,





hair, eyes and clothing always remain shades of blue. He has been seen in many places in the Flanaess, particularly in the Vesve Forest and the City of Greyhawk, though not in recent years.

Prince Brightflame

Melf, Prince Brightflame, is a cousin of Celene's queen, Yolande. Melf is a brilliant and knowledgeable elf, a fighter/wizard like his cousin, but his better grasp of the dangers the Flanaess faces has led him to found and declare himself the leader of the Knights of Luna, who seek to involve Celene in the larger world. He knows many powerful rulers and wizards and he works to oppose evil everywhere. Currently he lives in exile, sometimes in the City of Greyhawk.

Sevvord Redbeard

The grim, bloodthirsty **Master of Stonehold** is a warlord with almost unparalleled experience. Ruthless and savage, he led troops to conquer, loot and occupy Tenh, though he now fights Iuz's forces and the Theocracy of the Pale to retain his claimed territory. Stonehold currently suffers from attacks by the Snow, Ice and Frost Barbarians.

Lord Robilar

A powerful but unstable warrior, Lord Robilar is treacherous, untrustworthy and a liar. He is responsible for freeing the archfiend Zugtgnoy from imprisonment, and on a separate occasion, he was a member of the entourage that set out to free and destroy Iuz from his prison beneath Castle Greyhawk. Iuz escaped, and it is quite possible that Robilar's goal was not to kill Iuz, but to somehow enslave or ally with him. As a result of the battle that almost killed him, Iuz has vowed revenge on Robilar.

Robilar was Rary's accomplice in the deaths of Tenser and Otiluke in 584 CY. He still serves Rary, using a wide variety of magical weapons and devices such as an artificial silver horse.

Turrosh Mak

The half-orc **Despot of the Pomarj** is a superb warrior who fought his way up the ranks to become the warlord of many humanoid tribes. He united his armies and conquered part of the Wild Coast and the Principality of Ulek, but he cannot afford to go farther without risk of seeing his command collapse from intertribal conflicts.

Xaene the Accursed

Before the Greyhawk Wars, Xaene was the court wizard of Ivid V but was replaced at the mad Overking's whim. Xaene went into hiding and studied necromancy, but his misuse of an evil artifact caused him to be cursed to become a two-headed lich of horrifying power. Xaene is rumored to have aided the Overking's descent into madness. He is believed to be destroyed.

Xavener I

The first Overking of the United Kingdom of Ahlissa is the head of House Darnen, which has near-total control over mercantile activity in the realm. The Royal Guild of Merchants of Aerdy was formed by this house to manage its trade interests, and the guild today pours vast funds into Xavener's treasury. Little is known about Xavener except what his court tells others. He is a superb leader and very charismatic, but his enemies do not seem to survive long in Ahlissa, and it is apparent that some of his aides fear him very much.

Yolande

The **Queen of Celene** is not currently popular with many of her elven subjects. She has taken to heart her advisors' plans to keep Celene free of the power struggles across the

Flanaess, which has caused some of her subjects to secretly turn against her. Yolande is a gray elf, both a skilled warrior and wizard of extraordinary age and power — but, sadly, limited wisdom.



Many other characters exist in this campaign, but their whereabouts and plans are known to no one. Some may be dead, others may have fled to other worlds or planes; but one or more of these beings may return to the Flanaess.

The demigod **Zagy** was once the human wizard Zagig Yragerne, the "Mad Archmage" who ruled the City of Greyhawk for many decades and built Castle Greyhawk, now in ruins on the city's outskirts. Zagy has a twisted sense of humor, as those who have explored Castle Greyhawk (and returned alive and sane) can testify. He was involved in the capture of Iuz many decades ago.

Zagy's allies over the years have included a number of adventurers who achieved unimaginable levels of personal power. These fellows still think of themselves as friends of Zagy, though no one has the faintest idea where he is. **Heward**, inventor of the *Mystical Organ* that produces wild magical effects with each note, is a retiring bard and wizard who has visited many worlds beyond Oerth. **Keoghtom** is a devil-may-care hero fond of exploring the Outer Planes and tormenting the evil lords there. **Murlynd** is perhaps the most unusual hero of them all, a holy warrior and wizard who mixes technology and magic to defeat his foes; he dresses like a cowboy and even uses firearms. These individuals are rarely seen in the Flanaess. Recently, Keoghtom and Murlynd ascended to hero-god status, and they now have clerics.

Vecna is as well known as Zagy, but his dreaded name is not spoken aloud for fear of arousing him. Once the most powerful undead wizard of any known world, Vecna was destroyed at the height of his power by his treacherous lieutenant

Kas. Only Vecna's withered *Hand* and jeweled *Eye* survived, possessing frightening powers that can corrupt even the purest soul. Vecna attempted to return and conquer Oerth only a few years before the Greyhawk Wars and he nearly succeeded. Before his defeat, a servant of his was briefly able to slay the entire Circle of Eight. A Vecna cult survives, attempting to bring him back.

Other notorious personalities include Iggwilv, the necromancer-witch who gave birth to Iuz; Zugtmoy, a female archfiend known as the "Queen of Fungi," who has tried to subvert and conquer the Flanaess; Tharizdun, a "dead" god whose revival, some say, would mean the destruction of the world; Acererak, the demilich whose "Tomb of Horrors" has destroyed hundreds of adventurers; Keraptis, an evil wizard whose volcanic home in White Plume Mountain houses powerful artifacts — and the world's largest crab; the Falcon, a serpentine monster who tried to take over the City of Greyhawk from below but is believed slain; and the Slave Lords, the organized crime masters who once dominated the Pomarj and Wild Coast, and may rise again.



FAMOUS ORDERS OF KNIGHTHOOD AND OTHER WELL-KNOWN ORGANIZATIONS

For information on roleplaying a member of the knightly orders, please see the player kits on pages 55–58 of this book.

Knights of Luna

This secret order was founded in Celene by elven warriors and spellcasters who opposed Queen Yolande's neutrality in the Greyhawk Wars. Members work to involve Celene in supporting the elves of Veluna and the Duchy of Ulek in their struggles against evil. The order includes in its ranks Melf, Prince Brightflame, a powerful elven warrior-wizard, cousin to Yolande.

Knights of Holy Shielding

Before they were conquered by the armies of Iuz, the core of the Shield Lands armies was a religious order of knights called the Knights of the Shield, or more formally Knights of Holy Shielding. With the conquest of the Shield Lands and the capture of the head of the order, Lord Holmer, the surviving knights have been led in exile by Lady Katarina, Holmer's cousin and a paladin of the god Heironeous. The proud knights managed to regain Critwall and Scragholme Island during the Great Northern Crusade after the Greyhawk wars.

Knights of the Watch

Before the Greyhawk Wars, great soldiers from Keoland, Gran March, Bissel and Geoff united and pledged to defend their nations from Baklunish invasion. Castles and keeps were maintained along the Ket border, but many of these were circumvented or overrun when Ket invaded Bissel. When Geoff fell to an invasion of giants, Keoland and Gran March became the sole centers of Watch activity. The Knights have since returned to Bissel, and some are in Sterich.

Order of the Hart

Before the Greyhawk Wars there were three branches of this order: the Knights of Furyondy, the Knights of Veluna, and the Knights of the High Forest, which was made up exclusively of Highfolk elves. These warriors have been much reduced by the wars, especially the Knights of Furyondy. The High Forest knights are fighting Iuz's forces in the Vesve Forest. All the knights hate Iuz with a passion and dislike Perrenland.

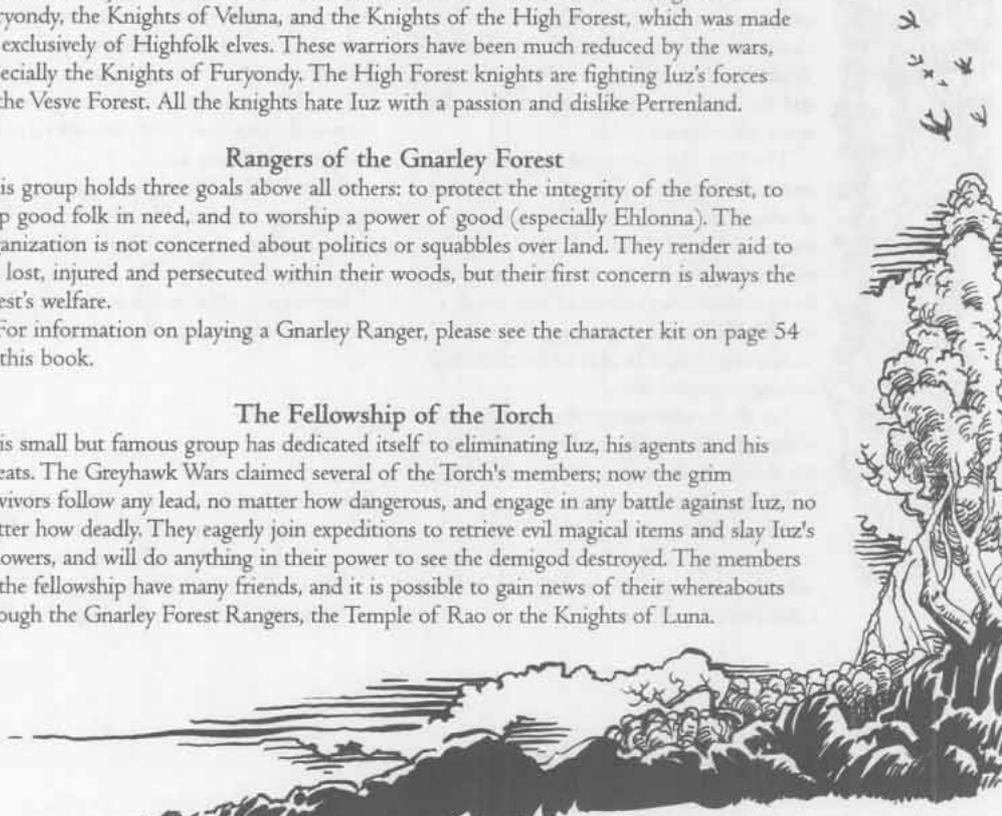
Rangers of the Gnarley Forest

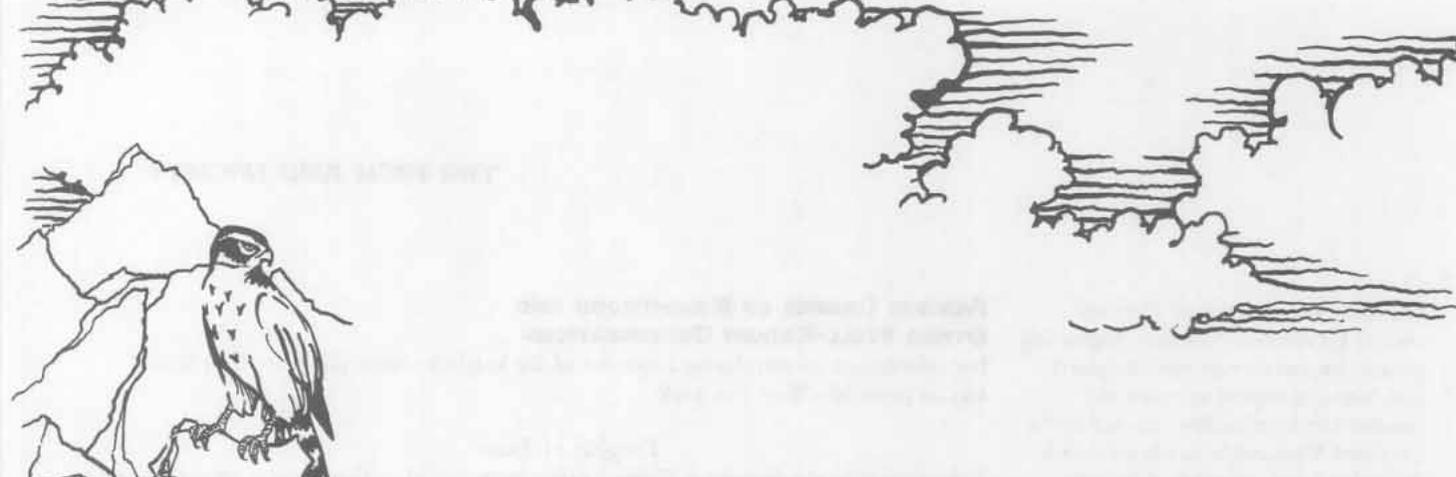
This group holds three goals above all others: to protect the integrity of the forest, to help good folk in need, and to worship a power of good (especially Ehlonna). The organization is not concerned about politics or squabbles over land. They render aid to the lost, injured and persecuted within their woods, but their first concern is always the forest's welfare.

For information on playing a Gnarley Ranger, please see the character kit on page 54 of this book.

The Fellowship of the Torch

This small but famous group has dedicated itself to eliminating Iuz, his agents and his threats. The Greyhawk Wars claimed several of the Torch's members; now the grim survivors follow any lead, no matter how dangerous, and engage in any battle against Iuz, no matter how deadly. They eagerly join expeditions to retrieve evil magical items and slay Iuz's followers, and will do anything in their power to see the demigod destroyed. The members of the fellowship have many friends, and it is possible to gain news of their whereabouts through the Gnarley Forest Rangers, the Temple of Rao or the Knights of Luna.





THE CITY OF GREYHAWK

Of all the cities of eastern Oerik, none stand out like the City of Greyhawk. Known far and wide for its architectural marvels, exotic visitors, infamous residents and opportunities for sightseeing and adventure, the city can also boast of clean streets and a fairly low violent crime rate.

Although it was relatively untouched by the Greyhawk Wars, the city nonetheless has felt its share of burdens following the marches of so many armies. Refugees are the primary concern and difficulty for the city. New construction is everywhere, and more refugees have set up camp outside the city walls. Trade was disrupted somewhat, with temporary shortages of goods from time to time in the city's markets. Crime threatened to spin out of control, but thanks to additional watchmen hired by the Chief Constable and some help from the Guild of Wizardry, the University of Magical Arts and the various temples, Greyhawk's violent crime rate remains stable.

The Free City, like most large cities, is an excellent place to "disappear" for as long as several months. The city has numerous resources for aid, food and shelter, and the swelled population reduces any chance of being noticed. An individual who keeps a low profile (and perhaps uses disguises judiciously) might be able to hide here for as long as several years.

For those adventurers who have never visited the famed City of Greyhawk and for those who have been away for a while, following is a quick tour of the city as it stands in 591 CY. A map of the city can be found on pages 32–33 of this book. More information on the city will appear in future GREYHAWK products.



The City of Greyhawk is a roughly oval-shaped, walled city on the banks of the Selintan River. To the north lie the Cairn Hills and the Midbay of the Nyr Dyv. To the south is the Plain of Greyhawk; on the west bank of the Selintan to the south of the city is the Gnarley Forest; due east is the Mistmarsh. The Selintan eventually empties into Woolly Bay. The city itself is mostly surrounded by farmland with some lightly wooded areas to the north. The climate is moderate, with long, warm summers, a rainy spring and fall, and a chilly but rarely subzero winter that usually results in a few inches of snowfall.

A few features lie outside the city walls. The river docks, outside the center of the western wall, allow cargo and passengers to arrive and disembark. **Shack Town**, a slum outside the walls on the northern edge of the city, has stood for as long as anyone can remember, but it has more than doubled in size in the past few years thanks to incoming refugees. These (supposedly) temporary quarters housing the poor and indigent have spilled over onto the opposite bank of the Selintan, with the Rhennee bargefolk appreciating the opportunity for new business. A community of Rhennee barges still dock just outside the city's northern wall.

Just outside the southeastern wall stands the **manor of Lord Wainright**. Several generations of the family have farmed these lands and built wagons here for sale and trade. The family has had several prosperous years, but its personal worth has not increased, since they have assisted refugees and the City of Greyhawk with picking up the pieces after the war.

South of the Wainright manor and closer to the city wall stands the ancient **StoneRing**. Indisputably built by druids centuries ago, no one knows the purpose of these standing stones. Other circles are scattered across the continent, but this is believed to be the oldest of the lot. Druids often stop to offer a prayer when passing the circle.

Seven gates offer access to the city. Most are closed during nighttime hours, but all require visitors to sign the city registers upon entering.



Greyhawk is split into three primary sections by two gated walls running west to east. The northern section is home to the **High Quarter** and the **Garden Quarter**, where most of the wealthy make their homes. Also in this area are the Temples of St. Cuthbert, Pelor and Zilchus, a gambling house, the opera house, the mayor's mansion, the Wizards' Guildhall, the High Market (or Grand Bazaar) and the Grand Citadel,

home of Greyhawk's law enforcement. The central section of the city is home to the **River Quarter**, a somewhat seedy section of town with inns, taverns and warehouses; **Clerkburg**, home to the City Mint, Grey College and other institutions of learning; the **Artisans' Quarter**, a peaceful neighborhood of craftspeople and their families and a number of guildhalls; and the **Foreign Quarter**. In the past, this latter quarter was designed for noncitizens who wished to live in the city. After seven consecutive years of residence, these folk could apply for citizenship in the city and then purchase property in Greyhawk. Because of the flood of refugees in recent years, these rules have been relaxed. The **Directing Oligarchy** — a panel of twelve to sixteen members currently led by Lord Mayor Nerof Gassal — plans to enforce the zoning codes again as soon as possible.

The southern portion of Greyhawk, known as Old City (the northern two-thirds being New City), includes some of the poorer and rowdier neighborhoods. Divided roughly into the **Slum Quarter** and the **Thieves' Quarter**, this section is home to many of the more colorful citizens of the city, but most folk would rather not raise a family here. A large section of the central Old City known as the **Great Burn** (destroyed by fire many years ago) has been completely cleared and rebuilt in the past five years. Much of the available ground in Old City has been built on, though there is no construction on a narrow strip of land along the inside of the city walls (per city ordinance, no building may touch the wall, to prevent unfriendly factions from drilling into the stonework and breaching the wall). Anyone looking for adventure (or trouble) is sure to find it here.

The city's main thoroughfare is known as the **Processional**. Beginning at the southernmost gate, the Highway Gate, the Processional passes through Old City, Black Gate, the River and Artisans' Quarters, the Low Market (or Petit Bazaar), the Foreign Quarter and Clerkburg, the Garden Gate, and finally the High and Garden Quarters to terminate at the Grand Citadel. Inarguably the best way to see the city, the Processional is always busy with traffic but well maintained, even in bad weather.

CITY SITES

The Grand Citadel (High Quarter): Within the walls of this large stronghold on the city's northeast side are the administrative headquarters for the City Watch and Greyhawk Militia, the great prison of Greyhawk, a weapons arsenal, and the City Vault, in which incredible wealth is rumored to be stored under heavy guard. Access to the Citadel is greatly restricted; the main gates are opened only at fixed times of the day except in grave emergencies, and authorization is required to enter.

The Citadel has not had to serve defensively for centuries, but no one doubts it would be highly effective against even aerial or magical assault.

The Guild of Wizardry (High Quarter): In a city filled with powerful mages, the guild that supports and regulates them has immense power. Adventurers wishing to speak with members of the Circle of Eight or other wizards are well-advised to check at the Guild for available information about their whereabouts. It can also be tactful for magic-using characters to check in here on first arriving in the city.

The Lord Mayor's Palace (High Quarter): While not palatial, the Lord Mayor's Palace is one of the finest residences in the City — as well as serving as administrative headquarters for civic doings. The Lord Mayor's offices and meeting rooms are here. If a character wishes to bring some event or plot to the attention of the city administration, he might very well come here.

The Temple of St. Cuthbert (Garden Quarter): Like many temples, this one will make efforts to aid pilgrims and wanderers (except those of an outwardly evil appearance, of course). The temple will also aid those who arrive with information about evil activities. Player characters should first seek aid at the temples of their own deities before trying an unfamiliar temple; they should also remember to drop a few coins in the poor box as a sign of good faith and appreciation.

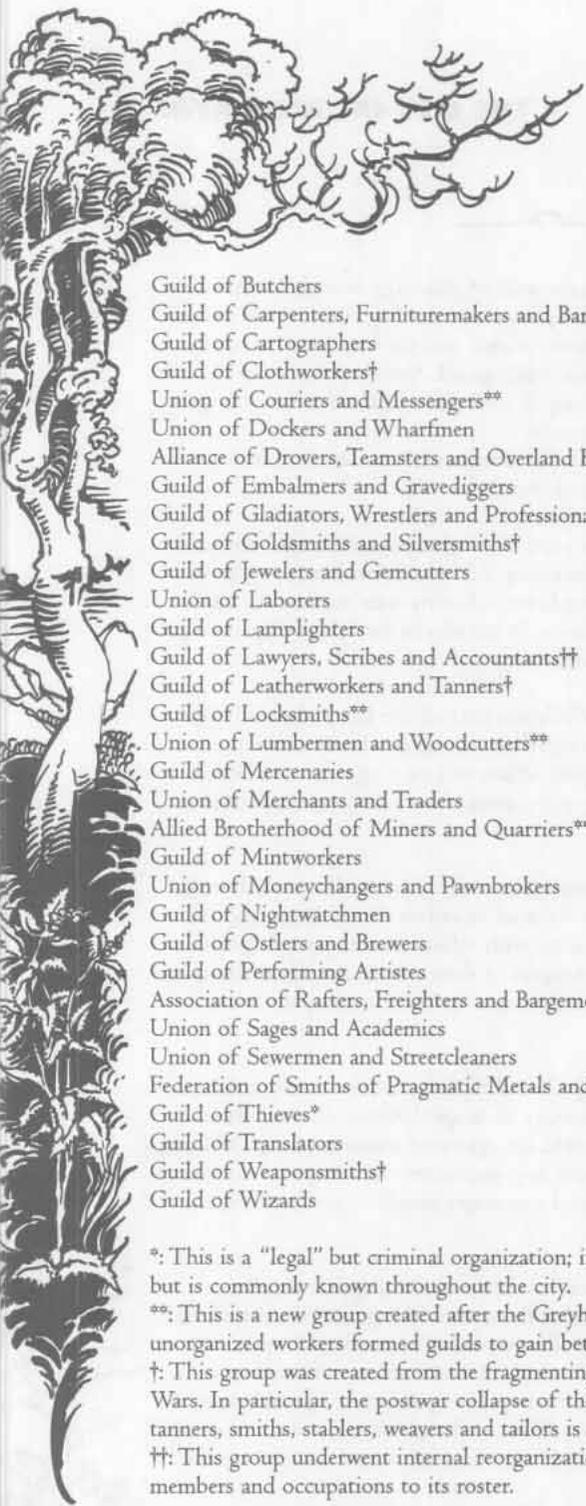
The University of Magical Arts (Clerkburg): One of the most architecturally striking buildings in the City of Greyhawk is the University of Magical Arts, a dramatic three-sided pyramid with no apparent entrances. Inside, the pyramid contains working and living space for hundreds of students of wizardry and their instructors. At any time, a number of students are off adventuring, since the school encourages people to gain experience in this way.

The Guildhalls: If a visitor were to ask a merchant about something that stands out about the City of Greyhawk, he would undoubtedly answer, "the guilds." Greyhawk rivals every city in the Flanaess for the number and effectiveness of its guilds. Whether adventurers are newcomers looking for work or leads, skilled craftsmen themselves, or employers looking for a job to be performed, the respective guild should provide more than sufficient information. A cautionary note: None of the guilds' services are free, and players should be prepared to make donations of money, goods or raw materials to the guild treasuries.

The following is a complete list of the City of Greyhawk's guilds and unions as of 591 CY, with notes:

- Guild of Apothecaries and Herbalists
- Guild of Architects and Stonemasons
- Guild of Assassins^o
- Guild of Bakers, Cooks and Millers††
- Guild of Barbers and Dentists
- Union of Beggars
- United Guild of Blacksmiths, Armorers, Shieldmakers and Ironworkers†





Guild of Butchers
Guild of Carpenters, Furnituremakers and Barrelnmakers††
Guild of Cartographers
Guild of Clothworkers†
Union of Couriers and Messengers**
Union of Dockers and Wharfmen
Alliance of Drivers, Teamsters and Overland Freighters**
Guild of Embalmers and Gravediggers
Guild of Gladiators, Wrestlers and Professional Combatants**
Guild of Goldsmiths and Silversmiths†
Guild of Jewelers and Gemcutters
Union of Laborers
Guild of Lamplighters
Guild of Lawyers, Scribes and Accountants††
Guild of Leatherworkers and Tanners†
Guild of Locksmiths**
Union of Lumbermen and Woodcutters**
Guild of Mercenaries
Union of Merchants and Traders
Allied Brotherhood of Miners and Quarriers**
Guild of Mintworkers
Union of Moneychangers and Pawnbrokers
Guild of Nightwatchmen
Guild of Ostlers and Brewers
Guild of Performing Artistes
Association of Rafter, Freighters and Bargemen of the Selintan**
Union of Sages and Academics
Union of Sewermen and Streetcleaners
Federation of Smiths of Pragmatic Metals and Alloys
Guild of Thieves*
Guild of Translators
Guild of Weaponsmiths†
Guild of Wizards

*: This is a "legal" but criminal organization; its existence is not officially acknowledged but is commonly known throughout the city.

**: This is a new group created after the Greyhawk Wars, when many previously unorganized workers formed guilds to gain better wages and working conditions.

†: This group was created from the fragmenting of a larger guild after the Greyhawk Wars. In particular, the postwar collapse of the "Downwind Guild" of leatherworkers, tanners, smiths, stblers, weavers and tailors is responsible for many new groups.

††: This group underwent internal reorganization after the Greyhawk Wars, adding new members and occupations to its roster.

The Whistling Fish (River Quarter): This inn in Greyhawk's River Quarter is operated by a half-hill giant named Gruenab. The building is constructed on a scale to suit its owner, so the ceilings, staircases and bar are exceptionally high. The place is nonetheless cozy, and Gruenab has built up a well-mannered clientele over the years. The Whistling Fish consists of a large pub/dining room, kitchen, storerooms, several guest rooms upstairs and a stable. Gruenab has his own cottage attached to the rear of the tavern.

The Undercity: Unlikely as it seems, one of the features that earned the Gem of the Flanaess its title is the city's sewer system. Beneath Greyhawk is an intricate network of

tunnels and passageways used to carry rainwater, snowmelt and sewage, and ultimately keep the city clean. The sewers are maintained by the Sewermen's and Streetcleaners' Union. Rumors abound concerning illegal activities, zombie squads that clean the sewers, passageways offering quick getaways for thieves, and disgusting sewer-dwelling monsters such as otyughs.

NOTABLES IN GREYHAWK

Nerof Gasgal

As Lord-Mayor of the City of Greyhawk, Gasgal holds an enviable position. His office is one of considerable power, but since the City of Greyhawk survived the Greyhawk Wars and subsequent years of turmoil relatively unscathed, Gasgal is free of some of the burdens that plague most monarchs. Trade is brisk within the city and insures ample food and supplies; the streets are (comparatively) safe; and Gasgal has expanded his tax base, though he is cautious about taxation at present, not wishing to anger an uprooted and uneasy populace.

Gasgal has held his office for over a decade. Solidly middle-aged, his diplomacy skills are excellent. The mayor is well connected in the city, and is known to have warm relationships with the masters of both the Thieves' and the Assassins' Guilds. Perhaps because of his humble roots, Gasgal is accessible to any and all of his people — an appointment with him can usually be arranged within 4 to 24 hours. He is particularly interested in news of threats to his city, and will pay handsomely for good leads to such information.

Derider Fanshen

The constable of the City of Greyhawk has had her workload multiplied in the last few years with the influx of refugees from the Greyhawk Wars and the recent increase in evil cults within the city. Fanshen's background as a priest, however, taught her patience and perseverance, and she has managed to expand the City Watch and keep order in what might otherwise be chaos.

Fanshen has a talent for healing, which originally led her to become a priest of Pelor. After many years of adventuring,

she accepted the post of constable.

Although the constable is kind, she is shrewd as well and an excellent judge of character. She gets angry only with good reason. Because she was once an adventurer, she has a soft spot for others of the profession and will help them in legitimate efforts any way she can.

Gruenab

When this diminutive hill giant first moved to the city, he was the object of stares and fearful glances. Now, those who know him hardly think twice about his unusual size, and his tavern in the River Quarter, the Whistling Fish, is a popular gathering place for adventurers. As a former adventurer, Gruenab has a soft spot for those who follow the adventuring life. He'll help polite wanderers in any way he can, even concealing them from the City Watch.

From time to time, Gruenab has locked up shop and gone adventuring himself if the mission seemed interesting or profitable enough. He is also an excellent informant, with a reputation for keeping the confidences of those who ask it.

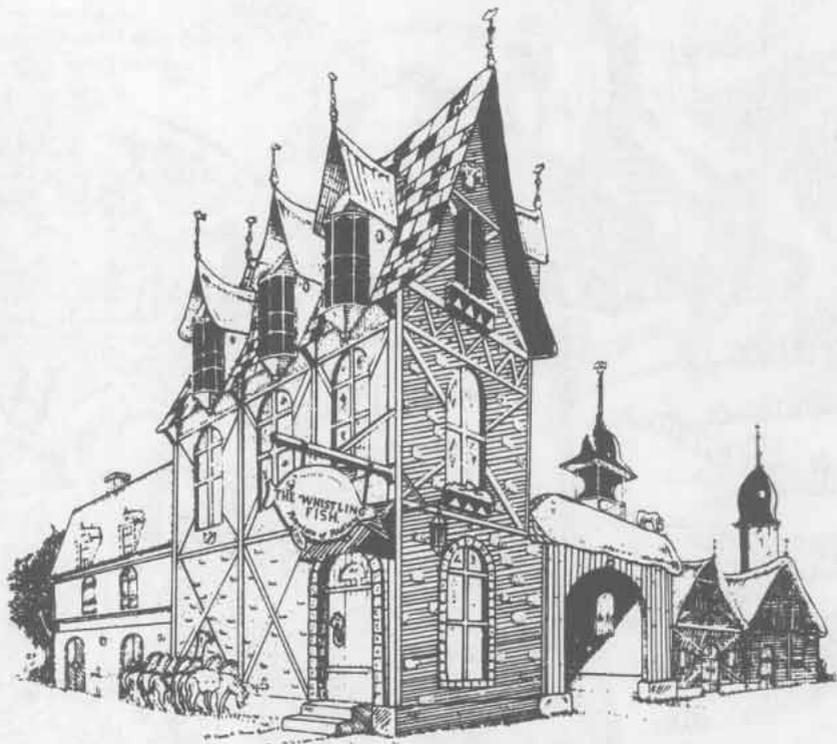
Kieren Jalucian

This wizard is Master of the Guild of Wizardry and Principal of the Greyhawk University of Magic Arts. While these positions are largely administrative and ceremonial, they nonetheless keep Kieren busy and help his mind to stay sharp. Kieren can remember nearly every pupil to pass through the magic university for the past two decades. He knows a wide assortment of other mages as well. Although he seems to be in his late thirties, those who know him well suspect that he is much older than he appears (perhaps more than ninety).

Kieren is unquestionably in love with Jallarzi Sallavarian.

Ricard Damaris

Damaris operates the Green Dragon Inn in the River Quarter, a favorite haunt of adventurers and those seeking them. Nearly any passerby in the neighborhood can tell adventurers that Ricard is the man to see for information. He has informants throughout the city and the drunkards who visit his



establishment often spill their guts to him.

Ricard has a strange sword that can generate effects normally created only by wizards. His wife, Florence, takes care of the bookkeeping for the operation. Ricard's daughter, Clarissa, is the apple of his eye, but she is a spoiled, wild teenager.

Talasek Thraydin

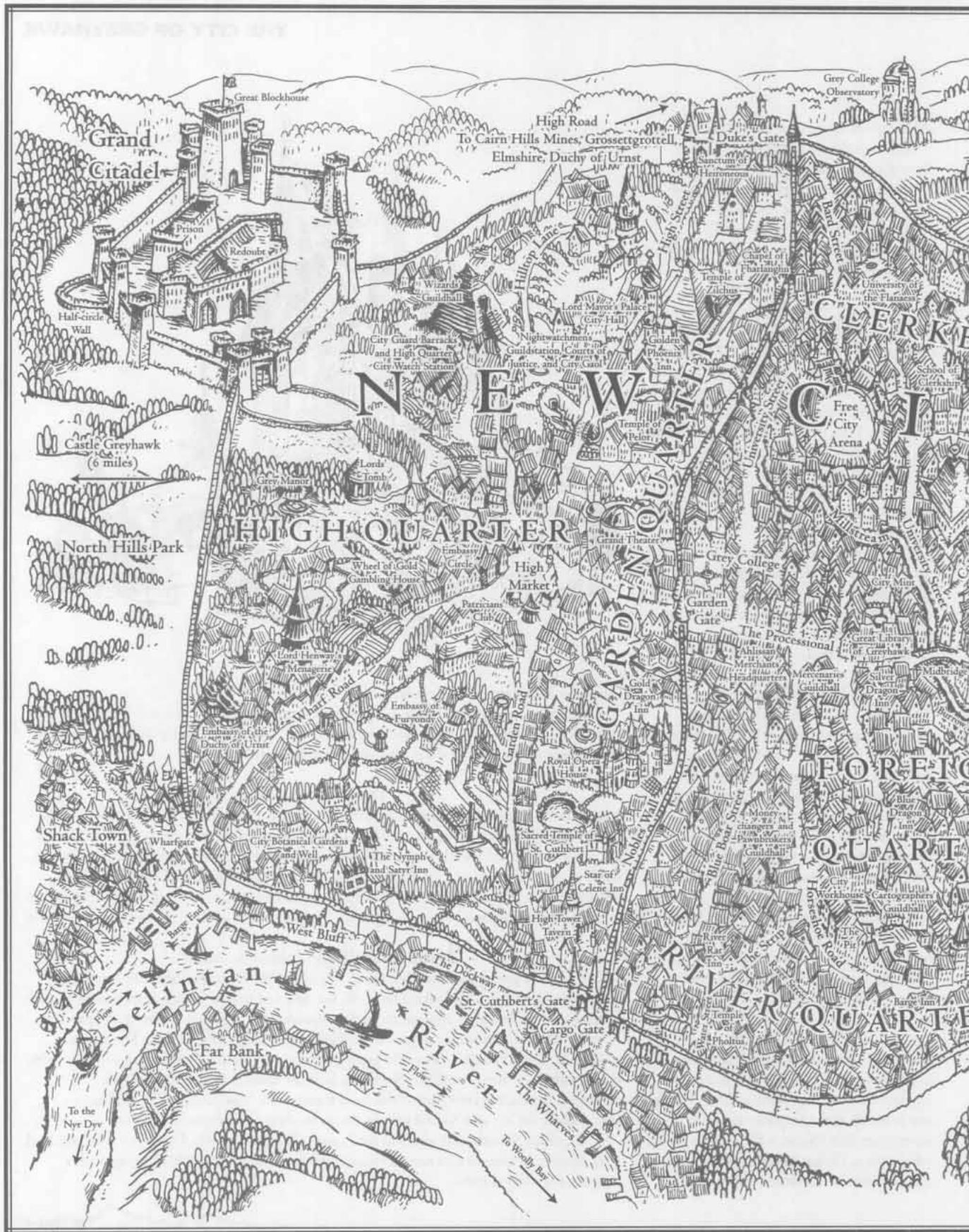
If a character is unemployed, broke or otherwise down on her luck, Talasek Thraydin is the man to find. This paladin of St. Cuthbert has dedicated his life to helping the unfortunate. He has a network of friends and acquaintances all over the city who provide food, lodging, work — and information. The paladin's past efforts have accomplished everything from obtaining cows to provide milk for the orphanage to helping crush a cult of Iuz operating in the city. He can be found by inquiring at the Temple of St. Cuthbert in the Garden Quarter.

Wasim Qharallah's Golden Scimitar

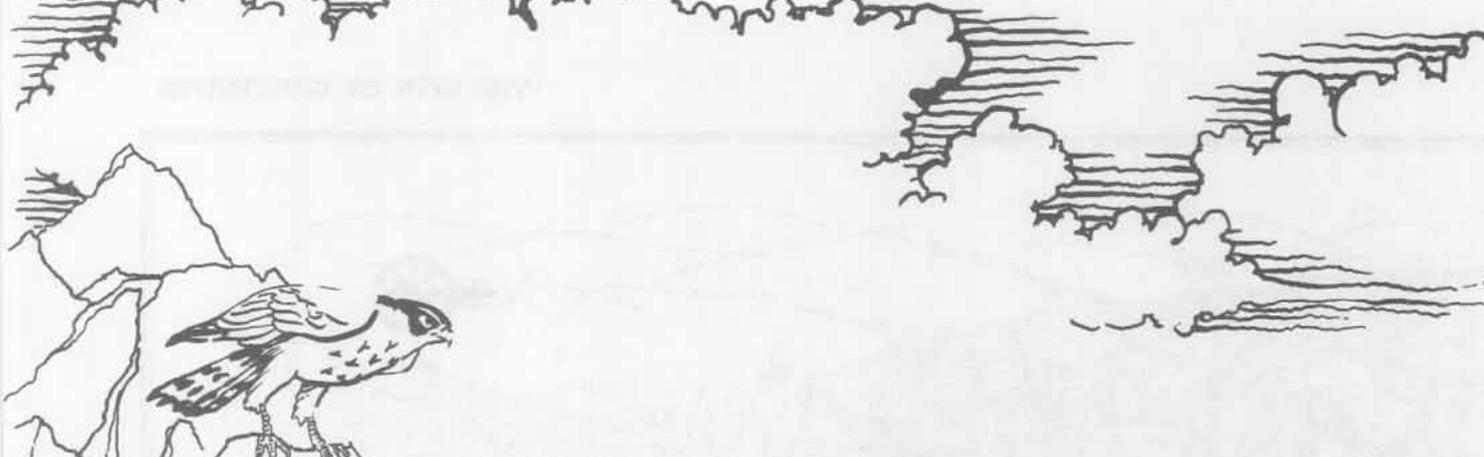
This mercenary group has traveled in nearly all parts of the Flanaess. They settled in private quarters in Greyhawk City, looking for work, but have had trouble finding employment, possibly because of their Baklunish appearance. In the suspicious and prejudiced times of the past few years, no one has been willing to gamble on a group that might be spies from Ket or worse.

Certain reliable rumors indicate the group is trustworthy, pointing to the Suloise wizard who travels with these men as evidence. Sheroyl Kubiak, an albino Suloise from the lands of the Sea Barons, has been part of this band for ten years. Wasim Quarallah and his men would all die for her, and Sheroyl will do almost anything for her band of brothers.

The Golden Scimitar now works in the Foreign Quarter as guards. The group is fiercely loyal to each other, its allies and its current mission. Wasim is known to seal his bargains with a contract and a blood oath.







RACES OF EASTERN OERIK



Nearly all the humans of the Flanaess can trace their roots to five racial groups. (A sixth group, the Olman of the Amedio Jungle, exist as former slaves in the Hold of the Sea Princes.) Many folk retain distinctive racial characteristics, but most are difficult to recognize due to long centuries of mixed marriages. However even in these cases, many families identify with a certain racial group and follow those traditions and customs whether they resemble their ancestors or not. Only the Rhennee shun marriages outside their own race.

THE FLANNAE

Members of the Flan race are accepted to be the first human inhabitants of eastern Oerik; hence the term Flanaess. Originally scattered nomads with no real settlements, the Flan were pushed to various areas of the continent just over a thousand years ago by the invading Suel and Oeridians.

The Flannae are recognizable by their bronze complexions and wavy or curly hair. Their skin tones range from a lighter coppery color to a deep brown. Flan eyes are most commonly dark brown or black, with brown or amber appearing less frequently. Their hair is usually black but also ranges through shades of brown-black, dark brown and brown.

The Duchy of Tenh boasts of a pure Flan heritage. Geoff and Sterich, while slightly mixed with other races, still identify with the Flannae. Other nations that show strong Flan roots are the Rovers of the Barrens, Stonehold and the Theocracy of the Pale.

The original Flan nomads of a millennium ago wore simple, utilitarian

clothing including loincloths, capes and leather wrappings on their feet that served as shoes. They also wore brightly colored body paints, primarily vermilion and yellow ochre, in primitive patterns, a practice still common among the surviving Rovers of the Barrens. In civilized regions such as the Duchy of Tenh, Flan clothing tends to follow current fashion, though in solid, bright primary colors.

The ancient Flannae were a peaceful people who followed a regular pattern of seasonal migration. They lived off the land, hunting and gathering, and their population remained relatively steady. They had a strong view of nature as an entity, and the myths, legends and culture all emphasized the importance and values of a close relationship with nature. All of the known druidic gods are Flan in origin.

While many Flannae were able to coexist with the immigrating Suel and Oeridians, others found themselves pushed from their traditional lands. They were forced to hunt in unfamiliar territories and climates, and some scholars speculate that the Flannae nearly died out during these difficult years.

Some of the pureblooded Flannae still show characteristics of their ancestors. They tend to prefer open spaces to crowded cities, and they have an affinity for gardening (especially among those with no choice but to live in crowded conditions). Some Flan (particularly those of the Rovers, though many of them have been killed in recent years) are good with horses. The Flannae have a strong tradition for storytelling, and most families have a repertoire of legends and traditions passed down through the generations. They like to spend as much time as they can out of doors, and a favorite pastime during comfortable weather is to build an outdoor fire and gather the family around for an evening of stories.

A modern custom among the Flannae is to plant a tree at the doorway of their home. The tree helps to maintain the family's ties to nature and remind them to care for the Oerth mother Beory. Among some branches of the Flan, if the tree sickens or dies, this is taken as a sign that the family must move or perhaps bad luck or some evil influence. Trees and plants are often given as gifts to welcome a new baby or to greet a Flan family moving to a new home. For good luck, some Flannae keep a dried or pressed leaf from their home tree when traveling or adventuring.

THE OERIDIANS

A millennium ago, the Oeridians moved from the west into the Flanaess, where they eventually took control of what is now Furyondy, Perrenland, the Shield Lands, the Great Kingdom of North Aerdy, the United Kingdom of Ahlissa, Onnwal and Sunddi.

They are sometimes difficult to differentiate from other races, with skin ranging from tan to olive, hair varying in color from honey-blonde to black (with brown and auburn being most common), and eyes of every common color, though most often brown or gray. Oeridians are recognized more easily through their choice of clothing.

Favoring plaids and checks, sometimes with unusual variations such as diamond or lozenge patterns, the Oeridians are perhaps the flashiest dressers in the Flanaess. Their clothing normally consists of close-fitting trousers and short tunics with capes or cloaks.

Historically, the Oeridians were fierce warriors and aggressive about controlling land. They fought hard to maintain their borders and even harder to acquire lands they desired. Conquerors by nature, they are accustomed to thinking of themselves as the best humanity has to offer and thus destined to rule. They are prone to take charge, obey their superiors, and sacrifice for the good of whatever group they are in. All Oeridians suffer from bouts of temper, however, and those who can control their emotions and channel their energies into productive activity are regarded highly among all the races.

Oeridians have a talent for focusing their attention in combat, and this sometimes gives them the upper hand. They consider fighting a craft, and practice is taken very seriously. Some Oeridians practice acrobatics, tumbling, unarmed fighting and even dance as part of their training. Because of the great amounts of time the warriors devote to practicing their art, Oeridians tend to be nimble.

The Oeridians are recognized for the superb weapons and armor they produce. They are always looking for ways to improve their odds in a battle, and that includes perfecting existing weapons and armor designs, and inventing new types of armor and weapons. They are also very inventive with developing magical armor and weapons and combat spells.

Oeridian custom requires that a gift be offered to a host or hostess when an overnight stay is anticipated. Traditionally, this gesture was meant to put the hosting family at ease and serve as a sign that the visitors had no designs on acquiring the host's land or property.

The Oeridian people feel deep ties to clan and are fiercely protective of both their immediate and extended family. A threat to an Oeridian's land or property is only slightly less important than a threat to his family.



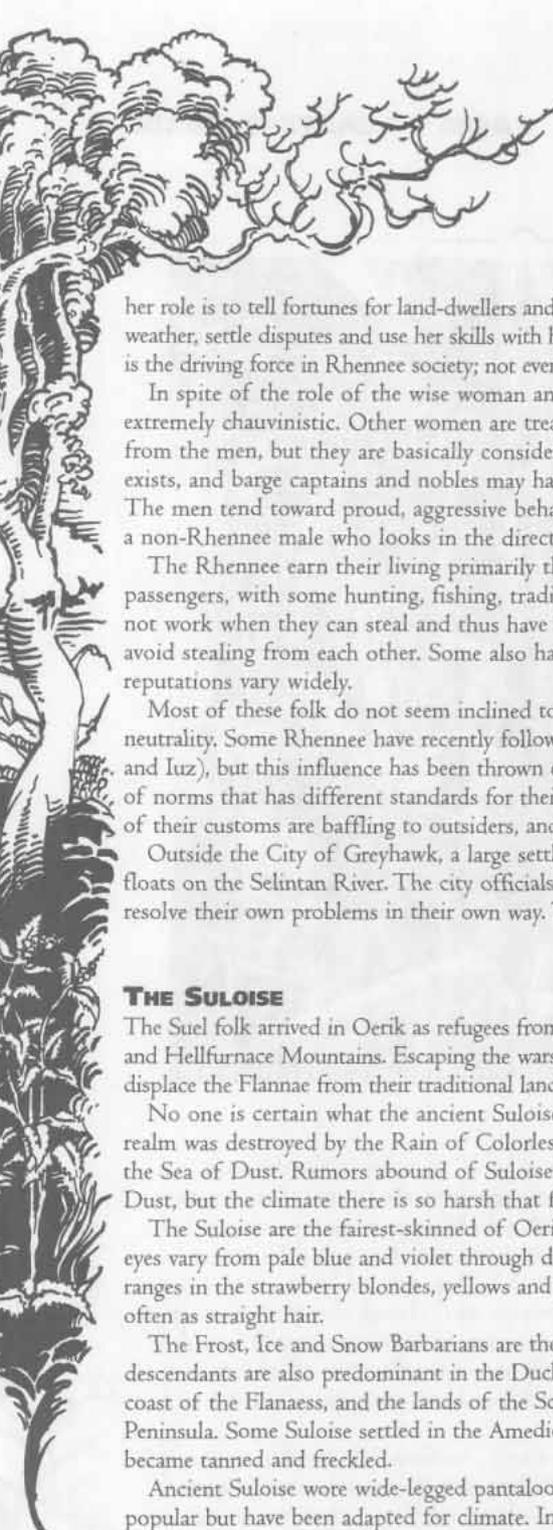
THE RHENNEE

The Rhennee are truly the enigma among the races of Greyhawk. While the other four races can trace their histories to elsewhere on the continent, the Rhennee have separate origins. They are thought to have first appeared in the Flanaess in the area around the Adri Forest around 150 CY, moving west to avoid harassment by Aerdy soldiers and citizens. The Rhennee increasingly left the land to become migrants on the central rivers, until comparatively few land-dwelling Rhennee now exist. Though they rarely speak of this to outsiders, their legends claim that the race came to Oerth accidentally from their home world of Rhop. Although the Rhenn-folk have only a few ideas of what their home plane was like or how they got here, they know that it was quite different from the Flanaess.

At a glance, some Rhennee might be confused with Oeridians. Rhennee skin color ranges in the tan to olive shades and hair tends to be black or dark brown, and curly hair is most common. Their eyes are most often brown, gray or hazel, but blue or green eyes are not unusual. The Rhennee are wiry and short, with males averaging about 5' 6", but they are exceptionally strong for their build.

The Rhennee live exclusively on the waterways, making their homes on large barges that average about 60 feet long and 15 feet wide. These sturdy barges are similar in style to a junk; they are capable of navigating the Nyr Dyv's often choppy waters and treacherous storms, as well as riverways. These ships may have one or two masts.

A single barge may be home to as many as 45 people, including a captain or chief, two to four guards, a "wise woman," an advisor or two, 13 to 24 adults, and seven to twelve children (up to age 12). The guards may be male or female, but the advisors are always female. The wise woman is the matriarch of the group (although not all families on the barge are related);



her role is to tell fortunes for land-dwellers and thus earn coin, and also to predict the weather, settle disputes and use her skills with herbalism for minor healing. The wise woman is the driving force in Rhennee society; not even a noble will knowingly contradict her.

In spite of the role of the wise woman and her advisors, Rhennee society is extremely chauvinistic. Other women are treated as helpmeets and gain some respect from the men, but they are basically considered chattel. No formal rite of marriage exists, and barge captains and nobles may have as many "wives" as they can support. The men tend toward proud, aggressive behavior and are quick to issue a challenge to a non-Rhennee male who looks in the direction of one of their women.

The Rhennee earn their living primarily through transportation of goods and passengers, with some hunting, fishing, trading and craftwork on the side. Most will not work when they can steal and thus have the thieving proficiency, although they avoid stealing from each other. Some also have a skill for tinkering, but their reputations vary widely.

Most of these folk do not seem inclined toward good or evil, but instead lean toward neutrality. Some Rhennee have recently followed evil cults (for example, those of Vecna and Iuz), but this influence has been thrown off. The Rhennee follow a rather strict set of norms that has different standards for their own kind and for non-Rhennee. Many of their customs are baffling to outsiders, and the Rhennee seem to like it that way.

Outside the City of Greyhawk, a large settlement (if it can be called that) of Rhennee floats on the Selintan River. The city officials ignore the flotilla, leaving the Rhennee to resolve their own problems in their own way. This system works well for all concerned.

THE SULOISE

The Suel folk arrived in Oerik as refugees from lands south and west of the Crystalmist and Hellfurnace Mountains. Escaping the wars in their homelands, the Suloise helped to displace the Flannaes from their traditional lands and were themselves scattered far and wide.

No one is certain what the ancient Suloise Empire was like. Most of their former realm was destroyed by the Rain of Colorless Fire, leaving behind what is now called the Sea of Dust. Rumors abound of Suloise ruins and treasures buried in the Sea of Dust, but the climate there is so harsh that few dare to go looking for this wealth.

The Suloise are the fairest-skinned of Oerik's races, some being almost albino. Their eyes vary from pale blue and violet through deep blue and the occasional gray. Hair color ranges in the strawberry blondes, yellows and platinums. Wavy or kinky hair is seen as often as straight hair.

The Frost, Ice and Snow Barbarians are the best examples of pure Suel blood. Suel descendants are also predominant in the Duchy of Urnst, the islands off the eastern coast of the Flanaess, and the lands of the Scarlet Brotherhood on the Tilvanot Peninsula. Some Suloise settled in the Amedio Jungle and Hepmonaland, where they became tanned and freckled.

Ancient Suloise wore wide-legged pantaloons and loose blouses. These styles are still popular but have been adapted for climate. In the north, these garments can be of fur or felted wool, worn with capes, furred boots and mittens. Those in the south sometimes wear a loose vest instead of a blouse, and fabrics are lightweight. Solid colors are preferred universally, with most folk having only one or two colors in their wardrobe. The Suloise also like to wear emblems and souvenir trinkets on their clothing. These ornaments are considered important items of family heritage. They can be passed down through generations.

The Suloise have a strong sense of the importance of ancestral and family ties. They fight more among themselves than other human groups because of these ancient allegiances.

The Suloise are not known for their patience and have a short way with disagreements,

since they tend to be opinionated and convinced that their notions are the best. A popular saying in some parts of the Flanaess is, "when all the Suloise have left the table," meaning that nothing constructive will take place in a discussion until anyone unwilling to be open-minded is removed.

These folk are also known for their manual dexterity. They have a talent for all arts and crafts, especially those involving detail work such as embroidery, sewing, leather tooling, sculpting and painting. Suloise weavers can demand the highest prices on the continent for their fabrics, both for the fine grain of their weaves and the extraordinary detail of their patterns.

The Suel have a long tradition of wizardry and magical research, and the ancient Suel Imperium produced many powerful magics, culminating in the Invoked Devastation that laid waste to the ancient Baklunish Empire. Even now many Suel become mages. Perhaps their dexterity gives them an advantage in manipulating spell components and gesticulations.

THE BAKLUNISH

The Baklunish are settled mainly in the northwestern regions of the Flanaess. Zeif, Ull, Ekbir and the Tiger Nomads are the best examples of pure Baklunish folk.

Their skin tends to be golden and eyes are most commonly green or gray-green, with gray and hazel less frequent. Hair color is always dark, ranging from blue-black to dark brown. Baklunish features can be seen mixed with those of other races in the nations of Ket and Tusmit, and among the Wolf Nomads and the Paynim tribes.

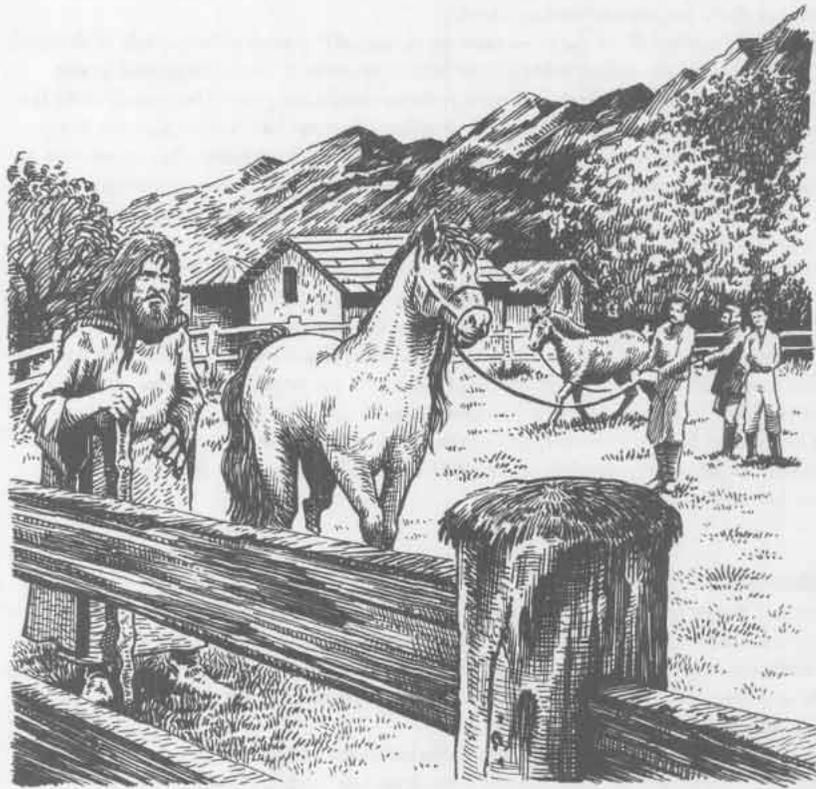
In the north, bright colors and gaudy patterns are typical of Baklunish costume, with gowns and robes favored, and short breeks with long coats nearly as popular. Peasant folk in the north also wear gaudy fabrics, but tend more toward a single long robe with whatever adornments are available. The southern Baklunish favor colors in the pastel ranges, with patterns also popular. Dress is complex and fancy,

with puffs, slashes and peplums. Ruffs might be seen at formal occasions. When at war, this fanciness is eschewed, and most soldiers wear rough fabrics, leathers and hides adorned with shields and coats of arms. They often carry banners displaying clan colors and symbols.

All Baklunish are raised to esteem honor, piety, generosity and family. Pursuit of these virtues is so consistent that for a Baklunish to kill his parents, for instance, is almost unthinkable.

The Baklunish have developed two distinct cultures. One group long ago developed a horse-based nomadic culture based on raiding, herding and trading the fine horses they breed. The settled Baklunish are traders and farmers who have achieved considerable power and built great cities and roads.

Like the Suel, the Baklunish are recognized for their magical skill. They are especially noted for inventing new elemental spells and using spellcasting in concert with others through cooperative magic. Even to this day their reputation is due in part to the Rain of Colorless Fire that the Baklunish brought down upon the Suloise Empire a thousand years ago.



ELVES

Elves (called "olve" or "olvenfolk" in Flan) inhabited the Flanaess for centuries before the fall of the Baklunish and Suloise Empires. Suloise, Oeridian and humanoid invaders pushed the elves from their grassland and prairie homes. Fortunately, the elves willingly resettled to the forests, where they held their own as nearby human kingdoms rose, expanded, made war and fell. The Suloise and humanoids, particularly orcs, gave the greatest trouble to the elves, who often found themselves allied with their old Flan neighbors and with the aggressive but reasonably trustworthy Oeridians.

High elves tend to mix with other races most easily. They favor the Town of Highfolk, Duchy of Ulek, Archclericy of Veluna and the Spindrifft Isles. The shortest of their race, high elves average only about five feet in height. They have pale

complexions, dark hair and green eyes, and tend to dress in grays, greens and pastels.

Gray elves are reclusive and keep to themselves in the Kingdoms of Celene and Sunndi. They have silver hair and amber eyes or golden hair and violet eyes. The elves of Sunndi have been forced to add warmaking skills to their culture due to the threat of the Scarlet Brotherhood and the former Great Kingdom.

Sylvan elves, also known as wood elves, tend to be even more reclusive than the gray, avoiding even other elves when possible. They make their homes in the Kingdom of Celene, the Duchy of Ulek, the ancient forests of the Flanaess and the Town of Highfolk. Their skin is darker than that of the high elves and they dress in browns and greens.

Grugach, the wild elves, live in tiny, isolated bands in the temperate forests. They are short like the high elves and very pale, but otherwise resemble sylvan elves.

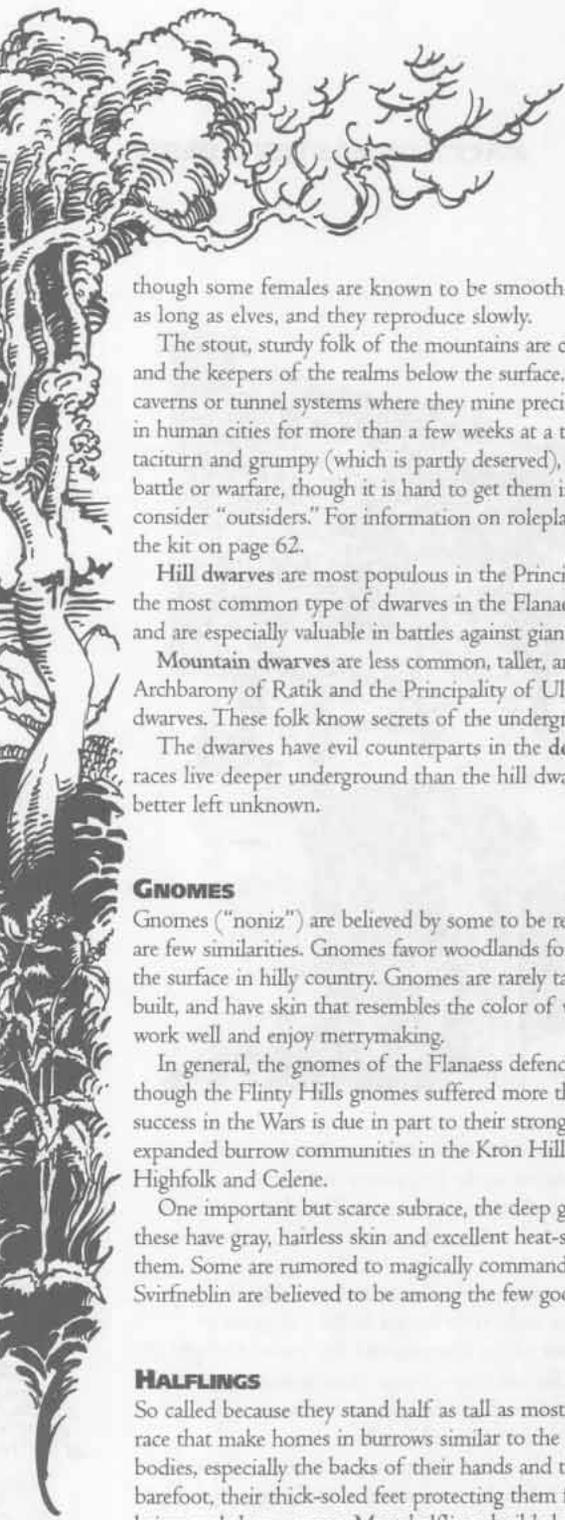
Valley elves are treated with suspicion by other elves for reasons not clear to humans. These unusually tall (up to six feet in height) elves live exclusively in the Valley of the Mage. They are known to practice unusual magic presumably taught to them by Jaran Krimeeah.

Aquatic elves breathe water as well as air, and have webbed fingers and toes. They prefer temperate and tropical oceans and seas. Near the Spindrifft Sound and Spindrifft Isles, the aquatic elves are allied with the high elves.

DWARVES

Dwarves ("dwurfolk") are about four feet tall, broad-shouldered and muscular, with tan, gray or reddish brown skin and brown or black eyes. Males and females both wear beards,





though some females are known to be smooth-faced. Dwarves live long lives, though not as long as elves, and they reproduce slowly.

The stout, sturdy folk of the mountains are considered by most to be the salt of the earth and the keepers of the realms below the surface. They prefer to live underground in vast caverns or tunnel systems where they mine precious metals and gems. They usually don't live in human cities for more than a few weeks at a time. Dwarves have a reputation for being taciturn and grumpy (which is partly deserved), but they make excellent allies in any type of battle or warfare, though it is hard to get them involved in conflicts among those they consider "outsiders." For information on roleplaying the dwarffolk of Greyhawk, please see the kit on page 62.

Hill dwarves are most populous in the Principality of Ulek and the Iron Hills. They are the most common type of dwarves in the Flanaess. They are cooperative with the other races and are especially valuable in battles against giants and humanoids.

Mountain dwarves are less common, taller, and paler than their hill-dwelling cousins. The Archbarony of Ratik and the Principality of Ulek have the largest populations of mountain dwarves. These folk know secrets of the underground that other races cannot even guess at.

The dwarves have evil counterparts in the **derro** and **duergar** (gray dwarves). These races live deeper underground than the hill dwarves. The secrets that they harbor are better left unknown.

GNOMES

Gnomes ("noniz") are believed by some to be related to dwarves, but aside from height, there are few similarities. Gnomes favor woodlands for their homes, residing in burrows just below the surface in hilly country. Gnomes are rarely taller than three and a half feet, are moderately built, and have skin that resembles the color of wood (from light ash to dark oak). They work well and enjoy merrymaking.

In general, the gnomes of the Flanaess defended themselves ably in the Greyhawk Wars, though the Flinty Hills gnomes suffered more than their kindred elsewhere. The gnomes' success in the Wars is due in part to their strong military tradition. They have recently expanded burrow communities in the Kron Hills, County of Ulek, Veluna, Verbobonc, Highfolk and Celene.

One important but scarce subrace, the deep gnomes (or **svirfneblin**) live far underground; these have gray, hairless skin and excellent heat-sensing vision, but little else is known of them. Some are rumored to magically command creatures made of living earth and rock. Svirfneblin are believed to be among the few good underground races.

HALFLINGS

So called because they stand half as tall as most humans, halflings ("hobniz") are a cheerful race that make homes in burrows similar to the gnomes. Light hair covers most of their bodies, especially the backs of their hands and the tops of their feet. Halflings usually travel barefoot, their thick-soled feet protecting them from the pain others would feel stepping on briars and sharp stones. Most halflings build shallow burrow homes or cottages in grasslands, forests or hills.

Three subraces of halflings live in the Flanaess. The **hairfeet** are the most numerous, and many live among humans. The **talfellows** are about six inches taller and comparatively willowy in build, usually living near elves, and **stouts** are about six inches smaller and live among dwarves.

Halflings are quiet, retiring, and do not seek attention. They are farm folk, pastoral people who don't get excited about much. Basically good-natured, they have adapted many creature comforts used by humans, and like safe-comfortable lives. The few halflings who go adventuring are exceptions to the rule.

HUMANOID RACES

Kobolds are the smallest of goblinkind, standing only a yard high and having certain features that are both reptilian and doglike. Cowardly as individuals, kobolds prefer mass attacks against outnumbered foes. Their worst enemies are the gnomes.

Slightly larger than kobolds but sharing their cowardice and mass-combat tactics, **xvarts** are squat, yard-high, blue-skinned humanoids. Xvarts ally with rats.

Goblins are more manlike than kobolds, slightly taller, with flat faces, pointed ears, low sloping foreheads, orange skin and fangs. Cave-dwelling slave-takers, goblins hate humans, dwarves and gnomes.

Orcs are the most common humanoids in the Flanaess. As large as well-muscled humans, orcs resemble bestial gray-green cavemen. They are extremely warlike and eagerly challenge other races for food and living space. They prefer caves and can see in the dark, but return often to the surface to loot and hunt for meat. They hate dwarves and elves and have learned a bitter respect for humans, their most dangerous foe. Orcs often fight among themselves, pitting tribe against tribe.

Orcs can breed with many other sorts of humanoids. The offspring of an orcish father and an ogre mother is an **orog** or great orc — basically a taller, stronger, braver and better equipped orc. The child of an ogre father and an orcish mother is an **ogrillon** — still orclike but even more brutish, stupid and violent, with particularly thick skin and powerful fists.

Hobgoblins are the most ferocious, aggressive and organized of the goblin races. They resemble tall, heavily muscled and furred humans with red-brown or gray skins and red or orange faces. Smarter than other goblin races, they are renowned for their brutality and military skill.

Norkers are shorter relatives of hobgoblins, with thick, armored skin. The innately vicious norkers use clubs and their own fangs to attack their enemies.

Gnolls and their stronger cousins, **flinds**, are seven-foot-tall, hyena-headed humanoids of evil, selfish nature. They hate their own leaders and can't organize themselves for more than occasional raiding parties. Gnolls

and flinds take slaves to perform all chores.

Bugbears are very tall goblins with thick, shaggy fur. For their size they move quietly, and their strength is considerable.

Ogres can be as tall as ten feet and have savage tempers. Nearly as strong as true giants, ogres gladly eat humans and demihumans. They are stupid but dangerous.

Half-humans, such as half-orcs and half-ogres, are disliked by most humans and demihumans. Some find work and respect in civilized areas, but the majority of half-humans are wicked in intent and lack foresight and organization.

OTHER INTELLIGENT RACES

Giants

Giants of the Flanaess come in many sizes and races, some with unusual quirks. Though an army of giants and humanoids conquered Geoff, they are not as a rule well organized. Most giants hate humanity, probably because they were driven into the mountains by humans.

Hill giants are the most common sort, often inhabiting and raiding the outskirts of civilized lands. Heat-loving **fire giants** dwell in the volcanic areas of the Hellfurnaces, and **frost giants** live in the high, cold peaks of the Barrier Peaks/Crystalmists chain and the mountains of the subarctic Thillonrian Peninsula. The cruel and grotesque **fomorian giants** are best known from the Howling Hills in the original lands of Iuz but can be found elsewhere. Various other types exist.

Dragons

Dragons are huge winged reptiles of high intelligence that can project breath weapons of fire, frost, acid, poison gas, lightning or the like. Incredibly strong and often with great magical abilities, dragons are widely feared. While their numbers have diminished over the centuries, individual dragons are still dangerous. Each can live longer than a thousand years, and many recall great historical lore.

Three primary types of dragons inhabit the Flanaess. **Chromatic dragons** are evil-

natured and have scales like bright enameled armor. They are usually red, blue, green, black or white. **Metallic dragons** have scales like bright metal, and are usually gold, silver, bronze, copper or brass. Metallic dragons are wise and better disposed than chromatic ones, though even they may think first of their own interests and safety.

Greyhawk dragons are unique to Oerth. These fantastic creatures are said to spend their time disguised as humans, living in their cities and mingling with the populace. Their human alter egos are supposedly wealthy, respected individuals who interact with the upper classes and intelligentsia. Greyhawk dragons are scrupulous about their disguises and maintain them down to the last detail. Two Greyhawk dragons, a male and a female, are rumored to inhabit the City of Greyhawk.

A number of unusual dragonlike beings inhabit the Flanaess, some intelligent. The **dragonne** is a cross between a brass dragon and a lion; the **chimera** is a cross between a red dragon, a lion and a goat. **Wyverns**, flying reptiles with poison stingers on their tails, are not uncommon in the mountains. Multiheaded **hydrae** prey on adventurers in badlands and caverns.

One dragonlike being native to the Flanaess is the **dragonnel**, a wyvernlike creature found in the hills of the Pomarj. Hunted by humans for centuries, the dragonnel is nearing extinction, though some humans and orcs are rumored to tame dragonnels and use them as aerial mounts.

Underground Races

Beneath the Hellfurnaces is the world of Under-Oerth, seemingly endless natural caverns and artificial tunnels spreading out and down into the earth. These passages have their own peculiar underground ecology of water-dwellers and lichens, mosses and fungi. In its upper levels, this dark realm is inhabited by humanoids of every sort. Farther down are stranger races, most hostile to surface-dwellers.

Drow, the evil dark elves, thrive in Under-Oerth. They trade with or war on other races there and on the surface, and are renowned as spellcasters.

Duergar, the gray dwarves, inhabit deep regions and seldom venture to the surface. Organized and intelligent, they easily hold their own against other subterranean races. They are masters of stone- and metalworking, but hate their cousins, the hill and mountain dwarves.

The stunted dwarflike **derro** are among the worst of the Under-Oerth races. They crave magic, power and slaves. They are hated and distrusted even by other evil races, who avoid them. Every twenty years, derro explode outward through the underworld, attacking anything they encounter and destroying or enslaving weaker races.

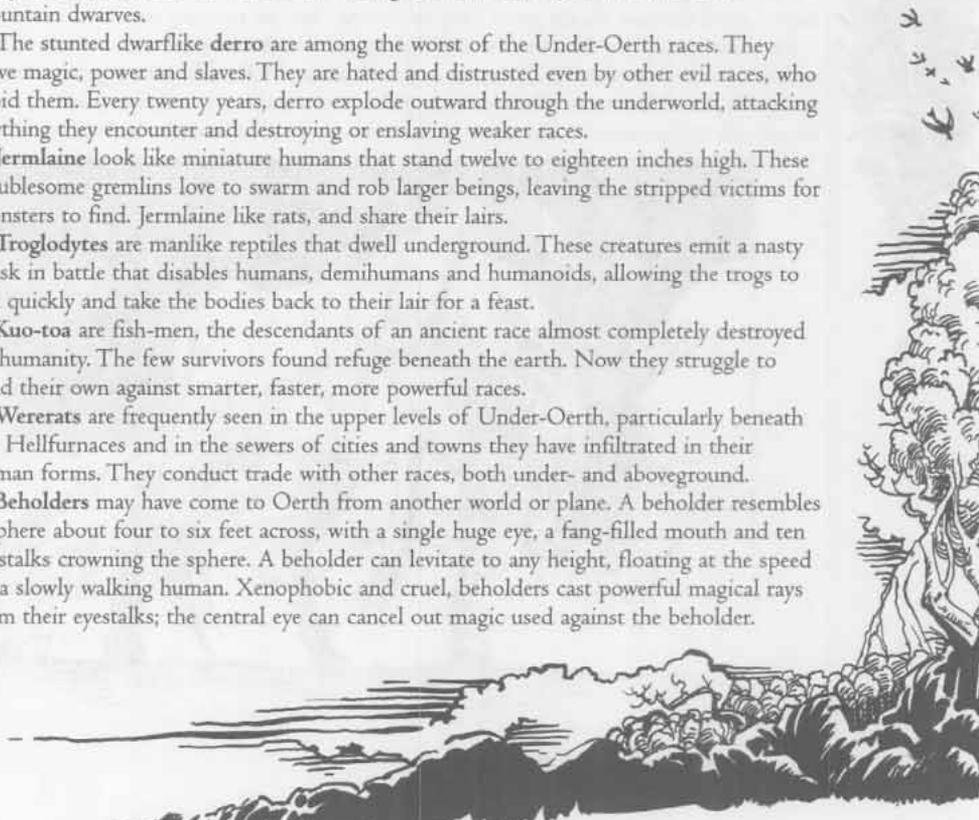
Jermlaine look like miniature humans that stand twelve to eighteen inches high. These troublesome gremlins love to swarm and rob larger beings, leaving the stripped victims for monsters to find. Jermlaine like rats, and share their lairs.

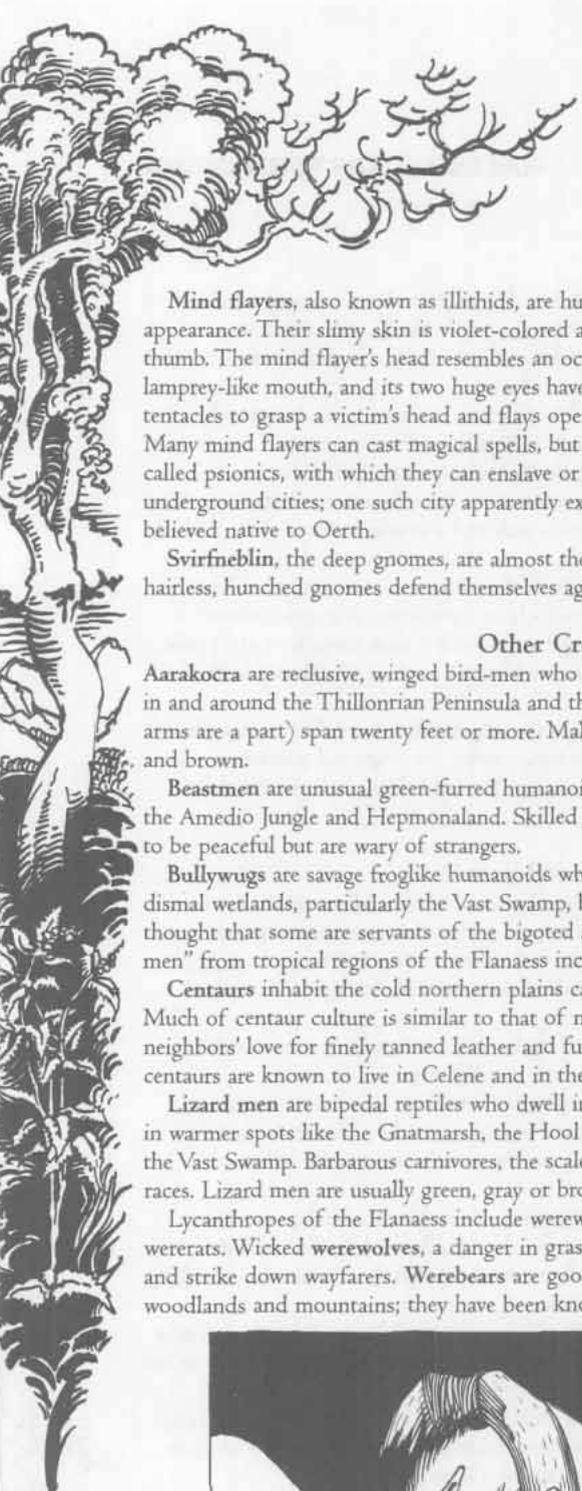
Troglydites are manlike reptiles that dwell underground. These creatures emit a nasty musk in battle that disables humans, demihumans and humanoids, allowing the trogs to kill quickly and take the bodies back to their lair for a feast.

Kuo-toa are fish-men, the descendants of an ancient race almost completely destroyed by humanity. The few survivors found refuge beneath the earth. Now they struggle to hold their own against smarter, faster, more powerful races.

Wererats are frequently seen in the upper levels of Under-Oerth, particularly beneath the Hellfurnaces and in the sewers of cities and towns they have infiltrated in their human forms. They conduct trade with other races, both under- and aboveground.

Beholders may have come to Oerth from another world or plane. A beholder resembles a sphere about four to six feet across, with a single huge eye, a fang-filled mouth and ten eyestalks crowning the sphere. A beholder can levitate to any height, floating at the speed of a slowly walking human. Xenophobic and cruel, beholders cast powerful magical rays from their eyestalks; the central eye can cancel out magic used against the beholder.





Mind flayers, also known as illithids, are human size and vaguely humanoid in appearance. Their slimy skin is violet-colored and each hand has three fingers and a thumb. The mind flayer's head resembles an octopus: four tentacles hang around its lamprey-like mouth, and its two huge eyes have no visible pupils. The mind flayer uses the tentacles to grasp a victim's head and flays open the unfortunate's skull, eating the brain. Many mind flayers can cast magical spells, but some also have dramatic mental powers called psionics, with which they can enslave or brainwash others. Mind flayers live in great underground cities; one such city apparently exists beneath the Hellfurnaces. They are not believed native to Oerth.

Svirfneblin, the deep gnomes, are almost the only good underworld race. These hairless, hunched gnomes defend themselves against the hordes of evil.

Other Creatures

Aarakocra are reclusive, winged bird-men who inhabit mountainous regions, particularly in and around the Thillonian Peninsula and the Lortmils. Their wings (of which their arms are a part) span twenty feet or more. Males have bright plumage; females are gray and brown.

Beastmen are unusual green-furred humanoids who live in tropical forests, especially the Amedio Jungle and Hepmonaland. Skilled hunters living in treetop nests, they appear to be peaceful but are wary of strangers.

Bullywugs are savage froglike humanoids who hate all other races. Usually found in dismal wetlands, particularly the Vast Swamp, bullywugs are notoriously destructive. It is thought that some are servants of the bigoted amphibian deity Wastri. Similar "frog-men" from tropical regions of the Flanaess include the little **grippli** and the nasty **grung**.

Centaurs inhabit the cold northern plains called the Barrens, now controlled by Iuz. Much of centaur culture is similar to that of nearby humans, so the centaurs share their neighbors' love for finely tanned leather and fur, brilliant colors and face paints. Other centaurs are known to live in Celene and in the Dry Steppes.

Lizard men are bipedal reptiles who dwell in swamps and other wetlands, particularly in warmer spots like the Gnatmarsh, the Hool Marshes, Rushmoor, the Mistmarsh and the Vast Swamp. Barbarous carnivores, the scaled lizard men are avoided by most other races. Lizard men are usually green, gray or brown. They are not very smart.

Lycanthropes of the Flanaess include werewolves, werebears, wereboars, weretigers and wererats. Wicked **werewolves**, a danger in grasslands and hills, mix with regular wolves and strike down wayfarers. **Werebears** are good-natured, solitary inhabitants of woodlands and mountains; they have been known to serve as Rangers of the Gnarley

Forest. Forest-dwelling **wereboars** are bad tempered and prone to pick fights. **Weretigers** are rare, solitary and catlike in personality. As a group, **wererats** are the most organized and powerful of lycanthropes, dwelling in ruins and underground areas such as city sewers.

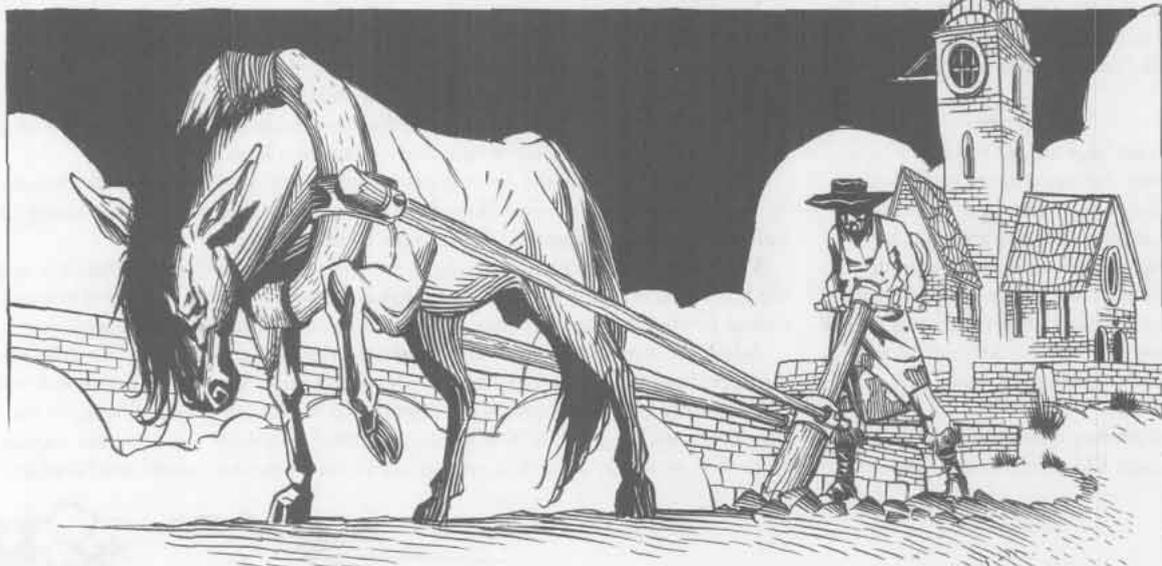
Kraken — evil gigantic intelligent octopi — attack shipping in tropical and warm temperate waters.

Quaggoths are white shaggy-furred humanoids found across the north. Quaggoths of the Flanaess are surface-dwellers who prefer forests and rough terrain aboveground to subterranean areas.

Sahuagin are the "devil men of the deep," an evil race of aquatic humanlike creatures with piscine features such as scales, fins and webbed hands and feet. Sahuagin raid other undersea races and coastal communities.

Carnivorous **trolls** are seen throughout the Flanaess. Vaguely human in form but with green skin and ravenous appetites, trolls can heal their wounds, recovering even from decapitation. Only acid and fire kill them.

Serpentine **yuan-ti**, exhibiting snake and human characteristics, lurk in the tropics. Evil and untrustworthy, yuan-ti seek the overthrow of humanity.





ROLEPLAYING IN THE FLANAESS

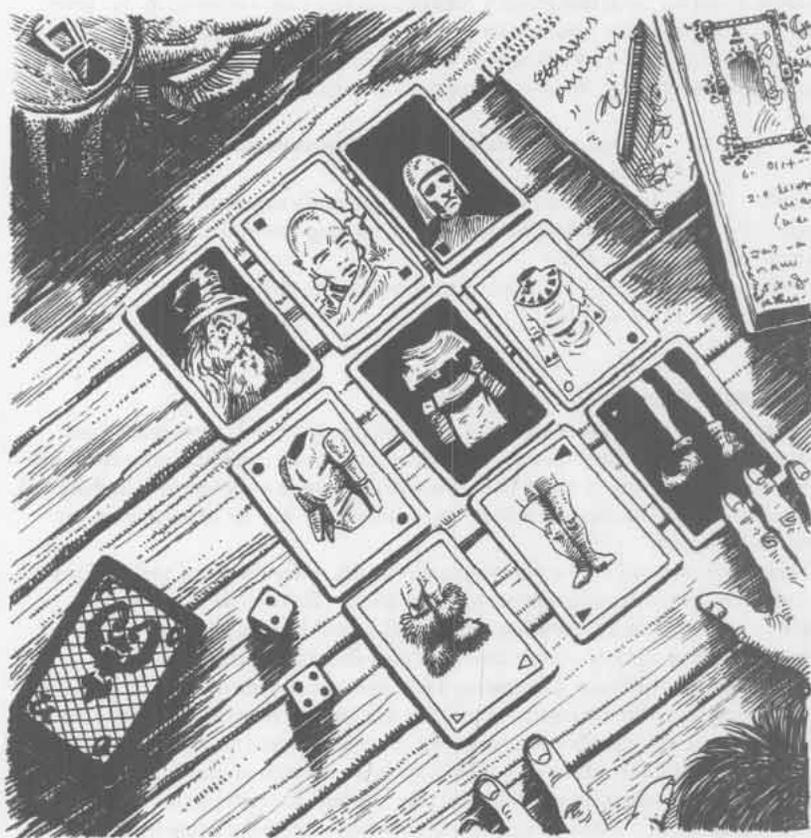
With its multiple human races and myriad nations and cultures, the Flanaess offers players unique opportunities for truly creative roleplaying. A character's attitudes about his companions and adventures are likely to be heavily colored by the factors that have shaped him, so that two characters with identical statistics and alignment may respond to the same situation in completely different ways.

In this short book, it is not possible to examine every possible combination of race, religion and homeland, but we will discuss some universal aspects of Flanaess culture, as well as offering roleplaying notes and character kits for selected groups. Players and DMs may choose to roll on or select from any of the tables in this section.

THE MELTING POT FACTOR

Because the human tribes were scattered far and wide during the human migrations into eastern Oerik and the many wars since, intermarriage has been common in the thousand years since the Flannaes met their Oeridian, Suel and Baklunish counterparts. Except in isolated areas, the races have not remained pure.

There are areas where one of these cultures has remained dominant in the psyches of the inhabitants, so that they follow most or all of its customs and taboos. These areas are often but not always peopled by pure or nearly pure members of a single race, easily identifiable based on physical characteristics. In other places, a family or nation may still think of themselves as Suel, Flan, Oeridian or

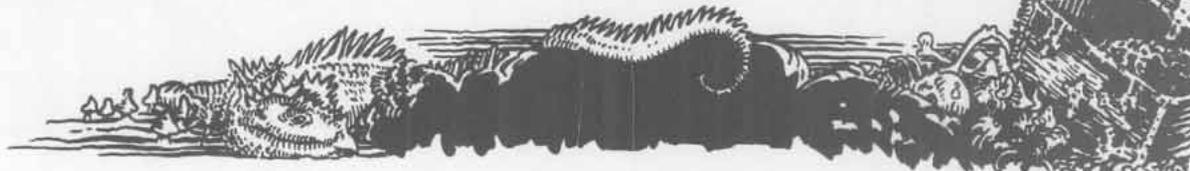


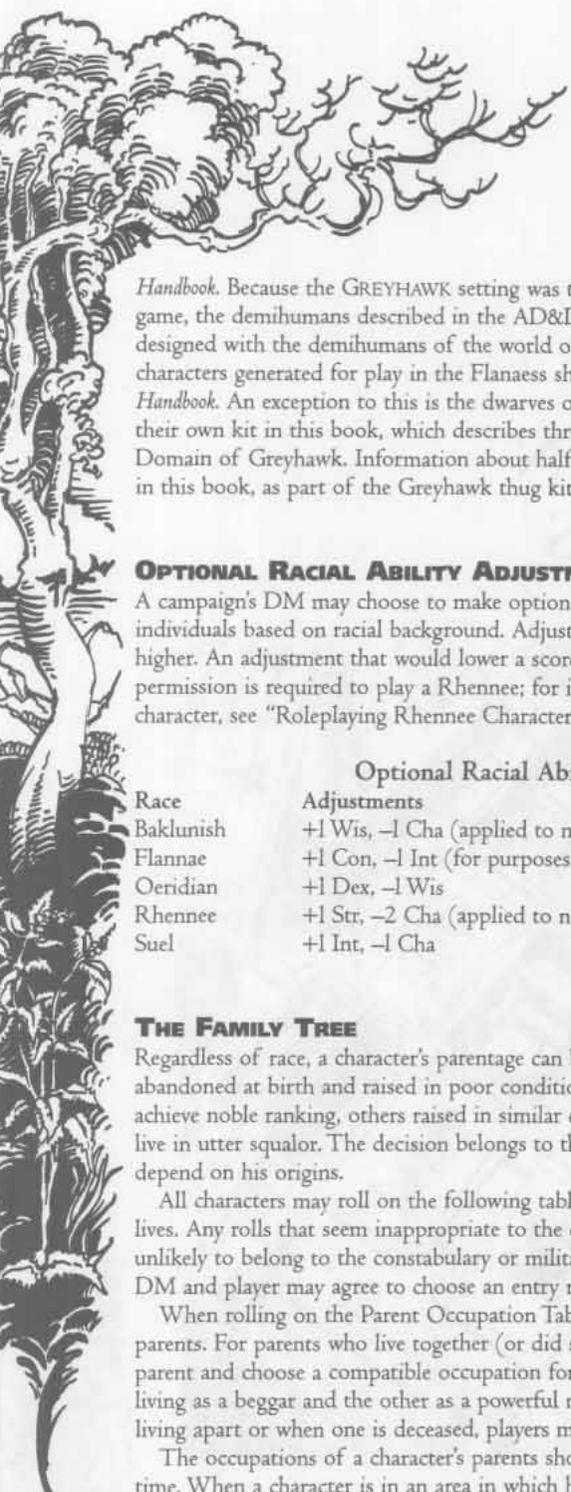
Baklunish, even though they are genetically diverse.

In other lands, two or more of the cultures have mingled without giving up their unique identities. In still others, the cultures have melded in such a way to produce a "generic" culture that might be said to be the basic Flanaess civilization. The residents of these last lands or groups do not bear the physical characteristics of any race, nor do they adhere to customs or taboos of any of the races.

For many individuals, their religion, guild, profession or country of origin will be more important than their racial background, which they may not even know. Their concerns, customs and taboos are more likely to derive from these other aspects of their lives.

Rules for playing elves, gnomes and halflings are already well detailed in the *Player's*





Handbook. Because the GREYHAWK setting was the first world designed for the AD&D game, the demihumans described in the AD&D rules may be considered to have been designed with the demihumans of the world of Greyhawk in mind. Demihuman characters generated for play in the Flanaess should be rolled as described in the *Player's Handbook*. An exception to this is the dwarves of the central Flanaess, who have been given their own kit in this book, which describes three groups of dwarfolk found in the Domain of Greyhawk. Information about half-orcs in Greyhawk has also been included in this book, as part of the Greyhawk thug kit.

OPTIONAL RACIAL ABILITY ADJUSTMENTS

A campaign's DM may choose to make optional adjustments to the abilities of individuals based on racial background. Adjustments may raise a score to 18, but never higher. An adjustment that would lower a score to 3 or less is ignored. The DM's permission is required to play a Rhennee; for information about playing a Rhennee character, see "Roleplaying Rhennee Characters," on pages 44-45 of this book.

Optional Racial Ability Adjustments

Race	Adjustments
Baklunish	+1 Wis, -1 Cha (applied to non-Baklunish observers)
Flannae	+1 Con, -1 Int (for purposes of learning new spells, if a wizard)
Oeridian	+1 Dex, -1 Wis
Rhennee	+1 Str, -2 Cha (applied to non-Rhennee observers)
Suel	+1 Int, -1 Cha

THE FAMILY TREE

Regardless of race, a character's parentage can be important. While some individuals, abandoned at birth and raised in poor conditions, can go on to perform great deeds or achieve noble ranking, others raised in similar circumstances may accomplish nothing and live in utter squalor. The decision belongs to the individual, but his opportunities may depend on his origins.

All characters may roll on the following tables to determine details of their parents' lives. Any rolls that seem inappropriate to the character (for example, Rhennee are unlikely to belong to the constabulary or military) should be rerolled. Alternatively, the DM and player may agree to choose an entry rather than roll on the tables.

When rolling on the Parent Occupation Table, consider the situation of the character's parents. For parents who live together (or did so but are now deceased), roll once for one parent and choose a compatible occupation for the other parent (for example, one parent living as a beggar and the other as a powerful noble is extremely unlikely). For parents living apart or when one is deceased, players may roll once for each parent.

The occupations of a character's parents should factor into roleplaying from time to time. When a character is in an area in which his family had friends or enemies or had gained notoriety, the PC can use this to his advantage (or the DM may use it to the character's disadvantage) to gain audience, purchase expensive or rare items, or get a good table in a restaurant. If the character's heritage "leaks" in an area of his family's enemies, he may be faced with any number of obstacles.

Characters may roll only once on the Family Contact Table. This lists useful or important friends the character may have as a result of connections to his parents, siblings or other relations. This does not guarantee aid from such NPCs, however; it merely means that the NPC will remember the character and be inclined to listen to his warnings, appeals for aid and so on.

Parent Mortality Table

ID10 Roll	Situation of Parents
1-2	PC is orphaned or abandoned, ignorant of family origin
3	Both parents deceased
4-6	One parent is deceased
7-8	Parents live together
9-10	Parents live apart

Parents' marital status is not reflected.

Parent Occupation Table

ID100 Roll	Status of Parents
1-4	Low-life scum
5-8	Extremely poor, begging for living
9-12	Refugees from homeland
13-17	Laborer on farm or in city
18-20	Freelance thief
21-22	Guildmember thief
23-28	Landowning farmer
29-36	Scribe or tutor
37-50	Merchant of little wealth
51-56	Member of constabulary or city watch
57-61	Skilled worker in noble or royal house
62-65	Mercenary
66-70	Adventurer
71-77	Average craftsman
78-82	Merchant of moderate wealth
83-87	Officer in constabulary or city watch
88-90	Merchant of considerable wealth
91-93	Master artisan of fame
94-96	Minor noble
97-98	Military commander
99-00	Powerful noble or ambassador

Family Contacts Table

ID20 Roll	NPC Contacts
1-4	No useful contacts
5	Member of royalty
6-9	Low-ranking military officer
10-11	High-ranking military officer
12-13	Priest of level 8 or higher
14	Wizened sage
15-16	Wizard of level 8 or higher
17-18	Government official
19-20	Guild master

PLAYING CHARACTERS FROM THE FLANAESS

Roleplaying Flan Characters

The Flan were the first human race in the Flanaess, sharing its lands with demihumans and humanoids. Before the arrival of other humans, they lived as nomadic hunter-gatherers, but in the millennium since the Oeridians, Suloise and Baklunish immigrated, they have adapted to the evolving culture of the Flanaess. Many pure Flan still live in the Duchy of Tenh, Geoff and Sterich, and to a lesser extent the Barrens, Stonehold and the Theocracy of the Pale.

The Flan have always had a close connection to their land, and this can be reflected in the nonweapon proficiencies they choose. Many Flan will have half their nonweapon proficiency slots filled with "nature" skills such as direction sense and weather sense. Even if they are not warriors, Flan are able to take the hunting and set snares proficiencies without using additional proficiency slots beyond the number listed in the *Player's Handbook*, but their skills will be restricted to hunting and trapping smaller animals. They are also able to take the endurance and survival proficiencies without using more slots than the number listed. The Flan have a strong storytelling tradition, which makes them excellent bards.

In some areas, a Flan character is defined by the season in which he is born, similar to the horoscopes of the Baklunish. His season indicates what customs or taboos he is expected to follow: some of these customs are rooted in antiquity, when the Flan were the only humans to walk the Flanaess; others are of more recent but mysterious origin. If a player wishes, he can choose to be a member of one of the Flan communities or families where these customs are maintained, and he can roll on or select a trait from the Flan Seasonal "Horoscope" table. The seasonal "types" are as follows:

Flan Seasonal "Horoscope"

Id12	Birth Season	Type
1-2	Spring	Breath
3	Low summer	Flesh
4	Midsummer	Sun
5-6	High summer	Water
7-8	Autumn	Seed
9	Near winter	Wind
10	Midwinter	Dark
11-12	Far winter	Stone

Breath celebrates those living things that survived the winter, and by extension all animal life. Children of breath (as they are called) must offer a brief prayer for every creature that dies in their presence. They are also required to offer a gift to their mounts, pets and familiars once a year (usually on the character's birthday if known). Breath children are forbidden to eat meat during the spring.

Flesh symbolizes humanity and demihumanity, identified with the time of year when bodies starved over the winter regain their fat. While many Flan choose to ornament their bodies with tattoos and other permanent marks, only Flesh children *must* have at least one tattoo or body piercing. They are also required to offer aid to anyone who asks for it (though the aid doesn't have to be what is requested; for instance, someone asking a Flan to escort her to Ket may instead be given a silver piece — which is, after all, helpful). They permanently wear leather bands knotted elaborately around one wrist for every person they consider kin or a friend.

Sun symbolizes both the days of midsummer when the sun is at its highest, and fires in general, which are seen as little suns. Each time sun children eat in the presence of a fire, they must toss the first morsel of food into the fire. They are also required to pray briefly each time they start a fire, whether magical or not. Whenever their hair or nails are cut, they must burn the scraps.

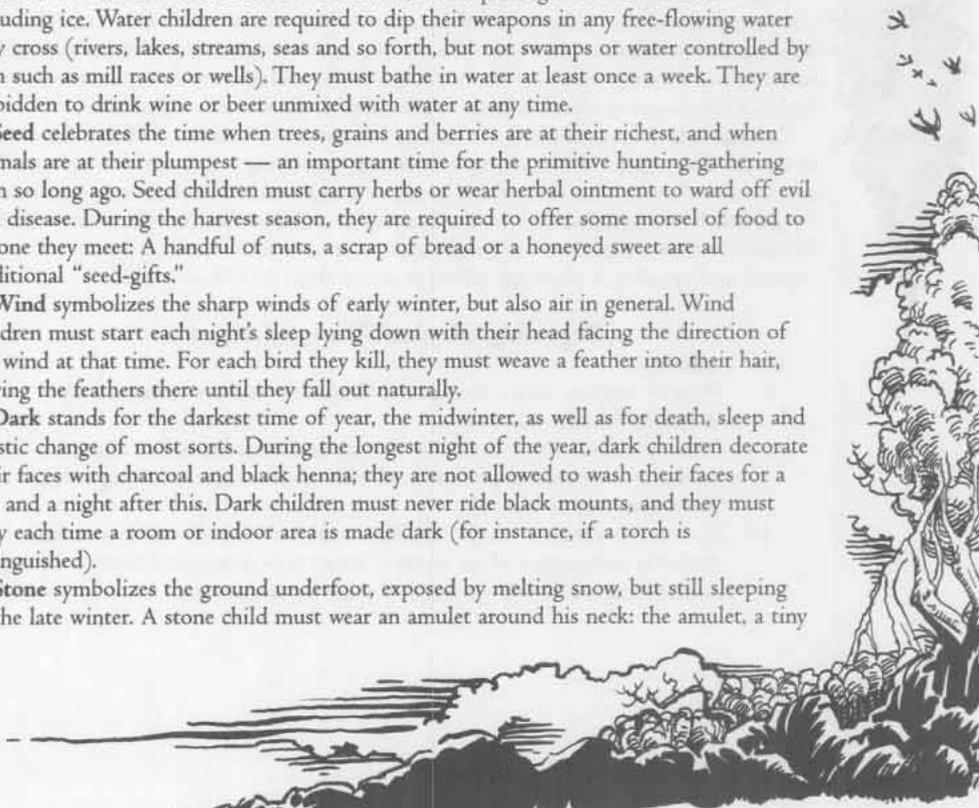
Water represents high summer, because that is the time of year for frequent rain showers, but the affiliation is broader than that, encompassing all forms of water including ice. Water children are required to dip their weapons in any free-flowing water they cross (rivers, lakes, streams, seas and so forth, but not swamps or water controlled by men such as mill races or wells). They must bathe in water at least once a week. They are forbidden to drink wine or beer unmixed with water at any time.

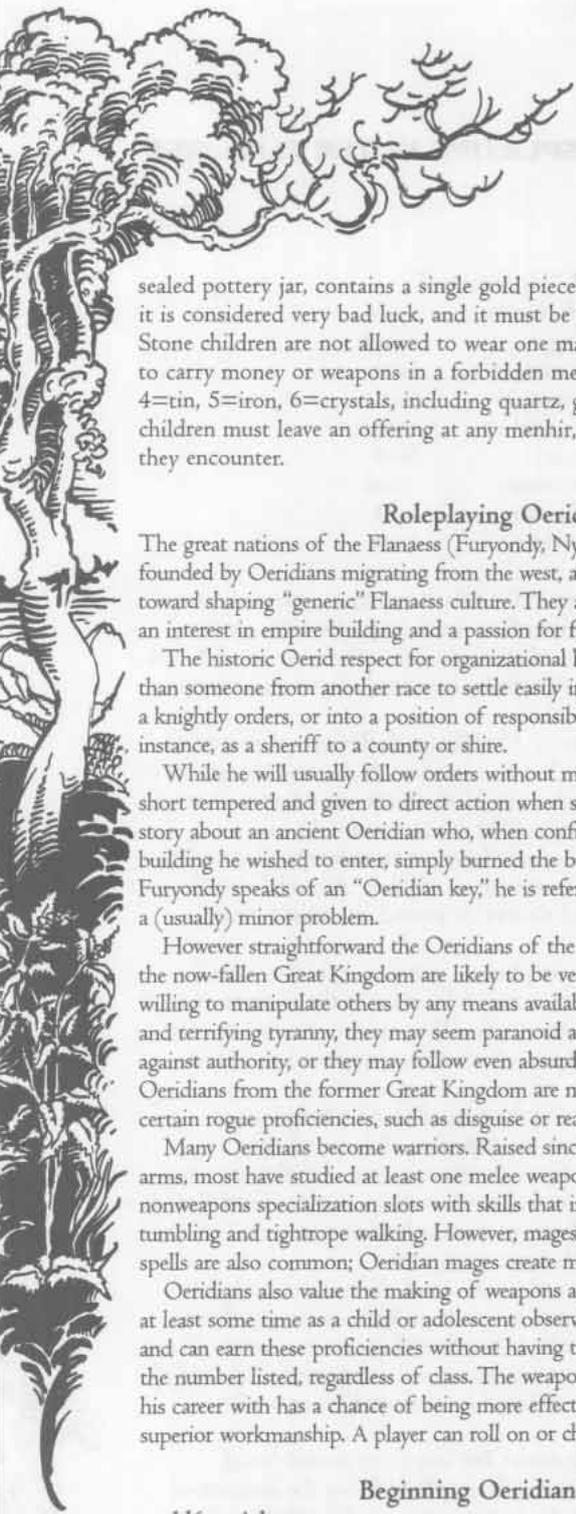
Seed celebrates the time when trees, grains and berries are at their richest, and when animals are at their plump — an important time for the primitive hunting-gathering Flan so long ago. Seed children must carry herbs or wear herbal ointment to ward off evil and disease. During the harvest season, they are required to offer some morsel of food to anyone they meet: A handful of nuts, a scrap of bread or a honeyed sweet are all traditional "seed-gifts."

Wind symbolizes the sharp winds of early winter, but also air in general. Wind children must start each night's sleep lying down with their head facing the direction of the wind at that time. For each bird they kill, they must weave a feather into their hair, leaving the feathers there until they fall out naturally.

Dark stands for the darkest time of year, the midwinter, as well as for death, sleep and drastic change of most sorts. During the longest night of the year, dark children decorate their faces with charcoal and black henna; they are not allowed to wash their faces for a day and a night after this. Dark children must never ride black mounts, and they must pray each time a room or indoor area is made dark (for instance, if a torch is extinguished).

Stone symbolizes the ground underfoot, exposed by melting snow, but still sleeping in the late winter. A stone child must wear an amulet around his neck: the amulet, a tiny





sealed pottery jar, contains a single gold piece, tiny stones or something similar; to break it is considered very bad luck, and it must be replaced in the land of the person's birth. Stone children are not allowed to wear one material as jewelry, though they are allowed to carry money or weapons in a forbidden metal (Roll 1d6: 1=silver, 2=gold, 3=copper, 4=tin, 5=iron, 6=crystals, including quartz, glass and most colored stones). Stone children must leave an offering at any menhir, dolmen, standing stone or stone ring they encounter.

Roleplaying Oeridian Characters

The great nations of the Flanaess (Furyondy, Nyronde and the Great Kingdom itself) were founded by Oeridians migrating from the west, and Oeridian culture has gone a long way toward shaping "generic" Flanaess culture. They are generally straightforward pragmatists with an interest in empire building and a passion for fighting and exploration.

The historic Oerid respect for organizational hierarchies makes an Oeridian more likely than someone from another race to settle easily into strictly regulated military groups such as a knightly orders, or into a position of responsibility reporting to political leaders — for instance, as a sheriff to a county or shire.

While he will usually follow orders without many questions, a typical Oeridian is somewhat short tempered and given to direct action when solving what he sees as a problem. There is a story about an ancient Oeridian who, when confronted with a door he could not unlock in a building he wished to enter, simply burned the building down. Even now, when someone in Furyondy speaks of an "Oeridian key," he is referring to any drastic confrontative solution to a (usually) minor problem.

However straightforward the Oeridians of the central Flanaess are, surviving Oeridians from the now-fallen Great Kingdom are likely to be very political, avoiding direct conflict but willing to manipulate others by any means available. After lifetimes spent under an irrational and terrifying tyranny, they may seem paranoid and suspicious. They may rebel in covert ways against authority, or they may follow even absurd or destructive orders without question. Oeridians from the former Great Kingdom are more likely to be rogues, or have taken on certain rogue proficiencies, such as disguise or reading lips.

Many Oeridians become warriors. Raised since childhood to respect men and women of arms, most have studied at least one melee weapon before they are adults. They may fill nonweapons specialization slots with skills that improve their agility, such as dancing, juggling, tumbling and tightrope walking. However, mages who specialize in combat and protection spells are also common; Oeridian mages create many combat-related magical items.

Oeridians also value the making of weapons and armor. An Oeridian is likely to have spent at least some time as a child or adolescent observing or assisting an armorer or weaponsmith, and can earn these proficiencies without having to dedicate additional proficiency slots beyond the number listed, regardless of class. The weapons or armor an Oeridian adventurer begins his career with has a chance of being more effective or more valuable, simply because of its superior workmanship. A player can roll on or choose from the following table:

Beginning Oeridian Weapons/Armor

1d6 Advantage

- 1 Primary weapon has a nonmagical +1 bonus to attack roll (weapon type determined before dice roll).
- 2 Primary weapon is worth double the standard value for such a weapon.
- 3 Secondary weapon has a nonmagical +1 bonus to attack roll (weapon type determined before dice roll).
- 4 Secondary weapon is worth double the standard value for such a weapon.
- 5 Armor is nonmagical +1 for its type (armor type determined before dice roll).
- 6 Armor is worth double the standard value for such armor.

Roleplaying Rhennee Characters

The Rhennee deeply dislike non-Rhennee and are treated with suspicion by others, so a player needs the approval of her DM to play a Rhennee character. A satisfactory backstory will be needed to explain why one of the Rhennee chose to befriend the other PCs and abandon the barge life — and why the others tolerate and accept the Rhennee. Of course, a party where all members are Rhennee avoids this problem.

If the player wishes, she may roll for her reason for leaving her family on the following table. In some cases, she may be adventuring while waiting for something else to happen, such as locating a specific item she has been sent by her chief to steal.

Rhennee Reasons for Leaving Family 1d10 Reason

- 1 Abandoned as a baby or child, either accidentally (when family barge moved without warning) or intentionally.
- 2 Permanently banished because of a major crime against the family (such as accidentally or intentionally killing or betraying family member).
- 3 Temporarily banished because of a minor crime against the family (ignoring orders; stealing from a family member): banishment can run for one year, two years or five years.
- 4 Left voluntarily because of disagreement with Rhennee customs or taboos.
- 5 Left voluntarily because of disagreement with wise woman or family noble.
- 6 Left voluntarily to pursue a career or calling the PC could not follow to her satisfaction among the Rhennee (such as a knight or bard).
- 7 Left for reasons of personal safety after a romantic entanglement went bad.
- 8 Stayed onshore when family moved on because of a romantic relationship with a non-Rhennee, now over.
- 9 Left behind (in jail or elsewhere) when family barge moved without warning; PC currently may be trying to locate and return to barge.
- 10 Wise woman or noble of clan secretly sent PC out to gather information or to steal specific item.

Culturally, Rhennee do not have clerics, druids, rangers or paladins; their beliefs are deeply secret and never discussed with outsiders. After a youth as a thief, a Rhennee woman of importance is likely to become a wizard; a Rhennee man is likely to become a fighter.

The Rhennee are physically small, with males never exceeding six feet in height and averaging 5'6". Females are slightly shorter. Both sexes are of wiry build and especially strong (reflected on the optional Racial Ability Adjustments table on page 42 of this book).

Because the Rhennee are widely mistrusted, Rhennee PCs may suffer as much as a 3-point penalty to checks on Table 59: Encounter Reactions in the *DUNGEON MASTER Guide*. This penalty will vary depending on how distinctively Rhennee the PC appears (for example, a Rhennee easily mistaken for an Oeridian might suffer no penalty), as well as where the PC is in the Flanaess. Remote sections of the country may not have encountered the Rhennee and thus will have no prior knowledge of (or bias against) them; but people in the Domain of Greyhawk, the Duchy of Urnst, Furyondy and Veluna may hold some prejudice toward the bargefolk.

Newly created Rhennee PCs start with a set of good-quality, homemade leather armor, which they always wear. Many Rhennee are of neutral alignment; some are of chaotic neutral, lawful neutral, neutral evil or neutral good alignments. Players should consult their DM when choosing alignment.

Because all Rhennee speak Rhennee Cant, new PCs gain this ability as well. The "cant" is actually their original language, which has borrowed some local terms.

Optionally, Rhennee characters can start the game with thieving ability, as well; a new PC may roll 1d4 and gain the equivalent levels of thief experience. Rhennee do not belong to a thieves' guild, but train themselves within their clan. Thief PCs may progress from there; other PCs may be considered dual-classed.

Roleplaying Suloise Characters

Nearly all Suloise have a strong respect for and interest in magic, so that a high proportion of them become wizards, and their familiarity with and interest in magic is likely to encourage them toward the spellcraft proficiency, regardless of character class.

Family obligations are strong among the Suloise, who will fiercely protect what they see as their home land and family — though their definition of family may be quite narrow, extending only to immediate relatives. An adventurer may well send wealth back to his family, or may summon a sibling and train her in the arts of adventuring. A Suel can be aware of his ancestry back even to the days of the Suel Empire a thousand years ago.

The Suel are shorter tempered than people in the Flanaess generally. To resolve an issue, they are as likely to use direct means including force (whether political, magical or physical) as they are to use indirect means such as negotiation or manipulation. They are often proud and may not allow others to know if they have financial or personal problems.

The ancient Suel Empire was deeply evil in nature and even now some Suel organizations tend to slide that way.

Players choosing to roleplay a Suloise can roll on the following table, or choose from several subcultural options:

Suloise Subgroup Table

1d10	Suloise Subgroup
1-2	Thillonrian Peninsula barbarians
3	Island Realms Suel
4-8	Central Flanaess Suel
9	Amedio Jungle or Hepmonaland barbarians
10	Scarlet Brotherhood informants

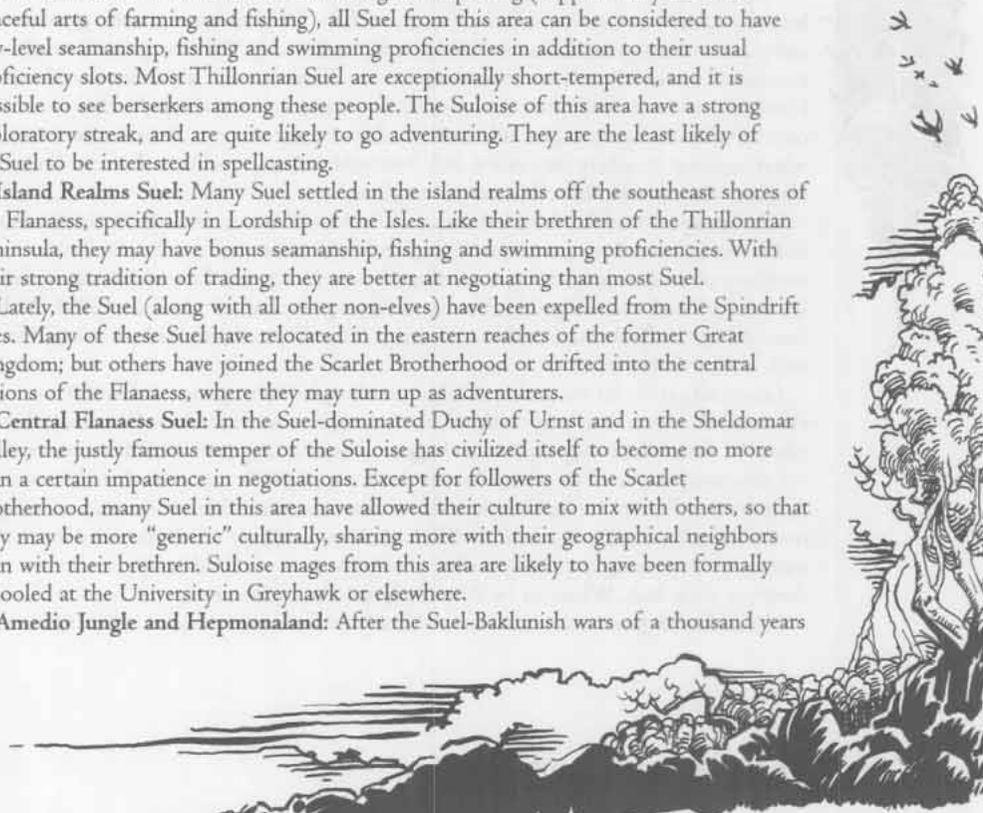
Thillonrian Peninsula barbarians: Many savants consider the Snow, Ice and Frost Barbarians of the far northeast to be the purest-blooded of existing Suel. Because their culture is based on a combination of raiding and exploring (supported by the more peaceful arts of farming and fishing), all Suel from this area can be considered to have low-level seamanship, fishing and swimming proficiencies in addition to their usual proficiency slots. Most Thillonrian Suel are exceptionally short-tempered, and it is possible to see berserkers among these people. The Suloise of this area have a strong exploratory streak, and are quite likely to go adventuring. They are the least likely of all Suel to be interested in spellcasting.

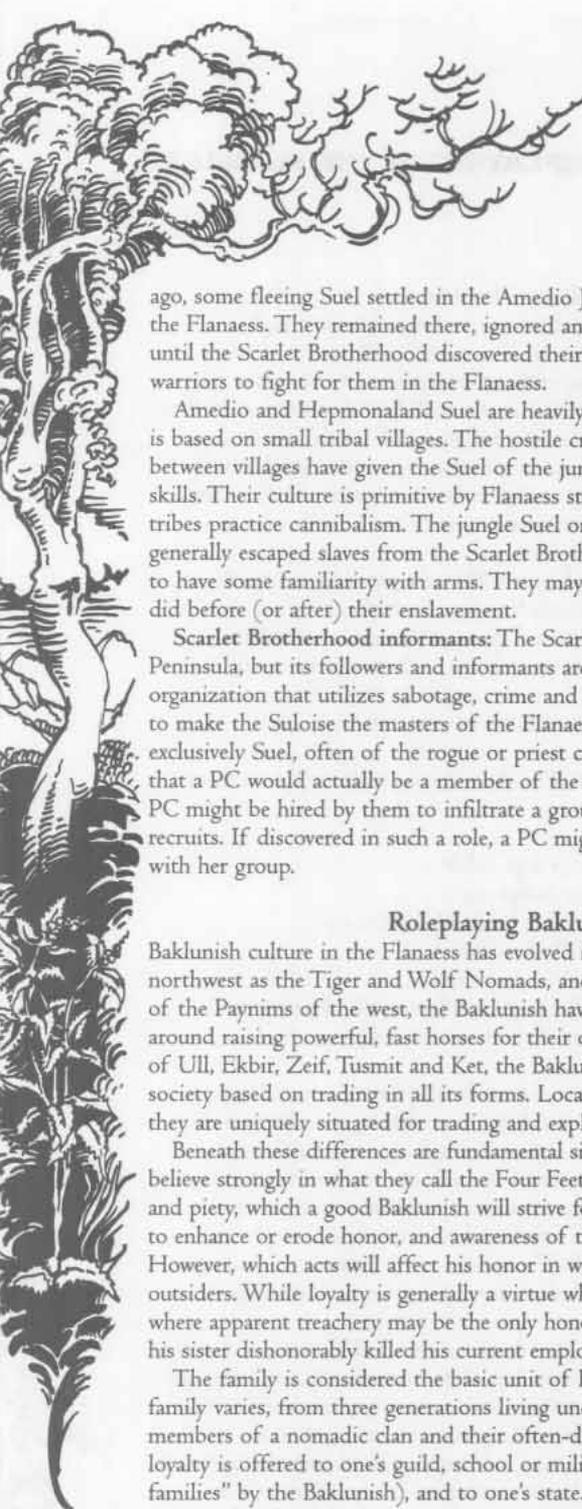
Island Realms Suel: Many Suel settled in the island realms off the southeast shores of the Flanaess, specifically in Lordship of the Isles. Like their brethren of the Thillonrian Peninsula, they may have bonus seamanship, fishing and swimming proficiencies. With their strong tradition of trading, they are better at negotiating than most Suel.

Lately, the Suel (along with all other non-elves) have been expelled from the Spindrift Isles. Many of these Suel have relocated in the eastern reaches of the former Great Kingdom; but others have joined the Scarlet Brotherhood or drifted into the central regions of the Flanaess, where they may turn up as adventurers.

Central Flanaess Suel: In the Suel-dominated Duchy of Urnst and in the Sheldomar Valley, the justly famous temper of the Suloise has civilized itself to become no more than a certain impatience in negotiations. Except for followers of the Scarlet Brotherhood, many Suel in this area have allowed their culture to mix with others, so that they may be more "generic" culturally, sharing more with their geographical neighbors than with their brethren. Suloise mages from this area are likely to have been formally schooled at the University in Greyhawk or elsewhere.

Amedio Jungle and Hepmonaland: After the Suel-Baklunish wars of a thousand years





ago, some fleeing Suel settled in the Amedio Jungle and Hepmonaland to the south of the Flanaess. They remained there, ignored and forgotten except for occasional slave-raids, until the Scarlet Brotherhood discovered their fighting ability and began stealing their warriors to fight for them in the Flanaess.

Amedio and Hepmonaland Suel are heavily freckled and tanned. Their native culture is based on small tribal villages. The hostile creatures of the regions and frequent raids between villages have given the Suel of the jungles highly developed fighting and hunting skills. Their culture is primitive by Flanaess standards and there are rumors that some tribes practice cannibalism. The jungle Suel one is likely to encounter in the Flanaess are generally escaped slaves from the Scarlet Brotherhood's armies, and as such they are likely to have some familiarity with arms. They may be dual-classed: fighter and whatever they did before (or after) their enslavement.

Scarlet Brotherhood informants: The Scarlet Brotherhood is based on the Tilvanot Peninsula, but its followers and informants are everywhere. The Brotherhood is a racist organization that utilizes sabotage, crime and subversion in pursuit of its goal, which is to make the Suloise the masters of the Flanaess. Not surprisingly, members are almost exclusively Suel, often of the rogue or priest classes, and always evil. It is highly unlikely that a PC would actually be a member of the Brotherhood, but it is possible that a Suel PC might be hired by them to infiltrate a group and gather information, artifacts or recruits. If discovered in such a role, a PC might find herself involved in major conflicts with her group.

Roleplaying Baklunish Characters

Baklunish culture in the Flanaess has evolved in two distinctive directions. In the northwest as the Tiger and Wolf Nomads, and through the Dry Steppes and Plains of the Paynims of the west, the Baklunish have developed nomadic societies centered around raising powerful, fast horses for their own use and for trading. In the settled lands of Ull, Ekbir, Zeif, Tusmit and Ket, the Baklunish people have created an urban-centered society based on trading in all its forms. Located at the western edges of the Flanaess, they are uniquely situated for trading and exploration beyond its borders.

Beneath these differences are fundamental similarities. All Baklunish have been raised to believe strongly in what they call the Four Feet of the Dragon: honor, family, generosity and piety, which a good Baklunish will strive for in all things. All acts, great or small, serve to enhance or erode honor, and awareness of this affects many of a character's actions. However, which acts will affect his honor in which way may not always be clear to outsiders. While loyalty is generally a virtue which enhances honor, there are situations where apparent treachery may be the only honorable course, as when a character finds that his sister dishonorably killed his current employer.

The family is considered the basic unit of Baklunish society, though the definition of family varies, from three generations living under the same roof, to a hundred-plus members of a nomadic clan and their often-distant family ties. Beyond the family, this loyalty is offered to one's guild, school or military group (all of which are called "little families" by the Baklunish), and to one's state. Most player characters have a large family back in their homeland.

Generosity includes the giving of alms and hospitality to guests. Baklunish are exhorted to acts of kindness to those less fortunate than themselves. For many, this takes the form of tossing coppers to beggars, but as a character's wealth increases, so is his generosity expected to grow. He may donate to a public service such as a library or bath; he may "adopt" a small community and watch over it from a distance, offering resources anonymously in times of difficulty; he may supply scholarships or seed-money for promising but impoverished youths; he may outfit adventurers who are down on their luck. Whatever he does is expected to be discreet.

Hospitality to guests is considered sacred. Baklunish have been raised to believe that any

one can request shelter from a Baklunish at any time, and that a man of honor must respect that request to the best of his ability. This can be an advantage for a Baklunish character; he is virtually guaranteed shelter anywhere in the Flanaess he can find another of his race. On the other hand, he may also be called on in this fashion.

In a land of many gods, piety is a flexible virtue. Most Baklunish worship Istus, but may also follow other gods. Gifts to churches are not considered the same thing as generosity to others. In some communities, Baklunish are expected to respect taboos based on birth months as a sign of their piety. Players have an 8% chance of being born during a festival week, in which case they are required to fast each year for the festival week of their birth; if they are born during a regular month (a 92% likelihood), they may roll once on the following table.

Baklunish Racial Customs and Taboos

ID12 Roll Custom

- 1 May not eat specified food.
- 2 Must eat specified food at least once per week.
- 3 May not curse.
- 4 May not consume alcoholic beverages except for religious ceremonies.
- 5 May not reveal specified body part (Roll 1d6: 1=feet, 2=knees, 3=hands, 4=elbows, 5=head, 6=neck) in presence of opposite sex.
- 6 Must spend one week per year alone in ritual fasting and prayer.
- 7 Must cover head when on sacred ground.
- 8 May not speak above a whisper in a specified situation (e.g., on holy ground, during full moon, during festival, etc.).
- 9 May not wear footgear during Richfest.
- 10 Must wash in salt water after each battle.
- 11 Must purify weapons in fire after each battle.
- 12 Must remain celibate until married.

In all nomadic Baklunish tribes, the breeding and training of horses for farming, transportation and warfare is a necessary and well-respected occupation, and as a result nomadic Baklunish characters may have animal handling, animal training and riding (land-based) as bonus proficiencies, though only as they apply to horses. The animals are treated well, receiving high-quality food and daily exercise. Their saddles, tack and harnesses receive careful attention. In inclement weather, some nomads actually raise tents or yurts for the protection of their horses.

The highly trained Baklunish cavalries are known far and wide. Anyone who has ever witnessed them in action has come away with wondrous stories to tell; anyone who has ever faced them in battle has probably not come away alive. The horses are swift and agile, the riders are skilled and strong; together, they are a force taken seriously by every opponent in the Flanaess.

Baklunish lore is filled with legends and tales revolving around horses. The legends tell of horses that saved entire clans from fire and stampeding hordes, those that saved their owners through not only strength but cleverness, and beasts that were sent by the gods to deliver messages of warning or encouragement. The tall tales include that of the gargantuan horse that tows Oerth through the heavens, the horse that became angered and stamped down part of the Barrier Peaks to form Ket, and the beast that several centuries ago splashed in the Dramidj Ocean to spare Ekbir and the Tiger Nomads from a severe drought.

These folk observe a number of customs relating to horses. In many homes, before beginning the evening meal, a toast is raised to the family's horses, naming each of them before the meal is begun. Warriors typically exchange a lock of hair with their animals; the rider braids hair from the mane or tail into a necklace or bracelet for himself, and braids some of his own hair into a plait in the horse's mane. Each animal's birthday is also celebrated by placing a wreath of flowers around the horse's neck and serving special treats to the animal.

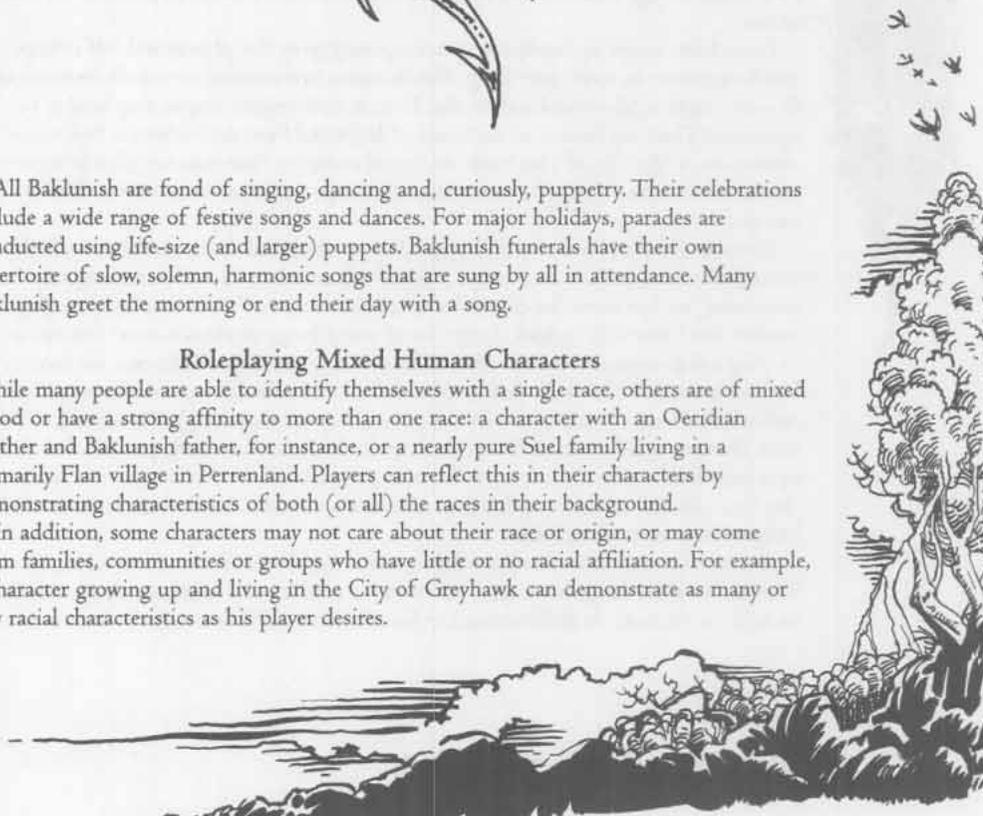


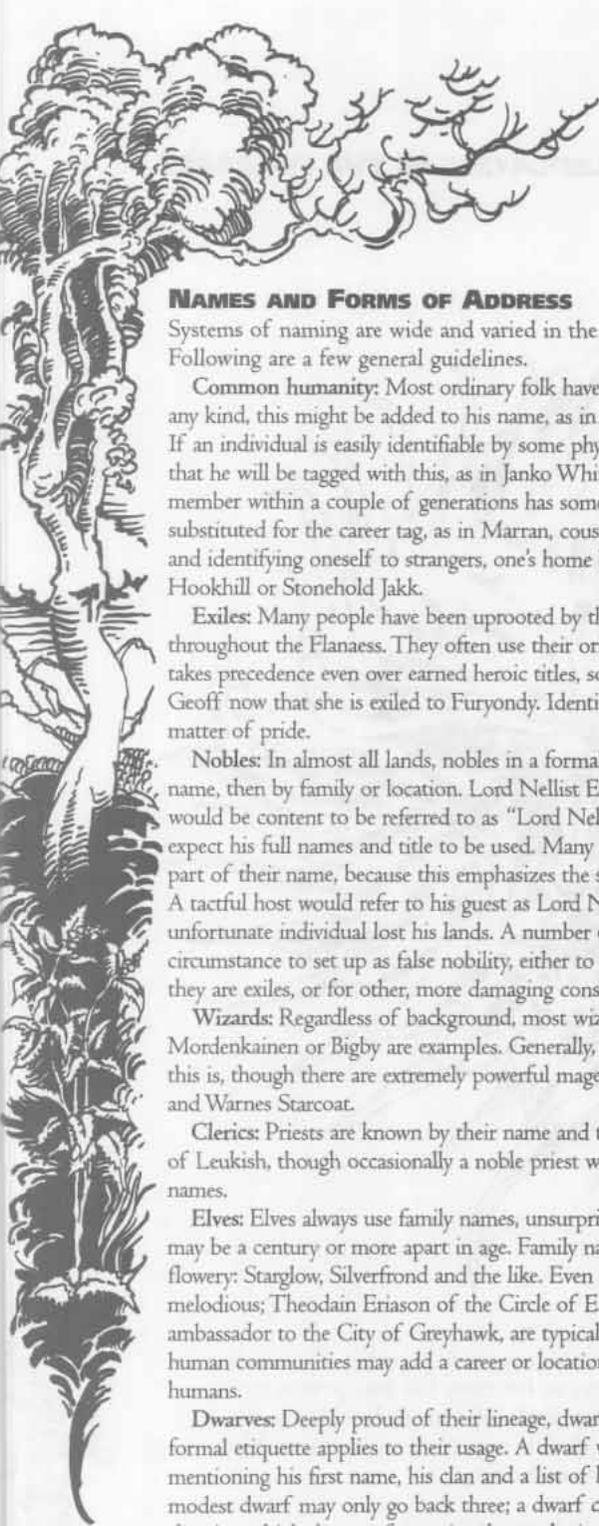
All Baklunish are fond of singing, dancing and, curiously, puppetry. Their celebrations include a wide range of festive songs and dances. For major holidays, parades are conducted using life-size (and larger) puppets. Baklunish funerals have their own repertoire of slow, solemn, harmonic songs that are sung by all in attendance. Many Baklunish greet the morning or end their day with a song.

Roleplaying Mixed Human Characters

While many people are able to identify themselves with a single race, others are of mixed blood or have a strong affinity to more than one race: a character with an Oeridian mother and Baklunish father, for instance, or a nearly pure Suel family living in a primarily Flan village in Perrenland. Players can reflect this in their characters by demonstrating characteristics of both (or all) the races in their background.

In addition, some characters may not care about their race or origin, or may come from families, communities or groups who have little or no racial affiliation. For example, a character growing up and living in the City of Greyhawk can demonstrate as many or few racial characteristics as his player desires.





NAMES AND FORMS OF ADDRESS

Systems of naming are wide and varied in the Flanaess, with many local customs. Following are a few general guidelines.

Common humanity: Most ordinary folk have a single name. If an individual has a trade of any kind, this might be added to his name, as in Dormir Gemcutter or Thadeus the Armorer. If an individual is easily identifiable by some physical or behavioral characteristic, it is possible that he will be tagged with this, as in Janko White-Eye or Gitta the Quick. If a family member within a couple of generations has some reasonable local fame, that might be substituted for the career tag, as in Marran, cousin of Hewell Orc-Cleaver. When traveling and identifying oneself to strangers, one's home becomes part of his name: Kendren of Hookhill or Stonehold Jakk.

Exiles: Many people have been uprooted by the Greyhawk Wars and continuing unrest throughout the Flanaess. They often use their original homeland as part of their name. This takes precedence even over earned heroic titles, so that Jenna Gorgonstab becomes Jenna of Geoff now that she is exiled to Furyondy. Identifying oneself by homeland is considered a matter of pride.

Nobles: In almost all lands, nobles in a formal situation are addressed by title and first name, then by family or location. Lord Nellist Egremont (family) of Woodwych (home) would be content to be referred to as "Lord Nellist" in everyday discourse; in court he would expect his full names and title to be used. Many exiled nobles do not use their homeland as part of their name, because this emphasizes the sorrow and embarrassment of their loss. A tactful host would refer to his guest as Lord Nellist or Lord Nellist Egremont, if that unfortunate individual lost his lands. A number of unscrupulous individuals have used this circumstance to set up as false nobility, either to trade on the goodwill of people who think they are exiles, or for other, more damaging cons.

Wizards: Regardless of background, most wizards are identified by a single name: Mordenkainen or Bigby are examples. Generally, the higher a mage's eminence, the more likely this is, though there are extremely powerful mages with multiple names, like Jallarzi Sallavarian and Warnes Starcoat.

Clerics: Priests are known by their name and the location of their temple, such as Hamras of Leukish, though occasionally a noble priest will be referred to by his personal and family names.

Elves: Elves always use family names, unsurprising given that siblings and half-siblings may be a century or more apart in age. Family names in translation are usually romantic and flowery: Starglow, Silverfrond and the like. Even in their original tongue, they tend to be melodious; Theodain Eriason of the Circle of Eight and Fioranna Aielestriel, Nyronde ambassador to the City of Greyhawk, are typical examples. Half-elves and elves living near human communities may add a career or location tag to their names for ease in dealing with humans.

Dwarves: Deeply proud of their lineage, dwarves always use family names, and a highly formal etiquette applies to their usage. A dwarf will introduce himself to a stranger by mentioning his first name, his clan and a list of his ancestors. Four is standard, though a modest dwarf may only go back three; a dwarf citing five generations is either boastful or showing a high degree of trust in whoever he is talking to. Only a leader cites his ancestry back six generations. After the first introduction a dwarf is likely to permit first-name terms unless he is a leader, in which case his full name (but not his ancestry) will continue to be used. Dwarves exiled or driven from their homelands do not commonly proclaim this by using their homeland as part of their name. Humans generally call dwarves by their first name and clan name, though on occasion they may substitute a nickname for the clan name, as in King Holgi Hirsute of the Iron Hills.

Gnomes: Gnomes use a first and a family name, and always add an additional tag as well. This might be the family home, or a workplace, or anything that might seem important to them at the moment. At different times in his life, Grimmri Fischer might be known as

Grimmri Fischer the Jester, Grimmri Fischer of the Highfolk or Grimmri Fischer, Locksmith of Greyhawk.

Halflings: Like gnomes, halflings use a first and a family name, but they also use and identify themselves by nicknames, pet names or other devices that most races find irksome. Thus the halfling Harriet Thorngage might also be known as Goldie for her hair color, The Gager from her last name, Greensleeves for a favorite gown, and Nettles or Netta from an old family nickname — all within an hour.

Humanoids: Humanoids typically use a simple first name, with a clan or family allegiance if appropriate. Captains and clan leaders are referred to by honorifics that may have to do with favorite weapons, execution or torture tactics, disgusting personal habits, or physical prowess. Sometimes, these honorifics refer in some fashion to the clan name, so that a chieftain of the Broken Skull clan might be known as Arakkosh Headcleaver.

FORMS OF PROPER ADDRESS

Anyone mixing with exalted individuals needs to know the correct forms of address when dealing with royalty, nobles and knights. In the states of the western central Flanaess, the following forms of address are conventional, in order of precedence.

Most titles have distinct additional honorifics and forms of address. Thus the Baroness Alida Vaessen of Hartbrooke might be called "Your Prominence," since that is the correct form of address for a baroness; but the truly knowledgeable would call her "My Lady Hartbrooke," since that is the correct form of address for the Baronesses of Hartbrooke. The terms given below are hardly comprehensive, and the forms of address are appropriate only until one learns the more correct specific forms.

Not all titles exist in all lands, but their order of precedence is consistent, though there is some confusion between the various degrees of Dukes and Princes: for instance Karll, Duke Palatine and head of the Duchy of Urnst, ranks higher than many princes. It is far more tactful to refer to a noble with too exalted a form than with too low a one.

Titles and Forms of Address

Title

Emperor/Empress, Overking/Overqueen
 King/Queen
 Prince/Princess
 Duke/Duchess
 Archcleric, High Priest
 Margrave, Marquis/Marchioness, Marquise
 Earl, Count, Graf, Plar/Countess
 Viscount/Viscountess
 Baron/Baroness
 Lord Mayor
 Knight Commander
 Knight Banneret
 Mayor
 Knight/Lady Companion
 Knight/Lady Bachelor
 Cleric, Priest
 Knight/Lady
 Elder
 Gentleman/Gentlewoman
 Esquire
 Yeoman

Formal form of address

Your Imperial Majesty
 Your Majesty
 Your Highness or Your Noble Grace
 Your Grace
 Your Royal Highness
 Your Nobleness, Your Nobility
 Your Eminence
 Your Noble Lordship/Ladyship
 Your Prominence
 Your Lordship/Ladyship
 Most Honorable Sir/Lady
 Right Honorable Sir/Lady
 Honorable Worship
 Most Worthy Sir/Lady
 Worthy Sir/Lady
 varies according to church, but Father/Mother are often appropriate
 Sir/My Lady
 Honorable Master/Mistress
 Master/Mistress
 Squire
 Socman/Socwoman

POPULAR EXPRESSIONS

A few local greetings and other expressions of note are listed here, for the use of travelers and the satisfaction of the curious.

Cold iron avail you is a common exchange between warriors among the Highfolk and in Furyondy, referring to the power of cold iron against certain undead, particularly the servants of Iuz.

Among the same folk, **I spit on the Old One** is an aggressive greeting or expression of bravery or disdain.

Stone endures (and its many variations, such as **As long as stone endures** and **Stone endures still!**) is a greeting and sign of friendship among those allied with Irongate, as an acknowledgment of the bravery of the dwarves there and the strength of their walled city.

'Ware and were, friend is a greeting used by and to rangers of the Gnarley Forest, who have many friends among the werebears there. When used by an outsider, it indicates the courtesy to learn something of the rangers' ways.

Hands in your pockets, eyes on your purse! is a common farewell in the City of Greyhawk, where thieves are everywhere.

Until the starbreak is a farewell and

oath of fidelity used among northern barbarians. It has two meanings. In bitterly cold weather, the exhalation of breath causes a tiny cloud of frost to form and fall, and these falling flakes are referred to as "the breaking of stars." hence, "until the starbreak" can mean "until we speak again." It can also mean "until the end of the world," since certain barbaric myths indicate that the world ends with a shower of stars that fall when the heavens break.

May the Axe grow great is an expression used among the exiled Knights of the Holy Shielding. It refers to their deity Heironeous, who possesses an axe that can grow or shrink in size. It expresses the hope that good will thrive and grow great, that the Shield Lands will be reclaimed, and that better times will come.

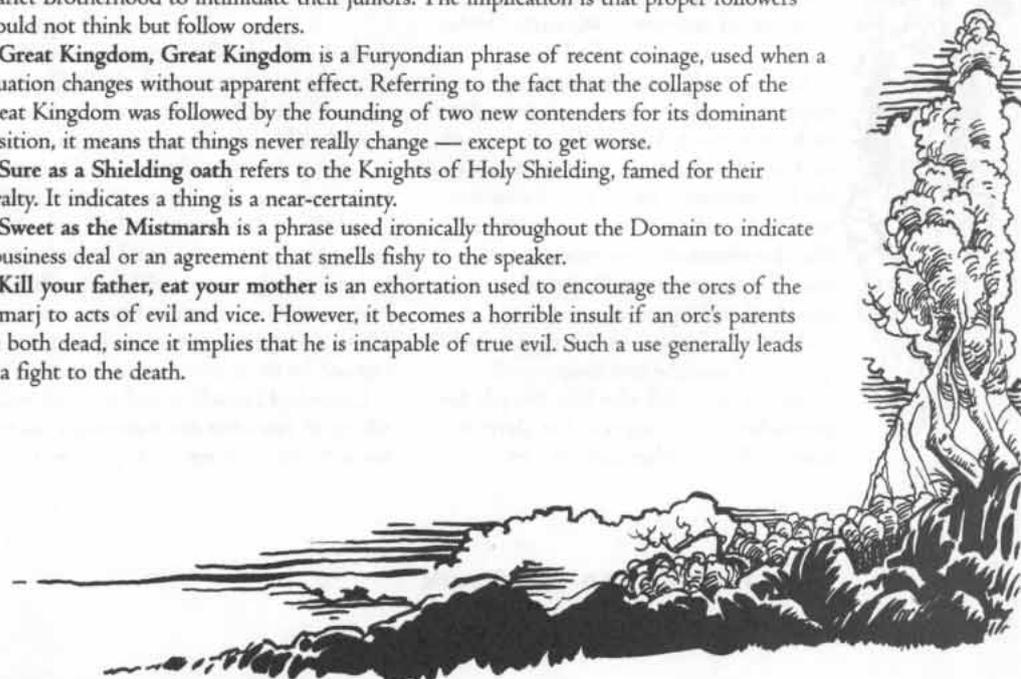
Are you athought? ("Are you thinking?") is a half-challenge used by seniors of the Scarlet Brotherhood to intimidate their juniors. The implication is that proper followers should not think but follow orders.

Great Kingdom, Great Kingdom is a Furyondian phrase of recent coinage, used when a situation changes without apparent effect. Referring to the fact that the collapse of the Great Kingdom was followed by the founding of two new contenders for its dominant position, it means that things never really change — except to get worse.

Sure as a Shielding oath refers to the Knights of Holy Shielding, famed for their loyalty. It indicates a thing is a near-certainty.

Sweet as the Mistmarsh is a phrase used ironically throughout the Domain to indicate a business deal or an agreement that smells fishy to the speaker.

Kill your father, eat your mother is an exhortation used to encourage the orcs of the Pomarj to acts of evil and vice. However, it becomes a horrible insult if an orc's parents are both dead, since it implies that he is incapable of true evil. Such a use generally leads to a fight to the death.





ADVENTURING ATTRACTIONS IN THE CENTRAL FLANAESS

Any adventurer worth her scars will have heard at least passing mention of these sites. Characters may wish to begin researching these places of mystery; players might eventually petition their DMs to visit these dangerous but fascinating locales.

The Doomgrinder

The origin of this massive windmill, standing roughly 80 feet high in a valley in the Cairn Hills, is completely unknown. The entire structure, including the sails, is made of stone, and the building has no apparent entrance or mechanism. No form of magic has ever successfully damaged the construct.

Popular legends indicate that the Doomgrinder is some sort of celestial timekeeper. The sails are said to rotate a single degree at erratic intervals (varying from ten to fifty years). The movement is always accompanied by a dangerous lightning storm. The legends also contend that when one of the sails reaches its zenith, some untold catastrophe will strike Oerth, possibly wiping it clean of all life.

As of 585 CY, the Doomgrinder's uppermost sail was still two degrees from its highest point. Within the past year or so, however, an apprentice wizard studying the Doomgrinder has observed that the windmill's sails have moved one degree. She also observed three pale dwarves climbing about on the Doomgrinder, apparently taking measurements and making calculations. As she approached to question them, the trio disappeared without a trace. All who hear the tale find themselves wondering whether Oerth will exist at all in another half-century.

Halls of the Diirinken

The Abbor-Alz Mountains, while small by mountain range standards, are nonetheless an enticing locale for dwarves. The few peaks that stand today are all that is left of a once-mighty mountain range that has been worn down by centuries of wind, water and mining.

A derro clan known as the Diirinken makes its home in deep, underground warrens somewhere in the Abbor-Alz. A few entrances to these warrens have been discovered over the years, but the twisting, turning and trapped passages leading to the home of these derro are so convoluted that no explorers have ever reached the underground city. Parts of these passages involve swinging or climbing on slippery, slime-coated ropes, the secret to which only the derro know.

The clan is believed to have grown in the past dozen or so years to number about 600. Increased activity among the inhabitants has been observed — they have been seen hunting and trading by moonlight on a weekly rather than monthly basis in the past six months. Whether this is to accommodate refugees or an expanded population or this activity signals the beginning of some great derro scheme, no one can say.

Castle Greyhawk

A popular adventuring destination is this centuries-old ruined castle in the lower Cairn Hills a few miles north of the City of Greyhawk. Three towers still stand, one surrounded by a wall. Beneath them are huge caverns and dungeons designed by the Mad Archmage Zagig Yragerne. The traps and tricks there are reminders of the designer's puckish sense of humor. While the ruins have been explored numerous times, there are still secrets to be found.

Lyzandred's Tombs

Tucked into a hidden crevasse in the Abbor-Alz Mountains lies one of the most infamous burial sites in all of the Flanaess. Lyzandred's tomb is infamous for two reasons: The lich was not dead when he entombed himself, and the complex is one of the most deadly and wickedly clever dungeons ever constructed.

Among the larger cities in the Flanaess, rumors circulate from time to time of adventurers who have escaped Lyzandred's ultimate trap and returned to tell the tale. At least half of these survivors have gone blind, mad or both. The remainder typically have a debilitating injury such as a lost limb, permanent limp or partial paralysis. All who claim to have plumbed the tomb's depths bear a black, searing scar of a mystical symbol on the back of their left hand and have no memory of how it got there. Among those who follow the legends, the scar is recognized as proof of a visit to the tomb; frauds are easily exposed by its absence.

Lyzandred himself is said to dwell within a crystalline sphere where he can watch the efforts of intruders and manipulate his traps. His goal is not to kill all intruders, but to toy with them the way a cat plays with a mouse. His elaborate mazes, sentries, clues,

distance distortions, sliding walls and toxic traps make this his ultimate playground and the ultimate challenge for adventurers.

The Palace of the Rhennee

The Rhennee folk who call the Flanaess home are as scattered and disconnected as dust motes in a cyclone. The Rhennee themselves, along with a few Oeridian scholars, know that the Rhennee are not native to Oerth and that they arrived here from some great distance. How this occurred, when, or why is a total mystery. But some believe that when the Rhennee first appeared on Oerth, they settled on a remote shore on the Nyr Dyv, building a palace complex to be shared by all the Rhennee pioneers and to be ruled by their chosen leader.

Whether the palace was ever completed or became besieged later is also a mystery. How the Rhennee became scattered handfuls of refugees, no one can say. But the palace is still rumored to exist, and if it were found, it might hold exotic otherworldly treasures of fantastic magical or monetary value. Portals to the Rhennee home world might also be found.

Scant evidence exists to suggest that such a palace might truly be found in the Flanaess. The most common knowledge of the palace lies in an old Rhennee saying, "When I find the Rhennee palace. . . ." This phrase is practically equivalent to the more common human saying, "When my ship comes in," indicating that the speaker believes his luck will change when a mythical ship arrives to shower wealth upon him.

The Petrified Wizard

In a mangaroo swamp of the Mistmarsh stands a half-sunken stone statue of a wizard. Legends are in agreement that the wizard succumbed to a cockatrice.

The story intrigues many. Citizens of Greyhawk and neighboring small villages report that they sell supplies to marsh explorers at least several times per year. Of those who return to brag about their adventures, none have actually seen the petrified wizard. An apprentice mage from the City of Greyhawk is reported to make weekly observations of the Mistmarsh



while practicing her flying spells; she claims to have once seen a virtual garden of stone sculptures, but before she could get close enough to investigate, she was driven out of the marsh by a sudden dense fog.

The Mistmarsh is a dangerous site in its own right, filled with natural hazards, lizardmen, human bandits, intelligent monsters and giant examples of many creatures such as frogs, spiders, rats and crocodiles.

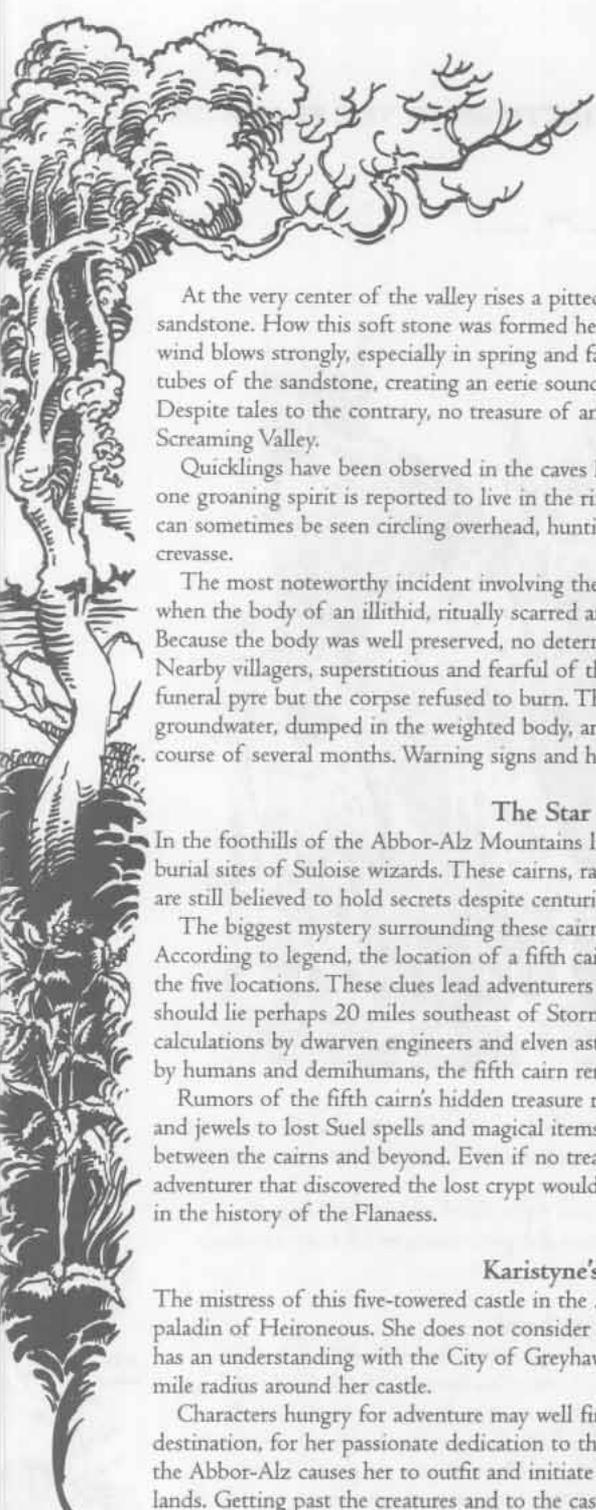
The Bright Lands

"The Empire of the Bright Lands" is Rary of Ket's name for his new-found realm, hidden in the Brass Hills of the Bright Desert. After his betrayal of the Circle of Eight, his castle was magically moved from its location in Ket to its new position here. Now it serves as a local power base for evil. Officials of the City of Greyhawk are concerned that this new "empire" might choose to attack the Domain at some point. To learn more about Rary, please see page 23 of this book. Still more information about Rary and the Bright Lands is available in WGR3, the *Rary the Traitor* accessory (#9386, 1992).

The Screaming Valley

This four-mile-long gouge in the earth has no geologic explanation; scholars can find no evidence that wind, water or earthquake formed this desolate valley in the Cairn Hills. Nor can they explain the fact that the valley is utterly lifeless; not so much as a moss, lichen or scrub tree grows along its length. The Screaming Valley is no hotter, colder or drier than the surrounding terrain, offering no explanation for the valley's barren condition. Seeds and seedlings planted in the valley wither and die within a day of being placed in the mysterious rift.





At the very center of the valley rises a pitted and honeycombed monolith of sandstone. How this soft stone was formed here is another geologic mystery. When the wind blows strongly, especially in spring and fall, it whistles through the tunnels and tubes of the sandstone, creating an eerie sound that can be heard for several miles. Despite tales to the contrary, no treasure of any sort has ever been recovered from the Screaming Valley.

Quicklings have been observed in the caves lining the sides of the valley, and at least one groaning spirit is reported to live in the rift. An aged wyvern nests in the valley and can sometimes be seen circling overhead, hunting for food. Galeb duhr inhabit the great crevasse.

The most noteworthy incident involving the Screaming Valley came eighteen years ago, when the body of an illithid, ritually scarred and stabbed, washed down from the valley. Because the body was well preserved, no determination could be made as to its age. Nearby villagers, superstitious and fearful of the illithid, tried to incinerate the body on a funeral pyre but the corpse refused to burn. They eventually dug a hole until they struck groundwater, dumped in the weighted body, and filled in the ever-sinking hole over the course of several months. Warning signs and holy wards still mark the site.

The Star Cairns

In the foothills of the Abbor-Alz Mountains lie four plundered cairns that were once the burial sites of Suloise wizards. These cairns, ranging in age from 400 to 500 years old, are still believed to hold secrets despite centuries of exploration.

The biggest mystery surrounding these cairns, however, is the missing fifth cairn. According to legend, the location of a fifth cairn would allow a star to be drawn between the five locations. These clues lead adventurers and explorers to believe that the fifth cairn should lie perhaps 20 miles southeast of Storm Keep, but despite centuries of calculations by dwarven engineers and elven astronomers, and exhaustive searches by humans and demihumans, the fifth cairn remains lost.

Rumors of the fifth cairn's hidden treasure run the gamut from a king's ransom in gold and jewels to lost Suel spells and magical items to a teleportation device that allows travel between the cairns and beyond. Even if no treasure existed within the fifth cairn, the adventurer that discovered the lost crypt would permanently make a name for himself in the history of the Flanaess.

Karistyne's Castle

The mistress of this five-towered castle in the Abbor-Alz is Karistyne, a high-level paladin of Heironeous. She does not consider herself part of any kingdom, though she has an understanding with the City of Greyhawk that allows her to rule the lands in a 10-mile radius around her castle.

Characters hungry for adventure may well find Karistyne's castle an attractive destination, for her passionate dedication to the mission of destroying the monsters of the Abbor-Alz causes her to outfit and initiate countless forays into the neighboring lands. Getting past the creatures and to the castle can be difficult. She considers it a matter of honor to offer hospitality to adventurers who may seek aid, although those of evil alignments are turned away.

Her adventuring friends, a few dozen men-at-arms, and more than a dozen craftsmen (armorers, bowyers, a ballista team and so on) also make their homes here. The castle has suffered damage from a recent dragon attack; it is currently undergoing magical and physical renovations.

Skorane

This small village in the Gnarley Forest was all but deserted following a plague in spring of 583 CY. Reports indicate that a priest of Incabulos named Koralth Lemnen raised a

number of the dead as zombies and now commands a minor village of undead.

Lemnen believes that a forgotten temple to Incabulos lies buried on the site. Recently, Lemnen's agents discovered something buried near Skorane, but whether it is an ancient temple to Incabulos remains to be seen. Excavations by crews of undead are underway. Rangers of the Gnarley Forest are monitoring the site and are hiring adventurers as spies and troops should an assault become necessary.

The Wandering Caravan

Several times a year, a phantom caravan of merchants and guards appears on the roads circling the Nyr Dyv. The caravan — three wagons with blue-and-black-striped awnings (each pulled by four horses), six peripheral riders and horses, six teamsters and six guards — has appeared to assist stranded travelers, fight off bandit attacks on other caravans, and spoil ambushes that might cause loss of life or property.

No one is certain who the members of the caravan are or when their appearances began. Some witnesses profess the entourage to be entirely ghostly, while others insist that the caravan's members are in a weird form of stasis, victims of a curse that forces them to ride the roads around the Nyr Dyv until they fulfill some goal or correct an old misdeed. Their intentions seem to be honorable, and they can be recognized by the complete lack of sound made by the horses and wagons.



PLAYER-CHARACTER KITS

Just as in other settings, characters in a GREYHAWK campaign setting may be customized using kits. This section outlines several new kits unique to the Flanaess, as well as offering more general information about playing dwarves in the Domain of Greyhawk. Players are free to propose other kits from previously published game material, and as always, are free to design their own. Many of the rules for existing kits apply, namely:

- Players need the permission of their DM in order to adopt a kit;
- Only one kit may be taken by a character;
- Kits must be chosen when the character is created (with certain exceptions, explained below); and
- Kits may not be changed or abandoned.

An exception to this last rule arises if the DM decides that a character is not living up to the responsibilities of his organization (in the case of the Rangers of the Gnarley Forest, Apprentice to the Magic University, and the various orders of knights). In that event, the player should be warned (perhaps his character has an official meeting with members of the organization, at which he is sanctioned) about the behavior of his character and given a chance to improve. If the PC still falls short of expectations, he might be expelled from the group. The character then loses all benefits, hindrances and bonus proficiencies of the kit. As the PC gains more proficiency slots, they must be filled with the former bonus proficiencies.

A note about adding kits: In most cases,

a kit must be selected for a character when that character is created. The exception lies in the orders of knights and rangers in the GREYHAWK setting. Because some of the orders have a minimum level requirement or demand evidence of heroic deeds, a newly created first-level character will not qualify. Even a newly created character of a higher level may not qualify; a DM may wish a PC to prove himself before granting him a certain kit. In these cases, the player and DM should discuss what is required for the PC to be accepted into his desired group, and engage in role-playing opportunities to allow him the chance to fulfill his requirements.

DETAILS OF THE KITS

Each kit is defined according to specific terms, though the kits for thugs and dwarffolk are less rigidly defined.

Eligible Class: Kits are designed to be used by one specific character class, identified here.

Description: The function, demands and responsibilities of the kit are explained, and any special requirements are listed.

Role: The purpose of the kit is defined as well as the societal status of its members.

Secondary Skills: If your DM uses the Secondary Skills rules, the kit may require a certain skill rather than allowing a choice or random die roll.

Weapon Proficiencies: If you're using the optional weapon proficiency rules, the kit may require a specific weapon proficiency or a choice from a limited group (these are not bonus proficiencies unless noted). Any departures from normal character class rules are noted here. In the case of the knightly orders which may be added later in a character's career, these proficiencies should be considered prerequisites to admission into the kit.

Nonweapon Proficiencies: If you're using the optional rules for nonweapon proficiencies, kits may grant bonus proficiencies in addition to the character's normal number of slots; these are detailed here. Any recommended proficiencies are also listed. The bonus proficiencies are acquired at the time the character is admitted to the kit. The nonweapon proficiency rules are highly recommended for players wishing to use kits.

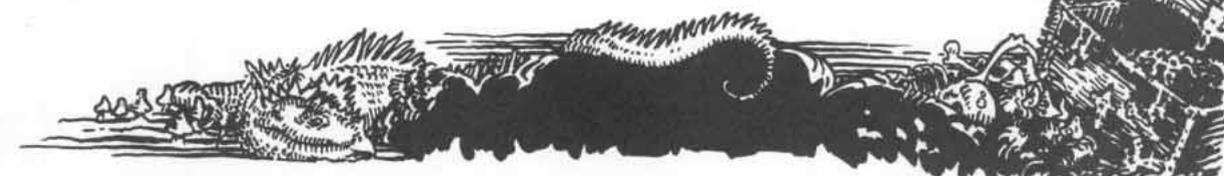
Equipment: Equipment required to adopt a kit or granted upon admittance to a kit is listed here.

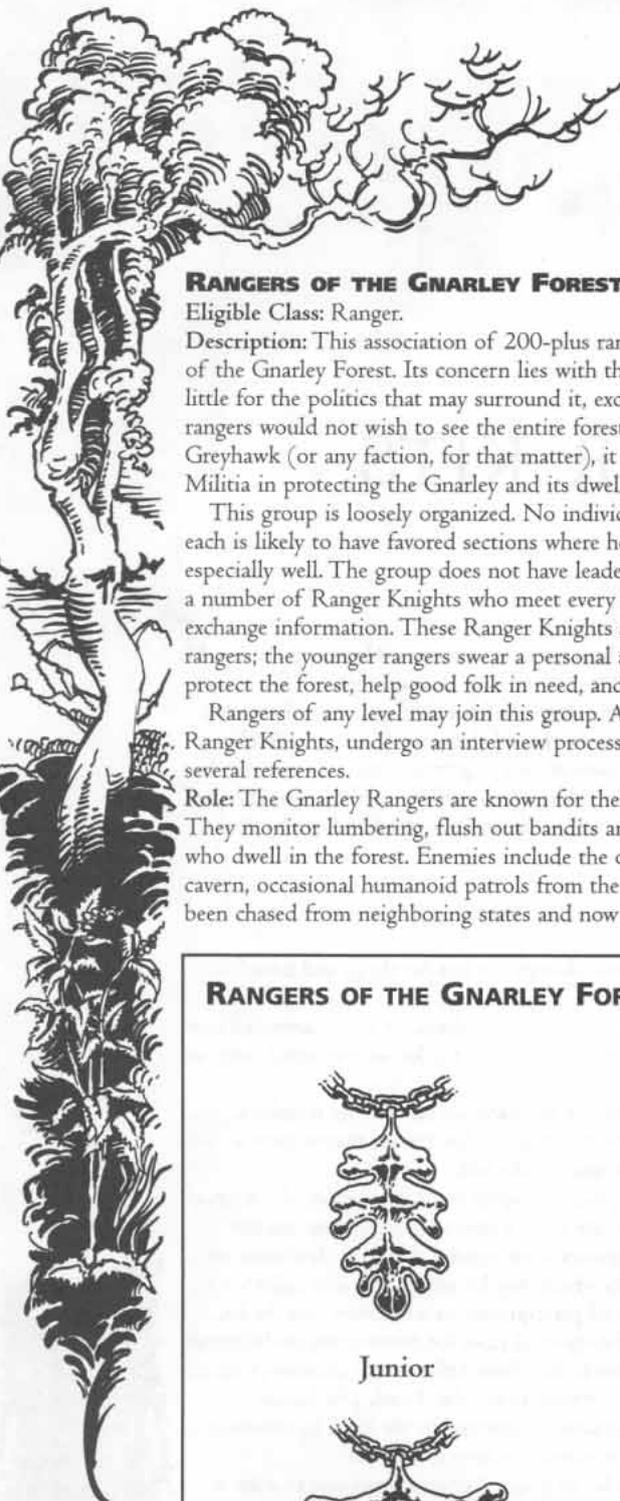
Special Benefits: Kits may afford benefits that cannot be defined in game mechanics; these are listed here. Such benefits may include hospitality, reputation, social status and so on.

Special Hindrances: Kits may require rigorous training, monetary support of an organization or other demands on a character's time or resources. These are listed here.

Wealth Options: Any financial obligations or requirements associated with the kit are given here.

Races: Some races may be barred from certain kits; they are listed in this entry.





RANGERS OF THE GNARLEY FOREST

Eligible Class: Ranger.

Description: This association of 200-plus rangers has as its primary goal the protection of the Gnarley Forest. Its concern lies with the health of the forest; its members care little for the politics that may surround it, except as they directly affect it. While the rangers would not wish to see the entire forest fall under the control of the City of Greyhawk (or any faction, for that matter), it welcomes the assistance of the Greyhawk Militia in protecting the Gnarley and its dwellers.

This group is loosely organized. No individual is responsible for certain territory, but each is likely to have favored sections where he knows the residents and the terrain especially well. The group does not have leaders who give orders, but instead recognizes a number of Ranger Knights who meet every two or three months at Corustaith to exchange information. These Ranger Knights are also responsible for training younger rangers; the younger rangers swear a personal allegiance to their knight, promising to protect the forest, help good folk in need, and revere a good deity (usually Ehlonna).

Rangers of any level may join this group. A hopeful ranger must locate one of the Ranger Knights, undergo an interview process and a number of wilderness tests and offer several references.

Role: The Gnarley Rangers are known for their efforts in protecting this vast woodland. They monitor lumbering, flush out bandits and humanoids and safeguard the humans who dwell in the forest. Enemies include the orcs, gnolls and ogres of the Blackthorn cavern, occasional humanoid patrols from the Pomarj, and evil cult members who have been chased from neighboring states and now skulk in the Gnarley.

RANGERS OF THE GNARLEY FOREST



Junior



Cadet



Senior



Ranger Knight

Secondary Skills: Required: Bowyer/fletcher, forester, hunter, OR trapper/furrier.

Weapon Proficiencies: Required: bow (any), dagger or knife. Recommended: axe (any), sling, spear, sword (any).

Nonweapon Proficiencies: Bonus: Animal lore, survival (woodland). Recommended: Bowyer/fletcher, direction sense, fire-building, hunting, modern languages (elvish, gnomish, pixie, nixie, treant), rope use, set snares, weather sense.

Equipment: No equipment is required to become a Gnarley Ranger, but each member knows he is responsible for his own weapons, rations, survival equipment and other goods to provide for comfort in the wild. All rangers are given an oakleaf insignia which identifies their membership and rank in the group.

Special Benefits: The rangers are a team that will come to the aid of their brothers and sisters at the first cry for help. They use a secret code of whistles and chirps that can summon aid almost immediately (if someone is within earshot). They also have a secret language made up of verbal and nonverbal cues. So subtle is this system that two Gnarley Rangers might use the code amid a group without the nonrangers even realizing that they are doing so. The system works well for communicating basic ideas and information about weather, forest conditions, strangers and so on, but has no applications for abstract concepts.

The Rangers have a working knowledge of the secret druidic language. It functions as a thief's Read Languages skill (spoken word only) at 5% per experience level above the first. They also make use of a complex set of symbols that involve scratches on trees or logs, woven tree branches and marks on other forest plants to advise their fellow rangers of nearby dangers or resources.

It is said by some that these rangers have gained the cooperation of the wild animals from time to time. This most often involves animals dragging a wounded ranger to safety or providing a warning that danger is imminent.

Gnarley Rangers can gain hospitality

from all the folk of the woodlands merely by showing their insignia. Those who are native to the Gnarley Forest are 90% capable of identifying plants, animals and safe fresh water within the forest.

Special Hindrances: Gnarley Rangers must stay close to the Gnarley Forest. They may spend no more than six months at a time away from the forest. For longer journeys, rangers normally seek the approval (they do not need actual permission) of their Ranger Knight. A ranger who spends too much time away from the forest without good reason may be asked to turn in his oak leaves.

Rangers do not get along well in cities. They may be perceived as easy targets for cheats and con games. They may forget matters of etiquette or be uncomfortable in the urban environment, resulting in penalties to reaction checks, outrageously inflated prices ("Hey, look at Jungle Jim! He couldn't possibly know that an evening meal doesn't cost 12 gold pieces!") or other minor but annoying troubles.

Wealth Options: Normal for rangers. Since the Gnarley Rangers tend to live off the land and have little opportunity for earning money, they usually get by on much less gold (and have less need for it) than other rangers.

Races: Any human except Rhennee, half-elf. Werebears and swanmays can also be Gnarley Rangers.

KNIGHTS OF HOLY SHIELDING

Eligible Class: Paladin.

Description: This elite band of knights was once the core of the army of the Shield Lands. This army came together as a result of the petty nobles of the region banding together for their mutual protection. At the time, Holmer, Earl of Walworth, served as their commander in chief. Since his capture and death, his cousin Katarina has taken his title and stepped in to lead the knights. The Shield Lands were left in ruin during the Greyhawk Wars, the capital (and knights' headquarters) of Admundfort was seized, and the knights were left with nothing to defend. In 587 CY, Katarina led the

knights in an attempt to reclaim the Shield Lands, regaining Critwall, but that fight is ongoing. Many knights are involved in this war, but others are currently scattered throughout the City of Greyhawk, Dyvers, the Duchy of Urnst and Furyondy, working as mercenaries and sending the revenue to support their army.

Young paladins hoping to one day join the Knights of Holy Shielding would do well to offer their services as volunteers or by taking positions as acolytes and squires. Paladins must be of at least seventh level in order to join the group and must provide evidence of a heroic deed. Inductions into the group are done in a private ceremony at the temple of the inductee's deity (most often Heironeous).

Role: The Knights of Holy Shielding, since their organization, have served as the moral and physical centers of the Shield Lands armies. Their valor, faith and bravery have inspired the many troops that followed under their wing. They are well respected by the folk in their homeland, but are despised by Iuz and his followers, from whom they hope to reclaim the Shield Lands.

Secondary Skills: Required: Armorer, groom, OR weaponsmith.

Weapon Proficiencies: Required: Lance (any), morning star, sword (any except short). Recommended: Battle axe, crossbow, horseman's mace, horseman's pick, polearm (any), warhammer.

Nonweapon Proficiencies: Bonus: Animal handling, riding (land-based). Recommended: Animal training, armorer, blacksmithing, heraldry, languages (any), religion, weaponsmithing.

Equipment: Before the Shield Lands were conquered by Iuz, each knight was provided with two weapons, a suit of field plate armor and a mount. Now each member maintains her own armor and new members must own at least two battle weapons, a decent suit of armor (chain mail or better), a shield bearing the coat of arms of the Shield Lands and a mount.

Special Benefits: Currently, members of the knighthood stand to gain few benefits. The knights have an excellent information network, and any member (or friend of a member) can pass along requests for information and be assured that the message will reach every knight within a week. The order has made some progress in helping to track down certain evil artifacts and factions.

After six months, a Knight can gain +1 to attacks against humanoids known to be in the service of Iuz.

Special Hindrances: The Knights of the Holy Shielding have limited financing. Agents of Iuz and many other evil cults are eager to exterminate them.

Wealth Options: Because of current conditions, many knights are forced to work as mercenaries.

Races: Any human except Rhennee.

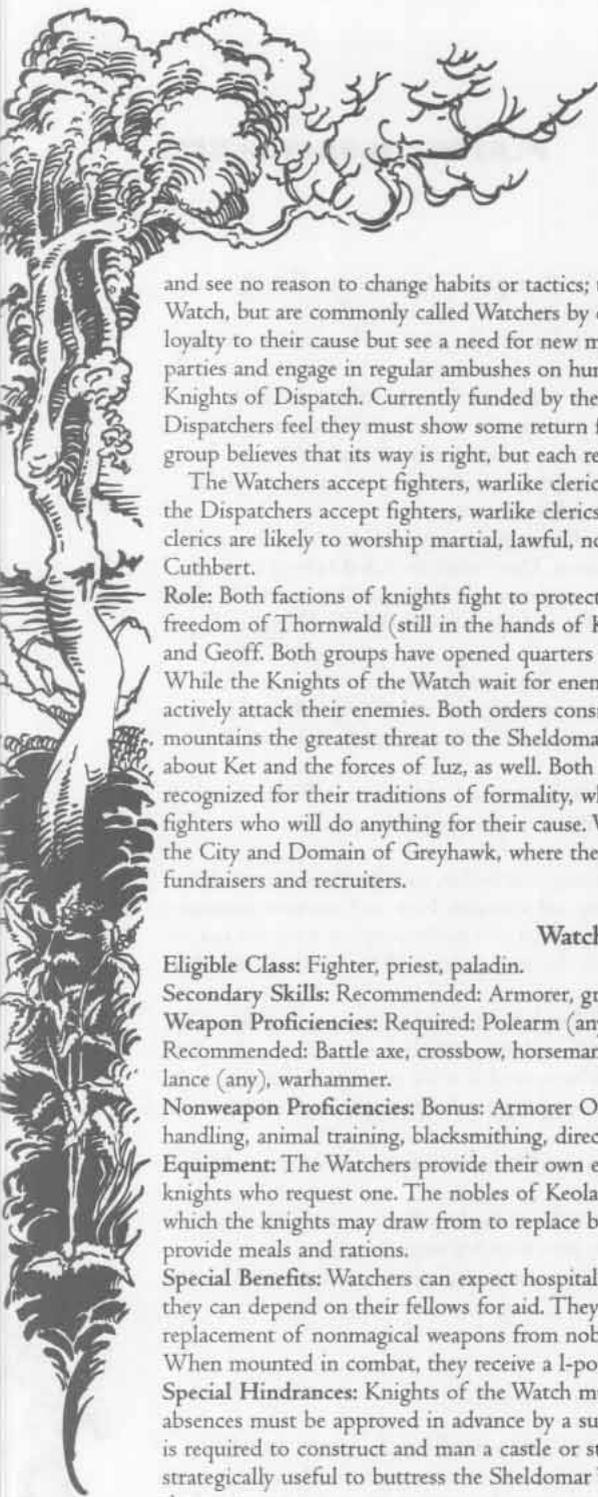
KNIGHTS OF THE WATCH

Description: Traditionally, the Knights of the Watch were the cream of the crop from the armies of Bissel, Gran March, Geoff and Keoland. Sworn to protect the eastern lands from Baklunish threats from the west, they maintained a number of castles, keeps and strongholds along the Ket border and in the western mountains.

At one time numbering 6,500, the Knights of the Watch currently have fewer than 2,500 members. The humanoid and giant invasion of Geoff cut their numbers considerably, as did Ket's invasion of Bissel. Known for their strict discipline and near-monastic habits, they may have been so entrenched in the traditional warfare techniques that they were unprepared for the guerrilla tactics of the humanoids, giants and certain Ket factions.

The Knights of the Watch have split into two divisions. The first, comprised of knights that still drill and patrol in Gran March, Bissel and Keoland, stand on tradition





and see no reason to change habits or tactics; they still call themselves Knights of the Watch, but are commonly called Watchers by outsiders. The second group still feel loyalty to their cause but see a need for new methods; they have splintered into scouting parties and engage in regular ambushes on humanoids in Geoff. They call themselves Knights of Dispatch. Currently funded by the powers of Gran March and Keoland, the Dispatchers feel they must show some return for their work or the aid may dry up. Each group believes that its way is right, but each respects the other.

The Watchers accept fighters, warlike clerics and paladins of third level or higher; the Dispatchers accept fighters, warlike clerics, rangers and thieves of any level. Any cleric is likely to worship martial, lawful, non-evil deities such as Heironeous or St. Cuthbert.

Role: Both factions of knights fight to protect Gran March and Keoland, and for the freedom of Thornwald (still in the hands of Ket when the rest of Bissel was reclaimed) and Geoff. Both groups have opened quarters in Sterich to serve as new home bases. While the Knights of the Watch wait for enemies to come to them, Knights of Dispatch actively attack their enemies. Both orders consider the giants and humanoids of the mountains the greatest threat to the Sheldomar valley; but they are wary and concerned about Ket and the forces of Iuz, as well. Both orders are well respected; the Watchers are recognized for their traditions of formality, while the Dispatchers are known as rugged fighters who will do anything for their cause. Watchers or Dispatchers can be found in the City and Domain of Greyhawk, where they serve their order as ambassadors, fundraisers and recruiters.

Watchers

Eligible Class: Fighter, priest, paladin.

Secondary Skills: Recommended: Armorer, groom, weaponsmith.

Weapon Proficiencies: Required: Polearm (any) and sword (any except short).

Recommended: Battle axe, crossbow, horseman's flail, horseman's mace, horseman's pick, lance (any), warhammer.

Nonweapon Proficiencies: Bonus: Armorer OR weaponsmith. Recommended: Animal handling, animal training, blacksmithing, direction sense, heraldry, riding (land-based).

Equipment: The Watchers provide their own equipment, but mounts are supplied to knights who request one. The nobles of Keoland and Gran March maintain armories on which the knights may draw from to replace broken weapons and gear; the armories also provide meals and rations.

Special Benefits: Watchers can expect hospitality anywhere in the realms they protect; they can depend on their fellows for aid. They may receive meals, lodging and replacement of nonmagical weapons from nobles and royals in Keoland and Gran March. When mounted in combat, they receive a 1-point bonus to attack rolls.

Special Hindrances: Knights of the Watch must attend weekly drills and meetings; absences must be approved in advance by a superior. At high levels, a Watcher character is required to construct and man a castle or stronghold in a location that will be strategically useful to buttress the Sheldomar Valley against humanoid invasions from the west.

Wealth Options: As per character class.

Races: Any human, half-elf, dwarf.

Dispatchers

Eligible Class: Fighter, priest, ranger, thief.

Secondary Skills: Recommended: Armorer, bowyer/fletcher, hunter, trapper/furrier, weaponsmith.

Weapon Proficiencies: Required: Bow OR crossbow and sword (any). Recommended: Battleaxe, javelin, polearm (any), spear, warhammer. Weapon requirements may

be adjusted according to character class.

Nonweapon Proficiencies: Bonus: Blind-fighting, rope use. Recommended: Armorer, bowyer/fletcher, direction sense, endurance, fire-building, riding (land-based), set snares, survival, tracking, weaponsmithing, weather sense.

Equipment: Knights must provide their own equipment; a mount is optional. The nobles of Gran March and Keoland send monthly shipments of supplies and weapons to the Dispatchers.

Special Benefits: Dispatchers can expect hospitality anywhere in the realms they protect and can depend on their fellows for aid. Dispatchers choose one type of humanoid as a sworn enemy; after six months in the order, they gain a 2-point bonus to attack rolls versus that race.

Special Hindrances: The Dispatchers are only marginally funded at present; unless they establish themselves, their aid is likely to cease.

Wealth Options: As per character class.

Races: Any human, half-elf, dwarf.

KNIGHTS OF THE ORDER OF THE HART

Description: The Knights of the Order of the Hart were organized to assure that Furyondy, Veluna and High Folk retained their freedom and purpose. Historically, these three had difficulty maintaining a standing military. Nobles and lords each kept their own guards, men-at-arms and small bodies of troops, but mustering them in emergencies took too much time. The Knights of the Hart solved this problem, taking oath to be constantly battle-ready. The Knights of the Hart regard Iuz as their greatest enemy and will do anything possible to stop him. They maintain strongholds such as Castle Hart, serve in the courts of their nations and support troops that scout hostile areas and the borders. Due to heavy fatalities during the Wars, the Order's battle-readiness has suffered somewhat.

The Order of the Hart is divided into three branches.

Knights of Furyondy: This branch once counted more than 200 knights in its

order, but is now struggling to reach 170. Its major concerns are recruitment and the maintenance of its strongholds such as Castle Hart. These knights are not likely to directly guard the City of Greyhawk, but may watch over the nearby realms of Dyvers and Verbobonc, in particular trying to protect their trade; despite this, Dyvers and Verbobonc do not trust them, suspecting that the Knights would be happiest with the two realms absorbed into Furyondy. The Knights of Furyondy accept human and half-elf fighters, paladins and rangers of third level and higher who pass their tests. A new recruit is not considered accepted until a current member volunteers to oversee her training.

Knights of Veluna: Numbering around 120, these knights have begun to increase their ranks again following the Wars. Once almost entirely made up of seasoned veterans (7th-level fighters and higher), the group has opened its ranks to fighting priests. Because most members are land owners or are closely tied to seats of power, diplomacy is a major concern. This branch accepts human and half-elf fighters and human paladins of at least fifth level, and human and half-elf priests of at least sixth level; half-elf priests must worship a human deity. Knights of Veluna are likely to worship Rao, but may revere other lawful-good deities instead, such as St. Cuthbert.

Knights of the High Forest: An order made up exclusively of elves, this branch currently has only 45 members. They are involved in guerrilla warfare in the Vesve Forest as well as with trade; they are not merchants, but they need the income. These knights accept elf fighters and rangers of at least fourth level.

Role: Knights of the Order of the Hart spend time policing their realms, maintaining their strongholds, tending to their armories to ensure battle-readiness and drilling. They are respected by the folk of their nations but have a long-standing rivalry with the Knights of the Holy Shielding. The Knights of the Hart feel that the Knights of Shielding behaved foolishly when they missed Iuz's attack on their country, and refused aid

from Furyondy until it was too late. The Knights dislike the City of Dyvers for declaring independence from Furyondy. Some hostility exists between the Hart and the rulers of Perrenland and the Nyronese nobles. The Hart and the Watchers have no use for each other.

Membership in any of the three branches is limited to freemen and -women who have demonstrated their allegiance to the three states they are sworn to protect. This proof of allegiance must be shown in deeds as well as words; those who merely make speeches can hardly be considered knights. Each branch has tests of skill, bravery, quickness and diplomacy that must be passed.

Anyone hoping to contact the knights might do so through Sir Lemajen Sterrich. A high-ranking member of the order, he maintains a residence in the Foreign Quarter of the City of Greyhawk. Knights of the Order can be found visiting the City of Greyhawk to consult with Sir Lemajen or recruit new members.

Knights of Furyondy

Eligible Classes: Fighter, paladin, ranger.

Secondary Skills: Required: Armorer, groom, navigator, OR weaponsmith.

Weapon Proficiencies: Required: lance (any) and sword (any except short), plus choose polearm (any) OR battle axe. Recommended: Crossbow, horseman's flail, horseman's mace, horseman's pick, morning star, warhammer.

Nonweapon Proficiencies: Bonus: Animal handling, heraldry. Recommended: Animal training, armorer, blacksmithing, etiquette, land-based riding, languages, navigation, weaponsmithing, weather sense.

Equipment: Initiates are expected to provide their own mount, a suit of decent armor (rangers maybe waived from this rule), and two battle weapons. Members are expected to maintain their own equipment. Knights can sometimes offer assistance to worthy members who cannot afford this equipment or who need to replace items (especially horses) that are destroyed in battle. The order provides all members with a tabard (golden stag's antlers on an azure background) and other insignia of the order.

Special Benefits: The knights may ask for assistance or hospitality from the members of any of the three orders at any time. Knights of Furyondy receive a small stipend (2 gp per week) to assist in their upkeep. They may request audience with the rulers of Furyondy, Veluna and Highfolk, and in most cases will be heard within 24 hours.

Knights who petition rulers for aid for a mission that might assist the realm (tracking down evil artifacts, destroying fiends and so on) stand a fair chance of getting it (the DM can determine any ability or proficiency checks that may apply).

Special Hindrances: Knights of Furyondy are expected to be battle-ready at all times. They must notify a superior when traveling beyond the boundaries of Furyondy, Veluna and Highfolk; superiors decide whether a traveling knight must return in the event of a battle or whether she is excused from it.

Iuz has taken a special interest in destroying all the knightly orders; any member may find herself pursued by fiends or agents of Iuz at any time.

Wealth Options: As per rules for character class.

Races: Any human, half-elf.

Knights of Veluna

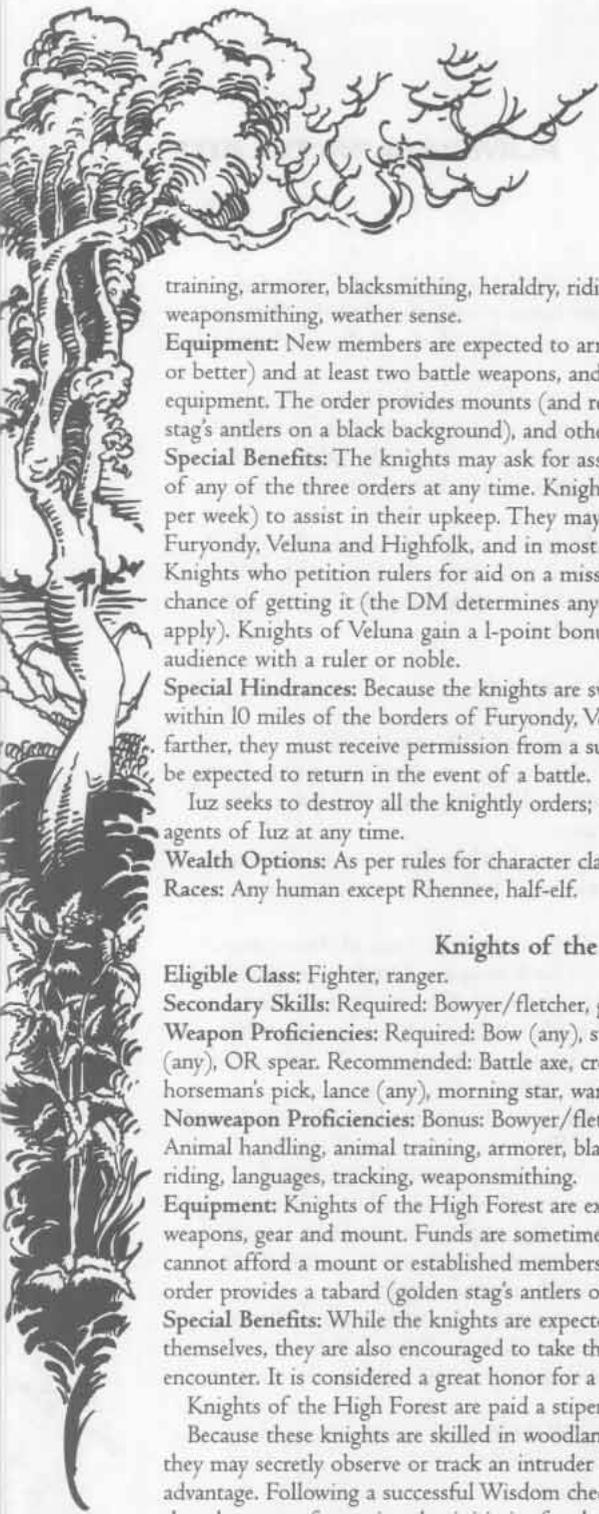
Eligible Class: Fighter, paladin, priest.

Secondary Skills: Required: Armorer, groom, OR weaponsmith.

Weapon Proficiencies: Required: lance (any) and sword (any except short), plus choose polearm (any) OR battle axe. Recommended: Crossbow, horseman's flail, horseman's mace, horseman's pick, morning star, warhammer. Priests may vary from the required weapons based on the allowances of their deity.

Nonweapon Proficiencies: Bonus: Animal handling, etiquette. Recommended: Animal





training, armorer, blacksmithing, heraldry, riding (land-based), languages, navigation, weaponsmithing, weather sense.

Equipment: New members are expected to arrive with a decent suit of armor (chain mail or better) and at least two battle weapons, and all members must maintain their equipment. The order provides mounts (and replaces them as necessary), a tabard (golden stag's antlers on a black background), and other insignia.

Special Benefits: The knights may ask for assistance or hospitality from the members of any of the three orders at any time. Knights of Veluna receive a small stipend (3 gp per week) to assist in their upkeep. They may request audience with the rulers of Furyondy, Veluna and Highfolk, and in most cases will be heard within 24 hours. Knights who petition rulers for aid on a mission that will assist the realm stand a fair chance of getting it (the DM determines any ability or proficiency checks that may apply). Knights of Veluna gain a 1-point bonus to any checks required when in audience with a ruler or noble.

Special Hindrances: Because the knights are sworn to be battle-ready, they must remain within 10 miles of the borders of Furyondy, Veluna and Highfolk. If they wish to venture farther, they must receive permission from a superior. In almost all cases, the knight will be expected to return in the event of a battle.

Iuz seeks to destroy all the knightly orders; any member may be pursued by fiends or agents of Iuz at any time.

Wealth Options: As per rules for character class.

Races: Any human except Rhennee, half-elf.

Knights of the High Forest

Eligible Class: Fighter, ranger.

Secondary Skills: Required: Bowyer/fletcher, groom, OR weaponsmith.

Weapon Proficiencies: Required: Bow (any), sword (any), plus choose javelin, polearm (any), OR spear. Recommended: Battle axe, crossbow, horseman's flail, horseman's mace, horseman's pick, lance (any), morning star, warhammer.

Nonweapon Proficiencies: Bonus: Bowyer/fletcher, weather sense. Recommended: Animal handling, animal training, armorer, blacksmithing, etiquette, heraldry, land-based riding, languages, tracking, weaponsmithing.

Equipment: Knights of the High Forest are expected to provide their own armor, weapons, gear and mount. Funds are sometimes available to assist new members who cannot afford a mount or established members who have lost a horse in combat. The order provides a tabard (golden stag's antlers on a green background) and other insignia.

Special Benefits: While the knights are expected to live off the land and fend for themselves, they are also encouraged to take their meals with any household they might encounter. It is considered a great honor for a family to feed or house a knight.

Knights of the High Forest are paid a stipend of 1 gp per week for their upkeep.

Because these knights are skilled in woodland combat and they know the forest well, they may secretly observe or track an intruder for one full turn to gain a combat advantage. Following a successful Wisdom check, the knight (and his party, if any) gains the advantage of surprise plus initiative for the first round. A knight may study an enemy only once per combat to gain this advantage, though he can use this ability again in an encounter several days later.

Knights of the High Forest who have been in the order for a year or more may have knowledge of magical glades, stands of treants, or other unusual features in their woods.

Special Hindrances: This order of knights has few resources, and the knights themselves are spread a bit thin. They tend to travel alone to cover the most ground, so are vulnerable to attack. They are expected to remain within five miles of the Vese Forest, and must seek permission of a superior to venture more than a day's travel away from the area.

A knight who spends six months or more exclusively in the forest may suffer a 1- or 2-point penalty to ability or proficiency checks dealing with diplomacy, etiquette, or similar skills when in the presence of nobles or rulers. His skills have merely grown rusty; a few days or weeks in a court setting will eliminate these penalties.

Iuz or his followers may pursue a member at any time.

Wealth Options: As per rules for character class.

Races: Elf, half-elf.

APPRENTICES TO THE UNIVERSITY OF MAGICAL ARTS

Eligible Class: Wizard.

Description: Located in the City of Greyhawk, this prestigious institution is also known as the Wizard School or College of Magic. Its students are admitted by invitation only, and are trained by the finest magical minds on the continent. Students of all levels (including 0-level) may be admitted. A student typically spends a year or two in her first term at the college, then may go off adventuring and return later for further instruction. The university is a good way for a character who wishes to become dual-classed to get started in her new career.

Role: Students and teachers at the university are highly respected by everyone who has heard of the school. Members are sometimes sought out by desperate folk in need of magical aid; the school favors charity work and likes to hear of several incidences of *pro bono* spellcasting per year from each member.

Secondary Skills: For 0- or 1st-level characters, Scribe. For higher levels, any.

Weapon Proficiencies: Required: Dagger, darts, knife, sling, staff.

Nonweapon Proficiencies: Bonus: Spellcraft. Recommended: Astrology, herbalism, reading/writing, languages (ancient).

Equipment: In order to enter the university, 0- and 1st-level characters need no equipment. At higher levels, at least one spellbook with pages to record new spells is required. When a term of study is

finished, 0- and 1st-level characters may take the spellbooks they've constructed with them; at higher levels, a magical item of appropriate power may be granted (a potion or scroll for lower levels, a ring or wand for higher levels).

Special Benefits: For each course of study (minimum of one year) in the college, a wizard may memorize one additional spell per day (one per level beginning with 1st level). She may cast only the number of spells appropriate to her level. Thus, a 1st-level wizard who has studied at the university for at least a year may memorize two 1st-level spells rather than just one, but may cast only one of those spells in a day. A 7th-level wizard may normally memorize four 1st-level, three 2nd-level, two 3rd-level and one 4th-level spell for a given day. If Evaine the wizard studied at the university for two courses of study (one course during first level and one during fourth level), she could memorize five 1st-level, four 2nd-level, two 3rd-level, and one 4th level spell for a day, but she may cast only the number of spells normally allowed. After casting her limit of spells of a certain level — for example, four 1st-level spells — the additional memorized spell of that level (the fifth 1st-level spell) is wiped from Evaine's memory.

Special Hindrances: Students are required to remain close to the facility (in general, within a 50-mile radius of the City of Greyhawk) and to gain permission to go adventuring during the course of study. If an adventuring party petitions the staff and the instructors feel that a field mission would benefit the student, permission may be granted for the pupil to accompany her regular adventuring group on an expedition. An instructor may be assigned to chaperone, observe and advise.

This kit is an excellent solution for a player who may be forced to spend time away from his regular gaming group.

Wealth Options: Students of zero or first level who enter the school usually have a sponsor who makes a donation on the student's behalf. The faculty does accept those who have no money. A student entering the university at a higher level

is usually expected to make a donation of about 30 gp per level. When zero and first level students are ready to leave, they are granted the starting money stated in the *Player's Handbook* of $(1d4+1) \times 10$ gp. Pupils of higher level are expected to support themselves, but the school subsidizes at the same rate those who are truly needy.

Races: No one can remember a halfling or dwarf ever attending the school, but that's not to say one wouldn't be accepted. Humans are the most common students, followed by half-elves and elves. A few gnomes have studied here. No Rhennee have ever attended.

GREYHAWK THUGS

Eligible Class: Thief (not smart or skilled enough to be multiclassed).

Description: Thugs are thieves who rely on brute force to commit their crimes. Large cities have long known the presence of thugs employed by criminal gangs, unprincipled merchant guilds and port authorities. Thugs enforce protection rackets, hijack shipments, serve as bodyguards, provide backup muscle on heists, and intimidate victims and law enforcers alike. A thug is a violent, frightening figure, nearly always male (except in Hardby) and heavily armed. In some cities, highly paid thugs are unofficially used to keep order in lawless or rebellious neighborhoods, though they are corrupt "peacekeepers" at best.

Thugs are most common in major trade cities, particularly seaports and river towns where thieves are common, protection rackets are well entrenched, and large shipments of valuable goods exist to be protected or hijacked. If the city has a general alignment that is not Good, thugs are all the more likely to exist. Within these parameters, thugs are frequently seen in the cities of Greyhawk, Dyvers, Safeton, Narwell and Hardby, as well as in other major cities of the Wild Coast and Pomarj, the Hold of the Sea Princes, the former Great Kingdom (especially along the rivers and coasts), the Sea Barons, the Lordship of the Isles, Dullstrand and Iuz's Empire (especially in the Bandit Lands). Hardby thugs are very often human women, as this city was once ruled by a gynarchy and has a strong female culture.

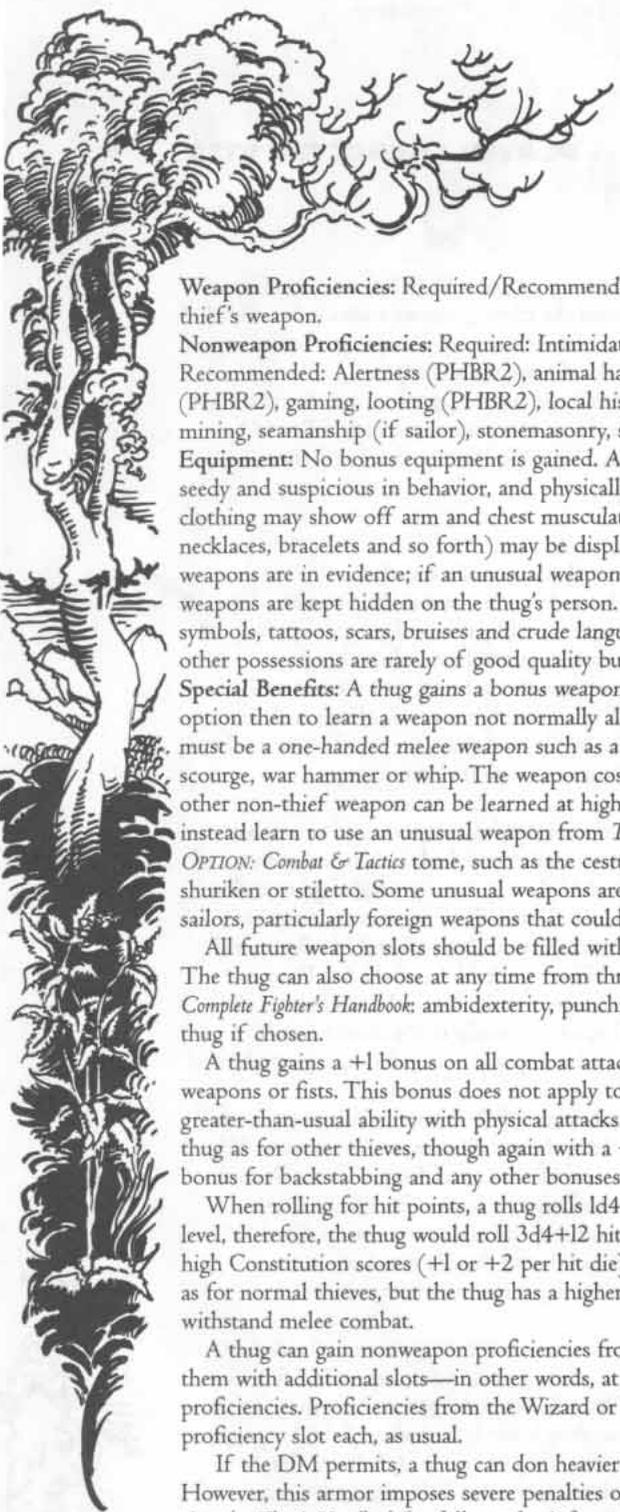
Half-orc thugs have more restricted origins because of their unpopularity, but many hail from Highport, Stoink, Prymp and Rel Astra. Most half-orcs in the northern Wild Coast were slain in 584 CY, in reaction to the rise of the Orcish Empire in the Pomarj under Turrosh Mak. High-level half-orcs are similarly rare in the City of Greyhawk, apparently because they were targeted for assassination by persons unknown. The Guild of Assassins in Greyhawk never used half-orcs until after the departure of Turin Deathstalker, rumored to be the Guildmaster, for a position as commander of the Safeton garrison of the Greyhawk Militia.

Role: A thug is unimaginative and brutish, unconcerned with larger issues of morality so long as he is well paid and gets to scare people. A thug on an adventure would function as a part-time fighter with mediocre thief skills; still, some dungeoneering groups aren't choosy about their companions. A demihuman thug is surely an outcast from his people and homeland, possibly wanted there or elsewhere for past crimes. A half-orc thug is actually doing fairly well, all things considered, as many other half-orcs are beggars, peasants, laborers, or low-class soldiers or militiamen.

It is easily possible to add more depth to this picture. A thug could have grave anxieties and doubts about his abilities and feel he constantly needs to prove himself. He could have a rough sense of honor and fight worthy opponents fairly, proving himself loyal to a strong leader. He might vent his rage on evil beings, religions, or groups that harmed him in the past, buying drinks for friends using the money he loots from his foes (a crude sort of Robin Hood). He could be rather charming for a brutal outlaw, or he could be played with a comic touch as a dull-witted tough with overdone, stereotyped mannerisms.

Secondary Skills: Gambler, groom, mason, miner, sailor or teamster/freighter.





Weapon Proficiencies: Required/Recommended: See "Special Benefits"; otherwise, any thief's weapon.

Nonweapon Proficiencies: Required: Intimidation (PHBR2 *The Complete Thief's Handbook*). Recommended: Alertness (PHBR2), animal handling, blacksmithing, endurance (PHBR2), gaming, looting (PHBR2), local history (for one city), looting (PHBR2), mining, seamanship (if sailor), stonemasonry, swimming (if sailor), trailing (PHBR2).

Equipment: No bonus equipment is gained. A thug is usually unkempt and unwashed, seedy and suspicious in behavior, and physically powerful in appearance. Armor and clothing may show off arm and chest musculature, and bits of stolen jewelry (rings, necklaces, bracelets and so forth) may be displayed. At least one and sometimes many weapons are in evidence; if an unusual weapon is used, it will be displayed. Other smaller weapons are kept hidden on the thug's person. Criminal gang insignia, unlawful religious symbols, tattoos, scars, bruises and crude language are typical. Armor, weapons, and other possessions are rarely of good quality but are always well used.

Special Benefits: A thug gains a bonus weapon proficiency slot at 1st level, and he has the option then to learn a weapon not normally allowed to thieves. This non-thief weapon must be a one-handed melee weapon such as a footman's weapon, hand axe, morning star, scourge, war hammer or whip. The weapon costs only 1 proficiency slot to learn. No other non-thief weapon can be learned at higher levels. At the DM's option, the thug can instead learn to use an unusual weapon from *The Complete Fighter's Handbook* or *PLAYER'S OPTION: Combat & Tactics* tome, such as the cestus, belying pin, chain, gaff/hook, net, shuriken or stiletto. Some unusual weapons are appropriate for thugs who double as sailors, particularly foreign weapons that could be picked up on long overseas journeys.

All future weapon slots should be filled with normal thieves' weapons, as per the *PHB*. The thug can also choose at any time from three new weapon proficiencies detailed in *The Complete Fighter's Handbook*: ambidexterity, punching and wrestling. Each costs 1 slot for the thug if chosen.

A thug gains a +1 bonus on all combat attack rolls, whether with hand-to-hand weapons or fists. This bonus does not apply to missile weapons. This reflects the thug's greater-than-usual ability with physical attacks. Backstabbing functions normally for the thug as for other thieves, though again with a +1 bonus to the attack roll beyond the +4 bonus for backstabbing and any other bonuses for Strength or use of a magical weapon.

When rolling for hit points, a thug rolls 1d4+2 points per level instead of 1d6. At 3rd level, therefore, the thug would roll 3d4+12 hit points, plus normal bonus hit points for high Constitution scores (+1 or +2 per hit die). The upper range for hit points is the same as for normal thieves, but the thug has a higher average hit-point total, allowing him to withstand melee combat.

A thug can gain nonweapon proficiencies from the Warrior category without paying for them with additional slots—in other words, at the normal "slot cost" for such proficiencies. Proficiencies from the Wizard or Priest groups, however, cost one additional proficiency slot each, as usual.

If the DM permits, a thug can don heavier armor than normally allowed to thieves. However, this armor imposes severe penalties on thieving skills. Use Table 38 in *The Complete Thief's Handbook* for full penalty information. If this option is used to allow the thug to wear armor heavier than studded leather (base AC 7), the thug should gain only 20 points per level after the 1st to distribute to his thieving skills, allotting 10 points at most to any one skill. A thug cannot learn to use a shield; he wants both hands "free."

If the local history proficiency is taken strictly for a city that the thug inhabits, a successful proficiency check at +1 on the die roll (making the check more difficult) grants the thug knowledge of local escape routes, hiding places and safehouses he can use to evade capture, if he is in trouble at any particular spot in the city. This check won't work for any other city but the one for which the proficiency is assigned. This check may also be used to find special contacts such as smugglers, fences, or other criminal representatives.

Special Hindrances: A thug cannot start out with an Intelligence higher than 12. Minimum ability scores of Dexterity 9, Constitution 11 and Strength 13 are required.

Though the thug is very good at combat compared to other thieves, he is worse at using normal thieving skills as he relies more on taking wealth from others by force instead of by stealth. As a result, the thug gains only 40 points to distribute among his thief skills at 1st level (not counting racial and dexterity factors), but can put up to 30 of those points in a single skill if desired. Additional points are received with each level as per the *PHB* (30 points per level, maximum of 15 points per one skill). A thug does not gain any ability to read languages, however, and he cannot use magical or clerical scrolls when he reaches 10th level. He can learn to read or write Common, orcish, or other languages, but he cannot take these as bonus proficiencies. He must take a normal reading/writing proficiency, expending slots as per normal. He can thus gain the reading/writing proficiency at 1st level.

A thug at 10th level gains followers, but these will all be fighters or thieves.

Thugs are the bottom of the criminal barrel, the lowlifes everyone loves to hate. As a lower-class individual who cannot start out with a good alignment, a thug faces considerable prejudice in many encounters. Normal NPC citizens automatically gain a +2 modifier to their reaction rolls to those they perceive as thugs, creating very hostile responses (though unarmed civilians will flee instead of fighting). This increases to a +4 modifier if the thug is a half-orc. Other thieves and criminals have no such penalty toward thugs, as they see thugs as potentially useful, loyal, and — when necessary — expendable.

Wealth Options: Thugs start with 2d4x10 (20–80) gp.

Races: Any human, half-orc, dwarf, half-elf.

Half-orcs as Thugs

Half-orcs have marked advantages over humans as thugs, but in the GREYHAWK campaign they have severe disadvantages, too. On the good side, their 60-foot infravision makes them very useful for operations at night, underground or in dark alleys. They have no visual penalties in full daylight, unlike orcs. They make excellent go-betweens with orcs or other humanoids, as they have few or no tribal loyalties. And they can be very loyal troops, as they have so few other places to turn to for gainful employment.

Of course, in the wake of the Greyhawk Wars and subsequent events, half-orcs are extremely unpopular in cities bordering lands conquered by Turrosh Mak's Orcish Empire of the Pomarj, the vast Empire of Iuz, Bone March, the Great Kingdom of Northern Aerdy, the Yeomanry and the now-free land of Sterich. In many lands, a half-orc is open to physical attack immediately upon being recognized; those in Safeton and Narwell were exterminated in 584 CY in a single night's violence.

Nonetheless, half-orc thugs of non-evil (and non-good) alignment can make a good living as low- to mid-level adventurers. They present a reasonable mix of fighting and thieving skills, advance much more quickly than fighter/thief characters, and can largely overcome level limits on their advancement with the right mix of magical items and proficiencies.

Half-Orc Statistics

(adapted from PHBR10 *The Complete Book of Humanoids*)

Ability Score Adjustments: +1 Strength, +1 Constitution, -2 Charisma.

Ability Score Range (same for males and females):

Strength: 6-18 (18/00 possible for fighters)*

Dexterity: 3-17**

Constitution: 13-19

Intelligence: 3-17

Wisdom: 3-14

Charisma: 3-12

Classes Allowed (Maximum Level): Fighter (10), Cleric (4), Thief (8). Single-classed characters can rise higher if their racial maximums for their prime requisites are exceeded by permanent magical means, like so: Str 18/00 = F11, Str 19 = F12, Str 20 = F14, Str 21+ = F17, Dex 18 = T9, Dex 19 = T10, Dex 20+ = T11, Wis 15 = C5, Wis 16 = C6, Wis 17+ = C7.

Multiclassing Allowed: fighter/thief, fighter/cleric, cleric/thief. (Reminder: A thief with the thug kit cannot be multiclassed.) The shaman kit, as per PHBR10 *The Complete Book of Humanoids*, can replace the cleric class, but it does not allow for broad adventuring.

Hit Dice: Per character class.

Alignment: Any

Natural Armor Class: 10

Base Movement Rate: 12

Height: 60/58 inches (base) + 1d12 inches (modifier)

Weight: 135/95 lbs. (base) + 6d10 lbs. (modifier)

Starting Age: 12 years (base age) + 1d4 (variable)

Maximum Age Range: 60 years (base) + 1d20 years (variable)

Average Maximum Age: 70 years

Aging Effects: Middle Age = 30 years, Old Age = 40 years, Venerable Age = 60 years

Thieving Skill Racial Adjustments: Pick Pockets -5%, Open Locks +5%,

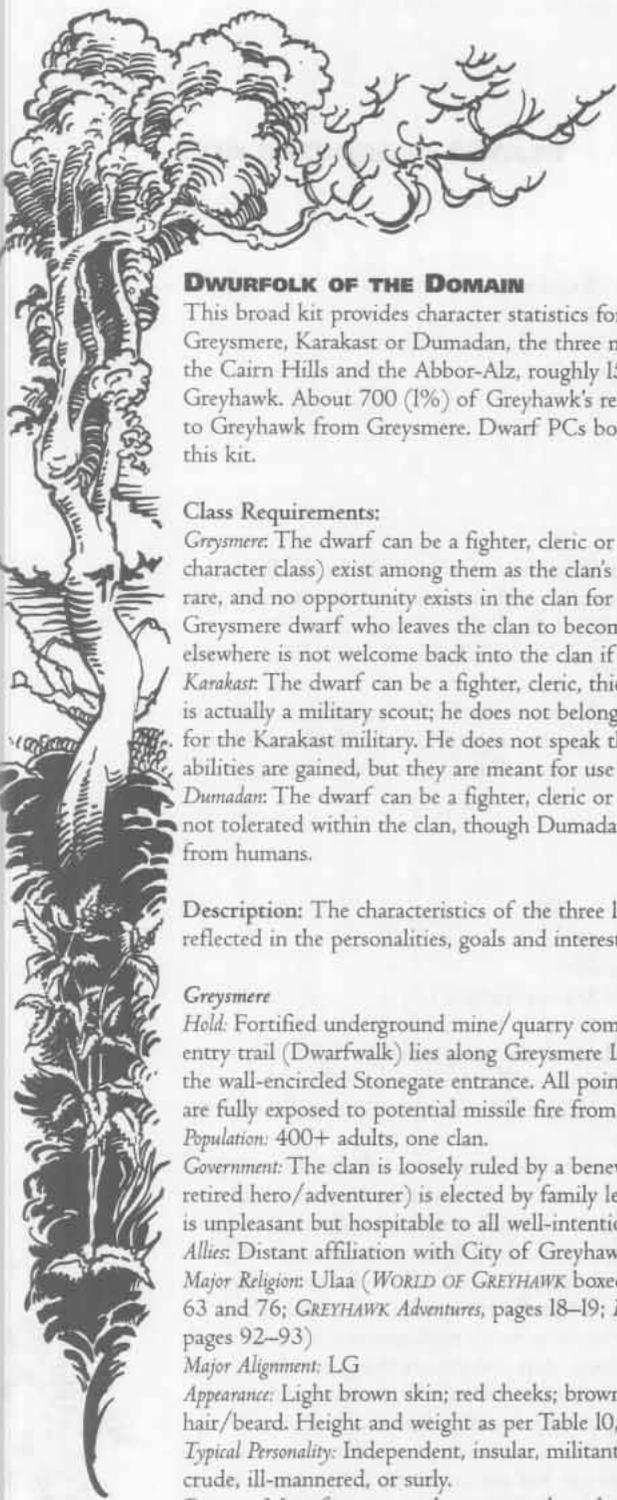
Find/Remove Traps +5%, Move Silently —, Hide in Shadows —, Detect Noise +5%,

Climb Walls +5%, Read Languages -10%

Background: Half-orc player characters are orc-human crossbreeds who are able to "pass" as human because of their human physical appearance. If discovered, they are usually rejected and despised by both orcish and human society, but they are still able to achieve considerable power through their own efforts. (Turrosh Mak is a prime example of this.) A half-orc usually finds it cannot appear weak, injured or cowardly and expect to live long; this often promotes an unusually serious, forceful personality well suited for adventuring and harsh military duty. A half-orc may have a predisposition from an orcish parent toward brute-force aggression, lawfulness, dominance hierarchies, egotism, brutality, male superiority, a hatred of demihumans, disrespect for the weak and a carnivorous appetite, but the player may apply any personality desired. Half-orcs are usually free of all tribal ties binding orcish relatives, especially if raised in human society.

In the Domain of Greyhawk, half-orcs are rare but not unknown. They are very few in number near the border with the Orcish Empire of the Pomarj, as a result of extreme racial prejudice and paranoia of orcish invasion and infiltration. However, the City of Greyhawk has long had a small population of half-orcs, even when the former Oligarch Turin Deathstalker (rumored to have been the Guildmaster of Assassins in Greyhawk) was in the area. The most important "open" half-orc at present is the aging but still active and infamous Selczek Gobayuiik, Guildmaster of Embalmers and Gravediggers, who works and lives in the River Quarter.





DWURFOLK OF THE DOMAIN

This broad kit provides character statistics for creating dwarf PCs who originate from Greysmere, Karakast or Dumadan, the three major dwarven strongholds that lie within the Cairn Hills and the Abbor-Alz, roughly 150 to 200 miles southeast of the City of Greyhawk. About 700 (1%) of Greyhawk's residents are dwarves, many of whom came to Greyhawk from Greysmere. Dwarf PCs born in the City of Greyhawk do not use this kit.

Class Requirements:

Greysmere. The dwarf can be a fighter, cleric or fighter/cleric only; no thieves (as a character class) exist among them as the clan's numbers are small, internal crime is very rare, and no opportunity exists in the clan for thieving talents to be taught or learned. A Greysmere dwarf who leaves the clan to become a thief in the City of Greyhawk or elsewhere is not welcome back into the clan if discovered.

Karakast. The dwarf can be a fighter, cleric, thief, fighter/thief or fighter/cleric. The thief is actually a military scout; he does not belong to a thieves' guild but instead has worked for the Karakast military. He does not speak thieves' cant. All normal thieving skills and abilities are gained, but they are meant for use only against enemies of Karakast.

Dumadan. The dwarf can be a fighter, cleric or fighter/cleric. As in Greysmere, thieves are not tolerated within the clan, though Dumadan outcasts and wanderers might learn theft from humans.

Description: The characteristics of the three largest dwarven strongholds are usually reflected in the personalities, goals and interests of characters hailing from each.

Greysmere

Hold: Fortified underground mine/quarry complex set into the base of a large hill. An entry trail (Dwarfwalk) lies along Greysmere Lake's shores, leading up by switchbacks to the wall-encircled Stonegate entrance. All points along the Dwarfwalk near the Stonegate are fully exposed to potential missile fire from Stonegate's surrounding walls.

Population: 400+ adults, one clan.

Government: The clan is loosely ruled by a benevolent autocracy. The Headman (usually a retired hero/adventurer) is elected by family leaders; the current leader, Fionor the Rude, is unpleasant but hospitable to all well-intentioned visitors.

Allies: Distant affiliation with City of Greyhawk by mutual-aid pact (untaxed).

Major Religion: Ulaa (*WORLD OF GREYHAWK* boxed set, *Glossography*, page 47, and *Guide*, pages 63 and 76; *GREYHAWK Adventures*, pages 18–19; *From the Ashes* boxed set, *Atlas of the Flanaess*, pages 92–93)

Major Alignment: LG

Appearance: Light brown skin; red cheeks; brown or green eyes; black, brown or gray hair/beard. Height and weight as per Table 10, *PHB*.

Typical Personality: Independent, insular, militant, proud, reclusive, self-sufficient; sometimes crude, ill-mannered, or surly.

Economy: Manufactures steel armor, tools and weapons for trade; quarries limestone from stronghold and surrounding area if buyer provides transportation.

Concerns: Encountering unusual and dangerous monsters deep in mines; skirmishes with orcs from north and scattered humanoids, hill giants and monsters from the vicinity.

Karakast

Hold: Hollowed-out round hill made into a fortress, with castle on top and extensive tunnels and caves below.

Population: 600+ adults, one clan.

Government: Militant theocracy. Council members are chosen by trials of strength, with the

strongest and most militarily able member of council becoming the leader (the "Battle Axe").

Allies: Deepening affiliation with City of Greyhawk through Greyhawk Militia; formerly governed by Duchy of Urnst.

Major Religion: Clangeddin (*Unearthed Arcana*, pages 110 and 121 as Clangeddin Silverbeard; *DMGR4 Monster Mythology*, pages 18–19 and 28).

Major Alignment: LN

Appearance: Medium or dark olive skin or light brown skin; red cheeks; brown, green or hazel eyes; bright red or medium to dark brown hair/beard. Height and weight as per Table 10, *PHB*.

Typical Personality: Very formal, coldly polite independent, insular, aggressive, unforgiving, militant, proud, reclusive, self-sufficient.

Economy: Gold, silver and platinum mined and worked into jewelry for sale or trade.

Concerns: Dwarves here are encountering unusual and dangerous monsters deep in their mines. Skirmishes with orcs from the north and scattered humanoids, hill giants and monsters nearby are a problem.

Dumadan

Hold: Heavily fortified mine complex set high on a mountainside.

Population: 800+ adults, one clan.

Government: Ruler elected on basis of wisdom and poetic ability. The current ruler, called The Seer, is ancient, blind, may have divination powers.

Allies: Distant affiliation with City of Greyhawk through the Greyhawk Militia; formerly governed by Duchy of Urnst, which is still preferred by the clan over Greyhawk by clan habit and tradition.

Major Religion: Moradin (*AD&D 1st Edition Legends & Lore*, "Nonhuman Deities" and clerical reference table; *Unearthed Arcana*, page 110; *DMGR4 Monster Mythology*, pages 18–19 and 27)

Major Alignment: LG

Appearance: Pale, almost colorless skin; light pink cheeks; brown eyes; light to medium brown hair/beard. Height = 47/45 inches (base) + 2d6 inches (modifier); Weight = 140/110 pounds (base) + 5d10 pounds (modifier).

PLAYER-CHARACTER KITS

Typical Personality: Law-abiding, hard-working, respectful of elders, greatly inclined to educated interests (especially fine arts), independent, proud, highly insular and reclusive, self-sufficient.

Economy: Iron armor, tools, weapons manufactured for sale or trade; silver and gems (especially moonstones) mined and worked into jewelry and other works of art for sale or trade.

Concerns: Clan doesn't fully accept Greyhawk's rule, and the dwarves still pay a small tribute to Urnst out of habit. Skirmishes occur now and then with humanoids, ogres, hill giants, hillfolk and monsters from the Abbor-Alz, and bandits from the Duchy of Urnst.

Special abilities: All Dwur of Greyhawk PCs have the following standard special abilities common to other dwarf characters, as per the *PHB*, Chapter 2:

- Saving-throw bonuses vs. poison and magical wands, staves, rods and spells for dwarves (as per Table 9 in the *PHB*);
- 20% chance for magical-item malfunction;
- +1 attack-roll bonus vs. orcs, half-orcs, goblins, and hobgoblins;
- Defensive bonuses (-4 to attack rolls) applied against all ogres, trolls, ogre magi, giants and titans who fight dwarves;
- 60-foot infravision in darkness; and
- Abilities to detect underground (dungeon or mining) phenomena.

Ability Requirements: Normally, a dwarf character gains a +1 bonus to the rolled Constitution score and a -1 penalty to the Charisma score. These ability adjustments change for characters from two of the three clans near Greyhawk, as follows:

Greysmere: +1 to Constitution, -1 to Charisma.

Karakast: +1 to Constitution, +1 to Strength, -2 to Charisma.

Dumadan: +1 to Constitution, +1 to Wisdom.

Maximum and minimum ability scores are as per normal dwarves, except for Karakast, where males have a minimum Strength of 15 and females have a minimum Strength of 14.

Prime Requisite: Standard per class

Social Rank: Lower to middle class (upper-class dwarves almost never leave their stronghold, and other dwarves often travel to make their fortunes)

Hit Die Type: Standard per class

Attack as: Standard per class

Save as: Standard per class

Advance as: Standard per class

Spell Ability? Yes, for clerics only

Exceptional Strength? Yes, for fighters only

Exceptional Constitution? Yes, for fighters only

Proficiencies:

Weapons Slots: Standard per class

Initial Weapons: (2H = must be used two-handed by dwarves.)

Cleric: As prescribed by religion. The religions of Ulaa, Moradin and Clangeddin allow clerics to take proficiency in normal fighter weapons, but each requires one special weapon be selected at 1st level by the cleric. Ulaa's clerics must take a war hammer or footman's pick; Moradin's clerics must take a war hammer; and Clangeddin's clerics must take a battle axe (no shield).

Fighter: Typical weapons include the battle axe (2H), hand axe, light crossbow (2H), heavy crossbow (2H), dagger, war hammer, knife, footman's flail (2H), footman's mace (2H), footman's pick (2H), spear (2H), and short sword. The broad sword (2H) and long sword (2H) are not often seen. Other weapons are possible, such as small, one-handed (equal to horseman's) versions of the flail, mace, and pick, the hand crossbow, clubs, darts, and the short bow (greatly preferred by hunters over the crossbow).

Thief: Typical weapons include the hand axe, club, dagger, dart, hand crossbow, knife, lasso, short bow, sling and short sword.

Armor typical for clerics and fighters is chain mail or better, with a helmet and a small or medium shield. (Shield use depends on the weapons employed.) Karakast thief-scouts wear leather armor but use no shields unless they are fighter/thieves. Each dwarf's shield usually carries the coat of arms of the dwarf's clan stronghold.

Additional Weapon Proficiency Slot: Standard per class

Additional Weapons: See "Initial Weapons"

Nonproficiency Penalty: Standard per class

Nonweapon Proficiency Slots: Standard per class

Additional Nonweapon Proficiency Slot: Standard per class

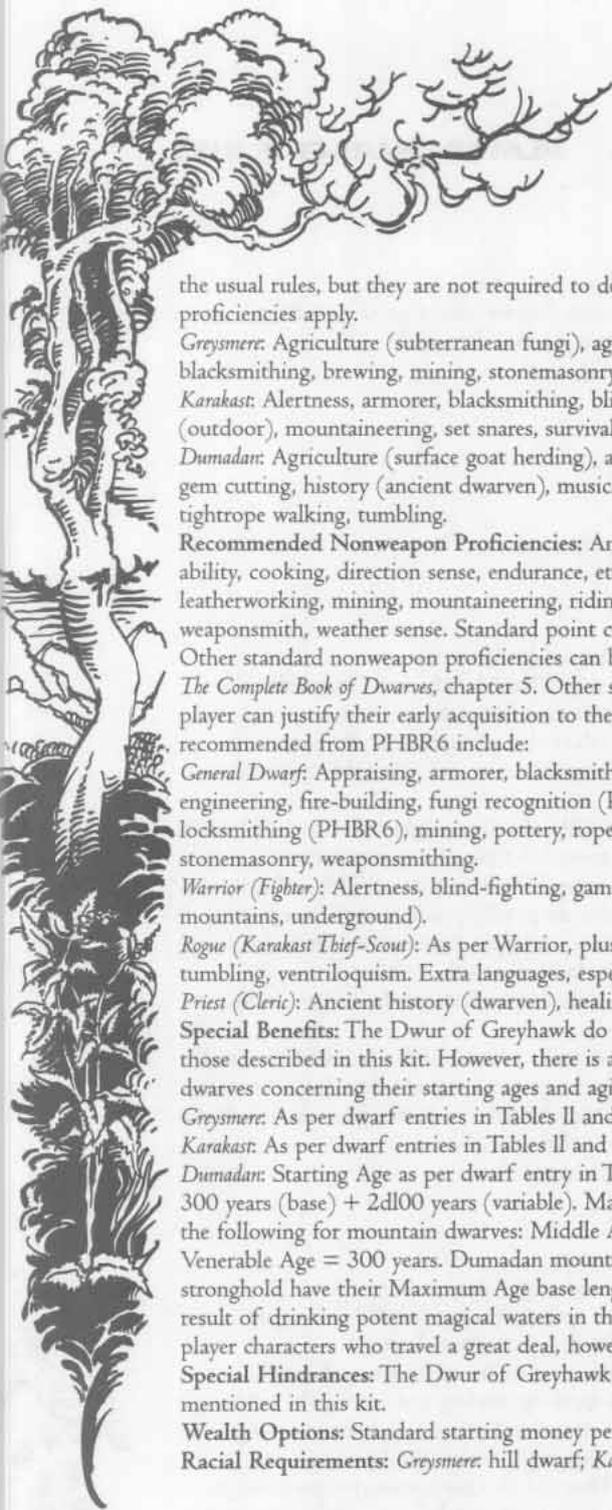
Available Categories: Standard per class, plus option of using Dwarf Nonweapon Proficiency Groups from *PHBR6 The Complete Book of Dwarves*, chapter 5.

Bonus Nonweapon Proficiencies: All dwarves, whether from Greysmere, Karakast or Dumadan, receive automatic proficiencies in speaking, reading and writing the following languages: dwarvish and Common. They can choose to learn to speak the following languages, but must use a proficiency slot in language (modern) to learn each one: gnomish, halfling, orcish, goblin, hill giant. They can also use nonweapon proficiency slots to gain read/write proficiencies for the same languages. It is strongly recommended that the number of languages allowed each character by Intelligence, as shown in Table 4 of the *PHB*, be taken instead as nonweapon proficiency slots, as per the optional rule offered in the section on Intelligence.

All dwarves from Greysmere, Karakast and Dumadan also gain two bonus proficiencies: endurance and local history (clan stronghold). No slots are expended in acquiring these skills.

Required Nonweapon Proficiencies: A 1st-level dwarf fighter from each stronghold must take at least one of the following nonweapon proficiencies, which reflects particular skills often seen from those strongholds. Thieves and clerics may also take these skills, as per





the usual rules, but they are not required to do so. Standard point costs for taking these proficiencies apply.

Greysmere: Agriculture (subterranean fungi), agriculture (subterranean fish farm), blacksmithing, brewing, mining, stonemasonry.

Karakast: Alertness, armorer, blacksmithing, blind-fighting, bowyer/fletcher, hunting (outdoor), mountaineering, set snares, survival (hills), weaponsmithing.

Dumadan: Agriculture (surface goat herding), artistic ability (many sorts), blacksmithing, gem cutting, history (ancient dwarven), musical instrument, oratory, poetry, singing, tightrope walking, tumbling.

Recommended Nonweapon Proficiencies: Animal handling, appraising, armorer, artistic ability, cooking, direction sense, endurance, etiquette, fishing, gaming, hunting, leatherworking, mining, mountaineering, riding (land-based), rope use, singing, survival, weaponsmith, weather sense. Standard point costs for taking these proficiencies apply.

Other standard nonweapon proficiencies can be found in either the *PHB* or in *PHBR6 The Complete Book of Dwarves*, chapter 5. Other starting proficiencies are possible if the player can justify their early acquisition to the DM. The nonweapon proficiencies most recommended from *PHBR6* include:

General Dwarf: Appraising, armorer, blacksmithing, brewing, carpentry, cooking, engineering, fire-building, fungi recognition (*PHBR6*), heraldry, leatherworking, locksmithing (*PHBR6*), mining, pottery, rope use, seamstress/tailor, smelting (*PHBR6*), stonemasonry, weaponsmithing.

Warrior (Fighter): Alertness, blind-fighting, gaming, mountaineering, survival (hills, mountains, underground).

Rogue (Karakast Thief-Scout): As per Warrior, plus: disguise, forgery, lip reading, set snares, tumbling, ventriloquism. Extra languages, especially of enemy races, are recommended.

Priest (Cleric): Ancient history (dwarven), healing, herbalism, religion, spellcraft.

Special Benefits: The Dwur of Greyhawk do not have many special advantages beyond those described in this kit. However, there is an important difference between these dwarves concerning their starting ages and aging characteristics.

Greysmere: As per dwarf entries in Tables II and I2 in the *PHB*.

Karakast: As per dwarf entries in Tables II and I2 in the *PHB*.

Dumadan: Starting Age as per dwarf entry in Table II in the *PHB*; Maximum Age Range = 300 years (base) + 2d100 years (variable). Material on dwarves in Table I2 is replaced by the following for mountain dwarves: Middle Age = 150 years; Old Age = 200 years; Venerable Age = 300 years. Dumadan mountain dwarves who reside only in their stronghold have their Maximum Age base lengthened by 10%–15% (330–345 years) as a result of drinking potent magical waters in their stronghold; this bonus does not apply to player characters who travel a great deal, however.

Special Hindrances: The Dwur of Greyhawk have no special disadvantages beyond those mentioned in this kit.

Wealth Options: Standard starting money per class.

Racial Requirements: *Greysmere:* hill dwarf; *Karakast:* hill dwarf; *Dumadan:* mountain dwarf.





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Symbols for Gods and Powers



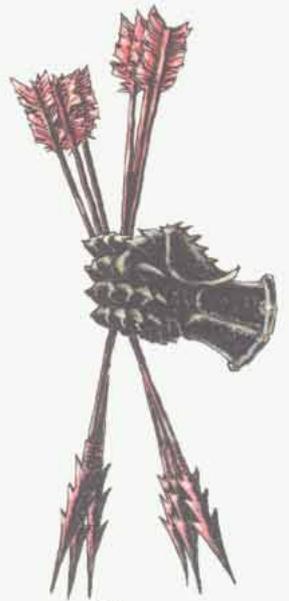
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Obad-Hai



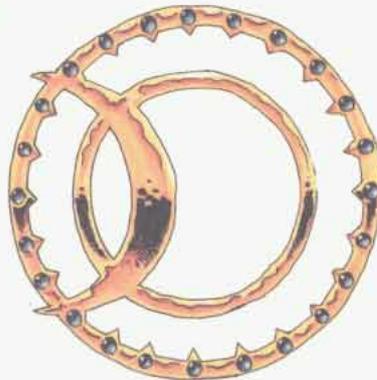
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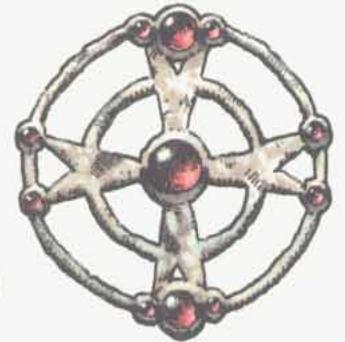
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