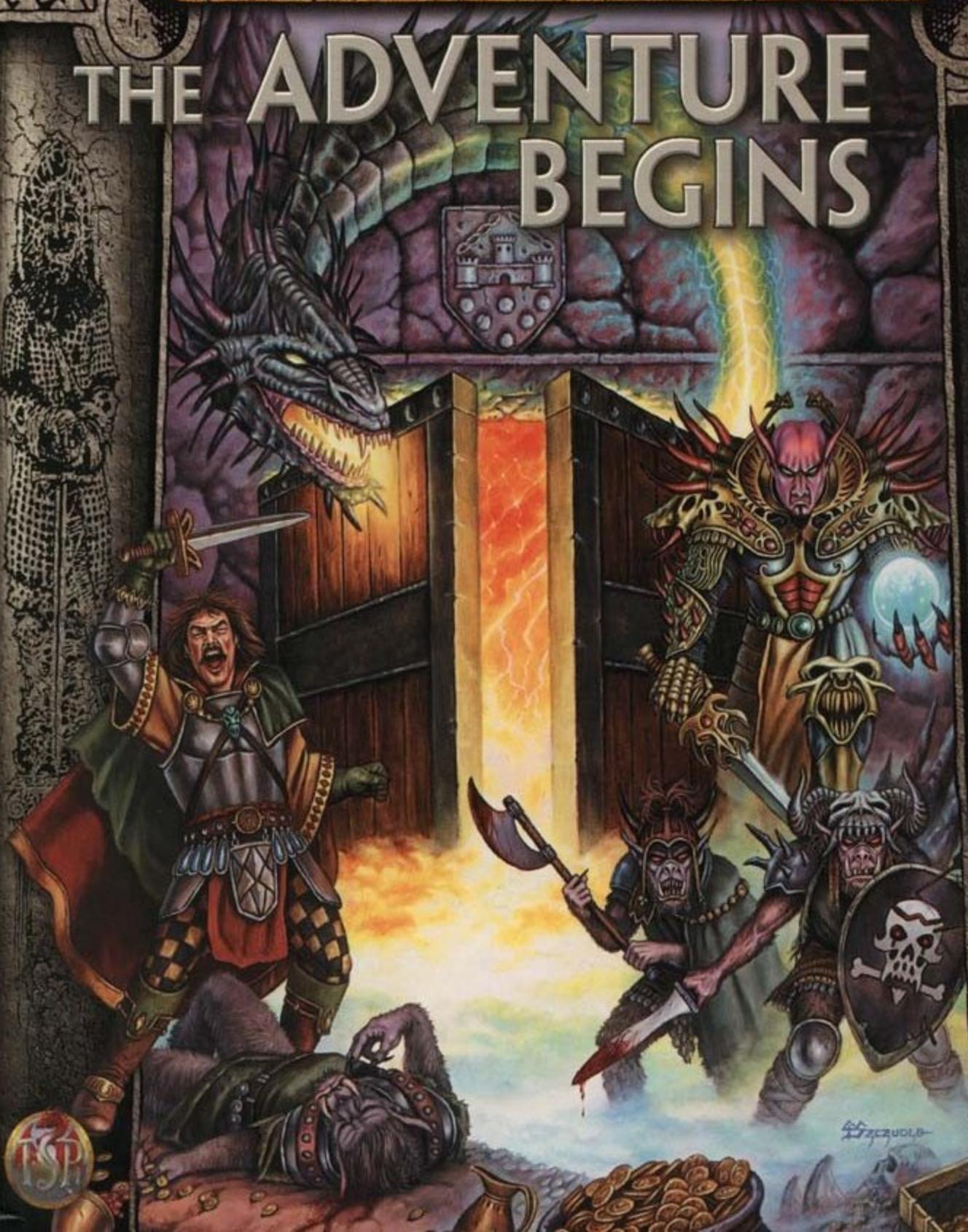


Advanced
Dungeons & Dragons

GREYHAWK

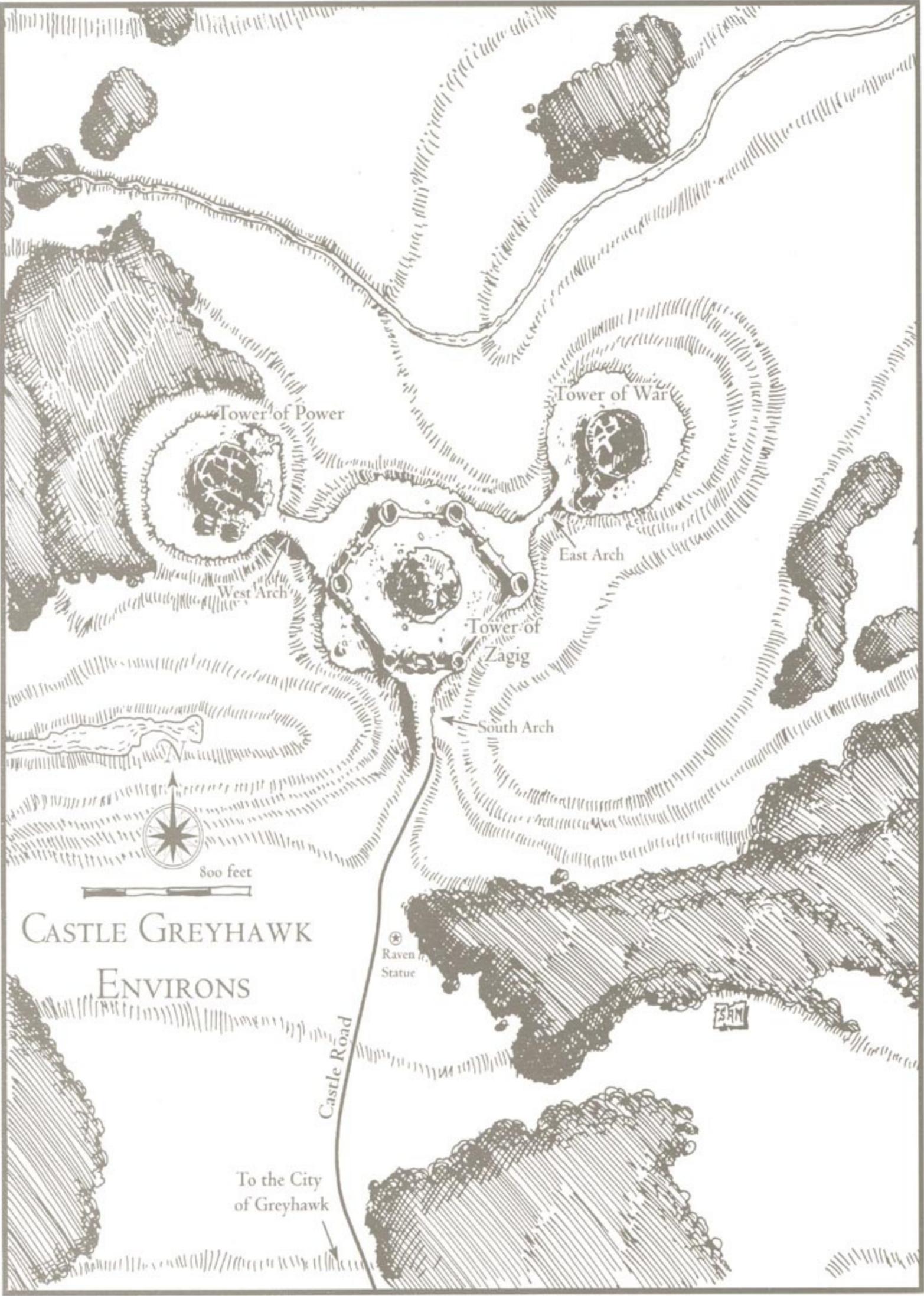
ACCESSORY

THE ADVENTURE BEGINS



By
Roger E.
Moore





Tower of Power

Tower of War

West Arch

East Arch

Tower of Zagig

South Arch



800 feet



CASTLE GREYHAWK ENVIRONS

★
Raven
Statue

Castle Road

To the City
of Greyhawk

SAM

Advanced Dungeons & Dragons



Accessory

The Adventure Begins

CREDITS

Design: Roger E. "The Dretch" Moore

Research Assistance: For their help with this project, I am greatly indebted to many of the gainers who frequent the online discussions of the GREYHAWK campaign in America Online's GREYHAWK folders and in the GreyTalk discussion group on the Internet. In particular, I must cite the following worthies: Erik Mona (IQUANDER@AOL.COM) and Steve Wilson (TAMERLAIN@AOL.COM). Thanks also to Bill Volkart for the St. Cuthbert's Day holiday from DRAGON Magazine issue #137 and Carl Sargent, whose unpublished manuscript, "Ivid the Undying," was a great help.

Editing: Anne "The Directing Oligarchy" Brown
Project Coordination: Kij "Troll Child" Johnson

Brand Management: Harold "Slave Lord" Johnson and Lisa "Queen of the Spiders" Stevens

Cover Art: Tony Szczodlo

Interior Art: David A. Roach and Sam Wood

Cartography: Sam Wood

Art Direction: Ellen Buck

Electronic Prepress Coordination: Larry Weiner

Typesetting: Eric Haddock

DEDICATION This is dedicated to all GREYHAWK campaign fans everywhere. You are the best.

CONTENTS

The GREYHAWK Campaign.....	2	A History of the Flanaess.....	18
References to Early GREYHAWK Products.....	3	From the Greyhawk Wars to the Present.....	19
Statistics and Abbreviations.....	4	The Calendar.....	39
The Gem of the Flanaess.....	5	Annual Events in Greyhawk.....	39
The Center of Trade.....	5	The Climate of Greyhawk.....	48
The Center of Diplomacy.....	5	Weather Tables for Greyhawk.....	49
The Center of Finance.....	5	The Domain and City of Greyhawk.....	54
The Center of Defense.....	6	A History of Greyhawk.....	54
The Center of Learning.....	6	The Government of Greyhawk.....	62
The Center of Magic.....	7	NPC Statistics: Law and the Military.....	65
The Center of Religion.....	7	Criminal Code of Greyhawk.....	67
The Center of Adventure.....	8	Peoples of Greyhawk.....	74
The World of Oerth.....	9	The Near Domain.....	73
The Flanaess.....	14	Greyhawk's Defenses.....	77
Peoples of the Flanaess.....	14	Greyhawk's City Quarters.....	82
Cultural and Geographic Divisions.....	16		

AD&D, ADVANCED DUNGEONS & DRAGONS, DRAGON, DUNGEON MASTER, GREYHAWK, MONSTROUS COMPENDIUM, PLANESCAPE, SPELLJAMMER, WORLD OF GREYHAWK and the TSR logo are registered trademarks owned by TSR, Inc. The TSR logo is a trademark of TSR, Inc. All TSR characters, character names and the distinctive likenesses thereof are trademarks owned by TSR, Inc. ©1998 TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Distributed to the book trade in the United States by Random House, Inc., and in Canada by regional distributors. Distributed worldwide by Wizards of the Coast, Inc., and regional distributors. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the materials or artwork contained herein is prohibited without the express written consent of TSR, Inc.

U.S., CANADA,
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
+1-206-624-0933

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 34
2300 Turnhout
Belgium
+32-14-44-30-44

Visit our website at www.tsr.com



ISBN: 0-7869-1249-9

9577XXX1502

1st Printing, July 1998

THE GREYHAWK CAMPAIGN

The GREYHAWK® campaign was the first setting designed for the ADVANCED DUNGEONS & DRAGONS® game, and is also the second-oldest fantasy roleplaying campaign. It is familiar to many thousands of gamers the world over, though the campaign world has undergone considerable change over the years. It began with E. Gary Gygax, who created and developed the world as a home campaign. The world took shape with the publication of the *WORLD OF GREYHAWK* folio in 1980, which was greatly expanded and improved in 1983 as the *WORLD OF GREYHAWK* boxed set. The game year described as current in those products was 576 CY (Common Year).

Many AD&D® game adventures were set in this realm even before the world rules were published; long-time gamers fondly recall the giants-drow-Abyss series from 1978-1980, and the brutal but thrilling *Tomb of Horrors* (module S1, 1978). GREYHAWK quests ran the gamut from low-level tasks to save local villagers from sahuagin or evil cultists up to long journeys to bizarre demiplanes (the EX1-2 "Alice" series and WG6 *Isle of the Ape*).

More materials on the GREYHAWK campaign appeared in published adventures and in articles in *DRAGON* Magazine. A variety of authors added their talents to the GREYHAWK pool: Robert Kuntz, Lenard Lakofka, Harold Johnson, Jeff Leason, David "Zeb" Cook, Allen Hammack, Tom Moldvay, Lawrence Schick, David Sutherland, and others. The scope of the world broadened to include the southern tropics of Hepmonaland and the Amedio Jungle, a hidden city inside a dormant volcano, and the dreadful

surprises held by a certain "dungeon" in the Barrier Peaks, about which we will say no more here.

Materials were scarce for a few years before the *GREYHAWK Adventures* hardbound saw print in 1988, marking the start of the "second wave" of the campaign's life. The world was converted to the AD&D 2nd Edition game rules in the wide-roving adventure WG8 *Fate of Istus*, and the City of Greyhawk was detailed in its own boxed expansion in 1989. Carl Sargent, Rik Rose, Doug Niles, Jim Ward, Dan Salas, Nigel Findley, Anne and Richard Brown, Dale "Slade" Henson, and more joined the crowd of Greyhawk designers and authors. Most notable in this period were the WGA1-3 "Falcon" adventure trilogy, set in the City of Greyhawk, and the notorious WGA4 *Vecna Lives!*, which contained probably the most shocking beginning and end of any AD&D adventure published. The campaign years for these adventures were around 582 CY or shortly before.

The "third wave" of publications for the official GREYHAWK campaign began in 1991 with the publication of David Cook's GREYHAWK Wars boxed game, which detailed the cataclysmic political changes brought about by the so-called Greyhawk Wars of 582-584 CY. Carl Sargent presented the full range of consequences of the Wars in the *From the Ashes* boxed set released the following year, and a wide assortment of adventures and accessories followed thereafter covering the Empire of Iuz, the Kingdoms of Nyron and Furyondy, and the newly founded realm of Rary the Traitor. The "third wave" campaign year was 585 CY. The last adventures were produced in 1993, and the campaign was supported only by magazine articles until 1998.

Now, the "fourth wave" has begun! The year is 591 CY and a new age dawns across the lands. The powers of evil that had held so much of the world in thrall have suffered setbacks, and a new balance has settled into place. The focus of this new campaign begins in the City of Greyhawk, which rules a small domain in the heart of the Flanaess, the center of the known world. In the aftermath of the troubles of war, the people of Greyhawk and elsewhere have begun to look beyond their borders to other realms on their continent of Oerik, and even beyond their continent to other parts of the world known as Oerth. This period of exploration and trade, in an effort to find safe havens, lands to conquer, and new resources, offers high adventure for all - but great peril, too. Many states slowly drift toward war, and secret societies and fanatic religious cults prepare to strike at the heart of law and civilization, hoping to bring horrifying regimes into power.

The first product designed for this new GREYHAWK campaign is the *Return of the Eight* book, an adventure bridging the post- Wars campaign with the new one. The product you are holding, *The Adventure Begins* accessory, is also a "bridge" product, updating one and all on events that have transpired across the Flanaess since 585 CY. It also presents in detail the core of the new campaign, the City of Greyhawk and its environs, for gaming to begin anew in this marvelous realm that so many have loved. And look for the *Player's Guide to GREYHAWK*, designed to help both new and veteran players adapt their characters to life in the Flanaess.

Welcome once more to the GREYHAWK world!

The Adventure Begins

REFERENCES TO EARLY GREYHAWK PRODUCTS

In some places in this text, cross-references are made to previously published GREYHAWK campaign materials. Though almost all of these products are currently out of print, many Dungeon Masters own these items, or are able to purchase them at game shops, auctions, used book stores, and so forth, or have access to them through the official TSR web site on the Internet. The material in this book is designed so that the City of Greyhawk setting can be linked with those earlier GREYHAWK products in a coherent and internally consistent campaign.

Early Greyhawk products of greatest use to a DM using *The Adventure Begins* are listed below with their stock numbers (four digits), designators (letter-number combinations), release dates, and additional notes. All AD&D game materials produced before 1988 use AD&D 1st edition statistics and formats.

- C2 *The Ghost Tower of Inverness* (TSR #9038, 1980). This hard-to-find adventure details the Ghost Tower, which lies southeast of Hardby.
- *WORLD OF GREYHAWK* Fantasy Game Setting boxed set (TSR #1015, 1983). This detailed overview of the GREYHAWK campaign reveals affairs in the Flanaess, the core campaign lands, and more, as of 576 CY.
- EX1 *Dungeonland* (TSR #9072, 1983); EX2 *The Land Beyond the Magic Mirror* (TSR #9073, 1983). These two adventures were originally connected to Castle Greyhawk (see WGR1 *Greyhawk Ruins*, below), as this bizarre demiplane was reached through a *gate* in the dungeons below those ruins.
- WG5 *Mordenkainen's Fantastic Adventure* (TSR #9112, 1984). This adventure details the dungeons and inhabitants below Maure Castle on the western border of the Duchy of Urnst. The adventure is assumed to take place before 570 CY, perhaps as early as 560, because of the lower levels listed for Mordenkainen and Bigby. Maure Castle's ruins and dungeons in their current state can be designed by the DM as desired, using this adventure as "how it once looked." An overhead map of the Maure Castle area appears on the inside cover of this book.
- WG6 *Isle of the Ape* (TSR #9153, 1985). This voyage to another bizarre demiplane begins at Tenser's Castle on the Nyr Dyv and includes information on the *Crook of Rao*. This quest is assumed to occur years before the Greyhawk Wars. The Isle could also be reached through a *gate* in Castle Greyhawk's dungeons.
- T1-4 *The Temple of Elemental Evil* (TSR #9147, 1985). This supermodule greatly expands an earlier module, T1 *The Village of Hommler* (TSR #9026, 1981); it takes place in the Viscounty of Verbobonc, west of Greyhawk. It addresses the reappearance of a cult devoted to the Elder Elemental God, and includes details on the rivalry between St. Cuthbert and Iuz. This quest is assumed to have taken place prior to the Greyhawk Wars, in the mid- to late 570s.
- A1-4 *Scourge of the Slave Lords* (TSR #9167, 1986). This supermodule collects four earlier adventures and adds new material. This far-ranging adventure picks up where T1-4 *The Temple of Elemental Evil* leaves off, focusing on the fight against the Scarlet Brotherhood-backed Slave Lords of the Wild Coast and the Pomarj peninsula, south of Greyhawk. This major quest is assumed to have been completed some years prior to the Greyhawk Wars.
- *GREYHAWK Adventures* rulebook (TSR #2023, 1988). Many of the spells, deities, magical items, personalities, locations, and creatures appearing in this volume could easily be added to a City of Greyhawk campaign. Of particular interest is the information on Nerof Gasgal, Derider Fanshen, Org Nenshen, Turin Deathstalker, Duke Karl of Urnst, Tang the Horrific, and Guihana Mortidus. The Pits of Azak-Zil and ruins of Zarak, southeast of Hardby, are described here, as are the Twisted Forest and Esmerin; the latter two are fairly close to the Free City.
- WG8 *Fate of Istus* (TSR #9253, 1989). Events in this adventure occurred between 576 and 582 CY. This booklet is most useful for its city maps. Elredd, on the Wild Coast, was conquered and assumed destroyed by the Orcish Empire in 584 CY. The city is shown here as an inland town, though it was called a seaport in earlier works; it is assumed that a port controlled by Elredd existed east of the city but was captured as well. The map of Elredd may be used to guide PCs who wish to recover lost treasures in its orcolonized ruins. Also in this booklet are descriptions of Verbobonc, west of Greyhawk, and Leukish, in the neighboring Duchy of Umst. (Note: A DM should compare this description of Verbobonc with that in WGA4 *Vecna Lives!* and resolve any conflicts.)
- *The City of Greyhawk* boxed set (TSR #1043, 1989). This presents the City of Greyhawk and its domain as of spring, 582 CY, nine years before the present campaign time. (Note: Disregard references to WG7 *Castle Greyhawk* on page 21 of *Greyhawk: Gem of the Flanaess*; instead, use WGR1 *Greyhawk Ruins*, placing the castle's location as given in *The Adventure Begins*.) This set is highly recommended for its portrayal of the Free City at an earlier time. The text refers to an invasion of the Shield Lands by the Horned Society and Bandit Kingdoms in 579-581 CY; this is not mentioned in later works but is assumed to have ended with the withdrawal of most invaders in 582 CY, just before the Shield Lands were invaded by Iuz that year.
- WGA1 *Falcon's Revenge* (TSR #9279, 1990); WGA2 *Falconmaster* (TSR #9289, 1990); WGA3 *Flames of the Falcon* (TSR #9302, 1990). This adventure trilogy chronicles events in the City of Greyhawk that are assumed to have taken place just before WGA4 *Vecna Lives!* occurred. The plot by the villainous Falcon and her allies to conquer the Free City was backed by Iuz.
- WGA4 *Vecna Lives!* (TSR #9309, 1990). This adventure details the conflict between the Circle of Eight and the demigod Vecna, who tried to conquer the world of the GREYHAWK campaign just before the Greyhawk Wars began. Much material can be found here on Vecna's cult. The entire Circle of Eight was slain by an agent of Vecna, and so would fear and hate this cult greatly.

- WGR1 *Greyhawk Ruins* (TSR #9292, 1990). This is the official version of the infamous dungeon complex below the abandoned fortress of Zagig Yragerne just north of the City of Greyhawk. DMs should alter the information in this work if players have played it previously; adding newly discovered dungeon levels is recommended for maintaining interest. It is assumed in *The Adventure Begins* that *Greyhawk Ruins* depicts Castle Greyhawk and its dungeons as they appeared about 580 CY, but DMs have the final say over time placement. (Note: WG7 *Castle Greyhawk* [TSR #9222, 1988] is a comedy version of this dungeon, not for use in a straightforward and serious Greyhawk campaign.)
- GREYHAWK Wars boxed set (TSR #1068, 1991). The *Adventurer's Book* from this board game details the official history of the Greyhawk Wars (582-584 CY), giving much useful information not found in later works. It also makes clear the timing of events during the Wars.
- *From the Ashes* campaign setting (TSR #1064, 1992). Building on the Wars boxed set, *Ashes* updates information on the City and Domain of Greyhawk to spring 585 CY, following the Greyhawk Wars. The Campaign Map from this set shows minor differences from the Greyhawk Area Map in the *City of Greyhawk* boxed set; check them with care. Missing from the map are some locations to the far southeast mentioned in previous products (see C2 *The Ghost Tower of Inverness*, *GREYHAWK Adventures*, and WGR3 *Rary the Traitor*); also, Castle Greyhawk is not placed. The area to the northwest on the Campaign Map (Furyondy) is detailed in WGR4 *The Marklands*.
- WGR3 *Rary the Traitor* (TSR #9386, 1992). This presents the current status of the archmage Rary, his evil henchman Robilar, and their realm in the Bright Desert about 585 CY. The eventual fate of these two is left to the DM; *The Adventure Begins* assumes that these NPCs have not managed to affect areas outside the Bright Desert to any visible extent. DMs may, of course, declare otherwise in their home campaigns, having Rary or Robilar mastermind certain plots against the Circle of Eight and Greyhawk itself. The map of the Bright Desert shows some adventuring locations to the northwest that are actually close to Hardby.
- WGR4 *The Marklands* (TSR #9398, 1993). The war-weary Kingdoms of Furyondy and Nyrond and some surrounding areas are greatly detailed in this important work, which is set in spring 585 CY. The material on Furyondy is of special interest, as it lies north of the Nyr Dyv across from the City of Greyhawk.
- WGR5 *Iuz the Evil* (TSR #9399, 1993). This is an important work for DMs using *The Adventure Begins*, as it details the chief enemy of Greyhawk, Iuz, and his many secret organizations and plots. Note details on Admundfort in particular, as this island commands much of the Nyr Dyv. The campaign starting time is spring of 585 CY.
- WGQ1 *Patriots of Ulek* (TSR #9385, 1992). Potentially useful information on the Principality of Ulek appears in this adventure, set in 584 CY. The political and military applications in a Domain of Greyhawk campaign should be obvious, as both the Principality and the Domain face trouble from Turrosh Mak's Orcish Empire of the Pomarj.
- *The Return of the Eight* (TSR #9576, 1998). This adventure, set in the high summer of 585 CY, contains new information on the restored Circle of Eight and the archmage Tenser, as well as the Tower of Jallarzi Sallavarian (in the Free City) and Tenser's Castle (near the city on the Nyr Dyv's south shore).

STATISTICS AND ABBREVIATIONS

This book is designed with the assumption that the AD&D game players and Dungeon Masters using it are knowledgeable and experienced with the game system. As a result, many of the AD&D game statistics for nonplayer characters are abbreviated, using the following system: [Alignment Race-Sex Class-Level; hit points; significant ability scores; important magic]. Abbreviations for each statistic follow.

Alignment: LG lawful good, LN lawful neutral, LE lawful evil, NG neutral good, N true neutral, NE neutral evil, CG chaotic good, CN chaotic neutral, CE chaotic evil.

Race: h=human, e=elf, d=dwarf, g=gnome, 1/2=halfling, 1/2e=half-elf, 1/2o=half orc. Other races are spelled out.

Sex: m=male, f=female.

Class: F=fighter, R=ranger, P=paladin, C=cleric, D=druid, W=wizard, T=thief, B=bard. The number that follows is the level for that class. Multiclassed and dual-classed designations have the classes and levels separated by a slash (for example, F4/T5).

Only those ability scores of 15 and above or 6 and below are noted, unless otherwise significant.

Likewise, only the most important magical items are given for each NPC. More items can be added by the DM if desired; this is quite appropriate for highlevel NPCs.

In practice, this shorthand appears as follows: (LG 1/2f F3; hp 11; Str 16; *short sword* +1) indicates a lawful good halfling female who is a 3rd-level fighter with 11 hit points, Strength 16, and carrying a *short sword* +1.

The Adventure Begins

THE GEM OF THE FLANAESS

The City of Greyhawk is often called the Gem of the Flanaess because it represents the best of what this great land can offer. It is said that almost any aspect of life in the Flanaess is represented here, from crude barbarism to high culture and powerful magic. This is true enough; Greyhawk is many things to many people. It is not only near the geographic center of the Flanaess, but it is the center in many other regards as well.

THE CENTER OF TRADE

The city has long sat astride several critical trade routes through the Flanaess, linking the east and west by land and the north and south by water. From its early days as a frontier trading post on the Selintan to the present, the city has thrived on merchant traffic and has organized its laws and policies to encourage greater traffic from as many places as possible. It developed its own local textile and meatpacking industries and profited well when nearby ruins were found to be filled with riches, drawing treasure hunters from across the land. The first treasure boom began. Despite periods when trade faltered because of war, civil strife, or changing economic conditions elsewhere, the city struggled to maintain a reputation as a place where merchants were always welcome. This reputation paid off when a second boom in treasure hunting began with the fall of Castle Greyhawk, and new wealth and trade poured into the city.

The Greyhawk Wars brought about a drop in trade, but also an influx of citizens. Though the majority of the flood of 10,000 refugees who reached the city were almost penniless, those who had money and treasure had lots

of it. In addition, many refugees had marketable skills and established new, stable careers in the Domain. The manorial villages scattered across the Domain underwent rapid expansion, with subsequent growth in agricultural output. The city's guilds suffered great turmoil, some splitting into new guilds and all striving to boost their standards and markets.

Before long, Greyhawk was exporting more goods and services than ever in its existence. With northern overland trade routes blocked by the Empire of Iuz, and with the growing importance of naval traffic between the states of the Nyr Dyv and the Azure Sea (through Woolly Bay), the militarily secure City of Greyhawk is now truly the center of business for all the Flanaess. The outlying towns of Elmshire, Hardby, Narwell, and Safeton have greatly benefited as a result.

THE CENTER OF DIPLOMACY

Greyhawk's long reputation as a neutral territory was fostered in large part by the desire of its rulers to make it the center of all mercantile activity in the Flanaess, turning away as few neighbors and foreigners as possible. Though this neutrality was greatly strained at times by threats from nearby states (most recently Iuz's empire to the north), Greyhawk is still widely considered one of the few places in the land where almost any two sides in conflict can attempt to work out their differences in relative security and peace.

This was highlighted most recently when the Pact of Greyhawk was signed in the city in Harvester 584 CY, ending the horrific Greyhawk Wars that had raged for three full years. Though the Pact is no longer in force, other international agreements and treaties have since been signed here on a wide range of matters. More ambassadors and ambassadorial staff members are present in Greyhawk than almost any other location in the Flanaess. Greyhawk has no official foreign diplomats, but it has hundreds of unofficial representatives in the form of merchants and spies.

THE CENTER OF FINANCE

No city in the Flanaess sees more wealth pass through its gates than Greyhawk, particularly since the Greyhawk Wars ended. Many of the noble and wealthy elite fled to Greyhawk during the wars, escaping invasions or destruction of their homelands. In particular, many riches were brought here by those escaping from the war-ravaged states of Tenh, the Shield Lands, Almor, Nyrond, Onnwal, the Bandit Kingdoms, and the central Wild Coast city of Fax, which alone was evacuated prior to its capture by the Orcish Empire. Many people fled from Furryondy when its northern frontier fell to Iuz, and nervous merchants from Urnst relocated to Greyhawk when Nyrond fought for its life against the Great Kingdom.

As the center of trade and diplomacy, Greyhawk attracts a great many visitors every year who spend enormous amounts of money on food, valuables, rent, and so forth. Goods are bought and sold here in tremendous quantities. The Union of Moneychangers and Pawnbrokers, aided by the Union of Merchants and Traders and the Guild of

Lawyers, Scribes, and Accountants, has become the repository for a staggering quantity of wealth, most of it from mercantile families and organizations. Some exiled nobles have stored the remains of their families' riches within the city, and it is rumored that some kingdoms have placed portions of their national wealth here for safekeeping, in the event of another war with Iuz's vast legions. The Union of Moneychangers and Pawnbrokers is now the largest banking establishment in the Flanaess, offering loans for many mercantile ventures, particularly those establishing new trade routes and markets.

So great is the wealth passing through Greyhawk that the currency itself has begun to change. Paper credit slips for vast sums from the Union are honored in a half-dozen foreign states, and "bar currency" (bouillon) is coming into great use.

THE CENTER OF DEFENSE

Greyhawk was never noted as a major military power until the Greyhawk Wars directly threatened the city's domain from both north and south. Iuz's enormous hatred for the city, thanks to his long imprisonment in Castle Greyhawk by Zagig Yragerne and others beginning in 505 CY, has put the city on alert for retaliation ever since 570 CY, when Iuz escaped confinement. Iuz's staggering successes in the Greyhawk Wars, as well as several attempts by his priests to infiltrate the city and cripple or destroy it, have served to greatly boost the city's military budget and the professionalism of its army.

Greyhawk, which once relied on mercenaries, luck, and a poorly trained farmers' militia, now has a strong and dedicated army combined with a strong naval presence in Woolly Bay, projected from Hardby and Safeton. The city has developed excellent, if costly, alliances. Greyhawk's coffers have secretly supported the navy of Furyondy for years, the result being that the Nyr Dyv is largely free of piracy and enemy raids from Iuz's lands on the northern shores of the lake.

Greyhawk's army is concentrated in five locations: the city itself, the Cairn Hills to the north and east of the city (to protect the mines and suppress banditry), the Gnarley Forest (in response to increased humanoid attacks there), the Hardby/Abbor-Alz region to the south (as a precaution against attacks from the Bright Desert or raids on Hardby), and the Wild Coast. The Greyhawk Militia includes the Mountaineer Militia of griffon-riders in the Abbor-Alz, the Narwell Headhunters, the Safeton Border Guards, and the Hardby Marines who patrol Woolly Bay.

The invasion of the Wild Coast by Turrosh Mak's Orcish Empire in 584 CY sent shockwaves of fear through the city. Safeton has since become the foundation of a powerful defensive line marking the Domain of Greyhawk's southern border. This border has been tested many times, increasingly so in recent months, but it has held firm. No attempts have been made by Greyhawk to expand the border southward, for fear of agitating the orcs and becoming involved in a protracted campaign that would drain the city's coffers. Great trouble is expected on the border in the near future, as the reverses suffered by Turrosh Mak in the Principality of Ulek may force the despot to attack elsewhere to keep his troops' morale high and his realm united against outsiders.

THE CENTER OF LEARNING

For centuries, the learned folk of Greyhawk have accumulated knowledge on every imaginable topic. At present, its wizards and sages are the best informed folk around, its libraries are among the most extensive and complete, and its population is among the most literate and best schooled in the Flanaess. The city is a hotbed of new ideas, where rumors and authoritative reports on numerous topics pass through the streets every day. Pilgrims, refugees, migrant workers, caravan travelers, easygoing wayfarers, and adventurers enter and leave constantly, bringing news of events in many foreign lands to share in every part of town. Magic contributes its share to the wealth of common knowledge (and misinformation), as divination spells and communication devices operate frequently.

Several prominent schools and universities operate within the city. The Greyhawk University of Magical Arts is the most prestigious school of

wizardry known today, and some say it surpasses the University of Raoux in the days when the Great Kingdom was at its height. The Wizard School (as it is casually called) in Greyhawk is known for its harsh academic life and intense, focused studies; Mordenkainen, Bigby, and Tenser of the Circle of Eight learned their craft here decades ago. Not many apprentices can afford the high tuition here, but those who do (or who have a sponsor) are kept busy indeed. Of special interest is the superb alchemy program.

The oldest and most prestigious of the nonmagical schools is Grey College, on the city's Processional. It offers a broad program of historical and literary arts, with many special fields such as foreign languages, architecture, military engineering, fine arts (poetry, painting, sculpting, acting), and law. The college owns a small but marvelous observatory outside the city walls, the jewel in its astrology and astronomy courses. About 100 students graduate in a good year.

The School of Clerkship focuses on literacy and record-keeping, with excellent classes in accounting, transcribing letters and documents, and other forms of practical mathematics and writing. This school's graduates form the backbone of the city's power structure as accountants, scribes, translators, and so forth. Some upper-class citizens are illiterate; thus, their secretaries can wield considerable power. All of the city's powerful guilds make use of this school's graduates, who can achieve high social status and respectable wealth.

Teachers and tutors for almost any subject or craft can be found in the city, though their rates vary wildly. Even members of the Circle of Eight spend time as tutors; Jallarzi Sallavarian, for instance, is in great demand as a magic tutor for mid-level mages of good nature. Many small schools line the mazelike streets of Clerkbury, ranging from tutors with a single student to minor colleges with staffs of half a dozen teachers for a dozen or so students.

The Adventure Begins

THE CENTER OF MAGIC

The city where the notorious Mad Archmage Zagyg once ruled as Lord Mayor has a solid historical tradition as a stronghold of magical studies and defensive might. This reputation is well deserved, even in the present day.

The Greyhawk University of Magic Arts is a major component of the city's extraordinary magical strength. The university is owned and operated by the Free City's Guild of Wizardry, the center of magical research and training for the entire Flanaess. The guild maintains a large library reputed to be the finest collection of magical works known, and its alchemical facilities produce superb potions. A quiet trade in magical items for wizards is conducted from this guild, and spell components of many sorts may be bought and sold here as well.

The Society of Magi is a politically active body of local wizards. Members are required to be full citizens and long-term residents (five-year minimum) of the Domain of Greyhawk, and must be members in good standing of the Guild of Wizardry. Its wizards must be able to cast 5th-level spells (thus, may be no less than 10th level) and must pass an intelligence test (Intelligence of 14 or above). The president of the society is, by tradition, invited to become a member of the Directing Oligarchy, but can decline to join. Many great wizards cannot join this group - Mordenkainen is a prime example, since he lives in the Yatils. The society is primarily concerned with the political situation of the Flanaess as it affects the security and well-being of the City of Greyhawk. The current president is Torrentz Hebvard.

The famed Circle of Eight has many roots in the city and the nearby Wild Coast. This exceptionally powerful group is a political body of wizards who work to maintain a balance of power across the whole Flanaess, so that states can formulate their own policies without interference or fear of invasion and conquest by outside forces or empire-building neighbors. Two current members of that body (Otto and Jallarzi Sallavarian) have homes in Greyhawk; all the others (Mordenkainen, Bigby, Drawmij, Alhamazad, Nystul, Warnes Starcoat,

and Theodain Eriason) visit on an irregular basis. Tenser, a former member, lives near the city in a fortress on the south shore of the Nyr Dyv.

Wizards from many other states are frequently seen in the City of Greyhawk on government business, performing research, or for training. Some mages are reputed to travel here from other worlds and planes, but this has never been fully proven.

The town of Hardby has long been governed by female wizards belonging to a sorcerous dynasty dating back to the region's settlement by the Suloise. This magic-using family, called the Gynarchy by outsiders, has gradually retired into the background of current events, but its grip on local politics is still very strong. Many practical aspects of life in the town are controlled by the council of Greyhawk military officers who command the Mountaineer Militia and Hardby Marines; trade policies are handled by an alliance of local merchants and rivermen. However, all of the latter are married to women belonging to the Gynarchy, and several officers have since married local women who are also in the Gynarchy. Who actually calls the tune for any aspect of Hardby policy is not easy to identify, but wise bets might be placed on the aged Gynarch herself, who does not belong to either the Society of Magi or the Guild of Wizardry in Greyhawk.

THE CENTER OF RELIGION

Greyhawk is not the first place most people think of when discussing centers of religious activity and expression. Cities with strong leanings toward particular deities or alignments are usually trotted out, such as Wintershiven, capital of the Theocracy of the Pale (which worships Pholtus); Mitrik, capital of the Archclericy of Veluna (which worships Rao and other lawful good deities); and even Dorakaa, where the evil demigod Iuz holds his monstrous court. Greyhawk does not even have any particular religious relics of renown.

However, few cities can claim to have as wide-ranging a selection of churches and temples as Greyhawk, where no single religion is given preference by the government over any other. The enormous importance of Greyhawk in the affairs of the Flanaess draws priests of almost every deity to its streets, all in hopes of gaining followers and converts to their faith and possibly influencing Greyhawk's policies in favor of their deity and their church's agenda.

As a melting pot of religious thought, a place where the clergy of any number of faiths can sit down and converse over meals about their beliefs, Greyhawk has developed a long-standing reputation for religious tolerance and openness - within limits, of course. It was a priest of Rao from Greyhawk, Edoira, who centuries ago established the basic principles of conduct by which followers of different lawful good religions could cooperate on any number of important matters. The Edoiran Compact has been extended to allow cooperation between other good (and even a few neutral) religions, though not all groups adhere to the Compact. (Evil religions certainly don't, along with several intolerant good or neutral religions, such as the Pale denomination of Pholtus and many highly individualistic followers of Trithereon.) The Feast of Edoira is celebrated by many during Growfest.

The priests who do make Greyhawk their home are often able to accumulate respectable libraries of information on the world. These resources and the priests' contacts within the city make them valuable to their religions as sources of information; they are often consulted for their views on their churches' present condition and possible future directions. This worldly knowledge does not always endear these priests to either their superiors in other cities or to fundamentalist elements in their flocks. Still, many aspirants trek to the city as pilgrims, seeking spiritual guidance or intending to join the priesthood as adventuring clerics. Tutoring in religious proficiencies is common in the city as well.

Though temples and monuments to evil deities are largely forbidden (with some exceptions) and harsh penalties are levied for worshipping these beings, the city houses a hidden and constantly changing assortment of forbidden faiths and priests. Most

banned faiths are drawn to the city, like all others, because of the great political and mercantile power here and the enormous range of opportunities and potential followers (and victims). Some banned faiths are present simply because they wish to destroy the city, as its existence so greatly hampers the goals of their various cults.

THE CENTER OF ADVENTURE

As Greyhawk's history reveals in great detail, the city became favored by would-be heroes and adventurers very early in its existence, when great hoards of treasure inside ancient tombs were uncovered in the Cairn Hills to the north and east. This was the first great "adventuring boom" in the city's life, and it lasted for almost a century as treasure seekers combed the dangerous wilderness in search of wealth and fame.

Even after most of these tombs had been uncovered, Greyhawk was still popular as a stopover for adventurers, mercenaries, and rogues across the Flanaess. The city's name was almost legendary, and almost any trade good could be found within its walls. Then, too, its laws were, for a long time, much less restrictive than those of other communities, thanks to its frontier roots. Many sorts of quasi-legal activity and black-market trade went on around the clock in the Old City and on the riverfront.

A second great boom in treasure hunting began in the early 400s CY, after the disappearance of the legendary Zagig Yragerne, the mad archmage and Lord Mayor of the city for many decades. When word got out that Zagig's castle north of the city was unguarded, looters appeared overnight - and promptly disappeared, falling victim to the many traps and monsters sprinkled through the place. Still, enough wealth was taken from the decaying castle to spark an unprecedented influx of adventurers, who poured into the city from all across the Flanaess. The city, which had suffered through a long economic depression, suddenly swung into high gear and expanded in every direction.

A third period of treasure-hunting seems to be underway at present. During the Greyhawk Wars, the Greyhawk Militia was ordered to establish posts and garrisons

throughout the Cairn Hills and in the northern Wild Coast, to protect Greyhawk's valuable mines and defend the south from invasion by the Orcish Empire of the Pomarj. Army units sent back reports of strange discoveries, revealing new mysteries and bringing old legends back into prominence. Tales now circulate throughout the Domain of Greyhawk of the Doomgrinder, Echo Crypt, the Great Barrows, Screaming Valley, Maure Castle, the Choking City, the missing fifth Star Cairn, the Lake of Ebon, Lyzandred's Tombs, Bad Deep, the Wailing Halls, and the undead-haunted Keep of Leraizen. Castle Greyhawk is making a comeback as an adventuring center, too, with discoveries of new levels and caverns that seem to go down into the earth forever.

In summary, the City of Greyhawk is an excellent starting point for any sort of adventure in the Flanaess. Much is known in the city - but far more is unknown in the world beyond, and much of that knowledge can be purchased only by facing dangers of the worst sort. And of dangers and peril, the Flanaess has an infinite supply.

Oerth is a world for the clever, the wise, the strong, the quick, and the skilled. It is a world where anyone can become famous, rich, and powerful. It is a world of heroism and villainy, a world of adventure without parallel. And most of those adventures start in the city of Greyhawk.



An old Aerdi king

The Adventure Begins

THE WORLD OF OERTH

The world on which the City of Greyhawk stands has not been extensively explored. The majority of the world hasn't been visited at all by adventurers from the Flanaess, and what little broad knowledge exists is superficial and misleading. Several reasonably accurate descriptions of the world follow, from the accounts of learned ones.

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 Baklumish astrologers two millennia ago.... - Agath of Thunch

from Understanding the Handiwork of Celestian

It was established long ago, as everyone knows, that Oerth is a great rotating sphere floating in a void, around which its sun and moons revolve. Careful mathematical measurements and magical divinations reveal that the circumference of Oerth is 25,200 miles. Thus, the diameter of Oerth is about 8,021.5 miles, and the total surface area is about 202,139,540 square miles. Of this grand figure, we have sure knowledge of only a tiny fraction, and sketchy fragments of only a little more. Our mathematical reach exceeds our physical grasp.

Dominated by a vast and partially civilized continent called Oerik (named for - and by -the tribes that conquered and settled so much of the eastern part in the last thousand years), our world of Oerth also sports three lesser continents and countless islands, great and small, possessed of their own cultures of savagery and enlightenment. Four mighty oceans and many smaller seas and bays surround these lands, and within those waters dwell monstrosities of nature that beggar the imagination and threaten the tiny ships that dare to cross them. The lands and air of Oerth are also inhabited by beasts of every sort, some fearful and some friendly, but most indifferent to us unless we intrude on their territory or society.

But what is the appearance of the whole? This age-long mystery is slowly being resolved. It is a cruel irony that even tales that ring of truth, told by explorers who have conquered these trifles and set foot on the shores of alien lands, are not always believed. So many liars and charlatans prey upon public gullibility and hunger for knowledge of the world that it is impossible for common folk (and even those with access to magic) to distinguish between truth and illusion. The desire for fame is intense in the adventuring world, and some gain it by deceptive means. It is also understood that magical illusions are cast by wizards, monsters, or gods to conceal the existence of certain regions, and

explorers themselves do not always share the same standards by which they measure the world. What one explorer would call a savage might be called noble and civilized by another. The existence of magic, monsters, and many deities some of whom are actively involved in affairs on Oerth - distorts even the most carefully documented accounts.

Nonetheless, advances are made. An explorer of repute might deliver a map to our University that shows certain major features of the whole Oerth in common with similar past maps. Some adventurous souls claim to have flown over parts of the world by means of rocs, magic carpets, dragons, magical ships, winged boots, and so forth. Several wizards have created spells that allow them to spy down upon the world from on high, using spells similar to wizard eye or allowing the mages to see through the eyes of summoned elementals or genies. Once in a while, the gods pass along limited information through divination spells or wishes on the nature of the world, though these divine authorities are strangely reluctant to do so. And clever experiments have been designed that give us a very accurate idea of the size of Oerth without even leaving our homes.

Over the centuries, we have accumulated many maps and tidbits of information, and the majority show agreement on certain points that we have come to regard as representative of our Oerth's true appearance. I myself have been in a position to verify the accuracy of some of these drawings, and it does appear the majority are correct, though most are poorly rendered or labeled. (If all explorers could only be taught to spell!) Additionally, tales collected from adventurers and merchants from many foreign lands also reflect a degree of similarity, so that some reliability can be attached to the combined result of such reports.

I describe here those lands immediately neighboring the Flanaess for the reader's examination. This description includes those features most often reported by explorers, as well as anomalous regions worthy of further study. Certain large islands and other features are ignored as phantoms if no more than one report exists of them, though this, of course, cannot completely rule out their existence. "Magic," the priests of Boccob are fond of saying, "makes the world stranger than we could possibly imagine."

The Northern Border of Day and Night is the latitude above which the sun fails to set during the nights of summer and fails to rise during the days of winter. This effect is said to become more pronounced as one travels farther north, and using models of the Oerth we can confirm that, in theory, this should occur exactly as described. This border lies at exactly 60 degrees north latitude; during the summer, from Growfest 4th to Brewfest 4th, the sun is always above the horizon, reaching its zenith on Richfest 4th. It is believed that this cycle is reversed south of the Southern Border of Day and Night (at 60 degrees south latitude), where the sun is high during our own winter, since the seasons of the northern and southern hemispheres are reversed. This is a consequence of our Oerth's tilted axis, which varies the degree of sunlight each hemisphere receives throughout the year. The climate above the northern border and below the southern border is frigid in the extreme, and not well understood. Curious lights in the sky, like colorful ribbons, stripes, or flashes, are often reported in the skies here.

The northernmost part of our world is covered by a vast, snow-white continent marked with many anomalies. It is difficult to verify observations of particular land features here, since the terrain is so dangerous and confusing as to inhibit any explorer. Many names have been given to this land, with High Boros ("boros" means "north" in the Cold Tongue) being most common, though it varies in form (Hi-Boros Hy-Bora, Hibore, Hybrea, Hyborre, and so on). Telchuria (after the Oeridian god of winter) was a popular appellation given this area by explorers from the Great Kingdom in

its heyday, and it, too, seems suitable. Icebergs (islands of ice) seen in the Dramidj Ocean and the Icy Sea undoubtedly once broke off from the fringes of this arctic land.

Several explorers say that a single, unwinking light shines high over the northern pole itself like a sun, above a great circular valley with a tropical interior, but these reports differ on specifics, except that they agree that beasts long believed extinct inhabit this valley. Several regions of vulcanism have been discovered at the top of the world, with many high mountains, great crevasses, and howling blizzards. Frost giants, white dragons, and other predictably cold-dwelling creatures are said to inhabit this land. Human inhabitants have been reported in a barbaric condition, warring with all of the above and some humanoid tribes as well. Demihumans are unreported, except for a curious note about gnomes or dwarves living underground in one mountainous region.

The size of this arctic continent is unknown, and its outlines are unfortunately vague, as no expedition has ever circumnavigated this land. A huge bridge office is said to link this continent to Oerik in the far west, reaching to the largest mountain range on Oerik and the world (about which more later. A second, smaller bridge office appears to link the Flanaess's Land of Black Ice with High Boros during the long winter night. It appears that most or all of High Boros lies above 60 degrees north latitude. Assuming that the outer edges of this icy land melt and shrink in the arctic summer's long day then grow wide again during the dark, frigid winter, the total area of High Boros could vary from five million to ten million square miles - respectable enough to count it as a true continent, assuming it has solid rock somewhere beneath its ice and snow.

As a side note, Oerth's southern pole appears to have a region that

The Adventure Begins

resembles High Boros in climate. This land is reportedly very small and might not be a true land at all, but a thin cap of ice that encompasses several mountainous islands. It is interesting that of the six reputable sources for information on this little-known region, usually named Polaria, four claim nothing lies here at all except mountainous islands of ice or rock in a gray, frigid sea. However, those explorers were present only during the long days of the southern hemisphere's summer (our winter). The ice cap may have vanished during that time, leaving only icebergs drifting among the true islands. The other two exploring parties each stayed over for a long period of time on one true island, and they both report the rapid formation of thick ice over the sea once the sun sets and the long night of winter begins (see *Exile from Aerdy*, by Sonderrako of Rauxes, and *Two Years' Record of the Hidden Sea*, by anonymous, in the Guild library. Measurements by the reclusive Savant-Sage suggest that all of Polaria lies below 80 degrees south latitude.

The barbarians of the Thillonrian Peninsula have long told sagas of an island east of them, which they called Fire-land for the many volcanoes there. These legends frequently claim that colonies of Cruski and Schnai (Ice and Snow Barbarians) were established here along long fjords, battling various giants, dragons, native barbarians, and other fell beasts for their survival. These tales also mention ruined cities, long broken walls, huge metal monuments, marvelous geysers, horrid things frozen in glacial ice, and intelligent races unknown to us in the Flanaess. It may be that Fire-land is subject to volcanic cataclysms that destroyed all previous civilizations there.

The existence of Fire-land



Korund returns from Fire-land

(also written as Fireland) has been confirmed in the last century, though public mention of it is limited, it is of little interest to most traders due to its remote location and unfriendly reputation. The Thillonrian barbarians, however, accept its existence as casually as we do the existence of Admundfort Island across the Nyr Dyv, and they occasionally send out longships to trade goods and news with their fellows across the Solnor Ocean.

In 565 CY, the explorer Korund of Ratic sailed with a number of barbarian friends to Fire-land, returning with a crude map made with respectable instruments and a bit of magic. From this, the Savant-Sage and I have concluded that Fire-land is a collection of islands. No single island is great enough to be a continent, though the largest might be the largest island on Oerth. The whole surface area of Fire-land would likely cover less than one million square miles. We would so like to have a more accurate and recent assessment!

The smallest continent on our world (or the largest island, say a few authorities) is the wholly tropical realm we call Hepmonaland. Information regarding this region has increased with the development of deep-water ships such as the caravel. Numerous modern ships have been used in the last two centuries by merchant-explorers from the Sea Barons, Rel Astra, and other old seaports of the Great Kingdom, as well as by the Lordship of the Isles, Lendore Isle, and Onnwal A detailed map of this land, drawn a century ago by a Sea Barons' captain, was apparently verified by a Rel Astran ship that recently sailed

into Hardby, claiming to have rounded Hepmonaland's southern cape using a copy of this map. If the map is accurate, then Hepmonaland is about two million square miles -precisely on the border between continent and island, but favoring the former in the opinion of most learned minds.

Despite the crippling blockade on maritime traffic that the Scarlet Brotherhood has placed between the Solnor Ocean and the Azure Sea at the Tilva Strait, and the censorship of information on newly discovered realms often imposed by governments wishing to gain a monopoly on foreign trade or create their own slave empires (and here I refer directly to the Scarlet Brotherhood), geographical reports continue to filter into our halls in the Guild of Wizardry. Some have related Rel Astran and Sea Barons' experiences with the kingdoms and barbaric tribes of Hepmonaland. Indeed, circumnavigation of Hepmonaland seems possible if one can run the Scarlet Brotherhood's gauntlet at the Olman Isles (and survive piracy, storms, and sea monsters elsewhere). This journey, though trying and audacious, is likely to be attempted more often in future years, and it could develop into a major sea route from east to west if its dangers can be even partially managed. The legendary natural riches of Hepmonaland's jungles, combined with reports of civilized (if exotic) states along its middle and southern coasts and islands, are sure to move the greedy heart of any footloose adventurer or trader.

To the south, beyond the long reaches of the Amedio Jungle and the isles of the Densac Gulf, is said to lie one of the great seas of our world, which, because of its most famous product, is called the Pearl Sea. Of the cultures and peoples here and beyond, we know less than we would like. The little-known and nameless fourth continent of our world is known to lie to the south in this region, but only divination spells give us knowledge of it.

Such spells also hint that an ocean so large as to be a sibling of the Solnor also lies far to the south of us, a vast sea racked by violent tempests and thus called the Sea of Storms. No adventurer has ever visited the area and lived to give a reliable account of it. A third, frigid ocean, called the Sea of Thunder for the endless roar of cracking ice as summer arrives, encompasses the southern pole and Polaria. Less than a half dozen civilized voyagers have seen these waters, having reached it and survived its dangers only by magical means. The fourth and last of Oerth's great oceans, usually called the Dramidj Ocean, abuts part of the northern continent of High Boros, merging with the Solnor and almost encircling the arctic wastes. Some cartographers believe the Icy Sea is part of this great circumpolar ocean and not part of the Solnor.

To the west of our wondrous Flanaess lies the great mountain-bordered Baklunish Basin, where an empire ruled a millennium ago. This region is generally believed to be a dry steppeland, but its interior is rumored to be fertile and mild, with rivers and small lakes about. The Dramidj Ocean narrows and reaches down through this land, cradling countless islands and strange societies on its shores. The climate here is thought to range from temperate to hot, as the Dramidj Ocean is so warm itself. Beyond the vast mountain range to the far west is said to be a great and ancient empire, the likes of which we can scarcely dream. Of this imperial realm we know little, though explorers and merchants would dearly love to know more. A couple of adventurers in times long past have told of passing through this empire and even beyond it, meeting a range of mountains that dwarfs even our own mighty Crystalists. Of western Oerik, we can say little, except that some believe it can be reached if we sail far enough to the east across the Solnor, a thousand leagues or more past islands we have never seen and sea monsters we could not conjure even in nightmares. Perhaps we shall hear more of these marvels in our lifetimes, but I doubt it.

- Master Cartographer Jawan Sumbar

Guildmaster of Cartographers, Free City of Greyhawk
from *An Inspection of the Nature of Oerth*

Accurate positions on all maps of lands on Oerth are described by means of latitude and longitude. Mathematics, astrology, and wizardry have allowed us to locate our position relative to the equator with considerable precision on navigational charts. Our present system of establishing longitude and latitude is founded on the work of the Great Kingdom's Royal Guild of Navigators, which existed for only a century and a half until it fell victim to the political horrors of the Turmoil Between Crowns. Rauxes marks the point of zero degrees longitude, from which locations east and west are measured; we retain it as our base of reference to honor the grand achievements of our forerunners, not the debased Overking who had them slain. Rauxes also lies at almost exactly 30 degrees north latitude, and a blue obelisk was raised at the site north of Rauxes where 30 degrees north latitude, 0 degrees east longitude exists. The City of Greyhawk thus lies at almost exactly 36 1/4 degrees north latitude, 171/3 degrees west longitude.

The knowledge to divine such measurements was hard-won over many centuries by mariner lords and merchant princes, by common sailors and high military officers. The combined clergy of our Great Patron, Xerbo, Protector of the Seas and All Dwellers Within, and the esteemed goddess Osprem, who guides sailors to safety across the waves, were in the forefront of this investigation every step of the way. How this was done is the subject of my next lecture. . . .

- Talrand Quehris Patriarch of Xerbo, Free City of Greyhawk
from a speech to apprentices at the Guild of Cartographers

The Adventure Begins

Most timekeeping on Oerth is performed by means of sundials. The modern versions are sophisticated enough to indicate not only the time of day but the month and day of the year, seasons, holidays, and so forth. This is because Oerth's axial tilt causes the sun's shadow to wander in a curving pattern over the ground that repeats every year, a sundial can track this effect, which was 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 complex and costly to make, usually gaudy in decoration, and prone to inaccurate readings. Magical timepieces have been invented by priests and wizards, but these are priced beyond the reach of the general public. Guilds for navigators and nightwatchmen are the primary buyers of such devices, which are, of course, perfectly accurate. Minor spells allow sundials in public areas to register the time even on cloudy days, and these are sufficient for most public needs.

With sundials, it is also unfortunately true that no two cities in the Flanaess have exactly the same daily time at any given moment, unless they lie on the same longitude line. For every 5 degrees of longitude eastward of a given base point (equal to 350 miles, at 70 miles per degree of longitude), a sundial records the time as 20 minutes later in the day; for every 5 degrees westward, the time is 20 minutes earlier in the day. A full 15 degrees of longitude makes an hour's difference, one degree means four minutes, and so forth. At sundown in Hepmonaland, it is full daylight over the Sea of Dust. This can easily be confirmed by any wizard with a teleport spell. As I've heard it said, "The correct time is wherever you happen to be." Fine distinctions in time are luckily of no importance to nine out of ten of us, and we can ignore them.

The clerics of those deities concerned with time, such as my own Blessed Istus, Cyndor, or Lendor, are often consulted and even employed in cities as official timekeepers. I myself have a perfect sense of time, and my associates and students are well accustomed to my punctuality. I can glance at the sun or stars and immediately know the exact passage of time since any prior event. Like many timekeeping priests, I can also guess with great accuracy the current time at any spot on Oerth, given an accurate map to study and a moment of meditation. Priests concerned with time 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, military outfits, and so on. Were it not for us, the issue of determining longitude at sea would still be a mystery, despite the claims of our colleagues in the temples of Xerbo and Osprem.

- Mathilde Dessenter

Matriarch of Istus, Free City of Greyhawk from *Introductory Marine Chronography*



Symbol of Istus

THE FLANAESS

Oerik is generally known to be the largest of the four continents of Oerth, though only its eastern extent, the Flanaess, is reasonably well known. (What is not known about the Flanaess, however, could fill a thousand libraries.) The Flanaess is regarded by its inhabitants as "the center of enlightened humanity," though tales are often told of foreign civilizations of advanced aspect whose nature and customs would astound even the most cosmopolitan wayfarer from the City of Greyhawk.

In touring the Flanaess, many natural barriers must be crossed by determined explorers and adventurers. To the west, beyond the towering mountain chains stretching from the Yatils down to the volcanic Hellfumes, are endless steppes where once lay the ancient Baklunish empire, as well as the horrific wastes of the Sea of Dust. Rotating clockwise from there, one finds the shores of the mysterious Dramidj Ocean, the dangerous Land of Black Ice, the aptly named Icy Sea, and the immense, storm-racked Solnor Ocean, said to reach over a thousand leagues eastward. To the southeast are the jungles and swamps of tropical Hepmonaland, then the Densac Gulf and Pearl Sea stretching straight south for another thousand leagues or more. The wild Amedio Jungle rounds out the geographical walls that enclose the Flanaess.

Equally as dangerous as the terrain are the inhabitants of these areas. Sullen nomads eye foreign visitors on the steppelands, freebooting barbarian hordes and humanoid armies crowd the north, sea monsters of terrible aspect haunt the Solnor, Hepmonaland's jungles conceal headhunting savages and beasts, and pirates and many-armed kraken lurk

in every sea and bay. Giants compete with bandits and lycanthropes for the wild lands, with dragons and undead wizards offering distractions from the norm. Everywhere are hordes of rapacious humanoids.

Reliable maps for the whole Flanaess are not difficult to acquire in the City of Greyhawk and other civilized and learned areas. The hard part is amassing the courage, funds, and armament necessary to see those lands first-hand.

Details on the inhabitants of the Flanaess are given below, which serve to make clearer the following section on the geographic and cultural divisions of this ancient and varied region.

PEOPLES OF THE FLANAESS

Humans

The various human races of the Flanaess have identical characteristics and abilities, though each race has its own place of origin, physical appearance, and pantheon of gods allied with it. Few humans pay attention to skin color. Humans of different races frequently intermarry, slowly blending peoples and cultures.

The Flan were the original human inhabitants of the Flanaess, which is named for them. The Flan lived as hunters, fishers, gatherers, and farmers, though there is evidence they had a great culture that long ago vanished. The Flan were greatly displaced by invading races from the west. A typical Flan has bronze skin and dark eyes and hair, and prefers to wear clothing in bright, primary colors.

The western Baklunish have golden skin tones. Their eyes are often gray or green and their hair is dark. When their empire was destroyed, the survivors fled north to the Dramidj coast. Nomadic Baklunish ride horses and are governed by tribal khans. Settled, civilized Baklunish are ruled by emirs, caliphs, and sultans.

Olive-skinned Oeridians were a warlike barbarian people who entered the Flanaess less of their own free will than because they were being pushed by Baklunish refugees and marauding armies of humanoids in the latter stages of the ancient Baklunish-Suloise war. Oeridians have blonde to black hair, with brown the most common.

Suloise humans have pale skin, blue eyes, and blond, white, or red hair. They fled the ruin of their old empire and the vengeful peoples who hated the "evil ways" of the Suel. Barbaric Suloise, heavily tanned and freckled from exposure to the sun, are found in the Amedio Jungle and Hepmonaland.

A minor human race called the Rhennee is found in the central Flanaess. These wayfaring people travel on river barges and are very clannish. Rhennee claim to have come to the Flanaess from another world and they do not trust outsiders. They have a bad reputation as thieves, but most are not truly evil.

The Olman is another minor race, known from the Amedio Jungle and Hepmonaland. This people once had an empire in the southern jungles, but it collapsed long ago and

vanished. Ohnan are seen in the Hold of the Sea Princes as slaves.

Other human races are rumored to exist beyond the fringes of the Flanaess in every direction, but these folk are not well known at present.

Demihumans

Elves (called "olve" or "olvenfolk" in the Flan tongue) inhabited the Flanaess for many centuries before the destruction of the Baklumsh and Suloise Empires. Suloise, Oeridian, and humanoid invaders pushed the elves from their grassland and prairie homes, forcing them deep into ancient forests. Fortunately, the elves preferred forests to other environments, and they were able to hold their own in many ancient timberlands against human and humanoid aggressors.

High elves are the elves most likely to interact with other peoples of the Flanaess, particularly humanity. High elves are slim and pale in complexion, standing about 5 feet tall, and they like to wear greens, grays, and pastels. Most high elves are dark haired and have green eyes. Like all elves, they are often highly skilled in magic as well as swordcraft, and they have extraordinarily long lifespans. (All elves invariably have pointed ears.)

Gray elves have either silver hair and amber eyes, or else golden hair and violet eyes. The gray elves of the Flanaess are traditionally reclusive, especially when confronted with hostile human kingdoms, but some are militant and have alliances with local humans and demihumans.

Sylvan elves inhabit old woodlands and have darker complexions than high elves. They dress in browns and greens, and they value their privacy and separation from all other peoples. The collapse of the Great Kingdom and the Greyhawk Wars have only encouraged their further isolation. Wild elves, or grugach, are sylvan elf offshoots who remain isolated from all other peoples, even other elves. They are scattered across the Flanaess in small bands in remote, temperate forests. They are very pale, shorter than most elves, and are xenophobic.

Valley elves are known only from the Valley of the Mage, serving the wizard



The ancient Flanae

who rules that land. These elves are taller than usual, some reaching 6 feet in height, and they resemble golden-blond gray elves. Valley elves are not well liked by other elves for some reason.

Aquatic elves live in temperate and tropical seas. A large number are known to live near the Spindrifft Islands, where they are allied with the high elves. Aquatic elves have webbed fingers and toes, and they can breathe water as well as air.

Half-elves, the offspring of long-lived elves and short-lived humans, are found everywhere across the Flanaess, in every part of society.

Dwarves ("dwurfolk") are about 4 feet tall, broad-shouldered and muscular, and of stocky build. Both males and females are bearded. They prefer to live underground in vast cavern and tunnel systems, where they mine precious metals and gems. Their skin comes in earth tones, from red-brown to tan to gray. They tend to be dour and suspicious, but grudgingly helpful. Dwarves live long lives, though not as long as the elves, and they reproduce slowly. Dwarves are sturdy, vengeful warriors with long memories of everyone who has done them harm.

Hill dwarves are the most common sort. They work with other good-natured races across the Flanaess, and are often seen as soldiers and mercenaries in wars against giants and humanoids.

Mountain dwarves are less common than hill dwarves. They tend to be paler and taller than their cousins, averaging 4 1/2 feet tall. They prefer living in caverns deep under the mountains.

Duergar, also called gray dwarves, live far underground. These evil dwarves are hostile to their brethren and to all other races.

Gnomes ("noniz") are thought to be related to dwarves, though they are smaller and enjoy the open air and forests much more than their cousins. Gnomes have wood-colored skin in a variety of shades, from light ash to dark oak. Many gnomes live underground in shallow burrows, often in hills and forests. They enjoy work as much as they like merrymaking. The gnomes of the Flanaess are aggressive in defending their territory and figure strongly in wars against humanoids and tyrants.

Halflings ("hobniz") are half the size of humans and look much like human children, though their faces age like those of humans. A light covering of hair runs over most of their bodies, especially the backs of their hands and the tops of their feet. Halflings usually travel about barefoot, their thick-soled feet protecting them from the ordinary pain humans would feel in stepping on briars, sharp stones, and so on - though such protection only extends so far, of course. Most halflings build shallow burrow homes or cottages in grasslands, forests, or hills.

Three subraces of halflings live in the Flanaess. The hairfeet is the most numerous and usual group, and most of these live among humans. Tallfellows are about 6 inches taller and rather willowy in build, usually living near elven groups. Stouts are about 6 inches smaller than hairfeet and live among dwarves. All of these groups are basically good natured and enjoy creature comforts.

No halfling-ruled states exist in the Flanaess. Halflings are the least forward of any demihuman race, preferring to live in the shadow of bigger folk such as humans and elves.

Humanoids and Others

The primary humanoid races of the Flanaess are the orcs, goblins, and hobgoblins. Many larger and smaller races exist, but these lack the strong political power wielded by the main three.

Orcs are the most common humanoids in the Flanaess by far. Orcs are carnivores who resemble gray-green cavemen with bestial facial features. As large as well-muscled humans, orcs are warlike and eager to challenge other races for food and living space. They prefer living in caves over open ground and can partially see in the dark, but they loot and hunt for meat on the surface. They hate dwarves and elves most of all, but they have learned a bitter respect for humans, who are their most dangerous foe. Orcs often fight among themselves, tribe against tribe.

Orcs can breed with humans (creating half-orcs) and many other sorts of humanoids. The offspring of an orc father and an ogre mother is an orog, or great orc. An orog is basically a taller, stronger, braver, and better equipped orc. The child of an ogre father and an orcish mother is an ogrillon. The ogrillon is orclike but even more brutish, stupid, and violent. The ogrillon has a thick skin and powerful fists for pummeling.

Goblins are relatively manlike. Their flat faces, pointed ears, sloping foreheads, orange skin, and fangs set them off from humans. Goblins hate humans, dwarves, and gnomes; they are slave-takers of foul habits who prefer caves to sunlight.

Hobgoblins are the most ferocious, aggressive, and organized of the goblin races. Resembling tall, heavily muscled humans with red-brown or gray skin and red or orange faces, they are renown for their brutality and military skill. They are also much smarter than other goblin races.

Kobolds, norkers, gnolls, bugbears, ogres, and many other minor humanoid races exist, varying primarily in size and ugliness. All are bad-tempered and dangerous to other peoples.

Other intelligent races of the Flanaess, such as giants, are considered uncivilized. Dragons are brilliant thinkers at times and well read, but have no culture that fits human understanding of the term.

CULTURAL AND GEOGRAPHIC DIVISIONS

The Flanaess can be divided into nine cultural and geographic regions, each of which has its own place in history.

1. Western Nyr Dyv ("Old Ferrond"): Furyondy, Veluna, Verbobonc, Dyvers, Greyhawk, Hardby, Celene, Wild Coast, Highfolk. Most of this vast area, centered on the Volverdyva River and its two major tributaries, was once part of the Viceroyalty of Ferrond in the Great Kingdom. It was settled largely by Oeridians early in the history of the Flanaess, but strong strains of Suloise and Flan (and a bit of Baklunish) occur in the population. The Rhennee, a peculiar immigrant population, appear in the eastern end of the Nyr Dyv and its many tributaries. The major threat to this region comes from the Empire of Iuz to the north.

2. The Sheldomar Valley ("Old Keoland"): Keoland, Ulek States, Pomarj, Hold of the Sea Princes, Geoff, Sterich, Gran March, Bissel, Valley of the Mage. This region was once organized into a huge kingdom (Keoland), the first to appear after the migrations eastward. Suloise ancestry is dominant among humans, with strong Oeridian influence. Flan blood is strong in certain areas (Geoff, Sterich, and the County of Ulek), and heavy Baklunish influence appears in Bissel and the Valley of the Mage.

Two mighty rivers, the Javan and the Sheldomar (each with several major tributaries) flow through this region. The primary threat here comes from humanoid and giant marauders in the Crystalmists, 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 and partly under the control of the Scarlet Brotherhood in the south.

3. The Baklunish West: Ekbir, Zeif, Tusmit, Ket, Ull, Plains of the Paynims, Dry Steppes. These western lands, most of which lie beyond the Yatils, Barrier Peaks, and Crystalmists, are the traditional stronghold of the Baklunish people. Ket shows the most

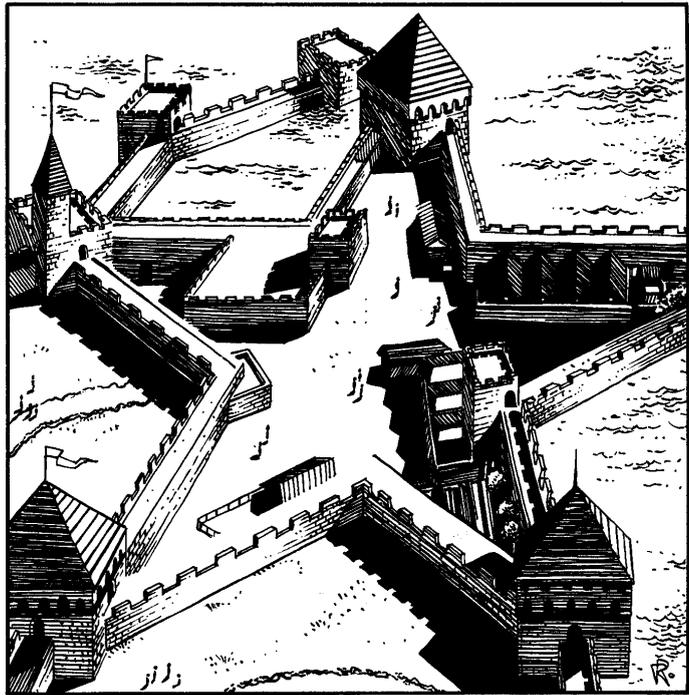
The Adventure Begins

influence of Suet and Oeridian peoples. All these states vary from nomadic barbarism to high civilization with major trade cities, strong armies, and experienced navies. Civilized states cluster around the Tuflik River and its tributaries. Nomadic Baklunish folk live to the north and northeast of this central group (Tiger and Wolf Nomads) and to the south and west (Plains of the Paynims, Ull, the Dry Steppes). No major external threat exists to this stable area.

4. The Bitter North: Wolf and Tiger Nomads, Blackmoor, Perrenland, Land of Black Ice. This area has but one truly civilized state, that of Perrenland, which has descendants and influences of nearly every people known to the Flanaess. The Baklunish nomads to the north raid each other and their neighbors, but the major threat here is from the Empire of Iuz to the east. Civilization in the region centers on Lake Quag (in Perrenland).

5. The Empire of Iuz: Lands of Iuz, Horned Lands, Shield Lands, Bandit Lands, the Barrens, Tenh (in part). The demigod Iuz forged an immense and cruel tyranny here during the Greyhawk Wars. His vast armies consist of orcs and hobgoblins, with other humanoids and even many evil humans; Iuz's lieutenants are nearly all evil spellcasters. The empire's western areas are its core lands, lying around Whyestil Lake and its tributaries. The imperial capital is Dorakaa. 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 numerous raids along every border and a major conflict in Tenh. The empire is threatened by manpower and food shortages, poor distribution of what few good resources exist, and a completely chaotic and paranoid chain of command in which high-level commanders hoard resources for their private use while striving to undermine their peers.

6. The Thillonrian Peninsula: Stonehold, Ice Barbarians (Cruski), Frost Barbarians (Fruztii), Snow Barbarians (Schnai). The peninsula northeast of the



Castle Hart in Furyondy

Griffs and Rakers consists of peoples almost entirely descended from Suloise migrants who fled the Oeridians centuries ago. Strong Flan and minor other elements are present in Stonehold. These people live in barbarism, putting to sea in longships to raid the coasts of other realms (and one another), or attacking overland in wild hordes. These people are more a threat to one another than anyone else is a threat to them; currently, Stonehold is fighting raiders from all three other groups, as well as battling the forces of Iuz, the Theocracy of the Pale, and others to keep the northern portion of Tenh.

7. Old Aerdy West: Nyronnd, Urnst states, Theocracy of the Pale, Tenh (in part). Oeridian and Suloise backgrounds dominate the human population here, with strong Flan influence in the Pale. This was the last region of the Flanaess settled by the Oeridians before they reached the Flanmi River and created the Great Kingdom. It is considered separately from Old Aerdy East because most of it was once part of the Kingdom of Nyronnd, which broke from the Great Kingdom just over 200 years ago to establish a separate culture and identity. The Duchy of Tenh would have fully counted as part of this region, but it is ravaged by war and claimed by Iuz and others. Nyronnd has expanded east to annex the ruined and depopulated lands of Almor, destroyed by the Great Kingdom in the Greyhawk Wars; the northern borders with the Pale are unsettled. This region is threatened by Nyronnd's internal weakness and instability, by the Empire of Iuz to the north, and by humanoids from Bone March (and possibly raids from the Great Kingdom of Northern Aerdy). The United Kingdom of Ahlissa is viewed with grave suspicion.

8. Old Aerdy East: Great Kingdom of Northern Aerdy, Ratik, Bone March, United Kingdom of Ahlissa, Rel Astra, Onnwal Irongate, Kingdom of Sunndi. Nearly all of the former lands of the Great Kingdom make up Old Aerdy East, which is greatly divided politically despite its common heritage. Oeridian influence is dominant here, with minor elements of other human races; Bone March has fallen to humanoids of many sorts.

The Harp River forms the western border with Old Aerdy West. The core of Old Aerdy East was formerly the Flanmi River plain, but now it has shifted in the south to Relmor Bay and the Thelly River. The threats here are primarily internal; the Great Kingdom of Northern Aerdy fights 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, several being long-standing members of the Iron League that opposed the old imperial regime. The Scarlet Brotherhood is viewed as a background threat, though Onnwal remains overrun by its followers.

9. Isolated Realms: Tilvanot Peninsula (Scarlet Brotherhood), Lordship of the Isles, Sea Barons, Spindrift Isles, Hepmonaland, Amedio Jungle. Most of these geographically isolated areas were settled centuries ago by Suloise peoples fleeing the Oeridians; the Sea Barons have Oeridian and Flan influence as well. The Tilvanot Peninsula is the core of the Great and Hidden Empire of the Scarlet Brotherhood, which has lost territory since the Greyhawk Wars but has retained much of its naval power. The Lordship of the Isles declared for the Scarlet Brotherhood in 584 CY but appears to be acting as a neutral state; few believe this. Hepmonaland and the Amedio Jungle are tropical rainforest realms, the former being a very small continent inhabited by unknown peoples farther south. The Spindrift Isles (also called the Lendore Isles) are completely in the hands of an elven theocracy. The Scarlet Brotherhood threatens or has conquered all realms here, though it seems to have no interest in attacking the elf-held Spindrifts. The Sea Barons and northern barbarians raid the Lordship's fleet. A grave future threat is sure to come when the shipbuilding programs of the Great Kingdom of Northern Aerdy and the United Kingdom of Ahlissa turn these realms into naval giants over the next decade.

A HISTORY OF THE FLANAESS

A detailed overview of the last thousand years of Flanaess history is beyond the scope of this product. Some discussion of this is necessary, however, to understand the world of Greyhawk.

The Flanaess was invaded and settled by two peoples, the Oeridians and the Suloise, following the destruction of the Baklunish Empire and Suel Imperium far to the west, just over 1,000 years ago. The original inhabitants of the Flanaess were the Flannae and the demihumans, who were pushed aside by the powerful human migrants. With the two human races also came many new humanoids who plundered and slew at will. The Baklunish survivors of the great wars largely remained west of the Yatil/Crystalmist mountain chain.

The Suloise who spread across the southern Flanaess were very often wicked and destructive. Their chief rivals, the Oeridians, were exceptionally warlike but able to get along well with the Flan and demihumans. The Oeridians eventually settled the far eastern end of the Flanaess along the great Flanmi River plain. There, they established the Kingdom of Aerdy, eventually known as the Great Kingdom, the largest empire known to history. For 250 years, the Great Kingdom stretched from the Solnor coast west to the Yatils, and from the Azure Sea north to the Griff Mountains and Fellreev Forest.

In time, the outer domains of the Great Kingdom fought for and won their independence. The first major break in the Great Kingdom was the loss of the Viceroyalty of Ferrond, which became the Kingdom of Furyondy in 254 CY. This realm eventually split into the separate states of Furyondy, Veluna, Verbobonc, Perrenland, and so on.

A second sundering of the empire came in 356 CY, when the ruling Aerdi

dynasty (the House of Rax) was split by an internal feud. The junior branch, Nyronnd, declared its lands free of the Overking's rule and formed the Kingdom of Nyronnd. Nyronnd later went through an imperialistic period, adding the County of Urnst and the Theocracy of the Pale to its holdings. These two lands eventually regained their independence.

At the time these events were taking place, the Kingdom of Keoland had reached its zenith in the far west, in the Sheldomar Valley. Founded by Oeridian and Suloise tribes who were less warlike than their fellows, Keoland soon ruled the whole region from the Pomarj to the Crystalmists, and its armies pressed into Ket and Veluna around 350-360 CY. Reverses in military fortune followed quickly. Within a century, Keoland lost its frontier regions (the Ulek states, Celene, Bissel, and the Yeomanry) and settled down into a stable realm, with the semi-independent lands of Gran March and Sterich supporting its army.

The third recent split in the Great Kingdom came in the south, in 446-447 CY. Extreme repression and taxation of the population led to a general rebellion among commoners and nobles alike. The city of Irongate was the first to go, quickly joined in an alliance by the County of Idee, Onnwal, and later the County of Sunndi (in 455 CY) and the Lordship of the Isles. The armies of the Overking in South Province and the See of Medegia tried without success for over a century to regain the lost territories, which became known as the Iron League.

Greater disaster was on the way, however. The House of Rax became decadent and weak, and large areas within the shrunken Great Kingdom were ruled by nobles of other houses almost as minor kingdoms of their own. In the first half of the fifth century CY, the House of Naelax destroyed the House of Rax in a conflict called the Turmoil Between Crowns, and Naelax took the Malachite Throne of the Great Kingdom. It is believed that a foul pact was made between Ivid I of this House and an infernal Power, by which Naelax achieved prominence at an

The Adventure Begins

unspeakable cost. The nobles of Naelax are generally regarded today as either insane or evil fiend-worshippers, or both.

While the Great Kingdom and Keoland grew and shrank, other parts of the Flanaess took shape. Baklunish horse barbarians took much of the northern steppes at the time many of the outer realms were breaking free of the Great Kingdom. A century later, the Sea Princes and Bandit Kings looted and pillaged their ways to political power. The City of Greyhawk, founded much earlier, reached its first period of greatness about 375 CY under the rulership of the "Mad Archmage" Zagig Yrageme. (A more complete history of the Free City is given later in this book.)

However, the humanoids - especially the orcs and hobgoblins - were on the rise. As demihuman and human armies drove humanoids out of the Lortmil Mountains in the Hateful Wars, the humanoids invaded the Pomarj peninsula and destroyed the human states there, taking the land for themselves in 513 CY. In the north, the half-fiend child of a female human necromancer seized his own kingdom and brought humanoids into his armies. This wicked-beyond-nightmares ruler was named Iuz; his plans for conquest were interrupted when he was magically imprisoned in Castle Greyhawk in 505 CY. In 560 CY, the northern Great Kingdom province of Bone March was invaded by humanoids from the Rakers. Bone March 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 living on the Tilvanot Peninsula, south of Sunndi. Despite dark tumors of this group's aims (control of the Flanaess by Suloise-descended peoples) and forces (monsters, assassins, thieves, and martial artists), the Brotherhood was ignored for a decade.

In 582 CY, a series of conflicts collectively called the Greyhawk Wars began. Iuz, who had escaped magical imprisonment beneath

Greyhawk Castle in 570 CY, returned to his homelands and tricked the northern barbarians of the Thillonrian Peninsula into attacking the Hold of Stonefist. He apparently gained control over the evil Master of the Hold of Stonefist as well, and had the Fists invade Tenh. 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 and despoiled Geoff and Sterich. After its beygraf signed a treaty with Iuz, Ket went on to attack and conquer 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, 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.

When peace came in Harvester 584 CY, the whole world was weary of war. Many hoped that the treaty signed then marked the end of marching armies, bloody fields, and burning cities. But this was not to be. The peace of the Greyhawk Wars is now seen to have marked the end of only the first part of a great period of conflict that has reached into every part of the known world and affected every creature from the highest prince to the lowest peasant farmer.

FROM THE GREYHAWK WARS TO THE PRESENT

It is now the first day of Neediest, 591 CY. Seven years have passed since the Pact of Greyhawk was signed in the Free City of that name. Much has happened since then, as one would expect. The startling restoration of the archmage Tenser in mid-585 CY, followed by the announcement that the Circle of Eight was once again at full number, heartened many people in the difficult days after the end of the wars. But that was only the first of many events that have brought the world to its present state of balance and tension.

The Flight of the Fiends

In Coldeven of 586 CY, word spread through Furyondy of an extraordinary event. The great fiends that had patrolled and ravaged the many lands seized by Iuz were no longer in sight. Their disappearance initially caused a panic among troops on the front lines, who feared the monsters had crossed deep into Furyondy as a prelude to a renewed invasion by Iuz's forces. However, word was soon received from priests of Rao, contacted by their superiors in Mitrik, that the artifact known as the *Crook of Rao* had been recovered, and it had been used by His Venerable Reverence, Canon Hazen, aided by many lesser priests and the archmage Bigby, to rid the Flanaess of the fiends' presence. Reports confirming the absence of these monstrosities conflicted with later news that a few fiends in scattered locations had withstood the *Crook's* effect and remained at large. Still, the majority of these demons had been cast from Oerth, back into the depths of their home planes.

The consequences of this event were twofold. First, chaos spread through many humanoid armies of Iuz, who recognized the loss of their powerful masters; disorder even erupted among the mortal leaders of these forces, Iuz's priests and Boneheart spellcasters, who had no idea where the fiends had gone. Second, and more importantly, the armies in Furyondy that were arrayed against Iuz took heart. Northern lords, commanders, knights, soldiers, and commoners who dreamed of bitter revenge against Iuz now saw it within their grasp. King Belvor knew there was no chance to hold an offensive back without risking his throne in the process. He thus sent out word to his nobles that a counteroffensive against Iuz would begin on his command. He managed to suppress the usual squabbling between the lords of Furyondy and direct their attention to calling up levies, arming troops, requisitioning supplies, and laying hasty plans for the attack.

DM's Notes: The removal of wandering fiends leaves their former haunts in Iuz's empire and the former Great Kingdom open to outdoor travel and adventures for all levels. An occasional demon (with powerful defenses) can still be found for high-level adventures, however. The *Crook of Rao* is held in Mitrik from this time afterward, unless the DM decides otherwise in a home campaign.

The *Crook of Rao* first appeared in the adventure WG6 *Isle of the Ape*, where it had to be rescued from a demiplane by adventurers. (If this adventure is not played in the campaign, assume it was successfully completed by a hand-picked force including Warnes Starcoat, now a wizard of the Circle of Eight.) The *Crook of Rao* was later described in the *From the Ashes* boxed set (*Atlas*, pages 75-76), where it was noted to be held in Rel Astra. An adventure outline was provided for PCs to recover this device and ensure its return to Veluna. If at all possible, the DM should play out this event in detail as a major campaign event, taking place in 585 or early 586 CY. The ceremony to use the *Crook* might require further service of the PCs.

The Great Northern Crusade

In the face of Iuz's obvious threat and the northern nobles' determination to strike, King Belvor IV saw no need to adhere to the Pact of Greyhawk, especially when the demigod's empire was suddenly weakened by the loss of the fiends. The king also received many reports that Iuz's forces were preparing an unpleasant surprise for his armies in the conquered lands, specifically the raising of an undead army from the remains of the thousands of humans slain during the war. Such an act was odious in the extreme to Furyondian morality. Religious and secular support for a new offensive was nearly universal once news of the banishment of the fiends was heard.

King Belvor managed to strong-arm his southern lords into line with his plans, though they deeply resented his tactics and could not at first be won over by threats or bribery. At last, when shown reports and evidence of Iuz's potential to

create vast undead legions, and particularly after hearing the accounts of spies who had visited behind the battlelines and seen the horrors there, the southern nobles gave their grudging support. It is rumored that King Belvor was forced to give up much of his family fortune and even mortgage some of his family's ancestral lands around Chendl to support the costs of this conflict. Rumors that he was forced to make secret deals with his southern nobles are officially denied.

On the first day of Planting, 586 CY, King Belvor IV and representatives of Canon Hazen, in a unique joint ceremony, proclaimed the start of the Great Northern Crusade. The goal was the recovery of all Furyondian lands lost to Iuz and the complete destruction of the armies of Iuz that dared to confront them. A minor scouting action by perhaps six orc soldiers south of Crockport was used as the pretext for a claim that Iuz had violated the Pact, which was now (as far as Belvor was concerned) void.

Along a broad front, Furyondian and Velunese forces, under the command of Grand Marshal Jemian and backed by the Knights of the Hart and great amounts of magic from priests and wizards (including, it is said, Bigby of the Circle of Eight), slammed into the humanoid armies and drove them back. Secret aid to the demihumans and humans of the Vesve Forest and Highfolk allowed these groups to make telling strikes at Iuz's forces west of Whyestil Lake; these attacks had only mixed results, though they pinned down many potential reinforcements for Iuz's legions.

Factional fighting between humanoid races and tribes, and even between their wicked leaders, weakened the enemy's ability to resist. A major thrust of the assault was a strike



Orcs attack Safeton

The Adventure Begins

toward Grabford, where Iuz's supply lines and reinforcements were cut off in savage fighting. War magic was widely used by both sides. The Battle of Grabford allowed the full encirclement of Iuz's forces in Crockport, which fell in 588 CY after a horrific siege, followed by an uncontrolled slaughter of humanoids and enemy humans by Furyondy's armies afterward. The command and supply center of Molag became the target of heavily armed, destruction-bent adventurers and mercenaries, the city suffering so many assaults that it was partially ruined. All of Furyondy was recovered by the end of 588 CY, though all cities that had fallen to Iuz were ruined.

In their moment of triumph, the victorious armies were staggered by the horrors they found in the recovered territories. Tales of the inhuman treatment of Furyondian soldiers and citizens captured by Iuz's troops were widely circulated. The vilest atrocities had been inflicted by magical and mundane means on defenseless

prisoners, and evidence was found of mass executions and mass sacrifices. So inflamed were commoners, nobles, and royalty by these revelations that on the 1st of Planting, 589 CY, King Belvor proclaimed, to roars of approval from all who were assembled in his court, that a permanent and unalterable state of war existed from that day forward between the Kingdom of Furyondy and the Empire of Iuz, a war that would end only with the death or banishment of Iuz from the face of Oerth.

Despite the angry pronouncement, however, many army units were disbanded in the spring of 589 CY, with only those units on border patrols and involved in castle-building along the frontier being maintained at full readiness. A full recovery from the war would take years. A few northern lords have called King Belvor a coward for refusing to strike farther into the Empire of Iuz, but the king never had such plans; he wished only to recover lands lost to his state, knowing that he would have little ability to hold any territory gained in Iuz's forsaken realm.

Nonetheless, it is rumored that King

Belvor has certain plots in motion for carrying the war home to Iuz "by other means," but what this portends is not yet clear.

Refugee Shield Landers and Knights of Holy Shielding poured into Furyondy from their homes of exile across the Flanaess once the crusade began. King Belvor made good use of them in a side campaign that took more potential reinforcements for Iuz out of the northern war, also deflecting Iuz's attention from the north. In early 586 CY, Belvor appointed Lady Katarina, Knight Commander of the Shield Lands, to be Lord Marshal of an army made up of ex-Shield Landers, Knights of Holy Shielding, Furyondians, and foreign mercenaries and adventurers from a dozen lands.

With these troops in 587 CY, she led a three-pronged assault in the east, landing forces on Scragholme Isle (with the help of the Furyondian Royal Navy) and crossing the Veng River above and below Critwall. Brutal fighting, with no quarter asked or given, raged for a year before what was left of Critwall was regained. The government of the Shield Lands was proclaimed to have returned home in 588 CY, though by the end of 590 CY only a fraction of the western Shield Lands had been retaken, that being Scragholme Isle and the area within 20-30 miles of Critwall. Fighting in this area is now stalemated, both sides battered into resting and building heavy defenses. It is unlikely that more of the Shield Lands will be recovered anytime soon, as Iuz's forces are now extremely well entrenched.

Admundfort Island has been the target of over a dozen raids by different military, mercenary, and adventuring groups around the Nyr Dyv between 586 and 590 CY. The orcs of Admundfort have held out quite well, however, though they are largely cut off from their allies on shore by a Furyondian naval blockade. The city there is in ruins, but capture of the island would make it a valuable staging area for new invasions of the Shield Lands and would strengthen antipiracy patrols on the Nyr Dyv. The Furyondian Royal Navy constantly watches the island and gives aid to adventurers landing there.

Whyestil Lake is still controlled by the orc-crewed ships of Iuz from Dorakaa. King Belvor lacks the funds to rebuild his own naval fleet and harbor in Crockport, though he is always looking for private adventurers willing to clear the lake for him, in exchange for minor noble titles and parcels of Furyondian land recovered from Iuz.

DM's Notes: A DM running a GREYHAWK campaign based on *From the Ashes* should consider playing through part of the Great Northern Crusade with player characters who would likely be involved in this war. Instead of participating in major battles, PCs can take on the special missions that made the Crusade work. Smash-and-grab strikes against Molag, surprise raids on Scragholme Isle, ranger actions in the Vesve Forest, battles with Iuz's navy on Whyestil Lake, and more could be played in the campaign, with the results being applied to the final outcome of the Crusade in the DM's home campaign. Admundfort Island could be the scene of especially vicious adventurer-style fighting. The accessories WGR5 *The Marklands* and WGR6 *Iuz the Evil* provide much information on this region for a post-*From the Ashes* campaign. Remember that almost all the fiends in Iuz's empire were banished by the *Crook of Rao* - but a few remain to give adventurers a nasty surprise.

Chaos in the North

The reverses in Furyondy, though troubling to Iuz, were hardly mortal to the demigod's grand empire. However, the Great Northern Crusade was the start of a series of counterattacks that have gone on to the present day. These attacks have broken off part of Iuz's empire to the far east, and generally have put the demigod on the defensive, a position he does not tolerate well.

One of the most peculiar counteroffensives apparently began in the Shield Lands when a unit of light cavalry mercenaries employed by a Shield Lands' lord managed to escape the armies of Iuz. This cavalry was led by a renegade Dry Steppes nomad warrior named Tang the Horrific, who was probably the finest mercenary in the area at the time. According to unreliable folktales about him, Tang led a fighting retreat north to the Icy

Sea, then crossed west to the lands of the Wolf Barbarians. There, in the winter of 586-587 CY, Tang summoned a war council and told the tribal khans that the time was at hand to deal Iuz a telling blow. Upon learning that the ancient burial caves of the Wolf Nomads (Wegwiur) lay within Iuz's main homeland, Tang proposed that an army be raised to go to these caves and recover the ancient bodies and relics for reburial in safer regions.

The Wolf Nomads were reportedly astonished at the audacity, courage, and natural charisma of this fellow nomad. The council and the tarkhan himself agreed to the attack immediately, perhaps sensing the importance of this moment in history. In the late spring of 587 CY, the Wegwiur's Relentless Horde rode from Eru-Tovar and attacked the unsuspecting orcs of the Howling Hills, driving them back in chaos from the Wegwiur Thralls caverns and surrounding area. Shamans carefully removed the bodies of their forefathers and packed the caves' many treasures, while Tang and Tarkhan Bargru hounded the humanoid of this miserable land. Two days later, a retreat was called and the cavalry force returned home in triumph. By chance, this attack came just before the Shield Lands assault began to the south, and Iuz's attention was thus diverted from the important action at Critwall Iuz lost no land in the fighting, but his orcs suffered many casualties and a stupendous loss of face in the eyes of Iuz and the Wegwiur, who thereafter raided the border more frequently. Tang and a small force of cavalry were last seen riding into the Lands of Iuz, leading an advancing orc army away from the retreating Wegwiur.

The year 588 CY saw another reversal for the Empire. It was supposed by many in the Flanaess that Iuz had managed to gain some sort of magical influence over the bloodthirsty Master of the Hold of Stonefist (now Stonehold), Sevvord Redbeard. The Master's warriors had looted Tenh years earlier but held it as a slave state afterward, acting as unknowing proxies of Iuz. Many warriors returned to Stonehold later to defend their lands from attacks by other barbarians. Iuz had more of his soldiers and spellcasters take charge of the remains

of Tenh as the Stoneholders left.

By means not yet known, Iuz's charm-like control over Sevvord Redbeard was broken in mid-588 CY. Enraged at the abuse he suffered, Redbeard vowed revenge. Iuz's priests, soldiers, and advisors in the area were slaughtered on sight, and Tenh was plunged into bloodshed once again. The Master then ordered a final looting of Tenh and a retreat to Nevond Nevnd and Calbut. Stonefist warriors meant to keep this area so as to guard Thunder Pass (called Rockegg Pass by the Tenha), the route through the Griff Mountains back to Stonefist. Reports were already filtering back to the Stonefist troops that a force of Ice and Snow Barbarians was raiding and burning its way across the eastern Hold, and all wished to go home and do battle.

The Master also made public certain political changes enacted in Stonefist a decade earlier that had not yet been fully implemented or shared with the outside world, thanks to the paranoid and violent nature of the inhabitants. To resolve a long-standing tribal conflict, Sevvord essentially introduced feudalism to the Hold. He had himself declared Rhelt ("king" in the Cold Tongue), and his own position and those of his Atamen were made hereditary. Thus, the Atamen became nobles and Redbeard's line became royalty. The chieftains of Stonefist were allowed to elect warband leaders instead of having them chosen by the brutal Rite of Battle Fitness. The Rite itself was modified to become more survivable while remaining physically challenging and dangerous. (Some tales said the Rite was often turned into a massacre to rid Sevvord of potential rivals.) A standing army was also established, made up of warriors who survived the Rite. The war chiefs were tasked with expanding the Hold of Stonefist through conquest using their Fists (warbands). The



Dorakaa

The Adventure Begins

efficiency of this new system was proven when Stonefist troops conquered Tenh.

The Hold of Stonefist was also renamed. Now openly calling itself Stonehold, this quasi-kingdom is composed of four Atamanships: Vlekstaad (west), Purmill (south), Kelten (east), and Bastro (north). Four Great Chieftains were named, each equal to an Ataman (Reindeer, White Bear, Walrus, and Forest [Hraak] People). Stonehold has become a force that is greatly feared by all in this region.

The retreat of Rhelt Sevvord and the Stonehold troops to the northern foothills of Tenh pleased Iuz, even if the battering of his forces did not. In late 588 CY, Iuz's humanoid armies moved out of Rookroost to pick over the ruins in Tenh. At that point, eastern Tenh was invaded by two armies, commanded by Theocrat Tillit, from the Theocracy of the Pale which had quietly converted and trained many expatriate Tenhas as warriors in the church of Pholtus. These converts, once homeless refugees, planned to retake their country and make it an allied subject state of the Pale. Other expatriate Tenhas returned to Tenh for the fight, but these were not well organized at first. The exiled Duke Ehyeh now "commands" the latter from his new home in the County of Urnst. As a result, four mutually hostile groups now make war over the bloody fields of Tenh, led by Iuz, Rhelt Sevvord, Duke Ehyeh, and Theocrat Tillit. Rhelt Sevvord's force has the strongest defenses; Duke Ehyeh's group is weakest, and some of those have defected to the Pale. The mage Nystul of the Circle of Eight is said to support Duke Ehyeh.

Iuz's control over the Bandit Lands has slipped over the years as the region sinks into its old habits. About a dozen minor arlords, human and humanoid, have arisen in the nine years since this land fell to Iuz in 582, CY. Many orcs and hobgoblins from Iuz's armies have allied themselves along old tribal lines with these warlords, and a considerable amount of chaotic feuding, power-grabbing, and infighting goes on. The Bandit Lands still respond to most of Iuz's commands. Of the old Bandit Kingdom "realms" here, Stoink has survived best.

Iuz's control over the Barrens, the Horned Lands, and the Shield Lands is strong, though Molag has been attacked numerous times by adventurers bent on destroying it during the Crusade. Stonehold's men have pulled back from the Barrens, and no one challenges the humanoids here. The current condition of the decimated Rovers of the Barrens is unknown. They may be extinct, in hiding, or joined with another people to recover their terrible losses.

Many parts of the old Shield Lands are uninhabited and undefended, fertile ground awaiting settlers who can hold the land against savage humanoid assaults. Everywhere in these lands, Iuz's forces are well entrenched and supplied. Battles and skirmishes continue with the Wolf Nomads, Furyondy, returning Shield Landers, the County of Urnst, the Pale, Stoneholders, and more.

DM's Notes: PCs might be able to join Tang's Wegwiur strike into the Lands of Iuz, fighting the humanoids here personally and leading pursuers on a merry chase across the north. Tang's current whereabouts are left up to the DM. He is described in *GREYHAWK Adventures*, pages 47-48.

An adventure set in 588 CY whereby PCs find the means to enter Tenh or the Hold of Stonefist, then break Iuz's control over Sevvord Redbeard, would go far toward ruining Iuz's plans in the far east of his empire. Afterward, PCs may choose to aid one of the above groups contesting rulership of the burned cities and fertile fields of Tenh.

The DM is left to sort out the fate of the Rovers of the Barrens and resettlement of the Shield Lands. WGR5 *Iuz the Evil* is recommended as a source of information on these and other areas.

A New Great Kingdom?

Word from distant former provinces of the Great Kingdom is slow in reaching the west. Gnomes from the Flinty Hills, traveling at great risk through Nyronnd to the Urnst states, reported in mid-586 CY that North Province, which became independent of Rauxes two years earlier, was calling itself the Great Kingdom of Northern Aerdy by its self-roclaimed Overking (formerly Herzog) Grenell I, of House Naelax. This "new" realm has not changed in character from the old, being cruel and tyrannical in the extreme. The new imperial capital was proclaimed to be Eastfair, to no one's surprise.

It is difficult to know the full situation in this region because of unrelenting hostility. It is known that the Great Kingdom of Northern Aerdy encompasses all lands of the old Great Kingdom from the Tessar Torrent eastward, as far south as the city of Delaric and east to the Solnor coast, even to the port city of Winetha. Many courts in the heart of the Flanaess were stunned at the news, for it indicated that Grenell, cousin of Overking Ivid V of House Naelax, was able to forge alliances with two potentially hostile noble houses of the north (Torquann and Garasteth), as well as with many humanoid tribal leaders in Bone March. Grenell (no one in Greyhawk can bear to call him "Overking") still leads the priesthood of Hextor in his realm, which is that region's supreme religion. Rumors spill from a dozen sources about a dreadful civil war fought in the late 580s around the city of Rinloru, with men, orcs, and hobgoblins pitted against a vast army of undead; details are sketchy even now. Fighting is likely to continue there still.

Most authorities believe that Grenell is strengthening his kingdom's infrastructure: tightening lines of command, rebuilding the coastal navy, and improving roads and trade within his realm. What he will do when he turns his attention outward again is unknown, but the possibilities are greatly feared in Nyronnd and even more so in the Flinty Hills. It can only be guessed how the northern barbarians - long the enemies of old North Province - and the independent woodsmen of the Adri Forest feel about the situation. There are rumors that adventurers are being secretly recruited as spies and scouts by states bordering Grenell's kingdom (especially Nyronnd) to infiltrate his realm and report back on the conditions there, particularly in Edge Field on the Adri Forest.

One area of great concern is the noble-held land between Delaric and Rauxes, which has not yet declared for either the Great Kingdom of Northern Aerdy or the United

Kingdom of Ahlissa to the south (see below). The border between the Great Kingdom's two successor empires is sure to be hotly contested in the near future.

The Great Kingdom of Northern Aerdy is rarely called that in full. More often, both nobles and commoners elsewhere call it the Northern or North Kingdom, the "little" or "new" Great Kingdom, Northern Aerdy, and even "Grenell's Kingdom." The full name arouses much antipathy even today in the hearts and minds of those who suffered so greatly under the heel of the old Great Kingdom.

DM's Notes: Two major kingdoms wish to know more about the situation in the Great Kingdom of Northern Aerdy: Nyronnd and Ahlissa. The rulers (acting only through subordinates and middlemen) are willing to pay well for spies to undertake specific missions to explore Grenell's realm and report back on his activities. It is understood that missions to the Northern Kingdom are dangerous in the extreme, and few adventurers are willing to take such risks. Details on Grenell's court, the locations of his military units and strongholds, the activities of humanoid both here and in Bone March, the reported civil war around Rinloru, and all current shipbuilding projects are of key interest. Missions to support the hard-pressed gnomes of the Flinty Hills, the front line of defense against the evil human and humanoid armies of the east, would be appreciated by Nyronnd's ruler (and the gnomes!).

The Unknown Fate of Rauxes

Many thought Grenell's rule as "Overking" would be short, as the mad but true Overking Ivid V would never tolerate such blatant presumption. However, a response from Rauxes seemed very slow in coming, and it appears to have never come at all. It is not certain what transpired in the capital of the fallen Great Kingdom; the tales told by adventurers and deserting Aerdy soldiers conflict on many points. Most stories state that an announcement was made in Rauxes in early 586 CY by a high priest of Hextor, declaring that Ivid V was no longer Overking (not dead, just not the Overking). A reason for this was never given; possibly, the disappearance of fiends from nearly all the Flanaess, which occurred just before this, had some connection.

Whatever the cause, the next event was only minutes in coming. The Malachite Throne of Rauxes was open for the taking. A conflict almost immediately broke out in the city between rival nobles, many of them spellcasters and some of them undead. It appears that several contenders magically transported themselves to the city from afar to take advantage of the situation. Perhaps even the animus Duke Szeffrin, who oversaw the destruction of Almor, was in Rauxes, as he was no longer seen in the Almorian Lands after this date.

Eyewitness accounts are few and confused, but most tales indicate the capital was in flames within the hour. Thousands fled as houses were consumed by terrific bursts of magic. A number of reports have filtered back in recent years indicating that Rauxes yet stands, but the city and the lands around it for several leagues are dominated by bizarre and dangerous magical effects. Spellcasting is unpredictable and monsters never seen before inhabit the ruins. (One very dangerous monster is said to resemble a two-headed man.) What became of the people who were not able - or who refused - to flee can only be imagined. The wizard Mordenkainen commented in private that such destruction could only have been brought about by an artifact, and a rift in the planes may have been opened there. (He was furious when his remark was repeated by a hireling and widely circulated.) No reliable adventurers are known to have explored the old capital, so nothing more is known of this matter. Rauxes is still considered a part of the Kingdom of Ahlissa, but its status is complicated (see later).

DM's Notes: The fate of Rauxes (on the Flamni River) and the true conditions around it remain unknown. Many powerful persons and creatures were in the area when the disaster struck. If the DM has access to

the online document "Ivid the Undying," information there may be used to reconstruct the catastrophe. (The nearby *Machine of Lum the Mad* may have been involved.) The "two-headed man" could be the accursed lich Xaene or another being altogether. The development of this "lost city" and its impact on the Flanaess afterward are left to imaginative DMs for their own campaigns.

Assassination, War, and Rebellion

More is known about lands of the old Great Kingdom closer to Greyhawk. Graf Reydrich of South Province, though hampered by the loss of his fiendish servitors to the *Crook of Rao*, set in motion his plans to enlarge his kingdom and turn it into a true empire. By unknown means thought to consist of a combination of spells, enchanted assassins, and a spy network of his own (perhaps not made up of spies from this plane of existence, however), he was able to find and slay many of the Scarlet Brotherhood's commanders in both Onnwal and Idee. His powerful military units rode directly into Idee in late 586 CY, conquering the northern half. He planned to move on Onnwal as well, but bad weather and heavy fighting in Idee forced him to delay those plans.

Pleased nonetheless, Reydrich told one of his generals to be prepared to ride to the Tilvanot Peninsula by year's end over the bodies of the Scarlet Brotherhood's finest spies, assassins, and savages. The general returned to Reydrich's quarters later that day to find the archmage dead, apparently slain during the act of casting another spell against the Brotherhood's leaders. His assassins were never found. The general wisely fled South Province for Nyronnd, where his story was made known to all.

Into the power vacuum stepped a coalition of military officers and nobles who briefly attempted to establish a realm of their own, renaming South Province the Kingdom of Ahlissa. Several of this oligarchy were slain by Scarlet Brotherhood agents during the winter of 586-587 CY, but the oligarchy held together and oversaw the complete reconquest of Idee by the end of 586 CY. The citizens of Idee feared for their future under Ahlissa, but the oligarchy was not

The Adventure Begins

inclined to exact particular revenge on the rebel province, though looting was widespread. The main enemy was now the Scarlet Brotherhood, whose savage army was not equal to the task of defending itself against heavily armed, highly trained, highly motivated cavalry, infantry, and sorcery. As expected and feared, most of the leaders among the Scarlet Brotherhood here escaped, their whereabouts unknown even to this day.

Many savages from the south were massacred after battles they lost. Those who were captured were forced to rebuild the few areas of Idee that had suffered damage during the Brotherhood's occupation. Many freckled savages (descended from Suloise who fled to the Amedio Jungle and Hepmonaland centuries ago to escape the Oeridians) still labor in imperial work camps, though a few have escaped or been freed. The savages cannot return to their homeland, and nearly all have become beggars, serfs, and common laborers in this region.

Onnwal continued to struggle against the Scarlet Brotherhood. The core of the rebelling force consisted of the entire thieves' guild of Scant, led by a notorious master thief, Rakehell Chert. Guildmaster Chert apparently caught wind of the Brotherhood's plot just prior to the fall of Scant in 584 CY, and moved his headquarters into the countryside, reorganizing his thieves into cell groups. When Onnwal fell, his guild became the only effective resistance group in the country, evolving into a rebel government in opposition to that of Sister Kuranyie's in Scant. Chert encouraged Onnwal's citizens to cooperate with their new masters to stop retaliatory mass murders by Brotherhood thugs, such as the burning of 34 farmers in Scant's Grand Market in Richfest 585 CY. However, Chert warned that actual treason would not be tolerated, and all citizens should be prepared to throw off the tyrant's yoke in the near future. Sister Kuranyie, the Brotherhood's secret leader of Scant, became aware of the resistance early on, but had little luck in rooting it out.

Graf Reydrich unknowingly aided

the freedom fighters and accelerated the inevitable rebellion's timetable when he magically slew a dozen of Sister Kuranyie's Herdsmen (lieutenants) in 586 CY; she herself apparently escaped destruction thanks to her arcane protections. Sister Kuranyie believed the attack came from within the country, and immediately prepared a genocidal sweep of the countryside by her forces. Chert, learning of this, decided the time for war was at hand. His thieves had worked hand-in-hand with the dwarven clans of the Headlands and with Irongate to bring in military supplies and many soldiers who had escaped Onnwal's fall, including Jian Destron, the warrior son of the assassinated szek. Chert also received considerable assistance from the famed archmage Bigby, once a resident of Onnwal, and a group of Bigby's former associates and apprentices in Scant. The rebellion began, oddly enough, on the first day of Brewfest, 586 CY, and lasted through the month of Patchwall. Details of the fighting are confusing, but even the outcome remains uncertain: The Scarlet Brotherhood still holds Scant and thus by definition Onnwal, but Jian Destron claims to rule "Free Onnwal," which seems to be a highly organized underground movement, but may actually be freed countryside. Communication to the outside world for Destron and his followers remains difficult. Sister Kuranyie's fate has not been revealed, but none in Scant seem concerned about her in the least.

The Scarlet Brotherhood in Scant originally blockaded the Strait of Gearnat, but soon switched strategies, instead allowing ships through - with the payment of protection money. This is particularly irksome to the Domain of Greyhawk and the Kingdom of Nyronnd.

DM's Notes: PCs may be directly involved in the campaign to free Onnwal from servitude under the Scarlet Brotherhood. Chert's thieves were largely smugglers, privateers, hijackers, wreck-looters, confidence men, and others who preyed on rich merchants and foreigners, rarely bothering the common folk from which they had arisen.

If the DM has access to the online document "Ivid the Undying," an adventure or two in South Province can be developed in detail during the years of Graf Reydrich's first rule, and during the years afterward when Idee was invaded. Even without this document, adventures in this war-torn area can be conducted. The Free City of Irongate, the dwarves and gnomes of the Headlands, and the huge underground dwarven communities and clans in the Iron Hills ruled by the Dwarfking Holgi Hirsute could all use assistance in hunting down troops and agents of the Scarlet Brotherhood and perhaps in fending off attacks by Ahlissan soldiers and spellcasters attempting to conquer them, too.

A New Empire Is Born

Greater things were afoot in Ahlissa. A secret conference was held in the city of Kalstrand between Fireseek and Coldeven of 587 CY. The three surviving leaders of Ahlissa's oligarchy met with Prince Xavener, the most powerful noble among the Aerdy Houses in the southern lands of the fallen Great Kingdom. Prince Xavener brought with him representatives from a broad alliance of other princes whose fiefs were largely untouched by the chaos or were at least able to ride out internal disorder caused by the Greyhawk Wars and their aftermath. These lands had survived decades of struggles between South Province, North Province, Rauxes, and the See of Medegia; their nobles were hard, practical, and ruthless. For all their feuding and infighting, they recognized that strength lay in unity, and they knew the rest of the Flanaess was dead-set against them. Details of the conference are incomplete, but its consequences are widely known.

During Growfest 587 CY, it was announced that these nobles and their Houses were allied in a new political body called the United Kingdom of Ahlissa. (This is called simply "Ahlissa" by most people). Prince Xavener was proclaimed the first Overking of the United Kingdom of Ahlissa; other princes gained positions within Xavener's court or became speakers for their families or realms in the newly constituted Imperial Council. This council was devised to debate issues, recommend courses of action to

the Overking, and even vote for acceptance or rejection of a wide range of internal policy issues (with allowance for the Overking's veto on some items).

The naming of the United Kingdom of Ahlissa was doubtless influenced by Grenell's Great Kingdom of Northern Aerdy, which did not respond to calls for it to join this new alliance. Many saw the renaming as a wise move, allowing Ahlissa to disassociate this new body from painful and fearful memories of the decayed Great Kingdom. Xavener himself remarked with humor that it was better to be the first ruler of a new empire than just another name in a long list of an old nation. His title of Overking reflects the kingdom's borderline status as an empire.

This new state borrowed many of the trappings of the old Great Kingdom, but it was a different fish indeed. The new Overking's powers were limited in scope compared to the powers Ivid V wielded, and it was the dreadful knowledge of Ivid's abuses of power that caused the allied princes to bring about the change. Whatever squabbles the princes carried on between themselves - and there were many - they all favored greater freedom to rule their own lands and handle affairs once left to the Overking, particularly judicial matters and the ability to raise their own armies "for local defense."

The noble Houses of the new empire found themselves with a difficult problem, in that many members of three major houses - Naelax, Torquann, and Garasteth - were now nobles in the Northern Kingdom and answered to the self-styled Overking Grenef. Xavener resolved this conflict by declaring that all nobles in the Northern Kingdom were in active rebellion against the Overking of Ahlissa and subject to execution and land seizure - unless, of course, they repented and declared their holdings for Xavener. This has produced turmoil and deep rifts in those Houses, all of which are likely in communication with distant family members in Grenell's kingdom. No nobles in the Great Kingdom of the North have changed allegiance yet. They might not dare.

Most of Ahlissa's principalities were named for the largest city or town present in each, which automatically became the capital. Among the largest such domains are the Principalities of Rel Deven, Jalpa, Nulbish, Torrich, and Naerie (formerly the County of Idee). Each is ruled by a prince or princess and can send representatives to the Imperial Council. The old Kingdom of Ahlissa became the Principality of Ahlissa, whose capital remained at Zelradton; the title was a concession to the noble houses there who wished to honor Queen Ehlissa the Enchanter, who long ago ruled the area and for whom the fief was named. The surviving three members of the Ahlissan oligarchy were to be left in charge of the Principality and given the title of prince - until Graf Reydrich, believed assassinated the year before, reappeared at the royal ceremony of investiture in Zelradton.

Reydrich gave no explanation of his whereabouts in the past months, instead demanding with some heat that he retain control of "his" Ahlissa. The members of the Ahlissan oligarchy immediately declined to pursue their claim to nobility and were given minor titles and lands far removed from Ahlissa, at their request. Overking Xavener honored the graf's demands and invested him as the Prince of Ahlissa, also granting the archmage the position as Xavener's chief advisor on things sorcerous. However, it is said the Overking made certain demands on the archmage in return for rulership of Ahlissa, and Reydrich was in a fury over them, though he agreed to the conditions anyway. No satisfactory explanation for Reydrich's "death" and "resurrection" has been advanced (and none dare ask him about it). The Circle of Eight is greatly disturbed at Reydrich's reappearance, as he is known to bear considerable ill will toward the Circle for reasons not revealed. Reydrich's successful defense against and attacks upon the Scarlet Brotherhood are testimony to the power he commands, and he is widely feared.

Dozens of minor duchies, baronies, counties, and so forth presently exist all across the Ahlissan empire, most governed by small noble families or loyal local rulers (such as the mage Oswalden of Carnifand). Many of these minor realms lie near the Adri Forest or by the Thelly River between Ahlissa and old Medegia, encompassing one or more river towns or wedged between or on the edges of larger principalities. These domains have little say in the Imperial Council, so they ally themselves with principalities to make their voices heard. None of these minor domains exceeds 1,000 square miles in size.

Principalities are accorded considerable latitude in self-rule to appease the noble Houses that control them. As a consequence, all princes were bound with dire oaths of fealty and loyalty to Kalstrand and the Overking at their investitures, performed before each prince's family and priest - and, incidentally, before Overking Xavener's royal wizards and army generals, who were careful to display their extraordinary magical regalia, weaponry, and symbols of military power.

Kalstrand was proclaimed the new capital of the Ahlissan empire. The city and lands around it along the Thelly River and north toward Jalpa were made a separate realm known as the Capital Principality of Kalstrand. This rich region is tightly controlled by Overking Xavener and the House of Darman, and it is expected to grow richer still as tax monies and tributes flow in.

The great Adri and Grandwood Forests were claimed for the empire as Imperial Marchlands, administered at first directly from Kalstrand. This swiftly provoked cries of rage from Eastfair (as the Great Kingdom of Northern Aerdy had long claimed the Adri for its own through Eastfair), the Free City of Rel Astra (which is long believed to have had designs on the Grandwood), and numerous minor nobles of the empire who had previous claims to parts of both those woodlands. Xavener has been deaf to such outrage. In 590 CY, the administrative capitals of these two marches were moved to Innspa (for the Adri) and Torrich (for the Grandwood). The long-time inhabitants of these two forests are reportedly terrified at being brought into the empire, and considerable resistance is expected from them, not to mention possible military action by the Northern Kingdom and Rel Astra. Concern over a possible AdriNyrond alliance is on the minds of many in Kalstrand. Military units are forming at Innspa and Torrich, preparing for their first scouting missions.

The Adventure Begins

The northernmost realm of the Kingdom of Ahlissa is the Marchland of Rauxes, which, on official maps, encompasses all the land between the Flanmi and Imeda Rivers with no fixed northern boundary - thus impinging on the Great Kingdom of Northern Aerd's land around Delaric and Winetha, and potentially including the Gull Cliffs and the independent town of Roland. The Marchland of Rauxes is administered from the Barony of Camifand. No one pretends that anyone travels to the "lost city" of Rauxes for any reason; wise folk avoid it. The Marchland is likely to be divided soon into smaller provinces, leaving only the City of Rauxes as a Marchland. The nobles here do not complain, as they were brutalized by a long succession of Ivids and are thus prone to accept whatever dictates are given them by any authority.

Rumors flew in the fall of 590 CY that Northern Kingdom forces were seen in the uppermost regions of this march. Some nobles with holdings between Delaric and Rauxes have yet to declare allegiance to either Xavener or Grenell (such as Prince Strychan of the town of Dustbridge, on the upper Flanmi), but they are under great pressure from both sides to do so quickly.

The See of Medegia, depopulated and broken by Ivid V's armies in the Greyhawk Wars, later went ungoverned except by bandit lords, military deserters, and orc chieftains. The former capital of this religious province, Mentrey, is said to be brutally ruled by all three. Rel Astra's soldiers claim to have explored much of the north and east of Medegia, and Drax has laid claim to part of it, but no one apparently oversees the whole. Ship captains in the Aerd Sea avoid coming close to the ruins of Pontylver, at the mouth of the Flanmi River; the city is said to be haunted and filled with unspeakable things that once lived. Clearing Pontylver - or at least its riverfront - is widely recognized as critical to Ahlissa's trade and military future, as the Flanmi River and all of its many tributaries reach the Solnor here. Opening Pontylver to shipping opens all ancient Aerd lands to the world and would solidify the young kingdom, giving it a powerful edge over all rival states particularly the Scarlet Brotherhood.

The Medegian lands are now known as the Marchland of Medegia. This realm is being explored by military units from Torrich and Nulbish, with an eye toward restoring that region as a (probably renamed) principality once it has been resettled. Sharp conflicts with Rel Astran units are rumored but not proven; the Rel Astrans are known to hold a swath of land within 30-40 leagues radius of that city-state. Additionally, strange encounters and dreadful monsters are talked of by incautious soldiers returning from Medegia, though such talk is strongly discouraged by commanders. It is said that Overking Xavener wishes to gain military control over this area quickly, fearing movements here by the Kingdom of Sunndi or - worse - the Scarlet Brotherhood, which may have already made inroads into this chaotic region.

Shattered Almor, like the rest of the Flanaess, was cleared of fiends in 586 CY by use of the *Crook of Rao* in Veluna. The animus Duke Szeffrin vanished later. Nyronese soldiers and expatriate Almorians began to retake these lands that year, but resettlement has been greatly slowed by local humanoid and undead. Vast tracts of land remain unfarmed down to the Harp River, all of which was declared a protectorate of Nyron by King Lynwerd I in Growfest 587 CY, an act that greatly angered the newly formed Kingdom of Ahlissa. King Lynwerd exercises only uncertain control over this chaotic region. There is talk of restoring the Prelacy of Almor, but as many Nyronese are here as are returning Almorians, and the only strong military force answers to Rel Mord; restoration of the Prelacy seems unlikely. Reports tell of raids by men from the Principality of Rel Deven, across the Harp River, though these largely appear to be attacks on humanoid bands and bandit camps that trouble Rel Deven. A rift between Overking Xavener and Prince Carwend of Rel Deven is rumored, revolving around the prince's failure to take western Almor before Nyron did.

In 590 CY, Countess (now Princess) Karasin of Innspa finally declared her city for the Ahlissan empire - reportedly after being gently threatened with invasion and worse by Overking Xavener. The Principality of Innspa was swiftly assessed to comprise the swath of Adri woodland within the bend of the Harp River holding Innspa, the southernmost stretch of the Flinty Hills, and the portion of woodland and grassy plains south of Innspa across the Harp River, to the borders of Rel Deven. This southern land was formerly the eastern half of the Prelacy of Almor; some inhabitants of this land immediately fled west across the Harp River when told they were part of the new empire. Some Adri folk may flee to Nyron as well if word of their new situation reaches them.

Innspa's entry into the Kingdom of Ahlissa produced consternation within Nyron, just as Nyron's earlier annexation of the western Almor lands angered the fledgling empire. A massing of army units is reported to be underway on both sides of the Harp River, including the construction of fortifications and even a castle or two. Skirmishes have not yet taken place, as far as is known. Both kingdoms operate with some restraint toward one another, but the situation is considered volatile.

The former capital of Almor, Chathold, was made the Marchland of Chathold by the United Kingdom of Ahlissa, and is administered from Rel Deven. (On paper, the march was first designated to include all of the old lands of Almor, including the western portion recently annexed by Nyron. King Lynwerd I of Nyron registered a strong complaint about this and beefed up his overstretched forces in the annexed region, but Ahlissa did not challenge him.) Even now, none but fools or adventurers go into the wasteland of Chathold, and very few of them return. The stories of terror returned by survivors have convinced most to avoid the place, despite the treasures of the old Prelacy likely buried there. One or more fiends (or something worse) apparently stalk the ruined capital, though details are unavailable. Nyronal and ex-Ahnorian mercenaries and adventurers are sometimes seen in the ruins, theoretically subjecting themselves to arrest, trial, and punishment as thieves, bandits, spies, or worse, according to imperial law but the nearest imperial forces won't come within a mile of Chathold.

After Innspa entered the empire, the Marchland of Chathold was reassessed to include only the fingertip of land between the Harp River and Relmor Bay, on which Chathold lies - an area of less than 2,000 square miles. The remainder of the region was given to the Principality of Rel Deven; the area claimed by Nyronnd was acknowledged as lost. It seems that Overking Xavener prefers for now to avoid conflict with Nyronnd, as he has more serious enemies to the north ("Overking" Grenell) and south (the Scarlet Brotherhood), and he must keep an eye on the resurgent Iron League as well. Perhaps the recent and highly astonishing trade talks with Rel Mord have something to do with this.

Overking Xavener's reign over Ahlissa was threatened with turmoil early on when several nobles of House Naelax attempted to gain the throne by having their new liege murdered. Overking Xavener was unharmed and even made a public appearance shortly after the attempted assassination; he was in surprisingly good humor. The young Overking said the conspiracy had been detected before it could act, and he deflected questions about the fate of the conspirators. It soon became known that many important Naelax nobles in the new empire had suddenly vanished that very morning. The involvement of Prince Reydrich is suspected. The survivors of House Naelax were given an opportunity to reaffirm their loyalty to the Overking; all swore innocence in the plot and eternal faithfulness to the crown. The Overking said later he considered the matter closed.

Other problems confront Ahlissa at this time. The Scarlet Brotherhood is widely discussed in Kalstrand and in every principality across the empire. It is commonly believed that Brotherhood spies are thick in this region, though learned observers think far fewer spies are present than most people think. Overking Xavener has ordered a massive build-up of the decrepit imperial fleet, and he ordered the execution and imprisonment of several naval officers who allowed the fleet in Prymp to decay. Given that both Prymp and Naerie City are being upgraded and strengthened as seaports, the Scarlet Brotherhood cannot be happy about the situation. Conflicts with Brotherhood ships have already been reported, but the waters off Naerie (formerly Idee) are said to be swarming with monsters under the Brotherhood's control. Talk is heard in seaport taverns of possible raids against Kro Terlep in retaliation for Brotherhood piracy.

The reorganization of the southern Great Kingdom into the United Kingdom of Ahlissa has loosened the purses of many nobles, who have principality capitals to outfit, palaces to decorate, and trade roads to repair. The Royal Guild of Merchants of Aerdy, backed by House Darmen and the priesthood of Zilchus, survived the chaos in the old Great Kingdom in fair shape. To the amazement of many, it recently petitioned Overking Xavener to open trade with several of the Great Kingdom's oldest enemies: Nyronnd and the Iron League. Much of the Flanaess has yet to recover from the excesses of the Greyhawk Wars, and Ahlissa is no exception. The Overking is said to be seriously considering such action, and he has allowed a trickle of trade to cross the borders with Nyronnd and Sunndi as a way of testing the waters. Reaction across the Flanaess is mixed but mostly (in the words of a Nyronndal merchant) "cautiously optimistic."

These days, the United Kingdom of Ahlissa is the most infernal hotbed of cutthroat politics in all the Flanaess, being a relatively loose coalition of power-hungry princes barely under the control of their Overking. Politics and religion are intertwined inseparably in many factional feuds. Still, all matters of state (even murder) are handled with diplomacy, wit, and forethought, though in a style to chill the blood of invited foreign diplomats now gathering in Kalstrand. Aerdi has suffered much but is eager to reclaim its destiny of might; the wise are preparing for the consequences.

DM's Notes: The lands of the former Great Kingdom were little explored in earlier GREYHAWK adventures and accessories. With the rise of the United Kingdom of Ahlissa, relatively safe travel into the former Great Kingdom's realm should indeed be possible (except, of course, for dangerous areas like the Northern Kingdom, Rauxes, Medegia, and Chathold). The adventuring possibilities here are almost limitless; the lands abound with old castles, dungeons, and ruins. Considerable detail about the Great Kingdom's lands

after the Greyhawk Wars is available in the online document "Ivid the Undying," and this may be used by a DM to create adventures in the United Kingdom of Ahlissa after Overking Xavener comes to power. Driving bandits and humanoids from trade routes is a good start, but adventurers can also be drawn into the hellish spider web of political maneuvers between rival noble Houses. Player characters can also explore ruined Medegia, Rauxes, Chathold, and Pontylver, uncovering lost treasures and killing monsters.

The Rest of the Once-Great Kingdom

The remaining former lands of the Great Kingdom are not inclined to join either Ahlissa or the Northern Kingdom, a state of affairs thought to irritate the Overkings of both realms. The two remaining free states of the Iron League (Irongate and Sunndi) are unanimous in their rejection of membership in the United Kingdom of Ahlissa. Relations between the Iron League and Ahlissa are cordial but strained, though trade has eased tensions.

The Free City of Irongate conducts a bit of sea trade with Ahlissa through Prymp (fighting their way through the Scarlet Brotherhood's blockade), though sailors on both sides well remember the vicious naval battles during the last two decades. The dwarf and gnome clans of the Headlands have a mutual aid and defense treaty with Irongate in case of war with Ahlissa or any threat from the Scarlet Brotherhood. The dwarves of the Iron Hills under Dwarfking Holgi Hirsute have begun a very cautious trade with the Ahlissans at Zelradton. However, the Dwarfking is also considering an offer to join the Iron League as an associate member, since the Iron Hills are now surrounded on all sides but one by the United Kingdom of Ahlissa. The dwarves put little trust in the words of the smiling new Overking. Iron Hills dwarves are permitted to cross Ahlissan territory to the Hollow Highlands in Sunndi, but only to conduct trade and for a steep toll about which the dwarves complain bitterly.

The County of Sunndi felt particularly

The Adventure Begins

threatened by the fall of Idee and the subsequent appearance of a strong Aerdy power - the United Kingdom of Ahlissa to its north. After long consideration and consultation with his nobles and representatives from the human and demihuman lands around, Count Hazendel declared Sunndi to be a full kingdom during Growfest 589 CY, becoming Olvenking Hazendel the Defender. The kingdom is subdivided into numerous counties across its hills, forests, and fields. The independent town of Dullstrand, to the east, did not join the kingdom but continues to act as its ally in deed, if not in word. Hazendel hopes Dullstrand will join eventually and become Sunndi's main seaport to the world, though Dullstrand's fear this will invite retaliation from the Scarlet Brotherhood. (Infiltration of Dullstrand by the Brotherhood is rumored but unproven; the town now trades with the Lordship of the Isles without incident.) Some trade with Ahlissa through Hexpools, Kalstrand, and Nulbish began in 590 CY, though Sunndi and Ahlissan army units glare at each other across the Thelly and Grayflood Rivers.

One unpleasant development has been the increasing number of attacks on Sunndi's southern border by amphibious monsters from the Vast Swamp, often accompanied by clerics of the toad-demigod Wastri, who makes the Vast Swamp his home. Several lesser clerics of Wastri have blurted that the "Hopping Prophet" has decided once more to expand his domain and cleanse his borders of all demihumans and "unbelievers." Well aware of the fate of those nations that once bordered the kingdom of another evil demigod (Iuz), King Hazendel has ordered a series of castles built along the kingdom's southeastern border, where most of the attacks have fallen. Raids from the Vast Swamp peaked in 578 CY; such assaults now could be a prelude to a true invasion.

The independent cities and towns of the Solnor coast (Rel Astra, Ountsy, and Roland) have made no official response to Overking Xavener's call for reunion, though unofficially, they discard any possibility of union with the empire. All of these cities have increased patrols along their borders, built new

lookouts and fortifications, and expanded and improved their military forces. Sea trade has been much expanded with Ratik, the Sea Barons, the Lordship of the Isles (under great scrutiny), and any northern barbarians willing to lay aside their weapons to bargain for goods.

Rel Astra, which declared itself independent during the Greyhawk Wars, is thought to be closely courting the woodsmen and elves of the Grandwood and the inhabitants of Lone Heath to prevent encroachment by imperial forces, which is much feared since Grandwood was declared a Marchland in 587 CY. Rel Astra has a new defensive alliance with Ountsy and Roland (the Solnor Compact, signed in 589 CY), and it has very friendly relations with the Sea Barons. The undead Drax the Invulnerable remains popular as Rel Astra's ruler and self-styled lord protector. Drax's closest companion, a molydeus demon that styles itself the "Fiend-Sage," has appeared in Rel Astra both before and after the *Crook of Rao* cast out demons elsewhere; it does not seem to have been affected by the artifact. Rumors circulate that Rel Astran soldiers are expanding their territory into the northern part of the ruined See of Medegia, but are encountering horrors, ruins, and strange magic along with fertile land for the taking.

Merchant ships from Rel Astra ceased to appear in the Azure Sea after 586 CY. It is now known that the Tilva Strait has been blockaded by ships and possibly monsters under the command of the Scarlet Brotherhood and likely its puppet, the Lordship of the Isles. The seaports of Ekul and Duxchan are undoubtedly part of this blockade, though additional ports to support the effort may have been built along the Tilvanot Peninsula and even in northern Hepmonaland. This situation has led to an increase in trade along an overland corridor from the town of Dullstrand uphill to the Kingdom of Sunndi, and from there into the Kingdom of Ahlissa to Nyron and on to the west. This trade connection has served to moderate tempers in diplomatic relations between the Iron League and Ahlissa.

All three coastal cities (Rel Astra, Ountsy, and Roland) have sought to break the iron grip the Scarlet Brotherhood has placed on trade with western lands by way of the Tilva Strait, but without success - until the astonishing appearance of a Rel Astran caravel at Hardby in 590 CY. The crewmen claimed to have sailed around Hepmonaland's southern tip from the Oljatt Sea, battling their way through a blockade of Scarlet Brotherhood ships between the Olman Isles and the Tilvanot Peninsula and at the Strait of Gearnat. They produced many strange spices, tools, jewels, clothes, and devices alleged to have been gained in trade with previously unknown kingdoms and peoples of this tropical land, which the Rel Astrans claimed was either a huge island or a very small continent. The ship left two months later for home but has not been heard from since. Despite the ship's apparent loss, this new route is sure to be tried again by brave crews any time soon.

The realm of the Sea Barons seems little changed - different faces, same daggers in the backs, as one wag remarked. A small fleet of ships set sail across the Solnor Ocean from Asperdi in 586 CY, returning late in 589 CY (missing several ships and many crewmen) with startling tales of the lands beyond the horizon. This has sparked great interest in a return voyage, particularly in Ratik, Rel Astra, and the villages of the northern barbarians, as well as among young sharks of the Sea Barons. The Sea Barons are very disturbed at events in the Great Kingdom of Northern Aerdy and are undoubtedly considering raids against shipbuilding facilities in Winetha and elsewhere.

Next to nothing is known of events in the Spindrift Isles, though elven ships are often seen cruising the Aerdi and Oljatt Seas. The fleet sent forth by the Sea Barons across the Solnor in 586-589 CY believes it saw elven ships on several occasions many hundreds of leagues from the Spindrifts. Were they exploring, or on regular runs to elven colonies elsewhere? An elven ship was seen in the Densac Gulf as well in 589 CY, and many wonder if the elves are allowed to pass through the straits or have managed to sneak through using magic. It is also possible the elves are rounding Hepmonaland as the Rel Astrans claim to have done. Many wonder what the Spindrift Isles have become under elven rule, and contact with the sea elves (as they are sometimes called) is hoped to occur soon.

DM's Notes: These realms offer tremendous possibilities for adventures in the years after the Greyhawk Wars. In the Iron League, Onnwal will need to be freed (as noted earlier for *From the Ashes* campaigns), but even when liberated, work continues as it rebuilds its merchant and military naval forces as well as its diplomatic links with other seafaring nations. Communication and trade with distant Sunndi must also be maintained.

Characters who hail from Sunndi might find positions for themselves in that new kingdom. The call for skilled warriors is now great, as Sunndi is nearly surrounded by potential enemies. Strikes into the Vast Swamp are called for to throw back Wastri's racist priesthood and its allies (bullywugs, trained killer frogs, giant toads, and so on). Trade through Dullstrand must be maintained. Agents of the Scarlet Brotherhood must be rooted out.

The evil-touched but wide-open free city of Rel Astra and its allied towns make great jumping-off points for sea voyages of many sorts. Aside from fighting the pirates sponsored in secret by the Scarlet Brotherhood, the heroes might scout out the Tilva Strait or attempt to circumnavigate Hepmonaland in search of a route to the Azure Sea, trading with undiscovered nations of the southern continent along the way.

Aside from the expected exploits in piracy, characters in the isles of the Sea Barons can conduct raids against the shipbuilding facilities of the Great Kingdom of Northern Aerdy or battle sea raiders from the northern barbarians. Voyages across the Solnor Ocean can become a major campaign feature, especially if the DM uses the map of Oerth published in the *DRAGON® Magazine Annual #1* ("Beyond the Flanaess," pages 72-73).

Contact with a ship from the Lendorese elves of the Spindrifts could be a dramatic point in a campaign. If elf PCs assist Lendorese elves against a mutual foe - such as a sea monster or ships from the Scarlet Brotherhood - the elves might decide to allow the PCs to visit their home islands. However, PCs who attempt to land on or survey the Spindrifts risk imprisonment if captured, which could become an interesting adventure in itself.

The Wounded Giant: Nyronnd

The gravely weakened kingdom of Nyronnd staggered on after the Greyhawk Wars, defying expectations that it would collapse into chaos. In the fall of 585 CY, King Archbold III appeared to suffer a stroke, but his disability was revealed by a priest to be the result of poisoning. Prince Sewarndt, Archbold's corrupt youngest son, attempted to seize the throne at that time with a group of junior military officers, but his plans went awry when the whole clergy of Heironeous in Rel Mord took up arms and attacked Sewarndt's small force at the palace, rescuing the king. Crown Prince Lynwerd was on an inspection tour in Mithat, but he was notified (by magical means) within an hour of the attempted coup and immediately led an army back to the capital. Prince Sewarndt and some of his supporters fled before his brother arrived; his other allies were quickly slain or captured.

King Archbold recovered from the assassination attempt, but he never recovered from the knowledge that one of his sons had tried to kill him. He became deeply depressed and ceased speaking with anyone, even his own family. During Fireseek 586 CY, the king abdicated the throne and went into retreat at his estate outside the capital. Lynwerd was declared king. His brother has not been seen in Nyronnd since, but he is believed to be alive and in hiding, possibly still planning to take the throne.

King Lynwerd I seized the moment and made every effort to revive his declining realm. In his first year on the throne, he restructured Nyronnd's military command and cut back the size of his armies, freeing many troops to go home and farm their lands again. He reduced taxes almost to prewar levels, and he even authorized a bonus of 1 gp from his personal treasury to each Nyronndese family that celebrated a birth in 586 or 587 CY. (This latter project, though dogged by fraud, had the desired effect of boosting the postwar baby boom to record levels.) When in 586 CY war flared again between Fyryondy and Iuz, Lynwerd appealed to nervous citizens in the County of Urnst to move farther from Iuz's empire and settle instead in Nyronnd's western lands. More importantly, King Lynwerd stood up to representatives from the church of Pholtus and the Theocracy of the Pale,

resisting calls' to allow the North Lands of Nyronnd to be given up to the Pale. This policy produced bad feelings in the Pale for the young king, but the Theocracy is now preoccupied with the war in Tenh and does little but sow dissension among Nyronndese peasants through temples and clergy of Pholtus.

Lynwerd's worst defeat in 586 CY came when Baron Bastrayne of Woodwych fled the kingdom with the bulk of the tax money he had been collecting from local peasants and merchants for years. He was also found to have despoiled part of the Celadon Forest, and the inhabitants of the woodland were in arms over their mistreatment. The king's men were unable to fund the baron, who disappeared without a trace. Worse, the elves and woodsmen of the Celadon were in full revolt, attacking anyone who entered their realm. Lynwerd was forced to order troops to secure the forest's perimeter, though he kept his soldiers out of the wood itself.

The disappearance of Duke Szeffrin from Almor in 586 CY, after being confirmed by priests and wizards at court in Rel Mord, led Lynwerd to take a gamble and order his troops on the eastern border to advance into Almorian Lands, clearing them of bandits, humanoids, and undead. Though slowed by unexpected resistance from many humanoid bands (ex-soldiers from the Great Kingdom), Lynwerd's forces were successful in reaching the Harp River late in 586 CY. This gave Nyronnd the appearance in the minds of many in the Flanaess of being militarily strong once more, though this was far more illusion than reality. In Growfest 587 CY, King Lynwerd declared all of old Almor west of the Harp and Flessern Rivers to be a protectorate under Nyronnd's control. Lynwerd was hailed a hero and savior by many in his realm, particularly among expatriates of Almor who fled the prelacy's ruin.

This strategy nearly undid Nyronnd, as the two Urnst states briefly discontinued their financial support of the kingdom, believing Nyronnd far stronger than it was. Lynwerd was able to restore this aid after many hasty meetings. Although the Pale (correctly) declared that Nyronnd's show of strength was

The Adventure Begins

false, few listened now to the priests of Pholtus.

A terrible tragedy struck Lynwerd and his kingdom in 589 CY. A long-planned marriage between King Lynwerd and Lady Xenia Sallavarian, a distant cousin of both the Circle of Eight member Jallarzi and Duke Karll of Urnst, was scheduled to take place during Richfest of that year. In Wealsun, Lady Xenia was touring Rel Mord on foot when she collapsed of heatstroke. She could not be revived by her attending priest, and it was learned later that her body was devoid of her intellect and spirit, though she still breathed. Her body was taken back to Nellix, where it is tended by her family. Divinations and questioning of those present when the lady collapsed strongly hint that she was attacked by magical means, but little more was learned. Though the royal marriage was believed convenient for both parties, it was known that Lynwerd and Xenia were well pleased with each other's company. Lynwerd fell into black despair for weeks. Richfest and Brewfest were bleak in Nyrond that year, and few celebrated long.

At present, King Lynwerd throws himself into his work. He spent 590 CY overseeing the repair and strengthening of his kingdom's roads, armies, cities, and trade links. He finally managed to have weapons, clothing, food, and other assistance sent to the gnome clans of the Flinty Hills, winning their approval despite their grumbles over the tardiness of the aid. He approved trade with the Lordship of the Isles and the United Kingdom of Ahlissa (the latter to the shock and outrage of many in his court.) He further charged the mercantile priests of Zilchus with ensuring that much trade would enter the kingdom, as fast as possible, with tariffs going directly to the royal coffers. The priesthood has been in contact with its fellow clergy in Ahlissa, and merchant traffic by both land and sea is hoped to expand in coming years. Lynwerd has not been able to resolve the situation with the Celadon, however; the forest is still dangerous in the extreme to Nyrondese folk. A reward for Baron Bastrayne's capture, dead or alive, was posted but never claimed.

King Lynwerd is very active and decisive, though he seems joyless.

His father has not appeared in public in many years, and Xenia's condition has never changed. His traitorous brother is still free, as is the former Baron of Woodwych. He even attempted to speak directly with members of the Circle of Eight for their assistance, but instead fell into a bitter argument with Warnes Starcoat, a mighty archmage from the Urnst states, and came away empty-handed. The king confided to his advisors that he fears there will be great trouble with either Bone March, the Great Kingdom of Northern Aerdy, or both in the near future; the northern and northeastern frontiers are still unsecured, and the Flinty Hills gnomes need more help. The Theocracy of the Pale preaches against Lynwerd and sponsors religious subversion through the North Lands, and he suspects other nobles in his realm are withholding taxes. His kingdom is not yet ready to withstand a massive assault from any direction, nor will it be for years to come. Still, he fights for Nyrond's future every day, and his popularity grows stronger with the years.

DM's Notes: Nyrond needs strong nobles willing to build castles and settle its eastern borders with the Northern Kingdom and Ahlissa. King Lynwerd is willing to grant land to vassal lords who declare their eternal loyalty to the kingdom. However, this loyalty will be sorely tested; Nyrond has many more enemies than are mentioned here. In particular, the Scarlet Brotherhood is feared to have had some doings with King Lynwerd's brother, and if the king were to die, his brother could fight for the throne. Some in Ahlissa have no love for Nyrond and wouldn't mind seeing it fall, the pieces to be picked up by Ahhssa in a short time. And evil cults of every stripe have found the tottering kingdom ripe grounds for converts, looting, and worse. It is not impossible that the king's streak of bad fortune has had nothing to do with luck - and the king strongly suspects this to be the case.

Clerics and paladins of Heironeous are much honored in the kingdom nowadays for their actions in saving the king (and likely the whole kingdom) in the autumn of 585 CY. The DM should play out this dramatic conflict in detail as part of a "bridge campaign" to link the GREYHAWK *From the Ashes* setting with the current year. WGR4 *The Marklands* is strongly recommended in this case, using the map of Rel Mord on page 77. Note that another map of Rel Mord appears in WG8 *Fate of Istus* on page 15; this map has several similarities to the later one if north on the former is assumed to be directly to the right, not at the top of the page. Assume the Rel Mord map in WG8 shows the city at an earlier time period.

The gnomes of the Flinty Hills, more than anything, wish to have magical support. Anything that can make their scouts invisible or that allows long-distance spying (such as *potions of clairaudience* or *clairvoyance*) and the like are desperately sought. The gnomes are willing to trade gems and precious metals with anyone who will aid them against their many enemies. If a wizard were to spend some time among them, they would be ecstatic. A priest would be less welcome, as the gnomes worship gnomish and Flan deities of mining and have no wish to be converted. An interesting mess might develop if Overking Xavener were to send a delegation to the Flinty Hills from Innspa, aiming to see if the whole Flinty Hills could be brought into the United Kingdom of Ahlissa (voluntarily for now) as a demihuman principality.

Reversals and Change for the Scarlet Sign

The Great and Hidden Empire of the Scarlet Brotherhood has suffered serious reverses since the end of the Greyhawk Wars, but it survives and spawns fear in the hearts of many in the southern Flanaess. While court officials in many realms believe the "Empire of the Scarlet Sign" is in the initial stages of collapse after overextending itself, others think this view is premature and could be dangerously naive. Only time will tell. Every crowned head in the Flanaess would give an arm to know what the fabled Father of Obedience is thinking, but no spy or spell has cast a light upon the Brotherhood's internal workings and plots.

The prelude to the current troubles of the Brotherhood began when the Pact of Greyhawk was cast aside by Furyondy and Veluna in the year 586 CY, when the two states drove Iuz's forces from King Belvor's lands. Other states soon abandoned the pact as well for their own

self-interest. The loss of the diplomatic protections and fixed borders set by the pact, whose collapse may have come as a surprise to the unseen Father of Obedience, probably hampered the Brotherhood when it was suspected of involvement in antigovernment plots in the City of Greyhawk, Nyron, Onnwal, Keoland, and the United Kingdom of Ahlissa. It was forced to work undercover or through middlemen once more, and all of its visible agents and diplomats dropped out of sight, with all their henchmen.

The loss of Idee was disastrous, but worse was to come. The Hold of the Sea Princes was subjugated by the Brotherhood in 584 CY, but a few nobles were initially left in power. These were soon replaced by Herdsmen under the tyrannical rule of Elder Brother Hammandaturian, who answered directly to the Father of Obedience. The population of the Hold was brutalized by savages brought in by the Brotherhood as its army, and public executions for disobedience in any form were common. This state of affairs lasted for five years.

Little is known about the exact events of the summer of 589 CY, but it is believed that a smoldering religious or political schism within the Brotherhood's hierarchy in the Hold turned into a violent internal war of assassination that threw the oppressive government into chaos. The conflict widened when several junior members of the Scarlet Brotherhood began an armed revolt in the capital, Monmurg, leading barbaric soldiers into the streets of the city to run riot. The revolt was put down within a day, but a general uprising among other slaves began quickly thereafter. Within weeks, the whole of the region was engulfed in widespread fighting, and there was a near-complete breakdown of civil order except in two of the largest cities (Port Toli and Monmurg) and the three islands (Flotsam, Jetsam, and Fairwind), where the Scarlet Brotherhood barely managed to keep its grip on the reins of power. Several astonished observers, present in the Hold as foreign spies, reported that the very mechanisms that the Scarlet Brotherhood used to undermine other realms were turned against the Brotherhood by its own people, with devastating effect.

In considering the magnitude of the Hold's civil crisis, it must be understood that the slave trade practiced by the former Sea Princes, followed by the importation of armed savages and other personnel by the Brotherhood, filled the Hold with a variety of ethnic groups, of whom most were implacably hostile to one another. Stirred in this fiery brew were Olman slaves from the Amedio Jungle (and possibly from western Hepmonaland or the islands near it); tanned, freckled slaves descended from ancient Suloise migrants, from the same tropical regions as the Olman; even more Suloise-descended savages brought by the Brotherhood, given arms and relative freedom for their unquestioned support of the Brothers; oppressed Holder commoners who knew considerable freedom under the old Sea Princes but were reduced to serfdom under the Brotherhood's yoke; middle-class and noble Holders, many of them former slave owners, who deeply resented their new second-class status and feared with good reason they were marked for eventual torture, execution, or worse; norker soldiers who hated all humanity except those with such wealth as could hire their services as mercenaries; and the Brotherhood's own highly skilled and fanatical hierarchy. The headhunting Olman and cannibalistic Suloise were ancient enemies; all slaves hated their Sea Prince masters and upper classes; the Brotherhood's soldiers looked down upon their long-enslaved brethren as weak and cowardly; and the Brotherhood could not tolerate any situation except to be in complete control of all other beings. Disaster was the only possible outcome.

Bitter fighting continues to this day across the Hold. It is generally believed that the Brotherhood continues to rule Port Toli, Monmurg, and the islands, supported by their imported armies, tyrants, and wizards. Only Scarlet Brotherhood ships (all disguised nowadays) or ships of the Lordship of the Isles dock at the ports. The Olman, led by their priests and by far the most numerous of the groups (though also the worst equipped), have taken the western half of the Hold across the Hool River, where the majority of them were formerly employed on farms and plantations. A rough alliance of Sea Princes' commoners and middle-class folk, aided by many former slaves

who were granted freedom and given arms, has taken control of the city of Hokar and rules much of the central portion of the country. This alliance is governed (badly) by feuding minor nobles who survived the purges of the Brotherhood. The norkers, untrustworthy even under the best circumstances, prey upon anyone unlucky enough to encounter them. Banditry and lawlessness of the worst sort exist across the country. In the open wilderness, those with weapons eat; those who are unarmed starve or are forced into slavery anew.

As a consequence of this chaos, the Hool Marshes and Tors form the effective northern border of the Hold. Keoland and the Yeomanry carefully patrol their southern limits, as many refugees from all sides in the conflict (including renegade minor members of the Brotherhood) have fled north to escape the disastrous turn of events. Few refugees, however, survive the terrors of the Hool Marshes, the Tors, or the Dreadwood.

The northern city of Westkeep was captured by an expeditionary force of mercenaries and regular army soldiers from Keoland in early 590 CY, with the intention of using it as a staging area to subvert the Brotherhood's hold there. However, the city is ill-supplied, surrounded by hostile locals and swampland, teeming with disease, and infiltrated by assassins and spies of the Scarlet Sign. It appears that King Scotti blundered badly in putting his own forces here, and calls for withdrawing troops from Westkeep are heard loudly and often in the cities of Keoland. Unfortunately for his troops, the king still believes the Brotherhood can be driven from the Hold by force of arms overland. His admirals have elected to keep up pressure on the seaports with their elite squadrons, a move felt more likely to produce results for far less treasury money.

Jeklea Bay might still be patrolled by the Brotherhood, but this is uncertain as no other states venture here. As the bay was always known for its sea monsters, the Brotherhood may have abandoned control here. Small pirate vessels manned by "free" barbarians of the Amedio Jungle prey upon one and all within several leagues of the coast. The navies of Keoland and the Principality of Ulek scored major successes against Brotherhood

The Adventure Begins

ships in the western Azure Sea in recent years, and trade throughout the sea flows more freely than before. Massive Ahlissan shipbuilding projects in Naene City and Prymp bode ill for the Brotherhood in the long run, as does Onnwal's long-lived underground organization.

Brotherhood ships are rumored to put in at Highport and Blue in the Pomarj, though most Brotherhood ships fly the flags of other countries (or no flag at all) to hide their true identity. The Azure Sea is effectively the domain of two overlapping political conglomerates. One is the Brotherhood (using the two ports and three islands of the Sea Princes, Narisban on South Olman Island, Scant, and Kro Terlep on the Tilvanot Peninsula). The other consists of all other naval states: the Kingdom of Keoland, the Principality of Ulek, the Domain of Greyhawk, the Kingdom of Nyronnd, the Free City of Irongate, and the United Kingdom of Ahlissa.

Ships of the Scarlet Brotherhood do not often pass north of the Strait of Gearnat. Woolly Bay is dominated by trade and war ships from the Domain of Greyhawk (primarily from the port of Hardby, though some hail from Safeton). Trade and pirate vessels crewed by humans and humanoids operate from decaying seaports within the Orcish Empire of the Pomarj and southern Wild Coast. Relmor Bay is the joint province of the Kingdom of Nyronnd and the United Kingdom of Ahlissa. All of these states (except possibly the Orcish Empire) are violently hostile to the Brotherhood's vessels, though most are willing to tolerate ships flying the flag of the Lordship of the Isles and having no red-robed officials aboard. Irongate vessels will attack Lordship craft on sight, and Gradsul has banned Lordship vessels from docking there, though Keolandish warships rarely harass them on the high seas.

The Lordship of the Isles presents a curious political problem to the world. When Prince Frolmar Ingerskatti was secured on the throne in Sulward in 584 CY, it was assumed his career would forever be that of mouthpiece for the Scarlet Brotherhood, until such time as they wearied of him and disposed of him. In the years since then, many doubts have arisen about the accuracy of this early assessment. Prince Ingerskatti,

who still rules, is very possibly responsible for some of the changes that have been made in the Lordship's fortunes, though not all observers believe he truly makes any policy in the Seven Islands these days.

The most obvious effect that the Lordship and Brotherhood alliance has had on the Flanaess is the complete blockade of the Tilva Strait. This blockade is likely conducted by Lordship vessels operating out of Ekul - a sprawling, ugly seaport of the Brotherhood on the peninsula's east coast - and Duxchan, the southernmost major port of the Seven Islands. Lordship crews apparently act in concert with sea monsters that are *charmed* by spellcasters aboard those ships. All trade between the Solnor Ocean and the Azure Sea is now cut off except to ships of the Lordship, which claims that only its own ships "can withstand the horrors of the deep that infest the Strait," and it offers to take merchant shipments from east and west for a great fee. Few merchants have risked their cargos in this way, preferring instead to find an overland route (through Ahlissa if possible) or an alternate sea route. Elven ships from the Spindrift Isles appear uninterested in traveling to the Azure Sea, though there is doubt that the Brotherhood would attempt to stop them if any tried.

How the Brotherhood-allied Lordship came to act as a "neutral" sea power is a controversial topic in any port city. Merchant ships flying the blue crown-and-anchor flags of the Lordship (minus the Iron League symbol once displayed at the bottom) traveled across the Azure Sea in 586 CY, carrying diplomatic personnel, merchants, sailors, and a few marines. No obvious members of the Scarlet Brotherhood could be found aboard these ships by saying wizards, nor did other divination spells determine that the crews were under *charm* or duress. The diplomats requested an opening of relations with other major seafaring states, with the goal of restarting the considerable maritime trade that the Lordship enjoyed prior to the Greyhawk Wars. All appeared sincere in their stated desire. Defection attempts were expected on the part of these ships' crews, but no such event ever occurred (so far as anyone knows).

Keoland, still smarting from the attempted invasion of Gradsul in 584 CY, refused all contact with the Lordship's emissaries. Irongate has similarly refused to deal with the Lordship. The Principality of Ulek, however, was desperate for new revenue to support its continuing state of war with the Orcish Empire of the Pomarj. Prince Corond finally reopened trade with the Lordship at Gryrax, though all Lordship crews and traders were restricted in their movements through the city (and likely shadowed as well). The Kingdom of Nyronnd, nearly bankrupt from its murderous war against the Great Kingdom, later opened trade with the Lordship at Oldred and Mithat.

The rebels in Onnwal have often called for Ulek and Nyronnd to reject trade with the Lordship of the Isles, but when Prince Lynwerd assumed the throne upon his father's abdication, he refused to turn away any trade source but the Brotherhood itself and Iuz. The Directing Oligarchy of Greyhawk allowed a few Lordship vessels to sail up the Selintan unmolested to the western Nyr Dyv, and Lordship captains have also used the Nesser to reach ports along the eastern half of the lake. A few ships have stopped at the Gem of the Flanaess, drawing considerable attention. The Lordship merchants offer rare woods, spices, fruits, and art objects gained from Hepmonaland in exchange for a variety of other goods. Not a soul doubts that the Scarlet Brotherhood gains a percentage of all moneys made from these trade missions, but trade has proceeded nonetheless in many ports.

What little reliable news can be had from the Lordship's home islands comes from the kinds of sources that governments would never acknowledge using - namely, spies. Unnamed officials in several countries tell that conditions in the Lordship of the Isles (still calling itself a principality but owing fealty to Kro Terlep) are mildly oppressive but actually tolerable. The majority of the island inhabitants are of pure or nearly pure Suloise descent, their ancestors closely related to those Suloise who colonized the Tilvanot Peninsula and became the Scarlet Brotherhood of today. The islanders never had a voice in their government and were largely divorced from concerns other than farming and logging, sending their goods to Sulward or Duxchan for overseas trade.

The islanders have a long history of animosity toward the Great Kingdom, particularly the Kingdom's former province of the Sea Barons, whom the Lordship islanders hate with a fury. The sailors, diplomats, and others who have come from the Lordship appear to share this attitude to an extreme, leading to speculation that these crews were carefully recruited for their absolute loyalty and with the promise that their success at such trade would move the Brotherhood to aid them in some way in their eternal war with the Sea Barons. On the other hand, one wag has stated that he would be on his best behavior, too, if his family were in the hands of the Brotherhood's treacherous goons. That no red-robed overseers were found among the crews is usually credited to the faith that the Brotherhood has in them, though the same wag as before - a merchant of some standing - said it was just good marketing on the part of the Brotherhood to gain everyone's sympathy and get others to let their guard down.

Nothing reliable is known about conditions in the homeland of the Scarlet Brotherhood, the Tilvanot Peninsula, though for years, rogues claim to have visited there and thus know all the secrets of the Hidden Empire, which they will share with one and all for a large fee. Murmurs of planned naval raids against Kro Terlep have no basis as yet in reality, though a surge of naval rearming and renovation is sweeping the coastal realms of the southern Flanaess. Another blockade by Scarlet Brotherhood ships and allied monsters is generally believed to exist along the so-called "Southern Gates" of the Azure Sea, between the Amedio Jungle and the Tilvanot Peninsula where the two Olman Islands (North and South) lie. This blockade is alleged to have been bypassed on a few occasions, most remarkably by a caravel from Rel Astra, whose crew claimed to have sailed entirely around the southernmost tip of Hepmonaland. Their claim was backed up by considerable proof, though some believe this was a trick by the Brotherhood to entrap or destroy ships, using monsters rumored to swim near the Olman Islands.

Odd tumors from mariners and traders continue to surface that open warfare has broken out along the distant coasts of Hepmonaland, between Scarlet Brotherhood vessels and forces of an unidentified state or league of states. Nothing more is known of this at the present time.

DM's Notes: The Scarlet Brotherhood, though it has taken serious blows recently and has gone underground again, is still the most dangerous force in the southern Flanaess. Its leaders have switched tactics in their continuing conquest of the Flanaess. Now, if a change in a state's government can be arranged, the new ruler (securely under the thumb of the Brotherhood) does not publicly align the state with the Scarlet Sign. A subverted ruler might even loudly denounce the Brotherhood, while secretly supporting its agents and goals to the best of his ability. The DM should determine which kingdoms and nations are in danger of such subversion and which have already "fallen."

Though the Scarlet Brotherhood has no visible agents or diplomats now, it never lost the majority of its advisors, assassins, thieves, spies, informers, middlemen, and unwitting dupes. These are still in place in various spots across the southern and middle Flanaess. This great covert network is not unbeatable, but it is extremely hard to root out.

Also, not all of the Scarlet Brotherhood's agents work well together. Religious conflicts, regional politics, family feuds, and personal vendettas and power-hunger have corrupted many Brotherhood agents so that the entire network has become difficult to control. The Brotherhood has introduced a destabilizing force that can potentially damage evil governments as well as good ones.

Some agents of the Brotherhood, angered at the losses in its empire, have taken to committing terrorist acts in revenge. Targets include Keoland, which has an army force in Westkeep; Onnwal, which continues to fight; Ahlissa, which took Idee out of the Brotherhood's hands; the City of Irongate, which has withstood the Brotherhood for years; and the City of Greyhawk, whose lord mayor escaped a coup attempt recently and managed to have the Brotherhood's network there badly damaged by the Guilds of Thieves and Assassins. Terrorist agents are sometimes supported by the Brotherhood.

The Lordship of the Isles is a more or less willing partner of the Scarlet Brotherhood, and its citizens enjoy better treatment than most might. The Lordship attempts to maintain neutrality in all matters, appearing to be fair and even trustworthy, but the abundance of evidence indicates it is sending huge amounts of money and goods to the Scarlet Brotherhood in exchange for managing its own matters. Prince Frolmar Ingerskatti is very clever and skilled in his manipulations of public opinion about the Brotherhood, and many citizens have come to accept their "junior partnership" with those in the scarlet robes.

Player characters can become involved in any number of adventures in uncovering and rooting out the "hidden empire" and its spy network. They can explore the chaotic countryside of the Hold of the Sea Princes, aid the beleaguered Keoish soldiers in Westkeep, sneak into the Olman Islands to see what the Scarlet Brotherhood is doing there, support the rebels in Onnwal, and attempt to break the extremely tough blockade at the Tilva Strait. The Brotherhood's southern blockade at the Olman Islands is weak, hampered by poor leadership and other problems. PC spies can infiltrate the Orcish Empire of the Pomarj or the Lordship of the Isles to check on Brotherhood involvement there, support the rebels in Onnwal, and perhaps even explore strongholds such as Kro Terlep and Ekul to cause a little trouble for the Brotherhood on its very doorstep. Aiding any of the Brotherhood's many enemies, like the Sea Barons, wins friends and wealth despite the obvious hazards. The Brotherhood may have a hand in trying to keep rival sea powers from growing stronger (and preventing potential rivals such as the United Kingdom of Ahlissa from challenging it), so counterintelligence work is also an option.

When facing the Scarlet Brotherhood, it is important to remember that no one can be trusted absolutely. The DM should make full use of this caveat.

The Adventure Begins

Victories in the Sheldomar Valley In addition to the violence in the Hold of the Sea Princes, much else has taken place in the mighty Sheldomar Valley. The Earldom of Sterich was retaken from giant and humanoid armies in a long and brutal campaign from 585-588 CY. Keoland, Gran March, and the Duchy of Ulek supplied arms, mercenaries, and goods to the Sterich forces. The victors, however, have many problems to iron out, not the least of which are conflicting legal claims over the reconquered territory and struggles between nobles, generals, and rich landowners for a voice in Sterich's reconstituted government. Sterich is in great debt to Keoland and other states, with little means at present to pay the price for its freedom except land grants (causing further legal problems). Clan disputes among local dwarves further hamper efforts to stabilize Sterich's economy and society.

A vicious, low-grade war began in 588 CY to regain the "lost lands" of Geoff, but no quick resolution of this conflict is foreseen, as the soldiers and mercenaries who retook Sterich are exhausted from fighting. The semi-independent town of Hochoch was saved from humanoid invasion in a great battle here in 586 CY, won by the Knights of the Watch and soldiers from Gran March. The town was declared a "temporary" territory of Gran March until the situation around it was stabilized, but it seems that annexation of the town is almost certain. Hochoch and the Oytwood are the mustering points for raids into Geoff, and attempts are being made to reach many Geoffites and elves trapped in the Hornwood for the last few years. Gorna, however, is still in the hands of the giants and humanoids.

On the other side of the valley, Knights of Luna and soldiers from the other Ulek states now aid the Principality of Ulek in a counteroffensive being waged against the Orcish Empire in the eastern half of the principality. Fighting has not stopped here since 584 CY. Ulek has already retaken some land between the lower Lortmils and the Jewel River, and an attempted humanoid invasion of Celene in 586 CY was stopped dead. Many mercenaries are employed here, as Ulek is also backed by wealthy dwarves



A giant against Sterich soldiers

and gnomes in the Lortmils. Anger at Queen Yolande's refusal to support the war in any fashion has led to a great decline in trade and communication with Celene by its neighbors.

The Kingdom of Celene is still officially neutral in all matters in the Flanaess, though some elves now openly disregard the orders of their queen and do as they please politically and militarily. Humans believe Celene is ripe for a military revolt or civil war, but there is no sign this is about to happen. Prince Melf, who has openly declared himself a Knight of Luna, is generally regarded as the leader of those elves who wish to fight evil in the Flanaess. Queen Yolande apparently carries on as if nothing were amiss, though news from this realm has been very scarce over the last decade.

The counteroffensive in the principality has made Narwell and Safeton less secure about their futures. Turrosh Mak has a habit of striking at new targets when unsuccessful in conquering old ones. The militarized northern Wild Coast suffers increasingly potent humanoid raids and aerial attacks by dragonnel riders. An orcish-human coastal navy has appeared, though it is not very powerful. Hardby, Safeton, and Greyhawk all fear a resurgence in Woolly Bay piracy, possibly supported by the Scarlet Brotherhood in Scant.

Little is known of events in some areas, such as the Valley of the Mage. The valley elves here have taken to slaying adventurers outright, but a few surviving (albeit foolish) explorers report seeing distant battles being fought in the valley involving unknown forces. Some believe the Mage himself has been killed, but divinations yield nothing on this matter. It is thought that an invasion of giants and humanoids took place here in 584 CY, but valley elves still hold the pass into the valley. The wizard Drawmij of the Circle of

Eight still wishes to see the valley invaded and its ruler thrown down, but no one yet knows the root cause of his hatred.

Both Veluna and Gran March regarded Ket's occupation of Bissel with undisguised loathing, especially in light of Beygraf Zoltan's dealings with Iuz. In 587 CY, the beygraf was assassinated by one of his generals, who was repelled by Iuz's overtures and feared the demigod would attempt to further subvert Ket's government. In the power struggle that followed in Lopolla, several army units were withdrawn from Bissel to restore order at home. The new beygraf, Nadaid, was able to seize command just in time to prevent an attack on Bissel by Gran March, which had been waiting for a moment of weakness in which to strike. With war against Iuz burning once more in the north, both sides were eager to talk instead of fight.

After long and involved negotiations, Ket's armies were withdrawn from Bissel. The border city of Thornward was declared a neutral zone, owned in full by no side. It is not an independent city since it is governed (if that is the right word) by delegated representatives from Ket, Bissel, Veluna, and Gran March, who oversee the tremendous flow of caravan and river traffic passing east and west here. Thornward is now notorious for its many checkpoints, cargo searches, corrupt officials, tariffs and bribes, diplomatic brawls, and paperwork; for a caravan to pass through here in less than a week is considered a miracle. Still, it is the primary gateway for all traffic between the Baklunish lands and the rest of the Flanaess.

Bissel's new capital was chosen in 590 CY to be Pellak, a trade and farming town at the country's center. Bissel's own Knights of the Watch held a huge citadel called Oversight near this town; the fortress never fell to the Kettites despite being besieged for several years. The Knights of the Watch themselves have seen much action in the last few years in Sterich and Geoff, and their ranks and importance have expanded throughout the valley. A subgroup, the Knights of Dispatch, have formed and are also fighting.

DM's Notes: The war to free Sterich would be an excellent combat-oriented campaign, though the conflicts between factions in the "allied" side would require extensive diplomacy and negotiation. The danger that the allies would fall to arguing or fighting amongst themselves and then fall prey to the enemy should always threaten.

Additional long-term conflicts in Geoff and the eastern half of the Principality of Ulek may be played out. Characters in the Knights of the Watch or Knights of Dispatch could be employed in Geoff, Ket, Stench, and the forests in these regions. (Someone might even try to spy on the Valley of the Mage to see what is really going on there.) Many factions wish to see humanoids thrown back from once-civilized lands, but the humanoids are dug in and ready. Orcs, giants, and goblins have become highly skilled at small-unit tactics; some even have magic.

A number of lands wish to know the exact nature of court politics in Celene. Many are concerned that Queen Yolande is under an evil influence or is being given false information by agents of evil cults, the Scarlet Brotherhood, and so on. Elves, however, generally believe she is acting of her own free will, though many disagree with her policies. Elf characters, especially nobles, may attempt to learn more about what is going on in the isolated kingdom to see if they can influence the queen to aid the nations around her.

Thornward is now a hive of trade, spying, and intrigue between the Baklunish west and the rest of the Flanaess. Diplomats, merchants, spies, assassins, thieves, and other "urban" sorts abound here, and the city has an exotic flavor of mixed Baklunish and Oeridian cultures. Any sort of city-based adventure could take place here.

Other News of Importance

Perrenland's mercenaries are spread far and wide and continue to see action in Nyron'd's Flinty Hills (against humanoids from Bone March); in Highfolk, the Vesve Forest, and the retaken Shield Lands' city of Critwall (against humanoids from the Empire of Iuz); in the northern Wild Coast and the Principality of Ulek (against humanoids from the Orcish Empire); and in Geoff and Sterich (against humanoids from the Crystalists). Other troops are employed in common by a cooperative agreement between Veluna, Ket, Gran March, and Bissel, serving as guards and peacekeepers in Thornward. Perrenlander units are on guard in the County of Urnst and Kingdom of Furyondy, along their borders with the Empire of Iuz.

Still, many Perrenlanders returned to their homeland after the end of fighting in Furyondy. Several groups of former mercenaries have joined forces with their Wolf Nomad neighbors to the north, fighting Iuz's troops east of the Blackwater River or even heading farther north in search of adventure in Blackmoor or the Land of Black Ice.

The people of Highfolk continue their struggle against Iuz's humanoids in the Vesve Forest. The war situation is thought to be fluid, but most feel Highfolk has the upper hand for now.

Verbobonc was thrown into turmoil in 585 CY when the Furyondian Knights of the Hart called for the annexation of the viscounty and Dyvers as well. Though the people were calmed by a representative from Veluna, great tension remained in the land, and it increased dramatically when the Great Northern Crusade began in 586 CY.

The situation exploded in Harvester 587 CY, when Viscount Wilfrick died in his sleep. His successor was his eldest son, the Right Honorable Sir Fenward Lefthanded. Fenward believed patrols in the Kron Hills and Gnarley Forest were too costly for the small realm as well as unnecessary; no obvious enemies were at hand. He resented being pressured to formally align Verbobonc with Furyondy and Veluna, fearing that this would leave the viscounty open to Iuz's wrath. He

The Adventure Begins

ended the last few patrols through the Kron Hills with an ill-thought comment that "the craven little moles [gnomes] can take care of themselves."

The gnomes of the Kron Hills were outraged when this bit of news reached them. They were already frustrated with the decline in local patrols and an increase in human and humanoid banditry in the hills. To call them craven, however, could not be tolerated. A full meeting of clans was held at the warren of Kron just before the first snow fell. There, the gnomes declared all of the Kron Hills to be free of Verbobonc's authority and beholden only to their Clanlord, Urthgan the Eldest of Tulvar, and to the Assembly of the Kron Hills, a council of clan elders. Despite calls by some nobles to swiftly mend the rift with the gnomes, Viscount Fenward continued to belittle them and threaten them with attack if they did not pay their taxes at the next collection in the spring.

At this point, certain papers were found in Fenward's chambers by his steward. These papers implicated the viscount as an agent of the Scarlet Brotherhood, outlining a plot to cut off all river trade along the Volverdyva and kill those nobles who supported increased patrols and vigilance in the tiny state. These papers were later proven to be forgeries, though no group or person was fingered as responsible for their creation and placement among the viscount's effects. This knowledge did not help the viscount, however, as he was confronted by the captain of his guard and slain when he resisted imprisonment for treason. The guard captain then killed himself.

When the confusion was finally sorted out, the new viscount was installed on the 4th of Needfest, 588 CY. He was old Wilfrick's only surviving relative, a forgotten half-elven bastard son named Langard of the Gnarley Border. Viscount Langard has little support from most nobles, who think him a naive bumbler and wish to see another noble among them take the throne. However, he is popular with the lower class for his openness and humble origins; they like his straightforward speeches as well. The viscount has established fair relations with



A council of Kron Hills gnomes

Veluna and Furyondy, though he is woefully unskilled in matters of court etiquette. Langard's foremost concerns are to smooth relations with the Assembly of the Kron Hills and their clanlord, to boost Verbobonc's internal security, which he feels is miserably lax, and to maintain trade with Dyvers to the east. His proposal to create an order of the Knights of the Hart for Verbobonc is controversial, but he would tie it to Veluna's knights, which are trusted, whereas Furyondy's are not. His success as a ruler remains to be seen.

News from the distant Baklunish states is scarce, but most rumors brought back by merchants and adventurers tell of a war fought between nomad tribes of the Paynims and Ull. The exploration of the Dramidj Ocean and Dry Steppes by the civilized states is discussed later.

The famed Circle of Eight was re-formed in 586 CY, with the addition of the Urnst archmage Warnes Starcoat, an elderly Baklunish sorcerer from the Sultanate of Zeif, and to everyone's surprise - a powerful elven wizard from the Yeomanry. (The *Return of the Eight* adventure details these events and characters.)

Rary, arch-enemy of the Circle of Eight and the City of Greyhawk, is apparently still at large in the Bright Desert, though tales of his demise circulate in many cities. Next to nothing is known of his activities and domain, though some say he has a fortress in the Brass Hills in the desert's center, where he and his treacherous partner, Lord Robilar, are forging an empire with aid from native folk.

DM's Notes: Adventures suggest themselves easily for Perrenlander mercenaries. The

Highfolk will be preoccupied with Iuz and his humanoids for years to come. The chaotic political situation in Verbobonc would make an interesting background to an adventure there; dealing with the new viscount could be startling, as he has no sense of protocol or etiquette and can be outspoken, though he also seems quite wise and has a fair grasp of Verbobonc's situation.

Involvements with the Circle of Eight are detailed later in this book. Rary and Robilar are left as unknown quantities, to be worked into an ongoing campaign as the DM likes. Use of WGR3 *Rary the Traitor* is recommended, though the DM may detail different reasons as to why Rary turned against the Circle, to keep players guessing and to fit within the DM's campaign. Rary may have turned evil on his own, through tampering with an evil artifact, or he may be possessed by fiends, a clone of the original, charmed, and so on. He may wish to attack the Circle of Eight, the City of Greyhawk, the Duchy of Urnst, or some other state or power.

The World Beyond the Flanaess

A grand period of exploration beyond the Flanaess is beginning, fed by many needs in the wake of the wars and struggles that have spanned the region.

With the decline in trade from the east because of the Greyhawk Wars and Iuz's continued grip on the north, the Baklunish states look westward across the Dramidj Ocean. Ships from Zeif and Ekbir now reportedly cruise the length and breadth of this sea, exploring the many islands there and establishing communication with a group of old cities and kingdoms on the far western shores of the ocean. Some ships are said to have gone farther west to search for new realms beyond. Overland traders have crossed the Dry Steppes and met many new peoples and kingdoms on the way and on the far side, some of the latter being the same folk contacted by Baklunish ships. Stories have long been told of a vast empire of great antiquity beyond a distant range of mountains far to the west. The Baklunish knew of this kingdom before the Greyhawk Wars, but had little trade there before now. This situation seems ready to change.

As a side effect of all this, a number of ancient city and town ruins of the Baklunish Empire have been rediscovered. The locations of most cities were well known from maps carefully copied and saved by the Baklunish over the centuries, but their present condition has remained a mystery.

The discovery in 577 CY of the legendary Passage of Slerotin, which runs from the Yeomanry to the Sea of Dust through the Crystalmists, has led to the establishment of an adventurers' town in the Yeomanry called Dark Gate. Many wizards, sages, and treasure hunters are collecting here, hoping to explore the caverns leading out of this tunnel passage as well as the lost Suloise cities beyond, gaining knowledge and magic. One ruined Suloise city, Zinbyle, lies not far from the southwestern end of the Passage in the Sea of Dust, and is currently being investigated. However, some parties have vanished in the Passage, and rumors of a subterranean war involving albino dwarves have begun to circulate. (A derro Uniting War has probably started, threatening many underground communities such as those of the drow and mind flayers. Many raiders and refugees are about, and "UnderOerth" is now extremely dangerous.)

Ships from resource-hungry lands of the eastern Flanaess are striking out in search of trading partners, hoping to rebuild from the wars. The Sea Barons and the east coast city-states of Rel Astra, Ountsy, and Roland are now exploring the minicontinent of Hepmonaland, returning with fantastic tales and riches. (Many fall prey to disease, pirates, monsters, and privateers from the Scarlet Brotherhood and Lordship of the Isles, however). Several major kingdoms full of new peoples are said to lie in this tropical land, some rumored to be at war with the slave-taking Brotherhood.

In Marnar, capital of Ratic, a lone long ship sailed into port in late 590 CY. The pale barbarians aboard the ship spoke a dialect of the Cold Tongue and claimed to be from a distant northeastern island called Fireland. They came

with four other ships in search of help for an undisclosed problem facing their people; their other long ships were sunk by sea monsters or Ice Barbarian raiders. The aged explorer Korund of Ratic can supply maps and some information to anyone wishing to return to Fireland with these barbarians, but he is too infirm to travel and is growing senile as well. Frost Barbarians believe "Firelanders" are descended from sailors from the Thillonian Peninsula who settled there centuries ago; the barbarians wish to establish further contact with them. The glaciated land is called Fireland for its volcanoes, visible for many miles at night as red fountains in the sea.

Few in the Flanaess are heading south to explore the Amedio jungle, though some minor expeditions to this land have returned to confirm old tales about it or add new legends. Ships from the Scarlet Brotherhood and local pirates make travel to the Amedio very dangerous, as if the jungle itself were not dangerous enough. Ancient ruins are scattered across this region, filled with wealth (it is said) and dreadful things.

In addition, voyages across the Solnor Ocean by the Sea Barons, and trips northward from Perrenland to Blackmoor and the Land of Black Ice still take place. Even old ruins close to home are being reinvestigated in search of new wealth and an end to potential threats and dangers. (Even Castle Greyhawk has seen renewed interest of late.)

It is an exciting time to be alive in the Flanaess. The wars have subsided and exploration has begun anew. Attempts to reach marvelous, faraway realms also offer many awful ways for adventurers to perish on the trips. Those who survive and conquer will win fame, wealth, and influence such as few have ever known before. Courage, wit, and daring are essential to victory in every case.

The Adventure Begins

THE CALENDAR

Following is a description of the standard calendar. It is important to note that the Common Year calendar does not have a "zero year." As a result, calculating the time that has passed since an event prior to the founding of the Great Kingdom is tricky. For example, an event in the year -100 CY took place 690, not 691, years before 591 CY. Most historians of the Flanaess use other dating systems when talking about ancient history.

The game campaign year is 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.

The standard week of seven days (based on ancient Flan reckoning) is as follows:

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

A month lasts 28 days, divided into four weeks of seven days each. A year is divided into twelve months, and is further divided into four groups of three months each, each group separated by a week-long festival, for a total of 364 days. The Dozenmonth and the four festivals (in italics) follow:

Common	Season	Phases of Luna	Phases of Celene
<i>Needfest</i>	<i>Midwinter</i>	Needfest 4 th : ●	Needfest 4 th : ○
Fireseek	Winter	4 th : D, 11 th : ○, 18 th : C, 25 th : ●	19 th : C
Readying	Spring	4 th : D, 11 th : ○, 18 th : C, 25 th : ●	11 th : ●
Coldeven	Spring	4 th : D, 11 th : ○, 18 th : C, 25 th : ●	4 th : D
<i>Growfest</i>		Growfest 4 th : C	Growfest 4 th : ○
Planting	Low Summer	4 th :○, 11 th : C, 18 th :●, 25 th : D	19 th : C
Flocktime	Low Summer	4 th :○, 11 th : C, 18 th :●, 25 th : D	11 th : ●
Wealsun	Low Summer	4 th :○, 11 th : C, 18 th :●, 25 th : D	4 th : D
<i>Richfest</i>	<i>Midsummer</i>	Richfest 4 th :○	Richfest 4 th : ○
Reaping	High Summer	4 th : C, 11 th :●, 18 th : D, 25 th : ○	19 th : C
Goodmonth	High Summer	4 th : C, 11 th :●, 18 th : D, 25 th : ○	11 th : ●
Harvester	High Summer	4 th : C, 11 th :●, 18 th : D, 25 th : ○	4 th : D
<i>Brewfest</i>		Brewfest 4 th : D	Brewfest 4 th : ○
Patchwall	Autumn	4 th :●, 11 th : D, 18 th :○, 25 th : C	19 th : C
Ready'reat	Autumn	4 th :●, 11 th : D, 18 th :○, 25 th : C	11 th : ●
Sunsebb	Winter	4 th :●, 11 th : D, 18 th :○, 25 th : C	4 th : C

●: new moon D: waxing half-moon ○: full moon C: waning half-moon

ANNUAL EVENTS IN GREYHAWK

For campaigns in the Flanaess based on *The Adventure Begins*, the recommended starting time is Needfest, 591 CY, on the first day of the new year. The DM may choose to play through an entire calendar year as a game year, from the coldest part of winter through the long summer of the Flanaess and back to the cold winter again to another new year. Though travel in the Flanaess is greatly restricted in the depths of winter, adventurers might be forced to be on the move during the snowy months. (Dungeons are usually immune to weather on the surface, just as undersea realms are unaffected by hurricanes sweeping the oceans above.) Depending on their travels, adventurers might find themselves caught up in the celebrations of local or regional festivals, helping or hampering their progress. Few things are more frustrating than learning that government offices are closed for a festival when a comrade is in jail or prisoners are in tow.

This section describes the major annual events commonly recognized in the Domain of Greyhawk, focusing on the four festival weeks. Each religion has its own holy days in addition to this list, but with so many deities and different practices (not to mention regional and cultural variations within the worship of any particular deity), it is impossible to list all of the days considered even moderately important. In addition, each city and town celebrates its own secular holidays, most of them of minor importance elsewhere. Only the most significant religious days are given here. Certain days of importance to the government of the City of Greyhawk are given as well.

Needfest

This frigid seven-day period marks the transition from one calendar year to another, and is usually accounted as the start of the new year. Merchants typically complete their annual bookkeeping during Sunsebb, just prior to this week, figuring the taxes they owe for the year past as soon as spring comes (Growfest). Some guildmembers labor in their halls and shops, producing new goods of wood, cloth, and metal to sell in the coming year. All such work ceases during Needfest.

All seven days of Needfest are public holidays in Greyhawk; this is a time to celebrate life when the weather is most miserable. Food stored away after harvest is brought out for grand dinners and all entertainment establishments are full to bursting. Each noble of Greyhawk invites his vassals and servants to dinner one night during this week, and charitable gifts of food and drink are common at such parties. The news and gossip of the year is reviewed and reshaped, and plans are laid for the coming year. Overindulgence and merrymaking are the rule. Some middle-class and noble citizens have a tradition of decorating their homes with yellow candles, boughs of evergreen branches (symbolizing the triumph of life through hard times), and even magical lights and ornaments. Daytime displays of harmless illusion/phantasm spells are held at the High and Low Markets in the Free City, drawing many spectators.

Needfest is not a religious celebration per se, but local religions take note of it nonetheless. Special services are held at many churches and temples, complete with singing, music, sermons, and feasts to which the priests and their helpers invite all parishioners. The religions of Rao, Pelor, and St. Cuthbert banded together after the Greyhawk Wars to feed the refugees that flooded the city; this began a new practice that seems to have caught on. On Godsdays (the 4th of Needfest), hundreds of small loaves of bread are distributed from booths at the Low Market to needy citizens from the Old City, who stand in a long line along the Processional from the Black Gate to get this bounty. The booths are operated by minor priests of the three religions involved, with the stoutly armed faithful of St. Cuthbert providing security and ensuring that everyone behaves. A smaller but similar event is held below Wharfgate for the destitute residents of Shack Town.

The clerics of Heironeous, Pholtus, and Trithereon do not participate, but they attempt to perform good deeds (or lawful deeds, for the former two) each day during this week. However, the great rivalries between the clerics of Pholtus and Trithereon, and between those of St. Cuthbert and Pholtus, provide unintended and lively antics for Greyhawk's citizens to view, as the clerics of these faiths argue with each other and even fall to blows if their "good deeds" conflict in any possible way. Regrettably, Greyhawk's citizens often cheer on such fights and make bets on the outcome.

The evening of Needfest Godsdays is also known as Midwinter Night. On this night, Needfest 4th, only aquamarine Celene is visible in the sky, as Luna is new. For this reason, Midwinter Night is also called Handmaiden's Glory or the Dim Night. This is a holy night for priests of Celestian, who conduct all-night services of moonwatching and stargazing on the grounds around the Grey College Observatory. Magical adjustments to the weather are sometimes made to ensure good viewing, though the temperature is always left cold enough to prevent widespread melting of snow and thus flooding. This tinkering with weather angers the few local druids, who consider this night holy and gather at the StoneRing outside the city's Druid's Gate for chanting, prayer, and other services.

The height of the midwinter celebration is Needfest 7th, the Feast of Fools. This is held from 5 P.M. to midnight, precisely timed by clocks and magic on that Freeday. The Feast of Fools is thought to have been established as a holiday by Zagig Yragerne, the city's most famous Lord Mayor (now a demigod, Zagyg the Mad Archmage), but evidence suggests it is much older than that, perhaps dating back to the days when the city was brought into the Great Kingdom, around 1 CY.

During the Feast of Fools, the theme of reversal is explored: The high is made low, and the low is made high. The Lord Mayor and the Directing Oligarchy, wearing dunce's caps and straitjackets, troop into the Old City in a ragged line, heading down alleys and streets through the Slum and Thieves' Quarters. They stop to hear the words of simpletons and idiots along the way, listening sagely as crowds jeer and cheer them on. It is generally understood that any attack on these gentlemen will be swiftly detected and repulsed by the many thieves who are guildmembers in the city, who are thick in the crowds but nondescript in appearance. The much feared Guild of Assassins is also said to be out in force on this night, providing an extra level of security.

This invisible protection was breached only once in recent years, in 589 CY when a beggar attempted to assassinate Nerof Gasgal with a poisoned needle. Carmen Halmaster, a Director from Greyhawk's Union of Merchants and Traders (and secretly a member of the Thieves' Guild) was struck instead. The assassin was swiftly pinned down and taken away; no word of his fate was ever released. Halmaster, who appeared to be dying, was healed on the spot by a cleric who was traveling with the Director's silent bodyguards just in case his services were needed. To his credit, the pale and shaken Halmaster insisted on continuing in the parade with aid from other Directors, to the thunderous approval of the crowd, though he seemed to have great trouble walking.

Elsewhere in the city during the Feast of Fools, madness reigns. Thieves secretly leave small bags of coins (always copper) for former victims and the poor to find. Warriors beg children to save them from unseen monsters. Rangers claim to be lost, and paladins loudly challenge puppets to single combat. Judges and senior officials in the Courts of justice are stood on the docks and tried by lowly clerks and messengers for absurd crimes, after which they are (briefly) jailed. The sages and tutors of Grey College, the University of Magical Arts, and other schools sit in the audience as their most inexperienced students happily regale them with nonsense. Even the clergy of churches and

The Adventure Begins

temples take part in this event, though the actual rites vary according to the religion practiced. Priests of Rao are addressed by fools and maniacs. Clerics of Heironeous listen to tales of heroism and sacrifice told by known liars and cowards. Members of the Order of St. Cuthbert listen to any religious advice offered by those of other faiths and appear completely won over, smacking themselves on the forehead for having been so misguided before.

All of this silliness is overseen by The Fool, the most talented bard or jester in the city, who gains this very honorable appointment by vote of the Directing Oligarchy. For the seven hours of the Feast, The Fool is lord of the city. Whatever The Fool orders is done, though these directives (like everything else that goes on in the city at this time) must be governed by a carefully designed logic of paradox. Nothing that threatens the security of Greyhawk, injures any citizen, destroys property, involves physical violence, and so on is allowed. The Feast of Fools is meant to be completely in fun, with no later regrets; even The Fool must be careful not to do something dangerous or stupid. A "stupid" act in this case is anything that might offend someone so much that The Fool will be very sorry about it later. (Angering the Lord Mayor is considered "very stupid;" angering Glodreddi Bakkanin, the Inspector of Taxes, or Vesparian Lafanel, rumored to be the Guildmaster of Assassins, is plainly the act of a genuine madman.)

All citizens of Greyhawk are expected to take part in the evening's wild events, acting precisely the opposite of their normal behavior. Brightly colored and bizarre clothing is the norm, the crazier the better. The stories of mock "adventures" and lunacy that go on during this time are enjoyed for years to come. The birth rate soars around Brewfest of the next year.



Needfest

To refuse to participate in the fun is a serious breach of etiquette, and anyone who shows a lack of humor on the topic immediately draws the attention of all nearby merrymakers, who mercilessly hound the spoilsport with practical jokes and snide comments long after Needfest is over. Foreigners are allowed some leeway in participating, but even they are expected to make a show of silliness in harmless ways. (A smile and a goofy costume go a long way.)

Only three groups are said to act as they always do during the Feast of Fools: the carefree priests of Olidammara, who encourage revelry with music and song; druids, who have no sense of humor about even pretending to dislike nature or balance, and thus avoid the city for the evening; and the Guild of Assassins. Assassins simply stay out of sight or disguise themselves as other people, usually foreigners or beggars, and carry on like everyone else around them - unless a situation develops requiring their usual services.

An exception to the holiday spirit of Needfest is required of the Lord Mayor and Directing Oligarchy, who hold their first quarterly meeting with all foreign ambassadors to the city at the Lord Mayor's Palace in High Quarter on Needfest 1st. This directors-and-diplomats meeting might continue for days if many important matters are being covered or a city emergency arises. These meetings can be tense affairs, though usually all present try to restrain themselves and discuss their concerns in a civilized manner. The Lord Mayor meets privately with the Directors after the ambassadors depart. The Oligarchy normally meets on every Starday during the year to address business relevant only to themselves, the City, and the Domain. Some ambassadors meet with the Directors more often (even monthly), particularly those from the Urnst states, Nyron, Furyondy, and Veluna.

Needfest 4th is also the day when the yearly Grand Administrative Council is held.

The Lord Mayor and the Directing Oligarchy fortify themselves for a long meeting at the Lord Mayor's Palace with the nearly two dozen petty nobles created (for tax purposes) by Glodreddi Bakkanin beginning back in 584 CY. Only the dinner held after the meeting brings the Directors any relief from the boredom and irritation of listening to the reports and requests of these self-important minor nobles who have little real political power.

Needfest's spirit of festiveness was spoiled in 585 CY by a drunken brawl in Shack Town, in which a mob of jobless, angry Greyhawkers was incited to attack poor Tenha refugees. Thirty-two died, all of them Tenha; many more were injured on both sides. Some of the social damage was repaired by the good-natured churches of Greyfawk; Nerof Gaskal, the Lord Mayor, later arranged for many homeless Tenha to be resettled in the Domain on their own farms. Needfest has rarely been celebrated right outside Greyhawk's city walls, but along the riverfront and in Shack Town, it has passed with little notice since that dreadful year. Only the bread distribution below Wharfgate, conducted by well-protected clergy on Godsdays, marks the occasion. The Rhennee alone mark Needfest, but with their own peculiar customs. Rhennee in the city during the Feast of Fools usually pretend to live in the city as normal citizens, addressing everyone by familiar (and incorrect) names with friendly smiles.

On the 1st of Fireseek, immediately following Needfest, the first quarterly Grand Council of Greyhawk Guilds meets at "City Hall," which is the nickname given to the Lord Mayor's Palace. All the city's guildmasters must meet with the Directing Oligarchy, or else send deputies in their place if they absolutely cannot be there.

Elmshire holds the whole week of Needfest as a public holiday as well, celebrating very much as Greyhawk does with feasting, drinking, dancing, gift-giving, decorating, and revelry - though without the Feast of Fools. Elmshire, almost completely made up of extended families with huge burrow-home fauns, has no impoverished or homeless population to speak of, but those families less well off than others are provided for by neighbors.

Hardby marks the occasion with music, cheer, bright magical lights, the excessive consumption of spirited drinks, and the usual widespread fistfights between sailors, dock workers, soldiers, and anyone who wants to join in. The Gynarch appears in public on Freeday at noon to walk through the town, followed by her family, servants, and guards. She is not present to be made fun of, however, as some visiting Greyhawkers have discovered to their great sorrow. She talks to townfolk, inspects units of Mountaineer Militia and Hardby Marines from Greyhawk, confers with priests and foreign merchants, and grants 10 petitions chosen from the many submitted to her earlier in the week by townfolk or soldiers. The militiamen and marines who once regarded her as a powerless figurehead now cheer her appearance as loudly as any townsperson, and have started to respect and listen to her in ways that would alarm the Directing Oligarchy in Greyhawk, which most certainly meant to put her under their thumb.

Narwell sees much singing, dancing, and drinking during Needfest, but without the glitter seen elsewhere. The good cheer is often forced because the townfolk do not trust one another, and food and drink are not shared. The major local event is the Frostbite Run on Freeday, in which contestants clad only in loincloths and boots race around the town walls three times, cheered on by screaming, maniacal citizens. The winner gets a small kettle of gold coins. Gambling and cheap ale are the order of the day throughout the city on this Freeday, with violence and murder often the result. By this time of winter, everyone has cabin fever and can't wait for caravan traffic to start in the spring.

Safeton has little celebration of Needfest. The week is not taken as a holiday, and few decorations or smiles are seen. Family gatherings and church meetings are held on some evenings, but these are rare. Drinking is heavier than usual here during Needfest, though it is always heavy. People often gaze southward with grim expressions, clearly thinking about raids from the Oreish Empire that come in the spring. The town is quiet except around the ale houses. Few ships come to dock, but they attract much attention when they do.

The Adventure Begins

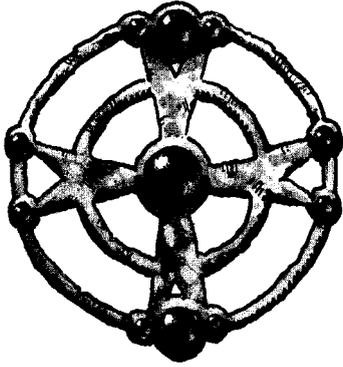
Great Moon's Glory

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, and engages in its 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 of 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. The local druids and their small congregations also hold this night sacred, but little is known of their activities. They have been observed to collect the StoneRmg outside the Free City's Druid's Gate, where they chant and pray all night.

Many farmers and herdsmen mark this night as the true beginning of spring, though Readying 1st is the calendar date for spring's start. From this day on, the cold north wind warms and starts blowing from the east. Skies grow cloudier and snow turns to rain - lots of it - which can turn overnight into a glaze of ice covering the land. Frozen roads soon melt and turn to complete muck, so wagons and carts are even worse off than during the dead of winter when the mud is frozen, if slippery and rough. Nearly all travel is by foot or horse in spring, but few see the need to go far. Though winter is regarded as the most hostile season, the period from Great Moon's Glory to Growfest is often considered the most depressing part. Still, if a bucket of water left out overnight does not freeze for three days running, that's a good sign that warmer weather is on the way.



Symbol of Celestian



Symbol of St. Cuthbert

Growfest

Growfest is not considered a week-long public holiday in Greyhawk, 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. Merchant activity is high, as the first caravans of the year set out at this time on the first day of good weather, providing the roads are in a fair state.

The second seasonal conference between all foreign diplomats to the City of Greyhawk and the Lord Mayor and Directing Oligarchy takes place on Growfest 1st, at the Lord Mayor's Palace in High Quarter. See mention of this meeting under "Needfest" for further details. The atmosphere is usually better than during Needfest with the improvement in the weather.

Growfest 4th, Godsdays, is St. Cuthbert's Day, the largest annual festival celebrated by those of his faith. At dawn, local worshipers (of whom there are many) and pilgrims from foreign lands assemble outside the city walls at the Highway Gate, at the southern end of the city. They then enter the city and march north along the Processional, chanting and singing, while their children run alongside in great excitement and strike them with green switches. This is called "the cleansing;" the kids seem to love it. Other children are not supposed to join in, but sometimes do anyway. Catcalls from unbelievers are stoically tolerated, but not rotten fruit (anyone caught throwing produce faces the beating of his life).

The line of marchers eventually arrives at the High Market and turns left, heading down Garden Road to the Sacred Temple of Saint Cuthbert. After a service in which a magical copy of the artifact known as the *Mace of St.*

Cuthbert is brought out, a huge feast is held for the faithful from noon to dusk. A huge bonfire is lit outside at sundown and kept burning till midnight, with clerics carefully watching to make sure the fire does not spread. It is said that this fire can remove curses from penitent followers. No one in his right mind interferes with this festival, given the church's great local power and militant attitude.

One other religious event during Growfest is worth mention, though it has lost importance over the years, particularly since the Greyhawk Wars. This is the Feast of Edoira, which commemorates a religious unifier of ancient times. Edoira united several argumentative sects of Rao in Greyhawk and established the Edoiran Compact, a set of guidelines by which people of good alignment could work together in relative harmony. Many good-aligned churches and temples in this region once revered his memory, though he never gained divine status. Celebrations varied from church to church, with interfaith services held on Godsdays (primarily involving the clerics of Rao and Pelor); secular observances were usually more festive than solemn. The clerics of Rao and Pelor still have an interfaith service on Godsdays during Growfest, and they occasionally get priests of Heironeous or Mayaheine to join them. This has been difficult of late, which worries the clerics of Rao.

The highlight of Growfest for the rest of the populace comes on Freeday evening, Growfest 7th. This event is the Desportium of Magic. Torchlight is the only illumination allowed as thousands of residents pour northward up the Processional to the Grand Citadel, taking up places around (but not on) the hill on which the Grand Citadel sits. To great applause, the Master of Ceremonies of the Guild of Wizardry (currently the half-elf wizard Gil Sparecrow) comes out of the citadel and presents the 15 contestants for the Desportium, which goes on until midnight. The contestants are nearly always illusionists who are either not native to the city or have not yet joined the Guild of Wizardry. The contestants are grouped into five teams of three members each. One at a time, the groups attempt to cast the most magnificent display of illusion/phantasm magic possible, in a maximum time of 40 minutes. The displays, made up of any number of spells cast without use of magic devices, cannot cause harm to any creature or to the citadel, but must be as wonderful, striking, detailed, and lifelike as possible.

Each performance in the Desportium of Magic uses a long-established theme: an attack upon the Grand Citadel by various humanoids and monsters, repelled by warriors and spellcasters within the Citadel itself. This motif is based on an actual historical attack made on the city by a humanoid army, backed by spellcasters, around the year 43 CY. The assault was driven off with the clever use of illusions by the city's defenders. The contestants can elaborate on this basic theme to include exotic monsters and spells that were not a part of the actual event, making the attackers look as dreadful and the defenders as heroic as possible.

The performances are judged by Kieren Jalucian, the Guildmaster of Greyhawk's Guild of Wizardry; Jallarzi Sallavarian, a local wizard known to be a member of the Circle of Eight; and Torrentz Hebvard, the President of Greyhawk's Society of Magi. The reward for victory is 500 gp per winning team member, plus training for the next experience level at half-price from the Guild of Wizardry. Admission to the guild is offered to the winners for free.

Food vendors make a killing on hot chestnuts, roast squirrel, mulled wine, ale by the barrel, and the like that are consumed by the audience during the displays. A hot meal is prepared for all outside the Grand Citadel when the Desportium ends. Most people attending this event are dead tired when they go to work the next day.

Immediately following Growfest, on the 1st of Planting, all guilds in the City of Greyhawk must present their membership lists at the High Quarter home of Gloreddi Bakkannin, the Inspector of Taxes, by high noon. The roll of recognized guildmembers is read aloud that afternoon by a team of scribes at "City Hall" (the Lord Mayor's Palace),

then posted on a board outside for all to read. If a roll arrives late, the guild is declared to have no members and be officially disbanded - unless a sizeable fine (plus, it is said, a huge bribe) accompanies the errant document when it reaches the Inspector of Taxes. No guild is reported to have missed this deadline in a decade, some even turning over their membership lists as early as the end of Needfest. Slow-acting guildmasters often panic if they haven't completed their membership lists, leading to a flurry of crazed activity in some areas during Growfest.

Also on the 1st of Planting, the second quarterly Grand Council of Greyhawk Guilds meets at the Lord Mayor's Palace. Details appear under "Needfest."

Elmshire is the only outlying town to celebrate Growfest as a public holiday. Planting competitions, foot races, weddings, ale judging, huge feasts, and so forth are commonly held. Safeton and Hardby prepare their docks, streets, and businesses for the coming stream of cogs, caravels, and other ships from foreign ports. Only one church in Safeton still celebrates the Feast of Edoira, which was only a decade earlier a major town event; no church in Narwell or Hardby still does this, though townsfolk generally remember who Edoira was. The halflings of Elmshire aren't familiar with Edoira at all.

Safeton conducts military drills in expectation of border raids from the Orcish Empire, which may already be taking place just to the west. Narwell prepares itself for a stream of caravan traffic and marching soldiers from the Greyhawk Militia on patrol. Some in Narwell also prepare to leave town and begin a bit of banditry in the countryside.

Richfest

The hot, breezy week of Richfest is not observed in full as a public holiday in Greyhawk. The third quarterly diplomats-and-directors meeting takes place on Starday, Richfest 1st. Details are much the same as described under "Needfest."

Midsummer Day (Richfest 4th) is the only real holiday, when the city closes shop to celebrate the height of summer and give thanks to the appropriate gods

for good fortune. All but the most essential personnel (soldiers, the Watch, and so forth) are free from their obligations. As this is also Godsdlay and most people attend a worship service at some point during the day, the work-free directive primarily affects workers in the local entertainment industry and those government and religious workers of a general nature, such as messengers, clerks, and cooks. Priests are "on duty" all the time, but nonessential clerics may get the day off. Most shops and both city markets are closed on Midsummer Day by long tradition, and entertainment activities like gambling, the theater, and gladiatorial events are prohibited.

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. Every priest of Pelor around assists in preparing for the event. The public is invited to the grounds of the Temple of Pelor in the Garden Quarter, and the mass of worshipers fills the open space from the Millstream on the east to the Nobles' Wall on the south, and spreads westward to the Path of the Sun, the road between Pelor's Temple and the Grand Theatre nearby. The service lasts from dawn to noon, and the weather is usually altered by the priests just enough to let the sun shine for most of this time.

In the afternoon, a huge feast is prepared and served free to all comers. "A starving man is not a wise one," the priests say as they hand out cups of soup, mugs of fresh water, and loaves of bread to all. "The sun gives freely, and we do as well." After the feast, the priests, clad in yellow and gold, lead a festive parade down the Processional to the Old City, where they spread out in small groups and administer healing spells, food, and comfort to all who ask for it. Children are given special attention; if any require greater care than can be given on the spot, they are carried back to the Temple of Pelor and given treatment there, free of charge.

One effect of this benevolence is that many members of the Guild of Thieves, the Guild of Assassins, and the Beggars' Union who were raised in the Free City remember being helped by priests of Pelor, and the temple and clergy have come under the protection of these three groups. Anyone who harms or steals from a priest of Pelor is hunted ruthlessly and subjected to a horrifying fate. The priests of Pelor have no clue at all that this occurs.

If Pelor's priests have any fault, it is that they have a very cynical attitude about the city's nobles and much of the middle class, recognizing that most people will not give charity until shamed into it. The priests have become quite skilled at creating tear-jerking situations at a moment's notice when they recognize an incident that they can exploit for example, carrying diseased, maimed, or dying children from the Old City along the Processional to the temple of Pelor, in full view of all passersby. Onlookers are simultaneously approached by minor clerics who beg for donations to defray the costs of



Symbols of Pelor and Beory

The Adventure Begins

healing these innocents. Priests exhort all folk they see to give, give, and give again: "To give twice is to be twice blessed! To give thrice is to be thrice blessed! Give!" Miserly citizens complain that they are coerced into donating all their carried wealth by unseen figures who stand behind them and softly murmur encouragement such as, "Give the nice lady your money, or I'll cut out your heart and you can give her that." Few believe this really happens.

The evening of Richfest 4th is, of course, Midsummer Night. Both moons; Luna and Celene, are full, and a night-long holy vigil by the Celestians and their flock takes place on the grounds around the Grey College Observatory. The height of the service comes when Celene eclipses Luna at midnight. This is a portentous evening, and sometimes astronomical phenomena are witnessed that hint at future events, both good and ill.

Midsummer Night is holy also to druids of Beory, Obad-Hai, and other gods, who consider this night the most sacred of all. All quarrels between the various cults are set aside, and the leaders of the local druidic circles join in a celebration of Oerth and the Great Balance they serve. This is the best night of all for druids to collect mistletoe, with which they cast their spells, and many lower-level druids head west and south from Greyhawk early in the week to be prepared to enter the Gnarley Forest and gather the needed plants with special sickles and bowls.

This is also the night on which the greatest number of werewolves are out hunting everywhere on Oerth, as the combined effect of the two moons makes it nearly impossible for any lycanthrope to avoid werechange. Evil-natured lycanthropes have been known to go temporarily mad at this time and are especially dangerous.

A sort of "working holiday" occurs on the two days after Midsummer Day, Richfest 5th and 6th. These are the Guild Days, for which the artisan guilds of the Free



Richfest

City have prepared for many months. Public displays of craftsmanship are placed in the High Market, and the quality of these goods - jewelry, rugs, clothing (lots of it), furs, sculptures, fine furniture, glassware, armor, weapons, tools, wagons, carts, leather goods, and more - is widely acknowledged to be among the best seen in the whole Flanaess. The displays are heavily guarded, and it is thought by many that the Guild of Thieves is paid considerable protection money to keep the collections safe even at night. Virtually everyone in the City of Greyhawk steals time from their regular work to walk through these exhibits; even beggars from Old City make the trek north to take a glance. Guild Days are not public holidays, but the desire to browse and marvel at these works is overpowering. The Directing Oligarchy opens each day of the craft fair, and the Lord Mayor Nerof Gasgal makes powerful speeches pointing out that the Guild Days show to the world the exact reason why Greyhawk is the economic and mercantile powerhouse it is these days.

Bids may be placed by onlookers for many items, and the highest bids at the end of Guild Days win. Hundreds of visitors enter Greyhawk to view and bid on these marvelous items, the wealthy worthies coming from towns and lords' manors in the Domain of Greyhawk, and from surrounding realms, particularly Dyvers, Veluna, Verbobonc, Furyondy, and the Urnst states. Rare travelers from Celene, the Ulek states, Keoland, or impoverished Nyronde are sometimes seen, and a handful of merchants and nobles from the United Kingdom of Ahlissa make the journey and are pleased to do so. Inns and taverns in New City are filled to capacity.

The craft displays are also judged in a series of great competitions. The master of each crafts' guild judges the work of his or her guildmembers, assisted by one to four senior guildmembers chosen by lot, who cannot enter the competition but can display and sell their works. Competition categories are usually broken down by the type of item crafted (for example, the master of the Guild of Leatherworkers and Tanners might judge categories for boots, saddles, gloves, leather armor, and so on). The creator of the single finest work in each crafts category wins the greatly coveted Medal of Zagig, a stunning achievement that wins accolades from all. This beautiful gold medal (worth 10 gp) with blue and red ribbons assures the owner who displays it in his shop of higher prices and greater sales for years ahead.

Several startling competitions have been introduced over the years, particularly by service guilds eager to gain the recognition long enjoyed by crafts guilds. Thus, one sees amazing contests sponsored by the Union of Dockers and Wharfmen; the Laborers' Union; the Guild of Lawyers, Scribes, and Accountants; and the Guild of Barbers and Dentists. The dockers and laborers perform feats of strength, lifting or hauling enormous weights, sometimes while moving through a complex maze. Lawyers and scribes engage in contests to speak or write the most rapidly, often in languages other than Common (such as the Ancient Suloise used by this guild for its documents). The Zagig Medal for the Guild of Barbers and Dentists is awarded to the person who passes a two-stage competition. First, competitors must extract bad teeth from volunteers with actual tooth problems, performing as many operations as possible in 30 minutes. Volunteers are paid 10 sp for their services, but most are wise enough to get slightly drunk beforehand to kill the pain. Second, the competitors must administer haircuts and beard trims to the same volunteers within an hour's time. The speed at which the competitors work is staggering (and perhaps even frightening) to anyone new to the city.

In addition, farmers from outlying areas have also latched onto this idea,

and during Guild Days they buy space in the Low Market and hold competitions for the finest livestock and vegetables. In recent years, the Guild of Bakers and Cooks and the Guild of Butchers have joined the farmers, and a startling array of baked goods and prepared meats (kept fresh with the use of a few minor cooling spells) are displayed and judged in tents lining the Low Market, with baking and butchering contests as well. A cleric of Zilchus from the Duchy of Urnst described Guild Days as "an overwhelming orgy of professional productivity."

Costumed jesters, bards, animal tamers, fortune tellers, Rhennee, barbarians, mystics, street vendors, pickpockets, urchins, spies from foreign guilds, and more increase in numbers during Guild Days. This gives the city the carnival-like atmosphere it sees during Needfest or Brewfest, though Guild Days still retain a strongly professional and mercantile character,

However, bribery, sabotage, blackmail, theft, and worse are known to take place behind the scenes, as some guildmembers and farmers are determined to win a Medal of Zagig at any cost. Heads still shake over the disgraceful "Farmer Giles' squash" incident of 581 CY, when the prize-winning squash was found to have been magically enlarged. Anyone who counterfeits a Medal of Zagig earns a sentence equal to regular counterfeiting of Greyhawk coinage: maiming, imprisonment, hard labor, fines, and so on. Still, some try it anyway, though they are careful to display their "medals" only in foreign cities and never in Greyhawk itself.

Right after Richfest, on Reaping 1st, the third quarterly Grand Council of Greyhawk Guilds meets at the Lord Mayor's Palace. Details appear under "Needfest," above. Richfest is a full public holiday in Elmshire, with all the usual entertainments and merrymaking common to the community. Richfest 4th, Godsdays, is a major religious holiday. On this day, all the religious leaders in Elmshire have joint services lasting from dawn to dusk, with many breaks for food and music between. A fishing contest and fish fry are held on Richfest 7th.

Midsummer Day is Foundation Day in Narwell. This celebration of the town's founding (centuries ago at an artesian well) includes a town-wide parade by Greyhawk Militia soldiers. Formerly the town baron's troops (who doubled as brigands in the old days) did the marching. The town standard is carried with the troops, but this event is not popular with elves, particularly those from Celene. Narwell's standard includes various tokens taken from Gnarley Forest and Welkwood elves slain in past battles with the town guards or local highwaymen. Foundation Day is fairly riotous, with plenty of drinking, fighting, and music, but with an unpleasant xenophobic edge directed at everyone whose ancestors were not from Narwell.

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. More stars can be seen on this one evening than on any other night of the year. This is, of course, a holy night for followers of Celestian, with long astrological ceremonies, learned speeches, and debates around the Grey College Observatory's grounds. Happily, lycanthrope activity is at its lowest for the year on this night.

However, this pleasant regard for the evening is not shared by most other people, who are uneasy at the absence of the moons and take it as a bad omen. All-night bonfires are commonly maintained by peasant farmers and herders, particularly in the towns of Elmshire and Narwell and in small villages across the Domain of Greyhawk. In addition, some humanoid religions see this night as perfect for raiding local civilized settlements, leading to heightened military alerts. Criminal activity increases as well; several gods who oversee theft and other underhanded deeds take this night as holy as well, but require their followers to undertake special missions this evening to prove their skill and cleverness. Finally, certain evil cults hold this night as very unholy and perform kidnappings, murders, and vile rites at this time.

The Adventure Begins

Brewfest

Before detailing Brewfest, it must be noted that every four years, public elections are held for positions on the Public Council of Greyhawk. Election day is on Harvester 28th, the day immediately before Brewfest. The madness this day generates cannot be imagined. The next election year is in 594 CY, but campaigning has already begun in some quarters.

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 - perhaps too much so, as even some members of the Greyhawk Militia and City Watch have been known to perform their duties during this time while drunk.

Brewfest has long been noted for the intense beverage competition held in the guildhouse of the Greyhawk Guild of Ostlers and Brewers the entire week. As Greyhawk is a cosmopolitan city with vast trade connections, any sort of ale, beer, mead, wine, spirit, liqueur, or other alcoholic drink made anywhere in the Flanaess can be entered into one of dozens of categories here, to be judged by senior members of the aforementioned guild. All entries are tested by magic for poisons, though special categories exist for nonlethal drinks whose effects border on venomous. 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. Even Rhennee and Shack Towners are welcome. Businesses and inns are decorated with corn shocks, wheat and barley sheaves, ripe gourds, and more, and cups of free ale and cider are handed out everywhere. Church services on Godsdays are usually very short.

The festival is celebrated in Elmshire, Hardby, Narwell, and Safeton, too, though with a different

character in each town. In Elmshire, Brewfest is a time for cheery feasts, music, and dancing; drinking is light to moderate. The whole week is taken as a restful, carefree holiday, and halflings from Greyhawk and elsewhere are free to join in. Godsdays is the height of the celebration, but church services are lively and often held outdoors.

In Hardby, widespread fistfights bordering on full riots involving drunken soldiers, sailors, and longshoremen are common at this time, and "Ale Bay" (a large outdoor stockade built each year to hold drunks) is filled to overflowing. During Brewfest, the town is noisy, exciting, colorful, and ignorant of all social mores and decorum (not that it had much of either to begin with). The town hits bottom during the Freeday-night parade; the Starday after is an unofficial holiday, as most townspeople must work off dreadful hangovers.

Narwell's crime rate soars during Brewfest as many drunks are beaten and robbed, but caravan traffic is left largely alone by bandits who likely have come to town to celebrate with everyone else. Ale-brewing contests between dozens of local brewers are staged nightly, and horse races and athletic feats are heavily attended by day.

Safeton's guards are rotated for a day or two of liberty during Brewfest, but the garrison remains on constant alert in case orcs appear. The holiday atmosphere here is as violent as in Hardby, but with a dark, nervous, ugly edge that lacks the laughter and ease of the latter. "Orc hunts" are often held at night, with gangs of drunk and/or armed citizens roving through town, looking for anyone who faintly resembles a humanoid. In the past few years, someone has spiced things up during Brewfest by releasing captured goblins or orcs within the town walls; the humanoids must fight for their lives against frenzied mobs. For a humanoid to escape a gruesome fate here is rare, but not unknown.

The Lord Mayor and Directing Oligarchy of Greyhawk have two important meetings during this time. The fourth seasonal diplomats-and-directors meeting is on Brewfest 1st (Starday); see "Needfest" for details. This is usually the most festive such meeting, though once in a while a diplomat or director drinks more than is wise and says something that causes considerable trouble.

The fourth and last quarterly Grand Council of Greyhawk Guilds formerly met on Patchwall 1st, right after Brewfest. Time and again, this proved to be a tactical mistake, as more than one of the guildmasters would arrive either drunk or in the depths of a hangover. In 585 CY, Nerof Gasgal finally relented and moved the Grand Council to Patchwall 3rd, a Moonday, to everyone's relief. The guildmasters and Directors gather at the Lord Mayor's Palace. For more, see "Needfest," above.

On Patchwall 8th, the second Starday after Brewfest, the Lord Mayor and Directing Oligarchy convene the annual Greyhawk Council of Mayors and Manorial Lords, established after the Greyhawk Wars (see "Politics & Government of Greyhawk"). Here gather the recognized leaders of Elmshire, Hardby, Safeton, Narwell, and representatives from smaller communities like Grossettrottell, Two Ford, One Ford, Greysmere, Karakast, the mining towns in the Cairn Hills, and other communities in the Gnarley Forest and northern Wild Coast, all to talk over their problems with Nerof Gasgal and the other Directors. These meetings can be tense when discussion of the Orcish Empire arises. Just as troublesome to the Lord Mayor is the presence of the Gynarch of Hardby, who manipulated events to gain a seat on the council despite unobvious attempts to exclude her and deal only with the commanders of the Mountaineer Militia and Hardby Marines, who also attend. The Gynarch and Nerof Gasgal appear to absolutely hate each other, though they are unfailingly polite in public.

THE CLIMATE OF GREYHAWK

The Domain of Greyhawk is particularly blessed with regard to weather, a fact that has boosted the Free City's homeless population considerably in the Slum and Thieves' Quarters and riverfront areas like Shack Town and the new slums of Far Bank. War refugees and migrants hear from many sources that Greyhawk has hard laws but tolerable weather, and they willingly risk the former for the comfort of the latter.

Across the Domain of Greyhawk, weather effects are much the same, with minor variations based on local geography. The latter are detailed below.

Communities near the great Nyr Dyv, on the northern side of the Cairn Hills, are subject to "lake effects" that cool residents in the heat of summer and warm them in the winter. However, thanks to lake effects, snow is more likely to occur in Elmshire in the winter than in the City of Greyhawk itself, farther south. Winds tend to blow inland during the day, and out to the lake from the shore at night. Westward-moving storms over the Nyr Dyv are often weakened once they cross over the rugged Great South Peninsula that defines the Midbay and forms the northernmost extent of the Cairn Hills; this benefits naval traffic in the far western end of the Nyr Dyv, and Dyvers and southern Furyondy suffer few damaging storms.

Shielded by the Cairn Hills and Abbor-Alz, the Plain of Greyhawk (including the Free City) and the eastern Gnarlley Forest have milder weather than the Duchy of Urnst. Major storms coming from the east and northeast are reduced in strength,

and flooding rains are uncommon as more rain falls in the hills and mountains than farther west. At the City of Greyhawk itself, high winds are rarely a problem because of the walls around the town and the closely spaced structures. However, Shack Town is subject to severe and unpredictable winds, as it lies in the open on the outside of the city and just to the west of the northern wall. Wind effects are thus magnified, and the shacks and huts here are often damaged, with injuries to the inhabitants.

The northern Wild Coast has some interesting weather patterns, probably caused by the presence of the hot and arid Bright Desert to the east. Rainstorms generally come in from the southeast, up Woolly Bay. Narwell and Safeton very often have "dirty rain" caused when windblown dust from the east comes down during thundershowers; rainwater is always filtered or left to sit for a day before it is drunk. Tiny particles from huge dust- and sandstorms in the Bright Desert fall over the northern Wild Coast on windy days. This is not noticeable to the average citizen except as a faint yellow haze in the air; locals have gotten used to their unusually dusty streets and houses. Broom sales are always good, and residents tie a thin cloth around the mouth and nose on bad days. Those with allergies to dust either suffer or move elsewhere.

Safeton, Hardby, and other coastal communities in the Domain of Greyhawk along Woolly Bay have "bay effects" similar to the lake effects that Elmshire knows: cooler temperatures in the summer than farther inland (as at Narwell), and warmer temperatures in the autumn and early winter. Snow is very rare here in winter, thanks to the Bright Desert; rain is more likely. Woolly Bay never freezes over, though on rare occasions, ice forms along the shores. Cool winds usually blow inland during hot afternoons but may go in any direction at night. Sailors report a strong, inlandmoving breeze within a few miles of the coast of the Bright Desert in the daytime, though it does not often harm normal sailing and navigation nearby.

Storms in this region are encountered most often coming from the southeast in the fall and spring; a few storms come from the northeast in the spring, summer, and fall. These storms are not as violent as those in the Sea of Gearnat to the southeast, and wave heights are only moderate at worst. Sailing ships have few troubles, but galleys stick close to shore (when between Safeton and Hardby) and are beached at the first sign of a storm.

During Goodmonth and Harvester of each year, Safeton and surrounding shore communities are subject to an unusual wind, the "Safeton Physic," so-called because of its reputed healthful properties in blowing disease, dust, and debris out of the communities. This powerful gale is apparently generated over Woolly Bay to the far southeast, coming northwest toward the northern Wild Coast and affecting a region from about 60 miles south of Safeton up to the mouth of the Selintan River. The gale disperses inland within 30 miles of the coast. The Safeton Physic usually begins to blow just after noontime and continues until late at night (1d6+7 hours). Hardby

The Adventure Begins

almost never feels this wind. As it is so hard to move against this wind, sailing vessels heading down Woolly Bay for the Sea of Gearnat avoid traveling in the evening, unless they can stay close to the Bright Desert's shores.

The Safeton Physic has a speed of $4d10+3$ mph (25 mph average), checked every hour. When the wind speed reaches 30+ mph, treat most effects as per the 3rd-level wizard spell *gust of wind*. All forms of land travel are slowed to 75% normal (25% normal if walking into the wind), and missile fire is reduced to halfnormal range; a -1 penalty to attack rolls is applied to missiles at short range, and a -2 penalty at all other ranges. See Tables 78-79 in the *DUNGEON MASTER Guide* for effects on sailing, treating the Safeton Physic as a gale.

WEATHER TABLES FOR GREYHAWK

A series of tables for determining the daily weather in the Domain of Greyhawk is given here. Unlike the complex weather tables that appeared in earlier GREYHAWK products, these are designed from the point of view of the typical adventurer and player, whose interest in weather is limited unless the ongoing campaign is greatly inconvenienced by a tornado, blizzard, hurricane, flood, or other event.

A few words should be said about weather as experienced by the average adventurer. First, almost no one bothers to measure it. Thermometers are not in great use in the Flanaess because they are fragile and mercury is hard to acquire; only a few sages, priests, and wizards have them for research purposes. Instruments exist that measure air pressure, humidity, wind speed, and so forth, but again, these are considered the province of the learned and homebound, with little practical application given them by explorers, treasure hunters, and adventure seekers (unless such items can be stolen and sold for a handsome profit). To be fair, nearly all lower-class commoners and even many nobles have a similar regard for the value of meteorological equipment.

Thus, for the sake of simplicity, quick die rolls, and direct game applications, all weather rolls are reduced to the

following: sky conditions, local temperature (crudely measured), and precipitation (rain, snow, sleet, hail, fog, and so on). Wind speed and direction can be determined if needed, particularly when characters are *levitating or flying*.

To use the following weather tables, roll once at the start of each game day on the proper seasonal table for sky, temperature, and precipitation, using a 12-sided die for each roll. Precipitation occurs only if the sky is partly cloudy or overcast. Determine the type of precipitation by rolling the 12-sided die again on the appropriate table, using the column for the daily temperature determined earlier. The Wind Direction Table is consulted as needed, using a 20-sided die and the proper seasons column; a minimum time between rolls of three game hours is advised. Last, the DM checks "Tables for Weather & Illumination Effects" for weather applications to the campaign and considers any additional adjustments.

Sky

On the weather tables, three outcomes are given. The first is for clear skies (clear), the second for partly cloudy skies (pc), and the third for completely overcast (over). Precipitation occurs only under partly cloudy and overcast skies. The primary practical differences between overcast and partly cloudy skies are that astrological readings or navigation using the stars, sun, or moons cannot be performed under overcast skies; illumination is reduced by clouds; and the effects of weather-altering spells may depend on current conditions.

Temperature

In the Domain of Greyhawk, only three categories of temperature exist as far as adventurers are concerned. Each is defined by the discomfort (or damage) it causes and the amount of clothing the adventurer must wear to feel comfortable (and avoid damage).

Cold: This is any temperature below 40 degrees Fahrenheit; 32 or below is considered freezing. In the Domain of Greyhawk, the lowest annual temperature is about -10 degrees, with winds creating a chill factor of -40 at worst for only a few nights per year. Water freezes at 32 degrees and wind turns chilly weather into bitter cold, but heavy cold-weather clothing cures most ills. Cold-weather clothing includes thick woolen or fur-lined coats with hoods; heavy gloves or mittens and caps or hats; scarves; long cloaks, robes, or dresses; and high boots with loose socks or stockings. (Suggested prices for such clothing appear in Table 44 in the *Player's Handbook*. Peasants must make do with hand and foot wrappings made from many layers of rags, with blankets for coats or cloaks, and cloths used as head wraps. Layers of paper make a good insulator, but paper is rarely available to poor people unless they find scrolls or a wizard's spellbook.

Few people go outdoors in cold weather if they can avoid it, especially on windy or snowy days; long-distance travel is rare. Nights can be very cold, and several layers of blankets and quilts are necessary for sleepers. Long exposure to snow causes most cold-weather clothing to become wet, negating its protective value until it is dried out. Liquids must be kept warm to prevent freezing, which might harm magic potions and cause bottles to crack or pop open.

Anyone failing to wear proper clothing or take other protective measures in cold weather suffers 1d4 points of damage every half hour (3 turns), or only 1 point of damage if a Constitution check on 5d6 succeeds. In addition, Strength, Constitution, and Dexterity scores are reduced by 1 point in that same time period (no saving throw). If any score reaches zero, a character dies.

Very few humanoids travel in cold weather, preferring to remain in their lairs for the winter unless they are starving. Many monsters and animals hibernate in winter.

The DM can make adjustments to rolled encounters as appropriate.

Cool: Temperatures of 40 to 55 degrees Fahrenheit are considered cool, uncomfortable for most temperate-zone characters. Gloves, mittens, hats, scarves, and long coats are too much, but boots with foot wraps, cloaks, thick tunics, long trousers, full robes, and long dresses are often seen. Cotton and linen are used as often as wool in clothing. Campfires are common at night, with a single blanket sufficing. Some spring and fall nights are cold, however, and more clothing or blankets must be used to ward off the chill.

Anyone failing to wear proper clothing or take other protective measures in cool weather suffers 1 point of damage every hour, or no damage if a Constitution check on 4d6 is successful. In addition, Dexterity scores are reduced by 1 point, but do not fall further (no saving throw).

As a general rule, monster encounters decrease as the weather grows cooler. Humanoids such as orcs and goblins dislike traveling in cool weather but are willing to raid outlying farms and small caravans if they are hungry or disturbed.

Warm: Warm, summery weather, in which temperatures range from 56 degrees to a yearly average high of 90 in the Domain of Greyhawk, requires no special clothing. Cloaks, dresses, and robes are of light material, and the rich wear silks and other sheer, decorative fabrics. Workmen wear light trousers and might go without tunics on sunny days. For footwear, the poor wear sandals or go barefoot. No covering is needed for sleepers at night, and few fires are lit.

Few days in a year see temperatures over 95 degrees. Heat injuries are nearly always avoided by drinking plenty of water and taking rests every day. As long as characters have portable water, they are assumed to regularly drink and replenish the supply. If no drinking water or other beverage is available and characters work, walk, or fight hard, they must make a Constitution check on 4d6 every hour to avoid becoming dizzy (half movement speed) and gaining double vision (-2 to hit); failing a second Constitution check means the character passes out for 1d4 hours. A *cure disease* spell removes this mild sunstroke. Sunburn is possible on sunny days, but the effects are considered minimal. Adventurers from Greyhawk are assumed to have some experience at avoiding sunburn and to be tanned and clothed enough to suffer no ill effects. The DM may make exceptions for fair-skinned Suel characters, if desired.

Precipitation

Precipitation occurs only under partly cloudy or overcast skies; with the former, the precipitation is usually intermittent.

Drizzle: Occurs with cool or warm temperatures. Drizzle lasts 1d12 hours, with no lightning or flash flooding. Characters with coats or cloaks will not be soaked. Wind speed is 1d20 mph.

Light rain: Occurs with cool or warm temperatures. There is no lightning or flash flooding. Rain lasts for 1d12 hours. If waterproof materials are not worn, characters are soaked after the first 10 minutes. Wind speed is 1d20 mph.

Heavy rain: Occurs with cool or warm temperatures. There is no lightning, but flash floods can occur in low areas along creeks and rivers after the first 1d4 hours; the DM can determine the effects, borrowing ideas from the following section on thunderstorms. Characters are soaked after 1d4 minutes. Wind speed is 2d12+10 mph.

Thunderstorm: Occurs with cool or warm temperatures and lasts 1d6 hours. Lightning is seen once every turn (10 minutes) or more, and 1d6+1 strokes hit high locations near the PCs, as determined by the DM, causing 6d6 damage per bolt. Flying characters and creatures have a 10% chance per bolt of being struck. Characters are soaked after 1 minute. Flash floods occur in low areas along creeks and rivers after the first hour. Wind speed is 4d10 mph. If wind speed reaches 30+ mph, treat

most effects as per the wizard's 3^d-level *gust of wind* spell. All forms of land travel are slowed to 75% normal (25% normal if walking into the wind), and missile fire is reduced to half-normal range; a -1 penalty to attack rolls is applied to missiles at short range, and a -2 penalty at all other ranges.

A thunderstorm is more concentrated and covers a smaller area than broad, low rain clouds. The storm has a width of about 40 miles and moves at 5d6 mph. The weather elsewhere in the Domain is partly cloudy or overcast, with rain possible but not required.

When a thunderstorm is indicated, 1d8 is rolled to see where the storm passes through the Domain of Greyhawk. On a roll of 1-2 on 1d8, the storm passes north of the City of Greyhawk, heading west through the Cairn Hills and along the southern coast of the Nyr Dyv to catch Greyhawk on its fringe. The Selintan River rises 3d12 inches, damaging some docks, boats, barges, and ships. Elmshire experiences some flooding, ship crews are soaked, and few people travel through the Cairn Hills even on the High Road. In the City of Greyhawk, sewers and ditches fill with water and streets are awash, with rapids forming in the narrow walkways at the city gates. The Millstream overflows its banks. Flooding is usually bad at the Low Market and in scattered locations across the Old City and Artisans' Quarter, particularly near the walls. The Ery River also floods if the 1d8 roll was a 2. The storm usually turns into normal or heavy rain by the time it reaches the south coast of Furryondy.

On a roll of 3-5, the storm grows up over the Mistmarsh and proceeds west, or manages to cross the Cairn Hills from the Duchy of Urnst. The Ery and Neen Rivers flood some areas, and the towns of Two Ford, One Ford, and Five Oaks are drenched. The storm moves across the Selintan River and dissipates over the Gnarley Forest, turning into regular or heavy rain by the time it reaches Dyvers or Verbobonc. Numerous monsters come out of the Mistmarsh due to the flooding of the rivers, so this event is dreaded by locals. (The DM can make an extra encounter check at this time, sending monsters down the Ery or Neen.)

On a roll of 6-7, the storm heads northwest up Woolly Bay and strikes the northern Wild Coast around Safeton, moving inland toward Narwell. It usually

The Adventure Begins

**LOW SUMMER
WEATHER TABLES**
(Growfest-Planting-Flocktime)

Roll 1d12 for sky, temperature, and precipitation.

Sky: clear 1-2/pc 3-7/over 8-12

Temp.:* cool 1-7/warm 8-12

Prec. no 1-7/yes 8-12

* Flocktime: +4 to die roll.

Low Summer Precipitation

(dependent on temperature roll, as above)

1d12	Cool	Warm
1	Drizzle	Drizzle
2	Drizzle	Drizzle
3	Light rain	Light rain
4	Light rain	Light rain
5	Light rain	Light rain
6	Heavy rain	Light rain
7	Heavy rain	Light rain
8	Thunderstorm	Heavy rain
9	Light fog	Heavy rain
10	Light fog	Thunderstorm
11	Heavy fog	Light fog
12	Hailstorm	Heavy fog

**MID- To HIGH SUMMER
WEATHER TABLES**

(Wealsun-Richfest-Reaping-Goodmonth-
Harvester)

Roll 1d12 for sky, temperature, and precipitation.

Sky-* clear 1-3/pc 4-7/over 8-12

Temp.:** warm 1-12

Prec. no 1-8/yes 9-12

* Wealsun: +1 to roll; Harvester. -1 to roll

** Harvester: cool if 1d12 roll is 1-2.

Mid- to High Summer Precipitation

1d12	Warm
1	Drizzle
2	Drizzle
3	Light rain
4	Light rain
5	Light rain
6	Light rain
7	Light rain
8	Light rain
9	Heavy rain
10	Heavy rain
11	Thunderstorm
12	Light fog

EARLY FALL WEATHER TABLES
(Brewfest-Patchwall)

Roll 1d12 for sky, temperature, and precipitation.

Sky: clear 1-4/pc 5-7/over 8-12

Temp.: cool 1-5/warm 6-12

Prec. no 1-8/yes 9-12

Early Fall Precipitation

(dependent on temperature roll, as above)

1d12	Cool	Warm
1	Drizzle	Drizzle
2	Light rain	Drizzle
3	Light rain	Light rain
4	Heavy rain	Light rain
5	Heavy rain	Light rain
6	Heavy rain	Light rain
7	Heavy rain	Light rain
8	Thunderstorm	Heavy rain
9	Light fog	Heavy rain
10	Heavy fog	Thunderstorm
11	Heavy fog	Light fog
12	Hailstorm	Light fog

LATE FALL WEATHER TABLES
(Ready'reat)

Roll 1d12 for sky, temperature, and precipitation.

Sky: clear 1-2/pc 3-6/over 7-12

Temp.: cold* 1-5/cool 6-12

Prec.: no 1-7/yes 8-12

* Freezing on second roll of 1-5 on 1d12.

Late Fall Precipitation

(dependent on temperature roll, as above)

1d12	Cold*	Cool*
1	Heavy fog	Drizzle*
2	Heavy fog	Light rain*
3	Hailstorm	Light rain*
4	Hailstorm	Heavy rain*
5	Sleetstorm	Heavy rain*
6	Sleetstorm	Heavy rain*
7	Light snow	Thunderstorm*
8	Light snow	Thunderstorm*
9	Light snow	Light fog
10	Light snow	Heavy fog*
11	Heavy snow	Hailstorm*
12	Heavy snow	Light snow

If the next day's temperature is cold, the ground will be covered with ice from any previous precipitation.

WIND DIRECTION TABLE

Roll on 1d20.

Blows from	Fall*	Winter-Spring**	Spring-Summer +
N	1	1	1-2
NE	2	2	3
E	3	3	4
SE	4-5	4-6	5
S	6-10	7-15	6-7
SW	11-17	16-18	8-10
W	18-19	19	11-17
NW	20	20	18-20

* Fall: Brewfest, Patchwall, Ready'reat.

** Winter-Spring: Sunsebb, Needfest, Fireseek, Readyng.

+Spring-Summer: All other months and festivals.

TABLES FOR WEATHER & ILLUMINATION GAME EFFECTS

Weather and illumination affect many AD&D game mechanics. The following table shows tables in the *Player's Handbook (PHB)*, *Complete Ranger's Handbook (PHBR11)*, and *DUNGEON MASTER Guide (DMG)* tomes that detail weather-related effects.

Game Effect	References and Tables
Tracking	<i>PHB</i> , Table 39, or <i>PHBR11</i> , Tables 15-16
Visibility range	<i>PHB</i> , Table 62
Surprise	<i>DMG</i> , Table 57
Encounter distance	<i>DMG</i> , Table 58
Combat	<i>DMG</i> , Table 72
Movement rate	<i>DMG</i> , Table 73
Overland movement	<i>DMG</i> , Table 75
Sailing movement	<i>DMG</i> , Table 78
Weather at sea	<i>DMG</i> , Table 79
Aerial movement	<i>DMG</i> , Table 80
Chances of getting lost	<i>DMG</i> , Tables 81-82

HOURS OF DAYLIGHT IN GREYHAWK

Adventurers, farmers, and others who spend a lot of time outdoors gain a general understanding of the approximate time the sun rises and sets if a sundial is available. While there is little practical use for knowing the exact time of dawn or dusk in the Flanaess, most people want to know how long they will have light by which to work or travel each day. The following table shows the time of sunrise (A.m.) and sunset (P.M.) for the latitude of the City of Greyhawk, with the approximate hours of daylight available. These times in Elmshire are about 1 minute later; in Safeton, 6 minutes earlier. All figures apply for the midpoint of each month (sunset on the 14th, sunrise on the 15th).

A DM may allow characters to travel overland for greater distances on summer days when much daylight is available, but this falls under the heading of a forced march, as per the *PHB*, Chapter 14 ("Cross-Country Movement"), for the appropriate penalties. A day's normal march is assumed to be 10 hours.

Month	Sunrise/Sunset	Daylight
Fireseek	7:18/4:58	9 3/4 hours
Readyng	6:52/5:33	10 3/4 hours
Coldeven	6:09/6:06	12 hours
Planting	5:21/6:36	13 1/4 hours
Flocktime	4:42/7:07	14 1/2 hours
Wealsun	4:29/7:29	15 hours
Reaping	4:42/7:26	14 3/4 hours
Goodmonth	5:10/6:54	13 3/4 hours
Harvester	5:39/6:07	12 1/2 hours
Patchwall	6:09/5:18	11 1/2 hours
Ready'reat	6:43/4:42	10 hours
Sunsebb	7:16/4:33	9 1/2 hours

THE DOMAIN AND CITY OF GREYHAWK

As noted earlier, Greyhawk's physical location has proven to be a great boon. The city rests along a narrow neck of land between the Nyr Dyv and Woolly Bay, a sort of natural highway or bridge between the eastern and western halves of the Flanaess. Further, it also lies directly on the Selintan River that connects the Nyr Dyv and Woolly Bay, linking the Azure Sea with all those inland areas that can be reached by the rivers flowing into the Nyr Dyv. The Selintan is generally preferred by merchants and sailors over the Nesser to the east, as the latter passes through the greatly disliked Gnatmarsh for many miles on its way inland. Thus, Greyhawk is a crossroads for both land and water traffic across the Flanaess. The temperate (even pleasantly subdued) climate only adds to Greyhawk's value as a trade center.

For decades prior to the Greyhawk Wars, the City of Greyhawk controlled a small region bounded by the Selintan and Neen Rivers, extending north to the Nyr Dyv and east to the border with the Duchy of Urnst in the Cairn Hills. This area was commonly called the Domain of Greyhawk. The region south of the Neen River to the Abbor-Alz was controlled by the Gynarch of Hardby, who paid tribute to Greyhawk to avoid being absorbed by the growing city-state and could call on Greyhawk for military assistance. Greyhawk also claimed the lands west of the Selintan within eight leagues (24 miles) of the river, including the fringe of the Gnarley Forest, though little was done with the woodland.

By the end of the Greyhawk Wars in 584 CY, however, Greyhawk had gained control of not only all of Hardby's territory, but all the remaining free lands of the northern

Wild Coast, a sizable portion of the Gnarley Forest, and much of the Cairn Hills once claimed by the Duchy of Urnst. Moreover, almost no one contested this expansion, as the domain was seriously threatened by the Orcish Empire of the Pomarj to the south. Greyhawk's military might was commonly seen as the only bulwark against the complete collapse of the Wild Coast, and its economic strength quickly lifted the poorest regions of its domain into unexpected prosperity. The paranoia of the times bred a strong conservatism that only now is beginning to fade.

The political structure of the Domain is ever-changing, and some question exists whether the Directing Oligarchy will be able to hold the enlarged Domain together for many years more. Narwell, Safeton, and Hardby have begun to pull away from Greyhawk's rule and show more independence in their decision-making, despite the close ties they share with the Free City and the common threats they face. All three have known centuries of self-rule, and their people (if not their Greyhawk-appointed rulers) see any alliance with Greyhawk as a matter of temporary convenience and necessity, to be cast off once their sense of security rises again.

Whatever the future brings, the Domain of Greyhawk is currently as active and strong a realm as one could hope to find anywhere in the Flanaess these days. This was not always true of the city, however, as a look at its long history reveals.

The entries in this section update the earlier description of the City of Greyhawk from the 1989 *City of Greyhawk* boxed set, which itself was updated in the 1992 *From the Ashes* boxed set's *Campaign Book*

A HISTORY OF GREYNAWK

A thousand years ago, the area now called the Domain of Greyhawk was entirely wilderness, more widely forested than it is now. Nomadic Flannae hunted and fished along the banks of the Selintan and the shores of the Nyr Dyv. The Flannae also traded and hunted with the olvenfolk who lived in the western end of a great forest that covered what is now the Wild Coast, Celene, the Plain of Greyhawk, and much of the land south of the Volverdyva River. Next to nothing is known of Flan history before this time, though it is possible these people were descendants of empires or states that had long ago collapsed into barbarism. The only due is the monolithic StoneRing, built by the druidic priests of the local Flan for their ceremonies, which still stands outside Greyhawk's eastern city wall by Ery Trail. It is now claimed by the followers of Beory.

Investigations of the many burial cairns in the Cairn Hills hint at the possibility that the hills, for their seclusion, were colonized for a time by wizards predating the arrival of the Suel in the Flanaess. (The four known Star Cairns in the Abbor-Alz are guessed to be only 400-500 years old). The nature of the builders has never been established with certainty, however, and some sages believe that beings from other worlds or planes settled here for unknown reasons. How they interacted with the Flan and demihumans of the area at that time is also unknown. Only dwarves kept written records of this ancient time, but these accounts have been sealed and hidden, their location and contents guarded by the clergy. The

demihuman settlements of Grossettgrottell and Greysmere are centuries old but do not date back more than 900 years, their ancestral citizens having come from undisclosed clan holds in the area.

This period of relative quiet was shattered by events far to the west. For ages, tribes of Oeridian horse barbarians inhabited the steppes and foothills of what is now Ull. Over two centuries before the fall of the Baklunish and Suloise empires, these barbarians united in a single confederation to resist incursions by imperial Baklunish across the Ulsprue Mountains and by nomadic Baklunish to the north. This event marks the start of the Oeridian Record (OR), the calendar used by the Oeridians until the Great Kingdom was founded.

About the year 180 OR, the council of hetmen of this Oeridian tribal confederation, heeding the advice of their shamans, chose to lead the Oeridians out of their ancestral homeland and make them a migrant folk. Some of their gods had said the Oeridians were destined for unsurpassed greatness as a people, and the source of their power lay in the east. In addition, the manpower-strapped Baklunish Empire now employed brutish euroz (orcs) as mercenaries to patrol their northern borders, as the rest of their army was engaged in fighting the Suloise. (The Suel Imperium itself employed euroz and other humanoid as front-line soldiers and even used them to maintain civil order within the increasingly chaotic empire.) Abandoning their lands to the Baklunish and pursued by humanoid marauders who cared for nothing but looting and murder, the Oeridians headed for the great pass between the Barrier Peaks and Yard Mountains. They crossed through the Tuflik Valley (now Ket) in 187 OR and began their generations-long trek to glory across the Hanaess.

The Oeridians were not alone in their drive eastward. Suloise refugees fled in many directions from the cruelties of their tyrannical and war-ravaged empire. Many Suloise crossed the Crystalmist through the Kendeen Pass, which they called the Harsh Pass, braving every sort of monster

and privation to seek the fabled security of the uncivilized lands beyond. These were joined after the Rain of Colorless Fire by a flood of weary survivors who walked directly through the Crystalmist by way of the Passage of Slerotin. This magically engineered tunnel, which was recently rediscovered and is now being explored, exited at the border of the present-day Yeomanry. Though the new land they entered was green and fertile, most Suloise pressed eastward, eager to put as much distance between themselves and their decaying empire as possible.

The last of the Suloise to migrate beyond the Crystalmist, the Houses of Rhola and Neheli, took possession of the vast and fertile Sheldomar Valley. When southward-moving tribes of Oeridians entered the valley and the inevitable conflicts were finished, the two peoples united and created a new civilization to bury their dark memories of old. In this manner, the Kingdom of Keoland was founded in 303 OR.

The majority of the Suloise moved on. They spilled out of the Sheldomar Valley, heading eastward through passes in the Lortmil Mountains until they reached the forests and plains between the Nyr Dyv and Woolly Bay. Some of the Suloise attempted to cross north of the Nyr Dyv, but they were driven back by tribes of warlike Oeridians who had followed the Velderdyva River downstream, still seeking their destiny. Many of these Oeridians settled along the Velderdyva, forming the core of the land that would be later called Ferrond by the Great Kingdom, and Furyondy and Veluna today.

A few Suloise clans settled around the western shores of Woolly Bay, circa 300 OR (just over 340 years before the first Overking was crowned). Most were driven to the isolated coast by infuriated olvenfolk of what are now the Gnarley Forest, Welkwood, and Celene. Along this poor strip of land, the Suloise established the Wild Coast's long traditions of independence, adventuring, and seafaring, as well as treachery, slavery, theft, brigandage, piracy, tracking with humanoids, and so on. Certain humanoid bands encountered by the Suloise in the Lortmils were encouraged by threats or bribery to join the Suloise as partners in their exploitation of the coast; wicked demihumans of every local race also found this trouble-prone region to their liking. A ruined city of the Suloise is said to lie under the roots and boughs of the Suss; it is thought to have been a river port along the Jewel, southwest of Elredd, and was a center of wickedness for centuries before it fell. Descendants of its folk are said to have founded the city of Badwall.

The majority of the Suloise moved farther east, following Flan legends of a great fertile plain fed by a great river and rich with wildlife. They crossed the Selintan (where the less hardy settled down as fishers and farmers), avoided the reptile-infested Mistmarsh, then crossed over the Cairn Hills into a vast, temperate prairie every bit as rich as the Flan legends had promised, though with no rivers of consequence. The invading Suloise drove the huntergatherer Flan southward, away from the Nyr Dyv and its plains into the Abbor-Alz. Some Suel mistakenly went south into the Bright Desert, thinking their paradise lay in that direction. When they discovered otherwise, they could no longer fend off the vengeful Flan tribesmen of the hills, who kept the desert-bound Suel as virtual prisoners there. The descendants of each side live in this desolate region even today.

The luckiest Suloise settled the prairie and river valleys to the south and east of the Nyr Dyv, establishing a rough civilization that eventually brought out their better side. They called their slightly tyrannical kingdom Urnst, after an ancient imperial House of the Suel. Other Suloise moved to the northeast and east, pursued (once more) by the barbaric Oeridians, who had paralleled the eastward progress of the Suel across the central Flanaess by passing north of the Nyr Dyv. Though many believe the Suloise who moved toward the Thillonian and Tilvanot Peninsulas were driven solely by the Oeridians, evidence suggests that these late-migrant Suloise clans were first forced out of the settled lands around the Nyr Dyv by their more civilized fellows, who had grown tired of banditry and chaos, and yearned for rest and security.

The Oeridians, meanwhile, had cleared and settled the region north of the Nyr Dyv, and they blended with the Suloise east of the lake. Led by the most powerful tribe, the Aerdi, the majority of the Oeridians moved farther to the east, following the very same Flan legends of a magnificent fertile river plain that had drawn the Suloise. The Oeridians' luck could scarcely

have been better. They encountered ever-more-marvelous lands open for the taking, crossing the Franz, Duntide, and Harp Rivers and leaving slain monsters and cleared farmsteads in their wake. Finally, in the easternmost reaches of the Flanaess, the Aerdi encountered the mighty Flamni River basin. All that remained was to shoo the Suloise and Flannae out of the area, and the Kingdom of Aerdy was born.

This left behind the Suloise who had wearied early of the migration and built their homes on the banks of the Selintan River. A small amount of trade existed between the settled and civilized Suel of Umst, encompassing both the modern-day duchy and county of this name, and the Suloise outcasts who held the Wild Coast (as it was known even then). Adding to this was a westward trickle of goods from the Oeridian land east of Urnst called Nehron, after the tribe that settled there. A similar eastward trickle came from the Kingdom of Keoland, founded over a century before the Kingdom of Aerdy (303 OR for the former, 428 OR for the latter). The Suloise along the Selintan River contributed little to this traffic, but a few prospered by locating fords, running ferries, boating small cargoes down to Woolly Bay, and establishing inns and farms to sell meat and produce to hungry travelers. Four early settlements are notable.

The oldest, Naer's Well, began as a cluster of farmsteads near a large spring circa 260 OR. This turned into a fortified inland village that traded goods with coastal communities and any olvenfolk tolerant, daring, or corrupt enough to deal with the villagers. Naer's Well (now Narwell) immediately gained a nasty reputation for supporting local bandits, who served the town as scouts and guerilla fighters during wars with enraged olvenfolk, woodland monsters, humanoid bands, and Suloise neighbors.

Safe Town (now Safeton) sprang up on the coast itself, trading with Naer's Well, sending out fishing boats and small trade ships and sponsoring privateers that raided the seafaring merchants of other Wild Coast towns. As the town developed, it began quarrying stone to build the homes of its most powerful citizens, who would have been petty warlords anywhere else. Safe Town was called such as it was so able to defend itself from external assault, though the town itself was quite lawless in its early years. (When the town became much better policed in the current century, it was said to have always had safe streets - a common remark that simply isn't true. After the fall of the southern Wild Coast, Safeton has slid toward evil once more.) Safe Town and Naer's Well, for all their drawbacks, lacked a large humanoid population that became characteristic of Wild Coast cities farther south. This put the northern cities in slightly better stead with the much-abused olvenfolk to the west.

In 366 OR, a Suloise wizard named Fria Norbe left Safe Town aboard a small merchantman with a group of hirelings. She was a follower of Wee Jas, the Suel goddess of magic, and wished to settle an area where she could research her spells in peace. She ordered the anchor dropped in a secluded inlet just to the east of the mouth of the Selintan, where she flew ashore and chased off a few Suloise-Flan fishermen. She claimed the bay as her own, named it Norbe Harbor, and ordered her hirelings (and the local fishermen, when they returned) to begin construction of a small village and tower. The effects of plague and bad weather eventually changed the settlement's name to Hard Bay. Ena Norbe eventually married the captain of her guard, had six daughters, and established the Gynarchy of Hard Bay (later Hardby). The Gynarch's authoritarian rule was mild compared to that of other tyrants along the Wild Coast; though considered cold and ruthless, she had remarkable success in defending the town against pirate raids from Wild Coast cities across Woolly Bay.

The Gynarch and her descendants became very popular, and their subjects quite loyal and aggressive. All of the Gynarch's daughters learned spellcasting, married soldiers and merchants, and had more daughters. Only the daughters of Ena Norbe were allowed to govern

The Adventure Begins

and own land (which was parceled out as fiefs to vassals, in feudal tradition), and no one dared defy their magic to change this tradition. However, the men (and those women not related to the Gynarch) were able to make a good living from fishing, farming, hunting, and trading, and strong merchant relations were soon established with the Wild Coast cities to the west and Greyhawk to the north. The dark blue inlet of Hard Bay turned out to be remarkably deep, allowing access to not only the shore-hugging merchantmen, cargo rafts and oared galleys of the time, but (later) larger cogs and caravels, and even massive deep-draft carracks, freighters, and galleons.

Hardby has remained an independent town for most of its existence, reaching its zenith about 205-220 CY (849-864 OR), when Gynarch Jik Jonnosh's marines and navy conquered and burned a number of pirate-sponsoring villages along the Wild Coast north of Safeton, claiming all lands up to 10 leagues from the coast. This claim was allowed to lapse when no further raids were forthcoming, though Safeton, Fax, and Highport, farther south, proved to be troublesome as always. The town has otherwise weathered plagues, fires, pirates, war, famine, monsters, humanoid assaults, and insanity in one Gynarch who nearly cast the town into the sea. Thanks to many local bards and the Gynarchs' penchant for recording every detail of daily life for posterity, this town's history is the most complete of all communities in the region, perhaps including Greyhawk.

The fourth settlement of note, of course, is Greyhawk, which was known by that name from at least 330 OR, after the small gray hawks native to the region. Greyhawk was born as a log trading post surrounded by shacks on the Selintan River, at about the point where Cargo Gate is today. Goods and foodstuffs came from the settled Oeridian Ferroi tribe living along the upper Velverdyva, in what is now Furyondy and Veluna, and from the Oeridian Nehron tribe by the Duntide River (now Nyrond: nehr/nyr meaning "lake," after the Nyr Dyv - the "deep/bottomless lake" to the west).

Dwarves and gnomes in the hills of the Lortmils traded fine iron weapons for magical devices, with which to fight their bitter, endless war with the goblins and orcs there. The Suloise of Umst and the elves of the Gnarley Forest had also begun to trade among themselves overland, and Greyhawk was a natural stopover between east and west. Further, trade and fishing boats from Safeton, Fax, Hardby, and several coastal villages were able to move up the Selintan to Greyhawk and to the Nyr Dyv beyond. This crisscross of traffic (river vessels going north

and south, and caravans and traders going west and east) served to expand Greyhawk steadily over the next few centuries. It gained a reputation as a primitive, lawless, but enjoyable and profitable meeting place for merchants from all nearby lands.

Bigger things were in store, however. In 535 OR, the Nyronnese cavalry was defeated by Aerdy forces commanded by nobles of House Rax, during the Battle of a Fortnight's Length. Shortly, all the lands from the Harp River west to the Nyr Dyv swarmed with Aerdy farmers, hunters, fishers, merchants, bandits, and soldiers. This conquest changed the character of the Kingdom of Aerdy, which saw its destiny as the rulership of all the Flanaess.

In 645 OR (1 CY), the first Overking, Nasran of House Cranden, was crowned in Rauxes. The Kingdom of Aerdy was an empire, and its borders rolled unstopably west and north. At this time, the outer borders of the province of Nehrond (as the name was corrupted by the conquering Aerdi) reached the Cairn Hills and AbborAlz. In 4 CY, an opportunistic infantry captain named Maret Nial (originally from Greyhawk) crossed the Cairn Hills with a large band of ex-soldiers, men who had served with him in the Nyronndal campaign a year earlier. Nial arrived at the village of Greyhawk, proclaimed it conquered without bothering to have a battle, and set about with his men building a motte-and-bailey keep in exactly the spot where the Grand Citadel stands today. (Nothing of this keep now remains.) Nial's authority was not challenged by the villagers, who had no possible way to overthrow him. One and all feared they would soon fall victim to the ruthless exploitation for which the Aerdi were becoming quite notorious. They could not have been more wrong.

Nial is viewed in hindsight to have been clever and wise beyond the judgment of his peers. He declared his domain to be part of the Great Kingdom, which brought about an imperial tax obligation but also boosted the land's security from banditry and piracy with the resources of the Overking. (It also prevented a more violent "conquest" by other land-hungry migrants.) Rather than pillage his subjects, Nial taxed them quite lightly except for the local merchants, who were taxed more heavily but appeased by the granting of "royal" monopolies on handling of land and

river traffic.

Nial ordered packed-earth roads built from Greyhawk south to the independent port of Hard Bay (now Hardby) and west to the river town of Dyvar (Oeridian for "deep water," now called Dyvers). Dyvar benefited from its land and water trade links to Greyhawk, becoming a major trade city in its own right as a part of the Viceroyalty of Ferrond (established circa 100 CY).

The self-styled Lord Nial seems to have run an effective protection racket involving the rising merchant traffic that flowed east and west as the Great Kingdom swiftly grew in its first century. The ancient cairns of the Cairn Hills had been discovered by Suloise settlers centuries earlier. Their looted contents flowed east by ship to the Nyr Dyv ports of the province of Nehrond, or west and south by barge and overland caravan, depending on the origin of the tomb-looters. Traffic heading toward Greyhawk seems to have been remarkably free of bandit troubles, while caravans of silver ingots and ancient jewels heading in other directions were frequently attacked and robbed. It was soon clear that safety lay in allowing Lord Nial's soldiers to guard the caravans and in sending all treasures directly through Greyhawk, where the local merchants happily shipped it or traded for it. This wealth caused Greyhawk to balloon into a sprawling river port within a decade; by about 15 CY, its population rose from perhaps a couple hundred souls to several thousand. This boom foreshadowed the later boom in "adventurer traffic" from the dungeons of Castle Greyhawk, but it unfortunately gave rise to a long tradition of semi-legal banditry in the Cairn Hills.

Lord Nial became very rich and now oversaw a well-trained force of hundreds of warriors, all intimately familiar with the local terrain. For Nial's service to the empire, the Overking saw fit to grant him the title of Landgraf of Selintan, Selintan being the official name of his domain in addition to the river. He controlled a territory from the foot of the Cairn Hills south to the Neen River, and west across the Selintan River to the border of the Gnarley Forest. (It must be said that this region was barely settled during this time and monsters were common, so his claim far exceeded his actual reach.) The establishment of Selintan led to a further boom in trade, as the region was perceived as more secure than it actually was. Greyhawk's geographic importance in linking the core of the empire with its westernmost provinces escaped no one, and many merchants moved to Greyhawk in hopes of seizing a monopoly on any form of overland or river trade.

Lord Nial's son and heir, Ganz, was more a bureaucrat than a soldier, more a manager than a leader. However, he was a very good manager, and he had all of his father's shrewdness. Ganz married Maro, the daughter of the then-current Gynarch of Hardby, forging a loose but lasting alliance between the two towns. Though Greyhawk and Hardby have been competitors in political and mercantile fields for centuries, and the relationship between the two is prickly at times, the two have never warred with one another, and they nearly always support one another in times of danger. Ganz also established many accounting procedures that have survived to the present day, greatly improving business practices in both towns.

About 43 CY, Ganz oversaw the repulsion of a humanoid army from the Abbor-Alz led by six spellcasters; this force had unsuccessfully tried to storm Hardby a week earlier. Ganz and his wife recruited several local wizards and appropriated magical items from various citizens (by force, it is said), then used their hastily assembled resources to generate horrifying illusions that broke the morale of the attacking humanoids. Ganz then posted substantial bounties for the capture or death of the six spellcasters who led the humanoids. Unsavory adventurers set out at once from Greyhawk and Hardby on the trail of the commanders, who were all slain by year's end. The best of these bounty hunters were hired by Ganz for other services, a practice that, in later years, led to the founding of the semi-legal Guild of Assassins in Greyhawk.

The heirs of Ganz and Mato (who became Gynarch in 49 CY) oversaw a domain with vast potential. With Selintan tied to the Great Kingdom (albeit by fairly loose strings), settlement

of the region expanded steadily. Greyhawk's reliance on trade and dislike of distant authority figures (in other words, the Overking) gave it a libertarian character. Even the nobles of the town were careful to distance themselves from the Great Kingdom in both word and deed when officials from Rauxes were not among them. The town also became notorious for the large number of con artists, thieves, and crooked merchants who flocked to it in hopes of making their fortunes in the free-for-all trade environment

Corruption among fellow merchants could be tolerated, as there was wealth enough at the time for all. However, banditry in the Cairn Hills became a serious problem, and these bandits were in no way allied with the Selintan Landgrafs. The town of Greyhawk was enclosed in walls about 200 CY, this later becoming the Old City. The Grand Citadel was also rebuilt as a huge stone fortress, with a large garrison of Aerdry troops stationed here. This show of force succeeded in driving away many of the brigands in the countryside, and in winning the grudging respect of local citizens. It also gained the ire of several evil religions that had become established in Greyhawk. After the garrison commander and the Landgraf of Selintan were both assassinated in 209 CY, the next officer in line declared martial law and led his force into the town itself. His soldiers burned several evil temples to the ground, massacred every worshiper of evil gods that could be hunted down, and seized their property. This event, the Expulsion of Evil, established the policy of intolerance for wicked deities and priests that continues to this day.

The new commander, Ponjes the Bull, reordered the town's government as well. As the de facto ruler of the region (the young landgraf had left no heirs), Ponjes ordered the formation of a council of the most important town leaders. He included priests, merchants, the heads of the Watch and town militia, and anyone else he felt had political pull. This council met monthly to discuss important issues, and Ponjes' willingness to listen to the townsfolk made him popular. Few grumbled when word eventually came that the Overking had appointed Ponjes the new Landgraf of Selintan. Ponjes did not use the title, instead calling himself Mayor of Greyhawk. He spent the rest of his life there, rooting out much of the corruption that threatened to choke off trade to the town.

The period up to 254 CY was marked by a new surge of trade. More houses were built along the road leading from the walled town of Greyhawk to the Grand Citadel. (Wealthier citizens built their mansions close to the citadel.) A strong textile industry sprang up and the town exported carded wool and yarn from the many flocks kept in the Cairn Hills. Local hunters were able to preserve their game in sea salt from Woolly Bay, shipped north by Hardby, and a large meatpacking trade began. Exploration of the Cairn Hills and Abbor-Alz by treasure-hunters continued, and the peculiar Silver Metal Cairn was discovered and later lost. Hardby became particularly powerful in the early 200s under Gynarch Jonnosh, whose navy and marines cleared many pirates from Woolly Bay; that town operated independently of Greyhawk once again.

Also at this time, the Rhennee first appeared in Greyhawk. Some came overland by wagon from the Duchy of Urnst, fleeing persecution farther east in the Great Kingdom, but others came by boat, having learned with great trouble to navigate the rivers of the central Flanaess. The Rhennee seemed confused by the flora and fauna of this land, and they claimed to have come here from another world or plane they called Rhop. Their exact origins and how they came to the Flanaess have never been established, but certainly, they are not native to Oerth. They are thought to have first appeared in the Flanaess in the area around the Adri Forest circa 150 CY, moving west to avoid harassment by Aerdry soldiers and citizens. The Rhennee increasingly left the land to become migrants on the central rivers, until very few land-dwelling Rhennee now exist. Relations between Rhennee and Greyhawkers were never good, but they found more acceptance in the Free City than in the Duchy of Urnst or elsewhere.

This period was also marked by the noticeable decline in the quality of Aerdry rulership from Rauxes. This time, called the Age of Great Sorrow, led to an important change in 230 CY, when Aerdry soldiers were withdrawn from Greyhawk and the landgraf was charged with defending the Selintan region using only the local militia. This order was briefly rescinded in 254 CY when Furyondy declared itself independent of the Great Kingdom,

The Adventure Begins

putting Greyhawk right on the Great Kingdom's border with the former viceroyalty. A large imperial force was stationed at Greyhawk, with a smaller force camped outside Hardby, but their skirmishes with the Furyondian army came to nothing. The Overking withdrew most of the troops in 261 CY, leaving a small garrison at Hardby until 277 CY.

As the Aerdry army left, the Landgraf of Selintan was ordered to bring his militia up to imperial standards and defend the Great Kingdom's border with the Kingdom of Furyondy. However, the landgraf (Ponjes' son, Omt, often called Omt the Hairy had been holding secret talks with representative of King Thrommel I in Dyvers. He knew Greyhawk was in no danger from the new kingdom, which believed that seizure of Greyhawk would provoke a determined counterattack from Rauxes' huge military forces in Urnst. Omt chose instead to further boost Greyhawk's grip on east-west trade, and he successfully argued for official in Umst to accept Furyondian goods. River trade, which had fallen off during the Furyondian secession, swiftly rose to comfortable levels.

By 310 CY, however, Greyhawk had fallen into a slump. A series of particularly bad Overkings had levied so many taxes and tariffs on merchant cargo that all trade with Furyondy had nearly ceased. Many businesses in Greyhawk collapsed or moved elsewhere. Trade was still conducted with a number of states and cities by river, but the Rhennee were difficult to deal with.

Monsters were appearing in larger-than-usual numbers in the Nyr Dyv, and "bandit kings" were spreading across the northern shore of the vast lake. Greyhawk became a haven for criminals fleeing Aerdry justice farther east, and its Oligarchy (as the city council was now known) had become corrupt and petty.

Into this mess came a wizard named Zagig Yragerne, rumored to have been born somewhere on the Wild Coast. Zagig was short, inclined to be heavy, and had a round, flushed face. The earliest records of his presence in Greyhawk often call him the "laughing mage" or "the mad;" he was

known as an eccentric with an unfathomable sense of humor. Zagig brought some wealth with him, which he used to build a small manor north of the city in the Cairn Hills. He managed to get a seat on the town's oligarchy by bribing everyone currently on the council, then managed to have himself elected mayor. The rest, as they say, is history.

Zagig was unquestionably Greyhawk's greatest ruler and citizen. The list of achievements his administration brought about are staggering. He reformed the city's legal code, established a city currency, reformed the militia and led it to many victories over bandits in the Cairn Hills, had the Midbay channel to the mouth of the Selintan marked with buoys and lights, founded the Guild of Wizardry, invited scholars to Greyhawk to create colleges, had the city's sewers and the Free City Arena built, oversaw the creation of two mines in the Cairn Hills (Diamond Lake and Steaming Springs), organized the first Desportium of Magick, and so on. Zagig became so rich that he had his manor rebuilt and enlarged almost a dozen times, until a whole industry existed in the city just to support Zagig's building whims. The colorful lights atop the three spires of Castle Greyhawk could be dearly seen from the streets of the city, glowing in the distant northern hills, until the new walls were built after Zagig's reign ended. The phrase "Gem of the Flanaess," as applied to Greyhawk, was coined by Zagig himself in a speech outlining his desire for the city to become the "keystone of civilization."

Zagig's reign was remarkable in other regards. During this time, the royal House of Rax-Nyrond rebelled and formed the Kingdom of Nyrond, effectively cutting Greyhawk off from all contact with the Great Kingdom after 356 CY. This event was much celebrated in Greyhawk, which had long suffered under the chaotic impulses of the Rax Overkings. Zagig failed to declare Greyhawk a free city at the time, possibly believing (as did almost everyone else) that the Great Kingdom might still conquer Nyrond and return to claim Greyhawk as well. Possibly, he just didn't care. The Kingdom of Keoland reached its greatest heights at this time, and Furryondy underwent a revival in the arts and literature. Trade did not so

much bloom in Greyhawk as explode, with unbelievable fortunes being made every month as caravan and ship traffic stretched Greyhawk's manpower and resources to their limits. It was an age of greatness without parallel - but it came with a price.

If Zagig was Greyhawk's greatest ruler, he was also undoubtedly its most dangerous and perhaps its most feared. Zagig's eccentric personality appeared to gradually deteriorate after 370 CY, and the Oligarchy and many citizens were in terror of his humor and his rages. It became dear to many that Zagig had ceased to age, and his magical powers became so astounding that his every word became law: no one dared defy him. Accounts of this time read like reports from a world of dreams and madness. Among the minutes of a typical meeting of the Oligarchs during Growfest, 400 CY, is a note that Zagig was accompanied by a black dragon he had captured in the Mistmarsh, a small army of homonculi, a flesh golem dressed as the Overking, and an unidentified artifact that burned off the little finger of one of the Oligarchs when Zagig toyed with it. (How the unlucky Oligarch reacted to this event is not recorded.)

It was obvious by 395 CY that Zagig had unlimited power but was wholly insane. He planned the layout of great walls that would surround the part of Greyhawk south of the Grand Citadel up to the northern wall of Old City (encompassing what is now the New City), but apparently meant for them to be made of elemental forces such as water, fire, or air. How this would affect the citizenry did not seem to enter his consciousness at all. The city both thrived and suffered in the last years of his rule. When privately asked what he could possibly want in a city that had everything, an unnamed Oligarch had a quick, oneword reply: "Sanity."

Then came the day in 421 CY when Zagig did not appear for a meeting of the Oligarchy. He was not seen by mortal beings on Oerth thereafter. This day, Coldeven 8th, has been quietly commemorated ever since by Greyhawk's Lord Mayor and Directors, who share a single, unremarkable loaf of bread and several cups of water for lunch at the Lord Mayor's home. The Lord Mayor opens the meal with a short but heartfelt prayer to the gods that Greyhawk remain, for all practical purposes, "normal."

By 430 CY, the city had recovered somewhat from Zagig's long reign. His castle was found to be abandoned but guarded by spells and creatures that defied the imagination; it was believed cursed and soon abandoned. New walls (of normal blocks of stone) were built around the city, and the various quarters were established. After a tragic incidence of meat poisoning in 432 CY, the first of the great guilds of Greyhawk was formed, the Guild of Butchers. More guilds were swiftly created when the collective bargaining power of the butchers was realized, and the Oligarchy was forced to permanently reduce taxes for guildmembers to avoid a general revolt. Tales of unrest, open rebellion, and civil war in the distant Great Kingdom intrigued the citizens but had little effect on their daily lives. Ships and merchants of the Iron League were welcomed in Greyhawk, and when the Ulek states and Celene organized themselves into semi-independent realms, their merchants and representatives were welcomed as well.

Of more concern at home was the tension between the Duchy of Urnst and Nyrond, which some feared would break out into a general war (which had nearly happened a century earlier). This, however, remained a war of words at most between the capitals of Leukish and Rel Mord. Less pleasant was the news from the north, of a conqueror named Iuz who was rumored to be of other-than-human stock, and of the fall of Perrenland to the humanoid armies of a witch named Iggwilv. The Hateful Wars began in 498 CY with savage, no-quarter fighting spreading throughout the Lortmil Mountains and Kron Hills between humanoids and the dwarves and gnomes. Greyhawk aided the demihumans with money and goods, not wishing to lose the trade in precious gems the dwur and noniz supplied.

The year 498 CY marked a turning point in the city's international politics as well. Lord Mayor Paerinn (in his only notable act while in office) declared that Greyhawk was then and forevermore a free city, unallied with the Great Kingdom or any other known state. It was

clear to all that any association with the Great Kingdom was undesirable given the atrocious behavior of the Naelax Overkings. Greyhawk stood to benefit in many ways from such a neutral stance in politics, though unfortunately, it would be some time before this advantage could be realized.

A major problem was on the horizon for Greyhawk - within the city walls. The disappearance of Zagig Yragerne created a power vacuum in the city. The Oligarchs had been mere figureheads for several generations, and the city was ripe for corruption. Within a decade of Zagig's last appearance in the city, numerous thieves and crooked businessmen formed a broad alliance to enrich themselves on the enormous volume of trade to which they had access. Parodying the many guilds in town, the leader of the thieves, thugs, smugglers, and charlatans of the city's underworld named his organization the Guild of Thieves, and the name stuck. The Guild of Thieves soon had several members on the Oligarchy in its pay, and eventually grew to such power that even the Greyhawk Militia obeyed the orders of its guildmaster. Greyhawk's trade volume began to drop as foreign merchants sought new shipping routes to avoid the ever-increasing bribes and tariffs placed on their goods.

For a time, the future was bleak indeed. Greyhawk was clearly in decline once more. The war in the Lortmils was in doubt. Perrenland had freed itself from Iggwilv's domination, but Iuz (rumored to be the witch's child by an unnamed demon) openly stated his intention to pluck the "Gem of the Flanaess" to highlight his crown, and bragged that he planned to visit the city himself.

Then, in 505 CY, Iuz was gone. Stories spread from unknown sources that the monstrous tyrant had indeed come to Greyhawk, but he had run afoul of a trap set long ago by Zagig in the depths of the nearly ruined Castle Greyhawk. In 510 CY, the Hateful Wars ended with the demihumans triumphant. Great celebrations were held for days in Greyhawk by local dwarves, gnomes, and their human supporters. This joy was muted when, in 513 CY, the "Poor March" peninsula, governed by petty human lords, fell to the forces of the orcs, goblins, and other humanoid driven from the Lortmils. Still, the Pomarj could be militarily isolated to prevent the humanoids from ever escaping again to trouble the Flanaess - or so everyone thought at the time.

Then new trouble appeared to the north in the wake of Iuz's fall. A group of evil humans calling themselves the Horned Society established a state that threatened river traffic from Furyondy, then threatened Furyondy itself, as well as the Shield Lands bordering the Nyr Dyv. Several attempts were made by the Horned Society to infiltrate Greyhawk's government and militia, but these were detected and stopped with some difficulty.

Reform in Greyhawk was also on the horizon. Realizing that the Thieves' Guild's excesses were driving away profits, the Union of Merchants and Traders (itself infiltrated by numerous thieves who sought legitimate sources of income) threatened to leave the city and move its operations to Dyvers or Umst. The guildmaster of the thieves, Yavos the Elder, agreed with the union, but a significant number of high-level thieves had no desire to lose their highway to wealth. Nearly all of these "old-guard" thieves were followers of Kurell, and they were already considering a war to unite all thieves under the direction of the priests of Kurell. Fighting broke out within the upper ranks of the Guild of Thieves in 533 CY and casualties were great. Many lower-level thieves fled the city for their lives. When the war ended, the great power of the guild was broken, and the reformers had won out.

Under Yavos the Younger (whose father died in the fighting), the Guild of Thieves changed its tactics and began working almost hand-in-hand with the city's merchants and businessmen. A rough system of paid protection and guardianship was established. Though the merchants hated it, they recognized the futility of preventing every theft, and they came to appreciate the value in having the city's criminals not only avoiding their premises, but acting to prevent foreign and nonguild thieves from taking their goods. Yavos was even given a seat on the Directing Oligarchy, and the Guild of Thieves achieved an air of legitimacy that astonished foreigners (and many citizens of Greyhawk, too).

The subsequent rumored appearance of a Guild of Assassins in the city was even further cause for amazement, and not a little fear. Every death in the city

thereafter was suspected of being caused by hired killers, when in fact almost none were. The Guild of Assassins was formed by a group of guild thieves who were ordered to hunt down several priests and thieves of Kurell who had escaped the guild war in 533 CY but were now making trouble for Greyhawk's merchants in Dyvers. The vengeful thieves accomplished their mission so well that they were made a permanent enforcement arm of the guild. In a short time, they became a separate entity and began to serve the needs of the Directing Oligarchy as well, successfully assassinating a Hierarch of the Horned Society who tried to enter Greyhawk and stir up a revolt among the masses.

In the mid-500s, a Wild Coast wizard named Mordenkainen quietly began to confer with several sorcerers in the Greyhawk area about the possibility of forming a group dedicated to the preservation of the Flanaess from external threats. This group became known as the Circle of Eight, an outgrowth of an earlier group of eight powerful individuals formed by Mordenkainen known as the Citadel of Eight, said to be headquartered in the Yatil Mountains at Mordenkainen's retreat. A few of the members of the Circle of Eight have been publicly named, such as Bigby and Tenser. The latter was already a semi-resident of the Domain of Greyhawk, as he had taken control of an ancient castle on the southern shore of the Nyr Dyv near the city. Two other mages known to have joined the Circle were Bucknard (who vanished in 579 CY and was later replaced by Jallarzi) and the ancient mage Leomund, an immigrant from the east who retired from the Circle in 576 CY and has been little seen since. Otiluke replaced him later that year.

The reasons for the creation of the Circle of Eight were many. The Hierarchs presented a growing threat to the security of the north, and their network of spies and assassins had to be defended against. Equally troubling were a number of evil cults arising in supposedly secure areas such as Verbobonc and Furyondy; a continuing threat from the morally decayed but

The Adventure Begins

militarily overwhelming Great Kingdom; and several power-mad wizards and priests of the time who saw Greyhawk (like Iuz before them) as a gem to be plucked for their own or shattered under their heels. The most infamous of these evil spellcasters was Iggwilv, believed by Mordenkainen and others to still be alive and capable of returning to Oerth. Hardly less notorious was the rogue wizard known as Murq, who, in 561 CY, kidnapped two-score children of Greyhawk's noble families and fled the city. The fate of the children was never determined, though a group of adventurers (subtly guided by the Circle of Eight) tracked down Murq in the far north and, through a magical construct, prevented him from attacking the city again. The fate of Murq and the children was never revealed to the public.

The invisible manipulations of Mordenkainen and his two groups soon had notable results. They quietly directed, in part, the downfall of the Temple of Elemental Evil in 569 CY in Verbobonc, foiled Iggwilv's conquest of Oerth in the 570s, disrupted plots of the Horned Society and Iuz, and performed other deeds too numerous and sensitive to mention, primarily by arranging for adventurers to take up these causes as their own. A major consequence of this group's use of adventurers to investigate a certain area or perform a given task was a sudden boom in the exploration of the ancient cairns in the hills around Greyhawk, with the discovery of several new burial sites in the Abbor-Alz that were named the Star Cairns. Greyhawk Castle was again the scene of determined exploration by seekers of treasure and magic, and the City of Greyhawk saw a flood of would-be heroes fill its streets and taverns, spending wildly before they departed on their expeditions and returning (if they came back at all) with strange tales and bizarre artifacts that drew even greater crowds.

The seeking of treasure in Castle Greyhawk itself had unintended consequences. Iuz was suddenly freed from imprisonment in the dungeons under Zagig's old castle in 570 CY, to the great consternation of those in Greyhawk who saw the half-fiend briefly when he emerged from



Preparing to explore the Star Cairns

the ruins. He then returned by magic to his old kingdom in the north. Several members of the Circle of Eight attempted to prevent Iuz's escape but were unsuccessful. Other powerful beings, some of demigod status and some demon lords, appeared around this time, also apparently freed from captivity by their own struggles or the careless intervention of adventurers such as Lord Robilar of Greyhawk, a Wild Coast warrior who displayed a bad habit of setting evil monstrosities loose from their magical bonds. Every powerful being freed from Castle Greyhawk blamed Zagig personally for his or her imprisonment and vowed revenge as they fled to recover from their ordeal.

Awful as this was, the city could not escape certain remarks made by these enraged beings that hinted that Zagig was still alive and active long after he was believed by all to be dead. Then came the revelation by Mordenkainen and several of his associates that they believed Zagig (now called Zagyg a variation that the archmage often used at whim in signing documents when he was Lord Mayor of Greyhawk) to not only be alive but to be a demigod; several of the Circle accorded him their worship. Priests could cast spells in Zagyg's name, and Zagyg was discovered to be a servant of the god of magic, Boccob. The cult of Zagyg has since gained a minor following in Greyhawk, though it has never been strong in his adopted home town.

A violent conflict in the Old City of Greyhawk between the Thieves' Guild and the Union of Beggars in 571 CY led to a portion of the Old City being burned down by accident, at the same time that the Thieves' Guild reached a new pinnacle of power. A master thief named Nerof Gasgal had decided to make a career in politics after surviving a traumatic exploit; he

became Lord Mayor of Greyhawk in 570 CY at the age of 30 (not the youngest Lord Mayor ever, but nearly so). His close friend, Org Nenshen, became Guildmaster of Thieves and an Oligarch in 572 CY after the death (by natural causes) of Arentol, who led the guild to victory over the Beggars' Union. The two brought great dynamism to the government of the city, and they were able to improve business conditions and bring in foreign merchants and tradesmen to settle as citizens, adding to the pool of local wealth and talent. Glodreddi Bakkantin, long-time Inspector of Taxes for the city, was encouraged to develop new sources of income for the city's coffers, and this he did with enthusiasm and cunning. (The appearance of the annoying People's Constables in 575 CY was one of Glodreddi's more financially successful projects.)

The Oligarchy also reformed Greyhawk's currency in 579 CY, simplifying it to the relief of many. Greyhawk was widely acknowledged once again as the center of civilization, and it attracted many powerful individuals who saw the city safely through the twisted plotting of several evil cults (for example, the monstrous Falcon and her Spurned Cult of Iuz, and the terrifying Cult of Vecna, both of which made bids for power in 581 CY). Diplomats from foreign countries began appearing in the neutral Free City to negotiate international agreements on trade and regional boundaries, which further boosted Greyhawk's image abroad.

In 574 CY, the Oligarchy was joined by Turin Deathstalker after the entire upper hierarchy of the Guild of Assassins was slain by a summoned mezzoloth. (An insane wizard had arranged for the summoning in case he was ever killed, with the mezzoloth to hunt down his murderers. As fate would have it, the wizard threatened the City of Greyhawk, and the Guild of Assassins was dispatched to eliminate him.) Turin improved his guild's intelligence-gathering abilities further than ever, and this was of great help to Greyhawk in learning of troop movements across the Nyr Dyv when war between the Horned Society and the Shield Lands began in 579 CY. Greyhawk was perceived as an unassailable place of refuge, and some Shield Landers, made homeless by the fighting, moved there during 580-582 CY, when the Shield Lands fell entirely to the forces of Iuz at the start of the Greyhawk Wars. Greyhawk's territory, as noted earlier, expanded greatly as a result of the Greyhawk Wars. When the Pact of Greyhawk was signed in Harvest 584 CY, Greyhawk's Lord Mayor and Directors had laid claim to a large amount of territory guarded by the largest army Greyhawk had ever fielded in its history. The most direct threat came from Turrosh Mak's empire in the south, but the traitorous archmage Rary, agents of the Scarlet Brotherhood and Iuz, and the priests of banned religions had the ability to destroy Greyhawk from within. A terrible plague in Elmshire in 583 CY was a frightening blow to Greyhawk's security as well. The rebirth of the Circle of Eight in 585 CY, a year after Rary slew two fellow members before the signing of the Pact, was thus welcomed by all in the Free City.

Between 585 CY and 591 CY, Greyhawk has undergone further changes. Secret support once sent to Furyondy to maintain its fleet on the Nyr Dyv has ceased, but this invisible support money now flows east to Nyronde to keep King Lynwerd I in power and avoid the complete collapse of the kingdom. King Lynwerd reduced taxes, which gave his subjects more money to spend on foreign goods, which brought back many merchants to Nyronde in search of markets. The Scarlet Brotherhood's stranglehold on the straits between the Pomarj and Onnwal means the riverfront is not as busy as it might be, but many vessels do choose to pay the fees demanded by the Brotherhood for passage, and so Nyronde merchantmen join vessels from Keoland at the docks. Emissaries from the United Kingdom of Ahlissa's Royal Guild of Merchants now confer with their opposites in Greyhawk's Union of Merchants and Traders. The prosperity of the times caused the fragmenting of some guilds and reordering of others to boost their standards, gain more wealth, and expand their markets. Many of the war refugees that once crowded the city have been relocated to outlying villages, where they have been given small farms and allowed to build new lives while supplying Greyhawk with more agricultural produce and tax money. Other refugees with strong skills have started new businesses or added to old ones.

With northern overland trade routes blocked by the Empire of Iuz, and with the great importance of naval traffic between the states of the Nyr Dyv and the Azure Sea through Woolly Bay, the militarily secure City of Greyhawk is again the center of business for all the Flanaess. How long it will hold this position in an age of political uncertainty is unknown, perhaps even to the gods.

THE GOVERNMENT OF GREYHAWK

The Directing Oligarchy

The City of Greyhawk and its domain are ruled by a Directing Oligarchy, a group of technically coequal members who head various major interests within the city. The number of Oligarchs (also known as Directors) usually varies between 12 and 18, depending on the political circumstances. Replacement of an Oligarch who dies or retires is not required. If a vacancy in the Oligarchy should be filled, the new Oligarch is chosen by vote of the current Directors. The Oligarchy meets every Starday during the year to cover business relevant to the City, the Domain, and themselves.

The Directing Oligarchy periodically elects a Lord Mayor among its members to lead them. The election of a mayor occurs whenever the old mayor dies, retires, resigns, or fails a no-confidence vote consisting of a two-thirds majority of the Directing Oligarchy. Since 570 CY, Nerof Gasgal has been the Lord Mayor. So far, he has been one of the best.

The Oligarchy is currently (591 CY) at its maximum number of members, but this may change in the next year. Each Director is named and described below, with his or her current age (and apparent age) and areas where that person is most likely to be encountered in the City and Domain of Greyhawk. Important notes for the DM on each Director are included. An asterisk (*) indicates that person is a member of a secret "inner circle" of the Oligarchy that determines which issues are most critical, then crafts most major policies.

The Adventure Begins

Nerof Gasgal*, Lord Mayor and Assistant Guildmaster of Thieves [LN hm T12; hp 49; Dex 17, Wis 18, Cha 16; age 51; areas H14/T4/H3/C2]. Fronts as a concerned businessman but is widely known to be a thief, aims to keep the city running as smoothly as possible and to be remembered as the best mayor in the city's history; is habitually devious, moderately corrupt, and often ruthless, but well-liked and hard-working; has superb judgment but is not especially bright; enjoys politics, gambling, a high-class life in moderation, and a bit of roguery; wants to be a member of the aristocracy but is snubbed for his vulgar birth, accent, and sources of wealth; close friend of Org Nenshen; dangerous to cross.

Deider Fanshen, City Constable [NG hf C13-Pelor; hp 51; Dex 4, Con 15, Wis 18, Cha 16; age 52; areas GC6/H12/ H11/GCS/G10/Old City. Plans to retire in 592 CY and work as a legal defender; very active physically but clumsy and awkward; personable, wise, and warm, greatly loved and trusted by many; defends rights of the poor in Greyhawk and is concerned about homeless children in the Old City; dose friend of High Matriarch Sarana of the Temple of Pelor and Jallarzi Sallavarian of the Circle of Eight; unmarried but has a small circle of male "romantic friends."

Tigran Gellner, Captain-General of the Watch [LN hm F10; hp 57; Str 17, Dex 15, Int 17, Cha 15; age 46; area GC6/out of town visiting forts]. Very good grasp of strategic considerations involving defense of Domain of Greyhawk; an intellectual commander with large library on military topics; respected by the Greyhawk Militia for his strictness, bluntness, and sense of order; created Mountaineer Militia and Hardby Marines; believes Orcish Empire of the Pomarj is Greyhawk's greatest external threat; recently married to a cleric of Pholtus.

Org Nenshen*, Guildmaster of the Guild of Thieves [LN lm T18; hp 58; Dex 18, Int 16, Cha 16; age 52; areas

H15/T21]. Very active physically; bright, cheerful, confident, and outgoing; excellent planner, leader, and manager with good grasp of organizational strategy (though he seems reckless); committed to destroying evil cults within the city that threaten his guild; has live-in girlfriend.

Vesparian "Vesper" Lafanel*, Guildmaster of the Guild of Assassins [NE em T11/W 10; hp 58; Dex 17, Con 16, Int 17, Cha 15; age unknown but less than 100 (young); areas S5/T27]. Conservative, cold, professional, ruthlessly aggressive against perceived enemies of the city, his guild, or himself; does not discuss his past or personal life; greatly dislikes dwarves; an intellectual sociopath feared by many; extremely dangerous to cross.

Kieren Jalucian, Guildmaster of the Guild of Wizardry, Principal of the Greyhawk University of Magical Arts [NG hm W18; hp 42; Str 17, Int 18, Wis 17, Cha 17; age unknown but over 100 (35); areas H13/C6/H16]. Strong and handsome in appearance; one of the few true archmages in Greyhawk; rarely acts in Oligarchy, usually listens and offers opinions only on magic-related topics; friendly and wise; romantically interested in Jallarzi Sallavarian of the Circle of Eight.

Torrentz Hebvard, President of the Society of Magi [LN hm W10; hp 32; Int 18; age 81 (49); areas H13/C2]. Perhaps the most politically active wizard in Greyhawk; strong advocate of political neutrality and nonintervention in foreign wars or governments; opposes Nyronid in many matters, but fears and hates the United Kingdom of Ahlissa; active physically and widely known as an adventurer; recently married to a minor but rich cleric of Zilchus.

Ravel Dasinder, Patriarch of Boccob [N hm C 18 - Boccob; hp 72; Dex 15, Con 15, Int 16, Wis 18; age 73; areas H13/C6]. Speaks little and slowly, seems very uninvolved in discussions; unrivaled *divination* ability and knowledge of future events and trends; close ally of Mordenkainen of the Circle of Eight; personal life unknown; hates aggression and haste, but accepts deviousness; concerned only with the security of Greyhawk.

Stakaster Villaine, Patriarch of Zilchus [N hm C11 - Zilchus; hp 47; Int 16, Wis 16, Cha 17; age 54; areas G12/H14/T4/C2]. Master of financial planning and economic projections; heavily relied upon by many in government and trade; superb speaker and teacher but basically quiet and an introvert; widower.

Eritai Kaan-Ipzirel, Matriarch of St. Cuthbert [LN hf C11 - St. Cuthbert; hp 64; Str 16, Wis 17; age 44; area G4]. Forced her way into the Oligarchy in 586 CY, backed by the Nightwatchmen and many in Greyhawk Militia and City Watch; intolerant; handled with kid gloves by the "inner circle"; very aggressive and outspoken on issues of defense, especially against Empire of Iuz; constantly at odds with those Directors she thinks might be criminals or pacifists; the Director most disliked or hated by the rest of the Oligarchy (and thus the one most likely to be ousted in a future power play); now married/divorced five times.

Jerome Kasinskaia, Patriarch of Rao [LG hm C20 - Rao; hp 63; Dex 16, Wis 18, Cha 18; age 86 (50); area R12]. Says little in meetings but is extremely well informed on many political and religious matters of the Flanaess; superb judgment and always truthful; a masterful speaker, diplomat, and project leader, though he usually keeps to himself; close ally of Bigby of the Circle of Eight, knows everyone in the government of Veluna; considering retirement soon and may move to Mitrik in Veluna.

Dernan Nathane*, Guildmaster of the Union of Merchants and Traders [N hm F2/T9; hp 38; Str 15, Dex 16, Int 17, Cha 16; age 47; areas T4/T21/F6/F9]. Very popular and brilliant businessman (and professional smuggler); outgoing and charming; a well-placed member of the Guild of Thieves; knows Greyhawk inside and out; secretly involved with Gerda Hollardel in affair and illegal operations.

Carmen Halmaster*, Representative of the Union of Merchants and Traders [N hm T8; hp 25; Int 17, Cha 15; age 57; areas A1 I/T4/F6/F9]. Currently inactive member of the Guild of Thieves now deeply involved in cloth and clothing trade; crippled in assassination attempt several years ago; a genius at predicting changes in trade patterns, made a fortune speculating on risky trade ventures; fears evil cults.

Cariel Mansharn*, Representative of the Union of Merchants and Traders [LE hm W4/F6; hp 23; Int 16; age 39; areas T4/S1]. Brought in after the death of Ren o' the Star in 583 CY; selfish but bright; closely follows Dernan Nathane and Carmen Halmaster in voting; excellent troubleshooter on short-term projects but has a short, nasty temper.

Stimtrin Cannasay, Representative of the Union of Merchants and Traders [LN dm F3; hp 19; Con 15, Int 16, Wis 6, Cha 6; age 155; areas T4/S1/C2]. Replaced Laup Cobrun in 589 CY, generally follows others in the union in voting, but does not speak except on specialized or technical trade issues; tends to obsess on topics and annoy others; respected for knowledge but ignored otherwise; generally harmless and doesn't have much of a personal life outside of work.

Gerda Hollardel, Guildmaster of the Guild of Jewelers and Gemcutters [CN hf T3; hp 11; Int 17, Cha 16; age 32; area C5]. Replaced retiring father, Bodmi Hollardel, in 589 CY; secretly involved with Deman Nathane in affair and illegal operations; brilliant and strong-willed, but gives cause for concern among some Directors for hex inexperience, unreliability, and questionable judgment.

Sir Anton Palmirian, Guildmaster of

the Guild of Lawyers, Scribes, and Accountants [LE hm zero-level; hp 2; Int 18; age 70; areas H12/C2/C17]. Seems pleasant but is a cold, calculating, ruthless individual with enormous political power and complete knowledge of Greyhawk's laws and court system; in failing health; divorced twice and ; now single; vengeful and a borderline sociopath; extremely dangerous to cross.

Glodreddi Bakkantin*, Inspector of Taxes, Greyhawk Revenue Service [LE dm T10; hp 44; Dex 18, Con 15, Int 16, Wis 17, Cha 5; age unknown but over 100 (old); areas H17/GC7/C7]. A financial genius and cold-hearted schemer who constantly looks for new ways to bilk the public out of money to fill Greyhawk's treasury; vengeful and long of memory; grossly corrupt and wicked even by Greyhawk's low standards; past history and personal life are unknown; feared and avoided by nearly everyone; extremely dangerous to cross.

Internal Issues Facing Greyhawk

The endless strain of maintaining a large standing army to guard the southern flank and suppress banditry in the Cairn Hills is telling on the city's treasury and patience. Many people think the Cairn Hills are secure enough and the military presence there could be reduced to further support the south. Some don't want to give territory back to the Duchy of Urnst, however, or fear a resurgence in humanoid or brigand activity. Halflings from Elmshire and residents of the three mining towns are adamant about keeping the army presence in the north strong; dwarves don't care as much, as they feel relatively secure in their strongholds. Halflings also hate and fear the Rhennee, actively driving them off from the coast.

Other internal threats exist to the Domain. Lizard men in the Mistmarsh and ogres in the Abbor-Alz are an occasional problem, and the Rhennee are accused of theft and troublemaking along the Selintan and some of its tributaries, as well as along the southern shore of the Nyr Dyv. If the Blackthorn humanoids boiled out of their caverns, they could destroy the small communities in the forest and cut off logging and food gathering there. And there are disquieting reports of "pale dwarves" in the Cairn Hills, resurgent evil cults in the city and countryside, Scarlet Brotherhood spies and assassins lurking everywhere, and new, previously unknown monsters seen in Castle Greyhawk's ruins.

The political ties holding the domain together are also fraying. The Gynarch of Hardby and her family appear to be subverting the military units Greyhawk put there, winning their loyalty away. Hardby has always wanted to stay independent of Greyhawk, and local resentment of Greyhawk is growing. Worse, Narwell and Safeton are also murmuring that they can handle their own internal affairs, though with Greyhawk's military help. The payment of taxes to Greyhawk is the primary irritant in all cases. Loss of tax revenue from these three towns would almost certainly mean a reduction in Greyhawk's military budget, which the Oligarchy does not believe it can afford, given the great (if disorganized) strength of the Orcish Empire to its south.

Other issues seem relatively minor by comparison. Two major festival years are approaching: 598 CY (the 100th anniversary of Greyhawk's declaration of independence and freedom) and 600 CY (seen as the start of a new century). There are legal arguments burning over the use of divination magic by the City Watch in tracking down suspects; better ways of taking a census of the city every decade (the 590 CY census is now completed), overcrowding and crime in the poorer neighborhoods of the city, and conflicts between recent immigrants and long-time residents for living space, food, jobs, money, and so on.

Factions within Greyhawk that the Directing Oligarchy must contend with include the nobles and lords of the city, who resent any intrusion on their territory and "innate rights" (personal business), the buffoonery of the now two-dozen petty nobles (whose titles were sold by the city for the revenue, with little power in return), the wild and woolly meetings with the elected representatives of the Public Council of Greyhawk, the various approved

The Adventure Begins

religions (some of whom who have become more militant and assertive, butting heads with the Oligarchy on many issues), the mercantile unions and guilds, the mayors and other leaders of the towns and strongholds in the realm, the military, the City Watch and Nightwatchmen, the wizards, the thieves (of course), the outlying farmers, the working poor, and so forth. Far down the list are groups like the Rhennee, the beggars, the homeless, and the Peoples' Constables, who get practically no attention at all unless they cause trouble.

On the first days of Fireseek, Planting, Reaping, and Patchwall (immediately following each week-long festival), the Grand Council of Greyhawk Guilds meets at the Lord Mayor's Palace. All the city's Guildmasters must attend or send deputies in their place if they absolutely cannot be there. At this meeting, petitions and legislation before the Directing Oligarchy are discussed, if such may affect the trade or business of at least one guild. This meeting also serves the purpose of granting a hearing to those guilds not directly represented on the Directing Oligarchy, though how much influence they have on government policy is a matter of much heated debate in the guildhalls.

The Public Council of Greyhawk

In 581 CY, the Directing Oligarchy decided to pacify a growing popular call for greater involvement in government affairs. A clever suggestion by Glodreddi Bakkanin led to the creation of a new council of representatives elected by popular vote from each of the eight city quarters. Voting would take place every four years on the last day of Harvester (the 28th, a Freeday and the day just before the start of Brewfest), starting in 582 CY. It would cost 1 silver noble per person for the right to vote in each election, which the Oligarchy blandly stated was to keep out riffraff and discourage repeat voting by individuals. This said, the Oligarchy made it a point to not count how many times anyone voted in the elections, and to always accept coinage from anyone wishing to cast a vote. As expected, many power groups in the city secretly passed out silver nobles to their followers to get their candidates elected, filling the city's coffers.

The initial election took place against the backdrop of the start of the Greyhawk Wars. In a nightmare of

voting fraud, drunken street brawls, and extraordinarily bizarre political parties and platforms, a council of eight was elected that included a talking goat, a charismatic beggar-thief, a doppelganger (who was exposed but continued to serve as councilor while in hiding) and a very pleasant woman who turned out to be a priestess of Vecna (and was swiftly executed, leading to a second election in the Foreign Quarter). Yet it was all the Directing Oligarchy could hope for, as holding the election immediately before Brewfest guaranteed that the (drunken) population would not think seriously about major issues, that the "crazies" would dominate and further insure that serious issues would not be discussed, and that the elections would sate the periodic public calls for democratic government.

In the long run, however, the creation of the Public Council created more problems than it solved. By 586 CY, several of the councilors had gained a remarkable following, and all were receiving secret financial backing and vocal support from some of the city's guilds. The guilds had initially opposed the creation of the council, but several guildmasters realized that if they gained control over one or more councilors, they would gain additional voices in the government, even if the voices were small. Worse, the social scars following the aftermath of the Greyhawk Wars and the flood of refugees in the city brought out strident calls for social reform, law and order, and even expulsion of the refugees. "Real issues" came to the fore, and the election of 586 CY was violent and bloody, with rioting throughout the city even during Brewfest. Twelve were killed and over 100 injured.

The Directing Oligarchy nearly annulled the elections and dissolved the council, fearing worse was to come, but the council was saved by one vote on the Oligarchy. The Oligarchy took several steps instead toward social reform, sponsoring the renting of new, low-cost farmland around the city and the development of new villages centered on the outlying manors of Greyhawk's nobles. Blackfair Manor and Lockswell Manor are the two largest manorial villages created in this way for the refugee population.

The Public Council of Greyhawk meets with the Oligarchy in a full session for one day every quarterly festival, detailing conditions in each quarter, proposing solutions, and offering other advice as felt necessary. Some councilors are clowns and are ignored (though the talking goat was actually quite a good speaker). A few seem intelligent and make sense, and a couple even agree with the Directors at times, which the Oligarchy greatly appreciates.

NPC STATISTICS: LAW AND THE MILITARY

Greyhawk Militia

Man-at-Arms: AC 4/3 (chain mail and shield, 50% chance for Dex 15); MV 9; F1; hp 1d4+5; THAC0 20; #AT 1; Dmg by weapon type +1 (club, broad sword, or light crossbow); Str 16, Dex 14/15, Con 15; ML 13; AL non-evil, usually lawful or neutral.

Junior Sergeant: AC 4/3 (chain mail and shield, 75% chance for Dex 15); MV 9; F2; hp 1d10+7; THAC0 19/18; #AT 1; Dmg by weapon type +1 (long sword, halberd, or light crossbow); Str 16 (50% Str 17), Dex 14/15, Con 15; ML 14; AL non-evil, usually lawful or neutral.

Sergeant-at-Arms: AC 3/2 (*chain mail +1*, 50% chance for shield, Dex 15); MV 12; F3; hp 2d6+14; THAC0 17; #AT 1; Dmg by weapon type +1 or more (long sword, halberd, dagger, or long composite bow/sheaf arrow); Str 17 (25% Str 18, roll for exceptional Strength to max. 18/50), Dex 15, Con 15; ML 15; AL non-evil, non-chaotic.

Lieutenant (per 20 men): F4-6, exceptional ability scores and 1d3 magic items.

Captain (per garrison): F7-9, exceptional ability scores and 1d4+1 magic items.

Priest (per garrison): C4-7 (45% St. Cuthbert, 40% Heironeous, 10% Pholtus, 5% Mayaheine), 1d3 magic items.

Combat Mage: W5-9 (50% invoker, 25% general mage, 25% other), 1d3 magic items.

The Greyhawk Militia's Cairn Hills patrols include 2d4+6 fighters (1 sergeant-at-arms, 2 junior sergeants, other men-at-arms). All are armed and equipped as noted above. Some patrols are mounted.

The Mountaineer Militia at Storm Keep keeps watch over the Abbor-Alz. Patrols include either 1d2 griffon riders (each F3-7 in leather armor, with a short bow, two javelins, a dagger, and a ring of feather falling) or 2d4+8 fighters (2 sergeants-at-arms, 2 junior sergeants, others men-at-arms). All are armed and equipped as noted above, except for using long composite bows, having Con 13, and special nonweapon proficiencies (endurance, mountaineering, and similar). Magical potions might be available.

Gnarley Forest patrols include 1d6+9 men and women (1d2 sergeants-at-arms, 1d2 junior sergeants, others men-at-arms). Leather armor used instead of nonmagical chain mail; spear and short bows used; 50% chance each of a ranger (level 2-4) and priest (level 3-5, usually of Ehlonna).

Narwell Headhunter patrols seek out bandits and escaped criminals around the northern Wild Coast and Gnarley Forest fringes. Each patrol is mounted on horses and consists of 2d4+10 people of greatly varying abilities (rangers, thieves, fighters, and occasionally a cleric or wizard, levels 3-7).

The Hardby Marines wear leather armor and use swords, cutlasses, daggers, knives, hand axes, clubs, pikes, and other ship-to-ship combat weapons. They are all fighters (25% 1st-level, 40% 2nd-level, 25% 3rd-level, 10% 4th-level, with leaders of levels 5-9). Each ship has a wizard (level 1d4+5) and priest (level 1d4+5). Non-chaotic alignments are dominant; ability scores are usually Str 16, Dex 13, Con 14.

Enemy forces include bandits and marauders such as the Cockatrice Riders of Pascorel, orcs and other humanoids in various raiding parties from the Orcish Empire or Blackthorn, bands of lizard-man hunters, ogres, and so forth. These can be created by the DM as desired.

City Watch

Men-at-arms, junior sergeants, and sergeants-at-arms are as per the Greyhawk Militia, above. In addition, there is the deputy constable:

Deputy Constable : AC 1/0 (chain mail +1, Dex 16, 50% chance of shield); MV 12; F5; hp 35-40; THAC0 14/13; #AT 1; Dmg by weapon type +3 (long sword +1, light crossbow, halberd, mancatcher, or quarterstaff); Str 18 (01-00), Dex 16, Con 17, Cha 14+; ML 14+; AL non-evil, non-chaotic, usually LG/LN. Magic potions are often possessed, with a magic ring or miscellaneous item.

A standard patrol group has 1d4+3 men-at-arms (50% chance of junior sergeant). An elite patrol group has 1d4+4 men-at-arms, 1d2 junior sergeants, and a sergeant-at-arms. A special patrol group (used only in grave emergencies) has six sergeants-at-arms, two deputy constables, and Constable Derider Fanshen, with one wizard (level 5-8) and one LN/LG cleric (level 5-8).

Guild of Nightwatchmen

The Guild of Nightwatchmen supplements the City Watch in the hours of darkness. This guild is privately funded, largely by the church of St. Cuthbert but also by private citizens, shops, guilds, or temples that feel the need for extra security at night. The Nightwatchmen (being almost completely drawn from the followers of St. Cuthbert, and checked for lawful, nonevil alignment) have a superb reputation with everyone except criminals. They can detain criminals but have no powers of arrest, and so work closely with the City Watch. The Thieves' Guild was on the verge of open war with this guild long ago, but this was averted when the Thieves' Guild changed its own routines and became far less of a threat to and target of the Nightwatchmen. Now, thieves merely try to stay out of the Nightwatchmen's way, and a lot more gets accomplished.

Guildmember/Torchbearer: AC 7 (studded leather under tabard); MV 9; F1;

hp 1d4+5; THAC0 20; #AT 1; Dmg by weapon type fanseur or short sword); Str 15; AL LG/LN. Torchbearers carry torches, lanterns, or magical lights instead of ranseurs; they are to avoid combat if possible.

Sergeant: AC 4 (chain mail under tabard, shield); MV 9; F3; hp 1d8+20; THAC0 18; #AT 1; Dmg by weapon type (long sword); Str 16, Con 16; AL LG/LN.

Darkman: AC 3 (chain mail under tabard, shield, Dex 15); MV 9; F2; hp 1d6+10; THAC0 19; #AT 1; Dmg by weapon type (short sword); Str 15, Dex 15, Con 16; AL LG/LN. Darkmen are almost always demihumans (80% gnomes, 15% dwarves, 5% half-elves or halflings) with infravision out to 60 feet.

The smallest unit of Nightwatchmen is an escort of one guildmember and one torchbearer. A guard unit consists of two guildmembers, a torchbearer, and a darkman. A street patrol has five guildmembers, two torchbearers, a sergeant, and a darkman, with a 33% chance of a cleric of St. Cuthbert (level 2-4).

The guildmaster is 73-year-old Sir Gavin Ambus [LG hm F13; hp 91; Str 17, Con 16, Int 15, Wis 17, Cha 16; two handed sword +2], once an officer in the Greyhawk Militia and an extremely popular figure in the city. His many connections with the most powerful and lawful figures around also caused the Thieves' Guild to simply lay lower than before instead of getting into a full fight with the Nightwatchmen. Sir Ambus lives near the Temple of St. Cuthbert.

People's Constables

This group of minor law enforcers was established following a suggestion by the Inspector of Taxes, Glodreddi Bakkanin, in 575 CY. About 200 young males and low-level thieves (T1-2) are employed by the Directing Oligarchy, each for a yearly fee of 10 gp and references (never checked). The People's Constables enforce the laws against minor crimes such as obstruction of streets, threatening

The Adventure Begins

language, slander against common persons, unlawful disposal of garbage, creating an offensive odor or noise, and so forth. Also, there are a large number of trivial laws that were put on the books by Zagig Yrageme during the last stages of his madness, circa 400-420 CY. These laws are each quite absurd (for example, it is forbidden to "fondle" [carry] a duck on the Processional) but are enforced. Fines for these minor offenses range from 1 cp to 10 sp.

The People's Constables work in the Old City but have expanded their activities in recent years into the "middle city," particularly into Clerkgburg and the Artisans' Quarter. They carry leather armor, daggers, and sometimes short swords, so they never pick on better-armed persons than themselves. They travel in groups of 1d4-1, usually traveling alone to pick on defenseless persons. The People's Constables are hated by most citizens, but because the Constables are careful about picking their victims, few complaints reach a level the Directors feel must be addressed - and the Constables do bring in good revenue for the city.

CRIMINAL CODE OF GREYHAWK

For major offenses in the city, a person is tried by a Judge of Greyhawk (ex-lawyer from Guild of Lawyers, Scribes, and Accountants), one of eight such judges elected by the Directors. Three Directors might sit in judgment of a major crime, but two of these judges may be objected to and substituted (once). Convictions can be appealed (once) if the judge permits, which always occurs with a capital crime. The appeal is heard by three judges, often including the Lord Mayor, Nerof Gasgal.

Minor crimes are tried by magistrates from the Guild of Lawyers, Scribes, and Accountants, with one magistrate trying each case. Appeals are very rare and available only from the Lord Mayor. Punishments range from hard labor for two weeks to two years, with fines of 1-20% of the convicted person's worth, up to 1,000 gp. The DM has free reign in running and wrapping up court cases.

Victims must be "people," which are considered to be humans and demihumans of all sorts. Monsters such

as mind (layers, doppelgangers, or lizard men are not considered people. Humanoids have very limited civil rights in Greyhawk, the limits of which vary from judge to judge. Some intelligent beings have a shadowy existence with regards to the law; a centaur could be regarded as a "person" by one judge and a "monster" by another. Manufactured creatures such as golems and minor undead are always considered property. Familiars are either persons, monsters, or property, depending on the creature, its ability to speak intelligently, and the judge.

A list of major crimes (and, in parentheses, the corresponding numbers for possible sentences) appears here. Crimes are left somewhat vague to fit the DM's style of play in the GREYHAWK campaign.

Major Crimes

Arson (1, 5-7, 9)
 Assault, grievous (3, 6-11)
 Banned religious worship (1, 2, 4, 9)
 Blackmail (1-2, 4-10)
 Bribery of city official (5-11)
 Burglary (3, 7-11)
 Burglary of/damage to city property (3, 6-11)
 Counterfeiting Greyhawk coinage (3, 5-9)
 Embezzling (2, 4-10)
 Fraud, includes lying to City Watch (2, 4-10)
 Genocide (1)
 Impersonation of city official (7-11)
 Importation of dangerous controlled items or creatures (2, 9)
 Incitement to riot (2, 6-9)
 Magical interference with the integrity of the person (2, 3)
 Manslaughter (2, 5-\$)
 Mass murder (1)
 Murder (1, 4)
 Perjury (6-10)
 Possession of an unlicensed monster (10)
 Rioting and affray (2, 7-11)
 Robbery (3, 7-11)
 Sedition (1-5)
 Tax evasion of 50+ gp (10-11)
 Tomb robbing (2, 6-11)
 Treason (1)
 Vandalism (8-11)

Sentences for Major Crimes

1. Death
2. Permanent exile and banishment.
3. Mutilation (loss of hand, tongue, eye, etc.)
4. Hard labor for life.
5. Hard labor, 1d10+10 years (often more for long-lived demihumans)
6. Hard labor, 1d6+6 years.
7. Hard labor, 1d4+4 years.
8. Hard labor, 1d4 years.
9. Enormous fine (90-95% victim's true worth).
10. Heavy fine (60-80% victim's true worth).
11. Standard fine (25-40% victim's true worth).

Minor Crimes

Assault, minor (no broken bones)
Blasphemy against a priest
Blasphemy against/desecration of a temple
Dangerous conveyance of a vehicle in a public place
Dangerous navigation along riverfront (includes unauthorized landing)
Disturbance of the peace (excessive noise, light, smell)
Public drunkenness and disorderly conduct
Offenses against public propriety
Use of an unlicensed weapon
Receiving, possessing, or fencing stolen property
Slander or libel
Slavery or procurement of slaves
Smuggling (avoiding city taxes)
Tax evasion (50 gp or less)
Trespass, violation of privacy, and unlawful entry into city
Unlawful hindrance of business
Use of magic in a public place without due cause

Legal Weapons

The following weapons are permitted to be carried openly through the streets of Greyhawk, though they should be tied to one's belt or placed in a scabbard when possible: dagger, dart, sling, staff, staff sling, club, knife, hammer. Swords and axes are allowed if in a scabbard or leather head case (for an axe). Polearms, spears, and pikes are banned, period. "Assassins' weapons" like poison and garrotes are banned as well.

Private Armies

Citizens and visitors cannot bring private armies, militias, or personal guards into the city without a license. This prevents attempts to overthrow the government or spread havoc on a wide scale. Mercenary guards for caravans are licensed by the city through the Union of Merchants and Traders or the Guild of Mercenaries.

Controlled Magic

Magic is strongly controlled in Greyhawk, and cannot be cast freely in public places. Nondamaging spells like *charm*, *slow*, or *hold*, which can be used to capture villains are allowed. Damaging spells with limited areas of effect (such as *magic missile* are allowed only in desperate self-defense. Mentally intrusive spells like *know alignment* and *ESP* are frowned upon (except as used by proper authorities hunting lawbreakers), and "mischievous" spells like *invisibility* are also disliked. Spells damaging a wide area (for example, *fireball*) bring a prosecution for property damage and any other applicable side offense. Of course, spells cast to aid city officials or prevent the destruction of a large part of the city will be better regarded. It's up to the judges.

Dangerous Contraband

Smuggling is a way of life in Greyhawk, but some items are strongly banned and looked down upon by many, even criminals. Evil magical items, dangerous monsters, cursed items, poisons, and any other items or creatures that could conceivably bring harm to the city's inhabitants in a significant way are cast together as dangerous contraband, and possession of any of this material is a major crime. Of course, the Guild of Assassins manages to get around this law in various ways, so long as none of the guildmembers displays any of these items openly and foolishly.

PEOPLES OF GREYHAWK

The last tax census of the City of Greyhawk and its domain was conducted in 590 CY, by members of the Guild of Lawyers, Scribes, and Accountants. Official census figures, as always, should be taken with a grain of salt, as many groups within the city and domain have reason to inflate or minimize their population results. On the whole, however, these forces balance out most of the time, so the total population figures are reasonably accurate. The following table gives a rough idea of the growth that the City and Domain of Greyhawk have experienced in recent years.

Greyhawk's Estimated Population

Year	City	Domain*
575 cy	58,000	75,000
580 cy	60,000	78,000
585 cy	66,500	84,000
590 cy	69,500	91,000

* For census purposes, the "Domain" is that area held by Greyhawk before the Greyhawk Wars. It does not count the northern Wild Coast with the towns of Narwell and Safeton, nor Hardby, Elmshire, or the depths of the Cairn Hills and Gnarley Forest. The populations of these areas are discussed in later sections concerning them.

At present, in 591 CY, about 76% of the residents of the city (just over 52,000) are native-born. Native Greyhawkers are descended primarily from Oeridian and Suloise settlers, the Suloise side having been established here far longer than the Oeridians who came after Greyhawk was made a part of the Great Kingdom. Native Greyhawkers also have a mix of Flan, Baklunish, and Rhennee ancestry from the many groups of merchants, refugees, and tradesmen who have moved here in the past, giving the people a wide variety of physical features and cultural backgrounds. This makes Greyhawk's character very cosmopolitan and its people particularly unconcerned with matters of race, though they are highly aware of social status and perceived wealth. The invasion of the Wild Coast has damaged this accepting attitude to the degree that visiting humanoids are

The Adventure Begins

generally suspected of being spies for Turrosh Mak's Orcish Empire of the Pomarj.

Another 18.5% (about 12,800 people) are humans who moved to Greyhawk from other areas of the Flanaess. This group primarily includes Rhennee bargefolk and various immigrants and refugees from Furyondy, Dyvers, Veluna, Verbobone, the Wild Coast (mostly Narwell and Safeton), the Duchy and County of Urnst, the Ulek states, Nyronnd, the Bandit Kingdoms, and the "lost lands" of Almor, Tenh, the Shield Lands, and the Wild Coast city of Fax (which fell to the Orcish Empire). Most of these immigrants arrived in the last decade as a result of the Greyhawk Wars.

Small pockets of close-knit immigrants from more distant lands exist in the Foreign Quarter, particularly from the Baklunish states to the far west, Perrenland, and Keoland. Individuals from everywhere else in the Flanaess come and go on a daily basis. It is not unusual to hear languages other than Common spoken in the Foreign and River Quarters, Clerkgburg, or the Old City, and small shrines or temples to little-known deities appear in the oddest places. It is interesting that though most immigrants retain their old cultural ways, they regard themselves as true citizens of Greyhawk as strongly as native-born citizens.

Humans make up about 94.5% of the total population of the city. The next largest group is the halflings, most of them immigrants from Elmshire or with close family ties there. Halflings are nearly all of the hairfoot sort, with stouts in the minority and tallfellows almost unknown. They make up about 2.5% of the census (about 1,700 individuals). Halflings cluster largely in the Burrow Heights neighborhood of the Foreign Quarter, adjacent to the Deep Ditch of the Millstream, where they maintain their own Watch patrols and temples. However, halflings can be found in every quarter of the city, often living among humans with few other halflings nearby. Most halflings in Greyhawk are employed in crafts and service guilds, particularly as bakers, cooks, brewers, carpenters, tailors, gardeners, clerks, accountants, and other jobs in the high-lower or middle class. Few are found in jobs requiring great strength or endurance.

About 1.5% of the city's people are half-ores, though one would not know this just by looking at them. (This figure was determined by magical divination.) Half-ores have no unifying cultural traits, and they attempt in all ways to blend into the human environment around them. Nearly all of the 1,000 or so half-ores present reside in the Old City or River Quarter, and they fall within the lower class. Many do have strong positions within the Union of Laborers, the Union of Sewermen and Streetcleaners, the Guild of Embalmers and Gravediggers, and other distasteful or hard-labor guilds, and some have careers in the Guild of Thieves or Beggars' Union. Two have entered the Guild of Assassins now that Turin Deathstalker, a notorious ore-hater, has left town.

Half-ores are less numerous than they were only a decade ago, largely thanks to public prejudice against anyone with ore features following the Orcish Empire's strike into the Wild Coast in 584 CY. Some half-ores left the city following several unsolved murders of their kind and general public harassment of them, but those with strong human features who could "pass" in Greyhawk stayed on, keeping a low profile around human refugees from the Wild Coast. This prejudice settled down in the late 580s and is at a low ebb now, but it is unwise to proclaim ore ancestry in these troubled times.

Half-ores are nearly always born under unhappy circumstances following the invasion of a human area by orc raiders. A large number of half-ores came to Greyhawk in the years following the collapse of the Pomarj in 513 CY, unable to find acceptance among ores or humans in their ravaged homeland and desiring more opportunities than were available along the Wild Coast. These Pomarj refugees formed the core of Greyhawk's half-ore citizenry, and the current population is made up almost entirely of their descendants. For some reason, half-ores tend to marry other half-ores even when they are "passing" and unaware that their partners are also half-ores. Their offspring are also considered half-ores but nearly always have human physical features (if somewhat hairier). Some grow up completely unaware of their actual nature.

Dwarves make up the third largest nonhuman group in the city at about 1% of the population (700 individuals). Nearly all of Greyhawk's dwarves are hill dwarves who migrated here from various clan holds in the Cairn Hills, Abbor-Alz, Lortmil Mountains, Kron Hills, and the Principality of Ulek. Most Greyhawk dwarves belong to crafts guilds and are largely found as smiths, miners, soldiers, masons, and architects. Greyhawk's dwarves tend to be more outgoing than others, from their long association with humans, but they still tend to live in small enclaves, sometimes buying or renting a group of houses in a row along a street. Most dwarves live in the Artisans' or Foreign Quarters or in Clerkgburg, with perhaps a hundred or more packed along Smith Road to either side of the Guildhall of Architects and Stonemasons in the Artisans' Quarter. Other enclaves exist along Craftsmans Way, around the Guildhall of Jewelers and Gemcutters, and in Burrow Heights in the Foreign Quarter. It is thought that some dwarves have (illegally) been excavating cellars and tunnels below their homes in the Artisans' Quarter, but no one has yet checked on this possibility.

Greyhawk's dwarves maintain strong interests in the politics and current events of their ancestral homes. News of the ongoing war against the Orcish Empire in the Principality of Ulek is intensely sought after by all dwarves, regardless of their place of origin. The situation around Safeton is of only barely less interest, and they also seek out news about humanoid raiders from the Gnarley Forest lair of Blackthorn and the Cairn Hills lair of Hargrek Kukulend, near Karakast.

Gnomes make up about 0.5% of Greyhawk's citizenry, some 350 in all. The gnomes of Greyhawk are more outgoing than dwarves but, like dwarves, generally live in enclaves of their own among their human neighbors. Most gnomes live in the Burrow Heights area, in the southern part of Clerkgburg, or in the Artisans' Quarter. Gnomes are nearly always in the middle class and work in skilled positions in crafts guilds, though some work in the fine arts as artists or performers. Many gnomes came here from the Kron Hills and Lortmils, having served in the Hateful Wars, and their families have strong warrior traditions and assertive mannerisms.

Elves and half-elves are very rare now in Greyhawk, almost never numbering over 100. Many went to Celene after the Greyhawk Wars. Elves who stay here are nearly always nobles or highly skilled workers, though rustic elven hunters from the Gnarley Forest pass through the city at times. Humans and elves simply do not cross company very often; the sylvan elves to the west are as strongly isolationist as the gray elves of Celene. Those elves and half-elves who do live here are highly visible, attract attention wherever they go, and are known to all: Fioranna Aielestriel, the former ambassador from Nyronde who has stayed in the city; Jawal Sevemain, the drow librarian of the Guild of Wizardry; Vesparian Lafanel, said to now be the guddmaster of all assassins in the city; Elranriel Tesmarien, a Nyronde grey elf and sage who lives in Clerkburg and the late Ren o' the Star, the murdered half-elf guddmaster of the Union of Merchants and Traders. Melf, Prince Brightflame of Celene, puts on an occasional appearance in town as well, and other local elves are ambassadors, wizards, master archers, rich merchants, and so on.

Because of their high profiles and active habits, elves and half-elves are believed to be far more common in Greyhawk than they really are. They live in almost every quarter, usually in fine and tasteful surroundings, but many prefer to inhabit whole floors or houses by themselves or with servants. Elves are more likely to rent lodgings than buy property, as they tend to be on the move often.

On any day, a handful of other nonhumans are in town, ranging from a centaur hunter and forester from Celene's Welkwood to a hulking half-ogre in the Union of Laborers, kept as a sort of mascot and heavy lifter. Anyone looking like an orc or other humanoid is immediately pointed out by the citizenry and might be arrested by the Watch or Militia for later interrogation. Various nonhumans disguised as humans are almost certain to live undetected among the citizenry; this group includes doppelgangers, Greyhawk dragons, lycanthropes, certain powerful undead such as vampires, and other *polymorphed* or shapechanged beings. These are rare in the extreme, but might have an influence over events out of proportion to their tiny numbers.

Social Class and Status in Greyhawk

For all its cosmopolitan character, Greyhawk has a clearly understood ranking of its population by social class, which is strongly but not entirely related to personal wealth. As wealthy as the Beggarmaster of the Union of Beggars might be, he will never rise above the lower class. His Solemn Authority, Nerof Gasgal, arguably the most powerful, wealthy, and skilled Lord Mayor of Greyhawk since Zagig Yrageme, will never gain acceptance among the nobility of the city because of his lowly birth. Several times in the past, city nobles have been reduced to penniless states by disaster, but they were still regarded as nobles.

Race can enter into the social ranking as well, though only rarely among humans. Rhennee keep themselves as outsiders and are not well integrated into Greyhawk's ongoing life, and so will never rise above lower class status, which is fine with them. Other than this, a Baklunish or Flan citizen is as likely to enter the upper or lower class as an Oeridian or Suloise. It simply makes no difference to most humans, who share a world with numerous other intelligent and social races and so tend to minimize differences among humankind.

The story is different when considering nonhumans. Almost any of the better-known elves in the city, such as Fioranna Aielestriel (the former ambassador from Nyronde), are instantly placed in the upper class on a footing at least equal to the most elite and longestablished nobles around, even though the elves might not have a tenth the personal wealth of their social peers - or even, as in Fioranna's case, if they are not citizens of Greyhawk. Halflings are perceived as passive but hard-working members of the low middle class; dwarves and gnomes are seen as good warriors (always with secret hoards of gold and gems) of the middle to upper middle class; and half-orcs are viewed as untrustworthy and brutish lower-class scum.

Exceptions to the above always appear. Not a sane person in the city will dare exclude Glodreddi Bakkanin, the dwarf Inspector of Taxes, from any social function; even nobles

defer to him, entirely out of fear of his wrath. Selczek Gobayuk, the long-time guddmaster of embalmers and gravediggers, is clearly a half-orc, but he is so well established and has such a forceful (if unpleasant) personality that he will hold his middle-class status to his death. Demihuman beggars are very rare but not unknown, but none were ever elves; even the poorest sylvan elf hunter gains respect worthy of a landowner.

The Upper Class: At the top of the social register in Greyhawk are the "old nobles," the few families who can trace their ancestry back to the days when Greyhawk was part of the Great Kingdom and had its nobility appointed directly by the Overking. Most of these families live just outside the City of Greyhawk in the Domain on large country estates, surrounded by the cottages and huts of peasant laborers and servants. The Gynarch (Despotrix) of Hardby is unquestionably a part of this group, and she commands more social attention even than Lord Mayor Nerof Gasgal, which irritates him much. Other old nobles include the Wainwrights, who still work at wagonmaking on their estate outside the city's east wall, and the Wheatsmills of the High Quarter, who have little day-to-day interaction with the mill they own in Clerkburg. Many foreign nobles are accepted as equal to the old nobles, such as Count Reichart Petrides, the ambassador from the Duchy of Umst, who lives in Zagig's old summer home in the High Quarter. Old nobles are accepted on a level equal to most foreign nobles when they travel because of their history, wealth, attitudes, manners, and family connections.

Next are the "new nobles," those who were brought into the town's nobility from the time of Zagig Yrageme or later. Zagig himself appointed most of these for services rendered to the city during his reign as Lord Mayor. Few Lord Mayors have bothered with noble appointments since his time, but some nobles from foreign lands have moved to Greyhawk and managed to officially retain their status by writ of the Directing Oligarchy. These nobles are much like the old ones in habits.

The Adventure Begins

New nobles include the Lockswells of the Gnarley Forest, the Blackfairs of the Ery River, and the Silverfoxes and Henways of the High Quarter. Lord Yrag, formerly of Mordenkainen's Citadel of Eight (see Fruit of the Mill, location A7 in the Artisans' Quarter), is still a new noble, though he was away from Greyhawk for many years. Jallarzi Safavarian has a tentative hold on "new nobility," being a cousin of Duke Karll of Umst, but she has no interest in social status. Otto, a wizard who, like Jallarzi, is of the Circle of Eight, is well-placed as a new noble, having elected to live in Greyhawk after his homeland of Almor was ruined a decade earlier. Lord Robilar, who joined the archmage Rary in attacking the Circle of Eight, was once of this status, the last of his family line; he is now branded a traitor and criminal. Tenser, who has his own castle, a small army, and connections beyond counting across the Flanaess, is usually considered equal to a new noble.

In theory, the Lord Mayor and Directing Oligarchy should be the leaders in social status. In actual practice and public perception, this is not so. The Directors are seen as upper class, certainly, but not on the level of the old nobility and barely on a level with the new. Nerof Gasgal is on equal footing with the Magister of Dyvers, currently Larissa Hunter, the former captain of that city's Free Army, but neither Nerof nor Larissa have any interest in meeting one another. Nerof has never personally met Duke Karll of Urnst or King Belvor of Furyondy, either, and doesn't believe he would like the experience of being someone else's inferior.

Other members of the non-noble upper class include the high priests, male and female, of the major religions of the city - beyond those priests who sit on the Directing Oligarchy (Ravel Dasinder, a priest of Boccob; Jerome Kasinskaia of Rao, Stakaster Villaine of Zilchus; and Eritai Kaan-Ipzirel of St. Cuthbert). Other major priests and their gods include Sarana (Pelor), Janziduur (Trithereon), Mathilde Dessenter (Istus), and Talrand Quehris (Xerbo). As a general rule, most priests who can cast spells of fifth level or higher (thus being 9th-level or above) are of the upper class, and every



Bigby and Otto of the Circle of Eight

priest who can cast 6th- or 7th-level spells is accorded such respect. The few local druids, however, are seen as rustics, having low social status.

Most guild masters, high commanders in the Greyhawk Militia, and famous wizards are in the upper class. Paladins gain the regard due the upper class because of their extensive education and connections; Greyhawk has several small religious orders of knighthood, each with no more than a dozen members, and all are well regarded though they rarely work together. The heads of the large human and demihuman towns around Greyhawk are also in the upper class, though sometimes marginally so. The mayors of Elmshire and Grossettrottell (a halfling and gnome, respectively) get less attention and respect than the dwarf clan heads of Greysmere and Karakast, who get less respect than the Greyhawk-appointed military rulers of Narwell, Safeton, and Hardby. The Gynarch of Hardby - as noted earlier - outranks them all in the minds of many, including the minds of Greyhawk's own upper class, the Directing Oligarchy excepted. The Oligarchy's attempts to ignore the Gynarch or diminish her influence have only served to give her enormous sympathy in the eyes of many. The leaders of foreign orders of knighthood (Knights of Holy Shielding, Knights of the Hart, and so on) who visit Greyhawk are also accorded upper class privileges.

Upper class citizens of Greyhawk make up about 2% of the total population. This group controls about half to two-thirds of the wealth in the city and nearly all the land, which is rented out or given as fiefs to those who vow their loyalty and tax money in the usual feudal manner. The upper class is very resistant to the idea of anyone but another upper class citizen owning land outright, a concept they feel would lead to chaos.

The Middle Class: The middle class of Greyhawk is a mixed bag of merchants, expert craftsmen, landowners, non-noble community leaders, military officers, minor city officials, intellectuals, and low- to mid-level spellcasters. Most of these citizens bettered themselves financially through their businesses, though some inherited money from wealthy relatives. Mid-level clerics of the major religions in the city, sages and scholars consulted regularly by government officials and private individuals, experienced bards, and wizards who sell their services at spellcasting or potion-making are important minor members of this group, the craftsmen, merchants, and traders being in the dear majority. A key element shared by almost all is that they participate a great deal in the day-to-day economic life of Greyhawk, putting their hands on hard cash and making it move and work.

Recent additions to this group are the petty nobles created in 584 CY for tax purposes. Ten such titles were created at first by the Oligarchy, but now almost two dozen exist. Though they put on airs worthy of princes, these petty nobles have almost no political power and have never been accepted into the upper class, as they so clearly purchased their titles to sate their egos. However, several petty nobles have managed to parlay their titles into moneymaking ventures.

Village leaders in the Domain of Greyhawk fall into the middle class, too, including rulers of such places as Two Ford, One Ford, Five Oaks, Tricaster, and Carnakh. At the bottom of this social level are professional soldiers in the Greyhawk Militia, minor merchants and craftsmen, and petty landlords.

One career category (if it can be called that) that generally falls within the middle class is that of professional adventurer, a catch-all title for treasure-seekers, spellcasting mercenaries, and others who can be hired to perform dangerous missions for high pay. Adventurers often fall outside the normal social-class structure as they can be incredibly rich one day and broke the next; they are also unreliable as a rule and prone to travel so much and possess such rude manners that they do not fit into society.

Greyhawk's long-established middle class is open to nearly anyone of the lower class willing to put forth the effort to gain the respect and wealth required. "If Selczek Gobayuk can do it, anyone can," is a common expression (though it is never stated within the halforc's hearing, of course). In total, the middle class of Greyhawk hovers around 15-20% of the population, and it controls about a third or more of the wealth and land available.

The Lower Cuss: The majority of Greyhawk's citizens (80% or more) are in the lower class. Most could be considered "upper lower class," meaning they have homes, adequate clothing, and a reasonable certainty of getting food every day. On the other hand, they have little leisure time and must work very hard for the few necessities they manage to get.

The easiest life is probably had by students, whose tuition is mostly paid for, though many students must work for their tutors in addition. Typical lower-class citizens who manage to make do through hard work and long hours are the bulk of all guildmembers in crafts and service guilds, those whose skills and experience are insufficient to lift them to master levels, as well as mercenaries and hired guards, professional thieves, minor bards, woodsmen, farmers, herders, trappers, fishers, hunters, common laborers, and guild apprentices. All Rhennee are regarded as lower class, as are nearly all half-orcs (even if unrecognized), who tend to be short-tempered, dictatorial, argumentative with co-workers, and poor at financial matters. Foreign barbarians and nomads make up a small but interesting number in this class, coming from all over the Flanaess.

Greyhawk has no system of slavery or indentured servitude; it abolished slavery in all its forms across the domain in 588 CY, to the annoyance of many in Safeton who owned slaves taken in Wild Coast raids years earlier. However, Greyhawk abounds with beggars and vagrants in the Old City and along the River Quarter. Many are native-born, but a large number are unskilled immigrants from Tenh, Nyrond, the Wild Coast, and other places that suffered greatly during the Greyhawk Wars less than a decade earlier. Some are former slaves freed by Greyhawk's government but unable to find work.

Fashion and Dress in Greyhawk

Zagig Yragerne is revered among the many clothing manufacturers and merchants of Greyhawk for repealing all the sumptuary laws that restricted the types of clothing worn by citizens of the city. The upper class had long forced everyone else to dress in dull colors to highlight social ranks, but in time, even the nobles came to see the value in allowing everyone to wear almost anything - especially when this created an enormous and unending market at home for every type of clothing imaginable. Merchants sell more clothing here than any other merchandise, even food.

Today, few city populations have clothing styles as varied as Greyhawk's. Every culture and race of the Flanaess has contributed something to the vast whirlpool of fashion that swirls through the city every year. The awareness that folk here have of social and economic status is intense. It has been remarked that the ultimate goal of fashion in this city is not to make everyone look like a noble, but to make everyone look like a merchant (in other words, rich).

The primary materials used in clothing are wool (grown and processed locally), cotton, linen, leather, fur, and - for a great price, available only through import - silk. Wool is most commonly worn in the cooler months. Poor folk wear simple and roughly sewn garments for the most part, but many try to make themselves look better than the rest of their peers.

Many middle- and upper-class folk, male and female, wear a vest, blouse, or surcoat with pants or a kilt (or a long skirt or dress for women), though robes or togalike garments for either sex are common as well. Cloaks and gloves are most common in cool weather or at night. High boots or shoes with high stockings are often worn with a short robe, toga, or kilt. Some women wear full dresses or gowns. Nearly all clothing is cut so that the wearer has great freedom of movement, which is a principle that Greyhawkers feel strongly about, even if they rarely need it. People are largely unconcerned about exposed knees, ankles, necks, waists, wrists, arms, legs, and so on, though there isn't a lot of exposed

The Adventure Begins

skin to be seen on a daily basis - people love nice clothing here, and they wear a lot of it to add to their social status.

Hats are not uncommon, but most citizens go bare-headed in warm months. Footwear is of every sort, and comfortable shoes and boots are widely available; stockings or foot wrappings of cotton or wool are commonly worn with them. Jewelry is very common, though usually restrained except among a few individuals. (It is considered an invitation to thieves to wear more than a few items of jewelry, and anyone who goes out with a valuable bauble and has it stolen gets no public sympathy). Even poor folk try to wear decorative items made from bone, feathers, colored string, beads, and so on. Rings, necklaces, bracelets or bracers, earrings, and so forth are seen on both sexes and all races.

The most common garment colors are natural hues of green, brown, rust, gray, and black. Anyone who wears these colors on a regular basis is most likely of the lower class, as these colors are readily available and inexpensive. Richer folk can afford brighter colors like red, orange, blue, purple, yellow, and so forth. White is considered a sign of wealth, as a lack of dirt or stain means one does not have to work for a living. Colors are presented in solids, stripes, checks, plaids, simple patterns, and so forth. Some churches, notably that of Pelor, make a habit of collecting used clothing from wealthy citizens for distribution to impoverished ones; as a result, even poor folk often wear good-looking clothing in Greyhawk, though with patches and worn spots. Hair and beard styles are of every sort, like clothing. Though the people of Greyhawk believe that they are extraordinarily well groomed when compared to the people of any other city in the Flanaess, it should be pointed out that the middle and upper classes rarely bathe more than once a week on the average, usually before church services on Godsdag; the lower class does not bathe at all except on major holidays. Perfumes and colognes are thus widely sought and used.

Languages in Greyhawk

Common is, of course, the language heard, spoken, and written most often in the City of Greyhawk. A variety of other languages are known to its citizens, but rarely are these displayed in public.

First, there is the Common-based argot and jargon spoken by members of specialized criminal guilds and groups, which often include hand signals, gestures, facial expressions, and so forth as part of the communicated message. The two major examples of such speech are thieves' cant (used by the Guild of Thieves) and beggars' cant (used by the Union of Beggars). The few members of the Guild of Assassins speak thieves' cant, but with many added words and phrases relating to their bloody work. It is possible that some banned cults have their own argot, circulated only among their evil priests, but this is not certain.

The Guild of Embalmers and Gravediggers has extensive jargon describing the gruesome details of its business, but this is slowly evolving into a form of criminal argot, as this guild has many illegal contacts with wizards and priests who want corpses for *animation* or research. This near-argot has no name as yet, though the phrase, "You talk like a gravedigger," is beginning to circulate, meaning the speaker seems to be hinting at some nasty or unlawful activity.

A number of other legitimate guilds and occupations in the city have highly specialized jargon, particularly that used by professional sailors (called riverman talk in Greyhawk), which can describe in detail the current weather and water conditions, various items of nautical equipment, the elements of sailing, sea creatures, the types of people sailors deal with, the tactics of fighting at sea, and so forth. Members of the Guild of Lawyers, Scribes, and Accountants carry this tendency to an extreme, as they use a highly technical form of Ancient Suloise in all court proceedings and documents. The latter practice has its roots in the ancient days when the Suloise settlers in this region were abruptly brought into the Great Kingdom; they deliberately spoke Suloise to keep the Ceridian "invaders" out of their personal discussions. The Suloise themselves had forced the original Flan inhabitants here to speak their old imperial tongue when the former arrived.

The most commonly heard "non-Common" language in Greyhawk is probably Rhopan, which is called Rhennee cant by some. Though this tongue borrows many words and uses peculiar words and phrases in the manner of thieves' cant, it has so many differences from any other Flanaess language as to make it a true separate language. The Rhennee folk claim to have come from a world other than Oerth, and this is certainly possible. The Rhennee do not teach Rhopan to outsiders and take great offense if they overhear anyone not considered a true or honorary Rhennee using Rhopan. Rhennee usually speak Common in public.

The many immigrants who arrived in Greyhawk as a result of the Greyhawk Wars brought with them their own languages, where such existed. These foreign languages are usually heard only in neighborhoods where folk with similar backgrounds have clustered together. Many refugees from Nyrond brought with them Nyrondese, and the few Tenha who escaped their country's collapse still speak their dialect of Flan. Some residents from the Ulek states and Keoland speak Keolandish.

Other occasionally heard languages are racial tongues, especially halfling (technically called hobnis-vocca), gnome (nonis-vocca), and dwarf (dwura-vocca). These demihuman languages tend to vary across the Flanaess, but they all share so many root words and grammatical rules that a demihuman from the far west usually has a relatively easy time speaking with a demihuman from the far east. Demihuman deities appear to encourage this unifying force by sending communications to their priests in a basic form of the racial tongue that all their peoples can understand clearly.

The elf tongue (olve-vocca) is rarely heard in Greyhawk now since the recent departure of many elves to Celene. Any official Greyhawk document going out to halfling, gnome, dwarf, or elf community leaders is written in Common with a copy in the correct racial tongue. Books, maps, and other written works are produced in these languages in Greyhawk, though rarely in elven, as communication with Celene or the elf clans of the Gnarley is difficult at best.

Rarely heard in the streets of Greyhawk are regional, barbaric, peasant, dying, or secret tongues from afar. Such minor languages include Old Oeridian, which became the main language in Greyhawk during its earliest days as part of the Great Kingdom, but is dying out now across the Flanaess; Ferral, used only by officials of the Iron League; Lendorian, a Suloise dialect of the Spindrift Isles now being forgotten with the expulsion of all humans from those islands by the elves; Velondi, spoken by peasants on the Furyondy-Veluna border who almost never come to Greyhawk; Ancient Baklunish, spoken mostly by Baklunish nomads and regarded as uncouth by Baklunish scholars, merchants, and mercenaries in Greyhawk, who speak Common; and Fruz, the Cold Tongue of the barbarians of the Thillonian Peninsula. No documents are produced in these languages in Greyhawk, though some books, papers, documents, and other items dating back over 300 years are written in Old Oeridian.

Obviously, humanoid languages are almost never spoken in Greyhawk. Anyone who overheard a conversation using words from ors, goblin, hobgoblin, or ogre languages would immediately report this to the Watch in the belief that the speaker was an infiltrator from the Orcish Empire of the Pomarj.

Unique among Greyhawk's languages is one religion-based tongue, called druidic speech. This very ancient secret language is used only by druids of Beory and Obad-Hai; it is unknown outside their number. Druidic speech has a slight similarity to Flan and may have evolved from it, but it has become a separate, if very limited, new language. It is used to detail flora, fauna, and natural events like weather, and druids in Greyhawk use it to recognize one another.

THE NEAR DOMAIN

The "near Domain" is that land immediately around the City of Greyhawk itself, within a distance of roughly 3 leagues (9-10 miles). This area is administered directly by the city and is carefully patrolled. The near domain includes a number of hamlets and farms, but no known major monster lairs. All of this region drains into the Selintan River, which winds southwestward from the city. The soil is not very fertile, having been overfarmed for centuries. The land is owned by Greyhawk and leased to farmers and herders for reasonable annual sums. Hunting is fairly good even close to the city, with wild deer, boar, and game birds in profusion.

The major locations in the near domain are described below, starting from the north and moving in a clockwise direction around the city walls.

The rolling, moderately forested region north of the city walls was designated as a park by Zagig Yragerne about two centuries ago. The woods and flower-filled fields here are very safe from predators except the occasional brigand, nearly always a criminal from Shack Town. Banditry is rare, as retaliation for it can be severe if a noble family is wronged. Several narrow walking paths run through North Hills Park, which marks the southernmost boundary of the Cairn Hills in this region. The Selintan River, which jogs away from the city to the northwest at Wharfgate, heads back in a northeasterly direction less than a mile north of the city. The park continues to the northeast of the Grand Citadel for another three miles before turning into farmland again.

The walls and towers of the Grand Citadel easily look out over the north parkland, which is secretly kept trimmed so that no trees or creek bed can hide a significant military or bandit force that might approach. Also a secret is the fact that the attractive ponds and streams in this area were carefully placed to slow an attacking army. A few spells cast on the area could cause the water levels to rise enough to create a broad, shallow lake that would greatly impede infantry and cavalry, especially with the collapse of a few minor dams and stream banks. The Selintan itself, just north of the city, could be briefly rechanneled to flood an army here, but this would mean the destruction of some farms and probably Shack Town as well - not that the Directing Oligarchy or most citizens would mind.

The forested hills turn into tree-dotted farmland south and east of

North Hills Park. In the last decade, immigrants to the city have set up their own clusters of farms and fields in this area, most branching directly off High Road (favored for the high volume of caravan traffic passing through, providing a ready market for farm produce and locally made ale) or Ery Trail, which links Greyhawk with a number of manorial estates and villages on the west bank of the Ery River.

Immediately outside the city walls, just south of the Duke's Gate, is the Grey College Observatory. This domed building is owned by Grey College (see C1) and is used by sages, astrologers, students, nobles, and others with an interest in the heavens. A small fee is charged for using the observatory, which features several small telescopes with finely ground lenses mounted on rotating stands. The observatory grounds are also used by followers of Celestian on various holy days throughout the year. The Observatory Tutor is Karol Zagan [N hf P2 - Celestian; hp 7 Int 17], a talkative middle-aged woman who got the job when her predecessor retired and moved away.

Lord Wainwright's Manor is the noble estate nearest to the city walls. It is a regular policy of the city to keep noble estates at least 5 miles from the city walls, River Road, High Road, and the Selintan River (to avoid messy property claims, tolls on merchant traffic, and the possibility that a rebellious noble might cut off trade to the city). However, Lord Wainwright's estate was originally a wagonmaker's shop established here many centuries ago. The Wainwright family has held this land since then, making high-quality wagons and carts and serving well in the Greyhawk Militia. Today, they also make carriages and chariots. The Wainwrights were made nobles three centuries ago, but they have continued working as craftsmen since then.

Less than 300 feet from the Druids' Gate, by Ery Trail, is the StoneRing. This very ancient double circle of monoliths has a stone altar in the center and sits atop a small, artificial hill. Many such rings of monoliths are known across the Flanaess, but the StoneRing of Greyhawk is one of the oldest known, judging from the results of

The Adventure Begins

divination spells cast upon it. Flan druids are believed to have constructed this site. Though this is not a regular place of worship, passing druids of Beory and Obad-Hai often stop here for a moment of prayer and reflection before moving on. It is said that a person standing in the middle of the stone circles cannot be detected by *divination* magic; this appears to be true.

The Millstream that runs through the city emerges from a subterranean passage just outside the southeastern corner of the city walls. This minor cave begins in the center of Old City, where the Millstream disappears underground. Some wells in the Old City open into the tunnel, and

certain people have used wells to dispose of unwanted bodies, poisons, or evidence that could be used against them in criminal cases. It is rumored that a fortune undoubtedly lies along the bottom of this little cave, as gems, coins, and other items (such as bones) occasionally wash out at the Millstream's south exit. A few tiny farms are scattered around the cave, but the "farmers" here seem more like minor treasure hunters keeping a pretense of farming while they wait for something valuable to wash from the cave. The cave is too narrow, muddy, and unstable for direct exploration, though some have tried to crawl in (but never came back out in one piece). Wise folk do not drink the water here.

River Road, the most important land route into the city, is lined with farms, taverns, stables, inns, and more. Some caravans make a habit of stopping just outside the city to dump any contraband they were carrying (including unwanted stowaways and pests in the wagons), and many small businesses are happy to cater to them at cut-rate prices, which causes great friction with businesses inside the city walls. River Road is well patrolled by groups of light

CASTLE GREYHAWK

The old ruins of Castle Greyhawk are clearly visible from any point in North Hills Park, sitting on a narrow hilltop 6 miles away across the river. There is no ford or bridge north of the city allowing passage to the ruins; one must use Zagig's Bridge, to cross the river safely. The passages below the ruins are commonly understood to be nightmarish and lethal, but no one in Greyhawk fears them. The old castle inspires great pride in citizens, as it reminds everyone of the city's great past and innate potential. Most citizens aren't stupid enough to actually visit the place, however.

The visible ruins consist of three large, ruined towers, each rising about three stories high. They were formerly much taller. The remains are known as the Tower of War (to the east), the Tower of Power (to the west, also called the Tower of Magic), and the Tower of Zagig (in the center as viewed from Greyhawk), surrounded by a low wall. Three towers rest on rock pinnacles about 75-100 feet above the floor of a grassy valley, surrounded by scattered groups of trees. The Tower of War and Tower of Power are connected to the central tower by natural stone arches; the Tower

of Zagig is connected by a stone arch to a nearby cliff. A stone-paved road leads from the cliff down the hilly slopes toward Greyhawk, but the stones farther than two miles from the castle have been pulled up and used as building material elsewhere.

The castle and its three towers were begun around 320 cy by Zagig Yragerne, the Mad Archmage, before he became Lord Mayor of Greyhawk. Here he conducted experiments, explored outer planes, built up a huge force of magic-aided soldiers and spellcasters, worshiped Boccob, and stored vast treasures. The castle was abandoned after Zagig vanished in 421 cy. Rumors circulate Greyhawk that at least 10 dungeon levels lie below each tower, maybe more, with ancient caverns to boot and over a thousand rooms. The area is also said to be cursed, filled with monsters, inhabited by captive evil gods and fiends, and so on, all of which is generally believed to be true - and for good reason. Zagig apparently returned to Greyhawk in secret just after 500 cy, calling himself Zagyg. He is widely said to have captured and held nine minor gods or major demons on his return visit, one of whom is known for certain to have been Luz (imprisoned from 505-570 cy). Wastri of the Vast Swamp, another

genuine demipower, and Fraz-Urb'luu, a demon ruler called the Prince of Deception, are believed to have been held here but also escaped. So many conflicting stories are told about the "Captive Nine" that the truth of who was caught, who escaped, and when these events occurred impossible to discern. Other imprisoned beings might remain.

The surface ruins were generally believed uninhabited until a group of elves seized the Tower of Power and attempted to explore it. A band of dwarves similarly took over the Tower of War. Both groups extorted tolls from explorers wishing to pass them, but the demihumans completely disappeared within the last decade. Monsters are lately reported to lurk near the ruins.

In the past, underground tunnels joined the dungeons of Castle Greyhawk to the City of Greyhawk, but most were located and filled in as undesirable things began to creep through them from the ruins into the city. It is generally thought at least one undiscovered tunnel remains, as the sewers of Greyhawk (built during Zagig's rule) are known to harbor unusual creatures.

cavalry and trained caravan guards, and residents along the road are known to take up their axes and spears to attack highway robbers. Only a fool or a very stupid monster would make trouble on River Road between Greyhawk and Ford Keep, about a day's ride to the west-southwest. A series of large caravans can create a long traffic jam at the Highway Gate as sentries check identification papers, have visitors sign the log, look for smuggled goods or banned items, handle complaints, and so on.

Marsh Path, heading west from Marsh Gate, is becoming increasingly dotted with small huts and one-room homes inhabited by poor immigrant farmers, most from the Wild Coast or distant lands like Tenh or Nyrond. Many of these people make their living by hunting through the refuse at Garbage Hill just north of them, looking for things to clean up and sell in the city's Low Market. Stray dogs are everywhere here, but they keep down the rat and vermin population at Garbage Hill. (These mutts are called "Greyhawk purebreds.")

Garbage Hill is the steep, forested slope south of the Dockway, by the Selintan, where inhabitants of the River Quarter and the wharves throw their garbage when they can't wait for regularly scheduled pickups by the Union of Sewermen and Streetdeaners. The Directing Oligarchy has made many futile attempts to clean up the mess and stop the dumping, but this old habit has been impossible to break. The local winds usually blow from east to west, so the smell rarely bothers anyone but those living along the river. The rats here are bold and the ravens mean-tempered. The lowland marsh that once lay west of Greyhawk was long ago drained by priests and engineers for farmland, but the area still floods during heavy rains.

Off the map to the west is a huge stonework span across the Selintan called Zagig's Bridge, built by Zagig and once used to transport supplies across the river to his castle to the north. Zagig's Bridge is not used much these days, though it is wide enough for two wagons to pass each other. The bridge is only 2 miles from Marsh Gate. A few hovels are clustered on either side of the bridge. Some people fear the bridge, as it still radiates a magical aura, but it has no known powers or abilities. Many people use a ford just north of the bridge, but it is very deep and mounts (and walkers) must swim part of the way. The only people who cross the bridge regularly are either farmers or adventurers heading for Castle Greyhawk or places in the Cairn Hills on the Great South Peninsula.

Marsh Path branches off into several trails on the west side of the Selintan, one trail heading north to the old ruins. Another now-unused trail heads for what was once the estate of Lord Robilar, who betrayed the city and the Circle of Eight in 584 CY by allying with the archmage Rary. Robilar's manor was burned and his lands are becoming wilderness few go here for any reason, though it is said the dungeons below the manor were sealed without being explored.

The Selintan River's east bank is lined with wooden wharves for about half a mile, creating what some call the "Wharf Quarter" of the city. Many new docks were built after the Greyhawk Wars to accommodate the expanding river trade. A narrow dirt road called the Dockway follows the Selintan closely, used by those workers off loading cargoes from boats, rafts, and ships that tie up here. Nearly all the rickety buildings here are warehouses, storage sheds, or Offices of the Cargo Inspectorate. The last are placed every 250 feet along the river in small shacks, each kept well lit at night and staffed by four City Watch sentries and two Cargo Inspectors. All city officials and guards here are highly experienced fighters, skilled at dealing with those who refuse to pay taxes levied against incoming cargoes. They function as a law unto themselves here, keeping order with brutal efficiency. Approved cargo is stamped and hauled into the city within 1d4 days of the proper taxes being paid (perishables are given priority), though bribes can greatly speed the approval process.

Most cargo flows into Greyhawk through the Cargo Gate, but some passes through St. Cuthbert's Gate and a trickle goes through Wharfgate. Some contraband is sneaked through Marsh Gate or elsewhere. The east bank immediately adjacent to the city wall is called West Bluff, because it is west of the city wall. (It is not much of a bluff; being only 20 feet high at most.) Brush and weeds fill in the spaces where nothing is built. Rats, dogs, cats, and seagulls are commonly seen here, the last migrating from the Nyr Dyv or Woolly Bay.

The Selintan forms an odd bulge in its western bank near Wharfgate; the water in this bend is stagnant and (in the summer mosquito infested. From Coldeven to Patchwall, the eastern bank - called Barge End - is filled with 4d10 Rhennee barges and boats that tie up to each other like a huge floating platform. The City Watch does not bother the Rhennee here, making this one of the few spots in the Flanaess where the Rhennee may live undisturbed, if not welcomed. As winter comes on, the Rhennee pole upriver to their annual gathering place on the Nyr Dyv, at an undisclosed location.

The most miserable part of Greyhawk is Shack Town, a growing collection of wretched, one-room buildings largely inhabited by about a thousand poor immigrants who came to Greyhawk during and after the Greyhawk Wars. They hail from places as far away as the Shield Lands, the Wild Coast, Nyrond, Furyondy, and even Tenh. Most inhabitants are loners, and many are fugitives, criminals, and outcasts. Any families that came to Greyhawk have long since moved away to local farms or in the city itself. The City Watch almost never goes into Shack Town, less out of fear of inhabitants than complete disregard for their condition and any crimes committed here. Shack Towners occasionally get into fights with local Rhennee, but the two groups usually leave each other alone. Shack Towners sometimes hunt animals in North Hills Park for food, but this is a crime punishable by a long term in a Greyhawk work house. The nearness of Shack Town the High Quarter and the vast differences between the two are noted by many visitors to the city. Chickens and goats roam the paths of Shack Town; dogs are driven off.

A few huts and sheds dot the far shore, creating a tiny hamlet called Far Bank. These people are penniless immigrants, most from the Wild Coast, who came here when the Orcish Empire conquered their homeland in 584 CY. They survive by fishing and gathering food in the woods to the west. A few tell stories about caves in the western hills where monsters and "evil dwarves" lurk; possibly, these are part of the same cave network used by followers of the Falcon

The Adventure Begins

during their failed attempt to conquer or destroy Greyhawk in 581 CY. A connection from these caves to Castle Greyhawk is possible, but has not been explored.

Several locations are of interest here, marked on the city map on the wrapper as W1-W5 (for "Wharves").

W1: Shack Town Pier. This large and unusually sturdy dock is used by locals for their boats or for fishing. Folklore has it that this is the same pier once used by the earliest rulers of Greyhawk, and that Shack Town grew from a few houses inhabited by servants of those rulers.

W2: Shrine of St. Cuthbert. This is the only "official" religious building here, though shrines to gods of luck and evil are rumored to exist in hidden places underground or in the woods nearby. A priest named **Nicholi Nortoi** [LG hm C3 - St. Cuthbert; hp 13; Int 16, Wis 18] works here among the poor, as he has for over two decades.

W3: Dockers' and Wharfmen's Union Hall. A two-story building at the east end of the Dockway, this spot is considered politically dangerous, as the union is lately tied to smuggling and other criminal activity though it stays clear of involvement with the Thieves' Guild. The guildmaster is **Screel Dorfman** [NE hm F3; hp 14; Int 17], eldest son of the previous master (murdered in 588 CY).

W4: Snagtooth Shipbuilding. This large building holds the best shipbuilding and ship repairs company in the area. The business is owned by the grumpy **Brack Snagtooth** [NG dm F12; hp 72; Str 17, ring of protection +4, battle axe - E3], a dwarf who also runs the Barge Inn in the River Quarter. The shipbuilding company is managed by **Fionor Clawhand** [LN hm F6; hp 48; Str 18/00, Dex 18, Con 16, Int 16, ring of protection +3, battle axe +Z], a shipbuilder formerly from Ratic. Over 40 people are employed here, making it the largest local business outside Greyhawk's walls. Brack is the only dwarf in Greyhawk known to actually be divorced, a situation he never discusses. He is well regarded by other dwarves, but he loves telling

jokes making fun of humans and elves. He is less stupid than he seems. Fionor is a superb manager and a skilled carpenter and shipwright.

W5: Alliance of Tenha Workers. This one-story building holds a labor union formed after a Shack Town riot turned into a massacre in Needfest 585 CY, leaving 32 Tenha refugees dead. The Alliance oversees the needs of local Tenha workers and puts bite into their demands for better pay and working conditions. The ATW is very unpopular even with other guilds, who think the ATW is unnecessary and pushy. The ATW is managed by **Archael Hamalen** [CG hm 0-level; Cha 18], a long-time Tenha rabble-rouser and a superb speaker.

DM's Notes: The caves west of Far Bank were described in WGA3 *Flames of the Falcon*, but they can be developed and expanded as the DM desires. They might connect to the dungeons under Castle Greyhawk. The castle ruins themselves are the major attraction for adventurers here, but this underground area has killed many explorers. The DM can create the ruined estate of Lord Robilar for exploration, but the area was sealed off and trapped by the Circle of Five and the Guild of Wizardry, making it extremely dangerous to investigate. Warning signs are posted all around the burned manor. Possibly, a secret route exists into the manor dungeons.

Optional links to the PLANESCAPE® and SPELLJAMMER® campaigns can be added to the Near Domain, placing the City of Greyhawk within a much broader setting. The following are some suggestions based in part on earlier material on the City of Greyhawk.

PLANESCAPE options: Castle Greyhawk is notorious in tale and legend for the large number of interplanar gates within it, all of which are understood to lead to extremely dangerous places. WGR1 *Greyhawk Ruins* (do not use WG7 *Castle Greyhawk!*) gives details on the dungeons and some of the planar connections it holds, but more can be invented. The old adventures EX1 *Dungeonland* and EX2 *The Land Beyond the Magic Mirror* describe a bizarre demiplane that can be reached from Castle Greyhawk.

The StoneRing, under certain astronomical conditions, can become an interplanar *gate* to various elemental planes and demiplanes of unusual nature. A special prayer must be said by a druid to open the *gate* at the correct time.

SPELLJAMMER options: The local clergy of Celestian keeps records of its voyages into the cosmos in a secret room below the Grey College Observatory. Few people know that some followers of Celestian actually voyage into wildspace (locally called Greyspace); most people have the idea that Celestian's congregation is supposed to travel to the stars, but this is not taken seriously. The clerics of Celestian keep news of their travels secret from outsiders. Details on Greyspace can be found in the SPELLJAMMER accessory SJR6 *Greyspace* and in the *War Captain's Companion* boxed set, *Book 1*.

Snagtooth Shipbuilding (W4) does a low-key business with some spelljamming ships that strongly resemble normal sailing ships. These craft touch down in the Nyr Dyv or Woolly Bay, then sail along the Selintan to Greyhawk to quietly off-load cargo and take on new shipments. Nonhuman crew stay below decks in port. Fionor Clawhand knows all about wildspace, but he pretends to know nothing on the topic. He has some enemies in the spelljamming trade and looks forward to taking revenge on them. Brack Snagtooth genuinely knows nothing about spelljammers and doesn't care about it.

GREYHAWK'S DEFENSES

The City Walls

Hundreds of years have passed since the defenders of the City of Greyhawk last faced an enemy army. Though the city triumphed then, it is far better prepared to repel an invasion should the same thing happen these days. The Old City's walls have been reinforced to the standards of the New City's walls, built just after Zagig Yragerne's reign. The city walls are

now 30 feet high along their entire length except at the gates, gate houses, and towers. Huge granite blocks were fitted tightly together by dwarf and human stonemasons, the walls measuring 18 feet wide at the base and 10 feet wide at the top. The top of the walls has a walkway for sentries, with an inside and outside parapet. Access to the top is permitted at each gate house, but secret compartments are placed along the inside wall every 300 feet, in which a dozen ladders are stored per compartment. The total length of the outside walls, excluding those of the Grand Citadel, is about 12,400 feet; the Grand Citadel is surrounded by about 2,800 feet of wall.

Two additional walls divide the city into three parts. The Nobles' Wall to the north sets apart the High and Garden Quarters from the rest of the city, and the Black Wall (soot-stained by countless old fires from stoves, ceremonies, and mass conflagrations) separates the Old City (Thieves' and Slum Quarters) to the south from the New City. The Nobles' Wall is also called the Upper or New Wall, and the Black Wall the Lower or Old Wall. The Nobles' Wall is almost 2,500 feet long, and the Black Wall just over 1,800 feet.

In the daytime, one watchman of the Greyhawk Militia is placed every 300 feet along the top of the surrounding wall. At night, two sentries stand every 150 feet along the top, and torches are kept lit there by the Lamplighters' Guild, alternating every 150 feet with the sentries (sentries thus have torches 75 feet to the left and right of them). In practical terms, about 65 sentries are on the wall during the daytime, give or take a dozen depending on circumstances. At night, this number rises to over 250. The exact numbers of sentries on the wall at any time is kept secret.

By law, no one can build a structure that uses a city wall as one of the structure's walls. (This keeps anyone from tunneling through or otherwise harming a wall.) A minimum distance of 5 feet is required between the city walls and interior buildings.

The City Gates

Greyhawk has a number of gates along its walls, all of which are permanently guarded by rotating shifts of Watch patrols. Most gates remain open from sunrise to three hours past sundown; three of them - Cargo Gate and Highway Gate on the outer wall, and Garden Gate inside the city - are open at all times except during dire emergencies. Anyone approaching a gate when it is closed cannot gain entry unless the traveler convinces the sentries of the urgency of his need to pass, perhaps producing a letter or writ from Greyhawk's Lord Mayor, Captain-General, or the like. In any event, the traveler must be searched and adjudged to be harmless before being allowed through.

Each city gate has a huge pair of wooden doors, each about 12 feet high, 8 feet wide, and 1 foot thick, made of iron-banded roanwood. Four gates - Cargo and Highway on the outer wall, and Garden and Black on the two inner walls - are larger, with each door measuring 16 feet high and 12 feet wide. Behind each gate's pair of doors is a huge iron portcullis whose bars are 2 inches thick, intertwined so that only a very small child could squeeze through them. A portcullis is usually kept raised, and is lowered only during emergencies or when the gate doors require maintenance.

Each gate is contained within a gate house consisting of two 40-foot-diameter, 40-foot-high towers with a wide walkway between them, running above the gate. All of the usual means for attacking intruders exist (arrow slits, murder holes, and so on), plus a few new tricks added by engineers and spellcasters from across the Flanaess over the centuries. The gate house towers each have a door into the city at their base, and a door on either side at the top leading to the walkways over the walls. In addition, three wooden platforms are built stacked over each tower, covered by a cone-shaped peaked roof, allowing up to 40 archers per level to fire down on attackers at the gates. In peacetime, which is nearly all the time, these platforms are used by the City Watch as resting spots and storage. Every gate has at least two Watch patrols, one standard patrol stationed in the gate house itself while the others guard the gate passage and surroundings.

The two internal walls, Black and Nobles', divide the city into three districts by economic class. The extremely crowded Old City at the south is largely inhabited by the working poor, long-time residents and recent immigrants alike. The Old City's inhabitants can gain access to the "Middle City" of Clerkgard and the Foreign, River, and Artisans' Quarters through the Black Gate. Access is usually automatic during the proper hours. The flourishing middle class of Greyhawk, made up of merchants and tradesmen of every sort, inhabits the "Middle City" and can move with considerable freedom into the "Upper City" of the High and Garden Quarters through the Garden Gate which is kept open nearly all the time. The aristocracy of Greyhawk can move as desired into any quarter of the city, though few go to the Old City or River Quarter except as necessary. However, anyone entering the High and Garden Quarters will quickly be escorted out if he or she appears to be loitering, involved in criminal activity, begging, and so on.

Passage through any gate requires the traveler to sign a roster, which is annotated by the senior sentry present with his initials, a coded note describing the person briefly if unfamiliar to the guards, and the approximate time (taken from a nearby sundial, mechanical clock, timekeeping spell, or other). Illiterate persons - that is, most in the lower class but far less than half of the middle and upper classes - must sign with a simple X rune and their names are appended by the sentries. Many residents and familiar folk can pass through by signing only their initials, as the guards recognize them easily. Every morning before dawn, the rosters for each gate are collected and brought by courier to the Great Library of Greyhawk, where they are stored. What happens to these (by now very many documents has not been revealed. Some say that the Directing Oligarchy and officers of the Watch are the only persons supposed to have access to this information, but rumors say that others (such as certain guildmasters and perhaps the Circle of Eight) have access to this data as well.

The Adventure Begins

No one is asked to explain his or her business or reason for passing through one of the two internal gates, an old "hands-off" tradition that people here appreciate. However, anyone arriving at the city's outside gates must explain his business and is examined with some suspicion, particularly in these troubled times when spies, assassins, saboteurs, foreign thieves, and other troublemakers from the lands of Iuz, Turrosh Mak, the Scarlet Brotherhood, and so forth are much feared.

Not everyone is automatically allowed entry to the city through its outer gates. Citizens of countries hostile to the city are barred, and nearly all humanoids and monsters are turned away (assuming they ask for entry and do not try to force their way in). Any known citizen of the Scarlet Brotherhood, the Empire of Iuz, or Turrosh Mak's Orcish Empire of the Pomarj is prohibited from entering the city. A long list exists in each gate house of other perceived enemies of the city who are not allowed entry, particularly persons belonging to evil cults, traitors, major criminals, and beings of hated races such as the drow, derro, ogres, orcs, lizard men, and so on. A gray area exists for unusual beings such as centaurs or pixies, who are not hated but aren't viewed with a great deal of trust, either; fast talk, a pleasant and patient manner, and the usual bribes may help here if normal documents do not suffice.

The penalties for lying to the City Watch, entering the city unlawfully, smuggling, and so forth are given in the section, "Criminal Code of Greyhawk." Bribery is not uncommon, but usually only well-known individuals can get away with it. Unfamiliar, suspicious-looking individuals who offer bribes are likely to be arrested.

Brief notes on each gate follow, moving in a clockwise fashion from the northernmost gate.

Wharfgate: Most traffic here consists of citizens who wish to wander in North Hills Park or persons having questionable business in

Shack Town or with the Rhennee, whose barges are tied up at Barge End. No wheeled vehicles, beasts of burden, or livestock may pass through here, a rule that limits lower-class traffic into the wealthy area of the city. From Wharfgate, much of the Selintan River valley to the southwest and the city itself (which slopes away to the southeast) can be seen from here. An elite patrol and a standard patrol of the City Watch are here.

Battle Gate: This gate, unlike the others, is normally kept shut and opened briefly only at certain specified times. It is detailed further in the section on the Grand Citadel.

Duke's Gate: High Street turns into the paved High Road beyond this gate, which allows traffic to and from the Cairn Hills, Elmshire, Grossettgtrottell, and eventually the Duchy of Urnst. Farm produce and mined ore are the major products shipped through here. The gate is named for a duke of Urnst in the last century who spent much of his time in Greyhawk and was a major patron of the city's gambling houses. An elite patrol and a standard patrol of the City Watch are here.

Druid's Gate: This, the least used gate of the city, opens to Ery Trail and many farms to the east. Dwarves from Greysmere occasionally enter here, though most come through the Highway Gate. Two standard City Watch patrols are on guard here, but they tend to be lax in their duties.

Highway Gate: This is the main entrance to the city, the magnificent gate through which most first-time arrivals pass. Huge caravans from across the central and western Flanaess enter here. Two elite patrols and one standard patrol act as sentries here, and their searches for smugglers and criminals are fairly meticulous. Somehow the guards miss detecting those members of the Thieves' Guild who are disguised as peasants to spy on traffic through this gate in search of victims and enemies.

Marsh Gate: Farmers and fishermen who live near the Selintan use this gate most often, though the gate is the second least-used gate of Greyhawk. Wagon loads of waste are sent through here to be dumped at Garbage Hill. Adventurers heading for Castle Greyhawk leave the city by this gate, which is guarded by two standard Watch patrols.

Cargo Gate: Cargo Gate is not as fancy as Highway Gate, but it is even busier, with foot and cart traffic passing through it at all hours of the day and night from the numerous docks lining the west bank of the Selintan. Almost every item entering the city from the river (save for a few smuggled items going through other gates) passes through here. Two elite Watch patrols and one standard patrol guard this large gate. Some spies from the Thieves' Guild are usually present, too.

St. Cuthbert's Gate: Named for the many pilgrims who come to the city to visit the Sacred Temple of St. Cuthbert in Garden Quarter, this gate is smaller than Cargo Gate next to it and sometimes is ignored in favor of its larger sibling. However, a good amount of merchant traffic passes through here toward the High Market. One elite and one standard Watch patrol stand guard here.

Garden Gate: A standard Watch patrol monitors traffic through this gate, though with casual indifference. Everyone must sign the roster at this gate, however. An extra guard patrol is stationed here only during emergencies and manhunts. Most traffic here heads for the High Market. The guards are irritated by constant complaints from Greyhawk's aristocracy about "beggars and thieves" using this gate to enter their part of the city.

Black Gate: This gate is more heavily guarded than the Garden Gate, with an elite and standard patrol present. In addition, the Thieves' Guild maintains careful surveillance over this gate, noting who comes and goes as a way of protecting what the guild perceives as its own part of town. The Thieves' Guild watches other gates but not continuously.

The Grand Citadel

The Grand Citadel of Greyhawk is usually just called the Citadel. Some residents curse it, as it houses Greyhawk's main prison. Some bless it, as it holds enormous power to defend the city from enemies. Many ignore it, as its dark gray walls have looked over the city from the top of a high series of cliffs for centuries. Once designed to hold the entire population of Greyhawk within its walls (against enemies that were never defined for certain), the Grand Citadel now functions as a correctional facility, arsenal, Watch barracks, parade grounds, and treasury. The Grand Citadel commands a magnificent view not only of the city but the countryside around. Centuries have passed since its defenses were put to the test, so guards here are relaxed though still vigilant and loyal. Excessive drinking and fighting (as a result of lost gambling wagers) is sometimes a problem among guards here.

The Citadel is guarded daily by two groups from the City Watch, which are rotated in four-hour shifts starting at midnight. The guards open the Battle Gate of the Citadel every two hours except at the hours of 2 and 10, A.M. and P.M. Prisoners are awakened at 5 A.M., fed, led to work sites at 6 A.M., and return 12 hours later, to be fed and put in their cells at 9 P.M. Aside from various Watch patrols, commanders, nobles, and city officials, no other encounters will be had within the Citadel's walls. Escaped prisoners are very rare; the prison is extremely secure.

Because of an old law prohibiting any accurate description or mapping of the Grand Citadel, local mapmakers usually draw the Grand Citadel entirely too small to be realistic, or else include falsified and usually grandiose elements. Foreign visitors are sometimes confused when they actually see the Citadel, as they were expecting something five times the structure's actual size, with towers on which dragons roost or a palace the size of the Old City. The city map shows a number of important spots in the actual Citadel, and these are described here.

GC1: Grand Citadel's Wall and Towers. The walls are very old and solidly built. The walls are 45 feet high, rising above the city wall. The wall base is 40 feet wide and the top is 20 feet wide; the outside of the wall is very steep, with the base projecting only 5 feet beyond the top, but the inside base projects 15 feet beyond the top for a slightly gentler slope. (Thieves gain a +10 bonus to their chances to climb walls from the inside - not that many get the chance to try.) The top of the wall has a notched parapet providing cover for archers. Access to the wall tops is gained only from the towers, which have stairs inside. The Grand Citadel's towers are square, each 50 feet across, 70 feet high, and massively built. The top of each tower is covered with a pyramidal roof of slate shingles, fairly resistant to fire and lightning. It is known that spellcasters patrol the towers with the regular Watch guards on an irregular basis.

DM's Notes: Regular guard postings were instituted here as a precaution after the Greyhawk Wars, when public paranoia about half-orc thieves, assassins of Iuz, and Scarlet Brotherhood spies was at a peak. Magic is thought to be used extensively to hide sentries here and detect *invisible* opponents. The wall itself is rumored to be trapped in devious ways to prevent anyone from bashing or drilling through it. The Grand Citadel is built on dense bedrock, so sapping and mining attempts against it are all but impossible.

GC2: Battle Gate. The Battle Gate is set in a white-granite, 60-foot-high gate house with walls 5 feet thick. The gate's outer doors are monstrous, each rising 40 feet high, spanning 20 feet, and measuring 2 feet thick, made from an unknown wood banded with iron. The gates have never

been replaced and have stood here for centuries. It is highly likely that they are enchanted in some way. Only 40 feet past these outer gates is another identical set of gate doors, usually kept open. Beyond this interior set is a massive portcullis of iron bars, each 4 inches across, which can be lowered in a minute's time. A third set of double gate doors lies beyond, only 10 feet beyond the second pair, opening outward into the courtyard of the Grand Citadel. Each set of doors can be barred by a huge timber on chains, kept hidden above the doors themselves. As expected, the gate house is supplied with many defenses, from murder holes and huge pots of oil (to be heated and poured on intruders) to spell traps. They are little used these days.

DM's Notes: Zagig Yragerne put a few extra enchantments on these gates in his late madness. A 1% chance exists that a character approaching the gate will trigger a *magic mouth* on the gate programmed to react to that character. What the *magic mouth* says and what happens next is up to the DM.

GC3: Great Blockhouse. This huge tower rises 100 feet into the air to provide the Citadel with a superb artillery platform. Catapults and ballistae are mounted here, including one huge catapult mounted on a rotating platform. Only one door at ground level opens into the Great Blockhouse, and it is doubtless heavily defended. During peacetime, the Blockhouse is the quarters of 100 guards from the City Watch, 10 of whom stand guard on the roof in a rotating shift. A curious rumor circulates that a tunnel leads from a secret door on the first floor of the Blockhouse all the way into Clerkgburg. Watch guards arrest and interrogate anyone who so much as mentions any rumor of "secret tunnels" to them, so smart people who hear the rumor say nothing.

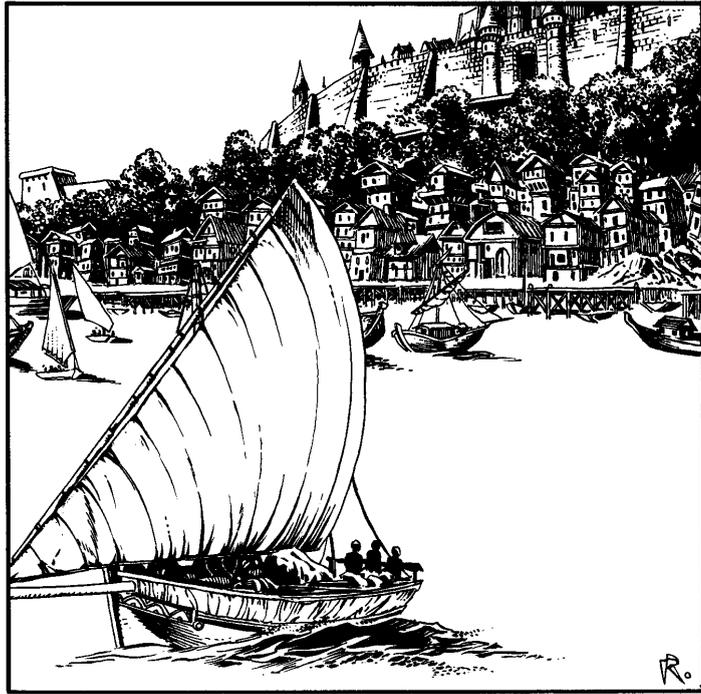
DM's Notes: Approaching aerial creatures, including winged mounts such as griffons, pegasi, and so forth, will be detected and attacked from the Great Blockhouse. If anti-dragon defenses exist, they are likely to be mounted here but would be kept secret. The tunnel from the Great Blockhouse runs to a small building on the campus of Grey College. The City Watch leaders know of it and have used it in the past to enter and leave the Grand Citadel unseen.

The Adventure Begins

GC4: Half Circle Wall. Oddly, this wall is only 20 feet high. The courtyard behind the wall is 10 feet below the level of the rest of the Grand Citadel's courtyard. A 5-foot-high, 3-foot-thick wall notched with arrow slits runs along the edge of the courtyard at the dropoff. A door is set into the lower part of each of the two square towers anchoring the wall. A huge door stands in the short southeastern wall; it appears to lead into an underground area below the Citadel's main courtyard. Half Circle Wall took advantage of a natural shelf on the high bluff on which the Grand Citadel sits, and it was designed as a trap. It appears to be a weak spot in the outer defenses, but any force that manages to scale the low wall and get into the half-circle courtyard will be incinerated by oil poured into the yard and set aflame. Archers on the two towers and along the low wall bordering the courtyard will shower murderous missile fire into the attackers. The three doors are false, merely wood coverings over stonework. No guards are posted on Half Circle Wall, but illusory "guards" are sometimes placed there.

GC5: Prison. This dull, massive stone building has no windows or decorations. This is Greyhawk's prison, which contains four floors and one basement level. Only one door leads into the prison from ground level, with two doors leading up to the roof for guards to patrol. Each floor can house up to 400 prisoners. Usually, the prison holds 1,000-1,500 convicts, 98% of them male, 95% being human and the rest dwarves, half-orcs, or humanoid officers of various sorts. The current Warden of the Citadel is **Etin Derecs** [LE hm F13; hp 89; Int 18; many rings and potions], a brilliant former Greyhawk Militia officer who was promoted when the previous Warden was imprisoned for corruption in 585 CY. (The former Warden died during a routine questioning session with Derecs.) No one has escaped prison during Derecs' term in office.

The guards here are strong, aggressive, and corrupt; drinking, gambling, and assaulting prisoners is rampant, though the guards can be bribed to give better treatment or favors. The chance of bribing a guard to allow an



Greyhawk from the Selintan

escape is very small, as the punishment for this is extreme (a personal meeting with Derecs). More likely, a bribed guard will give a prisoner a few moments of lead time, then cry an alarm and have the prisoner slain during the escape attempt, while the guard claims credit for discovering the escape.

DM's Notes: If a character somehow manages to be thrown into prison, life will be very rough. Only female prisoners have any hope of reasonable treatment, as Constable Fanshen (see GC6) will check on their condition on a daily basis. An escape attempt from the inside is possible, but the best chance, though a weak one, is for outsiders to break in to free a comrade.

GC6: Redoubt. This is a two-story fortress within a fortress. Aside from serving as a Watch garrison, the Redoubt holds the offices of the 46-year-old Captain-General of the Watch, **Tigran Gellner** [LN hm F10; hp 57; Str 17, Dex 15, Int 17, Cha 15; many magical items] and the 52-year-old City Constable, **Derider Fanshen** [NG hf C13 Pelor; hp 51; Dex 4, Con 15, Wis 18, Cha 16; *staff of striking, ring of-protection +2*]. Constable Fanshen plans to retire in 592 CY but has not named her replacement. **The City Vault (GC7)** is within the Redoubt. This ornately decorated bastion has three outer doors, one of which opens into the **Citadel Stables (GC8)**. The City Vault holds all taxes collected by the government and some additional magical devices. The vault, greatly enchanted and defended to withstand a city full of thieves and mages, is not a target of the city's Thieves' Guild, since the guild's donations to the city's coffers are also kept within.

The guild will hunt down anyone who breaks into the vault, and it discourages plots against it in various brutal ways.

DM's Notes: A bunker is said to lie beneath the Redoubt, with rumors that a tunnel leads from here to the High Quarter. Those in the know say it actually goes to the Wizards' Guildhall (H13), and it is defended almost entirely by spells and nonliving sentinels. Wizards use the tunnel to enter the Citadel without being seen or wasting a spell for the trip. The existence of a second tunnel heading north into North Hills Park is unproved (but it does exist). A third tunnel exists but is completely unsuspected (see H14).

GC9: Courtyard, This stone-paved yard is used as a parade grounds by the City Watch and, at times, the Greyhawk Militia, when the latter is present. Open air military ceremonies are held here during certain holidays and after great victories (such as after the Battle of Safeton in 589 CY, when Commander Turin Deathstalker's forces smashed a humanoid assault against that seaport).

DM's Notes: Winged mounts do not land here (more than once), as this is clearly understood by the Watch to be an attack. Aerial mounts and their riders are safest when they land outside the city and walk in through a gate. Rainwater from the courtyard drains through concealed and screened narrow pipes into the city sewer system; use of these pipes for an escape would be impossible without magical aid.

GREYHAWK'S CITY QUARTERS

Visitors usually ask the question that Greyhawk citizens never think of: If a whole object has only four quarters, how can the City of Greyhawk have eight quarters? The use of the word "quarter" to mean a city district developed unintentionally. In the years before Zagig Yragerne came to Greyhawk, the city consisted of the walled part now called Old City, plus a large number of dwellings encircling the City Market (now called the Low Market) outside the city walls, and the aristocratic estates south and west of the Grand Citadel. These sections became known as the East and West Quarters of the walled city (separated by the Processional), the Market Quarter, and the High Quarter, respectively.

After the New City walls were built about a century and a half ago, the particular character of each neighborhood in the city became better defined and the "quarters" developed as they are now known. Garden Quarter evolved from the lower end of the old High Quarter. The decaying West Quarter became the Slum Quarter, while the East Quarter became the Thieves' Quarter in local folklore. Market Quarter became Artisans' Quarter after a huge influx of craftsmen to the city. Clerkgurg grew up around the many schools and facilities established by Zagig. The Foreign Quarter was the last section established, following a law passed almost a century ago stating that foreigners could not hold land near a city wall (thanks to a popular paranoia at the time concerning wall-destroying monsters and wizards).

The city's eight quarters include Clerkgurg and the High, Garden, River, Artisans', and Foreign Quarters of the New City, and the Slum and Thieves' Quarters of the Old City. Like everything else in Greyhawk, these quarters have many other common names. It isn't unusual to hear references to the School Quarter (Clerkgurg), Military Quarter (the Grand Citadel and the portion of High Quarter bounded by High Street, the city wall, and the Processional, where the barracks and government buildings are), and the Noble Quarter (north of the Nobles' Wall). The term "River Quarter" is sometimes used to describe all of the buildings and docks outside the walls lining the Selintan's eastern bank. The Merchants' Quarter generally means the many businesses lining the Processional from the Highway Gate to the Low Market. Burrow Heights has been tagged as the "Short Quarter" by some wags, for its dwarf and halfling residents. Inventing "new" quarters is a sort of Greyhawk pastime.

The High Quarter

The High Quarter was established centuries ago, and though nobles, merchant princes, ambassadors, and city officials have come and gone, their great estates and manor homes have largely remained intact. No shops or businesses are based here, as the High Market caters to most of the needs of the High and Garden Quarters. The landscape here is parklike, with marvelous gardens, exotic architecture, and open spaces common. The streets are crowded only during parades and festivals, and on Freeday, the most popular day for shopping in the High Market. At other times, only a few nobles and upper class citizens are out in their carriages, on horseback, or on foot. At night, the High Quarter is well illuminated, by streetlamps and lights on the mansions themselves. City Watch patrols are everywhere, and private guards are also numerous. The Nightwatchmen roam at

THE PROCESSIONAL

This is the heavily traveled central axis of Greyhawk, passing from the Highway Gate to the Grand Citadel's Battle Gate. The Processional is a very old street, dating back many centuries. Presently it is composed of hard-packed sand and measures about 120 feet wide at its southern end, though some parts farther north are only 40-50 feet across. This road becomes a parade route during celebration days, and is used for troop reviews at other times. The Processional seems immune to ruts, mud, and potholes, the rainwater running off it into low ditches on either side. Other streets in the city include neatly paved private lanes, rut-covered dirt roads, and muddy alleys filled with trash. The roads in the Old City are the oldest, and most have changed little in centuries, though the houses lining them come and go with city fires or changes in ownership.

The Adventure Begins

night in groups of five, accompanied by war dogs. Anyone who appears to loiter or act suspiciously is questioned by guards and escorted to the Garden Gate, with orders not to return unless there is actual pressing business here.

The High Quarter has many important buildings and places. Some of these are described below.

H1: Embassy of the Duchy of Urnst. This unique building with its many onion-domed towers was once the summer home of Zagig Yragerne. It now serves as the permanent residence of the ambassador from Urnst, who has for years been **Count Reichart Petrides** [LN hm F7; hp 40; Str 18/17, Dex 15, Int 15; many magical items]. The count is 58 years old, tall, and strong but is getting overweight. He has an old wound on his left arm from an assassin of Iuz, which he keeps concealed.

DM's Notes: Count Petrides is angry with the Oligarchy and Lord Mayor of Greyhawk for failing to help the duchy fund naval patrols on the Nyr Dyv, while Greyhawk secretly sent money to Furyondy for this purpose. He is not as helpful to the city as he once was, and on some issues he has locked horns with the Oligarchs (particularly in defining the border with Urnst). The count is happy to chat with visitors from the duchy and might help them out, especially if it would mean tweaking the noses of the Oligarchy or Greyhawk in general. He won't take part in acts of war, however. He hates Rhennee and humanoids.

H2: Lord Henway's Menagerie. Wealthy from his family's partial ownership of several Cairn Hills mines, **Lord Henway** [CG hm F1; hp 4; Int 16, Wis 5] is also eccentric, but in a generally harmless way. He collects specimens of different live animals, keeping the only private zoo in the city, and hires adventurers to bring back more for his studies when he doesn't buy specimens outright from those arriving in the city. Greyhawk's schools and universities often contribute funding for these expeditions. A great conical building on his estate houses tropical birds. An adjacent building has almost two dozen deep pits and cages inside, containing a variety of unusual large animals and monsters; a crude

aquarium is also present. This much-abused building was once Lord Henway's lovely manor, but he had it entirely converted to an indoor zoo.

DM's Notes: Animal and monster escapes from the menagerie have thankfully been few, but it's only a matter of time until something big gets loose. An exhibit in his zoo might turn out to be a *polymorphed* creature of a completely different sort that wants to escape and regain its old form. Anyone going out to capture or recover a specimen for him is in for an adventure.

H2a: Henway Family Manor. This building was formerly used by the Knights of Holy Shielding during their forced exile from their homes in the Shield Lands. During the Great Northern Crusade of 586 CY, nearly all of the Knights moved out of Greyhawk to travel to Furyondy, where they mounted their successful attack to retake Critwall and Scragholme Isle. Lord Henway purchased their manor, which the Knights happily sold to gain funds for their crusade, and he moved himself and his servants into this grand and beautiful edifice. The building, renown for its magnificent columns, is now turning into a dusty and messy storage center for zoo-animal food and a primitive veterinary clinic. All of Greyhawk's upper class are appalled, but they can do nothing about it.

DM's Notes: Thieves might want to look around this manor to see what old Lord Henway has left lying about. Unfortunately, the manor has many wild and dangerous animals within it, locked in cages and rooms while being treated for minor injuries and illnesses. Setting these animals free by accident is tragically easy, as Lord Henway is growing careless.

H2b: Grey Manor. At some point in the late 580s, this magnificent tree-encircled estate was put under the protectorship of Lord Henway. Grey Manor was formerly owned by an eccentric wizard named Mizaab Zalen, who gained fame in 521 CY for his help in trapping the Falcon (the first such incident; she later escaped and was brought to justice in 581 CY), an evil spellcasting cleric who attempted to conquer Greyhawk. After Mizaab dropped out of sight almost 20 years ago, the estate passed to a relative, a retired merchant named Sturtevant. Sturtevant has not been seen in the city for five years, and legal papers he had filed with the city allowed his estate to fall under the care of Lord Henway, an old friend of the merchant. Grey Manor has been sealed and has a lone private guard, but it is generally believed to contain considerable wealth. The manor and stables are surrounded by a low wall. Thieves have been discouraged from entering the manor, reporting that the trees and plants around the manor move and fight as if intelligent.

DM's Notes: Grey Manor was detailed in WGA3 *Flames of the Falcon*, Chapter 2. An extensive labyrinth of wide tunnels from the cellar here leads deep into North Hills Park, to a secret exit near the banks of the Sehntan. By a miracle, the labyrinth did not intersect with the northern tunnel from the Redoubt (GC6). Mizaab Zalen and Sturtevant were both false identities adopted by a **Greyhawk dragon** who is currently absent from the city. When he returns, he will have adopted a new identity, likely that of a minor human spellcaster [LN very old Greyhawk dragon - m; hp 145; Int 20; many magical items]. The dragon used the labyrinth to leave the city to feed on distant wildlife. He is allied with the city's clerics of St. Cuthbert, who do not suspect his true identity.

H3: Wheel of Gold Gambling House. This luxurious club is very exclusive and admits only persons in clean, quality clothing (no armor or weapons) who pay 1 gp at the door. The Wheel of Gold is owned by Nerof Gasgal, Lord Mayor of Greyhawk (see H14), and it brings in huge amounts of money. The place is frequented by every sort of wealthy, upper class individual, including Greyhawk's most famous personages, but it is also said to be home to expert thieves and gold-digging courtesans. The atmosphere is relaxed and exciting, but any trouble is addressed by burley bouncers and elite Watch guards who arrive in seconds. Troublemakers are wise to leave the city quickly, given the nature of the gambling house's owner.

DM's Notes: Since the construction of Embassy Circle [H4], the Wheel of Gold has also become infested with spies. Most spies report to the Lord Mayor, but others come from all over the Flanaess to hear gossip about their neighbors and potential enemies (and about themselves). The concepts of moles, double-agents, and disinformation are well known and widely used.

H4: Embassy Circle. This new complex of buildings was completed in 584 CY and boasts of impressive security features, though of course, the nature of these is never openly discussed. Numerous foreign ambassadors are housed here, representing states and free cities from across the Flanaess. Many ambassadors spend their leisure time at the Wheel of Gold, on the hill above their residence, where they can eat for free. It is thought that this arrangement works well for the Lord Mayor, as he can keep tabs on the ambassadors through the hirelings and thieves who work at the casino. Elite Watch and Nightwatchmen sentries patrol this walled area night and day.

DM's Notes: Given the intensely political character of this area (and the City of Greyhawk itself), espionage and diplomatic errands are strongly supported here. Characters should be careful about the kinds of persons whom they befriend.

H5: Lords' Tomb. Famous city rulers, nobles, and many wealthy individuals are buried in a vast series of crypts below this domed mausoleum. Private guards work here, backed by spellcasters. A consortium of nobles, some with spellcasting abilities, owns the Lords' Tomb and manages its services, with a burial costing a minimum of 1,000 gp. Over a half-dozen vault rooms are said to operate here, with considerable treasure buried with the bodies, but dark tales have been told by former guards here. Undead of considerable power are said to walk the buried halls, acting as the true guards of this site. The Thieves' Guild does not recommend any of its members try their luck here.

DM's Notes: The crypts of the Lords' Tombs do not connect with any other underground network. They are indeed patrolled by powerful undead. Once every few decades, an undead creature ventures out at night on personal business in the city (as determined by the DM). None of the guards make the slightest attempt to stop it, as they are under orders to leave the undead alone, which they are more than happy to do.

H6: Patricians' Club. The finest of Greyhawk's fine dubs is here, with formal dress expected at all times. It is open from near dusk to near dawn, admitting members only (20 gp per year membership, good reputation and background required). Security here is maintained by very powerful warriors with magical devices, privately hired by the club's owners, another consortium of local noble families. This three-story building of grand style has a superb restaurant in the basement, a bar and gambling rooms on the first and second floors, and a hall on the top floor that can be rented for weddings, balls, and parties. A former Greyhawk Militia officer named Ralston Tour is the owner of the dub; he was once the security manager. **Ralston Tour** [N bin F11; hp 84; Str 17; *long sword* +3, many potions] is 44 years old and has not gone adventuring in a long time.

DM's Notes: Ralston Tour found a small cairn in the hills to the north of the city during his militia days. He took out a few items, including a ring he keeps in a locked chest in his room. Unknown to Tour, the ring functions as a *cubic gate* and is being sought by an undead creature once buried in the cairn but disinterred by Tour years ago.

H7: Lord Silverfox's Manor. This rambling home was obviously once a smaller dwelling to which several additional wings were added. The original Lord Silverfox was given his title by Zagig Yrageme for helping establish trade routes through the Gnarley Forest, most of which still exist. The family is known to have a great hoard of wealth, to which more is added every year from their returns on the exploration and mercantile expeditions they finance. Every Silverfox child is expected to go out into

the world and explore, looking for new sources of wealth in order to gain a share of the inheritance of this estate; as a result, adventurers are common in their ranks, though casualties in the family are also high. The aged **Lady Silverfox** [N hf T4; hp 7; magical potions] was widowed recently; she now handles the breeding and sale of the family's "silverhounds," a breed of powerful war dog, and manages family finances.

DM's Notes: Lady Silverfox lost an adventuring daughter years ago in Castle Greyhawk. She would like the remains of her daughter brought out and properly buried. However, no one is sure that Lady Silverfox's daughter is really dead, as divination spells are inconclusive on this point. Characters might wish to do some detective work to find the missing heiress.

H8: Embassy of Furyondy. Most people believe that 49-year-old **Elskan Saramade** [LG hm W17; hp 34; Dex 15, Int 18, Wis 17, Cha 15; many magical items] was sent to Greyhawk in 584 CY to replace the previous ambassador, an amusing old goat named Aaron Strachan, who apparently returned to Furyondy. In truth, Saramade was masquerading as Strachan, disguising the close relationship that Greyhawk and Furyondy kept hidden for years, involving payments made by the former to the latter to support antipiracy patrols on the Nyr Dyv. Elskan Saramade is a serious diplomat, not as much fun as his predecessor but far more respected (No one pays attention to his circle of courtesans.) The truth about Greyhawk's long support of Furyondy has leaked out but is still not commonly known.

The embassy is rambling but well kept, with a large staff and many visitors. Knights of Holy Shielding and Knights of the Hart are welcome here, though some friction remains between the two groups. Representatives from the Free City of Dyvers might be found here, overseeing trade agreements, defense issues, and so forth with the Directing Oligarchy.

DM's Notes: Wild rumors are spreading again that Furyondy is going to annex the Free City of Dyvers, though the king of Furyondy denies this. Several persons in the Knights of the Hart are spreading these rumors to create a trade panic and weaken Dyvers' position and alliances.

The Adventure Begins

H9: Royal Opera House. Once the most elaborately decorated building in the city, the Royal Opera House was neglected for the last few decades until it was in a disgraceful state of repair. Finally, grants from several noble families allowed renovation to begin, but the work has fallen behind schedule. The exterior is covered with scaffolding, and work sheds and scraps litter the grounds. If not for its principal singer, the place would have been abandoned by its patrons years ago. The current Director of the Opera is **Selmund Rogerssen** [NG hm 0-level; hp 3], the frightfully jolly and sociable 43-year-old son of immigrant Frost Barbarians. Selmund wears outrageously ostentatious clothing with no sense of style. Since his former boss retired, he has filled the opera schedule with either cheesy, low class productions that appeal to the lowest common denominator, or solo performances by Aestrella Shanfarel (see below), a female half-elf who is the most stunning operatic singer in the city's history. Selmund continues a long rivalry between the Royal Opera House and the Grand Theater by bad-mouthing the latter every chance he gets and even hiring thugs to cause trouble during Grand Theater performances.

DM's Notes: **Aestrella Shanfarel** [LN adult Greyhawk dragon - f; hp 66; Int 19; many magical items] maintains her disguise as a half-elf diva, loving the endless attention she receives from literally hundreds of adoring males. If she wants a favor from a male, she *charms* him. She has a secret agenda to undo the forces of chaos and evil in the city, but she does this in an unofficial capacity. Having carefully read the legal code for the city, she uses her spell powers to identify evildoers, then quietly arranges situations that lead to the discovery of their plots and guilt. The City Watch has received tips from her (messages either mailed in secret or dropped off at Watch Houses), but the Watch does not know the identity of the person sending the notes. Her cover was almost discovered several times by corrupt officials trying to catch her. No one knows she's a dragon. She knows Mizaab Zalen (the only other Greyhawk dragon usually in the city), but she hasn't seen him in years. This doesn't concern her, as Mizaab always comes and goes as he pleases. She seems to live at either the Royal Opera House or the Grand Theater, as she works at both; she rarely seems to sleep.

H10: Fioranna Aielestriel's Villa. The former ambassador from Nyrond, **Fioranna Aielestriel** [NG ef W13; hp 29; Dex 18, Int 18, Wis 15, Cha 18; many magical items], asked to remain in Greyhawk in 584 CY when she was replaced by **Sir Ranald Immanen** [LG hm F9; hp 77; Str 17, Con 17, Int 15, Cha 15], who now lives at Embassy Circle (H4). She retired to her home near the Grand Citadel, rarely going out except to the High Market or the Star of Celene (G6). Now 721 years old (a great personal secret), this gray elf has stunning, youthful looks (kept that way by magic) and dresses to make a Greyhawk noble look poverty stricken, passing herself off as a minor wizard.

DM's Notes: Fioranna uses magic to leave the city undetected, still carrying out her original mission as an agent of the Iron League. All of the 14 years she has lived in this city, she has gathered intelligence and arranged for the rapid shipment of goods to Irongate and Nyrond. She hates the United Kingdom of Ahlissa, as her father was slain by Great Kingdom soldiers in the early 570s, and she works against their ambassadors. Nyrond's recent peacemaking with Ahlissa astounds and angers her. She meets with Sir Immanen on occasion, but reveals nothing. The Directing Oligarchy does not suspect her of being anything other than a "retired" elf with time on her hands; her actual age and goals are unknown by them. Her superiors were slain during the Greyhawk Wars, but she now reports to a new agent in Rel Mord.

H11: City Guard Barracks and High Quarter City Watch Station. These two large buildings are reserved for extra units of the Greyhawk Militia in case they are needed in the city. At present, about 200 sentries from the City Watch live here, serving in the High and Garden Quarters. About 10 times this number can be accommodated here in cramped style during emergencies. The Watch has the usual problems with drinking, gambling, and fighting, but rarely anything serious.

DM's Notes: The guards are encouraged not to discuss their work with strangers, but someone who makes good friends with a Watch guard might pick up excellent tips on secret back doors, open windows, hiding places, and the like around this part of town and the mansions of the rich. Thieves; in particular, would love to get this information.

H12: Nightwatchmen's Guildstation, Courts of Justice, and City Gaol. Three completely dissimilar buildings are joined together here. The one nearest the Processional is for the Nightwatchmen in the "Noble Quarter." The central building holds the Courts of justice, where magistrates try minor cases while a noble or the Lord Mayor hears major trials. The City Gaol has one large holding cell, with a few individual cells for dangerous or unruly prisoners. Sentences not involving a term in a work house are administered here with a short stay in a cell (after fines have been paid).

DM's Notes: Escape from the gaol is possible, but it will draw an automatic and long prison sentence and high fines. Smart prisoners serve their time and leave, or else bribe their way home. Very unusual prisoners might be found here for a one-night stay, leading to future adventures.

H13: Wizards' Guildhall. This pyramid-shaped building is home to the mighty Guild of Wizardry, established by Zagig Yragerne in 393 CY. Membership is 100 gp per year, open to wizards of any race and alignment, though spellcasters determined to be a danger to the city or guild are refused admission. A variety of new spells, a 10% discount on training costs, a nearly complete selection of spell components, and a chance to buy scrolls, potions, and other very minor magical items are offered to members. Guildmembers (while not on adventures) can charge for the spells they cast, but must pay 10% back to the guild. Customized magical items can be made for a price (potions being most common).

AMBASSADORS TO GREYHAWK

Official foreign ambassadors to the City of Greyhawk come from the United Kingdom of Ahlissa, the City of Dyvers, the Kingdom of Furyondy, the City of Irongate, the Kingdom of Keoland, the Kingdom of Nyrond, all three Ulek states, the County and Duchy of Urnst, the Archclericy of Veluna, and the Viscounty of Verbobonc. Unofficial representatives are present from a number of other groups and realms, including the Circle of Eight, the Iron League, the Kingdom of Celene (actually the Knights of Luna), the Knights of the Hart, the Knights of the Watch, the Knights of Holy Shielding (and the small part of their retaken homeland around Critwall), the Rangers of the Gnarley Forest, Ket, Perrenland, and the Assembly of the Kron Hills (gnome clans in rebellion against Verbobonc). Only the official ambassadors from the Duchy of Urnst (H1) and Furyondy (H8) do not live in the ambassadorial complex (H4, Embassy Circle). Unofficial representatives are widely scattered around the city (for example, H10).

Most ambassadors, as expected, have interests centering on money. They would like better trade deals with Greyhawk (meaning lower import tariffs), though a few nations like Nyrond and Furyondy secretly ask for direct contributions to buttress their war-damaged economies. Alliances against common enemies (particularly the Empire of luz, the Scarlet Brotherhood, and the Orcish Empire of the Pomarj) are also high on their lists. The Domain of Greyhawk currently has border problems only with the Orcish Empire of the Pomarj (obviously) and the Duchy of Urnst (in a low-grade, annoying sort of way).

Greyhawk's Directing Oligarchy currently faces

armed threats or the threat of subversion from the three above-named enemies. The Principality of Ulek is trying to work out mutual-aid pacts and defensive strategies against the Orcish Empire with Greyhawk, but feels the Oligarchy has too narrow a vision of the problem. Both the principality and Greyhawk are greatly frustrated with Celene's refusal to become involved in the troubles. Moreover, there are movements afoot in Narwell and Safeton for them to ally and become more independent of Greyhawk's rule, which weakens the Oligarchy's position. The County and Duchy of Ulek and the Knights of Luna are strongly allied with the principality and equally angry with Celene.

Furyondy, Veluna, Verbobonc, Dyvers, the reclaimed Shield Lands, and the County of Urnst are allied against the Empire of luz. All are angry with Ket and Perrenland for refusing to cooperate against the demigod's forces. Veluna and Keoland are furious with Ket even now for Ket's invasion of Bissel during the Greyhawk Wars, performed after making an alliance with luz (never mind that the beygraf who signed the deal is dead now, and Ket is more suspicious of luz than before). Furyondy, Dyvers, the Duchy of Urnst, and the County of Urnst are acting to keep the Nyr Dyv safe and free of piracy; Greyhawk once supported this activity, but now leaves the work (and financing) to others.

Nyrond, Keoland, the Duchy of Urnst, and the Principality of Ulek are allied with Greyhawk against the Scarlet Brotherhood, which still has control over Onnwal and part of the Hold of the Sea Princes. The United Kingdom of Ahlissa opposes the Brotherhood, but separately. Greyhawk wants a blockade against Scant, Onnwal's sole major port, but this would be costly, and only

Ahlissa could afford it (if it had the ships, which have to be rebuilt from long misuse and neglect).

In lesser matters, the Duchy of Urnst would like to get some of its Cairn Hills mines and dwarf allies back, but Greyhawk wants to keep them. Bandits and humanoids plague the hilly border between both states. Greyhawk has asked the independent Rangers of the Gnarley Forest to step up attempts to find the Blackthorn lair of humanoids. Greyhawk would like help against the pirates in Woolly Bay (supported by the Orcish Empire and likely the Scarlet Brotherhood as well), but few northern states can send help. Rebels in Onnwal are asking for support through the Iron League, and Greyhawk likes this idea as a free Onnwal would certainly suppress piracy and open the seas to free trade and movement again. Nyrond, the Duchy of Urnst, and Ahlissa are also supportive of this plan, in their own ways. Dyvers, as always, is attempting to expand its sources of trade (at Greyhawk's expense, if possible).

The Lord Mayor and Directing Oligarchy meet on a quarterly basis with all foreign ambassadors to the city, at the Lord Mayor's Palace in High Quarter. This directors-and-diplomats meeting can continue for several days if many important matters are being covered or a city emergency is present. These meetings can be tense affairs, though usually all present try to restrain themselves and discuss their concerns in a civilized manner. The Lord Mayor meets privately with the other Directors after the ambassadors have gone back to their homes. Some ambassadors meet with the Directors on a monthly basis, particularly those from the Urnst states, Nyrond, Furyondy, and Veluna.

DM's Notes: The Master of the Guild of wizardry is **Kieren Jalucian** [NG hm W18; hp 42; Str 17, Int 18, Wis 17, Cha 17; many magical items, also the Principal of the Greyhawk University of Magical Arts. Tall, heavy-set, and handsome, blond Kieren once enjoyed life but has pulled back from his many interests. It is rumored that he asked Jallarzi Sallavarian (see H16) several times to marry him, but for some reason, she has refused. Kieren looks less lively than he once did, and he seems distracted and unhappy at his work. He is businesslike but not passionate about serving on the Directing Oligarchy.

The Guildhall is served and guarded by its Porters, who are trustworthy dwarves led by **Head Porter Dunar Khorshkan** [LN df F7; hp 55; Str 18/01, Con 17, Wis 15; *throwing axe* +3, *ring of protection* +2]. Dunar's father retired after being injured in an alchemical explosion, and the bearded Dunar took his place with enthusiasm and pride. Guild wizards have found Dunar to be quite strict and very no-nonsense. Many think of her as a male, but she is used to this sort of nonsense from humans.

The Guild Library is said to hold the largest collection of magical and magic-related tomes on Oerik, and probably on the whole Oerth. The books and notes of Zagig Yragerne are kept here, locked away. Spells may be copied here, but for a considerable and arbitrary price (100-1,000 gp per spell level, depending on a guildmember's status in the guild). The librarian is a peaceable but humorless and monastic drow elf named **Jawal Severnain** [LN em F2/W12; hp 29; Dex 16, Int 18; many magical items] who keeps the library semi-dark, forcing researchers to use small magical lights (no flame!) to find things. Jawal is over 400 years old and has spent the last 170 years here, since he was appointed to his task by Zagig Yragerne himself in the last stages of the Archmage's madness. The appointment turned out well, to everyone's relief. Rumors claim that the Guild Library is secretly guarded by invisible "domesticated" beholders, but older wizards laugh when they hear this. On the other hand, the Guild of Thieves quietly recommends that its members never, ever, steal anything from this place or harm any book or

paper in it. Thieves who claim they are going to do just that never come back.

Anyone wishing to sell or buy magical items or spell components must see the Mage of Exchange, **Pateris the Bard** [CN 1/2em W14 (diviner); hp 28; Int 17, Wis 17; many magical items]. Pateris has a biting wit and is good at making up short songs and poems on the spot, so he's called "the Bard" by his fellows. Now 45, he replaced Kondradis Bubka at this post when the latter disappeared a few years ago. It had been discovered that Bubka was purchasing the body parts of murdered elves from criminals in the city; a nasty rumor circulates that Bubka's own body parts were carefully separated and used as spell components by persons unknown (doubtless elves). Pateris has a variety of spells, powers, and devices with which he can identify magical or legendary items, and is one of the foremost diviners in the region. He is well respected and is building a good reputation.

The Alchemist Major of the Guild, **Heironymous Tigana** [NE hm W13; hp 27; Str. 5, Dex 17, Con 5, Int 17, Cha 4; many magical items], is 80 years old but seems a bit younger. Spectacularly ugly, Tigana is under 5 feet tall and has vaguely gnomelike features, much distorted. He is a nasty and irritable fellow who smells of vile chemicals and dead things; his laboratory and offices in the lower levels of the Guildhall are undisturbed by arrangement.

He is a past master of alchemy with a fantastic memory. His specialty is in making *potions of longevity*, which he has used on himself. (His magically altered age is now 46, but he disguises himself to look older. The potions did not raise his characteristics, however, and they reduced his Constitution.)

Tigana was mixed up with the previous Mage of Exchange, Bubka, in a gruesome trade arrangement involving elf body parts; Bubka was going to confess, but Tigana murdered him, then covered up his own involvement and escaped retribution. Tigana is an alcoholic; he is becoming very paranoid and evil over time. He is considering making contact with a dark cult, preferably that of Nerull, to see what they might have to offer for his skills.

The Guild of Wizardry also supplies and manages the teaching staff of the University of Magical Arts. Details on this are found in the description of area C6. A secret but sometimes-used tunnel leads to the Guildhall from the Redoubt (GC6).

H14: Lord Mayors Palace (City Hall). One of the forest mansions in the city, the "Palace" is less grand than its name implies. Many people refer to it as City Hall, as the place handles the same functions as a city hall would elsewhere. It is tasteful and restrained, with its own stable in back as well as a small auditorium, a ballroom, various offices for city government workers, guard rooms for an elite patrol of the City Watch, and a superb kitchen (plus a marvelous garden behind the house). The furnishings are the best around, contributed by the best craftsmen in the city's many guilds.

DM's Notes: Behind the mansion is a three-story tower. The first floor holds a reception room and small conference area, the second has the offices for the Lord Mayor, and the top floor has a private study from which the Lord Mayor, 51-year-old **Nerof Gasgal** [LN hm T12; hp 49; Dex 17, Wis 18, Cha 16; many magical items] conducts his most secret business. A secret door on the top floor leads to a spiral staircase that descends below ground to a tunnel leading to the lowest levels below the Redoubt (GC6). No one in the Grand Citadel knows of this tunnel. Nerof Gasgal is further detailed under the heading, "The Government of Greyhawk," in the section, "The Directing Oligarchy."

The Palace has numerous magical defenses, but few of them are used anymore. Many were put in place by Zagig Yragerne, and no one is eager to test them, even in an emergency. Possibly, the Palace has rooms and powers completely unknown at present.

H15: Org Nenshen's House. Greyhawk's Guildmaster of Thieves, **Org Nenshen** [LN hm T18; hp 58; Dex 18, Int 16, Cha 16; many magical items] is 52 years old and has lost none of his grace and good looks. He is perhaps the most active of all members of the Directing Oligarchy, pushing himself to ever-greater achievements. His activities following

the Greyhawk Wars revolved around rooting out several evil cults in the city, and he made some very bad enemies during this time. Org thinks it is only a matter of time before a cultist gets revenge on him, so he feels he cannot rest in his fight against them. His home is so plain and low-key that it is almost out of character for High Quarter; it does have a respectable air, with many art objects inside of great value. Org has a young, live-in girlfriend who seems bright and reliable but has no particular skills; she has a nasty streak, but Org likes that in her.

DM's Notes: Org's girlfriend is more than she seems. **Zartis Deen** [N doppelganger-f, hp 29; Int 19] is a doppelganger with *cusps of mind shielding* (worn over her eyes and thus not easily detectable). She is happy with her life at present and has no urge to kill anyone to take a new identity. She can imitate most skills by reading other people's minds, and has an uncanny knack for anticipating what someone is going to do or say. She also likes Org and finds him exciting compared to most humans she's known.

H16: Jallarzi Sallavarian's Tower. This huge tower and the grounds around it belong to the only female member of the famed Circle of Eight, 42-year-old **Jallarzi Sallavarian** [NG hf W17; hp 41; Dex 18, Int 18, Wis 17, Cha 17; *bracers of fire resistance and defense AC 2, ring of protection +4, dagger of speed +4*, many magical wands]. She is related to the Duke of Urnst.

Following a destructive attack by a powerful demon lord in 585 CY, her tower was renovated and Jallarzi had it reinforced to be more resistant to invasion. Jallarzi lives alone here except for her sole henchperson, **Marial** [CG hf W IS; hp 32; *girdle of protection +2, shoes of silence*, several magical rings], and numerous nonliving magical guardians. Now and then she sees her long-time paramour Kieren Jalucian (see H13), but since her kidnapping by the demon lord Tuerny the Merciless she has been withdrawn, paranoid, and cheerless. Something is obviously bothering her, but she won't discuss it with anyone. Marial has a constant stream of male admirers, but none are allowed in the tower.

DM's Notes: The tower's former appearance was detailed in the *Return of the Eight* adventure; the exterior is the same, but the inside has been altered somewhat. Jallarzi is having nightmares about her captivity by Tuerny, and certain memories of events and places she saw are surfacing despite being magically suppressed by the fiend. If her nightmares are correctly interpreted, they will reveal something of Tuerny's lair and long range plans.

H17: Glodreddi Bakkain's House. The Inspector of Taxes for the Greyhawk Revenue Service is a much-hated but much-feared dwarf, the ancient **Glodreddi Bakkain** [LE dm T10; hp 44; Dex 18, Con 15, Int 16, Wis 17, Cha 5; many magical items]. Glodreddi is grossly corrupt, receiving bribes and kickbacks from many people in the city on a regular basis. He is also a genius at finance, and he has created many clever schemes that have filled Greyhawk's coffers and pulled the city through bad times. The others serving with him on the Directing Oligarchy regard him as an absolutely necessary evil. He has a staff of 120, 75% of whom are dwarves of brutally lawful nature who are happy to break down doors to get overdue taxes.

DM's Notes: Glodreddi's house is a small fortress, with a dozen powerful dwarf bodyguards and many defensive traps. He is rich beyond counting, but given his power in the government and Guild of Thieves, and his infinitely creative sense of vengeance, no one cares to break into his place to see what he's hiding. (Most of his wealth is in the Vault at the Grand Citadel, anyway.) The grounds around his home are poorly kept, and bare spots of dirt and rock are everywhere; not a soul says a word about it. It is believed that Glodreddi has made use of life-prolonging devices, but what these are is unknown. His private life is unknown and likely to stay that way, but it is possible he worships an evil dwarven god (Abbathor).

Garden Quarter

The Garden Quarter is not well separated from the High Quarter except in the minds of those who live in these parts of town. The mansions in the arc of the Garden Quarter are a bit smaller, farther down the slope, and less well-kept than those in the High Quarter. However, they have better manicured grounds with rainbows of colorful flowers and marvelous topiary gardens. Also, the citizens of the Garden Quarter seem less stuffy and more open than those in the High Quarter, perhaps because so many of them worked for their wealth instead of inheriting it. The invisible barrier one often feels around "old wealth" High Quarter nobles is usually absent in the Garden Quarter. Otherwise, the two districts are very similar; visitors can rarely tell the difference.

High Market. The High Market is a long-established feature marking the hub of the "Noble Quarter," that part of the city north of the Nobles' Wall. The High Market (or Grand Bazaar) is a large open space of packed earth and sand in a diamond shape, measuring about 200 feet north-south and 300 feet east-west. Every major northern street branches off from here. Wood-frame booths with pennants flying, colorful tents, open tables with bright silk coverings, and friendly merchants greet the happy customer. The High Market is open every day of the week, with the least vendors open on Godsday (some booths are open out of respect to the mercantile deity Zilchus) and the most businesses on Freeday, when the number of booths more than doubles. This area is always well patrolled because of the large sums of money changing hands here, and because the nobles demand security at all costs.

The goods sold at the High Market cost up to 150% the price of similar goods sold in the Low Market, but usually, the High Market items are of superior craftsmanship and better materials, and have prettier or more exotic decorations. Buyers may bargain to bring prices down, but the risk is great that the buyer will be told to go "down the hill, where they sell the cheap stuff" (in other

The Adventure Begins

words, the Low Market) if bargaining is pursued too often or with too much vigor.

Items typically sold here on a daily basis include semiprecious jewelry, colognes and perfumes, silk, domestic fresh fruits, imported fruits and vegetables, steel armor and weapons, fine leather footwear and other goods (saddles, armor, belts, bags, and more), high fashion clothing, local and imported wines, imported whiskey, local sculptures and paintings, well-bred hounds, fresh baked goods, well-crafted toys, fresh cut flowers, nonmagical potions and medications, colorful candles, and glassware. On Freeday, dwarf-made items from Greysmere and Karakast are on sale, with fresh fine meat and high quality jewelry. Special items imported from Dyvers, Veluna, Verbobonc, Furyondy, and Perrenland also appear here on a regular basis on Freedays since the conclusion of the Greyhawk Wars and the Great Northern Crusade.

DM's Notes: While contraband is very rare here, valuable items looted from other realms have been known to appear for sale. Such items are often pursued with vigor by their previous owners or have curses attached to them (leading to their speedy sale).

G1: City Botanical Gardens and Well. Established by Zagig Yragerne early in his career as Lord Mayor, the Botanical Gardens are centered on a square gazebo covering a freshwater spring. The gardens are elevated to give the visitor a great view across the city, except into the Grand Citadel. Exotic trees, shrubs, flowers, and hedges are everywhere, interwoven with miniature waterwheels, waterfalls, reflecting pools, and so forth. This area is maintained by a minor noble family named the Gandeas, who live in an attractive if small manor on the gardens' eastern side.

DM's Notes: One of the Gandeas is actually a dryad attached to an oak tree adjacent to the garden. How the dryad appeared in the city a decade ago is a mystery, but the family has adopted her and managed to provide a cover for her as a long-lost daughter. The dryad is likely to pick up a handsome adventurer for a brief dalliance before the family forces her to let the victim go.

G2: Otto the Wizard's House. It is well known that this old mansion is owned by a member of the Circle of Eight, **Otto** [N hm CS/W 16 - Boccob; hp 37; Str 15, Int 18, Wis 16, Cha 16; many magical items]. Since the destruction of his homeland, the Prelacy of Almor, during the Greyhawk Wars, Otto has been seen in town much more than he once was. Of late, he has traveled to Nyrond on several occasions and visited the lands of Almor that Nyrond annexed, looking for old friends but finding that most died in the fighting. He is present in the city 75% of the time, working on various projects, patronizing the arts, or seeing visitors. Otto is 53 years old, very fat, and extremely outgoing and cheerful. He is a superb gourmet, has a keen musical sense, and has friends among artists and actors everywhere. He has several elderly, quiet servants.

DM's Notes: Otto has a side interest in artifacts, though this is not commonly known. Any character who brings Otto a new bit of knowledge about an artifact of Oerth (or a previously unknown musical instrument, for that matter) will win his attention and possibly his friendship. If befriended, he is a good source of news on conditions in Nyrond and might know of some adventuring rumors and locations.

G3: Nymph and Satyr Inn. Popular opinion holds that this place has the widest and most exotic selection of alcoholic beverages in the city. The prices are reasonable, the atmosphere is relaxing if sometimes wild, and lodging is inexpensive if not very classy. It stays open from late afternoon until past midnight. The inn has a no-weapons policy that has served it well in the past.

DM's Notes: A rumor is circulating that the business might be for sale. The owner, a young noble named **Aodis** [N hm F72; hp 8], is supposedly moving to Furyondy. In truth, the business is for sale for a considerable but not unreasonable sum (10,000 gp), but the payment must be made in gems. The owner must flee town quickly, having angered an Oligarch by providing a meeting place at the inn for the Oligarch's daughter and a forbidden lover. The young couple has now run off, and Aodis wisely believes his life is in jeopardy. He is now disguised, in hiding, and preparing to leave as soon as he can get his gems.

G4: Sacred Temple of St. Cuthbert. The most powerful religious following in Greyhawk is that of St. Cuthbert. The temple here grew from a simple, one-room wooden building to the grandest house of worship around. Every Godsdays, ceremonies are conducted here day and night. Beggars and others in need find ready help here, mixed with stern warnings about staying on the beaten path (or else risking a beating themselves if they do evil). The temple is overseen by **Eritai Kaaa-Ipzirel** [LN hf C11 - St. Cuthbert; hp 64; Str 16, Wis 17; *plate mail* +3, *mace* +3] of the order of the Billets of St. Cuthbert. **Talasek Thraydin** [LG hm P9; hp 72; Str 17, Wis 15, Con 16, Cha 18; *plate mail* +4, *frostbrand long sword* +3] is a paladin-in-residence.

Interestingly, this temple has no guards other than its unusual Weisshund dogs, though it is filled with valuable religious ornaments and items of precious metals and jewels. The faithful clerics apparently receive warnings from above of almost any plot being hatched against them or their temple, anywhere in the city; they have never been successfully robbed. The temple was attacked once in recent memory, by agents of the Falcon in 581 CY, but the assault was driven back despite damage to the temple. This caused the warriorlike clerics to arm and armor themselves to a greater extent and to increase the number of priests here to a total of 30. The City Watch and Nightwatchmen's Guild, both filled with followers of St. Cuthbert, also patrol this area heavily.

DM's Notes: This temple and its activist priests are a target of many evil cults in the city, particularly those of Iuz. Characters who worship St. Cuthbert can become involved in efforts to defend the temple, rescue its priests, or root out its many determined enemies. Holy quests and special missions to benefit the church are common, as are nasty conflicts with priests of Pholtus.

G5: High Tower Tavern and Hostelry. The High Tower Tavern is an unpretentious spot that makes up for its lack of elegance with a relaxed atmosphere and numerous loyal customers, including many wizards from the Guild of Wizardry and some from the Circle of Eight. The proprietor, **Eric Goodfellow** [NG 1/2em W4; hp 5], rarely practices magic as he is fully occupied with running the business. Games of chance, particularly cards and similar games involving great concentration, are common among patrons. Six excellent rooms (for private games or for overnight guests) are available for rent, but only to friends of Eric. The front tower of this building, shaped and painted like a pointed wizard's hat, has three floors (each a single) room available for overnight rent but without beds.

DM's Notes: Aside from its value as a source of innumerable rumors and bits of gossip flying around the city, this is a superb place to make the acquaintance of important upper class NPCs. If a character is polite and honorable, sound and enduring contacts can be made leading to important tips and news. A poker game against members of the Circle of Eight would be very interesting to play out.

G6: Star of Celene Inn. A half-elf bard from Coutwood purchased this small mansion and turned it into an inn that caters to others from the Kingdom of Celene and their guests. All business is conducted in the old elvish language common to olvenfolk across the Flanaess. Others may enter, of course, but uninvited sorts are steered to a special room in the back where they receive indifferent service; few return. The inn is large and airy, with elaborately carved wood furnishings and silk wall hangings. The inn features four apartments that are not for rent; instead, they are given gratis to official visitors from Celene or other elven realms. Fioranna Aielestriel (see H10) is sometimes seen here, as are merchants and envoys from the Duchy of Ulek and elf tribes in the Gnarley Forest and Welkwood. The current owner is the same half-elf who founded the inn, **Finnobhar Aodhin** [NG 1/2m B9; hp 31; Int 16, Cha 18; magical musical instruments, scrolls.

DM's Notes: The "problem at court" (Queen Yolande's refusal to aid neighboring states against their common enemies) is a much debated subject here among guests. Some elves who comes here are secretly members of the Knights of Luna; the Knights oppose the queen's isolationism. Elf characters who agree with the goals of the Knights of Luna might be quietly brought into that organization if they will go on special missions to succor potential allies of Celene against Iuz and the Orcish Empire of the Pomarj.

G7: Garden Quarter City Watch Station. This is the guard house of the City Watch for this quarter. Once a minor noble's home, the building was donated to the city government in the noble's will - a gift that made the noble's memory a happy one to the Watch. Following the unexpected attack on the Sacred Temple of St Cuthbert in 581 CY and the general rise in dangerous religious cults since then, the number of patrols based here has been increased to six standard and three elite, as detailed in the section, "NPC Statistics: Law and the Military." Some spellcasters have been brought into the Watch, but their function, numbers, and powers have not been publicly revealed.

DM's Notes: Characters will not run afoul of the City Watch here unless they attract attention to themselves. (Or so it is said.) A Watch patrol based here recently caught and destroyed an undead thief in the neighborhood, and patrols are careful to ward themselves from a variety of undead types when approaching suspicious characters. Necromancer characters will be arrested for questioning.

G8: Gold Dragon Inn. Overly expensive and pretentious, the Gold Dragon Inn never wants for customers because of its location near the Garden Gate, Royal Opera House, and Grand Theater. If one does not personally know the 60-year-old headwaiter, **Alphonse Odealle** [N lun W11; hp 33; Dex 16; *robe of protection +4*], the wait for a table can be long indeed, even for a noble. The Gold Dragon Inn has elaborately carved walls, a high ceiling, and many museum pieces under glass (and various protective spells). The best known

of these items are treasures taken from burial spots in the Cairn Hills, including some curious items from the legendary Silver Metal Cairn, whose location is now a mystery.

DM's Notes: A few of the museum pieces are very valuable, but they are unique and very well known, so could not possibly be fenced within Greyhawk or its domain. A few items are actually dangerous because of their odd powers or curses, but ill effects will not be triggered unless the items are handled. The most interesting and popular items are those from the Silver Metal Cairn, which appear to be thin metal tools or devices of superhuman craftsmanship. Tales of this cairn are told here in profusion; a few of them might be true, but separating truth from fancy is impossible, as no one can tell the difference.

G9: Grand Theater. This huge baroque building is surrounded by wide plazas and stone columns. It is an old architectural marvel that presents classical dramas, orchestra and choir music, bardic entertainment, and more all year long, except during the holiday in the second week of Goodmonth. The Grand Theater sits next to the smaller Playhouse Theater, which offers unusual productions and comedies. The Grand Theater's performances range in cost from a few silver pieces to a handful of gold, depending on what is offered. The Theater Director is 101-year-old **Kahari Kellainen** [CG 1/2em CS - Olidammara; hp 19; Dex 17, Wis 16, Cha 16], who came to Greyhawk from Keoland years ago. He looks young, is very cultured, and has a long hatred of his main competition, the Royal Opera House. The Grand Theater employs a dozen halflings and gnomes as stage hands, some of whom belong to the Thieves' Guild and inform their secret bosses of potential victims here.

DM's Notes: The bitter rivalry between the Grand Theater and the Royal Opera House has gotten out of hand on numerous occasions. Characters can be caught up in the long-standing rivalry in many ways, particularly if they can be tricked into damaging the reputation or property of either establishment

The Adventure Begins

G10 Temple of Pelor. Though this temple appears rather run-down on the outside, the inside is filled with golden marvels of statuary and other finery. Like the church of St. Cuthbert, Pelor's Temple ministers to the poor and downtrodden who find their way to the High Quarter. The temple has

GENERAL CONDITIONS AROUND THE CITY

The City of Greyhawk appears more spacious and less crowded than other cities of its size. Much of this is the result of a dislike by the original settlers here for houses that touch each other (a trait that comes from a distrust of other families and a desire to control even a little land around each home). The Old City has lost nearly all of this "airy" character as it continues to fill with immigrants and the native population grows. New buildings are erected every year, and what spaces are not covered with buildings are usually covered by the filthy tents and blankets of the homeless and destitute.

The Slum Quarter in particular has many homeless people who sleep next to the city wall, behind the rows of ramshackle cottages and larger buildings. Tents are now commonly seen in the River Quarter as well. A great many people live in the wooded areas outside the city, particularly around Shack Town and below Garbage Hill to the west. The City Watch has its hands full trying to keep order among these people, and there are fears that rioting could break out if food is not made available or if the overcrowding continues. The Directing Oligarchy is working on the problem, but hasn't gotten far yet. Those families willing to work have been moved to outlying villages, where plots of land were leased to them; this improved the situation only slightly.

had a few arguments with the sentries at the Garden Gate, who often turn away poor folk seeking alms, food, drink, or shelter here. **High Matriarch Sarana** [NG hf C15 - Pelor; hp 81; Con 15, Wis 18, Cha 15; *ring of protection +4, mace of disruption, five staves of curing*] is 63 years old and feeling the pinch of age, but still continues her work. Sarana is a close friend of Constable Derider Fanshen. *Raise dead* spells are more available here than anywhere else in the city, but many restrictions apply to their use. A shallow, rectangular pool on the grounds west of the temple has fountains built into it and is used for bathing during public ceremonies.

DM's Notes: Characters who worship here have a fair chance of becoming acquainted with Constable Fanshen and some of the City Watch who visit here. This is a very popular religion in the city, but it has enemies among evil cults, as does St. Cuthbert's following. Some clerics of Pelor have been targeted for smear campaigns and blackmail by evil groups; player characters could investigate these charges.

G11: Golden Phoenix Inn. One of the most luxurious inns and dining houses is the Golden Phoenix, which sees a steady stream of business from the caravans entering and leaving the city. Many caravans make short stops at the Temple of Zilchus next door before leaving town, getting breakfast at the Golden Phoenix as well. The Golden Phoenix (often confused in name with the Golden Dragon by newcomers) has 12 double rooms, 18 single rooms, and two restaurants. The Velunese Grill is popular for small meals early in the day, and the Celene Feast Hall serves large meals in the evening. The Grand Feast in the Celene Feast Hall on the last day of each month and on all public holidays puts on a spectacular show with jugglers and musicians. Costs are 10-40 gp for meals and 10-15 gp per night for a room.

The inn was purchased in the late 580s by an unknown person, believed to be a foreign noblewoman, and it is currently managed by **Fund Barq** [N hm T2; hp 5; Int 16, Wis 5, Cha 16], a Shield Lands refugee who came to Greyhawk in 579 CY. Barq is pleasant, friendly, and always quick with a joke, but has no common sense about things. Barq's boss dresses in dark clothing as if in mourning and travels only at night under heavy guard from the Old City. She is called the "Night Dame" by those few who have seen her. Barq calls his boss the "Old Lady" and doesn't care if his remarks about her nasty temper get back to her. He seems very secure in his job.

DM's Notes: The "Night Dame" allows Emul Barq much freedom and doesn't care what he calls her. Her real name is **Guiliana Mortidus** [NE hf C12 - Nerull; hp 64; Wis 16, Dex 18, Cha 18; many magical items]. Guiliana, now 44, was one of the very few priests of the Horned Society who escaped being slain by Iuz during his invasion of that realm in 582 CY. She was away from Molag and went into hiding in Furyondy, slowly making her way around to Greyhawk. Guiliana was able to locate and take charge of several cults of Nerull along the way, seizing their funds and turning them into her personal bodyguards. By using disguises and operating through intermediaries like Barq, she has kept her identity secret and built herself a strong trading business that operates out of Greyhawk itself, from several buildings in the Old City. Her purchase of the Golden Phoenix, which is frequented by the Directing Oligarchy, members of the Circle of Eight, guildmasters, high priests, and nobles, allows her to secretly eavesdrop on these potential enemies.

Guiliana has made contact with the only two Hierarchs who escaped Iuz's attack: **Andrade Mirrius** [NE hm C18 - Nerull; hp 74; Str 16, Con 15, Wis 18, Cha 15; many magical items who is 54, and **Nezmajen** [NE hm C15 - Nerull; hp 63; Dex 16, Con 15, Wis 18, Cha 16] who is 47. Nezmajen has built a strong force of humans, humanoids, and undead in the western Fellreev, with which he harasses Iuz's forces. Andrade, however, lives in the City of Greyhawk (see R10). All three make heavy use of magical devices and spells that conceal their identities and *foil divination* spells. Their plotting is responsible for the rise in evil cults in the city, as they are all drawn to the spreading web of evil that is being spun. Guiliana and Andrade plan to seize power in the city over a period of time. They wish to weaken the city's Watch and Thieves' Guild by corruption from within, and also hope to corrupt the Guild of

Wizardry. Guiliana was made a third Hierarch by the other two in a special ceremony, and they are looking for more candidates to open branches of the Hierarchs in Dyvers, the Duchy of Urnst, and Furyondy. The Hierarchs hate Knights of Holy Shielding and all good religions in the city, particularly the lawful ones, and work against them.

G12: Temple of Zilchus. This squat, brown stone pyramid houses one of the grandest temples in the city. The interior is a monument to the power of wealth, with furnishings of gold, silver, platinum, mithral, adamantite, silk, and crystal being the order of the day. The congregation is small but made up of the richest merchants and guildmasters in the city, particularly members of the Union of Merchants and Traders. Offices are available in the temple for business meetings (under the patronage of Zilchus).

The high priest here is **Stakaster Villaine** [N hm C11 -Zilchus; hp 47; Int 16, Wis 16, Cha 17; many magical items], who has become the leading economic voice in the city. He opposes taxing trade but argues in favor of sinking money from profits into infrastructure (roads and bridges) and building trade with the United Kingdom of Ahlissa through Nyronnd. A master of financial planning, he is consulted by the Directing Oligarchy, the Guild of Wizardry, and the Union of Merchants and Traders on many matters.

DM's Notes: While it is widely reported (and very true) that many of the riches here are openly displayed with no apparent guards about, very few thieves have lived to tell of robbing this temple. Eight stone golems, a complex magical security system, trapped/cursed treasures, and armed clerics discourage (or kill) most who would try their luck here. The temple pays protection money to the Thieves' Guild to get this group to stay away; however, foreign thieves and certain monsters are a problem. A magical abacus was stolen from here a decade ago; its recovery would bring great favor on the finder.

G13: Chapel of Fharlanghn. This modest temple has strong ties to the Temple of Zilchus, next door, and to the Union of Merchants and Traders. Travelers, peddlers, middle-class merchants, mercenaries, caravan guards, and others come here to offer tithes and prayers for safe travel before leaving the city. The priest in charge and the entire staff are rotated in staggered shifts to other shrines and temples across the Flanaess, rarely staying in Greyhawk more than a year. The average priest in charge is a human or demihuman of level 1d6+2, with 2d6 lesser priests. Little of value is kept here except good food and drink, maps, and valuable oral lore about conditions across the Flanaess. The small wood lot in back belongs to the temple and is the scene of outdoor services.

DM's Notes: This small temple is a storehouse of information on the roads and trails of the civilized nations of the Flanaess. Spots where bandits lurk, the amount of tolls charged, friendly and hostile resting places, ruins visible from roads - all these and more can be learned from a short visit here.

G14: Sanctum of Heironeous. With the sale of the house belonging to the Knights of Holy Shielding to Lord Henway (see H2a), the knights and other folk from the Shield Lands gather here to worship, trade stories, and collect money to support their brethren in Critwall and Scragholme Island in their fight against Iuz. Everyone dreams of seeing Admundfort Island retaken, but this is known to be a long-range goal. Many officers of the Greyhawk Militia and some in the City Watch belong to this denomination, as do refugee warriors from Nyronnd and old Almor. Money is also sent from this temple to Nyronnds treasury, but much less than is collected for the retaking of the Shield Lands.

The high priest here is **Jaikor Demien** [LG hm F5/C10 - Heironeous; hp 43; Str 16, Wis 16, Cha 16; *plate mail* +2, *mace* +3], who left the city to fight at Critwall. He returned a hero, but was badly wounded and moves slowly (MV 3). A few paladins native to Greyhawk are being trained here.

DM's Notes: Characters who are Knights of Holy Shielding or who worship Heironeous will find this oval and spiral temple the perfect place for rest and companionship. Rumors



Symbol of Heironeous

from the militia and Watch are easy to overhear and are likely to be reliable, considering the sorts of people who repeat them. Much can be learned, especially about conditions in the Cairn Hills, along the High Road, in the mining villages, and out to the Duchy of Urnst. Talk can also be heard here about recent changes in the old Great Kingdom and what they might mean for Greyhawk. Distrust of the United Kingdom of Ahlissa is great, and hatred of the Great Kingdom of Northern Aerdy is profound.

Clerkburg

Originally part of a noble's estate, Clerkburg got its start when the land was purchased by Zagig Yragerne after he became Lord Mayor of Greyhawk. He turned over the manor house on the estate to the administrators of a small school, which formed the nucleus of what became Grey College. He then invited teachers, tutors, and scholars from across the Flanaess to settle here and build their own schools. Since the end of Zagig's rule, Clerkburg has expanded considerably to become another quarter of the city. This area is often called "The Halls" for its large, airy, university buildings.

Most schools here hold classes from Goodmonth 1 to Flocktime 28. Wealsun, Richfest, and Reaping are vacation months for students, but not for the staff: Teachers engage in research or instruct each other every day during that time, for eight to twelve hours a day, except on Godsdays, Freedays, and during Richfest. Godsdays are expected to be used for quiet studying if one is not at worship.

The Adventure Begins

Clerkburg is a quiet, parklike area where crime is fairly low. Aside from school buildings, the area is dominated by boarding

THE MILLSTREAM

The only natural watercourse inside the city, the Millstream rushes out from a small natural cave in High Quarter to run through the Garden Quarter, Clerkburg, Foreign Quarter, River Quarter, Slum Quarter, and Thieves' Quarter before disappearing into a small cave again. It reappears as South Millstream outside the city walls.

The Millstream averages 10-15 feet wide and is very shallow, about 1-2 feet deep at most. During prolonged or severe rain, the Millstream widens and flows swiftly, especially south of the Nobles' Wall from all the runoff in the neighborhoods. The southern portion of the Foreign and River Quarters sometimes have trouble with flooding in such weather. Over its length, the Millstream runs under eight bridges and over two fords, and flows through wire-covered tunnels built under two city walls (Nobles' and Black). Citizens sometimes drink the water in New City, and almost everyone in Slum Quarter has drunk from it.

The Millstream is an attractive and harmless feature of the city, except for two problems it happens, very rarely, that a saboteur or madman pours poisons into the water, contaminating it and making many in Old City sick. This last happened in 585 cy, resulting in 10 deaths. Also, if an aquatic creature gets loose in the city, it usually heads for the Millstream; water elementals are dangerous in this regard. A water weird was set loose in the Millstream by a rogue wizard in 569 cy; it drowned 14 people before it was destroyed.

houses filled with students and by small businesses catering to the students' needs. Students are not wealthy; even those sent here by nobles from other lands have their tuition and expenses paid for in advance, and they must take menial jobs to earn spending money.

The low crime rate can be attributed to several factors. Those areas in Clerkburg containing great riches (such as the City Mint) are so heavily guarded and warded as to discourage almost all thieves, and only fools would try to break into the University of Magical Arts in search of student-created magic items. The City Watch can have a patrol out 2d6 rounds after being summoned. The Nightwatchmen are seen here at night, but they rarely have much to do besides settle drunken fights between students. The People's Constables generally avoid this area, as school authorities have long made it dear that driving away the students will ruin this quarter; private guards are not gentle in shooing the People's Constables away, and apprentice wizards often cast annoying *cantrips* "for practice" on them.

C1: Grey College. Grey College is an excellent institution of learning that offers classes and degrees in many fields, including alchemy, astrology and astronomy, architecture and engineering, healing, geography, economics and finance, the fine arts, accounting and mathematics, and history. The largest buildings on campus lie near the Processional; from north to south, these are Timber Hall (where most classrooms are), College Hall (holding faculty offices, the library, and meeting rooms), and the Hall of the Dean (containing classrooms, lecture halls, laboratories, and storerooms). The Hall of the Dean is the oldest and largest building, built during the reign of Zagig Yragerne, with a dining hall below ground. Smaller buildings are scattered along the northern curve of University Street. An observatory stands outside the eastern city wall. The Grey College chancellor is **Hewler Silverfox** [LG bin F3; hp 13; Inn 16], a distant relative of a noble Greyhawk family.

Grey College has 400-450 students each term. A basic degree can be earned in two to eight years, depending on the courses. Class sizes vary but are generally small, with 20 students at most. Students are almost exclusively upper or middle class, as tuition starts at roughly 50 gp per year and doubles every year thereafter. About three out of ten students are not from Greyhawk; costs increase for these students by another 50%. Economics, finance, and accounting classes are the largest; these students tend to go into mercantile businesses (often family owned) as managers. Many graduates become teachers, but some later become wizards, explorers, and independent sages.

Grey College is sometimes called Greyhawk College or the University of Greyhawk. Some outsiders cannot initially find it, as they think it is named something else, and a few end up applying to other colleges instead by mistake.

DM's Notes: Adventurers have found this school's tutors to be a good source of news on many aspects of the Flanaess as well as ancient history - especially useful when researching old ruins before walking into them. Many teachers and students have a low opinion of dirty adventurers but also secretly admire them. The campus is known for political activism but not necessarily for rational thought; naive students might debate ways to prop up Nyronnd or how to run the city government more effectively, but they might suspect the Greyhawk Thieves' Guild controls the whole Flanaess or that Luz the Evil is not as bad as people say he is. Rumors picked up on this campus can be so wild as to be worse than useless, though entertaining.

C2: Great Library of Greyhawk- The granite facade of the Great Library, with its columns, stairs, and statues, is far grander than the rest of the building, which is not ornate. Many claim this is the largest repository of books and scrolls in the Flanaess, and this is likely true. The Great Library has collected volumes and papers on nearly every topic imaginable, though evaluating this wealth of knowledge for its veracity is a challenge for anyone. The Great Library is open every day from dawn to dusk unless the staff is ill. There is no admission fee. Magical lights are hung throughout the building, remaining lit at all hours. Silence is expected of all users, and armor and weapons are strictly banned. No use of fire is permitted, and the building has no heating system (a drawback in the winter, but no one complains).

The library has six wings, each devoted to a different topic: History, Geography, Artistic Studies, Poetry and Literature, Science and Engineering, and "General," a catch-all title for materials that don't fit other categories. Books and stacks of papers line the walls of each wing, with the center of each room filled with tables and chairs. About 3d6 X 1,000 books are in each wing. New books are being created all the time by a staff of writers employed by the library. There are no editors, so the quality of the writing varies greatly.

Visitors can read any books and copy them, but they cannot take any home. This privilege is reserved for Contributing Members - library patrons who donate at least 100 gp annually; they may take home up to three books at a time for one week. Some nobles are Contributing Members, but more often, a noble's personal secretary or a guild's scribe or researcher is given membership by their sponsor, in order to do the research required of their position. Everyone in the Directing Oligarchy and many wizards in Greyhawk are members; even a few major thieves and priests are as well. Those who are not citizens or residents of Greyhawk can be members, but they must pay 250 gp per year.

The library's chief administrator is also its chief researcher, a reclusive wizard/sage named **Iquander** [LN hm W11; hp 23; Int 18, Cha 15; five *ioun* stones]. Iquander came to Greyhawk from the Duchy of Urnst long ago to research a few questions, but he never left the city afterward. Before Gratus Saghast died, he passed his position to the able Iquander, who has an astounding memory and excellent organizational skills. He is happy to share his knowledge with visitors, and he gives dear directions as to how the library can be used best. Iquander lives in the library basement, where a number of private study rooms are available for a fee to sages and researchers who need a place to study and work.

DM's Notes: The chance of finding a book on any specific topic equals the searcher's Intelligence X 5, with modifiers added by the DM if the subject is very esoteric. The actual information value of nonfiction works varies. Assume that 50% of all "factual" material is accurate in general, with some flaws in the details. Another 30% of information is flawed in general but logically so, making it appear factual. Another 10% appears completely wrong or illogical but does have some elements of truth. Finally, 5% of manuscripts are completely wrong and look that way, and the final 5% are completely true (though they may look preposterous).

The library staff would love to acquire any old books or papers (even copies) that adventurers bring in. The sale value of such books is judged by Iquander and several senior Contributing Members, who generally offer a fair value. Works from the grand early days of the Great Kingdom, Nyrond, Furyondy, and Keoland are much sought, but documents from the ancient Suel Imperium or Baklunish Empire are treasures without parallel. Anything written by Zagig Yragerne is considered valuable.

The library has a continuous problem with book thieves, usually adventurers seeking treasure knowledge and thinking nothing of ripping out pages or stealing scrolls with information they need. Some patrons are compulsive book thieves, stealing books simply for the pleasure of it. Paper-eating creatures such as bookworms are feared by all. However, copies of all books are kept in a basement storage room, and the public stacks are thus not difficult to replace. And they are not the most valuable works here.

The most valuable materials are kept in the three underground Library Vaults, which have stone walls with iron doors. These are reached by a concealed door at the rear of the building, which leads to a flight of stairs down to a narrow hall. Here labor several scribes who are allowed to research any topic they choose, as they are doubling as guards. The "scribes" are usually retired adventurers of good repute. If anyone comes down the hall without authorization (only certain Contributing Members are allowed in these vaults) or starts a fight, the guards pull cords at their desks to release carrier pigeons in a loft above the library. Some pigeons go to the University of Magical Arts, others go to the Wizards' Guildhall. In 1d8 rounds, 1d2 wizards (levels 7+1d6) *teleport* in to check on any trouble. Other wizards will arrive on foot shortly thereafter.

The Adventure Begins

The first vault contains copies of magical writings, spell scrolls, spell books, and so forth. Writings and books by the infamous Zagig Yragerne (even his note scraps) are kept here. The second room contains valuable artwork worth untold amounts of money, and the third contains the official records for the entire city. Detailed records are kept for three decades, but some general works are hundreds of years old. Copies of treaties, agreements, and partnerships that the Directing Oligarchy and Lord Mayor have signed with other states or cities are kept here, along with tax records, secret military information on strengths and expenditures, and even the admissions rosters for each city gate for the last five years. Also kept here are books deemed libelous or politically dangerous, including ghastly works written by evil persons or cults.

C3: Old Mill. The stone foundation of the Old Mill is about five centuries old, dating back to Greyhawk's earliest days. The mill has been damaged and rebuilt several times, but it has operated almost continuously apart from these interruptions. This is the more important of two mills in the city and runs around the clock, operated by six millers at a time in eight-hour shifts. The Old Mill gave the Millstream its name.

The mill is owned by an elderly descendant of the original owner, **Lord Wheatsmill** [N hm zero-level; hp 3], who lives in the High Quarter on a small estate. He has little contact with the mill, instead leaving its operations to an underling, **Brenja Longbaker** [LG 1/2f 0-level; hp 2]. Brenja, an immigrant from Elmshire, has run the mill for almost 20 years.

DM's Notes: The Guild of Bakers and Cooks is trying to work out problems associated with a vast increase in business brought about by the rapid rise in Greyhawk's population during and after the Greyhawk Wars. The Old Mill might have a new wing added on in the near future, or the New Mill College (C8) might similarly be enlarged. Someone has recently tried to sabotage operations here, too, by introducing pests into the grain supplies. Millers, bakers, and cooks are anxious about the future. If bread production falls, food riots are feared in the city. Lord Wheatsmill has not been very helpful, and he is very unpopular.

C4: Black Dragon Inn. The largest inn in Clerkgburg is the Black Dragon, a three-story building offering 60 rooms for rent. The inn employs students as bouncers, maids, bartenders, and housekeepers; bouncers must be warrior-trained. The proprietor is the huge, bearlike **Miklos Dare** [LG hm F4; hp 26; Str 16, Cha 15]. Miklos, a retired adventurer, knows many rumors about the city and its long-time inhabitants, a few of which he will share with anyone who gives him ale and listens to his adventuring stories.

DM's Notes: Miklos knows a few rumors he should not discuss openly. Some concern members of the Directing Oligarchy, revealing the actual links that several Directors have to the Thieves' Guild, and what sort of background plots they have hatched to better their positions. Characters who repeat these particular rumors to the wrong people can get themselves (and Miklos) into hot water.

C5: Jewelers' and Gemcutters' Guildhall. The Guild of Jewelers and Gemcutters has an ornate but fortresslike guildhall containing several vaults holding vast wealth in cut and uncut gems. The guild prides itself on its defenses, which are believed to be extremely good. Magical and mechanical traps and alarms are known to be in use here, tested on a random basis by trustworthy adventurers hired by the guild. The guild also prides itself on the expense of its furnishings, and it is indeed one of the gaudiest and most overdecorated places in the city. The guild makes a huge profit on the gems and jewelry it exports.

The old guildmaster retired several years ago and was replaced by his daughter, **Gerda Hollardel** [CN hf T3; hp 11; Int 17, Cha 16]. Now 34, Gerda is popular despite the fact that she doesn't take advice from anyone; her business sense is good, if conservative. Like her father once was, Gerda is a member of the Directing Oligarchy.

DM's Notes: Gerda is secretly a low-level member of the Thieves' Guild, something her father doesn't know. She has a long personal relationship with another Director, **Dernen Nathane** [N hm T8; hp 30; Dex 15, Int 16, Cha 15; many magical items], who himself is a mid-level member of the Thieves' Guild as well as a member of the Union of Merchants and Traders.

Gerda's father, Bodmi, is a close friend of Nerof Gasgal and Org Nenshen. The Thieves' Guild had an understanding with this guild that it not break in and steal its goods, in return for which Bodmi provided details on some guildmembers' shops,

which were then robbed. This worked well until a jeweler and his family were murdered during a robbery in the Artisans' Quarter in 589 CY, and the City Watch found a map of the shop on the thief it arrested later. Anguished, Bodmi retired abruptly, though he was not implicated in the robbery, and his daughter was quickly elected.

This did not end the intrigue between the two guilds. The old system continues of supplying information on guildmembers' shops to the thieves. Additionally, Gerda and Dernen have quietly begun to redirect some shipments of cut gems to agents of the Thieves' Guild, giving the appearance that the gems were lost to highway bandits or other problems. If this came to light, it would cause enormous conflict in the Guild of Jewelers and Gemcutters, destroy its reputation, and bring the City Watch in with both feet.

C6: University of Magical Arts. This startling building, a three-sided pyramid surrounded by a three-sided courtyard wall 6 feet high, is 100 feet along each side and about 90 feet high. No door or window mars its exterior; the surrounding wall is similarly featureless and has no gate. Apprentices (at zero-level) are brought through the wall by magical means (employed by their tutors) once they identify themselves verbally while facing the wall. Once an apprenticeship begins, the student might not reappear for a year or two, by which time he or she has become a 1st-level wizard.

The university building has a huge underground auditorium and nine floors, each larger than the floor above it and containing classrooms, sleeping quarters, and a dining area for the students there. No kitchens are needed; priests of Boccob who live here create food for all. The first floor houses about 100 hopeful apprentices; the second about 60 1st-level students, the third has 40 at 2nd level, the fourth has 20 at 3rd level, the fifth has 12 at 4th level, the sixth is home to 6 at 5th level, and only one or two students of varying levels are housed per floor above this.

Tutors are about three levels of ability above their charges; tutors are never less than 7th level. An apprentice who reaches the 1st level of ability is allowed (actually encouraged) to leave the campus and go adventuring to broaden skills and knowledge. All wizards of 1st level and above have returned here for further training to achieve their next levels of ability. Students range from teenaged humans (quite common as apprentices) to a few ancient gnomes, with some elves of unknown age. Race, gender, and age are meaningless except to some ignorant apprentices; only the ability to command magic ranks the students.

Details on the pyramid's interior often vary, depending on who describes it. Some students claim the pyramid has many more floors than expected, which could result from some floors and rooms being connected to extradimensional spaces or being linked by *teleporters* in curious ways. Heavy lifting and some maintenance work in the university is accomplished by Porters from the Wizards' Guildhall (H13).

Kieren Jalucian (described at H13) is Principal of the university, and he has rooms on the top floor - or what seems to be the top floor. The Senior Tutor at the university is the extremely aged **Tobin Potriades** [LG hm W16; hp 34; Int 18, Wis 16, Cha 17; many magical items], who is both deaf and blind but can see and hear clearly using magical devices and spells. He had a tabby cat (actually a changecat, a shape-altering feline) that died recently, leaving him in a deep depression. The other tutors and Kieren Jalucian want the old mage to retire, and he might soon do that.

Admission to the university requires the recommendation of another wizard, approval by a board of tutors, and an initial admission fee of 100 gp. This amount is often paid by an older wizard, who gains the apprentice's services as an aide during the first years of training. Training fees for older students are set as per the usual rules for gaining levels. Students are nearly all humans from Greyhawk and surrounding states and cities, with a few gnomes

(learning to be illusionists) and a few elves and half-elves. Few students are evil, but these learn to behave themselves here; most students have a neutral alignment component and worship Boccob.

DM's Notes: Little money is kept in the University of Magical Arts, but a considerable amount of magical writings, such as spellbooks and scrolls, are found within. Some minor potions are around for training, and a few powerful items are usually stored in a secret vault (with extradimensional connections) accessed from the top floor. The place is jammed with magical defenses too complex to describe here; it is not impregnable, but it is very dangerous to someone with bad intentions and few clues as to what might happen. The DM could improvise as desired if such defenses were tested to prevent theft or damage to the pyramid. The Thieves' Guild does not dare bother with this place, preferring to stay in good graces with the wizards and purchase their services for various projects.

C7: City Mint. The official coin-stamping and casting center in Greyhawk is also the guildhall for the Mintworkers' Guild, a heavily fortified and guarded pair of buildings connected by an external corridor, giving the structure an H shape. A bridge was built recently over the Millstream to allow access to the southern half of University Street, and this has become the only entrance to this windowless hall. One elite and two standard City Watch patrols are stationed here, with a great degree of magical and mundane protection behind them. Reinforcements from the City Watch and the Guildhall of Wizardry can arrive at a moment's notice.

Platinum, gold, silver, and electrum coins are manufactured here. Copper commons are falling out of fashion except in Old City (where the poor hoard them), thanks to inflation brought on by recent treasure-hunters bringing in huge amounts of coinage, new and old. Older types of low-value coins, such as iron drabs and bronze zees, are no longer made or accepted in trade; only children will pick them up if found on the ground. Coins minted here are transferred under heavy guard to the city's moneylenders and other repositories before being put into circulation.

Dwarves were once excluded from entering the Guild of Mintworkers for fear that their lust for precious metals would overcome them. However, the guild voted in 588 CY to allow dwarves in, following the retirement of three guildmembers who opposed the admission. Several dwarves now work for the guild, and no problems have developed. The guildmaster of the mintworkers is **Wilyard Greathand** [LN hm F3; hp 16; many protective magical items], who is best described as aggressively paranoid. He rarely leaves the City Mint for any reason.

DM's Notes: The exact amount of platinum, gold, electrum, and silver bars and coins kept in the City Mint is a secret, but the supply is huge. Platinum, in particular, is present in large amounts, as well as valuable metals used in iron alloys when making magical weapons and armor (mithral and adamantite). The Thieves' Guild manages to skim off a few shipments of coins once they leave the City Mint, but no assault on the mint itself is seriously contemplated, as Org Nenshen (the guildmaster), Lord Mayor Nerof Gasgal, and the rest of the Directing Oligarchy flatly oppose it. The idea is freely debated for fun, of course.

C8: New Mill College. The "New Mill" is one of two functioning mills within the city walls (the other is at C3). This three-story building serves many functions, being at once a regular grain mill, the headquarters of the Guild of Bakers and Cooks, the campus of New Mill College (where the chefs art is taught to students), and the site of a great cooking competition at the end of Brewfest. A small slaughterhouse and ale-brewing facility are in the large cellar. A nearby building, called the Chateau, serves as the main "hands-on" center for students of New Mill College. This is also an elegant restaurant open only for dinner and staffed by advanced student chefs; its prices are reasonable and the food is usually superb. Students here can learn any food-making proficiency during the two-year basic course. Advanced students gain enormous pay as master chefs. About a

quarter of the 40-50 students here are halflings, many from Elmshire.

DM's Notes: The stress surrounding Old Mill (C3) infects New Mill College as well, as the two facilities share many common interests. An outbreak of food poisoning recently sickened some students, though no one died. This was not a result of evil intent, but the possibility is on everyone's mind (with wild rumors of involvement by the Scarlet Brotherhood). Magical devices that detect and remove poisons and pests are being sought by the school, which is secretly contacting adventurers to hunt for such items.

C9: Bardschool A century ago, several music tutors from Grey College broke with their school and established the Bardschool in a building adjacent to the main campus. The Bardschool now handles about three dozen students at any time, most going on to become nonadventuring musicians. Some become true bards, however, spreading this school's fame far and wide, and others become famous teachers who gain great pay in neighboring states. Students usually remain at this school for a half-dozen years, though adventuring students return for further training on an irregular basis. The faculty, staff, and students of Bardschool have a friendly rivalry with Grey College and compete against that facility in sports and other events. Practical jokes played on Grey College, however, have become a tradition of the former and something of an irritant to the latter.

The High Tutor and Headmaster of the Bardschool is 60-year-old **Lactile Furlo** [N hm B12; hp 31; Int 15, Cha 15; many potions and music-based magical items], who encourages the light-hearted antics. A grand document called the "History of the Bards" is kept here, detailing life in the city with a poetic and artistic view; the work is quite large and has many famous graduates as its contributors. Outsiders may read the document for a small fee; it does have some useful historical information not found elsewhere, which might be of use to adventurers.

DM's Notes: Adventurers learned long ago that ancient legends and songs

The Adventure Begins

sometimes had important clues to treasures buried in their lyrics. Bards certainly know this; even the most fantastic descriptions in old tales might hold a glimmer of truth. The songs and lore of the Great Kingdom, from its earliest days to its final collapse, are often "mined" for secret references to lost artifacts, wizards' towers, old dungeons, and so forth. For a fee, outsiders can read through the vast collection of material stored here, or pay for performances of certain old songs. Bards, of course, can also help identify notable armor, weapons, and devices found in old hoards, and some have a tremendous knowledge of the heraldry of the Flanaess.

C10: Bridge of Entwined Hearts. This bridge is rumored to be a highly romantic setting, perhaps because the Bardschool is immediately next to it. Students at Grey College are the main users of the bridge, and a few seem to be on or around the bridge every warm night, enjoying themselves as best they can. Many marriage proposals are made here every year; someone who suggests a "walk in Clerkburg" to a partner is usually dropping a hint that a proposal is in the works. Some believe the bridge is magical, though no evidence of this exists.

DM's Notes: The Bardschool deliberately contributes to the suggestion that the Bridge of Entwined Hearts has a magical effect on romance. The bridge was called College Span a century ago, until the Bardschool's staff began holding outdoor music practice that could be heard from the bridge. Music students now secretly have competitions to see who can play the most romantic (yet subtle) music, basing their evaluations on the effects their music has on people visiting the bridge. Bardschool students even have a rating system, with points awarded for hand-holding, kissing, embracing, and so on that take place on the bridge while a student plays music. Magical influences are not allowed, and a half-hour playing time per student is the standard.



The University of Magical Arts

C11 Savant Tavern. Once the home of a Grey College chancellor, this structure became a tavern with a peculiar twist. The interior is a maze of dark, narrow corridors and small rooms with one table and a few chairs each. Bookshelves are everywhere, with worn volumes, papers, and writing implements all about. Fireplaces, lanterns, and candles light the place and provide warmth. The Savant is frequented by tutors, sages, scholars, students, wizards, and other educated persons from around Clerkburg. Formerly an exclusively male (and human) domain, it now has a more mixed crowd. This is the place to go for intelligent (if sometimes naive) debate and several good varieties of ale. The menu is limited, but low in price.

DM's Notes: One regular patron of the Savant is a Baklunish gentleman wearing scholar's robes. He drinks a great deal here and rarely talks with anyone except about trivial things. He is **Arkalan Sammal of Ket** [LN hm zero-level; hp 2; Int 19, Wis 18], the younger brother of Rary the Archmage, now called Rary the Traitor. Since his brother betrayed the Circle of Eight and the City of Greyhawk and fled into the Bright Desert, Arkalan has fallen into despair. He publicly disowned his brother in 584 CY, but was still suspected of being in league with Rary by less informed and less forgiving persons in the city.

The Directing Oligarchy believes Arkalan is trustworthy and has hired his services a number of times, but he lost his teaching position at Grey College and now works on commission for adventurers (a task he feels is as degrading as cleaning sewers or slavery). Arkalan is an alcoholic and is deteriorating physically, though his mind is still sharp. He knows he can do nothing about his fate and that his brother is beyond redemption, and he knows Rary could turn against him in a vicious way. Still, he hopes to find someone who can restore his brother to his former self, as the two had been very close before Rary's treachery.

C12: Free City Arena. About 200 years ago, Lord Mayor Zagig Yragerne and the newly founded Grey College joined forces to build a great arena in which student assemblies, sporting events, public entertainment, and so forth could be held. Zagig apparently got little out of the deal for all the wealth he poured into it, but Grey College found the Free City Arena a great boon to school morale and moneymaking. The arena can seat about 18,000 people, most such gatherings being for inter-school sports and competitions. Grey College, the Bardschool, the School of Clerkship, the University of the Flanaess, and low-ranking wizards from the University of Magical Arts are joined by independent fraternities, sororities, and other student groups representing the minor schools in these games.

City celebrations are also held here on certain holidays, magic displays by illusionists are popular, and the occasional traveling circus arrives in the summer, filling Clerkgburg with nightly revelers though nearly all schools are out at that time. Mock battles by the City Watch and Greyhawk Militia are also conducted here. Performers and shows from nearby towns and cities often appear.

The oval field (shaped that way to accommodate certain "long-field sports" played by two teams) is usually hard-packed sand, but rolls of grassy turf can be laid over it or the arena can be filled with water (by magic) for competitions involving small boats or rafts. Four major gates lead from the arena seating onto University Street, with eight minor gates easing the overflow. The arena itself has only two doors, on the east and west ends, through which the opposing teams enter; these doors are 20 feet wide and 16 feet high. The arena walls are 15 feet high, 20 feet on the east and west ends. The floor of the stadium is level with the ground outside. Below the stadium is a huge network of tunnels and storerooms in which equipment is stored and wild animals are caged. The Grand Box of the Lord Mayor over the western entrance can seat 100, and it is used by dignitaries, nobles, and other officials.

DM's Notes: The urge for one team to cheat and win a victory over its opponents is very great in the inter-school competitions. Magic potions have been used, spells have been cast, bribes have been paid, and so on, all to gain the advantage for one side or the other. Betting on sports is legal in Greyhawk, but the practice has bankrupted many careless students and led some to take harsh punishment when they could not pay their debts. Some characters might have graduated from schools that need funding for their sports teams, too. These conditions can spark many adventures for characters asked to help students in trouble.

C13: Clerkgburg City Watch Station. Of all the City Watch stations, duty in Clerkgburg is considered lightest. Except for drunken students and sports-related dashes, there isn't much for those in the Watch station to do except worry about the City Mint (which doesn't require much worry, given its massive defenses). The Artisans' Quarter nearby is also quiet. Some food poisonings have cropped up in the mills, but those could be accidental. The Watch here isn't worried about much except gambling on sports events.

DM's Notes: The Watch is unaware that one of the smaller "intellectual" fraternities in this quarter has begun investigating the worship of Vecna, and one student, **Rino Hormozi**, has become a 1st-level priest of Vecna, able to cast spells [NE hm C1; hp 3; Wis 17]. This fraternity, unfortunately, is immediately across the street from the Watch station, and the sacrifice of a Watchman or two is being contemplated.

C14: Roc and Oliphant Tavern A boisterous and noisy tavern favored by athletes and partygoers, the Roc and Oliphant has cheap food and ale, in plenty. It is mobbed after arena games, with loud music sung and played by student musicians. The tavern consists of one large dining hall with a central fireplace and smaller rooms around. The kitchen is in the rear. The tavern smells like smoke, spilled ale, sweat, and vomit, with other odors that the wise will not investigate for long. Almost no tutors come here. The City Watch is forced to come here every other night to settle a fight or order the students to keep the screaming and shouting down.

Perhaps the biggest draw here is the bartender, an elderly half-orc named

Ral. Ral is as ugly as they come, but he seems friendly and certainly knows how to mix drinks. He wears a holy symbol of Ralishaz around his neck "for good luck" (a worn string with three small bones on it). He wears a colorful old rug as a poncho on cold nights. Ral loves the roguish air of the tavern and lives in an attic room with the permission of the tavern owner, 64-year-old **Waldorf the Archmage** [CN hm W1; hp 1]. Waldorf is notorious for his tall tales, most of which allegedly concern his past life as a deity. (He says he was eventually thrown down and made mortal by other jealous gods after a great battle in space.) He is a master storyteller for a failed wizard, and his grandiose but straightforward lies are the envy of all.

DM's Notes: Aside from getting into drunken brawls here at outrageous hours of the night, adventurers won't find much to do. Still, this is a fun place to visit for youthful sorts who love this kind of atmosphere.

Waldorf is harmless. Ral is not. "Ral" is actually a full orc born in the Pomarj, now very old at 47 years; his true name is **Quij** [CN orc-m HD 4; hp 32; Str 15, Con 15, Int 5; *bracers of defense AC 2, ring of shooting stars, ring of spell tuning, short sword +2*]. Quij was once a henchman of the notorious Lord Robilar, who joined forces in 584 CY with the Archmage Rary to betray the City of Greyhawk and the Circle of Eight. Quij took part in the sacking of the castle of the slain Archmage Tenser, but the orc became separated from his comrades after the raid. He escaped capture but eventually collapsed, sick and exhausted, before a roadside shrine to Ralishaz, the deity of chance and ill fortune. Quij gasped out a plea for rescue and the shrine unexpectedly spoke to him. He must do two things to survive, the statue told him: He must always wear a holy symbol of Ralishaz around his neck, and he must live in the city where he is in the greatest danger.

Despite his ignorance, Quij correctly guessed he would have to live in Greyhawk - which currently offers a substantial reward for him, alive or dead. Greyhawk is also frequently visited by the Circle of Eight, the revived Tenser, and many other old enemies who would love to get hold of him,

The Adventure Begins

but no one looks for him here. Quij has never taken off the necklace he was instructed to make, and he has never left Greyhawk since he arrived. He is generally happy with his life now, and no *divination* spell will detect him so long as he wears the necklace. (Some disguise makeup also helps.) He wears a ruined *flying carpet* that once belonged to Robilar, telling students it is a family heirloom. He fears that someday Robilar will find him and think him a traitor, and also fears agents of Iuz might do the same - Quij was with Robilar when Iuz was freed and nearly slain in 570 CY at Castle Greyhawk, and Iuz might like to torture the orc a bit before eating him alive.

C15: University of the Flanaess.

A cluster of four buildings on the east side of Clerkgurg forms the campus of the University of the Flanaess, with the third largest student body after Grey College (C1) and the School of Clerkship (C17). This school offers four-year programs in architecture, economics, engineering, geography, anatomy and healing, history, and the fine arts. This school is not regarded as well as Grey College, as the school is less well funded and cannot offer as thorough an education; tuition is half that of Grey College. However, the student body is lively and loyal, and it does well against Grey College in team sports. Graduates rarely leave Greyhawk, and nearly all students hail from the Domain of Greyhawk itself.

The school was able recently to hire two dwarves from Greysmere as part-time engineering tutors, and the classes have been well received. The chancellor is a harassed-looking woman who is near the end of her rope in keeping the school afloat; she is **Soria Selincross** [NG hf W4; hp 9; Int 16, Cha 16].

DM's Notes: The University of the Flanaess is desperate for donations, and it sends representatives to former alumni who might contribute. Adventuring characters who are alumni can count on many regular visits from the university, which hopes to improve its teaching staff and library. A devoted patron will be lionized by the administration.

C16: Nightwatchmen's Guildstation. The Nightwatchmen here grumble among themselves that what the wilder students need is a good beating, which probably wouldn't hurt the other students, either. These Nightwatchmen are devoted followers of St. Cuthbert and are direct in trying to "straighten out" the students. While the City Watch here bets on sports games, the Nightwatchmen preach to those they see in this area at night, and give any obnoxious student drunks a good drubbing. The large guildstation has a small, student-run chapel to St. Cuthbert inside. The Nightwatchmen rarely see crime here, but plenty of (in their opinion) immorality.

DM's Notes: A power struggle of sorts is going on between the University of the Flanaess and the followers of St. Cuthbert in this area, especially in the Nightwatchmen. The university's desperate financial straits have the religious order wondering if it should step in and fund the school - for a price. The order would be able to dictate academic offerings in return, essentially turning the institution into a religious school. (The fine arts would be right out, of course, and religious history would be taught instead of Flanaess history. However, other practical classes would be retained and even expanded, with a military training course added.) The chancellor, Selincross, knows if more funding isn't found, the school won't be able to pay its taxes, and that will be the end of it. The offer from the Cuthbertines would restrict academic freedom, but it would pour huge amounts of money into the school, and the order isn't a bad choice (rigid, intolerant, and prone to violence, but not bad). Selincross is herself a follower of Rao and has been very lonely since her husband, a merchant, ran off with his young scribe five years ago.

C17: School of Clerkship. This sprawling campus is second in physical size, student population, and age only to Grey College, and it has little of the finery and airiness of its elder sibling. However, the School of Clerkship is a powerhouse that turns out highly trained students with degrees in economics and finance, business law, foreign languages, trade, diplomacy, and management. More merchants in Greyhawk hail from this place than Grey College, which is seen as the "rich heir's school" Moneychangers, moneylenders, bankers, bookkeepers, accountants, and loan managers across the Domain of Greyhawk got their starts here. Scribes receive special training, as illiteracy in Greyhawk is still fairly widespread even among nobles; dictation and penmanship are emphasized. Courses in observation, cartography, illustration, and drafting have proven very popular.

A full course here in most subjects runs two years, with a year's tuition costing two-thirds what it would at Grey College (C1). The school does not do well in athletics against Grey College (or even small schools), but the alumni are devoted fund-raisers, and the college lacks for nothing. The Union of Merchants and Traders, the Guild of Lawyers, Scribes, and Accountants, and the Union of Moneychangers and Pawnbrokers are major allies of this institution.

DM's Notes: It is not well known, but a few graduates of this school later become spies and assassins. Jaryn Lejenaus of the Guild of Assassins is one example. The reason for this lies in the exceptional training given in observation, note-taking, and sketching, which goes a long way in making high-quality spies. Several secret student groups operate on this campus, all devoted to acquiring power and influence throughout the Flanaess in the name of various deities or causes. All such groups are lawful in the extreme and cause little trouble, though they do not take kindly to anyone prying into their secrets.

C18: Gnarleyhouse. The stone foundation of this large, three-story house dates back centuries, but the building has been rebuilt several times after nasty fires. Gnarleyhouse was named for an oak that stood before it (now a stump); it was once a well-known inn, then a brothel, and is now a fraternity house. The "Gnarleys" make up the largest independent fraternity in the city, about 35 young men with a tradition of disrespect for authority and cleanliness, alcohol abuse, and combativeness. Its members usually go on to join the Greyhawk Militia or become minor tradesmen. Their most famous member is **Horst Manual** [N hm F5; hp 41; Str 17], a young tough who fought in the Greyhawk Wars in Furyondy.

and is now a war hero. Horst is also Clerkgburg's elected member on the Public Council of Greyhawk (refer to that section under "The Government of Greyhawk").

DM's Notes: The Gnarleys present a low-level threat to anyone within a block of their house. They dislike nonhumans, abuse other students, and steal whatever they can. The current "lord of the Gnarleys" is **Xarden the Ox** [NE hm F1; hp 6; Str 17, Wis 5], a huge fellow taking classes in music when he is sober.

C19: "Students' Quarter." The triangular group of streets and buildings between Eastwall Street and College Road is often called the Students' Quarter, for the large number of boarding houses here. Several hundred students live in this miniature village, which has its own food vendors, laundry services, and so forth. The students are generally hostile toward the Nightwatchmen on the low hill above them (C16), feeling the guards are an intrusive presence at night. This area is fairly safe by any standards, except for trouble with the Gnarleys (C18).

DM's Notes: A student here discovered an entrance into the sewers of the city a few years ago in the cellar of his building. Occasionally, groups of lightly armed students will venture into the sewers in imitation of actual adventurers in dungeons. Once in a while they discover something unpleasant, and no one later knows where the students went, as other students keep the secret of the tunnels so well.

Foreign Quarter

When the New City walls were built, before 450 CY, a separate section of the city was set aside for residents who were not actual citizens of Greyhawk by choice or birth. A paranoia existed in the city, fed by several sources, about the walls being drilled through or destroyed by foreign saboteurs, enemy spellcasters, and monsters in human form. (Such had happened in the Great Kingdom.) All dwellings were moved several feet away from the walls, and foreigners were obliged to rent their homes in the newly designated Foreign Quarter. Foreigners were banned from purchasing real estate, but (oddly) they were allowed to rent rooms at inns anywhere in the city - even near walls and for long periods of time - thanks to pressure from city innkeepers who wanted more business. Also, foreign nobles and guests of the city were allowed to bypass all of these restrictions, leading to situations in which a few foreign diplomats and nobles own their own estates in the High Quarter.

The Foreign Quarter is considered the most cosmopolitan part of the city, and its variety and color make it highly attractive even to city residents; some well-to-do local merchant families live here. The mix of accents, dialects, and languages, with the wide assortment of clothing, shops, building decorations, and customs imported with the residents here, give the quarter an exotic character. Most Foreign Quarter residents come from only a few outside locations (Furyondy, Verbobonc, Dyvers, Duchy of Urnst, County of Urnst, Nyron, and major towns in the Domain of Greyhawk), with the rest hailing from across the Flanaess. Nearly all residents came here for trade or business reasons, and some also serve as unofficial representatives of their home states.

Most crime here consists of petty theft (pickpocketing), burglary, and confidence scams, with a certain amount of blackmail and extortion in addition. The City Watch has a few patrols here and will arrive 3d6 rounds after being summoned. The Nightwatchmen conduct regular patrols here after dark. People's Constables are a bother, as they habitually prey on "wicked, ignorant" foreigners. Private bodyguards and sentries are a common sight here.

F1: Mercenaries' Guildhall. This sturdy, blocklike, two-story building is home to the Guild of Mercenaries, which is open to any dues-paying persons of any nationality, race, sex, or religion who consider themselves

warriors-for-hire. This loose phrase encompasses former soldiers, thugs, hunters, and adventurers of any alignment. Anyone with unusual skills (healing, magic use, scouting ability, horsemanship, and so on) is considered a "specialist"; the rest are "feet" (for "foot soldier"). Dues are 10 gp per year; a combat test is administered, and applicants must demonstrate the equivalent of 1st-level fighter skills.

The guild offers several particular advantages that draw many freeswords to it. First: free drinks to members. Second: a free bunk and trunk for up to a week for new arrivals. Third: great opportunities for employment, as the guildhall is the first place many prospective patrons go when looking to hire guards, armed messengers, security specialists, private officers, bodyguards, and more. Good short-term employment can be had with caravan owners, and longer employment is often available with minor nobles, merchants, and landowners needing more sentries for their estates and homes. Adventuring groups often look for added muscle here if planning long expeditions. Finally, the guild has many allies among the city's smiths, and weapons and armor can be repaired for members at a discount (5-20%). Unofficially, the guildhall is one of the major rumor mills of Greyhawk, which can be valuable.

Armor and peace-bonded weapons may be won here, but fighting is strictly banned and punished severely by the guild and the City Watch, if the latter is summoned. Some members refrain from entering here if they have enemies in residence at the time. Betrayal of a patron or breaking a contract without just cause is punished by expulsion from the guild, possibly combined with a beating, loss of all wealth, and a death threat if the guilty party ever appears in Greyhawk again. A patron who unreasonably harms his hirelings can be sued for huge amounts in Greyhawk's courts by the guild, which has an excellent legal staff.

The priests of a number of warrior-based religions are members of this guild. In particular are clerics of Heironeous, Kelanen, Kord, Llerg, Mayaheine, Phaulkon, St. Cuthbert, and Trithereon, with outlawed and secret cults of Erythnul and Hextor. Religion is not discussed openly. One of the few uniformly shared opinions here is a hatred for Iuz and Turrosh Mak's Orcish

The Adventure Begins

Empire; many mercenaries have found good employment around Safeton, manning security and warning posts near the buffer zone. Orc and other humanoid skulls decorate the walls of the guild, including the mummified head of "King Garzon," an ogre lord of the Abbor-Alz slain with his bodyguard by mercenaries two decades ago.

DM's Notes: Some guildmembers are hired for unusual and secretive missions by nameless patrons, almost always for large sums of money meant to keep their mouths shut. One such hidden patron is **Turin Deathstalker** [LE hm F18; hp 88, Str 15, Cha 16; many magical items], formerly the Guildmaster of Assassins in Greyhawk. He left his adopted city to fight Iuz's invasion of his homeland, but was forced to retreat to Admundfort Island and then back to Greyhawk. He was then made Commander of the Greyfawk Militia garrison at Safeton, where he remains today. Turin looks for the most aggressive, dangerous fighters, hiring them to make raids into the orc-held Wild Coast south of Safeton. Casualties among the raiders are high, but many enjoy these violent fights and return for several missions.

A frequent visitor to the guildhall is a 35-year-old merchant from Furyondy who rents a home just west of the guildhall: **Lemajen Sterrich** [NG hm R12; hp 77; Str 17, Dex 16; *chain mail +3, long sword +4 defender, ring of free action*]. Lemajen Sterrich is generally suspected of being more than he appears, and indeed he is. He is a Knight of the Hart (Furyondy branch), and he constantly looks for able fighters and others who might wish to join his order. He is also a superb merchant with several close friends on the Directing Oligarchy (Carmen Halmaster and Deman Nathane), and is an associate member of the Union of Merchants and Traders. Lemajen is also eager for news of any doings by servants of Iuz, whom he hates. He does not trust anyone of Baklunish descent as a result of Ket's actions during the Greyhawk Wars.

F2: Silver Dragon Inn. The Silver Dragon is the grand old inn of the Foreign Quarter, with moderate prices and huge servings of food and drink. Mercenaries from the neighboring guildhall (F1) pack the

place, but they cannot wear armor or bear weapons here. The cellar is a huge kitchen, the first floor a dining hall, the second floor a drinking hall, and the third floor holds many small bedrooms; every level is always crowded.

The proprietor is **Olaf Al-Azul** [N hm F11; hp 84; Str 17, Cha 15], a former mercenary himself and the son of a Frost Barbarian mother and a Tusmit silk merchant. Olaf can speak almost any Flanaess language. Olaf has seen some of his business drain away to the revamped Blue Dragon Inn (F4), but he isn't too unhappy about it as there is plenty of business for everyone. He recently hired a bard to sing three times a week in the evenings, and she has proven very popular. **Nirifel Meldarin** [N 1/2ef B12; hp 41; Dex 17, Cha 16; *ring of protection +1, short sword of quickness, elven cloak, ring of chameleon power*] is 46 years old but looks much younger. She hails from the Gnarley Forest, from a sylvan elf clan called Meldarin, and is taking a break from wandering the Flanaess at the present time.

DM's Notes: Nirifel Meldarin has many contacts in the Gnarley Forest and is a storehouse of old songs, legends, and lore. Her specialty is in folklore and folk songs surrounding the Nyr Dyv. She recently found a folio of old chants from the earliest days of the Duchy of Urnst, some of them telling of lost treasures and ancient curses. One song concerns the infamous Maure Castle on the duchy's border with the Cairn Hills; it gives some clues to undiscovered hoards in the area, but these are guarded by dangerous undead.

F3: Sages' Guildhall. This unpretentious two-story hall is home to the Union of Sages and Academics (also known as the Sages' Guild). It has remained a highly conservative, all-male, all-human organization, to the disgust of many in the city. The union comprises most of the male tutors of Grey College, with female and demihuman tutors operating independently. The union has no monopoly on teaching, and teachers at the University of the Flanaess and the School of Clerkship do not belong to it (and generally despise it). As unions go, this one is very loose in structure, with a new union leader elected every two years.

The union has an inflated opinion of its worth, though it is acknowledged to be a superb source of information on everything from ancient history to foreign languages, from astrology to monstrous zoology - if one can put up with the egotistical and snobbish attitudes of the sages. The library here is messy and eclectic but useful.

DM's Notes: An unofficial narrative history of Greyhawk is maintained here, with regular monthly additions made by those union members with historical training. This "history" contains much unsubstantiated gossip that many city officials would find slanderous if the existence of this document were made public. Characters might be able to browse this entertaining work for information if they offer the sages enough money.

F4: Blue Dragon Inn. The Blue Dragon started as an exact copy of the Silver Dragon Inn (F2) in every respect but one: quality. The owner, Felipe Namarhz, was incompetent and his inn had few customers, but Felipe (a former mercenary) was backed by a Foreign Quarter loan shark named Duke Garand. When the "Duke" was found to be running a bookmaking operation at the Pit (F8), he had a sudden and unfortunate accident at the menagerie of Lord Henway of High Quarter (H2). It is whispered that the Thieves' Guild arranged the Duke's tragic visit to the hell hound exhibit, since the thieves enforced a strict monopoly over gambling operations at the Pit. With Duke Garand gone, Felipe's business collapsed and the building went into foreclosure.

A brighter future was in store, however. A Perrenlander mercenary named **Gustin Longpike** [LN 1/2em F3; hp 18; many potions] became a Greyhawk citizen and purchased the inn with his share of a dragon's treasure hoard he and some friends took in the Yatils. The dragon happened to be a blue one, and its carefully preserved head and foreclaws are now displayed in the drinking hall on the second floor. The inn now boasts the best Perrenlander menu in the city and has been redecorated in the style of Gustin's homeland (dark wood with elaborately carved trim, with many military flags and shields of the Flanaess hung from the walls).

The Blue Dragon is now closing in on the Silver Dragon for sheer popularity in this quarter. Gustin has converted part of the first floor into a meeting hall for the Guild of Osders and Brewers; he was elected guildmaster in 590 CY for the next four years. The house ale is called Witch Queen's Cauldron and is very powerful.

DM's Notes: Gustin Longpike is a loud advocate of democracy, a radical concept to most Greyhawkers except within limited areas such as guild elections and the recently formed advisory committee called the Public Council of Greyhawk. Gustin is happy to aggressively debate politics with anyone. Gustin is also one of the few people who can say he knows the archmage Mordenkainen personally, as he worked for the wizard a few times on missions in the Yatils. He cannot say he's a close friend of Mordenkainen, but he thinks well of the wizard and passes along interesting information to the Circle of Eight. A character who must talk to Mordenkainen would do well to see Gustin first.

F5: Ahlissan Merchants' Headquarters This huge, four-story block of offices is rented by the Royal Guild of Merchants of Aerdy, the only official guild of traders in the United Kingdom of Ahlissa. The Royal Guild has held a monopoly over nearly all trade in the Great Kingdom lands since the Turmoil Between Crowns over 150 years ago, when House Darmen cast its lot with House Naelax (Ivid I). House Darmen was then given the authority to license and regulate all trade and crafts guilds in the Great Kingdom, and it formed the Royal Guild to oversee its immense operations. The guild is not evil in the main, and it is heavily backed by the Ahlissan priesthood of Zilchus. However, the Royal Guild is wealthy beyond the wildest dreams of the guilds in Greyhawk, and it has huge landholdings in Ahlissa. The current Overking of the United Kingdom, Xavener I, is the leader of House Darmen, and he receives a part of its profits.

When the United Kingdom of Ahlissa was formed, many in the west did not trust it, fearing it would be as bad as the old Great Kingdom. This has not proven true (so far), and Overking Xavener has granted permission for the Royal Guild to seek markets in those lands that allow it. With grave misgivings, the Directing Oligarchy allowed the Royal Guild to rent a large building in the Foreign Quarter for its operations, for an absurdly high rent. The Royal Guild paid the fee for 10 years in advance from its petty cash reserves, to the Oligarchy's astonishment and horror, and took up residence within a month. The building is still in chaos, with Ahlissan merchants arguing with architects and engineers over how their offices should be set up, but it has already begun to serve as the hub of Ahlissan business west of the Nyronnd/Ahlissan border.

DM's Notes: The Western Major Guildmaster here is **Skreyn Oldsaen** of House Darmen [N hm T6; hp 16; Int 18, Cha 17; *cloak of protection* +3], a bald and eccentric man who refuses to eat meat but is a superb diplomat. He ultimately aims to overwhelm local guilds with his own, but he is having great difficulty breaking into the local market. (The internal conflicts of his own guild branch are also getting in the way of business.) Skreyn loves to talk about the good old days when the City of Greyhawk was a part of the Great Kingdom (as the Barony of Selintan, before Nyronnd rebelled in 356 CY), but this unnerves Greyhawkers who do their best to pretend this part of history never happened. If there were ever a flashpoint for international trouble in the City of Greyhawk, the Ahlissan Merchants' Headquarters (as it is unofficially called) is it.

F6: Moneychangers' and Pawnbrokers' Guildhall. One of the most powerful guilds in the city (indeed, in the central Flanaess) is housed here. The Union of Moneychangers and Pawnbrokers operates from this grand edifice, performing their expected functions both here and in small pawnbroking shops across the city. In addition, this union lends money to solid borrowers but collects high rates of interest. Many people in the city hate this guild with a passion, but none deny that it powers the excellent economy of the city and keeps its businesses running. Without it, few would have the initial capital to get new businesses off the ground.

The guildhall has offices on the ground and second floors, with a huge ballroom/ auditorium in the cellar for guild meetings. The vaults are on a level below the ballroom. This guild works most closely with the Union of Merchants and Traders, the Guild of Mintworkers (which supplies coinage), and Greyhawk's noble families. Small shrines to Zilchus are everywhere, though a few shrines are present to other known gods of money and trade, such as Xerbo.

Coinage from foreign countries is changed here for a 10% transaction fee paid to the guild. This fee falls to 5% for coinage from Dyvers or the Duchy of Urnst, but rises as high as 25% for very distant countries like Ratik or the Lordship of the Isles. The vaults here have huge reserves of cash, metal bars, and precious items, with well-trained and well-equipped sentries backed by magical alarms and traps.

The current conversion rate for Greyhawk's coinage is as follows: 500 copper commons = 50 silver nobles = 10 electrum luckies = 5 gold orbs = 1 platinum plate. For convenience in text, the designations are abbreviated as "sp," "gp," and so on. The city once used lowvalue iron and bronze pieces (known as "drabs" and "zees," respectively) as well, but these have fallen out of use.

DM's Notes: This union has an informal treaty with the Thieves' Guild, as some merchants are also active or retired members of the latter. Thieves are to keep their hands off the vaults in return for a monthly "protection" fee. However, many upper-level members of the Thieves' Guild feel they are paid too little, and they actively debate ways to break into one of the vaults and take a few things - just to let the merchants know the thieves can do it if they choose, forcing an increase in monthly payments.

F7: City Workhouse. Those found guilty in the justice system but deemed to be salvageable are sent to the two-story City Workhouse instead of the Grand Citadel's prison (GC5). About 100+4d10 young men and a score of no-nonsense guards live here. Every morning at dawn, the offenders are marched to different locations in the city

The Adventure Begins

where they perform mundane tasks such as garbage collection, street cleaning and repair, cart hauling, and so on. They are marched back at sunset. They get two meals a day, plenty of water, and time off for good behavior. No one is sent a second time to the workhouse after an escape attempt or a second crime; the prison is next, regardless of age. Young women thought to be redeemable are sent to work for the Guild of Clothworkers (see A11).

DM's Notes: Characters who run afoul of the law in minor ways (such as petty theft) are likely to be sent here. Escape is possible, but it will bring an automatic prison sentence and very harsh treatment if the escapee is recaptured. Sentences vary, but few worker-prisoners stay more than a year before their release. Many consider a sentence here almost a joy, as they are fed and worked to keep them strong - a better life than anyone in the Slum Quarter could hope for otherwise.

F8: The Pit Nearly the largest single building in this quarter, this is actually a collection of houses that were built closely together before being fully joined as one unit. The nearby Cartographers' Guildhall was purchased in 585 CY and added to the structure; the mapmakers purchased and moved next door into the former home of Duke Garand, following his unfortunate mishap with some hell hounds (see F4).

The Pit is the center of entertainment in both the Foreign and River Quarters, grounded in an old dueling tradition among early Suloise settlers and reinforced by heroic Oeridian folklore. Gladiatorial fights are overseen by the Pit's manager, a 41-year-old former privateer named **Pietain Morvannis** [LE hm F6; hp 38; Str 16, Dex 15; *chain mail* +2, *trident* +1]. Pietain works for the owner, a shadowy figure named Andrade Mirrius (see G11 and below). Mirrius is rarely around the Pit these days, though he was once present almost daily; he says his struggling trading business takes him away from the "enjoyable work" at the Pit.

Four types of combat are conducted here. First is nonlethal combat fought with blunt weapons, shields, and nets. Second is full, sometimes lethal battle with any sort of weapon. (This is the biggest moneymaker of the four.) Third is human-versus-monster fighting,

usually with large or strong humanoids but sometimes with true monsters like owlbears or trolls. (Monsters are considered conquered when beaten senseless with blunt weapons; trolls are an exception, which are attacked until prone and forced to regenerate, at which point the fight is over.) Fourth is unarmed, nonlethal combat between wrestlers or martial artists, which is gaining new fans among students in Clerkgurg as well as older adults who frown on bloodletting but like the thrill of battle nonetheless.

The Pit has its own mascot: Oswald the manticore, whose tail spikes were removed and wings clipped to prevent escape. Oswald has long been popular with many in the River Quarter, and toys in his likeness are sold at the Pit for youngsters. Oswald is reputed to be a maneater but is forced to subsist on freshly slain cattle instead. He is somewhat intelligent and appears to have grown accustomed to being treated royally by his human captors. The Foreign Quarter, on the other hand, usually prefers the second mascot, Oscar the albino owlbear.

Gambling is a constant element here, with all bookmaking rather obviously controlled by the Thieves' Guild. Apprentice thieves are regularly used as couriers and messengers between bettors and bookmakers. Bouts are whispered to be fixed now and then (especially in nonlethal combats), but no one seems to care much. The Pit makes huge weekly sums of money, especially on Godsdag and Freeday, but now often in the evenings as well. Some people have tried to cut in on the gambling action here, but this has never gone over well with the Thieves' Guild (see the tale of Duke Garand at F4).

DM's Notes: The Pit also serves as the meeting hall for the Guild of Gladiators, Wrestlers, and Professional Combatants, whose members are the only ones licensed to perform gladiatorial entertainment in the city. The guild is led by a huge, retired, 42-year-old champion wrestler, **Rashif Iqbal** of Tusmit [N hm 179; hp 90; Str 18/89, Con 18; two *potions of longevity*]. Rashif is a mediocre guildmaster but is immensely popular and a superb wrestler, even now (going under the name of the "Sun Pasha"). Rashif arranges the fixing of matches, spreads rumors to enhance the guildmembers' careers, and even sets up fake criminal events in Greyhawk that are conveniently foiled by "heroic" guildmembers before the City Watch can arrive. If caught in a deception, the guild lies, stonewalls, and makes counteraccusations. Many students in Clerkgurg love this guild, but it is deeply hated by the Guild of Mercenaries, the Greyhawk Militia, the City Watch, the priesthoods of St. Cuthbert and Mayaheine, visiting knights from every order in the Flanaess, and (interestingly) the priesthoods of both Hextor and Heironeous. (The former says the guild blasphemes the purity of battle and the "natural order" of survival of the fittest, and the latter says it mocks chivalry and righteous combat.)

Spontaneous street fights have broken out between the gladiators and wrestlers and their many detractors; dangerous and unpredictable feuds are boiling up. A cut of members' dues is secretly passed to Pietain Morvannis, who devised the idea for the guild in the first place to make more money.

F9: Cartographers' Guildhall. Once the home of a self-declared noble of the Foreign Quarter, this three-story residence is now owned by the Guild of Cartographers after Duke Garand's unfortunate demise (see F4). Easy-to-read, good quality maps of the City of Greyhawk and the Domain of Greyhawk (as well as street maps of Elmshire, Narwell, Safeton, and Hardby) can be purchased on the first floor for 10 gp each; merely peering at a map in this guild's library costs a silver noble. Many other maps are available, of varying accuracy and price. Nautical charts and route maps for caravans are commonly sold here. The guildmaster is the aged gnome and Master Cartographer, **Jawan Sumbar** [N gm T15/W17 (illusionist); hp 34; Int 17, Dex 16, Cha 15; many scrolls and potions], rumored to be centuries old and familiar with the whole Flanaess and areas beyond. Though it is true he traveled to many such places, he last saw most of them a long time ago, and his memory of people and places is likely to be quite dated. Jawan and the other cartographers are very interested in any old maps that

adventurers bring to them, and they will happily buy many such maps and unfamiliar books on geography.

DM's Notes: Dungeon maps are especially sought. When guild funds are low, they pick out a few dungeon maps from their collections, redraw them to make the maps appear to be authentically old and ragged, pen in a few more treasure rooms, then hire middlemen to sell them in the Low Market and various taverns around Greyhawk. The guild does have many very old and unusual maps that characters might investigate en route to huge amounts of treasure and adventure.

F10: Foreign Quarter City Watch Station. The Watch here sees an average amount of activity each week, usually in the areas of trying to break protection rackets and chasing off those who would prey on foreigners. The Watch knows the Thieves' Guild controls gambling here, but nothing is done about that; it isn't illegal to gamble, so long as no legs are broken. Unfortunately, in this quarter, a lot of roughing up occurs over gambling debts, with more than a few murders. A number of foreign criminals and gangs have toeholds in this area, and intrigue is thick. The Watch is primarily concerned about the safety of the Guildhall of Moneychangers and Pawnbrokers (176).

DM's Notes: The Watch here has some prejudice against certain foreigners, particularly those from the Wild Coast, as refugees from that area have been involved in an increasing number of violent crimes here. Narwell men in particular are often seen as thugs, muggers, and enforcers. Rhennee are also disliked. Some mercenaries from the local guild (F1) tend to pick fights, and the wrestlers from the Pit are a constant irritant. See also the "DM's Notes" for the Nightwatchmen's Guildstation (1713).

F11: Translators' Guildhall. The Guild of Translators is made up of men and women who have excellent skills in reading, writing, and speaking foreign tongues. At the present time, all the major languages and nearly all the minor ones are covered by this guild, which comprises only 18 people. As Common is so widespread, the need for translators in a city as cosmopolitan as Greyhawk might seem unnecessary, but many merchants and diplomats here wish exacting translations of written documents and agreements. The guild will not translate legal documents written in Ancient Suloise, as this is the purview of the Guild of Lawyers, Scribes, and Accountants.- The use of Ancient Suloise gives the latter guild its monopoly over legal settlements.

DM's Notes: Several members of this guild speak languages not common to the Flanaess, as these individuals hail from far away or have spent long periods of time away from the Flanaess. The DM may invent these NPCs and their unusual backgrounds as best fits the campaign. One translator might have arrived on Oerth aboard a spelljammer from another world (adding a link to the SPELLJAMMER campaign), and another might have come here from another AD&D campaign world by planar travel (adding a link to the PLANESCAPE campaign).

F12: Red Serpent Restaurant. The Red Serpent Restaurant specializes in many sorts of pepper-and-rice, stir-fried dishes that strike local Greyhawkers as extremely spicy and prone to causing heartburn, among other types of gastric distress. However, the Red Serpent has a very loyal clientele of local and foreign folk willing to eat here once every week or two, if not more often. Bread and cold drinks are served as well, the drinks cooled in a small, magically operated refrigerator in the kitchen. (Greyhawkers are not accustomed to cold drinks nearly all of their ale and other alcoholic beverages are served quite warm.) The owner, **Cevin Efstri** [NG hm W5; hp 10] and his wife **Enkar** [NG hf F5; hp 25], claim they came to Greyhawk from an unidentified barbarian land. They never carry weapons and appear quite cheerful, though both are notorious practical jokers.

DM's Notes: Both Cevin and Enkar are experienced at a foreign type of martial art that involves unarmed fighting with open hands and kicks. The DM can determine how this style operates in game terms. They are willing to

teach others how to perform this type of combat for a considerable fee. (It is expensive, as teaching takes time away from other pursuits, like work.)

F13: Nightwatchmen's Guildstation.

This guildstation sees a lot of business in this quarter, as the foreign "residents" here rightfully do not trust each other or the city's many thieves. All of the inns, taverns, restaurants, and other public facilities here are put under constant guard at night; the Pit hires its own guards, usually thugs from the Thieves' Guild. The Mercenaries' Guildhall needs no protection, as its occupants are well able to protect themselves. Duty in Burrow Heights (F14) is considered very easy; duty anywhere near the Pit (F8) is considered tough.

DM's Notes: An additional problem is that clerics of Pholtus (see R8) and Trithereon (R14) from the River Quarter often wander through the Foreign Quarter in search of either chaos (for the former) or law (for the latter) to quell. This means religiously based street fights occur about once a month; most result in moderate injuries and beatings, but some have ended with deaths and spellcasting. Both of these priesthods are likely to turn on the Nightwatchmen who intervene, as the guild's connections to St. Cuthbert's church (G4) are well known.

F14: Burrow Heights. Burrow Heights is another unique neighborhood-in-a-neighborhood. Here, on a cluster of small mounds sheltered on the west by trees and on the east by the Millstream's "Big Ditch," dozens of short demihumans rent homes that have been built completely underground. Halflings from Elmshire, dwarves from Greysmere and elsewhere, and gnomes from Grossettrottell stay here, usually on merchant or diplomatic business for long periods of time (several months to several years). Few humans wander here, simply because there's nothing much to see or do. Crime is low, though a mugger or two might hide in the western trees in hopes of overpowering the smaller folk, who often carry daggers and other weapons close at hand.

The Adventure Begins

DM's Notes: Characters who are foreign (short) demihumans may rent living space here. The quarters are often extensive and roomy, well-kept by a large staff of (short) demihuman housekeepers employed by Greyhawk's Union of Laborers. Rents average 10 gp per room per month, with "apartment" sizes ranging from two to eight rooms.

F15: Nyronde Traders' Hall. With the great influx of refugees from Nyronde during the Greyhawk Wars of the last decade came many merchants and tradesmen who elected to settle in Greyhawk itself. Now, many of these expatriates have banded together to improve trade relations with the Kingdom of Nyronde, renting this two-story building as the "Nyronde Traders' Hall." These merchants decided against gaining Greyhawk citizenship, but they did manage to control some of the lucrative cloth and dothing trade between Greyhawk and Nyronde. Anyone of Nyronde background is welcome to come in, though the merchants will make every effort to sell Nyronde-made clothing to their visitors.

DM's Notes: This building has suffered two minor fires in the last year, apparently because the merchants refuse to pay protection money to local gangs. The merchants are eager to gain the services of anyone who might guard them from local thugs and arsonists. The merchants are also not popular with the Union of Merchants and Traders for their attempts to get into the cloth trade to Nyronde, which the union feels it alone has the right to monopolize. Both sides are suing each other, but the courts are backlogged with this type of complaint; a judgment will not be swift.

F16: "Little Ket." This one-story, L-shaped residence and its outbuildings and corrals is rented by a consortium of merchants from Lopolla in Ket. Neighbors and the Watch call this area "Little Ket," and many Baklunish visitors stop here briefly while passing through the city. Shrines to Istus and other Baklunish deities are everywhere, with paintings, carpets, wall hangings, pottery, utensils, and more all manufactured in Ket or farther west. The folk here are distant but



The River Quarter

friendly, and the odd smell of their mildly spicy food is everywhere. The leader here is an elderly man named **Alzahir** [LN hm T7; hp 24; Int 18, Cha 17; *cloak of protection* +2], who has a superb grasp of diplomacy and negotiation.

DM's Notes: One interesting group of permanent residents here is a mercenary group known as Wasim Qharallah's Golden Scimitar, which hails from Tusmit. This is a group of six to ten warriors of levels 5-8, some with other talents (thief, wizard, or priest). They are led by **Wasim Qharallah** [N hm F12; hp 82; Str 18/44, Dex 16, Con 16; *chain mail* +3, *scimitar* +4, *ring of regeneration*] and an albino Suloise woman named **Sheroyl Kubiak** [N hf W10; hp 27; many scrolls, *ring of protection* +3, several magical daggers] who worships Wee Jas.

The group had terrible trouble fording work in Greyhawk until the Kettite merchants took them on as resident guards to ward off thieves, protection attempts, and so forth. The group was highly successful, and though the Tusmit men aren't especially fond of Kettites, they have elected to stay. The group's individual members can be hired for short missions, though the group as a whole can no longer be hired to anyone else. The Tusmit men seal all agreements with blood from their pricked thumbs.

River Quarter

The River Quarter began as a road linking the wharves on the Selintan with the market in front of the Black Gate, when only the Old City was walled. The road became lined with warehouses and businesses, and it was redirected several times until it was quite crooked (much like the people of this quarter, say some). This old road survives today as parts of the Strip and Horseshoe Road. A section of the River Quarter was lost when the Foreign Quarter was created, but the two blend well together along Horseshoe Road.

Crime is greater here than in any other part of the New City, but most of it involves pickpocketing, burglary, mugging drunks, extortion, protection rackets, cargo theft, or smuggling. Actual murder is less common than most people think. Business is concluded without a lot of troubling questions being asked. Rivermen, thugs, mercenaries, thieves, poor adventurers, and wanted men are often seen here, along with foreigners and legitimate merchants of the lower middle class. Restaurants, taverns, inns, bawdy houses, gambling dens, and the like are common. As this quarter is one of the major trade arteries for Greyhawk, its excesses are overlooked to a great extent, though rich folk come here only with bodyguards.

The City Watch and Nightwatchmen will respond to an alarm here in 3d6 rounds. Patrols here are always at or near maximum strength (see "NPC Statistics: Law and the

Military"). People's Constables are common during the day, especially near the Cargo Gate, but they travel in large groups as they are often harassed by residents. Armed groups of priests and lay followers of Pholtus and Trithereon separately roam the streets day and night, searching for evildoers. These two groups are, however, mutually hostile in this area and are prone to attack each other if circumstances permit. Finally, the Thieves' Guild attempts to maintain a degree of order among criminals here to keep its protection, smuggling, and cargo larceny rackets going.

R1: River Quarter City Watch Station. For some reason, many citizens of the River Quarter seem angry with this City Watch Station, saying it does nothing to prevent crime. Some local merchants, however, are fairly pleased with it. The Watch officers here always seem to have money to spare and are content. They report there is little actual crime in this quarter.

DM's Notes: The City Watch Station here has long had problems with corruption. Merchants constantly attempt to smuggle goods through this quarter or evade import taxes for legitimate cargo, and the Thieves' Guild has a hand in nearly every aspect of criminal life here. Bribery is thus the most common problem within the Watch but not the worst. City Watch members have even been investigated for allowing murders to go unsolved and even participating in them. Constable Fanshen worries more about this station than any other.

R2: Green Dragon Inn. This establishment is the haunt of adventurers, thieves, Rhennee, rivermen, smugglers, and other lowlifes who love the low prices and copious amounts of food. They also appreciate the light hand that the inn's proprietor takes in naming the place; he encourages the rowdy, free-for-all atmosphere. **Ricard Damaris** [N hm F8; hp 54; Str 18/40, Dex 16, Con 15; *chain mail* +2, *broad sword* +2 (see below), *ring of free action*, *amulet of proof against charms and illusions*] is also well known as a source of information, and he seems to know more rumors and tales than most people hear in a lifetime. Some of the rumors he knows are very dangerous ones involving secret cults, criminal activities, and so forth. Ricard's wife, Florence, is a mediocre cook but expert accountant for the inn; she is almost never seen. His 15-year-old daughter, Clarissa, is spoiled rotten. A dozen rooms are for rent at cheap rates, but their quality is poor.

Weapons and armor are usually worn in the inn, and the bouncers are all trained former soldiers. Fighting and drunkenness are not only common but encouraged, to some extent. Adventurers who strike it big often come here to celebrate, buying drinks for the house. As wild places go, this is one of the wildest in the city.

DM's Notes: Ricard has a magical sword that aids him in keeping the peace it casts *darkness* 3 X /day, *weakness* 2 X /day, and can paralyze a lawful being by touch 1 X /day for 2d4 rounds. The weapon (named *Blade of Chaos*), is CN and has Int 12 and Ego 12. Ricard's amulet gives him a +4 bonus to saving throws against all *charm* spells and spell-like effects, as well as all illusion magic. Both the sword and amulet were stolen long ago from a temple to Norebo in Dyvers. Any follower of Norebo (especially thieves and clerics) will have heard of the missing *Blade of Chaos* if the character rolls Intelligence or less on 1d20; a reward is offered for the return of the weapon; death is offered to the one who took it (Ricard).

Ricard's daughter, **Clarissa** [CN hf T1; hp 3; Dex 15, Wis 5], is stealing money from the inn's till and from drunken patrons. She has a plan to steal her parents' earnings and head for a more exciting place like Narwell or Safeton. Moderately attractive and seductive, Clarissa is treacherous and faithless, attaching herself to anyone with wealth.

R3: Low Seas Tavern. One of the marginally better eating spots in the River Quarter is the Low Seas Tavern, where few weapons other than daggers are permitted. The food is great, the drinks are excellent (if expensive), and many adventurers come here to spend their wealth and tell their tales. The tavern owner is a colorful man named **One-Eye Halloran** [N hm W5/F14; hp 55; Str 17, Int 15, Cha 15; *long sword* +2] who tells the

most outrageous stories about his past, claiming to have been a thief, knight, wizard, and priest in various places across the Flanaess and even beyond. His stories change with each telling, however. He lost a leg (now wooden) as well as an eye (covered by a patch) in his past, and he bears many scars from his adventures. He can attack with his wooden leg as a cudgel in a fight, adding that attack to his usual combat routine in a single round.

The Low Seas is frequented by Rhennee nobles, discriminating criminals, and other "elite" figures of this quarter. One-Eye (also called One-Leg) Halloran is very popular, and everyone will join in to protect him in a fight, though he can handle himself quite well.

DM's Notes: In the cellar of the tavern is a secret tunnel straight down into one of the city's long-buried water pipes, leading from a huge cistern under Grey College (C1) to the Selintan. This water-filled pipe is 5 feet wide and has about 1-2 feet of air space at the top, allowing someone to use it as an escape route in an emergency. One-Eye tells only his closest friends about this pipe. Anyone finding it can use it to get about in the city's complex maze of sewers, ston drains, and so forth.

R4: Wizard's Hat Inn. This inn is one of the best in this quarter of the city, widely known for its excellent spiced venison dishes with potatoes and rice. The proprietor, **Dwaven May** [NG 1/2ef W1; hp 2; Cha 15], is a half-elf who outlived her human husband and all of her children. Her age is unknown and she doesn't discuss her past, though she has said a few things that seem to place her age at well over 100. Dwaven is a superb cook and manages the inn for many regular customers. The inn has 16 rooms at reasonable rates.

DM's Notes: Dwaven was once a noted half-elf wizard from Furyondy, but lost all her friends, almost all her experience, and very nearly her life to undead in an unnamed dungeon. She knows only a few spells now (1st level) but won't cast them in public. She has had various boyfriends over three decades since she arrived in Greyhawk to leave her old life behind, but she doesn't let anyone too close to her. Unknown to her,

The Adventure Begins

her first love - a human warrior/thief who died in that dungeon - is now a vampire and has decided to come looking for her, traveling at night to reach Greyhawk.

R5: Nightwatchmen's Guildstation.

This guildstation receives massive support from the Sacred Temple of St. Cuthbert (G4) to keep order at night in this riotous quarter. Given the corruption of the Watch here, the Nightwatchmen and City Watch personnel do not get along well and rarely cooperate. When a criminal gang called the Shapechangers was broken some years ago, the Nightwatchmen helped secure the warehouse next door (R6), which had been used as a base for the magic-using murderers. The Nightwatchmen ignore all shady dealings that do not directly involve their missions of guardianship, though they will break up assaults and escort persons to places of safety, acting within reason and not endangering the places and people they are hired to protect.

DM's Notes: The Nightwatchmen have received information indicating that one or more banned cults are operating at some strength within the River Quarter. Which cults and where they are located are unknown as yet. Anyone who can provide more intelligence on these cults will be rewarded and gain many allies (and extremely dangerous enemies). Though cynical people feel the Nightwatchmen could be infiltrated by criminal gangs here, this has not happened; the Nightwatchmen are very trustworthy.

R6: McGloogan's Warehouse.

Formerly owned by a man named Tarnek McGloogan, this warehouse was seized by the City of Greyhawk after it was raided by the Nightwatchmen and City Watch and found to be the headquarters of a criminal magic-using gang called the Shapechangers. Most of the gang is now in prison or slain; a few members fled the city. The warehouse is still called McGloogan's because it was purchased by several of his less-criminal cousins, all merchants who pooled their resources to outbid rival merchants for the facility when it was auctioned off by the city. A lot of valuable material is stored here but it is relatively safe, as

the Nightwatchmen are next door and have a long-term contract to protect the place.

DM's Notes: The secret room below the basement of the warehouse has been expanded and is now used as additional storage space for exceptionally valuable goods. The entrance to the sub-cellar is concealed; a pulley and rope system can be quickly installed over it to lower heavy goods below. The Thieves' Guild has heard something about this sub-cellar and would like to investigate its contents; digging a tunnel into the sub-cellar from a storm sewer nearby is being considered. The sub-cellar contains some minor magical goods (especially potions), spell components, gems and jewels, bars of rare ore, and items stolen from other lands though not specifically banned for import into Greyhawk.

R7: River Rat Inn. Few Rhennee elect to leave the rafting life, but one who did has done well with his own business in Greyhawk, one of the few places in the Flanaess where Rhennee find any degree of acceptance. The River Rat inn is owned by **Zalkan Sooth** [NG hm F4/T3; hp 20; Str 16, Wis 17; *scimitar* +2, many potions], who is quite old; he settled here in 545 CY, after a fight in which he killed a Rhennee noble and was exiled. He is well regarded by his fellows nonetheless (the noble was hated by everyone), and his inn is very popular with Rhennee.

The place is rowdy, with many rude, loudmouthed drinks who pick on anyone who is not a Rhennee, particularly women. Many fights break out here, but the owner chooses only to bill the survivors the following day. This place is regularly visited by the City Watch, which dislikes the Rhennee, but the Watch does not stay long because of the danger of a fatal fight. Followers of Pholtus from their temple (R8) are another matter, as these individuals regularly try to convert the Rhennee, who will have nothing to do with this group.

DM's Notes: Anyone seeking information on the Rhennee would do well to start here. Stories about their origins and original homeland (not on Oerth) are sometimes told. The Rhennee have no wish to leave Oerth, though they do look for ways to make themselves more secure here.

In the cellar of the River Rat are secret rooms where Rhennee can hide themselves or stolen items for a time if being pursued. Also present is a large meeting room used to peaceably settle disagreements between Rhennee nobles; Zalkan Sooth often mediates the disputes, and his judgments are taken seriously. Zalkan has done much to ensure that the Rhennee stay a tightly bonded group against their many enemies. He stores a large number of magical potions in various places in the cellar, which he uses or gives away as necessary to further the Rhennee's causes and survival.

R8: Temple of Pholtus. Though not large, the Temple of Pholtus is stoutly built and marvelous in appearance. Deliberately built in a crime-ridden area of the city, this gleaming structure of white marble is precisely symmetrical and lit at night by various light spells. The temple contains a small chapel and many tiny cells in which priests of this order live humble, lawful lives of devotion and prayer. The temple has no treasury (donations are quickly spent on church upkeep) but a few valuable vestments and cups are kept here. The elderly high priest is **Arkandy Benris** [LN hm C12 - Pholtus; hp 61; Str 16, Wis 17; *quarterstaff* +4, *bracers of defense* AC 3].

DM's Notes: Arkandy Benris and some lesser lawful neutral priests are involved in secret operations to support the war in Tenh being conducted by the Theocracy of the Pale. The congregation and priests are divided on this issue, as the lawful good members of the religion are often assailed as heretics by the Pale, and the members resent this very much. Benris, however, sides with the Pale. He claims to be spending donations on church upkeep, but he is sending money (quite a lot of it) in the form of gems to the Pale. The couriers are religious fanatics with warrior training who will fight until slain before giving up the gems they secretly carry. Also, Benris and his clerics are searching for evil or chaotic cults in Greyhawk more intensely than before, particularly any group associated with Iuz. Tenhas in Greyhawk are

being sought for conversion to join the Pale's holy war. The priests are being secretive about this because they intend to turn Greyhawk into a center of Pholtus worship in time, or at least into a major supporter of the Pale against its enemies. Bennis would like information on Nyron'd's ambassadors in the city if possible.

R9: Gobayuik's Undertakers. Without question, the most successful half-orc in the city is **Selczek Gobayuik** [N 1/2om F75; hp 38; Con 16, Wis 8, Cha 4; *leather armor +1, scimitar +1*]. Now quite old (45) but in good health, Gobayuik is the guildmaster of the Embalmers' and Gravediggers' Guild. Hideously ugly and always dressed in black, he is quite wealthy and keeps his money invested in various enterprises with the Union of Moneychangers and Pawnbrokers. He has no known friends, and other guildmembers follow his directives only because they fear him. They also hope he will include them in his will. Gobayuik hates good clerics because they are bad for his business (they *heal* and *resurrect* people). Various jokes about this guildmaster, most involving improper romantic involvements with the undead, have been circulating in the city for decades.

The guild maintains civic cemeteries in the city and purchases land to set up new plots. Because of city overcrowding, the guild is about to buy a large tract of land east of the city along Ery Trail for a future burial ground. The guild has a monopoly on the (legal) disposal of corpses in the city, and only a certificate proving the death and burial of a citizen, issued by the guild to the Inspector of Taxes, Glodreddi Bakkanin, will remove that citizen from the census and guild rolls; otherwise, the deceased's family members must pay the deceased's taxes. Because of this, every relative of a dead person wants the deceased to be certified by the guild and buried. The guild works with all legal religions in Greyhawk to organize funerals, mourning ceremonies, and so forth, though the churches almost universally despise the half-orc.

DM's Notes: Gobayuik has been involved in a variety of illegal activities over the years, the most important (and illegal) of which has been the sale of fresh corpses to evil cults and necromancers in the city. Gobayuik knows many ways to contact representatives of the underground followings of Nerull, Incabulos, and the like, though he refuses to deal with Iuz's cult for unrecorded reasons. Many bodies of poor, unimportant persons are taken out of the city by secret means to be animated elsewhere as zombies or skeletons, doing eternal guard duty or simple repetitive tasks. The bodies of more important people are sometimes sought for darker purposes (magical questioning, secret *resurrection* and sacrifice or torture, plots against living relatives, etc.).

R10: West City Warehouse. This warehouse was once owned by Tomas Ratek, a merchant who abruptly disappeared during the Greyhawk Wars. It has since passed into other hands and has been renamed the West City Warehouse. The place appears to be well guarded, though not by Nightwatchmen or other known security specialists.

DM's Notes: The West City Warehouse is at the center of a complex knot of plots. Tomas Ratek was the master thief in charge of Thieves' Guild operations in the River Quarter. He and a thief-priest named Sharyn Messandier (in charge of the Thieves' Quarter's operations) were discovered in a plot to overthrow Org Nenshen and assume control of the entire guild. Both were quietly executed in late 583 CY and replaced by other thieves loyal to Nenshen. Ratek's warehouse went on the auction block and was purchased by a secretive merchant who hired many thieves as freight handlers, apparently ignorant of their true nature. The Thieves' Guild now uses this warehouse as a meeting place and a storage facility for its River Quarter operations once more. Aros Mander, the merchant who purchased the place, doesn't come around often. The master thief of the River Quarter, who works and lives here as a warehouse foreman, is **Merreck Purzell** (N1/2ef T8; hp 31; Dex 15; *boots of elvenkind, cloak of elvenkind*). Merreck and several other thieves inhabit a loft apartment over the main floor of the warehouse.

The absentee merchant is not what he seems. His real name is **Andrade Mirrius** [NE hm C18 - Nerull; hp 74; Str 16, Con 15, Wis 18, Cha 15; *bracers of defense AC 3, cloak of protection +3, hat of disguise, sickle +4/+6 vs. neutral good, amulet of proof against detection and location*, many defensive items]. He is one of only two Hierarchs who escaped the Horned Society in 582 CY when Iuz invaded and conquered Molag. Details on Andrade and his allies are found in the "DM's Notes" for area G11. His identity is fully concealed by magic, and he created the means to magically enter a long-hidden cellar of the warehouse, where he actually lives. Andrade knows the Thieves' Guild is using the warehouse for their escapades in the city; this is fine with him, as it makes the place look "safe" to the guild. He is attempting to gradually weaken the city's law enforcement and major guilds to make the place grossly corrupt, allowing him to more easily seize power, in time, with his fellow Hierarchs. (An additional Hierarch was elevated to leadership rank in the last few years, making three of them now.) Eventually, Andrade plans to lead a crusade against Iuz and destroy the demigod's empire.

Andrade's activities have directly led to a rise in the appearance of evil cults in the city and additional problems with lawlessness that puzzle even the Thieves' Guild. The exact nature of Andrade's plotting is left to the DM's imagination; no one knows who "Aros Mander" really is except his fellow Hierarchs.

R11: Barge Inn. One of the largest inns in the city is the Barge Inn, a four-story structure with two cone-shaped towers and a huge ale brewery in the cellar. This was once the headquarters of a trading company that went bankrupt during the reign of Zagig Yragerne. Murals and carvings of ships and barges are in every room. The Barge Inn gets enormous spillover business from the Pit (F8), and it is one of the rowdiest and noisiest places around. Because the owner is a dwarf, most of the clientele is dwarven, but many adventurers, Rhennee, sailors, freight-haulers, and thieves stay here, too. Anyone who causes trouble is thrown out.

The Adventure Begins

but allowed back in the following day.

The innkeeper is **Brack Snagtooth** [NG dm F12; hp 72; Str 17; *ring of protection +4, battle axe +3*], who is further detailed in the notes for area W4. Brack is almost always seen at the Barge inn, talking with customers and settling disputes between dwarves. Brack came to Greyhawk from Greysmere after committing some breach of etiquette he does not discuss. It is known he is divorced, which is unheard of for a dwarf, asking him about it is to invite a fight. Still, he is highly regarded in the city by other dwarves. He is less fond of elves and humans than other demihumans. Brack also owns Snagtooth Shipbuilding (W4) on the Selintan outside the city's west walls, though he rarely goes there.

DM's Notes: About 25 feet directly below the Barge Inn's cellar floor is a huge, old cistern (about 50 X 100 feet) into which several waterpipes and sewers drain. One storm sewer goes north to the Selintan's banks, where it drains into the river.

About 500 CY, a group of Incabulos cultists managed to construct a secret headquarters for themselves that could be reached through a secret trapdoor in the Barge Inn's cellar. The trapdoor opens onto a tunnel that leads straight down to a hole in the cistern's ceiling. Anyone falling in hits 15 feet of filthy water. A careful climber must descend into the tunnel hand-over-hand on (sometimes slippery) iron rungs to the cistern, then cross the ceiling by hand (using other iron rungs) to reach a storm drain in one wall. The person moves from there by foot to a secret door in the tunnel wall, leading to another narrow tunnel that reaches the secret headquarters. This is a low room measuring about 40 X 50 feet, on roughly the same level as the cistern. A second tunnel exits the other side of the room, leading to another storm drain that heads back to the cistern again.

The cistern has some interesting wildlife: a nest of nine tentamorts (see below). This nest developed in the last few years from young brought by accident into the city and washed into the sewers by rain. The nest has successfully evaded detection by union sewer men, though one man (a thief) was recently caught and eaten by the group. If the tentamorts notice heat or sounds approaching, they

retreat into small side tunnels and pipes or under the dirty water, where the sewer men have no interest in going.

Tentamorts (9): AC 3/1 (tentacles/body); MV 1; HD 2/4 (per tentacle/body); hp 2d8/4d8 (avg. 9/18); THAC0 17; #AT 2; Dmg 1 d6/1 d6 (tentacles); SA see below; SZ L (10'-12' tentacles) S (2' diameter body); ML 8; AL N; XP 650. See MC5 MONSTROUS COMPENDIUM® GREYHAWK® Appendix, "Tentamort."

A tentamort has a round, gray-green, shell-covered body with six to eight suction-cup legs and two long tentacles. It can slowly climb any surface, using its tentacles to attack prey. Tentacles are destroyed when their hit points reach zero, though this is not fatal to the beast. One tentacle is a constrictor that can seize prey on a roll 2 points above the number needed to hit (or on an unmodified roll of 20). A seized creature cannot move his arms, cast spells, or use weapons; one attempt can be made to break free when first captured (roll Strength or less on 1d20, but reduce Strength by 2 for the check). Thereafter, the tentacle inflicts 1d6 damage on the victim until the victim or tentamort dies or the tentacle is severed.

The other tentacle has a bone needle measuring 6 inches long on the tip; if this tentacle seizes prey (as outlined above), the needle automatically injects a digestive fluid into the victim (no roll needed for this attack). If the tentacle is severed during the first round after this occurs, a *cure disease* spell cast within one hour will save the victim's life. Otherwise, the victim dies within 3 rounds unless a *heal* spell is cast. (*Regenerate* and *cure wounds (any)* spells cast in succession will also work.)

Each tentacle can attack a separate victim. The tentamort can submerge itself underwater for 4d4 rounds. They normally flee fire, cold, and anything that severs a tentacle. They are blind but can detect vibration, temperature, and sound. Their poison glands sell for 10d4 gp each.

The old room where the evil cult once met had only a few items in it when the group died of accidental food poisoning. Their six skeletons remain here among the debris of their candles, knives, blankets, and other items. However, the room has one live occupant: **Pyreriel Alaxane** [CE hm C13 - Iuz; hp 57; Int 15, Wis 18, Cha 3; *ring of protection +1/ +4 for evil wearers, ring of proof against detection and location* (as the amulet), formerly the ambassador of Iuz to the City of Greyhawk until 585 CY, when he vanished at the start of the Great Northern Crusade in Furyondy. Pyreriel used his magical items when he went into hiding, and he has been hunted by the City Watch without result for years. He has spent that time hiding under the city itself, learning all he can about it and sending his information by use of spells to his master to the far north. Pyreriel is not very active and spends much of his time in a deathlike sleep using his spells, waiting for an opportunity to use his powers to destroy the City of Greyhawk. He eats rats and other vermin to sustain himself, and he has avoided discovery by sewer men. The tentamorts leave him alone as he has *charmed* them so often though they will not come to his rescue if he is attacked.

Currently, Pyreriel awakens only to seek out and slay followers and priests of Rao and St. Cuthbert in Greyhawk (see "DM's Notes" for R12). He has been very effective so far because he targets individuals at their most unguarded moments, usually while they are asleep, and also because he goes after lower-level characters who can barely defend themselves against him. He uses only magic to find and slay his prey.

R12: Temple of Rao. The wood-and-stone temple to the god of peace and serenity is humble in appearance but well crafted. The immediate neighborhood is known as an island of quiet in a sea of chaos, and the crime rate in this oasis is notably low. Services here have the character of long, educated debates over religious and social issues, with

questions and comments taken from the congregation. The recovery and use of the *Crook of Rao* in Veluna has greatly boosted this church's standing in Greyhawk, though it lacks the martial character many adventurers like. The church has close ties with the followers and clergy of Pelor.

The temple is home to about a dozen priests led by **Jerome Kazinskaia** [LG hm C20 -Rao; hp 63; Dex 16, Wis 18, Cha 18; *cloak of displacement*, *ring of protection* +4, *crooked staff of Rao* (+2 vs. neutrals, +5 vs. evil)]. Jerome appears to be about 50, but he is far older than he looks. One of the highest-ranking priests of Rao alive, he has excellent contacts with the leadership and ambassadors from Veluna and knows Bigby of the Circle of Eight. He has long been a member of the Directing Oligarchy of Greyhawk, but he does not participate much in its doings, only listening and offering informed opinions. His advice is closely followed, however, as he is known to have many connections across the Flanaess and know much intelligence.

DM's Notes: One would not expect such a passive religion to be involved in intrigue, but in fact, this one is. Because the *Crook of Rao* in Veluna was used to cast out nearly all of Iuz's demonic servants just prior to the Great Northern Crusade, Iuz has given special orders for this faith to be targeted and destroyed by his agents. Five minor clerics in the last year have been murdered by magic in their beds, and Jerome Kazinskaia is desperate to learn who is doing this. The killer is cloaked by magic and impossible to locate. The murder of a minor cleric of St. Cuthbert last year might also be tied to these killings. The City Watch is investigating but has no leads; the Nightwatchmen are similarly stymied.

R13: Silver Garter. This grand old house is the most infamous and patronized brothel in Greyhawk, a two-story building told of in tales across the Flanaess. It is also a social club of sorts for the River Quarter's denizens. In recent years, it has opened a reasonably good bar with expensive drinks. The place is run by **Rhina the Ogress** [N hf F11; hp 83; Str 18/00, Cha 15; *two-handed sword* +3], an old woman of astounding physical strength and size (6 feet 6 inches tall). Rhina was a famed adventurer from Rel Mord who fought the Overking's armies in the old days. She hates everything to do with the old Great Kingdom or its successor states. Foul-mouthed and aggressive, Rhina is the elected delegate from the River Quarter to the Public Council of Greyhawk and she is wildly popular in this area. Her platform is simple: Leave the River Quarter alone to do its own business.

DM's Notes: Rhina is having problems with some of the local churches (Trithereon, St. Cuthbert, Pholtus) because her (limited) patience has worn thin with their attempts to shut down her establishment. After beating the tar out of two Sacred Sons of Trithereon with a club last month, she is on the church's blacklist of people regarded as "evil tyrants." Rhina would like to hire some special muscle to guard The Silver Garter from attempts to invade it or burn it down. Spellcasters would be especially useful. She doesn't know that some guild thieves are planning to break into her business the next time Trithereon's clerics come around.

R14: Temple of Trithereon. This stout building with its low tower is the heart of a small but very troublesome sect of Trithereon the Summoner. This good but anti-authority religion teaches that slavers, military and law-enforcement officers, government in general, and all lawful religions (especially those of St. Cuthbert and Pholtus) are to be resisted and disrupted at all times. Though its following in River Quarter is not large, the congregation is devoted and causes trouble beyond the proportion of its numbers. This religion is in constant trouble with the Directing Oligarchy and Lord Mayor, not to mention the Constable, and it is teetering on the brink of being officially banned for a period if its activities are not restrained.

The temple's one prize is its huge golden bell, worth 12,000 gp and protected by magical *walls off orce*. The bell is rung hourly on Godsdays and at sunset otherwise. The leader of the temple is **Janziduur Euroz-slayer** [CG hf F7/C 13 - Trithereon; hp 84; Str 17, Wis 17; *plate mail* +3, *spear*

+3/+5 vs. humanoids, *ring of free action*, *staff of striking*], who earned her nickname during the Greyhawk Wars while fighting in the Principality of Ulek. Not terribly bright, Janziduur nonetheless acts wisely and is a famous local hero. Her followers are less wise and often quite dangerous.

DM's Notes: Fights with the faithful of Trithereon are almost guaranteed if characters look suspicious and meet up with a squad of Sacred Sons and Daughters (4th-6th level clerics) in the process of training Hopeful Initiates (1st-3rd level clerics) in street justice. Battles with the clergy of Pholtus have been especially violent, leading to serious injuries in the past. Lately, the church has begun to consider taking on the Guild of Thieves, which would be a gross strategic error - not that the church could be turned away by the threat of total defeat.

Janziduur would like to start a small crusade against all evil spellcasters in Greyhawk, capturing them or slaying them on the spot. She's been toying with how to bring such a crusade about, and it might occur within a few months.

For years, Janziduur had one of the Directing Oligarchy under her thumb with the threat of blackmail. Laup Cobrun (see T4) was a mercenary who struck it big importing Baklunish clothing and rugs into Greyhawk. Though brilliant in business and accounting, he showed bad judgment in his personal life. He had a long-running affair with the wife of an important priest of Pholtus, which Janziduur discovered and used against him. If Laup didn't tell her everything that happened in the Oligarchy meetings, Janziduur threatened to reveal all (with glee) to the Pholtus temple, which would have led to Laup's swift and messy demise. Laup's duplicity was finally uncovered, and he was removed from the Oligarchy, leaving Janziduur in the dark on government plans.

R15: Fallen Mage Townhouse. This two-story townhouse was formerly owned by Otiluke, a wizard slain in 584 CY by Rary the Traitor. Otiluke was President of the Society of Magi, a member of the

The Adventure Begins

Directing Oligarchy, and secretly a member of the Circle of Eight. The townhouse has been sold or rented several times since his death, but no one stays long. The place is locally known as the Fallen Mage Townhouse, though it has no other name. It is coming up for sale again soon. Apparently, Otiluke had many enemies and they keep visiting the place to look for him, driving the inhabitants off.

DM's Notes: This would make a good base of operations in the city for a group or character rich enough to buy it outright. The townhouse has no cellar but the plumbing is in excellent shape (and magical, thanks to Otiluke). The nature of the persons who were enemies of Otiluke is left to the DM; many were quite powerful and truly hated the wizard for a large number of reasons. It is also suspected that Otiluke left some secret items behind when he died, though his home was looted by Lord Robilar's men.

R16: Whistling Fish. This two-story inn looks unusually tall, with oversized windows and doors. It is owned by a very short hill giant of good nature, **Gruenab** [CG hill giant-m HD 11+1; hp 67; Str 19, Con 16; large *shield* +3, two *potions of speed*]. The aged Gruenab (now 87) is a part-time adventurer who is probably the oddest-looking citizen of the city, standing 9 feet tall. He is accepted by his neighbors, who call on him to help with heavy lifting jobs. This is one of the better inns in the River Quarter. Gruenab is in charge of about a dozen humans on the inn's staff. The food is good and prices are reasonable.

DM's Notes: The Whistling Fish was detailed in the adventure *WGA1 Falcon's Revenge*, pages 4-8. Gruenab is becoming slightly infirm (for a hill giant), though he is still in good health. He would like to find *potions of longevity* to make him youthful again. He will bargain almost anything to anyone who can get him a potion. If PCs cannot help, he might get into trouble with an evil wizard, alchemist, or thief.

Artisans' Quarter

In the days when the Old City was the only part of Greyhawk with walls, a number of small businesses and crafts' halls sprang up around the

main market (now the Low Market) and along the road leading to the market from the farms to the east. When the New City walls were built, the section of Ery Trail inside the walls was renamed Craftsmans Way, and it and the Low Market became the core of the Artisans' Quarter.

The Artisans' Quarter is home to many hard-working families and guildmembers. The transient population here is lower than in neighboring quarters (River, Foreign, and Clerkborg), and the people here generally know each other from long association. Locals have a strong identity as Greyhawk citizens, and they are not fond of outsiders though they are cordial and polite to them. Houses tend to be small and close together, each with plain evidence of the owner's trade serving as advertising (masons have imposing marble or granite facades, carpenters have decorated woodwork, painters have brightly colored homes, and so on). Streets are clean and well maintained; shops are plentiful; crime is low. Vagrants and thieves are not tolerated. Other people call this neighborhood boring, but those living here find it comfortable.

A City Watch patrol will arrive 2d8 rounds after being summoned. Nightwatchmen and other private guards are common after dusk, as many homes double as shops (with living quarters in back or in upper floors) with valuable goods everywhere. Families also watch out for each other, and suspicious persons risk being challenged openly by burly, armed, angry citizens before the Watch has even been summoned. People's Constables are rarely seen here, as the likelihood of retaliation (in the form of later receiving poorly made goods or being beaten) is very high. When they do show up, they tend to be well behaved.

Low Market: The Low Market, also called the Old Market or Petit Bazaar, is open every day of the week from dawn to dusk. Booths, tents, tables, and stalls are everywhere, and some folk sell goods hung from their clothing or belts, walking among the shoppers with a small handcart or wagon in tow. Nearly every common item used in Greyhawk can be found here, from eating utensils to tools and weapons, from clothing to minor jewelry, from toys to farm produce. The atmosphere is calm and business is good. Prices are about average, with some variation as merchants and guildsmen try to undercut each other while making as much money as possible. Luxury items appear almost exclusively in the High Market.

On Starday, the number of booths doubles and the market is packed with buyers in search of bargains and special items. Almost every item typically found in the central Flanaess will be here, including livestock and fowl, imported fabrics and clothing, artwork, unusual fruits and vegetables, writing implements, lanterns, and specialized tools. The area takes on a circuslike air with jugglers and games of skill everywhere.

The Low Market is divided into the West Market, which is rather disorganized and where most out-of-town merchants gather, and the East Market, which has reasonably straight rows of local traders and sellers. The two are divided by the Processional, which wanders a bit between the two, depending on how the booths have been set up. At the north end of the West Market is the Hanging Tree, a very old roanwood of great size from which criminals were hung in the days before the New City walls were built. This is considered a prize spot from which to sell goods, and the price for a space around the tree is double the usual. The activity of the whole Low Market is overseen from the Grand Tent (A10).

Renting a 6-foot-by-6-foot space in the Low Market for one day costs 5 sp. Larger spaces can be rented for proportionately more money. The fee is paid at the Grand Tent in the southern part of the East Market, with a colorful wooden plaque given as a receipt. The plaque, which has a number on it, must be displayed on the stall, booth, table, or tent that the seller erects. At day's end, the plaque must be returned to the Grand Tent. A lot of people look for these plaques to make sure no one is cheating the city government of its revenue; the punishment invariably consists of a large fine.

DM's Notes: The Low Market is the training ground for novice thieves in the Thieves' Guild, and it is also a hangout for beggars and homeless immigrants from the Slum Quarter. Local people know the basics of protecting their money from theft, adding a -5 penalty to

pickpocketing attempts. Characters going to the Low Market have a 10% chance of being the subject of a pickpocket attempt, the chance rising to 25% if personal wealth is displayed or discussed. Poverty-stricken, diseased, or very threatening individuals are usually left alone; lower class citizens are pickpocketed much less often than strangers and local merchants.

A1: Architects' and Stonemasons' Guildhall. This massive and beautiful building is a great square arch that straddles Smith Road. Two square pillars support eight thick wooden beams spanning the street, on which the long third floor of this structure rests. The first two floors are in the pillars. A mazelike museum housing detailed scale models of some of the guild's greatest works is in the western leg of the structure, with examples of true arches, pivoting stone doors, and so on. The guild's founders worked on Greyhawk's Grand Citadel, the Lord Mayor's Palace, Grey College, the Guildhall of Performing Artistes, and other structures during the reign of Zagig Yragerne; they created the guild itself after his disappearance.

The east leg of the structure holds a storeroom of rare tools, a library of architectural drawings, and a drafting room. The second floors hold meeting rooms, and the third floor holds a bar and dining hall, meeting rooms, and a ballroom in the center, over the road. The guildmaster is **Goros Redpate** [LN dm F3; hp 22; Int 18], who says very little but has great powers of observation.

DM's Notes: The Thieves' Guild has occasionally infiltrated this site to get the plans for various buildings in and around the city, so as to better outline its unlawful activities. The guild now has a very efficient security system of trained guards, passwords, spells, locks, and more to prevent these plans from being copied or stolen. A few plans stolen earlier by thieves are being sought by the guild, and any character aiding either the thieves or the architects will make an enemy of the other side.

A2: Metalsmiths' Hall. This large workshop is the headquarters for two guilds of metalsmiths that formed after the breakup of a much larger guild during the late 580s. Little actual smithywork is done here; this two-story building instead has meeting rooms, accounting files, a small alchemical laboratory for assaying ore, guildmaster offices, and displays showing off the finest work of these guilds.

The first floor has the offices of the United Guild of Blacksmiths, Armorers, Shieldmakers, and Ironworkers. The second floor is for both the Federation of Smiths of Pragmatic Metals and Alloys (the "Coppersmiths' Guild," which handles nonferrous alloys like bronze, pewter, and brass, and metals like tin, lead, and copper) and the Guild of Weaponsmiths. Despite their ferocious conflicts a few years ago, the guilds get along reasonably well now, as calls for their services do not much overlap. The blacksmiths' guildmaster is **Jaskar Smithson** [N hm C4 - Jascar; hp 21; Str 17; *warhammer* +3]; the guildmaster of the coppersmiths is **Basher Grundig** [LN gm F6; hp 35; Str 16, Cha 15]; the guildmaster of the weaponsmiths is **Orrin Thundercleaver** [LG dm F4; hp 34; Str 18/02, Int 16; *battle axe* +3].

DM's Notes: All metalsmithing guilds constantly search for new methods of refining ores and new sources of ore. Unusual metal sources, such as a meteorite crater, a new dwarf-built mine, and the like will gain their interest at once. These guilds try to avoid a reliance on magic in their work, but a magic-powered furnace is being tested; other cities and countries might wish to get their hands on this item. Extremely precious metals like mithral and adamantite are sometimes used by the Blacksmiths' Guild (as it is usually called), which has stockpiles of metal bars in the Vault at the Grand Citadel (GC7) and at the City Mint (C7); a few bars are kept here, however.

A3: Artisans' Quarter City Watch Station. This City Watch station seems to have little to occupy it besides patrolling this peaceful quarter and breaking up drunken street brawls at night. The Watch guards are relaxed and calm, most of them long-time residents of this quarter, and moderate

drinking on the job is not considered a crime. They are very suspicious of strangers but are polite and straightforward. Many guards here served as soldiers in the Greyhawk Militia, and they are very patriotic. The Station Captain is **Nellisir Avanson** [LG hm F6; hp 44; Str 16, Wis 16, Con 16; *long sword* +2].

DM's Notes: This station is a hotbed of plotting against the Thieves' Guild, which the officers of this station regard as their worst enemy. A former member of the guild spilled some of the thieves' secrets and plots against businesses in this quarter before he was assassinated a few years ago, and the Watch has successfully used this information to spy on some thieves at their meeting places here. A power struggle is shaping up between the Watch and the thieves, who operate a large protection racket here. Some guilds are secretly working with the Watch to free themselves from this extortion, and the Nightwatchmen's Guild may join in (see A9). Blood is sure to be spilled, and lots of it.

A4: Carpenters' Guildhall. A huge, rambling wooden building three stories high marks the headquarters of the Guild of Carpenters, stretching along the southern half of Brick Lane. The building is admittedly wondrous to view for the great detail of its exterior, though it does seem overdone. The first floor is a combination of a public museum, woodworking shop, and apprentice-training classroom. The second floor has meeting rooms and a small bar, with a library of building plans and an extensive collection of different types of wood from around the Flanaess. The top floor has a dormitory for advanced apprentices as well as their workshop, with offices for the guildmaster, **Paks Teros** [N 1/2em F3; hp 12; Dex 17].

DM's Notes: Paks Teros wants to expand lumbering operations in the eastern edge of the Gnarley Forest, but he is frustrated by humanoid attacks made on his woodcutters and loggers. The humanoids seem to be coming from the much-rumored Blackthorn caverns. Teros wants to hire a group to find the exact location of Blackthorn, so he can pass the information to the Directing Oligarchy and demand the place be cleared out by the Greyhawk Militia. Orcs and ogres aren't his only problem, however. The elves

The Adventure Begins

of the Gnarley Forest are angry because the loggers kill game, destroy trees, and convert the cleared land into farms. Eventually, the Gnarley Forest would vanish. This struggle between Greyhawk and the elves is an old one, but the huge influx of immigrants into Greyhawk's domain in the last decade has put great pressure on the city to expand its outlying villages and farmlands. There is little room to compromise.

A5: Performing Artistes' Guildhall. When Zagig vanished in the last century, some said that his successor in madness was Lord Ren, a noble who received his station from the Mad Archmage himself. Lord Ren loved the arts, from acting to music to painting to everything else. He amassed a great fortune by trading in ancient artwork recovered from various dungeons (by questionable means), and he had a small castle built for himself on an artificial hill. Before his death, Lord Ren willed his small castle and his entire art collection to the Guild of Performing Artistes, which was only a few years old at the time of the bequest. This catapulted the small guild into the ranks of the most powerful interest groups in the city, but its influence has been fairly subtle. The Guild of Performing Artistes includes bards, singers, jugglers, jesters, musicians, actors, acrobats, painters, sculptors, and the like. Internal politics are intense, though meaningless to outsiders.

The guildhall (sometimes called the "artists' castle") now houses a gallery with what is generally believed to be the finest collection of artwork in the Flanaess, along with a small theater, meeting rooms, classrooms, two small libraries of literary works, a dining hall, a shrine to the goddess Litt, and living quarters for most of the guild's members. The castle actually has a small multilevel dungeon used to store costumes, props, wine, and food; some guild members even live there, enjoying the solitude.

The theater is usually used for rehearsals, but it is also used to give private preview performances of upcoming plays before they reach the Grand Theater. (Nobles and ambassadors are given the chance to pay 15 gp each for this privilege.) The art gallery is open in the afternoons, six days a week and all day on Godsdag;

admission is one silver piece. Because the wizard Otto (of the Circle of Eight) is known to be a patron of the guild, it is believed the gallery has extensive magical protections. Apprentices of the guild often serve guard duty in the gallery, doubling as guides and answering questions about the art and the guild. On festival days, brightly uniformed "guards" parade across the castle's battlements, and huge flags and banners fly from poles and tower tops.

DM's Notes: The art gallery is magically warded against theft, to an extreme degree. Many wizard and priest spells have been cast here, none of the sort that would damage the artwork while drawing attention to a theft in progress. Because of several attempts to steal works in the past, the guild has great antipathy for the Guild of Thieves, despite the fact that some members of the Guild of Performing Artistes also secretly work for the Guild of Thieves. A continuing, low-grade struggle goes on between the thieves, who want to get the artwork, and the guild's backers (including Otto and a number of clerics of Litt), who lay down the castle's defenses. A new problem came to light during the Greyhawk Wars, when some people visiting the gallery tried to damage art from the Great Kingdom. Some pieces now reside behind *glassteel* barriers.

More than a few pieces of art were looted from old dungeons many decades ago, and some have unusual "problems." Some are cursed or magically trapped, and so are set apart from onlookers and handled with great care. Some are very fragile. Some are being sought by people who believe those works are rightfully theirs (as their families once owned the objects before they were stolen from them, then "recovered" by adventurers and brought here). And a few items hold dues to ancient mysteries and sources of great wealth - and danger.

A6: Leatherworkers' Guildhall. An older guild of leatherworkers, smiths, and other professions broke apart in the late 580s. The leatherworkers and their allies (cobblers, saddle makers, and so on) retained this building. The break had been long expected; many guilds were first organized along an Oligarchy decree that grouped workers not by the exact type of work they did but by the material they used or the areas they inhabited. This clumsy arrangement unraveled after the Greyhawk Wars when trade bloomed and everyone chased after every copper coin. Though boot makers, saddle makers, and armor makers have little in common besides using leather (and often not even the same sort of leather, at that), they have made common cause together to strengthen their bargaining position with merchants who sell their goods and with the Oligarchy, which passes laws affecting business.

The guildhall has many examples of finely tooled leatherwork on display, and meeting rooms are always available for the guildmembers. A luxurious apartment at the rear of the guildhall is used by the guildmaster, **Harran Fanshen** [N hm zero-level; hp 3; Cha 17], no relation to Constable Derider Fanshen. Harran is a popular figure, a much better administrator than he is a leatherworker. A number of the buildings near the guild are leatherworking shops of different sorts. Various spells had been cast over this area in the past to force air upward around these buildings in permanent, mild updrafts, preventing the smell of the leatherworking process from overcoming those living near this area. Adventurers may sell the hides of unusual or rare beasts here for good money.

DM's Notes: The Thieves' Guild sometimes orders special leather armor, boots, and gloves from here, which Harran happily supplies in exchange for immunity from theft. The Thieves' Guild sees itself as benefiting most from this arrangement, as the Guild of Leatherworkers is not thought to have anything extraordinary worth stealing. This is not true. Harran found that his apartment contained several magical items stored there by a previous guildmaster who died in a street brawl a decade ago. Harran's most prized discovery is a suit of *leather armor* +3 that allows him to cast a *shield* spell twice per day at the 12th level of ability.

A7: Fruit of the Mill. The first building that anyone sees upon entering the city through the Druids' Gate is the Fruit of the Mill, a shop selling locally made wines, ales, pastries, cheeses, and dried meats. The shop is attached to the house of the owner, 44-year-old **Karin Keoffel** [NG hf zero-level; hp 2; Int 16, Cha 15; see below], a cheerful and petite woman who is a well-known personality in this quarter. A half-dozen young neighborhood women work here in rotating shifts. Karin has been long known to have a boyfriend who is an adventurer and comes to the city several times a year. She repeats many of his fabulous and dramatic stories to her customers if she discovers they are adventurers, too, though she confesses that most of these stories must be fanciful. She calls her boyfriend "Yr" (pronounced like "ear"). Interestingly, the shop has never been broken into by thieves, though some foreign customers cause trouble with the working women. Men in the neighborhood keep an eye on the place and help throw out bad customers.

DM's Notes: Karin's boyfriend is indeed an adventurer. He is also an extremely powerful one, and his stories - however wild they are - are completely true. His name is well known to the Circle of Eight, as he was once a member of the Citadel of Eight, the group from which the Circle was founded. He is **Yrag** [N hm F13; hp 93; Str 18/46, Int 15, Dex 16, Con 16, Cha 17; many magical items], a lord of Greyhawk and a friend of Mordenkainen, Bigby, and other luminaries. It is not commonly known that Yrag is much older than he looks, much of his aging delayed by magical means. He believes he is about 205 years old. He was a friend of the (in)famous Zagig Yragerne, a homeless child who was secretly raised by the archmage. Yrag took his name from his adoptive father, and now holds his patron deity to be Zagyg himself. Yrag's abilities have fluctuated over the years, thanks to magical curses, undead attacks, injuries, and so forth, but he has always been a warrior.

Tall, muscular, and vigilant, Yrag now travels about in the guise of a mercenary and adventurer named Yr (not an uncommon name in this region because of its Suloise roots). He is very fond of Karin; lately, she is the only person in the city he sees besides Nerof Gasgal and Captain-General Tigran Gellner. Yrag left the Citadel of Eight several years ago, after the Greyhawk Wars, following a falling-out with Mordenkainen over long-term strategic policy. He is the secret lord in charge of the shell keep of Fordkeep, west of Greyhawk, where the Western Road crosses the Selintan from River Road and heads for Dyvers.

Yrag has one major liability: He made a number of great enemies among a cabal of spellcasters and demons in his past adventures. The cabal is not native to Oerth; its original stronghold was destroyed by Yrag and his associates on a demiplane, and the survivors moved elsewhere. The group is quietly searching for Yrag and would stop at nothing to destroy him and all his friends, family, and allies. Yrag stays on the move, knowing he is being hunted but doing some demons hunting of his own as well. He has exceptional magical protection, but it is not infallible. Karin is his only love and his weakest spot. To defend her while he's gone, he has given her jewelry that is magical (*amulet of mind shielding*, *ring of protection* +3, and more, though it looks merely well-made. Nerof has informed the Thieves' Guild that the Fruit of the Mill is off-limits, without explaining why.

A8: New City Fountains. When the New City walls were being built, an underground stream was discovered at this site. A work crew was detailed to build a pool here for the neighborhood forming outside the Black Wall, and several young guilds pitched in to build a very attractive group of stone and metal fountains in the middle of the pool. The pool itself is square, 75 feet across, and only 2 feet deep. It is surrounded by a stone-paved walkway and a 1-foot-high, 1-foot wide lip. The fountains can pump spray as high as 30 feet; spells were added to the fountains to make them sun-activated, so the fountains start up on clear days but shut down during cloudy periods and at night. Coins tossed into the fountain for luck are collected by local priests of Bleredd and Ulaa, to be used for charitable work for the families of members of the Guild of Architects and

Stonemasons.

DM's Notes: Anyone caught stealing from the fountain is roundly beaten by enraged locals, then stripped naked and chased off. Professional thieves don't find the fountain worth their time or talents, and so ignore it.

A9: Nightwatchmen's Guild-station.

The Nightwatchmen here have a lot of work to do because of the many businesses around. Their major problem lies in protecting businesses that refuse to pay protection money to the Thieves' Guild, leading to a great deal of hatred between the Nightwatchmen and the thieves. This guildstation is quite large and well fortified; the building was secretly purchased by wealthy members of St. Cuthbert's church and donated to the guild, as part of a broad effort to strengthen the forces of law and order in the city. The Nightwatchmen here have heard rumors about an increase in evil cult activity in the Old City, and they look upon themselves as the gatekeepers of the Artisans' Quarter, protecting it from influences coming through the Black Gate from the (as they see it) hopelessly corrupt Old City.

DM's Notes: The Nightwatchmen have been in contact with the City Watch station here (A3) and are considering joining the Watch in a small crusade to drive the Thieves' Guild out of this quarter, lending the backing of St. Cuthbert's church to the conflict. The Directing Oligarchy is not fully aware of the dimensions of this trouble and so has done nothing about it yet. The Thieves' Guild is trying to infiltrate or spy on the Nightwatchmen to find out what they are planning, but little has been learned so far. This conflict has great potential to boil over into a savage street war.

A10: Grand Tent. The chaos of the Low Market is managed as much as possible by an administrative team headquartered in the Grand Tent, a huge red-and-white-striped pavilion 40 feet high and about 50 feet across. Every day before dawn, a team of accountants, guards, messengers, and minor spellcasters (priests of Zilchus) from the Greyhawk Union of Merchants and Traders meets here to watch over the day's transactions across the huge marketplace. Booth licenses are sold and periodically rechecked against the main roster kept in the Grand Tent, and troubles between

The Adventure Begins

merchants and their customers are swiftly judged and resolved. At dusk, the administrative team totals up its receipts and leaves under guard for the union hall (T4). The tent, made of fire-resistant cloth, remains standing at all times.

Rivalries between merchants in this city are extreme, and foreign merchants who rent market space have an uphill fight. Traditional rivals of local merchants in the Low Market are those from Hardby, the Wild Coast, Dyvers, and the Duchy of Umst. This rivalry continued even after the Greyhawk Wars, with the duchy's merchants losing market space to very aggressive traders from Safeton and Hardby. Demihuman merchants have niche markets not much challenged by other groups (baked goods and other prepared foods from Elmshire, and dwarf-crafted iron goods from Greysmere and Karakast). However, with the recent rental of an entire building in the Foreign Quarter by the Royal Guild of Merchants of the United Kingdom of Ahlissa (F5), everyone fears that Ahlissa will overpower everyone else in both the High and Low Markets, as well as the caravan trade. (The bad old days of the Great Kingdom have not been totally forgotten, despite being as casually ignored as they are in city lore.) On the good side, this isn't likely to happen soon. The Royal Guild moves slowly and deliberately these days, having learned caution under the long and tyrannical reign of the Naelax Ivids. Were the guild to become more aggressive, however - that would be a different story.

DM's Notes: As expected, a certain amount of covert criminal activity occurs here. Money is embezzled, certain merchants are unfairly excluded or given favored status in the market, bribes are taken, and minor thefts of merchandise occur, not all of it brought about by the Thieves' Guild. Sabotage, assault, and the like take place on a weekly basis. Only rarely does this activity affect business, however, and most people put up with it, as considerable profit can be made despite it. Most

of this "action" will not concern adventurers, but anyone with merchant friends or relatives will hear much about the "back-stabbing, ungrateful, money-grubbing criminal monsters" who run the Low Market.

A11: Halmaster's Hall. This large four-story building is owned by a man who is at once a member of the city's Directing Oligarchy, a high-ranking official in the Union of Merchants and Traders, and a currently inactive member of the Thieves' Guild: **Carmen Halmaster** [N hm T8; hp 25; Int 17, Cha 15; many magical items]. Halmaster got his start in the smuggling trade, and he is very familiar with the Wild Coast's towns and personalities as a result.

In the last decade, Halmaster's wool-sales business took off to such an extent that he had little time for more traditional thieving activities - he was getting far wealthier in safer ways. Following an assassination attempt in 589 CY, Halmaster developed an incurable nervous tremor from the poison used against him; he walks with a cane (MV 6) and has difficulty holding things. His mind is still sharp, however.

Halmaster's Hall, as this building is called, is effectively the center of the cloth trade in Greyhawk, as Halmaster has so many deals and agreements with other local cloth and clothing merchants. Halmaster is behind some of the recent fashion crazes that have taken over the city.

This hall also has the meeting rooms for the Guild of Clothworkers, made up of the city's weavers, tailors, seamstresses, dyers, curtain makers, yam-spinners, hatters, and so forth. This new guild was formed in the late 580s. Carmen Halmaster has cultivated good relations with this guild, which has difficulty standing up to him on issues. Members of this guild and their shops are scattered all across the Artisans' and Foreign Quarters; they have no guildmaster, instead being governed by an elected committee with a representative from each trade in this all-encompassing group. Young women convicted of minor crimes are often sent to work with reputable clothworkers, but they are worked hard for long hours at no pay.

DM's Notes: Diviner wizards and priests have determined that Carmen Halmaster was the target of a plot hatched by an evil religious cult in the city. Which group performed the deed and what its motives and goals were are unknown at present. This news has not been released to the public; the murder attempt has been minimized by the Oligarchy; Nerof Gasgal has been said to be the target of the attacks, and Halmaster jokes about it. The would-be assassin was captured by Halmaster's bodyguards, but he died in custody before anything could be learned from him. The man's mind could not be read, his spirit could not be contacted after his death, and he said nothing to give a clue about himself or his mission. The body is being held by the Thieves' Guild in hopes of fording magical means to divine more about him. Halmaster is very paranoid now and has a special fear and hatred of unfamiliar priests; he also avoids being around strangers.

Halmaster sometimes hires highly recommended and reliable messengers to carry his instructions to his trading agents in other cities and towns, particularly Dyvers, Safeton, Narwell, Hardby, and Radigast City (in the County of Urnst). A Thieves' Guild member in good standing could get such a mission. However, there is a real possibility that the guild itself has been infiltrated on some level by evil cults, and the group that attacked Halmaster might go after his messengers.

As a side note, Halmaster is intrigued by the qualities of the wool of certain species of giant mountain goats found in the Abbor-Alz and Cairn Hills near the Duchy of Urnst. He wants to hire a reliable group to retrieve a dozen or so live and healthy specimens for breeding; the pay is generous. This area is known to harbor bandits, orcs, wyverns, rocs, griffons, and more. The long-lost Silver Metal Cairn is thought by some to have been in this area, too.

Thieves' Quarter

It is said that if Greyhawk's New City were to vanish from Oerth, Old City would carry on as it always has - but the reverse is unlikely to be true. Though the Lord Mayor and the

Directing Oligarchy ostensibly rule from New City, their true power bases are in the Old City's Thieves' Quarter, rooted in the Thieves' Guild and Union of Merchants and Traders. The decisions made here affect life everywhere in the city and even across the central Flanaess.

Many lower class families in the Old City have been here for generations, but immigrants also flow into this district, working their way up from the Slum Quarter where most new poor immigrants find themselves without homes or money. Subtle ethnic differences can be found between each street in the Thieves' Quarter as a result. Demihumans are few, usually outcasts or wanted criminals from distant clans, but many of the city's half-orcs live here. This area is as tough as the River Quarter but less chaotic and more settled, with fewer transients around.

Crime in this quarter is considered to be rampant because thieves are known by all to be in charge here, but there is, nonetheless, a certain adherence to civil order, bred by long years of routine and tight rule by the Thieves' Guild. Murders are usually criminals killed by other criminals; regular citizens are beaten by thugs for their money, but rarely killed to avoid attracting the City Watch's attention. Few murderers are actually caught and fewer still are convicted unless someone important was the victim. Pickpocketing and petty theft are rampant and usually ignored by authorities. Most wealthy criminals go free, and poor criminals go to prison or workhouses. Most "active" criminals are young males, as unemployment is very high here; older criminals are usually skilled thieves or leaders in criminal groups.

Despite such lawlessness and corruption, law enforcement is present and does make a difference. The Nightwatchmen are the strongest force here, serving to protect common citizens and businesses against the thugs who populate this area. Many locals save their money to buy the protection that this guild offers. The priests of St. Cuthbert monitor the Nightwatchmen closely to make sure that bad elements do not turn the guild into a criminal protection gang extorting money from helpless Old City residents. The City Watch is present during the day (with near-maximum numbers of guards present), but two patrols march together at full strength on patrols at night.

T1: Turin's Servant Agency. When Turin Deathstalker left the Directing Oligarchy for a job as commander of Safeton's garrison, he maintained this business, which he purchased in 578 CY. Still called Turin's Servant Agency, it offers trained and obedient servants for the city's wealthier clients. Butlers, maids, cooks, laborers, gardeners, valets, and most other kinds of servants can be had on a temporary or permanent basis. Many in the Old City regard a job with this business as their only chance for a better life.

The agency is careful to screen prospective servants to get only the best of them, those who are reasonably trustworthy and polite. This task has been magnified by the Greyhawk Wars and their aftermath, as the refugees who filled the Old City were often neither trustworthy nor polite. Things have improved now, however, and good help is easier to find.

Turin Deathstalker (see F1) is almost never seen here. Instead, the business is efficiently run by a 26-year-old woman who previously worked as a waitress and minor actress. Her name is **Xerien Albhart** [N hf T4; hp 18; Dex 17; *dagger +1*], and she enjoys her work, as it allows her to maintain contact with the city's upper crust and patrons of the arts. Xerien was not a very good actress, as most people in the city know, but she is prone to periods of depression and no one wants to bring her down. Xerien came to Greyhawk in 579 CY from Admundfort, after the Shield Lands were invaded by the Bandit Kingdoms and Horned Society prior to the Greyhawk Wars. She says little about her past, though she thinks the Knights of Holy Shielding are obnoxious, dictatorial, and mean. Xerien says her father is someone "important," but she won't say who he is. (He and her mother weren't married, and he vanished before she was born, though she rarely speaks of this.) Her mother died giving birth to her; Xerien was raised by relatives who were lost when Admundfort fell to Iuz almost a decade ago. She has no known relatives now.

DM's Notes: What no one realizes is that some of the servants sent into the New City are actually spies for the Guild of Assassins. These "servants" are unarmed and very helpful, but they report back everything they see and hear to the guild, which sells their reports to interested parties, particularly the Guild of Thieves. Other reports are kept on file in case they are needed for a future assassination. Also, letters of recommendation and the agency seal are used on occasion by assassins on special missions.

Perhaps more important is the story of Xerien Albhart. Xerien was a thief in Admundfort, struggling to survive a rough childhood and many conflicts with her mothers' relatives, who eventually threw her out. She retained a strong interest in the arts and wished to better herself in any way possible in order to be accepted by high society, but she had little luck doing it until she got this job. Her only fear is that she will meet people who knew her in Admundfort as a grubby little fruit-stealer and cutpurse. She still has her old habit of picking up things when no one is looking, opening locks with pieces of wire, and so forth, but she does not belong to the Guild of Thieves and is trying to make a legitimate living.

The story about her father is one she made up. She has no idea that it is actually true. Her father was a rogue who traveled around the Nyr Dyv when he was a youth; a romantic dalliance with Xerien's mother led to her birth. The rogue was a thief from Greyhawk named Nerof Gasgal -the current Lord Mayor (see H14). He has no clue that the young woman he knew in Admundfort died in childbirth less than a year after he left her in 564 CY, much less that Xerien even exists. On impulse, Nerof gave Xerien's mother a small silver medallion and chain to remember him by (an item he had stolen earlier and was quite proud of). Xerien still has the necklace, all that she has left to remember her mother. She wears it often. She does not know it is a magical item (*medallion of protection +2*).

Nerof occasionally tells stories about his early days as a thief to close friends, and he remembers the silver medallion because

The Adventure Begins

he stole it from a wizard who never knew where it had gone. Possibly, a character might overhear this story if sitting near Nerof in a high-class tavern in Greyhawk, then later see the necklace on Xerien. Or a criminal or cultist might make the same connection, and lay a plot against the Lord Mayor using Xerien as bait.

T2: Whitehorse Inn. This three-story, landmark building is one of the oldest in the Old City, having retained its name and mission for several centuries. A stable adjacent to the inn makes it perfect for travelers, and the food, service, ale, and bedding are at least adequate. The inn's staff knows much of the history of Greyhawk, at least as it affected the inn. The inn has seen some kitchen fires recently and had to close several times for repairs, and the large wooden carving of a white horse has been stolen several times in the last few decades, but business is still good. The innkeeper is **Erthin Mansharn** [NG hm F2; hp 7; Cha 15], the half-brother of Director Cariel Mansharn of the city's Oligarchy. The two get along well, and Cariel is often a guest here.

A building adjacent to the Whitehorse Inn on the north side is being rented from the innkeeper by the congregation of Mayaheine in Greyhawk. The building, only a single story, was a storehouse until the local priest of Mayaheine approached Erthin Mansharn about using it as a small chapel until the group could afford to build its own temple. Erthin reluctantly agreed, and the group has caused no trouble. The priest of Mayaheine is **Veni Jarrison** [LG hm F7/C10 Mayaheine; hp 59; Con 15, Wis 17, Cha 17; *plate mail +1, shield +2, ring of protection +2, bastard sword +1 flametongue*], a 36-year-old immigrant from Leukish. Veni fought in Nyronnd against the Great Kingdom during the Greyhawk Wars and in Furyondy against Iuz in the Great Northern Crusade, returning to Greyhawk after each fight to work for his congregation. Mayaheine's following is closely tied to Pelor's, and the two congregations often have joint services in the Garden Quarter (G10).

Veni Jarrison has seen more of war than most people do, and he is tired of it. He is becoming attached to the City of Greyhawk and would like to

stay here, though he is having trouble getting his religion established. The congregation has moved several times in the last few years following runs of bad luck, and they all hope their fortune will be better now.

DM's Notes: The Mayaheime followers have had bad luck in part because followers of Iuz and other evil gods in Greyhawk have taken pains to try to drive the group out of town, by burning down their temporary chapels, stealing their money, and so forth. These events have been made to look like accidents, in hopes the group will simply give up and leave. However, the plot backfired, and the group is now very cohesive and determined to stick together through any misfortune. (Some believe Mayaheine is "testing" them.) The cultists will soon start to attack the group in earnest, believing them to be a special danger to Iuz in the long run.

T3: Old City Watch Station. This station is exceptionally efficient and has a long history of being one of the better-run offices of the City Watch, despite the fact it is in the Old City, which is commonly known to be controlled by the Thieves' Guild. Because street crime (muggings, pickpocketing, and so forth) is not uncommon in this quarter, more patrols than usual are out and about; four standard patrols and one elite patrol are garrisoned here. The patrols have a very casual attitude about crime, it seems, but they work hard and generally do well.

DM's Notes: Since the huge influx of refugees into Old City in the last decade, the Thieves' Guild was forced to let the City Watch operate unhindered in most of its work here. In fact, the Thieves' Guild regularly passes along secret information to the Watch about the activities of nonguild thieves and suspicious foreigners. The Watch reciprocates by allowing some thieves to escape custody or pay fees instead of serving jail time.

T4: Merchants' and Traders' Union. One of the hubs around which the economic life of the city turns, the Union of Merchants and Traders is headquartered in a broad complex of buildings including a corral, a stable, a storage barn, and a guildhall. The smell from the horses, mules, and oxen stabled here is effectively neutralized by several minor wizards' spells that cover the entire area. (This makes it impossible for animals to use their olfactory senses when tracking here, however.) Freight wagons are stored here as well as at the Caravan Warehouse (S1).

The guild hall itself is a huge, three-story structure between the barn and stable. No expense was spared to give this building a grand appearance reflecting the worldly nature of this great guild. The guild is dominated by merchants who buy and sell cloth and clothing, wood and metal goods, leather items, and agricultural produce of all kinds. Shrines to Zilchus, Xerbo, Fharlanghn, and a number of other gods connected with trade or travel are present in the hall in various locations. The guildhall has meeting rooms, offices, several small libraries, an underground cargo storage area, and a barracks for hired guards.

From dawn to dusk, every day of the week, merchants throng the front courtyard showing their wares, guild representatives buy raw materials and sell manufactured items, investors add their money to speculative trading expeditions, and moneychangers and moneylenders make their rounds. Lawyers, scribes, and accountants scribble notes and phrase documents; cartographers check maps and plot courses on land and sea. At sunset, all trading ceases and accountants go to work adding total sales from the day, posting prices (used to determine taxes and tariffs for the following day) and securing profits safely away. Large cargoes are moved through the night streets to the guild to avoid crowds during the day.

Guild membership is 15 gold orbs per year for Greyhawk citizens, and 30 gp per year for foreigners who wish affiliate membership. Membership brings low-cost accounting services, guards, storage fees, and tax concessions on cargoes entering the city, as well as full use of guild facilities (including the Caravan Warehouse at S1).

The union is currently managed by guildmaster **Dernan Nathane** [N hm F2/T9; hp 38; Str 15, Dex 16, Int 17, Cha 16; *leather armor +3, shield +3, long sword +3 frostbrand*,

cloak of protection +2 many magical potions], who is also on the Directing Oligarchy. Other major figures in the union who are also in the Directing Oligarchy are Carmen Halmaster (see A11), **Cariel Mansharn** [LE hm W4/F6; hp 23; Int 16; *cloak of displacement, girdle of protection* +3, *ring of the ram*], and **Stimtrin Cannasay** [LN dm F3; hp 19; Con 15, Int 16, Wis 6, Cha 6; *ring of mind shielding, ring of sustenance*]. Derman Nathane is a skilled leader and manager who knows Greyhawk and its politics very well. Cariel Mansharn was brought into the Oligarchy after the death of another Director from the union, Ren o' the Star, during the Greyhawk Wars. He is known to be unpleasant if crossed, but very able as a troubleshooter. Stimtrin was formerly the assistant guildmaster of the union. (Cannasay's last name is actually his human nickname, given his habit of answering questions with "I canna say," before launching into a long, complex analysis of the problem. Stimtrin is a master of bureaucratic paperwork with pronounced compulsive tendencies; he doesn't work well with other people, but he knows the union and its business inside and out. Despite his poor leadership, he is widely acknowledged as an organizational genius and an indispensable source of guild information,

DM's Notes: Derman Nathane and Carmen Halmaster are both members of the Thieves' Guild, though this is a secret closely kept. Cariel Mansharn suspects the truth, but admits nothing. All three are members of the "inner circle" of Directors who make all the actual decisions in city politics.

Laup Cobrun [LN hm F3; hp 14; Con 6, Int 16, Wis 6, Cha 15; *ring of protection* +1, three *protection* scrolls], a long-time guildmember, was formerly one of the Directing Oligarchy. When his duplicity on the Oligarchy was discovered by accident in 589 CY, he was quietly voted out of the government to take up new business in the Union of Merchants and Traders. This was done to avoid the messiness of revealing his treachery and having him assassinated. It also helps to keep him busy so he isn't tempted to turn traitor and sell secrets to the city's enemies. Cobrun suspects the truth in this matter, but he dares not complain as he knows that if he steps out of line again, he will be quickly killed and no questions will be asked. He now works exclusively on contracts and trade with Baklunish nations, and he is thankful for that. The union, meanwhile, is very suspicious of and angry with the temple of Trithereon, and priestess Janziduur in particular (see R14). Cobrun was replaced on the Directing Oligarchy by Stimtrin Cannasay.

Laup Cobrun has been considering a plot of his own to somehow make Janziduur pay for her blackmail. The nature of this plot is up to the DM, but Cobrun will not act if he thinks it will be traced to him, which would lead almost certainly to his assassination.

T5: The Dead House. Formerly known as Madame Serena's Fortunetelling, this little ramshackle structure was once home to an elderly woman who told fortunes. She died a few years ago, and the place is now overrun with the descendants of her many cats. Humans will not live here, in part because of the awful smell and in part because Madame Serena apparently came back in some form of unlife. Many in the Old City have heard that beggars who sleep in the house hear whispers in the night, the sound of furniture moving, and other disquieting noises. The place is now avoided by everyone. Priests and paladins have explored the place but found nothing, though they suspect Madame Serena, if back as an undead, is avoiding them.

DM's Notes: This house is a good place for a DM to make use of an undefined undead presence. Madame Serena was actually quite prescient in life, and could make reasonably accurate predictions. (She was a low-level diviner with very high Intelligence and Wisdom. Anyone casting a *divination* spell in this house automatically must save vs. spell or be struck with a great wave of coldness that lowers Strength and Dexterity by 1 point each for 2d10 rounds. If the victim saves, the *divination* spell will be cast at four levels higher than the caster's actual level. Madame Serena's spirit might know certain information that it attempts to impart to certain people about the future, particularly of bad things to come. Her spirit cannot be

cast out except under unusual conditions (determined by the DM) because she is not evil and came to unlife under her own willpower, like a revenant.

T6: City Slaughterhouse. All fresh meat in the city comes from this building. The cuts are generally good, and a wide variety of meats are butchered here (pork, beef, lamb, poultry, and horse). This structure emits no terrible odors, as one would expect, because of several minor wizard spells that change noxious odors of offal, blood, and decay into more neutral scents, then cause an updraft to carry all smells into the air above the city. The sounds of livestock being slain are similarly muffled by magical means, so the neighborhood is not greatly disturbed. A consortium of nobles owns the slaughterhouse, which is operated by the Guild of Butchers. There is little friction usually between the nobles and the guild, thanks to many long-standing work agreements and benefits programs.

The Guild of Butchers does look for unusual meats supplied by adventurers. Livestock to be butchered is usually brought in small groups from stockades outside the city walls along River Road. One sort of animal is butchered during the morning, and another during the afternoon.

DM's Notes: It is not openly known that the Guild of Thieves has a controlling interest in the slaughterhouse. The Guild of Butchers suspects this but knows better than to discuss it; business is good, so why spoil it? The thieves make some money off the guild's operations, but their main interest is to make sure the meat is not poisoned by any foreign or local saboteurs or "freelance" assassins. The Guild of Butchers was formed after a disastrous food-poisoning episode over a century ago.

T7: Nightwatchmen's Guildstation. Nightwatchmen assigned to this guildstation consider it hard duty. Thieves run this quarter, and the Nightwatchmen are sworn to defend their charges against intruders, which has led to many pitched battles between thieves and followers of St. Cuthbert. Battles are not always to the death, and thieves are more likely than Nightwatchmen to break and tun early, but feelings on both sides are bitter. It has been

The Adventure Begins

impossible to mediate any kind of settlement between the Thieves' Guild and the Nightwatchmen, as the latter are heavily supported by merchants and businesses in the area. A kind of low-level war thus goes on, day in and day out, between these two factions. This guildstation is heavily defended; it has been attacked many times in the last few decades until it is like a small fortress.

DM's Notes: The Nightwatchmen are receiving increased support from the temple of St. Cuthbert in the Garden Quarter. Potions with magical effects are being secretly shipped into the guildstation, to be distributed among the Nightwatchmen on duty. Potions granting infravision are especially being used, as these have long durations of effect thanks to new formulas being concocted by an alchemist hired by the temple. If the thieves learn of this, it will boost the "arms race" considerably.

T8: Gold Digger Tavern. Dwarves, gnomes, humans, and halflings are often found in this raucous, two-story tavern right inside the Highway Gate. Half-orcs and humanoids are wise not to show their faces here. Armor can be worn, and dwarves need not check their weapons at the door, unlike other races. Many dwarves from Greysmere and Karakast come here when in the city. The tavern's owner is the very aged warrior **Axel Tharnhew** [LN dm F14; hp 104; Con 16; *hammer +3 dwarven thrower, gauntlets of ogre power*], who came to Greyhawk over a century ago from the Lortmil Mountains, where he struck it rich with a gem mine. Axel will tell anyone who wishes to listen incredible (but true) tales of valor and daring against the humanoids who once infested the Lortmils, prior to the Hateful Wars that drove them out. Much demihuman gossip is told here.

The tavern has cheap food and rooms, with a superb halfling cook, **Glenda Silvertoe** [NG 1/2f T11; hp 35; *short sword +1*]. However, the beds are very short (most about 5 feet long), and humans and elves rarely stay over.

DM's Notes: News from the Principality of Ulek is commonly heard and debated here. There is a movement to have Greyhawk and Ulek combine forces to strike at the Orcish Empire of the Pomarj from

two directions, pressuring it to withdraw from all seized territory, but this plan has not yet met with the Directing Oligarchy's approval. A famed gnome noble from Ulek often visits this tavern, and he hires adventurers to strike into the Orcish Empire on various missions to break the back of the humanoid army occupying the eastern half of the principality. The 110-year-old gnome, often remembered for his actions when the dreadful Cult of Vecna arose in 581 CY in Greyhawk, is **Count Imiric von Suss-Varren** [LG gm F11/W12 (illusionist); hp 53; Str 16, Dex 17; *short sword +1, robe of blending, periapt of proof against poison*, many potions and spell scrolls]. He knows most of the Circle of Eight personally, as he was once the henchman of the now-dead wizard Otiluke.

T9: Brass Dragon Inn. Another of the many dragon-named establishments in the city is the Brass Dragon Inn, a huge, one-story building with a rambling interior filled with kitchens, taprooms, dining halls, bars, bedrooms, short towers (up to three stories), firelit lounges and sitting rooms, and more. The food is not great and is also expensive, though few exhausted souls coming through the Highway Gate care very much; they are just happy to have a chance to rest. Two families (the Yrinjes and the Solvanis) own the inn, constantly arguing over what to serve and how to manage the place. Customers expect to see the staff members fighting among themselves, and just ignore it. The head bartender here is an intelligent and skilled half-elf student nicknamed "Rainy." He began work here just after the Greyhawk Wars and is well liked by everyone. Many privately hired mercenaries and guards protect the inn from vandals, thieves, arsonists, and drunken patrons' pranks.

DM's Notes: "Rainy" the bartender is **Naas Sarainy Siobharek** [LE 1/2em T10; hp 35; Dex 18, Int 17; *bracers of defense AC 5, dagger of venom, boots and cloak of elvenkind, ring of invisibility, ring of mind shielding*]. He is a deep-cover agent for the Scarlet Brotherhood in Greyhawk. At present, he takes on occasional missions for his masters far away, spending the rest of his time listening for interesting gossip. He pretends to be a long-time student in the city, hailing from Veluna. He has been in Greyhawk for over a decade now and has many friends. Most people recognize that he is basically selfish and a bit cold, but he is a great conversationalist, a good speaker, and very law-abiding.

"Rainy" took his job at the Brass Dragon in the days after the Great Northern Crusade began, realizing that the Scarlet Brotherhood's position in the city was tenuous if the Pact of Greyhawk was discarded. His suspicions were correct, and he is one of the few high-level agents left in the city. He is contacted irregularly by Brotherhood agents from the south, but he knows little about the Brotherhood's political situation elsewhere in the Flanaess. He would ultimately like to take part in an assassination attempt against the upper level members of the Thieves' Guild in Greyhawk, becoming the new guildmaster.

T10: Chapel of Olidammara. As temples go, this one devoted to Olidammara is certainly among the liveliest. Music, drinking, singing, dancing, and celebrating are encouraged here on Godsdays (and other days) by the half-dozen priests here, led by the cheerful Alsi Svenits [CN hf B4/C9 - Olidammara; hp 39; Str 15, Dex 16, Int 15, Cha 16; four magical music instruments, many spell scrolls]. Alsi took over this simple, one-story temple in 590 CY and has brought new life to the entire block. It is generally known that the temple has nothing much of value aside from the personal items owned by the clerics, so few people try to break in to steal things. Some bad-tempered neighbors complain about the noise, however.

DM's Notes A wandering bard came to the temple a year ago and sold several folders filled with old songs he had "discovered" while passing through Nyronnd's capital, Rel Mord. The songs are over a century old and many are quite rare; the clerics realized they had a treasure trove of old Aerdi music from many places in the former Great Kingdom. They are learning some of the songs now, and more than a few of the songs hold clues to little-known past events or give hints about treasures once known to the rulers of that empire. However,

some sages in Rel Mord are seeking the (stolen) music, using hired adventurers who will arrive in Greyhawk shortly.

T11: Shrine of Beory. A small and pleasant shrine in the heart of the Old City is this flower and shrub garden dedicated to Beory, the Oerth Mother of the ancient Flan people. Few druids of Beory are in the city at present, but several local people tend to the garden and keep local youths from vandalizing it.

DM's Notes: Despite a local folktale that destroying the garden would mean the destruction of Greyhawk, the loss of the garden would have no effect on the city. Druids of Beory regard Greyhawk as a blight on the land, and most have withdrawn deep into forests elsewhere.

T12: City Orphanage. The site now occupied by the new orphanage was formerly Old Mother Grubb's House of Fortune, a gambling parlor and bordello that was discovered to have been operated by a vampire. A holy knight of Pelor was murdered here by Mother Grubb, the undead monster who ruled the place, and out of revenge, the inhabitants of the place were slain and the House of Fortune burned to the ground in the fall of 582 CY. Frightening tales of Mother Grubb still circulate among the children in the orphanage.

The two-story orphanage is operated by clerics and lay followers of Pelor. About three dozen children up to the age of 14 are housed here; older children are apprenticed off in better parts of the city when possible. Some children arrived in Greyhawk as recent refugees or lost their parents to short-lived outbreaks of disease in the Old City, but most were simply abandoned by poor parents no longer able to care for them. These children are rather lucky, as many more children run wild through the chaos of the Old City, hiding from authority and stealing food.

Following several incidents in which some of the human slime of Old City attempted to kidnap or prey on the children here, the clerics of the orphanage have become very militant and aggressive. Clerics and followers of Mayaheine have begun working here, and the staff is more heavily armed than they appear. Most of the clerics blame the Thieves' Guild for these incidents.

DM's Notes: The orphanage staff is actively seeking weapons, potions, spell scrolls, and other devices it can use to defend the orphanage against outsiders. The workers are slowly turning the place into a minor fortress, isolating it and its children from the rest of the world. On the surface it is difficult to say if this is a bad thing, as they are in a bad part of the Thieves' Quarter, but they aren't making many friends. Many neighbors dislike the staff and resent its heavy-handed way of keeping people away from the children there. The Thieves' Guild resents the staffs attitude as well, because it is not responsible for any attacks against children. (See the Richfest section in "Annual Events in Greyhawk".)

The most dangerous enemies facing the orphanage are several local evil cults (Nerull, Iuz, and Incubulos), that have their eyes set on capturing some children for purposes that the clerics of Pelor could only imagine in their maddest nightmares. The clerics have no idea that they are facing such awful opposition, but perhaps their heightened defense of the orphanage is not such a bad idea. Characters who aid the orphanage will find it a quick ticket to popularity, though Pelor worshipers receive the loudest praise.

T13: Public Bathhouse. In the days when the Old City was the city of Greyhawk, nobles and wealthy merchants used this structure as an exclusive club for bathing, swimming, athletics, and general pampering. Now it is a public bathhouse and business of its own. A silver noble (1 sp) buys a weekly pass, and three gold orbs will buy annual admission. A paper ticket is issued as a pass. The bathhouse has separate facilities for men and women, with magic-controlled atmosphere to produce tropical conditions inside. Aside from the huge central pool, smaller pools, steam rooms, massage rooms, dressing rooms with private storage trunks, and a

large poolside lounge with plenty of drinks are available. Most members of the bathhouse are merchants, caravan workers, mercenaries, and "well-to-do working poor" of the Old City: laborers, shopkeepers, and guildmembers who earn just enough to gain admission. (Membership at the bathhouse is considered a major mark of achievement among the lower and middle class in Old City.)

DM's Notes: The bathhouse is heavily frequented by thieves, but most of these are merely resting and relaxing between missions. Few people, even criminals, wish to disturb the sense of rest and peace at the bathhouse. More disturbing to the patrons would be the news that the entire Guild of Assassins also comes here, individually, for relaxation. It is not unknown for plots to be hatched here in the quiet fog of a steam room, or for adventuring missions to be concocted over drinks by the poolside.

T14: Temple of Xerbo and Osprem. Foreigners sometimes look at this small, two-story structure with great curiosity, as it is an inland temple devoted to two gods of the sea. However, many merchants in Greyhawk ship goods by river, lake, and sea, and Xerbo is the old Suloise god concerned with, among other things, merchants who travel over the water. Merchants from the nearby union hall come here to worship before shipping goods by water or making sea voyages themselves. The entry hall has a marvelous wooden model of a large oared river galley and its crew.

Recently, two clerics of Osprem (a Suloise deity of ships and sailors) made their way here as refugees, and they have been allowed to set up a small shrine on the second floor. The temple's only treasures are the Six Tapestries, great hanging works that each show a storm, sea monster, or naval battle (value 500 gp each). The high priest of Xerbo here is **Talrand Quehris** [N hm C13 - Xerbo; hp 45; Wis 15; *footman's mace* +2, *trident of yearning* (not used)], who oversees a half-dozen minor priests. The major cleric of Osprem is **Deyani Mor** [LN hf C5 - Osprem; hp 34; Con 18, Wis 16; *trident* +2]. The two groups get along well but do not interact much.

DM's Notes: Many Suloise merchants in the city prefer to worship Xerbo over

The Adventure Begins

Zilchus for cultural reasons. However, the temple is sliding into disrepair, and local followers of Xerbo seem disinclined to give the temple more than a handful of change when worshipping, making building repairs impossible. The clerics are looking for patrons who would financially support repair work on the temple, in return for which the clerics would gladly cast spells at reduced (or nonexistent) rates. A character who knows anything about plumbing would also be greatly appreciated.

T15: Common Crypt. This enormous mausoleum is the Common Crypt of Greyhawk, where the dead of the city are eventually cremated or buried in underground catacombs. The Common Crypt is operated by the Guild of Embalmers and Gravediggers, which no longer digs graves in this area but instead digs tunnels to expand the already huge network of catacombs below the Old City. The guild does not recommend cremation as a rule, but some religions and mourners are beginning to insist on it to prevent the deceased from being revived as undead.

Old City once had a cemetery within it, but this was dug up long ago to make room for the homes and businesses of the living. Only the Lords' Tomb in High Quarter (H5) now has actual gravesites in addition to its own catacomb network. The ashes of cremated persons are stored in small urns in the aboveground mausoleum on this site, each jar with a name and a few words inscribed on it. Statues and carved frescoes surround the mausoleum, showing many of the gods of the Flanaess welcoming their deceased followers into their otherworldly folds. Evil gods are specifically excluded, though some people have carved forbidden names on the outside walls anyway.

DM's Notes: Much speculation exists in some circles about the extent of the catacombs below the Old City. The tunnel plans are approved by the Guild of Architects and Stonemasons, but the plans are locked away from public view. It is generally believed that the network of tunnels and vaults extends out to a radius of about 500 feet around the Common Crypt, and down at least two levels (going about 30 feet per level). Only the guild is

allowed down in the tunnels, though rumors circulate that there are other entrances to the catacombs.

Cremation is avoided if possible by the guild because the dead of Old City form the main supply of fresh corpses for the guild to sell to necromancers, evil spellcasters and cultists, and others. Only a few bodies are sold in this manner, because the guild places such a high price on them, so there is no army of zombies hiding below the city. However, zombies and skeletons have found homes in a number of places in Old City (and even in New City) in cellars and vaults where they stand guard over the valuables of evil persons.

Unlike the Lords' Tomb, no major undead are here; the guild destroys undead on sight with a variety of magical items and hired priests. The live encounters here (evil priests and assassins in hiding) are potentially more dangerous. The catacombs are dark, dank, and contain some mechanical and stonework traps to discourage free-roaming adventurers. Some catacombs are said to link up to an old tunnel network used about a decade ago by followers of the vicious Falcon, a creature believed by many to have been a wizard. (She was a wizard/priest spirit naga who founded the Spurned Cult of Iuz; she is believed to have been destroyed in 581 CY.) The tunnels led to secret meeting places below warehouses in the middle of the Old City. (See the adventure WGA1 *Falcon's Revenge*.)

T16: Millrose Brewery. This local ale and beer brewery is an important employer in Old City, running three shifts through the day and night. Wagons and carts full of hops, barley, and malt unload during the day, to return later to pick up kegs for shipment to the city's inns and taverns. The Osders' and Brewers' Guild operates this facility, but not all of its many members work here; a number of the city's taverns have small stills and cellar breweries. The Millrose Brewery is a major supporter of the festivities during Brewfest every year, and about a dozen house labels are created here, each with a distinctive flavor, smell, and appearance. The foreman at the Millrose Brewery is **Harwin Yargrove** [CG hm zero-level; hp 2, *ring of poison detection*], who carefully checks every batch to make sure it is safe for consumption (though good taste is not checked as thoroughly).

DM's Notes: The brewery is a regular target of college students and pranksters who try to break into the facility to steal ale or beer. Elaborate beer-stealing plots have been hatched over the years as bored and restless young citizens try their hand at good-matured larceny, despite the penalties for theft (usually a large fine).

T17: Madame Zaccaruso's. This boarding house is immediately visible to anyone traveling south through the Black Gate. Many foreign merchants and caravaneers stay at this three-story residence for five silver nobles each per week (price includes bed and breakfast). **Madame Zaccaruso** [N hf W4; hp 11; Int 16; many potions] is a very elderly woman rumored to be a witch; she has been a fixture here for years. The house is always dean and tidy, and business has never been slow for long.

DM's Notes: Madame Zaccaruso is an amateur alchemist and makes her own potions, mostly ones that have medicinal qualities (*cure light wounds*). She is also a master at creating household *cantrips*, minor spells that are effective at cleaning under furniture, repairing broken cups, patching walls, removing creaks from floorboards, straightening beds, cleaning blankets, and so forth. She has never shared her knowledge of *cantrips* with anyone else, hiding it cleverly from everyone.

T18: Old Burn Block In 571 CY, a war between the Union of Beggars and the Guild of Thieves ended with the near destruction of the former and the burning of many buildings in the heart of the Old City. The beggars were blamed for the destruction and suffered horrible retribution for years after. Estimates are that 60 to 100 people died in the fire, which killed many children and elderly residents who were unable to escape. The ruins remained for years and were known as the Great Burn. The fire is probably the worst disaster in the city's last century.

In 585 CY, with the city being flooded with refugees and a second great fire having consumed more of the Old City south of the Great Burn (a result of the horrifying spell combat between Rary the Traitor and Otiluke of the Circle of Eight, which killed about 50 people), the Directing Oligarchy moved to have the entire burned area rebuilt, using funds from a special Fire Tax levied on merchants beginning that year until 590 CY. This produced a massive boom in the construction guilds that, together with a general rise in merchant traffic after the Great Northern Crusade, led to the breakup of several of the larger guilds into smaller, tighter, and more efficient businesses.

Old Burn Block, the area between Rats Road and Black Lane, is now a rather colorful spot in the otherwise trashy and dismal Old City. Many new buildings have sprung up to fill in spaces between old ones that survived both fires, so this end of the city looks much more crowded than before. Occasionally someone (usually while digging a cellar) will find a small hoard of coins or gems left buried by others before the fires, so treasure-hunting is a preoccupation with some residents.

DM's Notes: One drawback that is generally noted about Old Burn Block is that the spirits of some who died during the fires are apparently active to a small degree, causing minor frights and dropping, moving, or hurling objects. Several phantoms, poltergeists, haunts, and the like have been reported here, but none have done serious harm so far, and most have been removed by clerics. Still, there is a good chance that some restless dead are here in spiritual form, and they might have important business left unfinished in the mortal world (and a character might be the one to finish this business).

T19: Nyronal House. Many Nyronese refugees arrived in Greyhawk after the Greyhawk Wars, fleeing the economic ruin of their battered kingdom or seeking jobs after having been driven from their lands and towns by war. A coalition of the wealthier refugees who gained Greyhawk citizenship managed to purchase this old, decrepit house and turn it into a sort of inn, meeting hall, and cultural center for their fellows in the city. The block around Nyronal House is mostly made up of ex-Nyronese, and one hears the Nyronese dialect spoken often here. Nyron's coat of arms is painted prominently over the double doors on the east side.

Nyronal House now serves the residents in many capacities. Several small chapels are present to gods popular in Nyron (Heironeous, Rao, Pelor, Zilchus, Beory, and others), where minor clerics take donations and cast basic spells for pay. Meeting rooms are available for use, and some food and fresh water are distributed to those too poor to afford it. Nyronal House has some contact with the Nyronese Traders' Hall (F15), which will hire poor Nyronese to run errands, perform maid service, and (secretly) make clothing that the traders sell as originating in Nyron. The traders look down on the poor Nyronese, but both sides would rather work with each other than with the (as they see it) mercenary, godless, common rabble Greyhawk has to offer.

DM's Notes: Nyronal House is heavily infiltrated by the Guild of Thieves, which secretly supports the clothing-making operation as a semi-legal way of making additional money. Some poor Nyronese are also working at minor jobs for the guild, acting as street spies and reporting on the conditions in various homes in which they are hired as housekeepers or laborers. The guild's protection rackets have also taken their toll of the Nyronese, but the worst thing to befall them are certain wealthy Nyronese who have been acting as loan sharks, creating small criminal gangs around their businesses. These parasitic Nyronese are hated in the community more than the locals hate the old Overking, Ivid V, which is saying something. Anyone who could break their power would be lionized by the people here.

T20: Halfhock's Pawnshop. One casualty of the Great Fire of Harvester 584 CY was Devin Halfhock's Pawnshop, one of the very few businesses or guilds managed by a half-orc. **Devin Halfhock** [LE 1/2om F9/T8; hp

39; Str 16] is approaching middle age and rarely leaves his new shop (rebuilt with funds invested with the Union of Moneychangers and Pawnbrokers), but he is still well known. Great bargains can be found at his shop for weapons, armor, housewares, tools, and clothing. Street urchins throw rocks at his shop (where he also lives), but he has had to contend with worse. Local people are used to him, but Nyronese won't go near his shop because he - like those who raided and looted Nyron in the last decade - is an orc (part-orc, actually, but it makes no difference to them). Several drunken attempts to kill him have failed, resulting in his isolation and careful examination of customers through a slot in his front door.

DM's Notes: Devin once had several magical items, including armor and devices that boosted his thieving ability beyond the norm, but these were lost in the fire in 585 CY. He does passably well now, but his main function, as before the fire, is to watch over a secret entrance into the Great Hall's Thieves' Guild (T21) through a tunnel leading to a storm sewer. Devin is as cynical and bitter as they come, but he believes Greyhawk is the only place where he could do as well as he does now.

T21: Old City Great Hall (Thieves' Guild). The label "city hall" is sometimes applied - only half in jest - to the Old City Great Hall, where Greyhawk's government formerly operated. Nowadays, the Guild of Thieves is commonly (and correctly) believed to operate from this old but magnificent building. The structure was badly damaged by fire in Harvester 584 CY, but it was swiftly rebuilt to its grand old style. Here is where the Pact of Greyhawk was signed, though few diplomats now visit the place. The Directing Oligarchy has let it be known that this building has a government support staff, about which little is said in public.

Little is known about the interior of the building, as admission was restricted during and after the rebuilding process. However, the building is most impressive.

DM's Notes: The Guild of Thieves has turned this old government building into a huge conglomeration of criminal industries. The building is guarded by junior thieves,

The Adventure Begins

mechanical and magical traps, and perhaps even nonliving automatons. Inside are dormitories for thieves, training rooms, storage and supply centers, and lookout posts. But these are only in the aboveground portion. In the two cellar levels are a library of books and maps to the city (the contents stolen from various guilds in town), many private chambers, meeting rooms, accounting rooms, a shrine to Kurell (insisted upon by some guildmembers, though many thieves worship Norebo or other gods of theft, darkness, stealth, and crime), and the heavily defended guild treasury room. A forgery center operates in an underground chamber reached by tunnels, producing fake credit notes allegedly issued by neighboring states. The day-to-day administration of work in the Thieves' Quarter is undertaken by **Thurman Dietrien** [N 1/2em T11; hp 43; Dex 18, Int 16, Cha 16; *leather armor of displacement, cloak of protection +2, dagger +4*], a loyal supporter of Org Nenshen, the guildmaster (see H15).

T22: Phoenix Boarding House.

During the fire of Harvester 584 CY, the Black Orchid Boarding House burned to the ground with many of its unsavory inhabitants. In its place arose the Phoenix Boarding House, operated by a less dangerous staff catering to more normal boarders. The three-story stone-and-timber building has a bright yellow roof of painted wooden shingles that is startling, to say the least. The boarding house, on Black Lane, attracts immigrants with a bit of money who cannot find other lodging even if they gain work and citizenship. An odd assortment of other itinerants is usually present, often people stopping over for a time in Greyhawk on their way to somewhere else.

DM's Notes: Some of these itinerants here are part-time or full-time spies from other powers. Some are interested in gathering news on the Union of Merchants and Traders, some are checking up on local centers of worship for distant religious headquarters, and some are actually plotting how to attack and destroy the city, should the need for that arise. (Most of the latter are from Iuz, the Orcish Empire of the Pomarj, Rary the Traitor, or the Scarlet Brotherhood.)

T23: City Depot This huge building was burned completely to the ground in 584 CY, but it was rebuilt by the end of the next year. It houses the guildmembers and headquarters for several important guilds in the city, most notably the Union of Laborers and the Union of Sewermen and Streetcleaners. The overseer is a gnome named **Foreman Fenrous** [LN gm F4; hp 31; Int 16, Wis 17, Cha 15; *ring of fire resistance, three potions of fire resistance*]. Foreman (which seems to be his first name) was burned in the 584 CY fire, but survived thanks to his ring. He is very paranoid about fires now, and he is trying to get the Directing Oligarchy to make the City Depot fireproof at all costs. Foreman assigns duties and represents the city government to the guilds and unions, if they should have complaints.

The Union of Laborers is the largest guild, with over 4,300 members who are hired out for unskilled or simple labor, such as street repair, whitewashing, digging, carrying freight, and so forth. Many members are hired by Greyhawk's other guilds and even by private individuals (usually merchants) for short-term day jobs when more skilled guildmembers don't have the time. The guildmaster is the muscular **Wergi Dael** of Hardby [LG hf F2; hp 17; Str 17, Con 18, Wis 15, Cha 15], who has been active in labor and guild politics for years.

The Union of Sewermen and Streetcleaners has about 500 members, about two-thirds of them apprentices. The streetcleaners pick up garbage along the street at regular intervals: High and Garden Quarters on Starday; Clerkborg on Sunday; Artisans' Quarter on Moonday, Foreign Quarter on Godsday, River Quarter on Waterday, Old City (west of the Processional) on Earthday, Old City (east of the Processional) on Freeday. Three to four garbagemen on wagons drawn by two draft horses each make the rounds, then take the waste either to Garbage Hill (from the Old City, River Quarter, and Foreign Quarter) or to Shack Town to dump it into the Selintan (from the High, Garden, and Artisans' Quarters and Clerkborg). Garbagemen get days off not necessarily related to the regular workweek.

A special division known as the Sewer Rats consists of the toughest, dirtiest dwarves and gnomes in the city, who receive special pay for marching through the great sewers and cleaning them out (including killing any unwanted wildlife down there). Because certain powerful people don't want all of the sewers explored, the Sewer Rats are discouraged from going into certain places. There are about two dozen Sewer Rats in all, each with leather armor, picks, hammers, and hand axes. They congregate at the Barge Inn (R11), where they stink up the place terribly. The guildmaster of streetcleaners and sewermen is a tall albino named **Glayrin Mok** [NE hen F3; hp 10; Con 6; *ring of protection +1*], who came to Greyhawk as a child from the Wild Coast city of Elredd.

The Union of Couriers and Messengers is a new guild, begun only two years ago to put some of the many children in the Old City to work instead of having them run free and commit crimes. (At least, that was the reasoning at the time.) This guild is run by a former street child, now 24, named **Christa** [N hf T7; hp 21; Dex 17, Wis 15, Cha 16; *boots of speed, ring of invisibility, dagger +2/+4 vs. lycanthropes*]. Christa trains young children to carry small packages and messages for customers within a few blocks' distance in the city, for which they receive free food, board, and a few coppers a month spending money from the guild. The temple of Pelor thinks this operation is marvelous (as so few others will feed or care for children) but fears for the safety of the youngsters. Some minor clerics of Pelor accompany the children on their rounds and spoil them a bit.

DM's Notes: The entire City Depot and all unions there are in the pocket of the Guild of Thieves, which functions as a shadow government in the Old City. Christa's urchins are secretly watched over by the guild as well as the clerics of Pelor, as many of these children will be trained later to become thieves or work with the guild in some capacity. The children's union was Christa's idea, as was tying it to the Guild of Thieves. In many odd ways, this union functions as a child welfare agency, looking out for their well-being, teaching them useful skills, and ruthlessly avenging any harm done to them. This agency is a peculiar alternative to the City Orphanage (T12).

Glairin Mok of the Guild of Sewermen and Streetcleaners often secretly hires zombies or skeletons to perform cleaning work in sewers that are off-limits to the Sewer Rats. The Sewer Rats know this (they aren't stupid) but have no complaints, though they always wonder what's so special about certain places in the sewers. (Some tunnels lead to the Thieves' Guild [T21], and a few lead to the Guild of Assassins.[S5]) A long-term deal was worked out years ago with the Guild of Embalmers and Gravediggers to purchase good-quality bodies to be *animated* by unscrupulous clerics. After a long period of service, the undead are disposed of.

The Union of Laborers does a lot of side jobs for the Thieves' Guild, but nothing that takes the laborers into the Great Hall (T21). Some laborers are actually thieves who use the opportunity to scout the homes of wealthy merchants and lodgings of visiting traders.

T24: Hariad's Jewelry. Hariad's jewelry is an unusual shop. The aged owner, **Gritch Hariad** [N hm zero-level; hp 2; Cha 15] is blind but apparently able to sense shapes perfectly by touch. He can triple or quadruple the value of gems or jewels he works on. His shop is completely dark inside and has many traps and barred windows. Hariad is over 60 years old but still healthy. His shop is frequented by wealthy patrons and even foreign visitors. He is a long-standing member of the Guild of Jewelers and Gemcutters, and his works are prizewinners.

DM's Notes: In addition to other defenses, Hariad has a special working arrangement with the Guild of Thieves to receive "free" protection from guild and nonguild thieves if he will improve a few gems and jewels for the guild every so often. He has been very agreeable to this, and everyone has profited as a result. He has over 10,000 gp worth of materials in his shop at all times, but he has never been robbed successfully. Evil cults, however, are not so easily swayed and might wish to empty the shop at the expense of a few lives.

T25: Hanged Man Inn. The Hanged Man Inn got its start as the old jail for Greyhawk, in which prisoners doomed to be executed at the Hanging Tree north of the Low Market were kept. It has a bright, whitewashed exterior with gold paint on the trim, making it a remarkable sight. However, no citizen in his right mind will stay here overnight, as the place is known to be overrun with the worst cutthroats and human fiends in the city. Still, courageous merchants, army officers, and even nobles come to sample the shady atmosphere. Room rates are high, but security is said to be tight (though few believe this).

DM's Notes: The Hanged Man is owned and operated through middlemen by the Thieves' Guild, providing a great source of legitimate income for the thieves. The most notorious thieves, assassins, and other criminals of the Old City are often seen here relaxing, because theft and murder (except as noted below) are strictly banned here. However, anyone caught stealing or cheating at a game of chance is killed on the spot after a swift trial (1d4 rounds). The place is about as safe as any in Old City, with just the right veneer of civilization and finery over the possibility of sudden death.

T26: Esteerned Chapel of Norebo. This pleasant little sanctuary is ostensibly the worshipping spot for anyone who likes to gamble or take risks. Norebo is favored by many adventurers, and a visit here is often made by adventuring groups leaving the city on missions. Services are simple, with devotions conducted by the half-dozen priests here whenever a few followers assemble to make offerings, pray, and depart. The chapel sits on The Circle, a round courtyard where five streets come together; it was once used for public meetings.

DM's Notes: The two most popular thieves' gods in Greyhawk are Kurell of the Oeridians (whose shrine is at T21) and Norebo, the older Suloise deity in this region. Thieves never steal from this chapel unless they belong to rival religious sects, but this risks provoking another disastrous holy war in the thieves' guild and is avoided - for now. Valuables from this chapel are *teleported* away to an unknown location by being placed in a magical box about 6 inches square. Most of the clerics here have some training as thieves. Despite Kurell's shrine in the guild itself, Norebo is generally regarded as the

patron of the thieves of Greyhawk.

T27: Vesper's Pawnshop. Vesper's Pawnshop on Snake Street specializes in art objects and jewelry, high-quality armor and weapons, and even minor magical items (sold for hugely inflated prices). The value of all the goods here is believed enormous, but the place has stone walls, barred windows, and (it is rumored) many magical and mechanical traps. The shop is operated by a member of the Directing Oligarchy of Greyhawk - an elf, of all people, named Vesper Lafanel (see S5). It is widely believed that Vesper is not a person to cross, and some whisper that he has connections to hired killers in the city. As a result, only very desperate or insane people attempt to rob his pawnshop. No one has done so in many years and lived to talk about it. Normal people avoid the place like the plague, but wealthy and brave (or stupid) people can find very strange and unusual artworks here.

DM's Notes: Vesper's shop, co-owned with Turin Deathstalker (see F1), is indeed a front for the Guild of Assassins. When not working on missions, the guildmembers take turns running the shop. It is relaxing business for sociopathic murderers, especially since there is so little business. The shop has only one entrance/exit; there is no secret way out, though the shop is loaded with internal and external defenses. The value of goods here is in the many tens of thousands of gold pieces, and were it not for the certainty of a horrible death awaiting any thief, the shop might be a frequent target. The place is not off-limits to the Thieves' Guild, and although many have fenced "merchandise" here, a theft has not been attempted in a number of years.

T28: Mama Esther's. One of the most pleasantly aromatic places in Old City is Mama Esther's, a bakery with a reputation stretching across every part of the Old City. The place is notable because its baked goods are so exceptional, because **Mama Esther** [CG hf zero-level; hp 2] rents very cheap rooms on the second floor, and because Mama Esther is currently on the outs with the Guild of Bakers, Cooks, and Millers over recently imposed restrictions on the types of goods each baker is allowed to sell on certain days. Mama Esther, acting alone, has decided

The Adventure Begins

to completely ignore the guild and bake whatever she likes, so the guild is threatening to picket or shut down her bakery.

DM's Notes: Mama Esther's most loyal customers include many thieves, thugs, and assassins (though she doesn't know this, of course), and these customers would be incredibly upset to find her bakery being picketed or mobbed early one morning as they were arriving in a desperate search for a bag of hot berry muffins or sugar-glazed cinnamon rolls. The criminal guilds of Greyhawk will not rob Mama Esther's under any circumstances, though there is no restriction against it.

T29: Odd House. "Odd House" is the nickname given this strange, ramshackle building once used as a government office when Old City was the entire Greyhawk. Some old-timers also call this "Hew's Place" after a peculiar gentleman who taught music there over a century ago. The gentleman was known to be a close friend of Lord Mayor Zagig Yragerne, and he vanished shortly before Zagig himself. The house has the odd trait of making pleasing musical whistling noises like several flutes when a high wind blows around it. The house is currently inhabited by a large extended family of native Greyhawkers called the Lengles.

DM's Notes: "Odd House" was one of the original dwelling places of the mortal form of the quasi-deity Heward, maker of the legendary *Mystical Organ* and a variety of miscellaneous magical items. Heward, Zagig, and others of their circle became the most powerful adventuring group known to the world at that time. Keoghtom and Murlynd became quasi-deities and recently were elevated to hero-god status, gaining priests and followers. Heward, however, has remained a very distant quasi-deity and is content to explore other planes from a variety of homes and strongholds he has built across the infinite multiverse. Very few in Greyhawk realize the connection between this house and the under-reported Heward, who has not been seen or heard from since 505 CY, when he joined his old comrades to entrap Iuz in Castle Greyhawk.

Heward's old home, now held by the Lengle family, still has active *gates* within it joined to several strange

demiplanes. Possibly, guests of the Lengles might discover these gates by pure accident. The family has already discovered the *gates* and is very careful around them, but says nothing to anyone else for fear that they will be turned out of their home by the government or by spellcasters wishing to investigate the place. This home would provide an excellent link to the PLANESCAPE campaign, should the DM desire it.

The Slum Quarter

The western arch of the Old City, running along the city walls, is notably more run-down than the Thieves' Quarter. Few businesses of any worth are located here; the buildings are in poor repair, many held by absent landlords or criminal gangs. Unlike the River or Thieves' Quarters, the Slum Quarter does not lie on a trade route into the city, so little wealth enters this area. Beggars are common, disease is everywhere, and many homeless persons sleep out in the open under trees, in crates, and against the sides of buildings. The Slum Quarter is dominated by the Beggars' Union, set almost against the Black Wall. It is rumored that the notorious Guild of Assassins has its secret headquarters here, too, but if the locals know anything about it, they aren't talking.

City Watch patrols are rarely encountered here, except in groups of two. Only Assassins End, Cross Street, and Old Lane are patrolled; all else is ignored because of the danger of ambush. The Nightwatchmen similarly don't go here, but only because no one can afford their services. The only authority anyone respects is the word of the Beggarmaster, but even he does not have a far reach.

S1: Caravan Warehouse. One of the largest buildings in the city is the Caravan Warehouse, owned by the Union of Merchants and Traders. Caravans unload their goods here upon arrival and pick up their shipments before departing. About 20-30 freight wagons and up to 100 draft horses are stored and stabled here. The smell is bad and no spells carry the odor away; because this is the Slum Quarter, no one will waste the time to improve the situation. The warehouse is magically fireproofed, however, as it and its contents are too valuable to lose.

DM's Notes: The merchants have a special agreement with the Thieves' Guild, paid for with much gold, to keep hands off the cargo in this building. The thieves even secretly patrol the warehouse disguised as freight handlers, searching for anyone who dares break into this building. (Death is the penalty.) Beggars are not allowed near here, which angers the Beggars' Union, though it can do nothing about this. Recent immigrants who are greatly disliked are sometimes "hired" for a few copper pieces to go burn down this warehouse, which always results in the swift death of the would-be arsonist.

S2: False Duke's Stables. False Duke's Stables is named for the former owner, a man named Lucious Stairnezh who believed he was the brother of Karl, Duke of Urnst. He told riveting stories of how his family was murdered by the duke, and he continually attempted to gather allies to march eastward and seize the throne. In a drunken rage in 586 CY, Lucious attacked Count Reichart Petrides, the ambassador from the duchy, and was arrested and thrown into prison in the Grand Citadel. He died there awaiting trial, reportedly murdered by an inmate who happened to like the current government in Urnst. The stables were sold at a public auction and are now owned by **Jogg the Titan** [NE 1/2om F9; hp 80; Str 17, Con 16; *gauntlets of ogre power*], a half-orc and long-time resident of Old City. Jogg despises the Orcish Empire of the Pomarj, largely because his orc father was from a different tribe (Death Moon, of Bone March).

DM's Notes: Jogg knows there is a fortune buried somewhere under the stables, belonging to the former owner, but he hasn't managed to dig it up yet. He is looking for a *potion of treasure finding* to aid his search. Jogg does not know that the spirit of Lucious Stairnezh guards this treasure in the form of an undead of the DM's choice.

S3: Beggars' Union Guildhall. This imposing three-story building, nicknamed the Palace of Trash, is the home of the Beggars' Union. It is crowded to overflowing with members of the union, who act as spies and guards, and it has many secret entrances and short tunnels to neighboring buildings.

The current Beggarmaster is **Simeon Hellwater** [NE hm F4/T8; hp 45; Dex 17, Int 16; *bracers of defense AC 6, buckle knife +3, ring of X-ray vision, ring of human influence, hat of disguise*], formerly the treasurer of the union. Now 52 years old and very somber in appearance, Simeon (called the "Vampire" because of his gaunt, pale looks) is not a leader so much as he is a manager. However, he is a great manager, and he saw the union through a crisis in 588 CY when the previous Beggarmaster, Gaspar, vanished from his locked room in the Palace of Trash. Though many suspect Gaspar was snuffed by the Thieves' Guild for some affront, Simeon has taken no steps to retaliate. His spymaster, Diarmid Hesperion, disappeared shortly after that, and Simeon has produced evidence that Diarmid was an agent for the Scarlet Brotherhood and returned to his masters. Simeon is not loved by the beggars, but he has their lukewarm respect.

DM's Notes: Simeon Hellwater is actually a members of the Thieves' Guild and effectively controls the Beggars' Union as a puppet of the former group. He has reworked the organization so that it acts even more in line with the thieves than before, and his beggars are the eyes and ears of the Thieves' Guild wherever they go. Simeon does not know what became of Gaspar, but he found evidence that an evil cult in the Old City arranged for his kidnapping (and probable sacrifice) because Gaspar attempted to stamp out the cult when it came to light. Diarmid Hesperion later discovered that Simeon was working for the Thieves' Guild, but Diarmid himself was captured and killed by the thieves before he could engineer a revolt in the union. Simeon has replaced most of his officers and now has a new taskmaster (trainer of beggar/thieves), treasurer, and spymaster. The beggars generally know they are working more closely with the Thieves' Guild, but they are also doing better financially and are agreeable to this.

S4: Temple of Ralishaz. This very small, shabby, one-story building is avoided by nearly everyone, though many throw copper commons into the large clay urn that sits by the roadside in front, in hopes of keeping disaster away. It is the sole temple of Ralishaz in the city, tended by six minor clerics (levels 1 to 4) led by **Deena Pandari** [CN hf C7 -Ralishaz; hp 25; Wis 17; *luckstone, quarterstaff +2*]. The previous patriarch of Ralishaz somehow drowned in the shallow Millstream ford on Assassins End, only a few yards from the temple, only minutes before Pandari arrived in town on a pilgrimage from Furyondy. Pandari took over the temple right away, sensing this was what Ralishaz wanted her to do.

DM's Notes: Deena Pandari loves Greyhawk but is very lonely here. She is highly likely to fall in love with a random male character of Charisma 16+ who passes her temple, and will thereafter try to meet the character anywhere he goes in the city. However, a string of seemingly random accidents and disasters will accompany her, befalling her loved one and all his associates. Why these accidents occur is left up to the DM's imagination.

S5: Assassins' Guildhall. This building looks like an old, ill-kept boarding house. It even has a bad-tempered innkeeper and guests, though rooms are never available except to a few. The locals call it "that old place" but have no specific term for it. There is a general sense of uneasiness felt by many about the building, generated by whispered rumors that certain "bad people" live there who are very dangerous to anger.

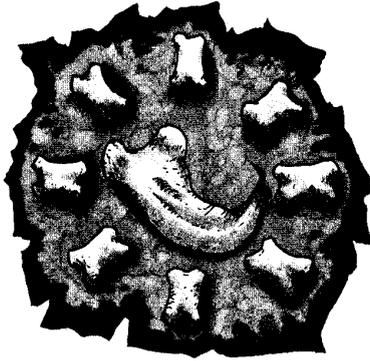
DM's Notes: This is the secret headquarters of the Guild of Assassins. The public imagination has this guild filled with hundreds of cutthroats, mass murderers, madmen, and worse. Every death in Greyhawk is suspected by someone, somewhere as being the result of a hired killing. Greyhawk's notorious thief-operated government has only encouraged the spread of such rumors. Interestingly, though the majority of citizens believe murder-for-pay

is rampant, they do not feel particularly threatened themselves. Staying out of other people's business and not doing anything to fatally anger others are common practices, and few believe they could possibly be the target of an assassination, even if they think everyone else might be.

The Guild of Assassins is a very old institution, dating back centuries to the hiring of mercenaries (by Greyhawk's rulers) to slay the leaders of a humanoid army that unsuccessfully attacked Greyhawk. It recently achieved great power under Turin Deathstalker (see F1), a supremely talented guildmaster who was both an excellent leader and a skilled member of the Directing Oligarchy. Turin is also a dangerous killer with literally hundreds of killings to his credit, most of them humanoids. When Turin left Greyhawk in 582 CY to fight Iuz in the Shield Lands, his position as guildmaster was taken over by **Vesparian "Vesper" Lafanel** [NE em T11/W10; hp 58; Dex 17, Con 16, Int 17, Cha 15; *boots of speed, bracers of defense AC 3, amulet of proof against detection and location, many magical weapons, scrolls, potions*]. Vesper is a grey elf with black-dyed hair. He appears in public to be a conservative noble and is known to be one of the Directing Oligarchs with mercantile interests. It is also generally believed he has darker ties, but no one dares name him as the assassins' guildmaster. He is a superb administrator, though compulsive about record-keeping. He is not sociable and doesn't drink. He is a cold-blooded psychopath with a veneer of reason and respectability. His past is unknown.

S6: Garraldson's Locksmithy. A wizened gnome tinker is the owner of this shop. **Gundri Garraldson** [LE gm T10; hp 46; Dex 17; short *sword +5 defender*] has an excellent grasp of toolmaking and mechanical devices, but he treats complex devices as toys, of little real worth. His forte is locksmithing, and he is one of the best around at making and then disabling or opening locks of every sort. He laughs if asked to reveal his secrets. His locks sell for 10-30 gp, and the best ones add a minor

The Adventure Begins



Symbol of Ralishaz

penalty to a thief's chances to pick them. Gundri says he isn't as spry as he once was and now moves about very slowly with a short staff (MV 3). He seems friendly but knows the nastiest insults imaginable.

DM's Notes: Gundri is also a retired assassin, the highest ranking member of the Assassins' Guild after Turin Deathstalker to have survived the attack of a mezzoloth in 574 CY. Gundri was badly injured in the attack; even though healed by magic, he lost almost all feeling in his legs. He gets great business from the underworld of Greyhawk, particularly the Thieves' and Assassins' Guild. In fact, his shop is one of the main entrances to the latter group; a secret passage between them goes through the other buildings in this block. The passage is trapped, but Gundri can disable the traps in a few moments if the person going through the passage has authorization. If not, he simply sends the person on through ... to his death.

S7: Dragon Turtle Tavern. The Dragon Turtle is probably the cheapest tavern in the city, but the food is usually good and the place is well swept. Merchants, caravan drovers, mercenaries, City Watch patrols, and unusual local characters have their meals here. The proprietor is a retired gnome warrior from Highfolk who took a liking to the Old City. **Nokla Fischer** [N gm F4; hp 23] has a famous brother, Grimmri Fischer, who was a member of an adventuring group called the Fellowship of the Torch, once based in Greyhawk. Nokla came to Greyhawk years ago in search of Grimmri, but learned his brother had been killed in the Greyhawk Wars in Furyondy. Nokla stayed on and purchased the tavern, improving it somewhat but leaving its comfortable character alone.

He does not tolerate beggars inside the tavern, though he lets them have whatever scraps of food are left over at the day's end.

DM's Notes: Because of his brother's death, Nokla has a personal interest in seeing Iuz's followers suffer. He has quietly put out feelers through some of the beggars he feeds to locate any cults or spies devoted to Iuz in the city. He has received some interesting intelligence on this matter, and he will share it with any adventurers who are similarly opposed to Iuz. The most interesting rumor he heard is that the notorious Falcon (who led the Spurned Cult of Iuz in Greyhawk was not a human spellcaster, as many believe, but a snakelike monster. She was defeated a decade ago in a bid to conquer Greyhawk, but someone said that in one of her lairs was a peculiar egg. What became of the egg is not known. Did the Falcon have a child, and where is it now?

S8: Left Hand Inn. This two-story inn is currently managed by a youth named **Jinzar Short** [LN hm zero-level; hp 3], the nephew of the former owner, "Mad Al." Mad Al was an unpleasant man who was murdered in a brawl a few years ago, but not before nearly ruining his business. Jinzar managed to bring back former customers of the inn, and he caters to caravan guards, drovers, and workers at the Caravan Warehouse up the street. Dagger-tossing competitions are a regular feature on Earthday evening, with prizes offered for those with special skill. (Treat the target, at 30 feet, as AC 2.)

DM's Notes: The only attractive barmaid here is a spy for the Thieves' Guild, **Irzee** [N hf T1; hp 2], hired two months ago. A rumor is floating around that Mad Al had considerable wealth that he'd hidden away over the years, and the cash is still hidden inside the inn. Irzee cleans the inn thoroughly but has not yet found anything unusual; flirting with Jinzar hasn't helped, either, as the youth knows nothing about any hidden treasure. A character who is also a member of the Thieves' Guild and has treasure-finding ability would be welcomed by Irzee to help her locate the treasure and take a bit of it before fuming the rest over to the guild.

What no one knows is that among the buried wealth Mad Al owned is a green statuette of a coiled snake. The statuette is cursed, and anyone touching it must save vs. spell or develop an insane attachment to the item. The person becomes very withdrawn, paranoid, and fearful - very much like Mad Al was. The item has other powers that become apparent when the name of an ancient Suloise snake goddess is uttered before it; this is a very dangerous item.

S9: Fedroot's Daggerarium. The finest weaponsmith in Greyhawk is subject to debate, given the many skilled immigrants who have arrived in the city since the Greyhawk Wars began. However, the name of Fedroot still draws respect. An aged master of iron forging, **Fedroot** [N hm F2; hp 8; Str 16, Int 16, Con 16; *war hammer* +2] says nothing about his past, but his skill at blademaking is stupendous. Fedroot is swarthy in looks and sour in disposition, and he loves to be flattered. He also charges five times the normal price for any dagger or sword, but the price is considered worth it and he has a long waiting list of customers. He oversees four apprentice smiths of excellent reputation.

The "Daggerarium" specializes in selling daggers, including those which can be hurled, concealed, poisoned, or made to fit an unusually shaped hand. Mechanical daggers (switchblades, butterfly knives, etc.) are also around the shop. The shop also has swords, arrowheads, and so forth of superior quality.

DM's Notes: The daggers Fedroot makes are still the best that can be bought in the city. Aside from their marvelous decorations and superior make, the daggers often have minor extra abilities (none magical), such as granting a +1 bonus to attack rolls when thrown, a +1 attack bonus against leather, hide armor, or unarmored flesh, or a +1 bonus to resist crushing blows or other forms of destruction. This bonus can be hinted at by the weapon's appearance (superbly balanced, extremely sharp blade, reinforced blade and

handle, and so on). If a character comes to Fedroot and wishes him to make a new sort of weapon, Fedroot will be intrigued and might make the weapon for free, just to see what it would be like. However, he's seen and made almost every bladed weapon imaginable.

S10: Old City Well. The Old Well is one of the oldest structures in Greyhawk, dating back over 500 years. The circular well wall measures 60 feet across and 2 feet high, and the water level is 13 feet below ground. The water at the bottom is 20 feet deep. Worn runes sacred to the Suloise deity Fortubo (who oversees stoneworking) are carved around the stonework; the original builders of the well were Suloise settlers who came here before the Oeridians, and they dug the well. The well water is relatively clean, despite the fact that the slum dwellers here sometimes throw garbage or worse into the well, an act believed to bring bad luck.

DM's Notes: Rumors circulate that great treasures or magic lie at the bottom of the well, but no one has ever found such. However, a great many coins (few of them valuable) lie at the well's bottom, tossed in by those wishing good luck. The well is fed and drained at the same time by an underground stream, and polluted waters are flushed out. Anyone who tosses poison into the well is cursed, thanks to past clerical spells cast on the well's stones; the curse causes the poisoner to save vs. poison or permanently lose a point of Constitution.

S11: Chapel of Ulaa. This small stone cottage with a thatched roof is a chapel to Ulaa, goddess of mountain, hills, and gems. Very few in the Old City worship this deity, but some dwarves, gnomes, and humans come here on Godsdays to worship near the Old City Well. The priests and congregation are planning to move to a new location to build an underground temple, and several sites outside the city walls are being discussed. The high priestess is 50-year-old **Guldan Rockflint** [LG hf C9; hp 54; Wis 16; *ring of protection +1*]. Guldan has been harassed and her temple robbed several times in the last decade, and she cannot stand to stay in Greyhawk any longer. **DM's Notes:** A wealthy dwarf, gnome, or human who becomes the patron of this chapel, protecting the clerics and followers and helping them relocate, will gain a *luckstone* for the duration of one month. (It will vanish thereafter.) This is a gift from Ulaa, who wants her following to expand in the Cairn Hills. However, anyone who helps the chapel is targeted for investigation and harassment by persons in the Thieves' Guild, who believe the chapel hides great riches in gems. (It doesn't, however.)

S12: Flophouse. This decrepit two-story building with basement is probably the lowest-grade inn in Greyhawk. It doesn't even have a name despite its size, being called the "big place on Old Lane." Those staying here are charged only a copper common a day; no food is offered, only a place to sleep on the floor out of the weather. Many who stay here have parasites or diseases, and crimes like theft, assault, and robbery occur every day.

DM's Notes: The cellar of this flophouse contains the secret headquarters of a splinter cult devoted to Erythnul, the Red Hands. Only a half-dozen members are present, but they are preparing to commit a series of mass killings in Old City directed at the homeless persons who crowd the Slum and Thieves' Quarters. The leader is an immigrant from the former Great Kingdom, a priest with astounding powers of persuasion who calls himself **Slash** [CE hm C3 - Erythnul; hp 10; Cha 19].



Symbol of Ulaa



The Adventure Begins

dissipates over the Gnarley Forest. Road traffic comes to a halt along the Wild Coast as highways turn to mud and drivers seek shelter. Narwell experiences some flooding in town and on outlying farms. Orc raids decrease during a storm near Safeton, as the humanoids hate going out in bad weather. (The DM can cancel an encounter check if desired.) Safeton rests on a long, shallow slope and does not flood, but the storm's winds can damage docks and ships in the harbor.

On a roll of 8, the storm comes northward up Woolly Bay and strikes Hardby, following the Selintan River to the northwest thereafter. Like Safeton, Hardby does not flood, though storm damage to ships and docks is feared. The Selintan rises 2d6 inches.

Light fog: This occurs with cool or warm temperatures, but never in the Bright Desert. Light fog lasts for 2d4 hours. Wind speed is 1d20 mph.

Heavy fog. This occurs with any sort of temperature, but never in the Bright Desert. Heavy fog lasts for 1d12 hours. Wind speed is 1d10 mph.

Hailstorm: This occurs with cold or cool temperatures, but never in the Bright Desert. Hail lasts 1d4 hours. Wind speed is 4d10 mph (see "Thunderstorm" above for wind effects at 30+ mph). Exposed characters suffer 1 point of damage every two rounds if wearing AC 6 or worse and unable to use a shield as cover.

Sleetstorm: This occurs with cold temperatures only, but never in the Bright Desert. Sleet lasts 1d6 hours. Wind speed is 3d10 mph (see "Thunderstorm" above for wind effects at 30+ mph).

Light snowstorm: This occurs with cold temperatures, but never in the Bright Desert. Light snow lasts 2d6 hours. Wind speed is 4d6 mph.

Heavy snowstorm: This occurs with cold temperatures, but never in the Bright Desert or along the Wild Coast. Heavy snow lasts 4d6 hours. Wind speed is 3d10 mph (see "Thunderstorm" above for wind effects at 30+ mph).

WINTER-EARLY SPRING WEATHER TABLES

(Sunsebb-Needfest-Fireseek-Readying)

Roll 1d12 for sky, temperature, and precipitation.

Sky: clear 1-3/pc 4-6/over 7-12

Temp.: cold* 1-11/cool 12

Prec.: no 1-7/yes 8-12

*Freezing on second roll of 1-11 on 1d12.

Winter-Early Spring Precipitation

(dependent on temperature roll, as above)

1d12	Cold	Cool*
1	Heavy fog	Drizzle*
2	Hailstorm	Light rain*
3	Sleetstorm	Light rain*
4	Sleetstorm	Heavy rain*
5	Light snow	Light fog
6	Light snow	Heavy fog*
7	Light snow	Hailstorm*
8	Light snow	Light snow
9	Light snow	Light snow
10	Light snow	Light snow
11	Heavy snow	Light snow
12	Heavy snow	Heavy snow

* If the next day's temperature is cold, the ground will be covered with ice from the previous precipitation.

MID-SPRING WEATHER TABLES

(Coldeven)

Roll 1d12 for sky, temperature, and precipitation.

Sky: clear 1-3/pc 4-7/over 8-12

Temp.: cold* 1-5/cool 6-12

Prec. no 1-7/yes 8-12

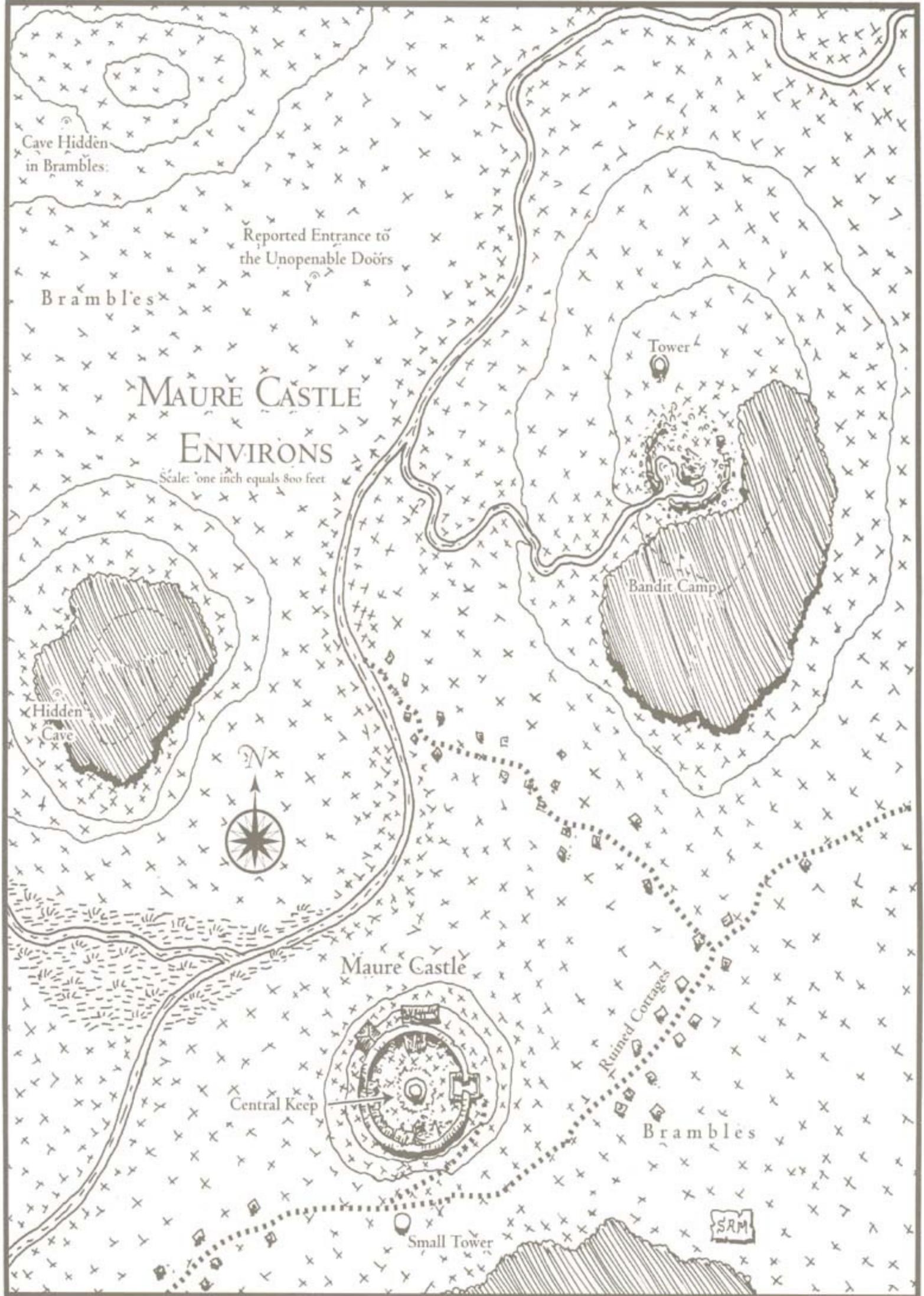
*Freezing on second roll of 1-7 on 1d12.

Mid-Spring Precipitation

(dependent on temperature roll, as above)

1d12	Cold	cool*
1	Heavy fog	Drizzle*
2	Heavy fog	Light rain*
3	Hailstorm	Light rain*
4	Hailstorm	Heavy rain*
5	Sleetstorm	Heavy rain*
6	Sleetstorm	Heavy rain*
7	Light snow	Thunderstorm*
8	Light snow	Thunderstorm*
9	Light snow	Light fog
10	Light snow	Heavy fog*
11	Light snow	Hailstorm*
12	Heavy snow	Light snow

*If the next day's temperature is cold, the ground will be covered with ice from the previous precipitation.



Cave Hidden
in Brambles:

Reported Entrance to
the Unopenable Doors

Brambles

MAURE CASTLE

ENVIRONS

Scale: one inch equals 800 feet

Tower

Bandit Camp

Hidden
Cave



Maure Castle

Central Keep

Ruined Cottages

Brambles

Small Tower

SRM



GREYHAWK

ACCESSORY

THE ADVENTURE BEGINS

REDISCOVER THE BIRTHPLACE OF ADVENTURE!

The year is 591 CY. The World of GREYHAWK® has changed a lot, as nations topple and leaders plot. Whole realms are "lost"; others have crumbled; still others have advanced, becoming new powers in the Flanaess. So where are you going to find all the news?

And more to the point, where in the City of Greyhawk can you find some interesting gossip, cheap but good ale, and fellow adventurers to share it with?

A Dungeon Master's dream, this 128-page guide gives you what you need to start a Greyhawk campaign — or to update an existing one:

- Extensive histories of the Flanaess and the Domain of Greyhawk
- A place-by-place description of the City of Greyhawk
- A 16-page map booklet with new and updated maps of towns and adventuring sites in the central Flanaess
- Updates on famous people — good and bad
- The seeds for thousands of new adventures

This book will give your adventuring parties experiences they'll never forget.

The World of Greyhawk is back — and it's better than ever!

For players of all levels

U.S., CANADA
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P. O. Box 707
Renton WA 98057-0707
+1-206-624-0933



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P. B. 34
2300 Turnhout
Belgium
+32-14-44-30-44

Visit our website at www.tsr.com

ADVANCED DUNGEONS & DRAGONS, AD&D, GREYHAWK, and the TSR logo are registered trademarks owned by TSR, Inc.
©1998 TSR, Inc. All rights reserved. Made in the U. S. A.
TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.

