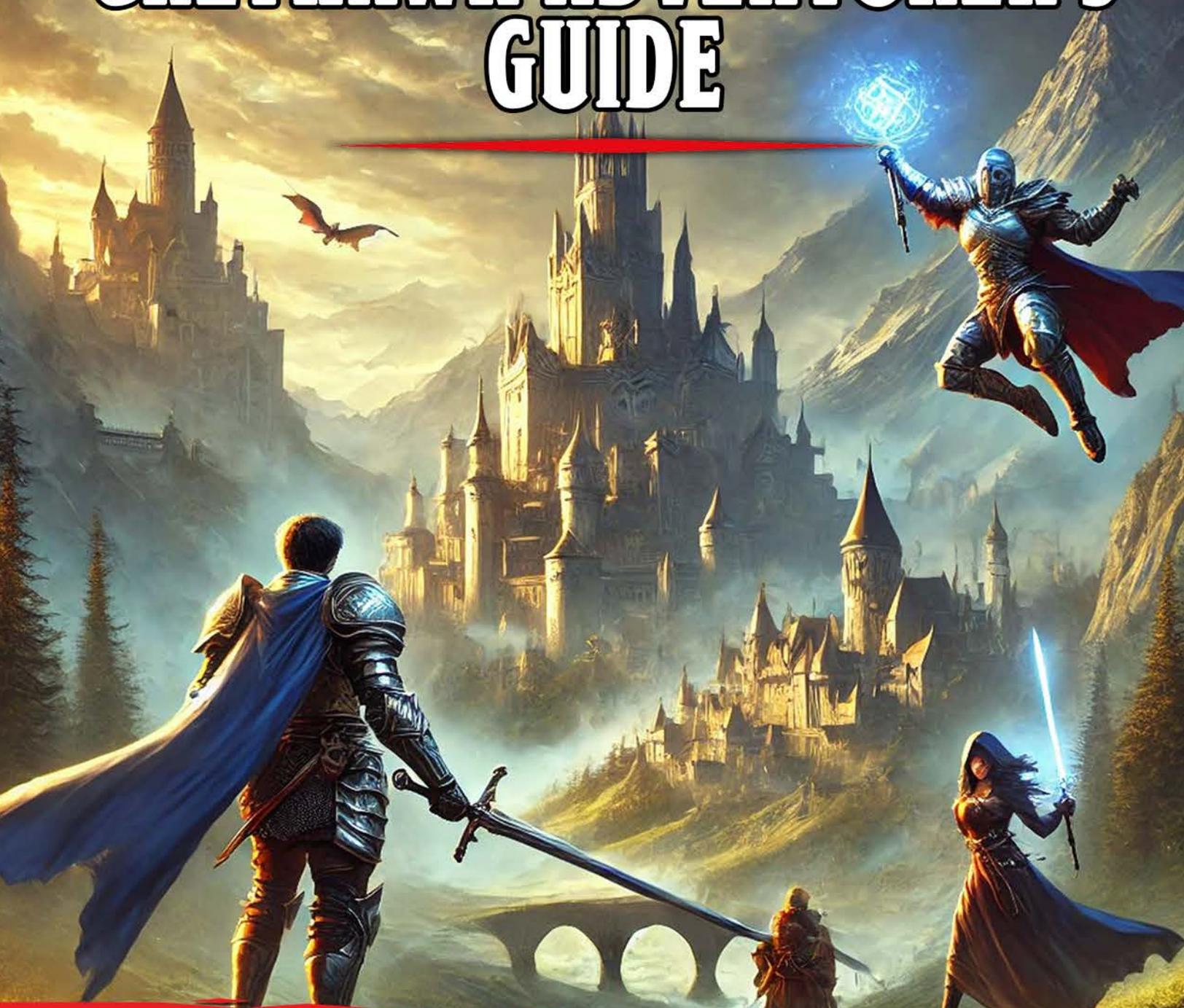




# GREYHAWK ADVENTURER'S GUIDE



**DUNGEONS & DRAGONS**

Explore Greyhawk™ in this campaign sourcebook for  
**THE WORLD'S GREATEST ROLEPLAYING GAME™**

# CREDITS

**Designer:** Darren Ruckle

**Template:** [Simple Microsoft Word Template](#) by Laura Hirsbrunner



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# CHAPTER 1: WELCOME TO OERTH

Welcome to Oerth, a world that teems with magic, intrigue, and adventure. Here, beneath the twin lights of its sun and moons, kingdoms rise and fall, heroes forge legacies, and ancient powers slumber in forgotten corners, waiting to be unleashed. Oerth is a place where every city, forest, and mountain is steeped in history, its lands woven with tales of gods, mortals, and the mystical forces that shape them.

Oerth is but one of many planets within the multiverse, yet it holds a special place in the annals of adventure. From the spires of the Free City of Greyhawk to the wild expanses of the Great Kingdom, the world offers endless opportunities for explorers, warriors, and wizards alike. Ancient ruins dot the landscape, remnants of long-lost empires, while powerful guilds and shadowy organizations vie for control in the ever-shifting balance of power.

As you step into this world, prepare to encounter gods who walk among mortals, powerful archmages who bend reality to their will, and vast wildernesses where danger lurks behind every tree. Whether you are a traveler seeking fortune, a scholar uncovering ancient mysteries, or a soldier fighting in one of Oerth's many wars, the world of Greyhawk beckons you to carve your own path through its rich tapestry of conflict and wonder.

Oerth's history is long, its cultures diverse, and its future uncertain. Now is the time to dive into its mysteries, explore its cities and dungeons, and discover your place in this ever-evolving world of adventure. Welcome, brave adventurer, to Oerth—where every step could lead to glory, peril, or the unknown. The story is yours to write.

## THE FLANAESS

The Flanaess is the easternmost region of the continent of Oerik and serves as the primary setting for the World of Greyhawk campaign. It is a vast, diverse landscape, home to various peoples, cultures, and nations, each with its own rich history, politics, and conflicts. Stretching from the icy tundras of the north to the tropical jungles in the south, the Flanaess offers adventurers a wide variety of environments, from bustling cities to desolate wastelands.

### GEOGRAPHY

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The Flanaess is bordered by the Solnor Ocean to the east and the Crystalmist Mountains to the west. Between these extremes lie vast plains, towering mountain ranges, dense forests, and treacherous swamps. The central region of the Flanaess is home to numerous powerful and independent city-states, such as the Free City of Greyhawk, while the northern reaches are more sparsely populated and home to dangerous creatures and harsh climates.

To the south, the Sea of Dust, a vast wasteland, is the remnant of a once-great empire, now buried beneath ash and ruin. Meanwhile, the Hold of the Sea Princes and the Amedio Jungle in the southwest present exotic locales filled with intrigue, piracy, and mystery. The diversity of the terrain means adventurers can encounter everything from the frigid wilderness of the Thillonian Peninsula to the political machinations in the courts of the Great Kingdom.

### PEOPLES AND CULTURES

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The inhabitants of the Flanaess are equally diverse, with four primary human ethnic groups: the Flan, the Oeridians, the Suel, and the Baklunish. The Flan are the original inhabitants of the land, known for their close connection to nature. The Oeridians are a more recent group, known for their expansionism and adaptability, forming many of the region's great nations. The Suel, once part of a powerful empire, have scattered across the Flanaess, bringing their ancient knowledge and arcane traditions with them. Lastly, the Baklunish people hail from the western lands and maintain a rich cultural heritage of their own.

In addition to humans, the Flanaess is home to other sentient races, including elves, dwarves, gnomes, and halflings, many of whom have carved out their own realms and protect their lands fiercely. Orcs, goblins, and other monstrous races also pose a constant threat, raiding borderlands and establishing their own dark domains.



## NATIONS AND POWER STRUGGLES

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The Flanaess is a hotbed of political intrigue, with a patchwork of kingdoms, duchies, city-states, and warring tribes vying for control. Prominent nations like the Great Kingdom of Aerdy once ruled vast territories but have since fractured into smaller states, each with its own ambitions. The Nyrond, Furyondy, and Veluna states stand as bastions of good and law, while the Horned Society and Iuz the Evil represent dark powers seeking to spread their influence.



The Free City of Greyhawk stands at the crossroads of trade and adventure, a bustling metropolis where adventurers from across Oerth gather to seek fame and fortune. To the east lies the Great Kingdom, a once-mighty empire now in decline, its nobles embroiled in power struggles and dark dealings. To the west, the Shield Lands and Bandit Kingdoms are regions of constant strife, as warlords and knights vie for supremacy in the absence of a strong central authority.

## MAGIC AND RELIGION

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The Flanaess is steeped in magic, both arcane and divine. Powerful wizards and sorcerers can be found throughout the land, from the archmages who dwell in secluded towers to the practitioners of dangerous forbidden magic. The gods of Oerth play an active role in the lives of its people, with numerous deities being worshiped by various cultures. These include Pelor, the god of the sun, worshiped by many for his healing light, and Nerull, the dark god of death, feared by those who dread the inevitable end.

Temples, shrines, and holy sites dot the landscape, with clerics and paladins wielding divine power in the name of their deities. Religious orders often play a significant role in the politics of the Flanaess, whether through open support or clandestine influence.

## ADVENTURES AWAIT

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The Flanaess is a land where the balance between good and evil, law and chaos, is ever shifting. Whether you find yourself in the grand courts of Furyondy, the shadowy alleys of Greyhawk, or the untamed wilderness of the Bright Desert, Oerth is a place where the bold can carve their names into legend. Each region offers unique challenges and rewards, from battling marauding bands of orcs to uncovering the lost relics of ancient civilizations.

The Flanaess is the heart of adventure on Oerth. With its complex political landscape, diverse cultures, and wild, untamed lands, it is a place where heroes are made, and where every action can alter the course of history. Welcome, traveler, to the Flanaess—may your journey be long and full of wonders.

## TIME IN GREYHAWK

In the world of Greyhawk, time is meticulously measured and follows a structured calendar system that governs the daily lives of its inhabitants. Timekeeping is essential not only for agriculture, trade, and religious observances but also for the intricate political and military strategies that define the Flanaess. Understanding the flow of time is crucial for adventurers, who must often coordinate with powerful factions or track the passage of days and months during long quests.

## THE DAYS OF THE WEEK

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The week on Oerth consists of seven days, each with its own name and cultural significance. While the names of the days are universally recognized across the Flanaess, certain regions or cultures might have additional customs tied to specific days, particularly in relation to religious observances or local traditions.

The days of the Oerth week are as follows:

- **Starday** – Typically a day of rest and relaxation for most of the common folk. It is also often seen as an opportune time for public festivities or town gatherings.
- **Sunday** – A day associated with the worship of deities linked to the sun, such as Pelor, the god of light and healing. Temples across the Flanaess hold major services on this day.
- **Moonday** – Dedicated to deities associated with the moon, magic, and secrets. Moonday is often a favored day for spellcasters and alchemists, and it is customary for rituals to take place at night.

- **Godsday** – The most sacred day of the week, Godsday is devoted to worship and religious ceremonies. Most people, regardless of their faith, attend services on Godsday. Priests and clerics consider this day to be especially powerful for communing with their deities.
- **Waterday** – Considered a working day for sailors, fishermen, and those who live along rivers and coasts. Water-related deities like Procan and Xerbo are often honored on this day.
- **Earthday** – A day associated with nature, the earth, and agriculture. Farmers and druids see Earthday as an important day for planting, harvest, and communion with nature deities.
- **Freeday** – As the name suggests, Freeday is a time for personal freedom. While some continue to work, many take this day to relax, enjoy social activities, or travel to markets.

The seven-day week is an integral part of the calendar, and certain rituals or events may be tied to specific days. For instance, the Free City of Greyhawk is known for holding public court sessions and open markets on Freeday, while religious institutions across the Flanaess tend to offer blessings and ceremonies on Godsday.

## THE MONTHS AND THE YEAR

The calendar year in Greyhawk is divided into twelve months, each consisting of four weeks of seven days. This structure makes each month exactly 28 days long, for a total of 336 days in a standard year. The months align closely with the seasons, helping people keep track of planting, harvesting, and other seasonal activities.

Here are the twelve months of the Oerth calendar, along with their corresponding seasons:

- **Needfest** (Midwinter Festival) – Although not technically a month, this week-long festival marks the transition between years and falls between the months of Sunsebb and Fireseek. It is a time of feasting, merriment, and celebration as the people of the Flanaess prepare for the new year.
- **Fireseek** (January) – The coldest month of the year, signaling the true depth of winter. Adventurers and common folk alike tend to avoid long travel during Fireseek unless absolutely necessary.
- **Readying** (February) – The winter begins to wane, and the days slowly lengthen. Farmers and tradesmen start to prepare for the coming spring.
- **Coldeven** (March) – The end of winter and the beginning of spring. Weather remains unpredictable, with cold spells still frequent, but life begins to return to the land.
- **Planting** (April) – The first true month of spring. Farmers begin to till the soil and sow their crops, and nature awakens fully.
- **Flocktime** (May) – Named for the time when livestock is moved to spring pastures, Flocktime is associated with the height of spring. The weather is mild, and both flora and fauna flourish.
- **Wealsun** (June) – The start of summer, marked by long days and warm weather. Crops grow steadily, and travelers often find it the best time for long journeys.
- **Richfest** (Midsummer Festival) – Like Needfest, Richfest is a festival rather than a full month. It lasts one week and occurs at the height of summer, celebrating the year's abundance and the favor of the gods.
- **Reaping** (July) – The first month of high summer. The days are hot, and the fields are full of growing crops. People are busy with agricultural work and trade.
- **Goodmonth** (August) – A time of abundance as the summer reaches its peak. Crops are nearing maturity, and the markets are full of goods.
- **Harvester** (September) – The height of the harvest season. Farmers are busy gathering their crops before the cooler weather arrives, and towns bustle with harvest festivals.
- **Patchwall** (October) – Autumn settles in, with cooler days and longer nights. Patchwall marks the start of the transition into winter, and many cultures use this time to store food for the coming months.
- **Ready'reat** (November) – The late fall, when preparations for winter are in full swing. Cold winds begin to blow, and people start to retreat indoors.
- **Sunsebb** (December) – The last month of the year and the darkest. Winter's grip is firm, and people huddle around fires as they prepare for the end-of-year Needfest celebrations.

The **Greyhawk calendar**, also known as the *Common Year (CY)*, marks important historical events, with the current era beginning with the crowning of the first Overking of the Great Kingdom. As of most recent campaign settings, the world of Greyhawk operates in the late 500s CY.



## TIMEKEEPING IN DAILY LIFE

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For the people of Greyhawk, time is typically kept using both natural and mechanical means. In large cities such as the Free City of Greyhawk, clock towers and sundials are common, allowing citizens to track the hours of the day. Rural communities and villages, however, rely more on the movement of the sun and the changing of the seasons to mark time.

The day is generally divided into twelve hours of daylight and twelve hours of night, though the exact duration of each can vary based on the season. For most people, the rising and setting of the sun dictate the rhythm of life, with farmers rising at dawn and retiring at dusk, while artisans, soldiers, and adventurers might have more flexible schedules.

Priests and clerics also play an important role in timekeeping. Many religious orders hold daily prayers at sunrise, noon, and sunset, with larger ceremonies on Godsdays. These rites not only maintain spiritual observances but also help keep time in societies where mechanical clocks are rare.

## SPECIAL FESTIVALS AND HOLIDAYS

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In addition to the regular months and days, special festivals punctuate the calendar year. These festivals often have religious or cultural significance and are times of both celebration and reflection.

- **Needfest:** A week-long celebration of renewal and the turning of the year. This festival is marked by feasts, gifts, and sacrifices to the gods, particularly those associated with winter and the sun.
- **Richfest:** The midsummer festival, which celebrates abundance, fertility, and the power of the sun. It is a joyous time marked by dances, songs, and offerings to the gods of agriculture and prosperity.

These festivals, and others that may be specific to individual regions or religions, serve as important markers of time and are eagerly anticipated throughout the year.

## A BRIEF HISTORY

The history of Greyhawk, and indeed the Flanaess itself, is a vast tapestry woven from the deeds of gods and mortals, shaped by ancient empires, devastating wars, and the rise and fall of powerful kingdoms. As a setting, Greyhawk is one of the most storied in the multiverse, its history stretching back millennia. From the first human settlers to the current era of fragile peace, the tale of Greyhawk is one of heroism, darkness, and constant change.

## THE ANCIENT TIMES

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Long before the rise of the modern nations, the Flanaess was home to the indigenous *Flan* people, who lived in harmony with nature and practiced druidic traditions. The earliest civilizations were small and tribal, with little recorded history. It is said that in these primordial days, powerful elemental forces, mysterious fey beings, and early gods shaped the land.

The arrival of two powerful human groups—the *Suel* and *Baklunish*—marked a significant turning point. Fleeing from the collapse of their own ancient empires in the distant west, they migrated into the Flanaess around 4,000 years ago. The Suel were known for their mastery of arcane magic, while the Baklunish brought with them rich cultural traditions and divine magic. Tensions between these two groups would ultimately ignite one of the most destructive conflicts in the history of Oerth.

## THE TWIN CATAclysms

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Approximately one thousand years ago, the Flanaess was forever altered by two catastrophic events known collectively as the *Twin Cataclysms*. The first was the *Invoked Devastation*, a magical disaster unleashed by the Suel upon the Baklunish Empire. This was followed by the *Rain of Colorless Fire*, a retaliatory strike from the Baklunish that obliterated the Suel Imperium. The *Invoked Devastation* turned much of the Baklunish homeland into the *Dry Steppes*, while the *Rain of Colorless Fire* transformed the Suel homeland into the lifeless *Sea of Dust*.

These cataclysms shattered the western empires and sent both the Suel and Baklunish fleeing into the Flanaess in greater numbers. The migrations of these powerful peoples would have long-lasting consequences on the balance of power in the region. Many Suel settled among the Oeridian tribes, a warrior-like people already residing in the Flanaess, while the Baklunish moved into the northwestern reaches.



## THE RISE OF THE GREAT KINGDOM

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In the centuries following the Twin Cataclysms, the Oeridians—whose ancestors had long migrated eastward—began to consolidate power. One of their most notable states was the *Kingdom of Aerdy*, founded in 1 CY (Common Year), marking the dawn of the modern era. Under the leadership of powerful kings known as the Overkings, the Kingdom of Aerdy expanded rapidly, becoming known as the *Great Kingdom* as it absorbed many neighboring states and tribes.

For several centuries, the Great Kingdom was the dominant force in the Flanaess. It brought stability and prosperity, with its capital in *Rauxes* and the mighty *House of Naelax* ruling from the Malachite Throne. However, as time passed, internal corruption, decadence, and the rise of dark forces within the royal family led to its decline. By the late 400s CY, the Great Kingdom had begun to fracture, with various nobles and provinces declaring their independence or being taken over by more nefarious entities.

## THE TURBULENT YEARS: 400-576 CY

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As the Great Kingdom's influence waned, new powers rose to fill the void. In the north, the *Shield Lands* and *Furyondy* emerged as bastions of good, protecting the people from the growing threats of the *Horned Society* and the dark god *Iuz*, who sought to expand his control over the Flanaess. In the south, the *Iron League* formed as a confederation of free states opposing the tyranny of the Great Kingdom.

The *Free City of Greyhawk*, originally a minor city-state along the Selintan River, gained prominence during this period. Under the leadership of visionary leaders such as *Zagig Yragerne*—who would later ascend to godhood as *Zagyg*—Greyhawk grew into a center of trade, diplomacy, and adventure. Its strategic location made it a crossroads for merchants, mercenaries, and adventurers alike.

During this time, the *Bandit Kingdoms* in the north and the *Hold of the Sea Princes* in the south became notorious for lawlessness, while the *Scarlet Brotherhood*, an enigmatic organization dedicated to Suel supremacy, began to make its influence felt across the Flanaess. The Brotherhood's agents worked behind the scenes, manipulating political events and sowing discord to further their own ambitions.

## THE GREYHAWK WARS (582-584 CY)

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The next major turning point in the history of Greyhawk came with the *Greyhawk Wars* in 582–584 CY. These conflicts, which involved nearly every major nation and faction in the Flanaess, were sparked by the ambitions of *Iuz the Evil* and the *Scarlet Brotherhood*. *Iuz*, a demigod of great power, unleashed his armies of fiends, humanoids, and undead in a campaign to conquer the north. Simultaneously, the Scarlet Brotherhood infiltrated and subverted many southern nations, orchestrating coups and invasions.

The wars were devastating, leading to the deaths of thousands and the destruction of entire cities. *Iuz* claimed much of the northern Flanaess, while the Scarlet Brotherhood gained control of several key territories. In response, a coalition of good-aligned forces—including *Furyondy*, *Nyrond*, and the Kingdom of *Keoland*—fought to contain these threats.

The wars ended in 584 CY with the signing of the *Treaty of Greyhawk*, which brought an uneasy peace to the land. The Free City of Greyhawk emerged as a neutral ground, where representatives of the warring nations met to negotiate peace. However, the treaty did not resolve the underlying tensions, and the Flanaess remained a land of simmering conflict, with many regions still under the control of evil forces.

## THE PRESENT ERA

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In the years following the Greyhawk Wars, the Flanaess has remained a land of turmoil and opportunity. While the major conflicts have subsided, many regions are still recovering from the devastation. *Iuz* continues to hold sway over vast territories, and the Scarlet Brotherhood's agents remain active, seeking to extend their influence through espionage and subversion.

The Free City of Greyhawk has become more important than ever, serving as a hub of trade, diplomacy, and intrigue. Adventurers from across Oerth flock to the city, seeking fame, fortune, or simply the thrill of exploration. The lands surrounding the city are filled with ancient ruins, hidden treasures, and long-forgotten secrets, making Greyhawk a magnet for those who dare to face the dangers of the world.

Meanwhile, new threats are constantly emerging. In the far west, rumors of resurgent Baklunish powers stir fears of renewed conflict. In the south, the jungles of the *Amedio* and the *Sea of Dust* remain untamed and full of dangerous mysteries. As always, the balance of power in the Flanaess remains fragile, and the actions of a few brave individuals could tip the scales for good or ill.

In this volatile and ever-changing world, the history of Greyhawk is far from over. Each day brings new opportunities for heroes to rise and for the course of history to be changed by their actions.

# MAGIC IN GREYHAWK

Magic is a cornerstone of life on Oerth, woven into the very fabric of the world, and no region exemplifies this more than the Flanaess. Throughout the history of the *World of Greyhawk*, magic has shaped the rise and fall of empires, forged legendary heroes, and served as the catalyst for unimaginable power. From the arcane towers of wizards to the divine miracles performed by priests, magic is an omnipresent force that influences every aspect of life in the Flanaess.

This section delves into the many facets of magic in Greyhawk, exploring its practitioners, schools, traditions, and famous magical artifacts. Whether used for creation or destruction, healing or harm, magic is a central theme in the land's mythos.



## THE ORIGINS OF MAGIC

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The earliest origins of magic in Greyhawk are tied to the gods and the creation myths of Oerth. In the *World of Greyhawk*, deities play a direct role in shaping reality. The gods themselves wield unimaginable magical powers, and through their gifts to mortals, magic became a tool for humanity and other sentient races. Early human civilizations like the *Flan* were deeply connected to nature and primal forms of magic, which manifested in shamanism and druidic practices. Over time, as cultures developed and interacted with each other, more structured forms of magic—arcane, divine, and psionic—emerged.

The ancient Suel Empire, once a powerful magical civilization in the far west, is perhaps the most notable early example of a society where magic dominated all aspects of life. The Suel's mastery over magic, particularly arcane magic, was so advanced that it played a central role in the *Twin Cataclysms*, which ultimately led to the empire's destruction. The remnants of Suel magical knowledge have survived in the form of powerful wizards, artifacts, and forbidden tomes.

## SCHOOLS AND TYPES OF MAGIC

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Magic in Greyhawk is traditionally divided into two major types: **arcane** and **divine**. Both forms of magic permeate everyday life, and powerful practitioners of each type can be found throughout the Flanaess.

### ARCANE MAGIC

Arcane magic draws upon the natural forces of the multiverse, allowing its practitioners—wizards, sorcerers, and bards—to manipulate reality. Arcane magic in Greyhawk is taught in guilds and schools, with the Free City of Greyhawk being one of the most important centers for arcane study.

- **Wizards** in Greyhawk follow one of the eight traditional schools of magic: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. Each school focuses on a different aspect of magical study, from summoning extraplanar beings (Conjunction) to altering the very fabric of the universe (Transmutation).
- **Sorcerers**, by contrast, are born with innate magical ability, often due to a magical bloodline, exposure to magical forces, or other mysterious circumstances. In the Flanaess, sorcerers are often feared or respected due to their unpredictable powers.
- **Bards** use their magic through music, storytelling, and performance. While bards are seen as versatile spellcasters, their use of magic is often subtle compared to the grand displays of wizards or sorcerers.

The Flanaess is home to numerous arcane orders and guilds, most notably the *Guild of Wizardry* in the Free City of Greyhawk. Founded by the archmage *Zagig Yragerne*, this guild serves as both a repository of magical knowledge and a political force in its own right. Within its halls, mages study the ancient tomes and secrets left behind by past civilizations, continually expanding their understanding of the arcane.

### DIVINE MAGIC

Divine magic, unlike arcane magic, is channeled directly from the gods or other powerful entities. Clerics, druids, and paladins serve as conduits for divine energy, performing miracles and invoking the will of their patrons.

- **Clerics** represent the most common practitioners of divine magic. They are tied to a specific deity, drawing power from their faith to heal the sick, turn undead, and call down divine wrath on their enemies. Each god has its own portfolio, which defines the types of magic their clerics can use. For instance, clerics of *Pelor*, the god of the sun, specialize in healing and light-based magic, while clerics of *Nerull*, the god of death, are feared for their necromantic abilities.

- **Druids**, on the other hand, draw their power from nature itself. They worship deities tied to the natural world, such as *Obad-Hai* or *Ehlonna*, and are skilled in spells that allow them to commune with animals, control the elements, and take on the forms of beasts. The druids of the *Old Faith*, primarily among the Flan, are known for preserving ancient traditions of natural magic.
- **Paladins** combine martial prowess with divine magic, serving as champions of justice and righteousness. Their abilities often focus on healing, protection, and the smiting of evil.

The interplay between arcane and divine magic is a recurring theme in the politics and culture of the Flanaess. While arcane magic is often seen as a tool to be mastered, divine magic is perceived as a gift from the gods, making its users beholden to higher powers.

## FAMOUS MAGIC USERS

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Greyhawk is home to many legendary spellcasters who have shaped the world through their mastery of magic. Some of the most notable include:

- **Zagig Yragerne**: The Mad Archmage, founder of the Free City of Greyhawk's *Guild of Wizardry*, and a demigod. Zagig is renowned for his eccentric genius and for imprisoning the god *Iuz* within the *Zagig's Prison* beneath Castle Greyhawk.
- **Mordenkainen**: One of the most famous wizards in the multiverse, Mordenkainen is a founding member of the *Circle of Eight*, a group of powerful wizards dedicated to maintaining balance in the Flanaess. His spells, such as *Mordenkainen's Magnificent Mansion* and *Mordenkainen's Sword*, are known to spellcasters across the planes.
- **Bigby**: A member of the Circle of Eight, Bigby is famous for creating a series of spells related to forceful hand effects, such as *Bigby's Hand*.
- **Rary**: Once a trusted member of the Circle of Eight, Rary betrayed his fellow wizards during the signing of the *Treaty of Greyhawk*, killing two of them and fleeing to the *Bright Desert*, where he established himself as a powerful warlord.

## MAGICAL ARTIFACTS

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The Flanaess is littered with magical artifacts of immense power, many of which have legendary histories of their own. These artifacts often become the focus of quests, political intrigue, and wars, as factions vie for their control.

- **The Hand and Eye of Vecna**: These are the remains of the arch-lich *Vecna*, who was once a powerful mortal wizard. The hand and eye each grant their user tremendous power, but at a terrible cost, often corrupting the user with Vecna's malevolent will.
- **The Codex of Infinite Planes**: An ancient and dangerous tome, said to contain knowledge that allows its reader to control the very planes of existence. Many who have sought the Codex have been destroyed by its overwhelming power.
- **Sword of Kas**: Once wielded by *Kas*, the lieutenant of Vecna, this sword is both a weapon and an artifact of immense power. Its magical properties are linked to its dark and bloody history.

## THE ROLE OF MAGIC IN SOCIETY

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Magic in Greyhawk is deeply interwoven with society, affecting every aspect of life from agriculture to warfare. Most cities and large towns have wizards who sell their services to the public, and clerics offer healing and blessings to the faithful. Magic also plays a significant role in governance and diplomacy, with many rulers employing court wizards or divine advisors to aid in their decision-making.

While magic is largely respected, it is also feared. In some regions, magic users are seen as dangerous or untrustworthy, particularly those who practice darker forms of magic such as necromancy. The Free City of Greyhawk, as a hub of magical study, enjoys a more tolerant attitude toward arcane and divine spellcasters, but even here, there are limits to what society will accept.

# RELIGION IN GREYHAWK

Religion is a fundamental aspect of life in Greyhawk, intricately woven into the culture, politics, and daily existence of the Flanaess. The gods and their followers play a direct role in shaping the destiny of nations, and their influence is felt in every corner of the land. From powerful temples in bustling cities to hidden shrines in the wilderness, the deities of Oerth hold sway over mortals, offering both divine blessings and terrible curses. This section explores the complex pantheon of Greyhawk, the role of religion in society, and how faith shapes the adventures of its heroes and villains.



## THE PANTHEON OF GREYHAWK

The deities of Greyhawk are as diverse as the people who worship them. While there are many gods, they can generally be divided into several major groups, including the **Flan**, **Oeridian**, **Suel**, and **Baklunish** pantheons, as well as various nature and monster gods. Each pantheon reflects the cultural heritage of the people who worship them, though intermingling of faiths is common across the Flanaess.

### THE FLAN PANTHEON

The **Flan**, the indigenous people of the Flanaess, revere gods who are closely tied to nature, the seasons, and the elements. Their deities tend to be more primal and earthy, reflecting the Flan's ancient relationship with the land.

- **Beory**: The goddess of nature and Oerth itself, Beory is a revered figure among druids and those who seek harmony with the natural world. She represents the cycles of life and death, the changing seasons, and the Earth Mother aspect of nature.
- **Pelor**: Known as the god of the sun and healing, Pelor is one of the most widely worshiped deities across the Flanaess. He is a beacon of hope and a patron of farmers, healers, and paladins who fight for righteousness and good.
- **Nerull**: The dark counterpart to Beory and Pelor, Nerull is the god of death and the underworld. Feared by many, he is the patron of necromancers, assassins, and those who seek power over life and death.

### THE OERIDIAN PANTHEON

The **Oeridians**, a once-nomadic people, brought with them a pantheon of gods representing war, strength, and governance. Over time, their deities have become deeply embedded in the political and martial cultures of the Flanaess.

- **Heironeous**: The god of valor, chivalry, and justice, Heironeous is a shining beacon for knights, paladins, and all who fight for law and order. His followers are dedicated to protecting the weak and upholding the rule of law.
- **Hextor**: The brother and rival of Heironeous, Hextor is the god of war, tyranny, and destruction. His worshipers often include generals, conquerors, and those who seek to impose their will through strength and domination.
- **Zilchus**: A deity of power, commerce, and influence, Zilchus is worshiped by merchants, politicians, and anyone involved in the accumulation of wealth and authority. His temples often serve as centers of trade and diplomacy.

### THE SUEL PANTHEON

The **Suel**, descendants of a powerful empire destroyed by the Twin Cataclysms, brought with them a pantheon that reflects their complex and arcane traditions. Many of these gods are associated with specific domains of magic and the elements.

- **Wee Jas**: The goddess of magic, death, and law, Wee Jas is both revered and feared. Her followers, often wizards and necromancers, study the mysteries of the arcane and the transition between life and death.
- **Kord**: The god of strength, athletics, and competition, Kord is a favorite among warriors and adventurers who seek personal glory. He encourages physical prowess, courage, and the overcoming of personal challenges.
- **Lendor**: As the god of time and patience, Lendor is often associated with wisdom, order, and the passage of time. His followers tend to be scholars, judges, and those who value long-term planning and stability.

### THE BAKLUNISH PANTHEON

The **Baklunish** people, hailing from the distant west, have a pantheon that reflects their traditions of enlightenment, honor, and mysticism. Many of these deities are associated with the stars, fate, and the pursuit of knowledge.

- **Al'Akbar**: A hero-god of faith and duty, Al'Akbar is venerated by the Baklunish people as a paragon of righteousness and a defender of the faithful. His followers are often clerics and holy warriors dedicated to preserving their culture.

- **Istus:** The goddess of fate and destiny, Istus is worshiped by those who seek to understand the grand tapestry of life. Her followers believe that everything is predetermined, though mortals may not always comprehend their role in the larger scheme.
- **Geshtai:** The goddess of lakes, rivers, and wells, Geshtai is revered by those who live in arid regions and depend on water for survival. She is also associated with travel and the peaceful flow of life's events.

## NATURE DEITIES AND ELEMENTAL POWERS

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Beyond the cultural pantheons, Greyhawk also has a rich tradition of nature worship. Deities associated with the elements, animals, and the wilderness are often revered by druids, rangers, and those who live in harmony with the natural world.

- **Obad-Hai:** The god of nature, woodlands, and freedom, Obad-Hai is a neutral deity worshiped by many druids and rangers. He is often depicted as a wandering minstrel who embodies the balance of nature.
- **Ehlonna:** A goddess of forests, woodlands, and fertility, Ehlonna is revered by those who seek to protect the natural world. Her followers often serve as guardians of sacred groves and wilderness areas.

The **Elemental Lords**—such as the princes of fire, earth, water, and air—also have their followers in the Flanaess. These beings, while not traditional gods, are worshiped by cults and secretive groups who seek to harness the raw power of the elements for their own ends.

## MONSTER DEITIES AND DARK CULTS

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In the dangerous wilds of the Flanaess, various monstrous races have their own deities, many of whom are feared by civilized peoples. These dark gods are worshiped by orcs, goblins, and other savage creatures who often raid and pillage human settlements.

- **Gruumsh:** The one-eyed god of the orcs, Gruumsh is a brutal deity of war and conquest. His followers believe in the domination of the weak by the strong, and his priests lead orcish tribes into battle in his name.
- **Lolth:** The demon queen of spiders, Lolth is worshiped by the drow, the dark elves who dwell in the depths of the Underdark. She is a goddess of chaos, deceit, and treachery, and her followers are often locked in ruthless power struggles within their subterranean cities.

In addition to these monstrous deities, the Flanaess is plagued by dark cults devoted to evil gods such as **Tharizdun**, the mad god of entropy, and **Vecna**, the god of secrets and undeath. These cults operate in the shadows, spreading corruption and chaos wherever they go.

## TEMPLES AND RELIGIOUS ORDERS

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Temples in Greyhawk range from small rural shrines to massive urban cathedrals, depending on the wealth and power of the deity's followers. The *Free City of Greyhawk* boasts temples to nearly every major god, serving as centers of worship, learning, and political influence. Some deities have entire religious orders or knighthoods dedicated to their service.

- **The Knights of Holy Shielding** are a religious order dedicated to Heironeous, devoted to defending the Flanaess from the forces of evil, particularly those of Iuz the Evil.
- **The Cult of the Shrike** is a secretive group devoted to Nerull, operating in the shadows to carry out assassinations and other dark deeds in the name of their god of death.

Religious orders often play crucial roles in the politics of the Flanaess, advising rulers, leading armies, or engaging in clandestine activities. The influence of these orders can be seen in the rise and fall of nations, and their members are often among the most powerful individuals in the world.

## RELIGION IN DAILY LIFE

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Religion permeates every aspect of life in Greyhawk, from the daily prayers offered by farmers to the elaborate rituals performed by high priests. Holy days, festivals, and ceremonies mark the passage of the year, and many communities are built around temples that serve as centers of both spiritual and civic life.

Common folk often worship multiple gods, offering prayers to Pelor for a good harvest, to Zilchus for successful trade, or to Fharlanghn for safe travel. In times of crisis, communities may turn to their clerics and paladins for divine intervention, whether to heal the sick, protect them from marauding monsters, or call down divine wrath on their enemies.

Divine magic is an accepted and respected part of society, with clerics and druids acting as healers, counselors, and spiritual leaders. The presence of divine magic reinforces the importance of the gods in the lives of the people, as even commoners can witness the miraculous powers of their deities firsthand.

# THE GODS OF GREYHAWK

## AL'AKBAR, EXALTED SERVANT OF THE GODS

Al'Akbar is a hero-deity of faith, duty, and devotion in the Baklunish pantheon. He was once a mortal, a high priest of the Baklunish gods, who was elevated to divine status for his unwavering service and devotion to his people. Al'Akbar's faith centers on the virtues of loyalty, responsibility, and the defense of tradition, making him a revered figure among the Baklunish people.

Al'Akbar is often depicted as a noble figure, adorned in traditional Baklunish garb, with a shining holy symbol representing his legendary Cup and Talisman, two powerful relics said to have been bestowed upon him by the gods. His followers include clerics, paladins, and knights who are sworn to protect their communities and uphold the values of honor and justice. The faith of Al'Akbar is strongest in the Baklunish lands, though his influence has spread to other regions due to the strength of his followers' devotion.

Temples dedicated to Al'Akbar are grand structures that serve as centers of faith and learning. His clerics are often involved in social and political life, offering advice to rulers and helping to maintain the social order. The Cup and Talisman of Al'Akbar, said to grant immense healing powers and divine favor, remain the most sacred artifacts of his faith, sought by adventurers and kings alike.

- **Domains:** Life, War
- **Symbol:** A cup and talisman, often depicted in radiant light
- **Favored Weapon:** A scimitar, symbolizing both protection and justice



## BEORY, THE OERTH MOTHER

Beory is one of the most ancient and revered deities in the Flan pantheon, symbolizing the planet Oerth itself and the primal forces of nature. Known as the Oerth Mother, Beory represents the cycles of life, death, and rebirth, and she is associated with the earth, agriculture, and natural cycles like the seasons. Beory is also considered the personification of Oerth's natural world, and her worship often centers around druids, farmers, and those who live off the land.

Worshippers of Beory include druids and rural folk who see her as a protector of the balance between humanity and the natural world. She is venerated in sacred groves, and her followers often perform rituals to ensure a good harvest or protect against natural disasters. In times of drought or famine, prayers to Beory are common, as her followers believe she has the power to restore the natural balance.

Beory's influence extends beyond agriculture. As the embodiment of the world itself, she is connected to the broader forces of nature, and those who follow her often strive to maintain harmony with the environment. This makes her popular among druids, who often see themselves as her agents, charged with protecting Oerth from those who would despoil it.

- **Domains:** Nature, Life
- **Symbol:** A green disk representing Oerth
- **Favored Weapon:** None; her followers do not typically focus on combat but instead use their powers to preserve nature.



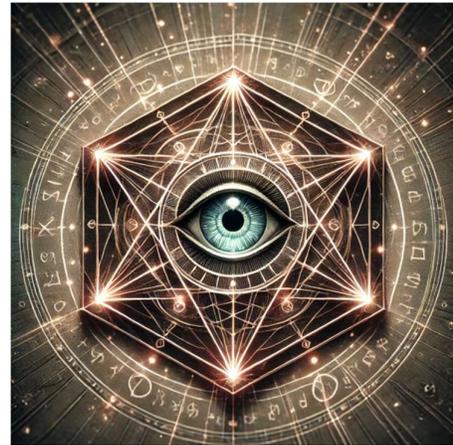
## BOCCOB, THE UNCARING

Boccob, also known as the Uncaring, is the god of magic, knowledge, and foresight. He is one of the most widely respected deities among wizards and scholars, representing the pursuit of arcane knowledge and the understanding of the universe's deeper mysteries. Boccob's followers believe that magic is a neutral force, neither good nor evil, and that its proper use depends on the wisdom of those who wield it.

Boccob is often depicted as a stern figure with glowing eyes, holding a staff of power. His aloofness is legendary—he rarely involves himself in mortal affairs, and his followers are encouraged to remain detached from the petty concerns of the material world. Instead, they are tasked with the pursuit of knowledge, the preservation of ancient secrets, and the safeguarding of magical artifacts.

Temples to Boccob are usually located in cities with strong magical traditions, and they often serve as libraries or arcane academies. His clerics and wizards are known for their extensive knowledge of magic and the planes, and they are often sought out for their wisdom and expertise. Boccob's followers are united in their belief that magic is a universal constant and that understanding it is the key to unlocking the mysteries of existence.

- **Domains:** Knowledge, Arcana
- **Symbol:** An eye within a pentagon
- **Favored Weapon:** A quarterstaff, representing the mage's staff of power



## THE ELEMENTAL PRINCES

The Elemental Princes are powerful entities representing the primal forces of fire, earth, air, and water. They are not traditionally worshiped as gods, but they are revered or feared by elementalists, druids, and cultists who seek to harness the raw power of the elements. The most famous of these beings are the **Elder Elemental Eye** and the four elemental princes: **Olhydra** (Water), **Yan-C-Bin** (Air), **Imix** (Fire), and **Ogremoch** (Earth).

Each of the Elemental Princes rules over their respective planes and embodies the destructive and creative aspects of their element. Their followers often form cults, attempting to summon these beings into the material world or channel their power for personal gain. The Elemental Princes are also associated with the **Temple of Elemental Evil**, a powerful organization devoted to the worship of elemental chaos and destruction.

- **Domains:** Tempest (Water, Air), Fire, Earth
- **Symbols:** Various symbols representing each element (e.g., a flame for Imix, a rock for Ogremoch)
- **Favored Weapon:** Varies depending on the element (e.g., a warhammer for earth, a spear for air)



## FHARLANGHN, THE DWELLER ON THE HORIZON

Fharlanghn is the Oeridian god of roads, travel, and horizons. He is often depicted as a weathered wanderer, carrying a walking staff and pack, always gazing toward the horizon in search of new adventures. Fharlanghn's philosophy revolves around the idea that life is a journey, both literal and metaphorical, and that the pursuit of new experiences, knowledge, and destinations is the highest calling.

Worshippers of Fharlanghn include travelers, merchants, explorers, and adventurers who seek his blessing for safe passage and guidance on their journeys. His shrines can often be found along well-traveled roads, offering shelter and rest to weary travelers. Pilgrims and traders frequently leave offerings at these shrines, seeking his protection from bandits, storms, and other dangers of the road.

Fharlanghn's teachings emphasize self-reliance and the importance of following one's own path, both physically and spiritually. While he is a peaceful god, his followers understand that the journey of life is filled with challenges, and they look to him for the strength to continue moving forward no matter what obstacles lie ahead.

- **Domains:** Knowledge, Nature, Trickery



- **Symbol:** A circle with a curved horizon line
- **Favored Weapon:** A quarterstaff, representing the traveler's staff

## GESHTAI, THE RIVER MOTHER

Geshtai is the Baklunish goddess of lakes, rivers, wells, and streams. She is revered by those who depend on water for survival, particularly in the arid regions of the Baklunish lands. Geshtai represents the life-giving properties of water and the tranquility that comes with its gentle flow. Her followers often include nomads, travelers, and fishermen, who pray to her for safe passage across water and the blessings of abundant rainfall.

Geshtai is usually depicted as a young woman with flowing hair, holding an amphora or vase from which water pours endlessly. Her symbol is often carried by travelers to protect them during their journeys, and offerings are made to her before long voyages. Her clerics are known for their ability to find and purify water, and they often act as guides or protectors for those traveling across desert regions.

Temples to Geshtai are typically found near bodies of water, where her clerics oversee rituals to ensure the health of local water sources and the well-being of the communities that depend on them. Her followers believe in the peaceful and sustaining power of water, but they also recognize its ability to erode and destroy, making Geshtai both a nurturing and formidable force.

- **Domains:** Nature, Life
- **Symbol:** A waterspout or a vase of flowing water
- **Favored Weapon:** A javelin or spear, representing the movement of water



## GRUUMSH, ONE-EYE

Gruumsh is the chief deity of the orcs and one of the most infamous gods among the monstrous pantheons of Greyhawk. Known as One-Eye, Gruumsh is a god of war, destruction, and conquest, leading his people with an iron fist and encouraging them to destroy all that stands in their way. Orcs believe that Gruumsh created their race to dominate all others and that his missing eye was taken by the elven god Corellon Larethian in an ancient divine battle, a source of eternal enmity between orcs and elves.

Gruumsh is typically depicted as a hulking, terrifying figure with a single eye burning with fury and hatred. His worshipers include orcish warlords, raiders, and shamans who lead their tribes in brutal campaigns of pillage and destruction. Gruumsh teaches that strength and savagery are the ultimate virtues, and that orcs must conquer or be crushed. His temples are crude and built of stone and bone, located deep within orcish strongholds where sacrifices are made to ensure his favor in battle.

The clergy of Gruumsh often wield great power among orcish tribes, using their divine magic to inspire warriors and crush their enemies. Rituals often involve violent displays of strength, blood sacrifices, and omens of war. Gruumsh's influence has kept the orcs of the Flanaess united in their hatred of other races, particularly the elves, whom they see as eternal enemies.

- **Domains:** War, Tempest
- **Symbol:** A single unblinking eye
- **Favored Weapon:** A spear, symbolizing the orcish thirst for conquest



## HEIRONEOUS, THE INVINCIBLE

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Heironeous is the Oeridian god of valor, chivalry, justice, and honor. Depicted as a tall, noble warrior clad in shining armor, Heironeous represents the ideals of righteousness, law, and protection of the innocent. He is often worshiped by knights, paladins, and those who serve as defenders of justice. His followers are expected to uphold the highest moral standards, fight for the weak, and combat evil in all its forms.

Heironeous is particularly venerated in the \*Kingdom of Furyondy\* and other good-aligned nations where his teachings influence not only individual behavior but also legal and political structures. Temples to Heironeous are often grand and serve as places of training for knights and warriors. His clergy are highly organized, maintaining an extensive network of military and religious orders dedicated to combating evil, especially in the form of undead and fiends.

Heironeous's rivalry with his brother, Hextor, the god of war and tyranny, is one of the most prominent aspects of his mythology. While Heironeous stands for righteous combat and the defense of the helpless, Hextor represents ruthless conquest and oppression. This enmity often plays out in the mortal realm, with followers of Heironeous and Hextor engaging in fierce conflicts.

- **Domains:** War, Light
- **Symbol:** A silver lightning bolt
- **Favored Weapon:** A longsword, representing the weapon of the noble warrior



## HEXTOR, THE SCOURGE OF BATTLE

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Hextor is the Oeridian god of war, tyranny, destruction, and conquest. He is often depicted as a six-armed figure, wielding a variety of weapons, and is seen as the embodiment of ruthless power and dominion. Hextor's philosophy is that might makes right, and his followers believe in the use of force, fear, and domination to achieve their goals.

Hextor's worshipers include warriors, generals, and despots who seek to expand their power through violence and subjugation. His temples are often found in militaristic states and are used not only as places of worship but as centers for the training of soldiers and mercenaries. Hextor's priests often act as advisors to warlords and rulers, guiding them in strategies of conquest and oppression.

The conflict between Hextor and Heironeous is legendary, as the two gods represent opposite aspects of war. While Heironeous stands for noble, righteous combat, Hextor is the embodiment of brutal warfare and total control. This dichotomy plays out in the conflicts between their followers, often resulting in long-standing feuds and wars.

- **Domains:** War, Death
- **Symbol:** A black-fisted gauntlet holding six arrows
- **Favored Weapon:** A flail, symbolizing the crushing power of tyranny



## ISTUS, THE LADY OF OUR FATE

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Istus is the goddess of fate, destiny, and the inevitable course of events. She is one of the most enigmatic and powerful deities in the Baklunish pantheon, revered as the weaver of the threads of fate that bind all mortals and gods alike. Her followers believe that everything is preordained and that mortals cannot escape the destiny she has woven. Istus embodies the impartial and often uncaring nature of fate, making her both revered and feared.

Istus is typically depicted as a woman of shifting age—sometimes appearing as a young maiden, other times as a crone—draped in flowing, multicolored robes symbolizing the myriad paths of fate. In her hands, she holds a spindle or distaff, which she uses to spin the threads of destiny. Her worshipers often include scholars, sages, and those who seek to understand the greater patterns of life. Clerics of Istus offer counsel to those who wish to know their fates, though her answers are often cryptic or vague, as she does not reveal the full tapestry of the future.



Temples to Istus are usually austere, reflecting the impartial nature of fate. Her clergy teach acceptance of one's destiny, whether it leads to greatness or ruin. Her followers often conduct complex rituals involving spinning or weaving, symbolizing the endless process of fate. Istus is sometimes seen as a distant, uncaring goddess, but those who revere her believe in the power of predestination and the inevitability of events.

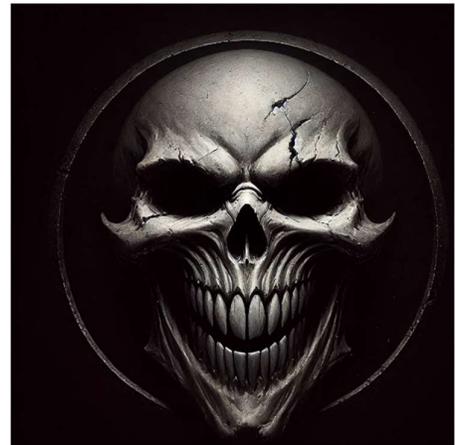
- **Domains:** Knowledge, Trickery
- **Symbol:** A golden spindle with silver threads
- **Favored Weapon:** A net or flail, representing the intricate weaving of fate

## IUZ, THE OLD ONE

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Iuz, often called the Old One, is one of the most feared and reviled deities in Greyhawk, as he represents evil, deceit, and tyranny on a massive scale. His influence spreads far and wide, particularly in the northern regions of the Flanaess, where he rules his empire with a combination of brute force and cunning deceit. Iuz is both a demigod and a ruler, having established the **Empire of Iuz** through conquest and fear, but his origins are shrouded in darkness. He is the product of an unholy union between the demon lord **Graz'zt** and a powerful human witch named **Iggwilv**, a lineage that gave him access to both mortal and infernal power.

Iuz is typically depicted as either a withered, skeletal old man or a massive, demonic figure, with red skin, horns, and glowing eyes. This duality reflects his control over both mortal fear and demonic power. His followers are numerous and include evil clerics, sorcerers, warlords, and a variety of humanoid races like orcs, goblins, and gnolls. The forces of Iuz are known for their brutality and for enslaving entire populations in service to their dark master.



Iuz's goals are simple but terrifying: to dominate the Flanaess and eventually the entire world, spreading evil and chaos in his wake. His priests preach the inevitability of Iuz's dominion, and they enforce his rule through fear, punishment, and black magic. Iuz's realm is filled with fortresses, dungeons, and twisted creatures who serve him, and his seat of power is the ominous city of **Dorakaa**, located in the northwestern reaches of the Flanaess.

While many evil beings in the Flanaess plot and scheme, Iuz stands apart due to his vast reach and the direct threat he poses to the balance of power in the region. The **Greyhawk Wars** (582–584 CY) saw his armies nearly overrun the northern kingdoms, and even after the signing of the **Treaty of Greyhawk**, his empire remains a constant threat. Many of the other deities and nations stand united against Iuz, but his power continues to grow, and his influence permeates the dark corners of the world.

- **Domains:** Death, Trickery, War
- **Symbol:** A grinning human skull
- **Favored Weapon:** A greatsword or whip, representing his brutal dominion over both life and death

## KORD, THE BRAWLER

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Kord is the Suel god of strength, athletics, and courage. He represents physical prowess and is revered by warriors, athletes, and anyone who seeks to overcome challenges through sheer force of will. Unlike many other deities associated with war, Kord emphasizes personal strength and the joy of competition over organized warfare or conquest. He is often depicted as a muscular man with wild hair, sometimes holding a greatsword or grappling in combat with monstrous foes.

Kord's philosophy revolves around self-improvement through physical trials and testing one's limits. His followers believe that strength—whether physical, mental, or emotional—is the greatest virtue, and that life's greatest challenges are to be met head-on. Followers of Kord can be found participating in gladiatorial contests, training in arenas, or embarking on quests to prove their mettle against dangerous monsters and opponents.

Temples to Kord are usually more like arenas or training grounds than traditional places of worship. His clerics often serve as trainers for young warriors or overseers of local competitions. They preach the virtues of bravery, endurance, and fair competition, and encourage their followers to seek out worthy challenges to test their strength. Kord is a popular god among adventurers and those who seek fame and fortune through feats of strength and valor.

- **Domains:** War, Tempest, Strength
- **Symbol:** A silver-fist clutching bolts of lightning
- **Favored Weapon:** A greatsword, symbolizing the power of raw strength



## LENDOR, THE MASTER OF TIME

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Lendor is the god of time, patience, and foresight. As the father of the Suel pantheon, he is often viewed as a remote, aloof deity who observes the passage of time with an impassive eye. Lendor represents the inevitability of change and the importance of long-term planning. He is especially revered by scholars, sages, and wizards who seek to understand the long-term consequences of their actions.

Lendor is usually depicted as an elderly man, with long, flowing robes and an hourglass or staff in hand, symbolizing his control over time itself. While he does not directly intervene in mortal affairs as frequently as other gods, his followers believe that by understanding time and the consequences of their actions, they can gain great power and wisdom. Lendor's teachings emphasize patience, wisdom, and the importance of considering the future, rather than focusing on short-term gain.

Temples dedicated to Lendor are often quiet, contemplative places where sages and scholars can study the mysteries of time and history. His clerics act as advisors to those in positions of power, helping them understand the long-term impact of their decisions. They are also known to keep detailed records and histories, preserving knowledge for future generations.

- **Domains:** Knowledge, Time, Law
- **Symbol:** An hourglass or a staff wrapped in ivy
- **Favored Weapon:** A staff, representing wisdom and the passage of time



## LOLTH, THE DEMON QUEEN OF SPIDERS

Lolth, the demon queen of spiders, is one of the most feared and reviled deities in Greyhawk, particularly among the drow, or dark elves. Once a goddess of the Seldarine (the elven pantheon), Lolth fell from grace due to her insatiable ambition and cruelty, becoming a demon queen in the Abyss and the patron goddess of the drow. She is a goddess of chaos, deceit, and treachery, ruling over the drow with an iron hand while encouraging internal strife and constant betrayal among her followers.

Lolth is usually depicted as a monstrous hybrid of a beautiful drow woman and a giant spider, reflecting her dominion over both the drow and the creatures of the Underdark. Her worshipers are almost exclusively drow, and her temples are dark, labyrinthine places where priests conduct ritual sacrifices and weave complex plots against their rivals. The clergy of Lolth, mostly composed of powerful priestesses, wield absolute power in drow society, ensuring that her followers remain divided and paranoid, constantly jockeying for power.



In drow society, Lolth teaches that power is to be seized by any means necessary, and that betrayal is a natural part of life. Her followers often engage in assassination, sabotage, and treachery, all in her name. Lolth's influence has shaped the drow into a fearsome, divided race that thrives on the cutthroat politics and the oppression of weaker races in the Underdark.

- **Domains:** Trickery, Death
- **Symbol:** A black spider with a female drow's upper body
- **Favored Weapon:** A whip, often with multiple tails, representing her command over pain and punishment

## MAGLUBIYET, THE MIGHTY ONE

Maglubiyet is the chief god of goblins and hobgoblins, revered as a god of war, conquest, and domination. Known as the Mighty One, Maglubiyet embodies the aggressive, expansionist nature of the goblinoid races. He encourages his followers to conquer and enslave weaker peoples, to grow their territories, and to fight unceasingly for supremacy. Maglubiyet's influence is seen in the rigid, militaristic societies of hobgoblins, as well as in the more chaotic tribes of goblins.

Maglubiyet is often depicted as a dark, armored figure wielding a massive battleaxe, and his worshipers fear and respect his wrath. His clerics, often serving as war chiefs or commanders in goblinoid armies, are responsible for leading their people into battle and ensuring that Maglubiyet's will is carried out. Sacrifices of prisoners and slaves are common offerings made to him in hopes of gaining his favor in upcoming wars.

The power of Maglubiyet is most evident in the disciplined hobgoblin legions that dominate many parts of the Flanaess. His teachings of martial prowess and unquestioning loyalty to the tribe or clan have shaped goblinoid society into a brutal hierarchy where only the strongest survive. Even among goblins, where chaos often reigns, Maglubiyet's influence ensures that they remain a constant threat to more civilized nations.

- **Domains:** War, Death
- **Symbol:** A bloody axe
- **Favored Weapon:** A battleaxe, symbolizing his dominion over war and bloodshed



## NERULL, THE REAPER

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Nerull is one of the most feared and reviled gods in the Flan pantheon. Known as the Reaper, the Foe of All Good, and the god of death and the underworld, Nerull presides over the inevitable end of all living things. He is the patron of necromancers, assassins, and those who embrace the power of death and the afterlife. While Nerull's worship is often conducted in secret, his presence is felt throughout the Flanaess, especially in times of plague, war, and famine.

Nerull is typically depicted as a skeletal figure shrouded in dark robes, carrying a long, rusted scythe. His domain is the plane of the dead, where the souls of the departed come to rest or suffer, depending on their deeds in life. Though many fear Nerull, some mortals are drawn to his power over death and seek to gain favor with him in exchange for mastery over life and death. Necromancers and dark priests often invoke his name to animate the dead or gain dominion over the forces of undeath.

Despite his malevolent reputation, Nerull's role in the cycle of life and death is seen by some as a necessary, albeit grim, part of existence. Even good-aligned mortals acknowledge that death is inevitable, and in some cultures, Nerull is seen as a figure who guides the dead to their final rest. Still, his followers often revel in the power they derive from death and destruction, making them dangerous foes to those who oppose them.

- **Domains:** Death
- **Symbol:** A rust-red skull or scythe
- **Favored Weapon:** A scythe, representing his dominion over death and harvesting souls



## OBAD-HAI, THE SHALM

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Obad-Hai, often called the Shalm, is a god of nature, freedom, and the wilderness. He represents the untamed natural world, and his worship is closely tied to the cycles of nature and the balance between the elements. Obad-Hai is the counterpart of Beory, though where Beory is more nurturing, Obad-Hai represents the wild, unpredictable side of nature. He is particularly revered by druids, rangers, and those who live in close harmony with the wilderness.

Obad-Hai is often depicted as a middle-aged man with wild hair, carrying a wooden staff or musical instrument. His connection to the natural world is reflected in his ability to control the elements, influence the weather, and commune with animals. His followers, often druids and rangers, serve as guardians of the wild places, ensuring that civilization does not encroach too far into the natural world and that the balance between humanity and nature is maintained.

Though Obad-Hai's followers are not necessarily hostile to civilization, they often oppose large-scale deforestation, mining, or other activities that threaten to disrupt the natural order. His clerics and druids are known for their ability to call upon the elements, heal animals, and protect sacred groves. They also play a role in maintaining the balance between the seasons, ensuring that life and death occur in their proper cycles.

- **Domains:** Nature
- **Symbol:** An oak leaf and acorn
- **Favored Weapon:** A quarterstaff, symbolizing his connection to the woodlands



## PELOR, THE SUN FATHER

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Pelor is one of the most widely revered deities in the Flan pantheon and across the Flanaess. He is the god of the sun, light, healing, and agriculture. Often depicted as a radiant, benevolent figure, Pelor is a source of hope, warmth, and protection for the people of Greyhawk. His light banishes darkness, both literally and metaphorically, making him a symbol of truth, purity, and goodness.

Pelor is worshiped by a wide variety of people, from farmers who rely on the sun for their crops to paladins and clerics who seek to heal the sick and drive back the forces of evil. Temples dedicated to Pelor are common in cities and towns throughout the Flanaess, where his clerics provide healing, sanctuary, and guidance. His worshipers believe that Pelor's light shines upon all, offering hope even in the darkest of times.

In addition to being a god of healing and agriculture, Pelor is a powerful symbol of righteousness and justice. His followers, particularly paladins and clerics, are often involved in missions to destroy evil and protect the innocent. His light is said to burn away corruption, making him a natural enemy of undead, fiends, and those who practice dark magic.

- **Domains:** Light, Life
- **Symbol:** A golden sun
- **Favored Weapon:** A heavy mace (representing the sun's powerful, righteous force)



## PROCAN, THE STORM LORD

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Procan is the Oeridian god of seas, oceans, winds, and storms. His influence is felt wherever the sea meets the land, and his temperamental nature reflects the unpredictability of the ocean. Sailors, fishermen, and coastal communities offer prayers and sacrifices to Procan to protect them from the dangers of the sea, particularly during storms or long voyages.

Procan is often depicted as an old man with seaweed in his hair and beard, his eyes glowing with the power of the ocean's depths. His moods change as quickly as the weather, and while he can be generous and protective, he is also known for his wrath when angered. Those who seek to cross his domain without offering proper respect may find themselves facing his fury in the form of shipwrecks, storms, and other maritime disasters.

Temples to Procan are common in coastal cities and fishing villages, where his priests perform rituals to ensure bountiful catches, safe voyages, and calm seas. However, Procan's followers understand that the sea is a force of nature that cannot be fully controlled, and they accept both its blessings and its dangers as part of their devotion.

- **Domains:** Tempest
- **Symbol:** A trident piercing a cresting wave
- **Favored Weapon:** A trident, representing his dominion over the seas



## PYARAY, LORD OF THE OCEAN DEPTHS

Pyaray is the Suel god of oceans, secrets, and aquatic creatures. He is a dark and dangerous god, embodying the fearsome power of the deep sea and the secrets it holds. Pyaray is often associated with stormy seas, shipwrecks, and the creatures that lurk beneath the waves, waiting to drag sailors to their doom. His followers include pirates, sailors, and those who live on or near the sea, particularly those who engage in darker pursuits, such as smuggling or underwater exploration.

Pyaray is typically depicted as a humanoid figure with tentacles for limbs, symbolizing his control over sea creatures and the mysterious power of the ocean's depths. His temples are often located in hidden coastal caves or beneath the waves, accessible only to those who know the secret ways. His priests are feared and respected for their ability to command sea creatures and control the weather, making them dangerous foes on the high seas.

While Pyaray is primarily associated with the destructive power of the ocean, he also represents the knowledge and secrets hidden beneath the surface. His followers believe that by uncovering these secrets, they can gain great power, though the pursuit of such knowledge often comes at great personal risk.

- **Domains:** Tempest, Knowledge
- **Symbol:** A trident with tentacles wrapped around it
- **Favored Weapon:** A trident, representing his dominion over the seas



## ST. CUTHBERT OF THE CUDGEL

**St. Cuthbert**, often called St. Cuthbert of the Cudgel, is one of the most popular and widely worshiped deities in Greyhawk. A god of **common sense**, **zeal**, and **retribution**, St. Cuthbert is venerated by those who seek to enforce law and order, as well as by those who value pragmatism over theory. His followers believe in the power of straightforward thinking, discipline, and the meting out of justice in a fair and decisive manner. St. Cuthbert is one of the few mortal beings who ascended to godhood, and his rise to divine status is seen as a testament to the value of perseverance, discipline, and righteousness.

St. Cuthbert is typically depicted as a stout man, dressed in simple robes, often carrying a cudgel or staff, his preferred weapon of enforcement. His cudgel represents both his practical approach to enforcing the law and the retribution that is swift and effective. His worshipers are primarily made up of those in positions of authority—judges, law enforcement, soldiers, and even adventurers who see themselves as defenders of justice.

His doctrine stresses personal responsibility, the rejection of intellectual dishonesty, and adherence to common sense principles. He abhors deceit, hypocrisy, and trickery, making him the antithesis of gods like Iuz, whose dominion is built on lies and oppression. His clerics preach that those who live righteous lives should not only follow the law but also enforce it, punishing wrongdoers with swift and appropriate retribution.

St. Cuthbert's worship is strongest in the central regions of the Flanaess, particularly in lands like **Furyondy** and the **Free City of Greyhawk**, where the need for strong moral and legal leadership is crucial in combating the forces of chaos. His temples often serve as courts of law, training grounds for militia, and places of sanctuary for the common people. His clerics act as judges, arbitrators, and sometimes warriors, leading crusades against forces of chaos and evil, particularly in regions threatened by Iuz and other dark powers.

While St. Cuthbert's doctrine can be harsh, emphasizing punishment as a means of maintaining order, his followers are not without compassion. His tenets also include mercy and forgiveness for those who show repentance and a desire to change. His faith appeals to those who believe in clear moral boundaries, the importance of discipline, and the value of enforcing justice in a world full of corruption and chaos.

- **Domains:** Knowledge, War, Order
- **Symbol:** A wooden cudgel or a starburst of rubies and red gems
- **Favored Weapon:** A cudgel or mace, symbolizing his focus on straightforward and blunt enforcement of the law



## VECNA, THE WHISPERED ONE

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Vecna, once a mortal lich, ascended to godhood through his mastery of necromancy and the dark arts. As the god of secrets, undeath, and forbidden knowledge, Vecna is feared and reviled across the Flanaess. His followers, often necromancers and power-hungry wizards, seek the secret knowledge that Vecna offers in exchange for their loyalty and, often, their soul.

Vecna is typically depicted as a skeletal figure, missing both a hand and an eye—relics of his mortal form that have become powerful artifacts in their own right. His followers, known as the Cult of Vecna, operate in the shadows, plotting to uncover the deepest secrets of the world and to gain power through the manipulation of life and death.

Temples to Vecna are hidden, often located in dark, remote areas where his followers can practice their dark rites in secret. His clerics are feared for their ability to command undead and their willingness to use forbidden magic to achieve their goals. Vecna represents the ultimate pursuit of power, but his followers must always be wary, as betrayal and treachery are central to his teachings.

- **Domains:** Death, Trickery, Knowledge
- **Symbol:** A severed hand and an eye
- **Favored Weapon:** A dagger, symbolizing assassination and treachery



## WEE JAS, THE WITCH GODDESS

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Wee Jas is one of the most revered and feared deities in the Suel pantheon. Known as the goddess of magic, death, and law, Wee Jas embodies the Suel's deep connection to arcane knowledge and the mysteries of the afterlife. Her portfolio includes not only magical study but also the orderly transition between life and death. As a lawful deity, she is highly respected by necromancers, wizards, and those who seek to explore the darker aspects of magic without descending into chaos or madness.

Wee Jas is typically depicted as a strikingly beautiful woman with regal features, often wearing a dark red or black robe adorned with magical symbols. In one hand, she holds a scepter of power, symbolizing her control over magic, and in the other, a skull, representing her dominion over death. Despite her association with death, Wee Jas is not inherently malevolent—her followers believe that death is simply a natural part of life, and that understanding and controlling it through necromancy is a noble pursuit.



Temples to Wee Jas are usually located in cities where magical study is prevalent, such as Greyhawk and other regions where arcane traditions thrive. Her clerics often serve as legal arbiters and advisors to powerful wizards, assisting in the creation of magical contracts, the governance of magical guilds, and the pursuit of necromantic arts. Her followers view her as a goddess of balance, representing both the potential for great power and the responsibility that comes with it.

- **Domains:** Death, Knowledge, Arcana
- **Symbol:** A red skull, often adorned with magical runes
- **Favored Weapon:** A dagger, representing precision and the arcane

## ZILCHUS, THE GREAT GUILDMASTER

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Zilchus is the Oeridian god of power, wealth, commerce, and influence. He is widely worshiped by merchants, bankers, and politicians throughout the Flanaess, particularly in the great cities of commerce like \*Greyhawk\* and \*Dyvers\*. Zilchus represents not just the accumulation of wealth but the influence and power that come with it. His followers believe that through trade, negotiation, and the control of resources, they can shape the world around them.

Temples to Zilchus often serve as financial centers, offering loans, managing trade deals, and arbitrating commercial disputes. His clerics are highly respected in merchant circles, acting as advisors and financiers. Many of the most powerful guilds and trading houses in the Flanaess count Zilchus among their patrons, and his faith is closely linked to the economic prosperity of the region.

While Zilchus is primarily concerned with commerce and power, he also has a strong association with law and order, as the stability of trade relies on predictable, enforceable rules. His followers often work closely with governments and other institutions of power, ensuring that their wealth and influence are protected by legal systems.

- **Domains:** Knowledge, Trickery
- **Symbol:** A golden coin
- **Favored Weapon:** A dagger, symbolizing cunning and negotiation



# CHAPTER 2: THE FLANAESS

The Flanaess is the most widely explored and populated region of Oerth, stretching from the Barrier Peaks in the west to the Solnor Ocean in the east. It is a land of great diversity, where ancient civilizations, powerful kingdoms, and wild frontiers coexist in a delicate balance. From the frozen lands of the Thillonrian Peninsula to the tropical jungles near the Amedio Coast, the Flanaess offers adventurers countless opportunities to explore forgotten ruins, engage in political intrigue, and battle against evil forces that threaten to overrun the land. The region is a patchwork of nations, city-states, and wildernesses, each with its own unique culture, history, and dangers.

Throughout the Flanaess, the remnants of ancient empires like the Suel and Baklunish mix with newer powers such as the Great Kingdom of Aerdy and the Free City of Greyhawk. This mingling of old and new civilizations creates a landscape ripe with conflict, alliances, and secret machinations. Rival kingdoms vie for dominance, religious factions spread their influence, and powerful warlords, such as Iuz the Evil, seek to expand their territories through fear and conquest. Despite the constant threat of war and instability, the people of the Flanaess persevere, holding onto the hope that heroes will rise to defend their lands from the darkness that creeps ever closer.

Adventurers and travelers will find the Flanaess to be a place of endless possibilities, where the call of adventure beckons from every corner. Whether navigating the political intrigue of city-states like Greyhawk and Dyvers, exploring the ruins of ancient empires, or confronting monstrous threats in the untamed wilderness, those brave enough to explore the Flanaess will find themselves immersed in a world rich with history, danger, and opportunity. From the highest courts of power to the depths of forgotten dungeons, the Flanaess promises both great rewards and peril for those who dare to carve their own path.

## THE GREAT KINGDOM AND ITS SUCCESSORS

These regions trace their history back to the once-mighty *Great Kingdom of Aerdy*, which at its height controlled vast territories across the Flanaess. After the kingdom's decline, many regions broke away or fell into internal strife, forming distinct political entities.

### THE GREAT KINGDOM OF AERDY

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The **Great Kingdom of Aerdy**, once the most powerful empire in the Flanaess, was the dominant political and military force in the eastern Flanaess for centuries. Founded by the **Oeridians**—specifically the **Aerdi tribe**—the Great Kingdom rose to prominence after the **Oeridian migrations**, establishing itself as a vast, imperial power that shaped the history of the entire continent. Though it has since fragmented into warring states, the legacy of the Great Kingdom endures, and its influence can still be seen in many of the nations that now occupy the Flanaess.

#### THE RISE OF AERDY

The Great Kingdom's origins lie with the **Oeridians**, a nomadic people who fled westward from their original homelands to escape the devastation of the **Baklunish-Suel Wars** and the **Twin Cataclysms**. The Oeridians were fierce warriors, known for their skill in both diplomacy and conquest. After migrating to the Flanaess, they slowly began to establish their dominance over other tribes and lands, with the **Aerdi** tribe becoming the most powerful.

In **1 CY**, the Aerdi established their capital at **Rauxes**, marking the official founding of the Great Kingdom. Over the following centuries, the Great Kingdom expanded rapidly, conquering or absorbing many other lands and establishing control over much of the Flanaess. The **House of Cranden**, one of the Great Kingdom's noble houses, played a key role in the early expansion of Aerdy's power. The Great Kingdom eventually stretched from the **Solnor Ocean** in the east to the **Nyr Dyv** in the west, becoming the largest empire the Flanaess had ever known.

#### THE HEIGHT OF THE EMPIRE

At its height, the Great Kingdom was a centralized, imperial state ruled by the **Overking**, who held near-absolute authority over the vast territories under his control. The Great Kingdom's influence was felt across the Flanaess, and many regions were either directly ruled by the Overking or served as vassal states, paying tribute to the imperial throne.

The capital, **Rauxes**, was the center of power, wealth, and culture in the empire. The Overking's court was known for its opulence, political intrigue, and patronage of the arts and magic. The imperial army was one of the strongest in the Flanaess, and the Great Kingdom's navy dominated the eastern seas, securing trade routes and defending the empire's vast coastlines.



Despite its power, the Great Kingdom was not without internal strife. Several noble houses, including the **House of Cranden**, **House of Rax**, and **House of Naelax**, vied for influence at court and control over key territories. The kingdom's sheer size also made it difficult to govern, with many distant provinces developing semi-autonomous rule over time.

## DECLINE AND FRAGMENTATION

The decline of the Great Kingdom began with the weakening of the Overkings, particularly following the reign of **Overking Ivid I**, a member of the **House of Naelax**. Ivid's reign marked the beginning of a darker, more tyrannical phase in the Great Kingdom's history. The Naelax Overkings were known for their cruelty, dabbling in necromancy and dark magic to maintain their rule. This era saw increased corruption at court, civil war, and political instability, leading to a gradual breakdown of imperial authority.

By the time of **Ivid V**, the last Overking to rule from **Rauxes**, the Great Kingdom had fractured into several independent or rebellious states. Many provinces declared independence, while others were controlled by powerful nobles who acted with little regard for the Overking's authority. This period of fragmentation, known as the **Great Kingdom's Decline**, saw the rise of regional powers like the **North Kingdom**, **Almor**, and **Nyronnd**, as well as the emergence of darker forces within the empire, such as the **Bone March** and the **Horned Society**.

**Rauxes** itself was eventually abandoned, becoming a cursed and ruined city after the fall of the Overking. Today, what remains of the Great Kingdom is divided into several smaller, competing states, including the **North Kingdom**, ruled by the Naelax dynasty, which continues to vie for power in the remnants of the empire.

## LEGACY OF THE GREAT KINGDOM

Despite its fall, the Great Kingdom of Aerdy left an indelible mark on the history of the Flanaess. Many of the modern nations of the eastern Flanaess, such as **Nyronnd**, **Almor**, **Ahlissa**, and the **North Kingdom**, trace their origins to the Great Kingdom. The Aerdi also played a key role in spreading Oeridian culture, language, and religion across the Flanaess, with the **Common Tongue** (Oeridian) becoming the dominant language in many regions.

The Great Kingdom's political and military structures served as models for many other states, and its legacy of intrigue and internal strife has continued to shape the politics of the Flanaess. The ruined city of **Rauxes** remains a symbol of the empire's rise and fall, a haunted reminder of the once-great empire that ruled the Flanaess.

## NOTABLE REGIONS AND POWERS

Several modern nations and regions have their roots in the Great Kingdom, either as former provinces or breakaway states:

- **North Kingdom:** Ruled by the House of Naelax, this kingdom occupies much of what was once the northern heartland of Aerdy. The Naelax rulers, though diminished in power, continue to claim the legacy of the Great Kingdom, but their rule is marked by tyranny and intrigue.
- **Nyronnd:** A powerful kingdom to the west of the former Great Kingdom, Nyronnd declared independence during the empire's decline and has since become one of the most influential states in the Flanaess.
- **Ahlissa:** Another successor state of the Great Kingdom, ruled by **Xavener**, a Naelax prince. Ahlissa controls much of the southern lands of the former empire and is a key player in the politics of the Flanaess.
- **Almor:** Once a buffer state between Nyronnd and the Great Kingdom, Almor was a theocratic realm that resisted the influence of the Overkings until it was destroyed during the **Greyhawk Wars** by **Ivid V**.

The **Great Kingdom of Aerdy** was once the largest and most powerful empire in the Flanaess, dominating the political, military, and cultural landscape for centuries. Though it has long since fallen into ruin, the legacy of the Great Kingdom endures in the many successor states that arose from its ashes, as well as in the shared culture and history of the Flanaess. Its rise and fall serve as a cautionary tale about the dangers of unchecked power, political intrigue, and internal strife.

## THE PRELACY OF ALMOR

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The **Prelacy of Almor**, often referred to simply as **Almor**, was once a peaceful and prosperous theocratic state located in the eastern Flanaess. It bordered the **Great Kingdom of Aerdy**, **Nyronnd**, and **Medegia**, with the **Flanmi River** marking its eastern border. Almor was a beacon of light and order in a region dominated by the decaying and increasingly malevolent Great Kingdom, particularly as the influence of the **House of Naelax** spread darkness and tyranny across Aerdy.

## FOUNDATION AND GOVERNANCE

Almor was founded as a theocracy, governed by the **Holy Censor** of the **Church of Pholtus**, a god associated with light, law, and order. The Holy Censor wielded both spiritual and temporal authority over the realm, with Almor's laws reflecting the strict, lawful nature of Pholtus's teachings. In its early days, Almor prospered as a protector of the faith, a defender of goodness, and a bastion of stability against the rising chaos in neighboring regions.

The people of Almor enjoyed a high degree of peace and relative autonomy, despite its proximity to the Great Kingdom. Almor served as a critical buffer state between Nyronnd, a good-aligned kingdom, and the increasingly evil North Province of the Great Kingdom. The Prelacy also shared a peaceful and cooperative relationship with Nyronnd, forming a united front against the imperial ambitions of the Great Kingdom.

## THE GREYHAWK WARS AND ALMOR'S DESTRUCTION

Almor's fate took a dark turn during the **Greyhawk Wars** (582–584 CY). The wars saw nearly every major power in the Flanaess embroiled in conflict, and Almor, located between the forces of Nyrond and the North Province, was drawn into the fray. The Greyhawk Wars proved catastrophic for Almor as it became a target of conquest by the resurgent forces of the **Great Kingdom of Aerdy**, now under the rule of the mad **Overking Ivid V**.

In **583 CY**, Ivid V ordered a brutal invasion of Almor, with his armies sweeping into the theocracy with devastating force. The destruction wrought by the Overking's forces was swift and merciless, as Ivid's agents unleashed powerful necromantic magic, burning Almor's cities and killing thousands. The Holy Censor was slain, and Almor was reduced to a smoldering ruin, its once-pious population scattered or killed.

By the end of the Greyhawk Wars, Almor ceased to exist as an independent entity, its lands devastated and absorbed into the North Province, now part of **Ivid's undead-controlled empire**. The region remains a wasteland, haunted by undead and marked by the atrocities committed by Ivid's forces. Nyrond, which had long been an ally of Almor, mourned the loss of the theocracy but was unable to intervene effectively due to its own military and political struggles during the wars.

### LEGACY

The Prelacy of Almor, while destroyed, remains a poignant symbol of the devastation caused by the Greyhawk Wars. Its fall serves as a reminder of the unchecked evil that can emerge when tyranny and dark magic are allowed to fester. Though its cities are ruined, the memory of Almor's piety and commitment to the cause of law and goodness lives on, particularly among the scattered survivors and their descendants. Many former citizens of Almor have since fled to Nyrond, where they attempt to preserve their cultural and religious traditions in exile.

Almor's role as a buffer state between good and evil was critical during its time, and its destruction left a vacuum in the region, further enabling the spread of evil powers such as Iuz and the remnants of the Great Kingdom. Even in its ruined state, Almor's lands remain a place of mystery and danger, filled with the ruins of once-great temples and haunted by the lingering influence of necromantic magic.

## MEDEGIA

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The **See of Medegia** was once one of the most important provinces of the **Great Kingdom of Aerdy** and served as a direct vassal of the Overking. Located along the coast of the **Aerdi Sea**, Medegia lies to the south of the **Flanmi River** and east of the **Iron Hills**. Known for its wealth and religious significance, Medegia was unique within the Great Kingdom, as it was governed not by a noble lord but by the **Holy See of the Great Kingdom**, with the **Orthodox Church of Pholtus** holding sway over its governance. This gave Medegia a strong theocratic character, making it a center of both religious and political power in the eastern Flanaess.

### THEOCRATIC RULE AND GOVERNANCE

Medegia was originally granted to the **Holy Censor**, a powerful religious leader appointed by the Overking of the Great Kingdom, who held supreme authority over both the spiritual and temporal matters of the province. The Censor's primary role was to enforce religious doctrine, particularly the teachings of **Pholtus**, the god of law, order, and light. Medegia became a land where religious dogma and imperial power were closely intertwined, and its capital, **Mentrey**, grew into a prosperous city as a result of its control over trade routes and its deep ties to the central government of the Great Kingdom.

The Censor's seat of power in Mentrey was a symbol of the unity between church and state in Medegia. While its governance was theoretically based on religious principles, over time, the Censors grew corrupt, wielding their religious authority for political and personal gain. The wealth and power of Medegia increased, but so did its internal decay. The province's clergy became known for their excesses, and its relationship with the Great Kingdom became strained as corruption and ambition overtook the once-pious rulers.

### DECLINE AND DESTRUCTION

The decline of Medegia mirrored the broader decay of the Great Kingdom during the rule of the **House of Naelax**. As the Overkings became increasingly tyrannical, especially under **Ivid V**, Medegia's once-great status began to falter. The religious leaders who had once commanded respect and reverence now presided over a decaying theocracy rife with internal strife, making the province vulnerable to external threats.

During the **Greyhawk Wars**, Medegia's fortunes took a catastrophic turn. The ever-paranoid Ivid V, suspecting the Holy Censor of treachery, ordered a devastating invasion of Medegia. The Overking's armies, composed largely of humanoid mercenaries and undead forces, ravaged the province, reducing its cities to ruins and slaying countless inhabitants. Mentrey, the jewel of Medegia, was left a smoldering ruin, and the once-prosperous province was effectively destroyed. The Holy Censor was executed, and the surviving population fled or became enslaved under Ivid's brutal rule.

By the end of the Greyhawk Wars, Medegia had been laid to waste, and it ceased to exist as a functioning political entity. The land was left desolate, filled with the remnants of the destruction wrought by Ivid's armies, and became a lawless

region overrun by bandits, undead, and monstrous creatures. Although Medegia was once a center of religious and political power, its fall was swift and complete, leaving behind little more than haunted ruins and a cautionary tale of the dangers of corruption and unchecked tyranny.

## LEGACY AND CURRENT STATUS

Today, Medegia remains a land of ruin and danger. Its once-great cities are little more than crumbling husks, and the roads that once brought wealth to the region are abandoned and overgrown. Bands of marauders, undead, and other creatures haunt the ruins of Medegia, and adventurers seeking the treasures left behind in the chaos of its fall often brave the treacherous landscape. The province is still technically claimed by the North Kingdom, the successor state to the Great Kingdom, but its governance is nominal at best.

While there are some who hope to reclaim and rebuild Medegia, its future remains uncertain. The destruction of its religious and political institutions, combined with the ongoing chaos in the region, has made it difficult for any organized effort to take hold. The legacy of Medegia, once a symbol of the unity between church and state, is now a reminder of the dangers that can arise when ambition and corruption are allowed to fester unchecked.

## KINGDOM OF NYROND

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**Nyrond** is one of the most powerful and prominent nations in the Flanaess. Founded as a breakaway kingdom from the **Great Kingdom of Aerdy** in **356 CY**, Nyrond quickly grew into a bastion of law, order, and good, often standing in opposition to the dark forces that threatened the eastern and central Flanaess. Over the centuries, Nyrond developed into a strong, independent monarchy, known for its military prowess, economic strength, and commitment to defending its people from external threats.



### HISTORY AND FORMATION

Nyrond was originally part of the Great Kingdom, located in the fertile lands west of the **Flanmi River**. As the Great Kingdom became more tyrannical and corrupt under the rule of the **House of Naelax**, the western provinces, including Nyrond, grew increasingly dissatisfied. This unrest culminated in the secession of Nyrond in **356 CY**, when the nobles of the region declared their independence from the Aerdy Overkings. Nyrond's first king, **King Tenhast**, successfully repelled attempts by the Great Kingdom to reclaim the territory, establishing Nyrond as a major power in its own right.

From its inception, Nyrond positioned itself as a protector of the central Flanaess, often coming to the aid of neighboring states threatened by the forces of evil or the expansionist ambitions of the Great Kingdom. Under rulers like **King Dunstan I** and **Archbold III**, Nyrond's influence grew, and its capital, **Rel Mord**, became a hub of trade, diplomacy, and military strength.

### MILITARY AND POLITICAL INFLUENCE

Nyrond's geographical position places it in the center of many political and military struggles in the Flanaess. To the west, it borders **The Pale**, a theocracy known for its zealotry, and **Urnst**, a close ally. To the north, Nyrond faces the **Bandit Kingdoms** and the constant threat of raids. To the south, it looks across the **Gnatmarsh** to the troubled lands of **Almor** (now devastated) and the remnant forces of the Great Kingdom in the east.

Nyrond's military is renowned for its discipline and effectiveness, playing a key role in defending the Flanaess from external threats. The kingdom was instrumental in forming coalitions to resist the growing threat of **Iuz the Evil**, particularly during the **Greyhawk Wars** (582-584 CY), when Nyrond's armies fought valiantly to repel the incursions of evil forces spreading across the north and east.

However, the wars left Nyrond severely weakened. The constant campaigning strained the kingdom's resources, and the economic burden of maintaining its defenses led to significant internal unrest. King **Archbold III**, despite his military success, became deeply unpopular in the aftermath of the wars, as his heavy taxes and increasingly autocratic policies alienated both the nobility and the common people.

### THE MODERN ERA: POST-GREYHAWK WARS

By the end of the **Greyhawk Wars**, Nyrond was teetering on the brink of collapse. Its treasury was nearly bankrupt, and its people were disillusioned by years of war and high taxes. King Archbold III eventually abdicated the throne in **586 CY** in favor of his son, **Lynwerd**, who now rules as **King Lynwerd I**.

King Lynwerd has worked tirelessly to restore stability to the kingdom. His reign has focused on economic recovery, repairing relations with neighboring states, and addressing the internal divisions that threaten to weaken Nyrond from within. While his efforts have had some success, Nyrond remains a kingdom in a precarious position—still a major force in the Flanaess but burdened by its recent history of overextension and economic hardship.

Nyrond's role as a protector of the central Flanaess continues, but its future is uncertain. The kingdom's resources are still strained, and it faces threats from both external forces, such as the ambitions of Iuz and the remnants of the Great Kingdom, and internal strife among its nobility and citizenry. However, Nyrond's proud military tradition, strategic alliances, and commitment to order and justice ensure that it remains one of the most important powers in the region.

## KEY LOCATIONS

- **Rel Mord:** The capital of Nyrond and its largest city. Rel Mord is a fortified city known for its bustling markets, grand palace, and strong military presence. It is the heart of Nyrond's political and economic life.
- **Midmeadow:** A large town located in the western part of Nyrond, serving as a major agricultural and trading hub.
- **Inverness:** A fortress town in the northern part of Nyrond, often under threat from the Bandit Kingdoms. Inverness is a critical defensive position for the kingdom's northern border.

## RELATIONSHIPS WITH OTHER NATIONS

- **The Pale:** Relations with the theocracy of The Pale are complicated. While both Nyrond and The Pale are ostensibly on the side of law and order, Nyrond's more tolerant and pragmatic approach often clashes with the Pale's religious zealotry.
- **Urnst States:** The **County of Urnst** and **Duchy of Urnst** are close allies of Nyrond. Their shared interests in trade and security have fostered a long-standing alliance.
- **The Great Kingdom:** Once a vassal of the Great Kingdom, Nyrond has long been its fierce opponent, particularly during the Greyhawk Wars. Although the Great Kingdom has fractured, Nyrond remains wary of the influence of its successor states, particularly **North Kingdom**.

In summary, Nyrond stands as a beacon of strength and order in the Flanaess, though it faces significant challenges as it attempts to recover from the economic and political fallout of the Greyhawk Wars. Its role as a bulwark against evil is more important than ever, but its future depends on how well it can manage its internal issues and rebuild its strength in a turbulent world.

## BONE MARCH

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The **Bone March** is a rugged and war-torn region located in the northeastern part of the Flanaess, bordered by **Ratik** to the north and the **Teesar Torrent** to the west. Once a prosperous and independent march under the **Great Kingdom of Aerdy**, Bone March is now a lawless and chaotic land overrun by humanoid tribes, bandits, and monsters. Its fall from grace has made it a dangerous frontier region, and it stands as a stark reminder of the volatility and danger that lurks on the fringes of civilization.

## HISTORY AND FALL TO HUMANOIDS

Originally established as a vassal state of the Great Kingdom, the Bone March was a militaristic frontier ruled by a margrave who was responsible for defending the northern borders of the Great Kingdom from barbarian incursions and other threats. The region was a hard, mountainous land, rich in mineral wealth, and its inhabitants were known for their resilience and martial prowess. For many years, the Bone March held its own against the barbarian raids from the **Fruzti** (Frost Barbarians) and **Schnai** (Snow Barbarians) of the **Thillonian Peninsula**.

However, by the mid-500s CY, the Bone March's fortunes began to decline. As the Great Kingdom fell into decay and civil war, its ability to protect and support its vassal states dwindled. The Bone March was left to fend for itself against the increasingly aggressive humanoid tribes and barbarian raiders that roamed the northern Flanaess. The situation reached a critical point in 563 CY when a coalition of orcs, gnolls, ogres, and other humanoids launched a massive invasion of the Bone March. Under the weight of this assault, the defenses of the march crumbled, and the humanoid forces overwhelmed the region, slaughtering the human inhabitants and driving the survivors into exile.

The fall of the Bone March was swift and brutal. The margrave was killed, and the once-thriving settlements were destroyed or abandoned. The surviving nobility and inhabitants fled south, taking refuge in **Ratik** or in the northern provinces of the Great Kingdom. Since then, the Bone March has been a desolate and dangerous land, controlled by humanoid tribes who squabble over the spoils of war. The humanoids have turned the Bone March into a base of operations for raids into neighboring territories, particularly into **Ratik** and **North Province**.

## MODERN CONDITION

Today, the Bone March remains firmly in the control of orcs, gnolls, ogres, and other savage humanoid races. The region is a patchwork of humanoid strongholds and ruined human settlements, with no central authority or unified leadership. The humanoids constantly fight among themselves, but they also launch frequent raids into nearby regions, making the Bone March a significant threat to the security of the northern Flanaess.

Efforts to reclaim the Bone March have been attempted over the years, but none have succeeded. Both the **Kingdom of Ratik** and the **North Province** (a successor state of the Great Kingdom) have sent expeditions to try and drive out the humanoids, but these attempts have either ended in failure or been met with limited success. The region remains a haven

for brigands, mercenaries, and exiles, and many adventurers have ventured into the Bone March seeking treasure or glory, though few return.

## RELATIONSHIP WITH RATIK AND BARBARIAN TRIBES

One of the most immediate consequences of the fall of the Bone March has been its impact on the neighboring Kingdom of **Ratik**. Ratik, a small but fiercely independent and militaristic state, has long been the first line of defense against humanoid incursions from the Bone March. The march's fall forced Ratik into a defensive posture, as its lords and knights worked tirelessly to protect their borders from the growing threat of humanoid raids.

Ratik has developed an uneasy alliance with the northern barbarians, particularly the Frost Barbarians, who share a common interest in keeping the humanoids at bay. These alliances have allowed Ratik to survive the constant pressure from the Bone March, but the threat remains ever-present.

## THE FUTURE OF THE BONE MARCH

The Bone March represents one of the most chaotic and dangerous regions in the Flanaess, a lawless frontier where survival is dictated by strength and cunning. As long as the humanoid tribes continue to control the region, it will remain a breeding ground for raids and conflict. However, the strategic importance of the Bone March, with its mineral wealth and location along the northeastern frontier, ensures that both Ratik and the North Province will continue to attempt to reclaim it.

For adventurers, the Bone March offers a perilous landscape filled with lost treasures, ancient ruins, and dangerous foes. The remnants of its human settlements, as well as the humanoid fortresses that now dot the region, are filled with dangers and opportunities for those brave enough to venture into this desolate land.

In summary, the Bone March is a land of tragedy and chaos, a former stronghold of the Great Kingdom that has fallen into darkness and ruin. Its humanoid rulers threaten the security of the Flanaess, and any attempt to reclaim the region will face overwhelming challenges. It is a place where adventurers can seek glory, but where few can hope to survive.

## THE CENTRAL FLANAESS

These nations are often seen as bastions of good and law, and many are allied against common threats such as Iuz, the Horned Society, and the forces of evil.

## KINGDOM OF FURYONDY

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**Furyondy** is one of the most powerful and prominent kingdoms in the Flanaess, known for its staunch opposition to the forces of evil, particularly the demigod **Iuz the Evil**. It is located in the central-western part of the Flanaess, bordered by **Veluna** to the south, the **Nyr Dyv** to the east, and **Highfolk** and the **Vesve Forest** to the north. Furyondy plays a critical role as a bastion of good, law, and stability in a region constantly threatened by dark forces, making it one of the most important players in the ongoing struggle between good and evil in the Flanaess.

## ORIGINS AND HISTORY

Furyondy was originally part of the **Viceroyalty of Ferrond**, which itself was a western province of the **Great Kingdom of Aerd**. During the decline of the Great Kingdom in the **300s CY**, the western provinces began to break away, establishing independent kingdoms. In **254 CY**, Furyondy formally declared its independence from the Great Kingdom, with the support of its vassals and allies, including Veluna. This marked the beginning of Furyondy's long history as a defender of the west against the encroaching chaos and evil of the north and east.

Furyondy was initially ruled by the **House of Thrommel**, a noble line that traced its roots back to the early Oeridian settlers. The capital of the kingdom was established at **Chendl**, a grand and fortified city located along the Veng River. Over time, Furyondy grew into a powerful and prosperous realm, known for its chivalry, religious devotion, and military might.

## GEOGRAPHY AND STRATEGIC IMPORTANCE

Furyondy's geography plays a significant role in its defensive strategy against the forces of evil. The **Nyr Dyv**, a vast inland sea, serves as a natural barrier to the east, while the northern regions of the kingdom are bordered by the **Vesve Forest** and the dangerous lands of **Iuz**. The Vesve Forest is a critical frontier, where the forces of Furyondy and Iuz often clash. The **Shield Lands**, which once served as a buffer between Furyondy and Iuz, were overrun during the **Greyhawk Wars**, placing Furyondy on the front lines of the ongoing conflict.

The kingdom is also rich in fertile farmland, particularly in the southern and central regions, which has allowed it to maintain a strong economy even during times of war. Major trade routes pass through Furyondy, connecting it to Veluna, Nyron, and other central Flanaess nations, making it an economic hub in addition to its military significance.

## POLITICAL STRUCTURE AND ALLIANCES

Furyondy is a feudal monarchy, where the king is supported by a network of powerful nobles who control various duchies and counties across the kingdom. The current ruler, **King Belvor IV**, is a wise and noble monarch who has dedicated much of his reign to fighting against the forces of Iuz. However, the kingdom has often struggled with internal divisions, as some of its more powerful lords have pursued their own ambitions rather than uniting fully behind the crown.

Furyondy maintains strong alliances with **Veluna**, **Highfolk**, and **the Knights of the Hart**, an order of knights dedicated to protecting the western Flanaess from evil. These alliances have proven critical in defending the region against Iuz and other malevolent forces. The **Pale** and **Keoland**, though sharing Furyondy's alignment toward good, have more distant relationships with the kingdom, often due to differences in religious and political ideologies.

## FURYONDY AND THE GREYHAWK WARS

The **Greyhawk Wars** (582-584 CY) were a dark period for Furyondy, as the kingdom bore the brunt of Iuz's expansionist ambitions. Furyondy's armies fought valiantly against the demigod's forces, but the toll was heavy. King Belvor IV called upon every able-bodied man and woman to defend the realm, and for a time, it seemed that Furyondy might fall under the weight of the invading armies.

Furyondy, alongside its allies in **Veluna** and **Dyvers**, managed to hold the line, but the aftermath of the wars left the kingdom severely weakened. The loss of the Shield Lands, which were overrun by Iuz, left Furyondy exposed, and many of its northern territories were devastated by years of fighting. The **Treaty of Greyhawk**, signed at the end of the wars, brought a tenuous peace, but the kingdom remains on constant alert, knowing that Iuz's forces are only temporarily held at bay.

## MODERN FURYONDY: A KINGDOM UNDER SIEGE

In the years since the Greyhawk Wars, Furyondy has struggled to rebuild its economy and military while maintaining constant vigilance against the threat of Iuz. King Belvor IV, now in the twilight of his reign, has worked tirelessly to restore his kingdom, but the challenges are immense. The kingdom faces not only the external threat of Iuz but also internal political struggles, as some of the more powerful nobles seek to carve out greater influence for themselves.

The **Knights of the Hart**, a chivalric order with branches in Furyondy, Veluna, and Highfolk, remain a vital force in defending the kingdom. The Knights, alongside the royal army, patrol the borders and often engage in skirmishes with the forces of Iuz in the Vesve Forest and along the northern frontiers.

Despite these challenges, Furyondy remains a beacon of hope for the forces of good in the Flanaess. Its people are known for their resilience and their commitment to defending their homeland, and adventurers from all corners of the Flanaess travel to Furyondy to aid in the ongoing struggle against Iuz and other evils.

## KEY LOCATIONS

- **Chendl:** The capital city of Furyondy, Chendl is a fortified city located along the Veng River. Despite suffering damage during the Greyhawk Wars, it remains the seat of royal power and a symbol of Furyondy's strength.
- **Littleberg:** A major town and trade center located in the southern part of the kingdom. It serves as a key crossroads for trade and military logistics.
- **Highfolk:** While not directly a part of Furyondy, the independent elven state of Highfolk is a key ally of the kingdom, especially in defending the Vesve Forest from the forces of Iuz.

## THE FUTURE OF FURYONDY

Furyondy's future remains uncertain, as the kingdom continues to face threats on all sides. The rise of Iuz has created a permanent state of conflict along its northern borders, and the kingdom's economic recovery has been slow. King Belvor IV's reign, though marked by wisdom and bravery, will soon come to an end, and the question of succession looms large. If the nobles of Furyondy can remain united, the kingdom may yet survive and even thrive in the face of adversity. However, if internal divisions deepen, Furyondy could be weakened further, leaving it vulnerable to both external and internal threats.

Nonetheless, Furyondy remains one of the most significant players in the politics and conflicts of the Flanaess, a kingdom whose history and destiny are intertwined with the larger struggle between good and evil. As long as its people and rulers hold fast to their ideals of justice and chivalry, Furyondy will continue to be a bastion of hope in a dangerous and uncertain world.

## VELUNA

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**Veluna** is one of the most devout and powerful theocracies in the Flanaess, governed by a combination of religious authority and political leadership. Located in the central-western Flanaess, Veluna is known for its strong adherence to the teachings of **Rao**, the god of peace, reason, and serenity. This peaceful and stable nation has long been a beacon of wisdom,

diplomacy, and justice, serving as a counterbalance to the forces of evil and chaos that threaten the region. Despite its peaceful nature, Veluna is not without military strength and has played a key role in numerous conflicts, particularly in its alliance with **Furyondy** against **Iuz**.

## GEOGRAPHY AND KEY LOCATIONS

Veluna lies nestled between **Furyondy** to the north, **Keoland** to the southwest, and the **Velverdyva River**, which forms a natural border to the east. The land is fertile, with gentle hills, wide rivers, and rich farmlands. The capital city, **Mitrik**, is a religious and cultural center, known for its grand cathedral dedicated to Rao and the **Council of the Holy Canon**, which governs both the political and religious life of the nation.

- **Mitrik**: The capital of Veluna, Mitrik is a peaceful city where the teachings of Rao guide the daily lives of its people. The city is renowned for its cathedral and its role as the seat of the **Archcleric of Veluna**, the nation's spiritual and political leader. Mitrik also serves as a diplomatic hub for relations with other nations, particularly Furyondy and the Ulek states.
- **Devarnish**: A fortified town in southern Veluna, which serves as a defensive bulwark against potential threats from the neighboring lands of **Ket** and other more volatile regions to the south and west.

## HISTORY AND GOVERNANCE

Veluna was originally part of the **Viceroyalty of Ferrond**, which included Furyondy and other western provinces of the **Great Kingdom of Aerdy**. However, after the collapse of the Great Kingdom's influence in the west, Veluna declared its independence in **298 CY**, becoming a fully sovereign theocracy. The nation has since been governed by the **Archcleric of Veluna**, a spiritual leader who serves as both head of state and chief religious figure. The Archcleric is elected by the **Council of the Holy Canon**, which consists of high-ranking priests and nobles who represent the interests of Veluna's various regions.

The current Archcleric is **Hazen**, a wise and revered figure who has guided Veluna through many crises, including the **Greyhawk Wars**. Hazen is known for his diplomatic skill and his dedication to peace and stability in the Flanaess. Under his leadership, Veluna has maintained strong alliances with Furyondy, the **Knights of the Hart**, and the **County of Ulek**, forming a coalition of forces dedicated to resisting the spread of Iuz's evil and defending the central Flanaess from invasion.

## RELIGIOUS IMPORTANCE

Religion is at the heart of Veluna's identity. The people of Veluna are devout followers of **Rao**, and the nation's governance reflects the god's teachings of reason, peace, and serenity. The **Church of Rao** plays a central role in both the daily lives of Veluna's citizens and in its political structure. The Archcleric, as the highest-ranking member of the Church of Rao, acts as the supreme authority in Veluna, though he is advised by a council of priests and nobles who ensure that both spiritual and temporal matters are addressed.

In addition to Rao, other good-aligned deities, such as **Saint Cuthbert** and **Heironeous**, are also worshiped in Veluna, particularly by the nation's military orders. The **Knights of the Hart**, a chivalric order dedicated to the defense of the Flanaess, have a strong presence in Veluna, and many of its members are devotees of Heironeous, the god of chivalry and valor.

## ROLE IN THE GREYHAWK WARS

Veluna played a critical role in the **Greyhawk Wars** (582-584 CY), primarily through its close alliance with Furyondy. As Iuz began his campaign of conquest, Veluna and Furyondy formed a unified front against his northern armies. Veluna provided both military and spiritual support to Furyondy, helping to bolster the defenses along the northern frontiers, particularly in the **Vesve Forest** and along the borders of Iuz's empire.

The wars left a lasting impact on Veluna, as its forces were deeply involved in the defense of central Flanaess. Though Veluna was spared much of the direct devastation that befell other nations, the kingdom remains vigilant, knowing that the threat of Iuz has not been eliminated. The **Treaty of Greyhawk**, which ended the wars, brought a temporary peace, but Veluna continues to maintain its alliances and defenses in preparation for future conflicts.

## VELUNA'S DIPLOMACY AND INFLUENCE

Veluna's greatest strength lies in its diplomatic efforts. Known for its peaceful and reasoned approach to international relations, Veluna has established itself as a mediator and arbiter in disputes between nations. The **Council of the Holy Canon** regularly hosts diplomatic delegations from neighboring states, and the Archcleric is frequently called upon to mediate in regional conflicts.

Veluna's alliance with Furyondy is one of the most important political relationships in the Flanaess. Together, these two nations form the backbone of resistance against Iuz and other forces of evil. Veluna's close relationship with the **County of Ulek**, **Highfolk**, and the **Knights of the Hart** also strengthens its position as a leader of the good-aligned nations in the region.

## KEY CHALLENGES

Despite its peaceful nature, Veluna faces ongoing challenges. The threat from **Ket**, a nation with a history of military aggression to the southwest, keeps Veluna's southern borders fortified. The rise of **Iuz** remains the kingdom's greatest concern, as his forces encroach on the northern frontiers, and the fragile peace established by the Treaty of Greyhawk could be shattered at any moment.

Veluna must also balance its religious ideals with the practicalities of governance. While the teachings of Rao promote peace and reason, the kingdom's leaders must remain vigilant and prepared for war, knowing that evil forces continue to lurk on the borders. This tension between spiritual ideals and political realities defines much of Veluna's current state.

Veluna remains one of the brightest beacons of good in the Flanaess, dedicated to the principles of peace, reason, and justice. Governed by the wise Archcleric Hazen and supported by a strong alliance with Furyondy, the Knights of the Hart, and other good-aligned forces, Veluna stands as a bulwark against the encroaching darkness of Iuz and other malevolent powers. Though the kingdom faces many challenges, both external and internal, its commitment to the ideals of Rao and its strategic position in the heart of the Flanaess ensure that it will continue to play a central role in the region's future.

## KINGDOM OF KEOLAND

**Keoland** is one of the oldest and most storied kingdoms in the Flanaess, having been founded over nine centuries ago. Located in the southwestern part of the Flanaess, Keoland is bordered by the **Sheldomar River**, the **Javan River**, and the **Azure Sea**. It is a large and prosperous nation known for its strong military, political stability, and the ambitious nature of its ruling class. Keoland's long history of expansion, its interactions with neighboring regions, and its recent return to a more isolationist stance make it one of the most intriguing kingdoms in the Flanaess.

### FOUNDATION AND EARLY EXPANSION

Keoland was founded in **-342 CY** (621 OR, Oeridian Reckoning) by a coalition of **Suel** and **Oeridian** nobles who sought to establish a stable realm in the fertile lands between the **Good Hills** and the **Azure Sea**. The Suel and Oeridians, fleeing the devastation of the **Twin Cataclysms** that destroyed their western empires, were eager to carve out new territories in the Flanaess. The early rulers of Keoland established a monarchy with the noble **House of Rhola** and **House of Neheli** playing prominent roles in the governance of the kingdom.

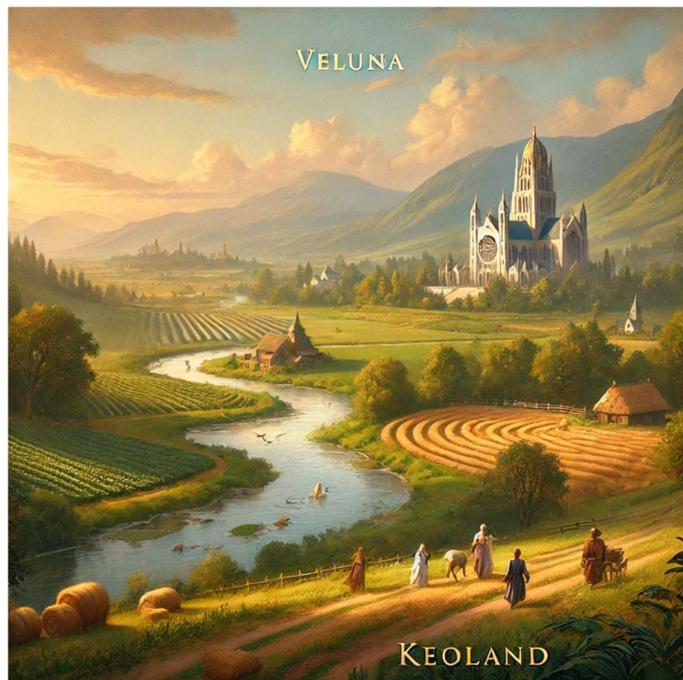
During its early centuries, Keoland expanded aggressively, with its armies conquering territories as far north as the **Gran March**, east into **Sterich**, and south into the **Sea Princes** and the **Hold of the Sea Princes**. At its height, Keoland controlled much of the western Flanaess, creating an empire of significant influence and power.

However, the kingdom's rapid expansion eventually led to internal strife. Many of the outlying regions began to resist Keoish rule, and the pressures of governing such a large empire caused significant strain on the central authority. This led to Keoland adopting a more isolationist stance in later centuries, focusing on internal stability rather than further territorial expansion.

### POLITICAL STRUCTURE AND NOBILITY

Keoland is a feudal monarchy, with the king holding supreme authority over the realm. However, Keoland's political structure is complex, as the power of the monarch is balanced by the influence of the noble houses and local rulers. The **Court of the Land**, composed of powerful nobles and representatives of the major provinces, has a significant role in shaping the policies of the kingdom. The throne has traditionally been held by either the **House of Rhola** or the **House of Neheli**, two ancient and powerful noble families that have guided Keoland through its many challenges.

The current ruler, **King Kimbertos Skotti** of the House of Rhola, has focused on maintaining stability within the kingdom while carefully managing Keoland's relationships with its neighbors. He has presided over a period of relative peace and prosperity, though tensions have begun to rise in certain border regions, and the kingdom remains wary of external threats.



The noble houses of Keoland maintain control over the kingdom's various provinces, including the duchies of **Gradsul** and **Furyondy**, as well as the **March of Sterich** and the **Ulek States**. These nobles, while technically vassals of the crown, often exercise a great deal of autonomy, making Keoland's internal politics a complex web of alliances, rivalries, and shifting power dynamics.

## MILITARY AND ALLIANCES

Keoland boasts one of the most formidable military forces in the Flanaess. Its armies are well-trained and experienced, having participated in numerous conflicts both within and beyond the kingdom's borders. The **Keoish Knights**, an elite order of chivalric warriors, are renowned for their bravery and skill in battle, and they play a central role in the kingdom's defense.

Despite its isolationist tendencies, Keoland maintains strong ties with several neighboring states, particularly the **Ulek States** (the Duchy, County, and Principality of Ulek) and the **Gran March**, both of which were once part of Keoland's imperial holdings. These alliances remain strong, as the rulers of these regions still look to Keoland for protection and support in times of need.

In addition, Keoland's long-standing rivalry with the **Hold of the Sea Princes**, a maritime power to the south, has shaped much of its recent foreign policy. The Sea Princes have long been a thorn in Keoland's side, often raiding Keoland's southern coasts and disrupting trade. Though hostilities have simmered over the years, the threat of renewed conflict with the Sea Princes remains a constant concern.

## CULTURE AND ECONOMY

Keoland's culture is a blend of **Suel**, **Oeridian**, and **Flan** influences, reflecting the kingdom's origins and the diversity of its population. The kingdom is known for its rich traditions of art, music, and literature, particularly in its major cities such as **Gradsul**, a bustling port on the Azure Sea, and the capital, **Niole Dra**. Niole Dra is a beautiful city of ancient architecture and culture, serving as both the political and cultural heart of the kingdom.

The economy of Keoland is strong and diverse, with agriculture forming the backbone of its wealth. The fertile lands along the Sheldomar and Javan rivers provide ample grain, livestock, and other agricultural goods. In addition to farming, Keoland benefits from trade, particularly through the port city of **Gradsul**, which serves as a major hub for commerce across the Azure Sea. Keoland's craftsmen are known for their fine metalwork, textiles, and shipbuilding, further bolstering the kingdom's economic power.

## RECENT HISTORY AND CURRENT EVENTS

In recent years, Keoland has emerged from its long period of isolation and has begun to reassert itself on the political stage of the Flanaess. King Kimbertos Skotti has overseen several successful military campaigns, including the reclamation of **Sterich**, which had fallen to monstrous forces. The kingdom has also sought to strengthen its ties with neighboring states, particularly in the face of growing threats from **Iuz** in the north and the **Scarlet Brotherhood** in the south.

Internally, Keoland faces challenges as well. The kingdom's nobility is not always united in its goals, and there are occasional power struggles within the Court of the Land. The more expansionist factions of the nobility push for renewed campaigns of conquest, while others advocate for a more cautious approach. Meanwhile, border regions like **Geoff** and **Sterich** continue to face threats from humanoid incursions and monstrous raiders.

Despite these challenges, Keoland remains one of the most powerful and stable kingdoms in the Flanaess. Its military strength, economic wealth, and cultural achievements ensure that it will continue to play a key role in the politics and conflicts of the region for years to come.

## KEY LOCATIONS

- **Niole Dra**: The capital of Keoland, known for its ancient buildings and rich culture. It is the seat of the royal court and the center of Keoland's political life.
- **Gradsul**: A major port city on the Azure Sea, Gradsul is one of the busiest trade hubs in the Flanaess. It is also home to Keoland's navy and a key defensive stronghold.
- **Sterich**: A once-lost province of Keoland that has been recently reclaimed after being overrun by humanoids and giants. Sterich remains a troubled region but has been reintegrated into the kingdom.

## THE FUTURE OF KEOLAND

Keoland stands at a crossroads. While it has successfully rebuilt much of its strength and influence, it faces difficult decisions regarding its future role in the Flanaess. Will it continue to follow the isolationist policies that have guided it for so long, or will it return to its imperial ambitions of old? King Skotti's reign has brought stability, but questions of succession, internal noble rivalries, and the growing threats from neighboring powers will test Keoland's resilience in the years to come.

Regardless of which path it chooses, Keoland remains a powerful force in the Flanaess, with a long and proud history that continues to shape the politics, economics, and culture of the region. Its ability to navigate the shifting currents of the

Flanaess will determine its future as either a leader of the good-aligned nations or a kingdom at risk of decline amidst the rising threats from darker powers.

## THE SHIELD LANDS

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The **Shield Lands** are a collection of fiercely independent territories located in the central Flanaess, historically known for their dedication to the defense of good-aligned lands from the forces of evil. The Shield Lands served as a bulwark against the growing power of **Iuz** and the raiding humanoids from the **Bandit Kingdoms**, making them one of the most important military regions in the central-northern Flanaess. The Shield Lands were a confederation of petty nobles and warrior-lords who united under a common cause: the protection of their lands and the greater Flanaess from the ever-present threat of evil. However, their story is also one of tragedy, as the Shield Lands were overrun during the **Greyhawk Wars** and have since been a land of chaos and occupation.

### GEOGRAPHY AND LOCATION

The Shield Lands are located on the northeastern shore of the **Nyr Dyv**, often called the Lake of Unknown Depths. They lie to the west of **Iuz's Empire**, north of **Furyondy**, and east of the **Bandit Kingdoms**. The region is primarily composed of rolling plains, fertile farmlands, and several fortified towns and castles. Before their fall, the Shield Lands were dotted with strongholds and castles that were constantly on alert, defending the borders from raids and invasions from the north and east.

### FOUNDATION AND PURPOSE

The Shield Lands were founded over two centuries ago as a collective of noble houses and warrior-lords who united under the banner of the **Knights of Holy Shielding**. This chivalric order was dedicated to the defense of the Shield Lands and the greater cause of law and good across the Flanaess. Unlike most kingdoms, the Shield Lands were not a single, centralized state but rather a loose confederation of independent holdings. Each noble house or lord ruled their own fiefdom, but they were united by a common purpose: the defense of their lands from the growing threats posed by the humanoids of the **Bandit Kingdoms** and, later, the malevolent power of **Iuz**.

The leader of the Shield Lands, titled the **Lord of the Shield Lands**, was often a figurehead who represented the collective will of the nobility rather than an absolute monarch. **Admund Fortubo** was one of the most notable Lords of the Shield Lands, leading the confederation in many successful military campaigns against the forces of evil.

### THE GREYHAWK WARS AND THE FALL OF THE SHIELD LANDS

The **Greyhawk Wars** (582-584 CY) were a devastating conflict for the Shield Lands, which found themselves on the front line of Iuz's expansionist ambitions. In 583 CY, the forces of **Iuz the Evil** launched a massive invasion of the Shield Lands, catching the defenders unprepared for the sheer scale of the assault. Iuz's armies, composed of orcs, demons, and other humanoids, overwhelmed the Shield Lands' defenses, leading to the rapid fall of many of the region's key strongholds. The capital, **Admundfort**, was captured, and the bulk of the Shield Lands fell under the brutal occupation of Iuz's forces.

The fall of the Shield Lands was a catastrophic blow to the forces of good in the Flanaess. Thousands of the region's inhabitants were killed, enslaved, or displaced. Many of the noble houses that had once defended the realm were either destroyed or forced into exile. The remnants of the Shield Landers fled to **Furyondy** and other neighboring states, seeking refuge and organizing resistance efforts to retake their homeland.

### POST-WAR PERIOD AND RESISTANCE

Following the Greyhawk Wars, the Shield Lands became a lawless, devastated region controlled by the forces of Iuz. Much of the territory remains occupied by humanoid warbands, demonic overseers, and the agents of Iuz, who use the region as a base of operations for further incursions into neighboring lands. Despite the devastation, a fierce resistance movement continues to operate within the Shield Lands, composed of guerrilla fighters, knights, and exiled nobles who refuse to give up their claim to the land. These resistance forces often conduct raids on Iuz's forces and work in tandem with **Furyondy** and other good-aligned nations to undermine the occupation.

The Knights of Holy Shielding, though significantly diminished, still exist and continue to fight for the liberation of their homeland. Many of these knights now serve as mercenaries or advisors in **Furyondy**, waiting for the day when they can reclaim the Shield Lands and restore their fallen order.

### MODERN DAY

Today, the Shield Lands are a shadow of their former glory. The region remains a war-torn land, occupied by the dark forces of Iuz and patrolled by marauding humanoid tribes. The once-proud castles and fortresses of the Shield Lands lie in ruins, and the region's economy and infrastructure have been completely destroyed. However, the Shield Landers who survived the fall remain fiercely committed to retaking their homeland. They work tirelessly to gather allies, plan military campaigns, and maintain hope that the Shield Lands will one day be freed from the grip of evil.

The future of the Shield Lands remains uncertain. While the forces of good continue to rally in nearby Furyondy and Veluna, the threat posed by Iuz and his unholy legions is ever-present. The Shield Lands will likely remain a contested battleground in the ongoing struggle between the forces of good and the powers of darkness in the Flanaess.

## KEY LOCATIONS

- **Admundfort:** The former capital of the Shield Lands, Admundfort was a heavily fortified city located on the southern coast of the Nyr Dyv. It fell to the forces of Iuz during the Greyhawk Wars and now serves as a stronghold for his forces. The city is a haunting reminder of the Shield Lands' former power and the devastation caused by the invasion.
- **Critwall:** A major fortress on the northern border of Furyondy, Critwall now serves as a staging ground for resistance efforts against Iuz. Though it technically lies outside the Shield Lands, Critwall has become a base of operations for exiled knights and noblemen from the Shield Lands.

The Shield Lands were once a proud and noble realm, standing as a bastion of defense against the forces of evil in the Flanaess. Their fall during the Greyhawk Wars was a devastating blow to the forces of good, and the region remains occupied by Iuz's malevolent forces. However, the spirit of the Shield Landers lives on in exile, and the fight to reclaim their homeland continues. The Shield Lands serve as a powerful symbol of both resistance and the ever-present threat posed by the forces of evil in the Flanaess.

## URNST

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The **Duchy of Urnst** and the **County of Urnst** are two closely allied but politically distinct realms located along the fertile banks of the **Nyr Dyv** in the central Flanaess. Both regions share a long history and a common cultural heritage, yet they have developed unique identities and roles within the broader politics of the Flanaess. These prosperous and peaceful realms are well-known for their agricultural wealth, trade networks, and deep-rooted nobility, making them some of the most stable and influential states in the region.

## THE DUCHY OF URNST

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### GEOGRAPHY AND GOVERNANCE

The **Duchy of Urnst** is situated to the south of the **County of Urnst**, lying between the **Nyr Dyv** to the east and the **Kingdom of Nyronnd** to the west. It is a fertile land of rolling plains, rich farmlands, and bustling trade cities. Its capital city, **Radigast City**, is a prominent center of commerce and culture, known for its beautiful architecture and its role as a hub of political activity in the Flanaess.

The Duchy of Urnst is ruled by a hereditary **Duke**, currently **Duke Karll Lorinar**, a wise and pragmatic leader who has successfully maintained stability and prosperity in his realm despite the turbulence surrounding it. The duchy's government is a feudal system, with a network of loyal vassals and noble families who oversee various regions within the duchy. While the Duke holds significant power, he works in conjunction with a council of nobles and advisors to govern effectively.

### ECONOMY AND TRADE

The Duchy of Urnst is one of the wealthiest regions in the Flanaess, primarily due to its rich farmlands, abundant natural resources, and strong trade networks. The duchy's farmlands produce vast quantities of grain, vegetables, and livestock, which are exported to neighboring regions such as Nyronnd and the Free City of Greyhawk. Additionally, the duchy benefits from its proximity to the Nyr Dyv, allowing for robust river trade with **Dyvers**, Greyhawk, and the **Pale**.

Mining is also a significant part of the Duchy's economy, particularly in the **Abbor-Alz Hills**, where precious metals and minerals are extracted. This wealth has allowed the Duchy to maintain a strong military presence, as well as invest in public works, art, and culture.

### RELATIONS WITH NEIGHBORS

The Duchy of Urnst maintains strong relations with its neighbor to the north, the **County of Urnst**, as well as with **Nyronnd**, **Furyondy**, and the Free City of **Greyhawk**. Its wealth and strategic location make it an important player in the politics of the central Flanaess. The Duchy often acts as a stabilizing force in the region, using its wealth and influence to broker alliances and ensure peace.

While the Duchy of Urnst has remained largely untouched by the **Greyhawk Wars**, it continues to keep a wary eye on potential threats, particularly from the forces of **Iuz** and the **Great Kingdom's remnants** to the east. Its military is well-trained and maintained, and the duchy's navy patrols the Nyr Dyv to protect its trade routes.

# THE COUNTY OF URNST

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## GEOGRAPHY AND GOVERNANCE

The **County of Urnst** lies to the north of the Duchy of Urnst, nestled between the **Nyr Dyv** and the **Pale** to the north, and bordered by **Furyondy** to the west. The County is somewhat smaller than the Duchy but shares much of the same fertile landscape and access to the lucrative trade routes along the Nyr Dyv. Its capital city, **Seltaren**, is a bustling port and a center of commerce, known for its skilled artisans, craftsmen, and merchants.

The County is ruled by a **Count**, currently **Countess Belissica**, a shrewd and capable leader who has worked tirelessly to maintain the County's prosperity and independence. Like the Duchy, the County operates on a feudal system, with the Countess relying on a network of loyal noble families to govern the various regions of her realm. The Countess, though technically a vassal of the **Duke of Urnst**, exercises a great deal of autonomy and is recognized as a sovereign ruler in her own right.

## ECONOMY AND TRADE

The County of Urnst is renowned for its artisanship, particularly in the production of fine textiles, pottery, and jewelry. Its skilled craftsmen are in high demand across the Flanaess, and many wealthy nobles and merchants from neighboring regions come to the County to purchase luxury goods. Agriculture also plays a significant role in the County's economy, with its farmlands producing grain, fruit, and livestock for export.

The County's strategic location on the Nyr Dyv has made it an important player in regional trade. Its ports facilitate commerce between the Free City of Greyhawk, Dyvers, and the Duchy of Urnst, creating a thriving maritime economy. The County's merchants are well known for their shrewdness and have established strong trade links with many neighboring states.

## RELATIONS WITH NEIGHBORS

The County of Urnst maintains close relations with its southern counterpart, the Duchy of Urnst. Despite their political independence, the two states share a deep cultural heritage and often collaborate on matters of mutual interest, particularly in trade and defense. The Countess of Urnst is a frequent guest at the court of the Duke of Urnst, and the two rulers enjoy a close working relationship.

The County also maintains strong ties with **Furyondy** and the Free City of Greyhawk. Its location along the Nyr Dyv makes it a critical player in the region's defense against potential threats from the north and east, particularly from **Iuz** and the remnants of the **Great Kingdom**. The County is known for its strong naval presence, and its ships frequently patrol the waters of the Nyr Dyv to protect trade and commerce from piracy.

## THE RELATIONSHIP BETWEEN THE DUCHY AND COUNTY

Although politically distinct, the **Duchy of Urnst** and the **County of Urnst** share a common cultural heritage and a deep bond of friendship. Both realms were once part of the larger **Viceroyalty of Ferrond**, and their rulers have maintained close ties for centuries. The Duchy and County work together to ensure the security and prosperity of their lands, often collaborating on military and economic matters.

The two realms also share a military alliance, with their forces coordinating defense strategies to protect against external threats, particularly from the north. While the Duchy is generally seen as the more powerful of the two, the Countess of Urnst wields significant influence in regional politics, and her alliance with the Duke ensures that the Urnst states remain a force to be reckoned with in the Flanaess.

## KEY LOCATIONS

- **Radigast City (Duchy of Urnst):** The bustling and prosperous capital of the Duchy of Urnst, Radigast City is known for its grand architecture, its role as a center of commerce, and its vibrant political life.
- **Seltaren (County of Urnst):** The capital of the County of Urnst, Seltaren is a wealthy port city renowned for its skilled artisans and its strategic position on the Nyr Dyv.
- **Abbor-Alz Hills:** These hills are rich in precious metals and minerals, forming the backbone of the mining industry in both the Duchy and the County. Adventurers often explore this rugged region in search of treasure, though it is also home to dangerous creatures and bandits.

The Duchy and County of Urnst are two of the most prosperous and stable regions in the Flanaess, known for their wealth, political influence, and deep cultural heritage. Their strategic locations along the Nyr Dyv and their strong alliances with neighboring states ensure that they will continue to play a critical role in the region's politics and defense for years to come. Despite the turbulence surrounding them, both realms have managed to maintain peace, stability, and prosperity, making them key players in the ongoing struggle between good and evil in the Flanaess.

# THE FREE CITIES

These city-states are politically independent and serve as major centers of trade, commerce, and intrigue. Many are neutral and serve as melting pots for adventurers and factions alike.

## THE FREE CITY OF GREYHAWK

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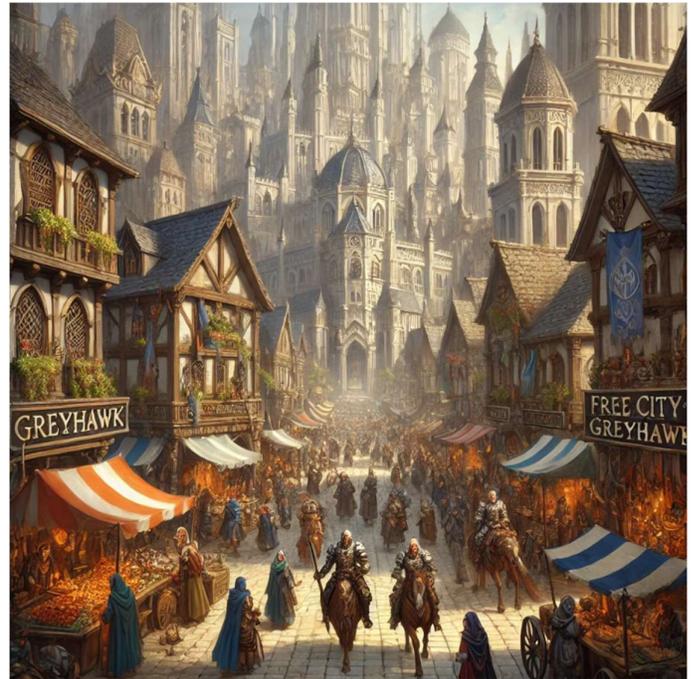
The **Free City of Greyhawk**, often referred to simply as Greyhawk, is one of the most important and iconic cities in the Flanaess and the broader **World of Greyhawk** campaign setting. Located near the shores of the **Selintan River**, Greyhawk is a bustling metropolis known for its rich history, vast trade networks, and thriving culture of adventurers, mages, and intrigue. The city's strategic location near the **Nyr Dyv** and its status as a center of political and economic power make it a key player in the affairs of the central Flanaess.

Greyhawk's diverse population, sprawling markets, and complex politics have drawn people from all corners of the world, and it serves as the centerpiece for many of the greatest adventures in the **Dungeons & Dragons** multiverse.

### HISTORY AND FOUNDATION

The origins of Greyhawk date back to **325 CY**, when the city was founded by local Flan tribes and Oeridian settlers. Over time, Greyhawk grew into a major city-state, thanks to its strategic location along key trade routes and the rich resources of the **Cairn Hills** and the **Selintan River**. Early on, the city was controlled by a series of petty warlords, but it eventually came under the rule of more organized and politically savvy leaders, such as **Zagig Yragerne**, one of the most famous historical figures in the city's history.

**Zagig Yragerne**, a powerful wizard who later ascended to godhood as **Zagyg**, played a major role in the city's development. During his reign as **Lord Mayor**, Greyhawk expanded rapidly, and his magical prowess helped to defend the city from external threats. However, Zagig's eccentric rule also led to periods of instability. His legacy, particularly in the creation of **Castle Greyhawk**, remains a cornerstone of Greyhawk's rich adventuring culture.



### GOVERNANCE AND POLITICAL STRUCTURE

The Free City of Greyhawk is governed by a **Directing Oligarchy**, a group of elite citizens who oversee the administration of the city-state. This governing body is composed of representatives from the city's most powerful guilds, merchant families, military leaders, and religious authorities. The oligarchy is led by a **Lord Mayor**, a position traditionally held by a powerful or influential individual, often with ties to one of the major factions in the city.

The oligarchic system allows for a balance of power between various interests within the city, including the **Guild of Thieves**, the **Union of Merchants and Traders**, and the **City Watch**. This political structure has allowed Greyhawk to maintain its independence and stability, despite the frequent political intrigue and power struggles that define the city's internal politics.

Greyhawk is a cosmopolitan city, and its government reflects this diversity. People of all races and backgrounds, including humans, elves, dwarves, and more, are represented in the city's political and economic life. While the city remains officially neutral in most conflicts, it is often a key player in regional affairs due to its wealth and influence.

### ECONOMY AND TRADE

Greyhawk's wealth and power come largely from its role as a major trade hub. Situated near the **Nyr Dyv**, the **Selintan River**, and key overland trade routes, the city serves as a nexus for goods moving between the northern and southern Flanaess. Its markets are filled with exotic wares, magical items, and rare resources from distant lands, making it a prime destination for merchants, adventurers, and thieves alike.

The city's economic strength is bolstered by its proximity to the **Cairn Hills**, which are rich in precious metals and gemstones. The **Gnome King of the Kron Hills** and the dwarven miners in the region are key trading partners for Greyhawk, supplying the city with valuable minerals that feed its growing industries.

Greyhawk is also famous for its **Guild of Thieves**, which plays a significant role in the city's economy, both legally and otherwise. The city's black market is one of the most extensive in the Flanaess, and the wealth generated by illicit trade flows freely into the city's coffers.

## CULTURE AND SOCIETY

Greyhawk is a melting pot of cultures, attracting people from all over the Flanaess and beyond. The city is known for its thriving arts, vibrant nightlife, and constant flow of adventurers. As a result, Greyhawk is a place where anything can happen, and it is home to some of the most famous adventurers and mages in Oerth. The city's taverns and inns, such as the **Green Dragon Inn** and the **Silver Dragon**, are legendary for their gatherings of adventurers and mercenaries looking for fame and fortune.

The city is also renowned for its religious diversity. Temples to a wide array of deities can be found throughout Greyhawk, with the **Church of St. Cuthbert**, **Boccob**, **Pelor**, and **Zilchus** being among the most prominent. This religious variety reflects the city's tolerance and its role as a neutral ground for different factions and faiths.

The city's magical community is equally diverse, with many powerful wizards, sorcerers, and alchemists calling Greyhawk home. The **Guild of Wizardry** and the **University of Magical Arts** are key institutions that draw students of magic from all over the Flanaess. The presence of **Castle Greyhawk**, an enigmatic and trap-filled ruin, also serves as a magnet for adventurers seeking wealth and arcane knowledge.

## GREYHAWK AND THE GREYHAWK WARS

Greyhawk played a critical role during the **Greyhawk Wars** (582–584 CY). Though the city officially remained neutral, it served as a vital trade and diplomatic hub throughout the conflict, hosting emissaries and merchants from various warring factions. After the war, Greyhawk became the site of the **Treaty of Greyhawk**, which brought an end to the fighting and established a tenuous peace among the nations of the Flanaess.

The city's neutrality during the war helped it to emerge as an even stronger political and economic power in the post-war period. Many refugees and displaced peoples from the surrounding regions flocked to Greyhawk, further bolstering its population and workforce.

## KEY LOCATIONS

- **The Grand Citadel:** The administrative center of Greyhawk, where the Directing Oligarchy meets to govern the city. The Citadel is also the seat of the Lord Mayor and houses many of the city's bureaucratic offices.
- **Castle Greyhawk:** Located just outside the city proper, Castle Greyhawk is the famous dungeon created by the mad archmage **Zagig Yragerne**. It is a sprawling, multi-leveled ruin filled with deadly traps, monsters, and ancient magical secrets. Adventurers from all over the Flanaess come to Greyhawk to explore its depths.
- **The High Quarter and the Garden Quarter:** These are some of the most affluent districts in Greyhawk, home to the wealthiest merchants, noble families, and prominent citizens. Beautiful mansions, lush gardens, and high-end shops are found here.
- **The Thieves' Quarter:** Despite its official name, this district is known for its thriving criminal underworld. The **Guild of Thieves** operates openly in this part of the city, though they also maintain a careful balance with the City Watch to ensure that the city's economy continues to flourish.

The Free City of Greyhawk is more than just a city—it is the heart of adventuring and intrigue in the Flanaess. Its long history, powerful economy, and diverse population make it a dynamic and ever-changing metropolis where heroes and villains alike come to make their mark. From the ancient ruins of **Castle Greyhawk** to the bustling marketplaces and grand temples, Greyhawk offers countless opportunities for adventure, political intrigue, and the pursuit of wealth and power. It stands as a testament to the ingenuity, resilience, and ambition of its people and continues to play a vital role in the destiny of the Flanaess.

## DYVERS

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**Dyvers** is one of the most prosperous and independent free cities in the Flanaess, located on the western shores of the **Nyr Dyv**, often referred to as the "Lake of Unknown Depths." The city's nickname, the **City of Sails**, reflects its bustling trade and naval power, as Dyvers serves as a key commercial hub in the region. Dyvers enjoys a strategic location along major trade routes, allowing it to become one of the wealthiest and most influential free cities in the Flanaess. Its independence and complex political history make it both a rival and ally to neighboring powers like the **Free City of Greyhawk** and **Furyondy**.

## GEOGRAPHY AND IMPORTANCE

Dyvers is located on the southwestern shores of the **Nyr Dyv**, near the mouth of the **Velderdyva River**, one of the largest and most important rivers in the Flanaess. This prime location allows Dyvers to control river traffic coming from the central Flanaess as well as trade from the **Furyondian Plain** and beyond. The city's proximity to the **Gnarley Forest** and the **Wild Coast** also gives it access to rich natural resources, including timber, ores, and agricultural products.

The Nyr Dyv itself is a major inland sea that serves as the lifeblood of trade for many central Flanaess cities. Dyvers' harbor is always crowded with merchant vessels from across the region, making it a vital trade hub for the entire central Flanaess. Dyvers controls much of the river traffic and is the key point for goods moving westward from the Flanaess' interior.

## HISTORY AND FOUNDATION

Dyvers was originally part of the **Viceroyalty of Ferrond**, a western province of the **Great Kingdom of Aerdy**. When the viceroyalty declared independence and became the **Kingdom of Furyondy**, Dyvers served as the capital of the new kingdom for many years. However, in **254 CY**, when the city of **Chendl** was chosen as the new capital of Furyondy, Dyvers became increasingly independent.

In **437 CY**, Dyvers officially declared itself a free city, breaking away from the Kingdom of Furyondy. This declaration of independence was largely driven by Dyvers' growing wealth and power, as the city's merchant elite wanted more autonomy to control their affairs without the interference of Furyondian nobles. Since then, Dyvers has remained a sovereign city-state, governed by its own council and leaders.

## GOVERNANCE AND POLITICS

Dyvers is ruled by a **Magister**, an elected official who holds executive power over the city's affairs. The Magister is supported by a **Council of Nobles** and a **Council of Merchants**, representing the various interests of the city's powerful aristocratic families and its thriving mercantile class. This system of government is designed to ensure that both the city's wealthy elite and its business class have a say in the city's policies.

While officially neutral in many of the Flanaess's larger conflicts, Dyvers' independence often places it in a delicate position, balancing alliances and rivalries with its neighbors. The city maintains a careful relationship with Furyondy, which still considers Dyvers part of its historic territory. At the same time, Dyvers is both an ally and a rival to the **Free City of Greyhawk**, with whom it competes for trade dominance over the Nyr Dyv and surrounding regions.

## ECONOMY AND TRADE

Dyvers owes much of its wealth to its control of trade routes along the Nyr Dyv and the Ververdyva River. The city serves as a key port for goods traveling between the northern and southern regions of the Flanaess, as well as for traffic moving westward from the central plains. The city's harbor is always busy, filled with merchant ships carrying goods from across the Flanaess, including foodstuffs, timber, minerals, textiles, and luxury goods.

Dyvers is also home to a significant number of guilds, particularly in shipbuilding, carpentry, metalworking, and other essential crafts. The city's thriving markets are a destination for merchants seeking both raw materials and finished goods, and its artisans are well-known for their craftsmanship.

The city's wealth has allowed it to maintain a strong navy, which patrols the waters of the Nyr Dyv and protects Dyvers' shipping interests from pirates, particularly those operating out of the **Wild Coast** and the **Pomarj**. The strength of Dyvers' navy is a source of pride for the city, and it plays a critical role in maintaining the city's status as a major trading power.

## RELATIONS WITH NEIGHBORING POWERS

Dyvers' relationship with its neighbors is complex and often shaped by its desire to maintain its independence and economic power. While it enjoys a neutral status, it frequently finds itself embroiled in the politics of the central Flanaess.

- **Furyondy:** Although Dyvers was once part of Furyondy and served as its capital, its declaration of independence strained relations between the two. However, both powers recognize the mutual benefit of maintaining peaceful trade relations, and they often collaborate to defend against external threats such as the forces of **Iuz**.
- **The Free City of Greyhawk:** The relationship between Greyhawk and Dyvers is one of rivalry and cooperation. As the two largest and most prosperous free cities in the region, they compete for control of trade routes and influence over the Nyr Dyv. Despite this, there are many cultural and political similarities between the two cities, and both benefit from their mutual independence.
- **The Wild Coast:** To the south of Dyvers lies the **Wild Coast**, a region known for its lawlessness and frequent raids by pirates and humanoid warbands. While Dyvers keeps a watchful eye on the Wild Coast, it has occasionally allied with some of the more organized factions in the region when it serves their interests.

## CULTURE AND SOCIETY

Dyvers is a cosmopolitan city that draws people from all over the Flanaess. Its position as a major trade hub and its independence from larger political entities have made it a melting pot of cultures, with merchants, adventurers, and travelers of all races and backgrounds passing through its gates. The city is known for its vibrant marketplaces, where exotic goods from distant lands can be found, and its taverns and inns are often filled with sailors, traders, and adventurers sharing tales of distant lands and dangerous quests.

The city is home to a number of temples, including those dedicated to **Zilchus** (the god of wealth, trade, and power), **Oeridian** gods like **Heironeous** and **Pholtus**, and other deities associated with trade, commerce, and protection. Dyvers is

not as religiously diverse or magically inclined as the Free City of Greyhawk, but it still has a significant magical community, particularly among its merchant and noble classes, who often employ wizards and sorcerers for their own purposes.

## KEY LOCATIONS

- **The Mercantile Quarter:** This is the bustling heart of Dyvers, home to its famous markets and the grand guild halls of its powerful merchants. The docks and harbor are nearby, ensuring the steady flow of goods in and out of the city.
- **The Palace of the Magister:** The center of Dyvers' government, the Palace of the Magister is a grand building where the city's rulers meet to discuss and direct the affairs of the city-state.
- **The Nyr Dyv Harbor:** Dyvers' harbor is one of the busiest in the Flanaess, filled with ships from across the region. The harbor is well-fortified, with naval ships patrolling the waters to protect the city's interests.

The **Free City of Dyvers** is a key player in the politics and trade of the central Flanaess. Its wealth and strategic location have allowed it to remain independent from its larger neighbors, while its bustling port and thriving economy make it one of the most important commercial centers in the region. Though it faces challenges from competing powers like Greyhawk and the threat of pirates from the Wild Coast, Dyvers continues to thrive as a cosmopolitan and influential city-state, rich with opportunity for adventurers, merchants, and political players alike.

## HARDBY

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**Hardby** is a small but strategically important town located on the southern coast of the **Woolly Bay**, just south of the **Free City of Greyhawk**. Once a rival to Greyhawk itself, Hardby has a long and storied history as a key maritime and trade hub on the **Wild Coast**, an untamed region known for its independent city-states, piracy, and occasional anarchy. Over the years, Hardby has been both an ally and a point of contention for the Free City of Greyhawk, eventually falling under its influence while still retaining a strong sense of independence and identity.

## HISTORY AND FOUNDATION

Hardby was originally founded by **Suel** settlers from the **Suel Imperium**, who established a maritime stronghold on the Woolly Bay to control trade along the southern shores. Early in its history, Hardby grew into a prosperous port, competing with Greyhawk for dominance over sea trade and fishing rights in Woolly Bay. It quickly became known for its powerful navy and fierce independence, which allowed it to resist being absorbed by larger political entities.

Over time, Hardby became famous for its governance by a matriarchal group of rulers known as the **Gynarchy of Hardby**, a council of powerful female leaders who wielded significant influence over the town's policies and military. These women, particularly **The Gynarch**, a hereditary title for Hardby's military and political leader, were responsible for the town's defense, its laws, and its trade policies.

## THE GYNARCHY OF HARDBY

The **Gynarchy** is a unique institution in the Flanaess, as it places power firmly in the hands of women. Hardby's ruling class has traditionally been dominated by women of noble or wealthy families, particularly those who come from merchant or naval backgrounds. The **Gynarch**, the highest-ranking official in the town, has always been a woman, and she commands both the navy and militia, overseeing the town's defense and its economic policies.

Though the town has come under the growing influence of Greyhawk over the centuries, the Gynarchy remains a respected and powerful institution. The Gynarch retains a degree of autonomy over Hardby's internal affairs, though Greyhawk now controls Hardby's external defense and foreign relations. Hardby's women have traditionally excelled in leadership, diplomacy, and military command, ensuring that the town remains a force to be reckoned with on the Wild Coast.

## RELATIONSHIP WITH GREYHAWK

In recent centuries, Hardby has gradually become a client state of the Free City of Greyhawk. Following a series of conflicts and trade disputes with its larger neighbor to the north, Greyhawk eventually asserted dominance over Hardby in the form of a **protectorate agreement**. This arrangement allows Greyhawk to maintain control over Hardby's external defense and navy, while the Gynarchy continues to oversee most of Hardby's internal governance.

While Hardby is now effectively a part of Greyhawk's sphere of influence, it retains a strong sense of local identity and independence. The town's unique traditions, especially the Gynarchy, have allowed it to resist full absorption into the Free City's government, and many of its citizens view themselves as distinct from the people of Greyhawk.

Hardby benefits significantly from its connection to Greyhawk, as the larger city provides military protection, trade opportunities, and political clout. However, tensions sometimes flare between Hardby and Greyhawk's ruling elite, particularly over issues of autonomy and naval control. Hardby's navy, while technically under the command of Greyhawk's **Directing Oligarchy**, still operates with considerable independence under the Gynarch's leadership.

## ECONOMY AND TRADE

Hardby's economy is driven by its role as a maritime trade hub. The town's docks and shipyards are bustling with activity, as merchants from across the Flanaess use Hardby as a stopping point between the Wild Coast and the larger cities of Greyhawk, Dyvers, and Safeton. Fishing and shipbuilding are also important industries in the town, and Hardby's ships are well-regarded for their craftsmanship and speed.

The town's location on Woolly Bay makes it a vital gateway to the **Pomarj** and other coastal regions, giving it control over key shipping lanes. Despite its smaller size compared to Greyhawk, Hardby's economy has thrived due to its strategic location and its long-standing expertise in maritime trade. Smuggling and piracy, however, have always been issues in the region, and Hardby's authorities have worked tirelessly to curb the influence of rogue factions that operate out of the Wild Coast.

## MILITARY AND DEFENSE

Hardby's navy is one of the strongest on the Wild Coast, historically serving as the town's first line of defense against piracy and coastal raiders. Even after coming under Greyhawk's protection, Hardby's naval forces remain formidable, patrolling Woolly Bay and the **Selintan River** to safeguard trade routes and prevent piracy.

The Gynarch commands both the navy and Hardby's land-based militia, ensuring that the town remains well-defended despite its small size. While the Free City of Greyhawk maintains overall control of Hardby's naval forces, the Gynarch retains considerable influence over military strategy and decisions concerning the town's defense.

## KEY LOCATIONS

- **The Gynarch's Palace:** This is the seat of government in Hardby and the residence of the Gynarch. The palace serves as the center of political life in the town and is where the Gynarch holds court and meets with the town's noble families and foreign diplomats.
- **The Docks and Shipyards:** The heart of Hardby's economy, the docks are always bustling with activity. Merchants, sailors, and traders from across the Flanaess frequent Hardby's docks, making it a key point for commerce along the coast of Woolly Bay.
- **The Naval Barracks:** Home to Hardby's naval forces, the barracks are a fortified complex near the harbor where the town's navy trains and prepares for deployment. The naval forces here work closely with Greyhawk's military to maintain control over the waters of the Nyr Dyv and Woolly Bay.

Hardby remains a vital yet fiercely independent city on the southern coast of Woolly Bay. Despite its smaller size and the growing influence of Greyhawk, Hardby continues to assert its unique identity through its governance by the Gynarchy, its powerful naval traditions, and its thriving trade economy. Its strategic location and rich maritime history make it a key player in the politics and commerce of the Wild Coast and the greater Flanaess.

## THE WILD AND WARLIKE NORTH

The northern regions of the Flanaess are often dominated by barbarian tribes, raiders, and the forces of evil. These regions are sparsely populated and known for their harsh climates and constant conflict.

## THE HOLD OF STONEFIST

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The **Hold of Stonefist**, also known as **Stonehold**, is a rugged, isolated region located in the far northeastern part of the Flanaess, wedged between the **Fruztii** (Frost Barbarians), the **Rovers of the Barrens**, and the inhospitable **Icy Sea**. It is a wild and dangerous land, known for its harsh climate, brutal inhabitants, and constant warfare. The people of Stonefist are feared for their ferocity and skill in battle, and they often raid their neighbors, including the **Barbarians of the Thillonrian Peninsula** and the **Bandit Kingdoms**.

## GEOGRAPHY AND ENVIRONMENT

Stonefist is located in one of the most remote and unforgiving regions of the Flanaess, marked by icy plains, treacherous mountains, and bitterly cold seas. The land is rugged and difficult to traverse, with little in the way of fertile soil or natural resources. The people of Stonefist, known as **Fists**, are tough and hardy, accustomed to living in such a hostile environment. They rely heavily on raiding, herding, and hunting to survive, and their society revolves around strength, survival, and combat prowess.

The capital of Stonefist is **Vlekstaad**, a crude and fortified settlement named after **Vlek Col Vlekzed**, the founder of the Hold. Vlekstaad is a center of power for the ruling **Fists** and is where the ruler of the Hold, known as the **Master of the Hold**, governs and organizes raids.

## HISTORY AND FORMATION

The Hold of Stonefist was founded by the warlord **Vlek Col Vlekzed** around **320 CY**. Vlek, originally a minor chieftain among the **Rovers of the Barrens**, was exiled for his cruelty and ambition. Gathering a group of like-minded followers, he

carved out his own realm in the harsh northeastern lands. Vlek and his warbands were brutal conquerors, subjugating the native Flan peoples and establishing a warrior society based on martial strength and constant raids.

After Vlek's death, his successors continued to rule the Hold, following the same traditions of brutality and warfare. The ruler of the Hold is chosen through a series of **Tests of Strength**, in which only the strongest warriors are allowed to vie for leadership. This brutal meritocracy ensures that the Master of the Hold is always a warrior of formidable strength, though it also leads to instability and frequent changes in leadership as ambitious warlords seek to claim the title.

The **Fists** have long been a thorn in the side of their neighbors, particularly the Frost Barbarians and the Rovers of the Barrens. The Hold's warriors are known for their skill in combat and their vicious raiding tactics. Stonefist's people are fierce and loyal only to their own, making diplomacy with the Hold difficult.

## THE GREYHAWK WARS AND AFTERMATH

During the **Greyhawk Wars** (582–584 CY), the Hold of Stonefist played a significant role in the northern front of the conflict. **Sevord Redbeard**, the current Master of the Hold, allied with the forces of **Iuz the Evil** and the **Horned Society**, launching a series of devastating raids against the **Barbarians of the Thillonrian Peninsula** and the Rovers of the Barrens. The alliance with Iuz was seen as opportunistic, as the Fists had no ideological loyalty to Iuz but were eager to expand their power and gain wealth through conquest.

The war led to significant territorial gains for the Fists, including the conquest of much of the Rovers' lands. However, after the Greyhawk Wars, the Hold of Stonefist became increasingly isolated. While they benefited from the chaos of the wars, the Fists' brutal tactics earned them many enemies, including the Frost and Snow Barbarians, who have mounted frequent retaliatory raids.

## CULTURE AND SOCIETY

The people of the Hold of Stonefist are known for their warlike culture, where strength, survival, and the ability to fight are the most respected traits. Society in the Hold is organized around the principle of **might makes right**, and warriors are the most honored members of the community. Leadership is gained through force, and the **Master of the Hold** must continually prove his strength or risk being overthrown.

The **Fists** are not only warriors but also raiders, often pillaging their neighboring regions to gather wealth and resources. Their raiding culture has shaped their entire way of life, and they view their neighbors as little more than targets for plunder. Women in the Hold are often expected to be just as tough as the men, and many fight alongside the men in raids and battles.

The Hold's isolation, coupled with its harsh environment, has made the Fists a fierce and insular people. They have little in the way of industry or agriculture, relying heavily on hunting, herding, and raiding to survive. Most settlements in the Hold are small, fortified villages designed to withstand the brutal winters and potential attacks from rival factions or external enemies.

## MODERN DAY

Today, the Hold of Stonefist remains a powerful, if unstable, region in the far northeast of the Flanaess. Sevord Redbeard continues to rule as Master of the Hold, though his grip on power is always tenuous due to the constant challenges to his authority from rival warlords. Stonefist's warriors continue to raid neighboring lands, and the Hold remains a constant threat to the more civilized regions of the Flanaess.

While the Hold's alliance with Iuz during the Greyhawk Wars was largely opportunistic, Iuz still maintains some influence over the Hold's leaders, and there is always the possibility that the Fists could be drawn into another large-scale conflict in the future. For now, the Hold of Stonefist remains a rugged, dangerous land of raiders, where the strong rule and the weak are left to perish in the unforgiving wilderness.

## KEY LOCATIONS

- **Vlekstaad**: The capital of Stonefist and the seat of power for the Master of the Hold. Vlekstaad is a crude, fortified settlement built for war, housing the Hold's ruling elite and its fiercest warriors.
- **The Griff Mountains**: These mountains form the northern border of the Hold and serve as a natural barrier between Stonefist and the Frost Barbarians. They are also home to numerous orcs and giants who sometimes ally with the Fists.

The Hold of Stonefist is a land defined by its harsh environment, brutal culture, and fierce independence. Its warriors are some of the most feared raiders in the Flanaess, and its history of conquest and warfare has made it a significant player in the politics of the northern regions. Though it remains isolated and unpredictable, the Hold of Stonefist continues to be a force to be reckoned with, both as a raiding power and as a potential ally—or enemy—in the ever-shifting political landscape of the Flanaess.

## THE WOLF AND TIGER NOMADS

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The **Wolf Nomads** and **Tiger Nomads** are two distinct groups of nomadic horsemen that inhabit the northern reaches of the Flanaess, near the **Pazfogorod** and **Coltenfeor** regions. Though similar in many ways, they maintain separate identities, territories, and traditions. Both groups are known for their fierce independence, skill in horsemanship, and martial prowess, making them significant players in the politics and conflicts of the northern Flanaess. The lands they inhabit are primarily steppe and open plains, allowing their nomadic lifestyle and traditions to flourish.

### THE WOLF NOMADS (WEGWIUR)

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#### GEOGRAPHY AND CULTURE

The **Wolf Nomads**, or **Wegwiur**, are a powerful tribe of nomads that roam the plains north of the **Yatil Mountains** and south of the **Burneal Forest**. Their lands stretch from the western **Howling Hills** to the southern reaches of the **Tiger Nomads'** territory. The Wolf Nomads derive their name from their totem animal, the wolf, which they revere for its hunting and survival skills. The nomads are excellent horsemen, archers, and raiders, and their entire society revolves around their ability to live off the land and move swiftly across the plains.

The **capital** of the Wolf Nomads is the fortified camp of **Eru-Tovar**, which serves as a base for the khan (the chief of the tribe) and a hub of political and military activity. Unlike cities in more settled regions, Eru-Tovar is a mobile settlement that can be quickly moved as the nomads follow their herds or pursue their enemies.

The Wolf Nomads' culture is deeply rooted in the nomadic lifestyle, and their society places a high value on loyalty to the clan and the khan. Their warriors are highly disciplined, and their raiding parties are known for their lightning-fast strikes. Though they are fierce in battle, the Wolf Nomads are also traders and diplomats when it suits their needs, often dealing with the **Baklunish** states and other nomadic peoples.

#### POLITICAL STRUCTURE

The Wolf Nomads are ruled by a **khan**, a title passed down through a combination of heredity and merit. The khan is the supreme leader, overseeing military campaigns, diplomacy, and the general welfare of the nomadic clans. However, the khan must maintain the loyalty of the various tribal leaders (or **sub-khans**) to ensure stability. This often involves balancing the interests of powerful warrior-nobles and conducting successful military campaigns to keep the warriors of the tribe occupied.

The Wolf Nomads' government is highly decentralized, with tribal chiefs enjoying a great deal of autonomy. The khan's power is strongest in times of war, when unity is necessary, but in peacetime, the individual tribal leaders exert significant influence.

#### RELATIONS WITH NEIGHBORS

The Wolf Nomads have a complex relationship with their neighbors. To the south, they often trade and raid along the borders of the **Pale** and **Furyondy**. To the west, they have sporadic contact with the **Tiger Nomads** and the **Rovers of the Barrens**, though they are generally on poor terms with these groups. The Wolf Nomads are particularly wary of the forces of **Iuz**, whose evil empire threatens their way of life.

The nomads occasionally ally with other steppe tribes or settled peoples when it is in their interest, but they fiercely guard their independence. Their ability to move swiftly across the plains and strike with little warning has made them a force to be reckoned with in the northern Flanaess.

### THE TIGER NOMADS (CHAKYIK)

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#### GEOGRAPHY AND CULTURE

The **Tiger Nomads**, also called the **Chakyik**, inhabit the plains to the northeast of the Wolf Nomads, near the **Yatil Mountains** and the northern shores of the **Duchy of Tenh**. Their lands are rugged and often cold, making survival difficult but rewarding for these hardy nomads. Like the Wolf Nomads, the Tiger Nomads are expert horsemen and archers, but their totem animal is the **tiger**, which they hold in reverence for its strength, agility, and ferocity.

The capital of the Tiger Nomads is **Yecha**, a fortified town that acts as the center of the tribe's political and military activity. Unlike the Wolf Nomads, the Tiger Nomads have a slightly more settled lifestyle, with some of their population engaging in farming and trade around Yecha, though most still live as nomads.

The culture of the Tiger Nomads is fiercely independent, and much of their society revolves around warfare, raiding, and maintaining dominance over their neighbors. The Tiger Nomads are known for their strong family ties and loyalty to their clans, with each family being a warrior unit that operates under the leadership of the khan.

## POLITICAL STRUCTURE

The Tiger Nomads, like their Wolf Nomad cousins, are ruled by a **khan** who governs the tribe's military and political affairs. The position of khan is hereditary, but it must be earned through martial prowess and leadership. Weak leaders are quickly deposed, as the Tiger Nomads prize strength and decisiveness above all else.

The Tiger Nomads are less decentralized than the Wolf Nomads, with the khan wielding more direct authority over the tribe. However, the various clans that make up the Tiger Nomads retain a degree of autonomy, and each clan leader (or **yuzik**) commands loyalty from their family and warriors.

## RELATIONS WITH NEIGHBORS

The Tiger Nomads are often in conflict with their neighbors, including the **Wolf Nomads**, the **Duchy of Tenh**, and the **Pale**. Their raids into neighboring territories are frequent, though they also engage in trade with those they see as allies or neutral parties. The Tiger Nomads have a long-standing rivalry with the Wolf Nomads, and while the two groups share many cultural similarities, they are often at odds over territory and resources.

The Tiger Nomads also maintain a complicated relationship with the **Baklunish** states to the west, sometimes acting as allies and other times as raiders. Their ability to move quickly across the steppe makes them dangerous opponents, and their raids into the Duchy of Tenh and other settled lands have earned them a fearsome reputation.

## COMMONALITIES AND DIFFERENCES BETWEEN THE WOLF AND TIGER NOMADS

Both the **Wolf** and **Tiger Nomads** share a similar nomadic lifestyle, valuing strength, horsemanship, and martial prowess. Their cultures are centered around raiding, hunting, and maintaining dominance over their territories. Both groups are known for their fierce independence and their reluctance to submit to the rule of external powers.

The main difference between the two is their totemic animals and the role they play in each society. The **Wolf Nomads** revere the wolf, valuing its loyalty, cunning, and pack mentality. The **Tiger Nomads**, on the other hand, see the tiger as a symbol of individual strength, agility, and ferocity.

In terms of politics, the Tiger Nomads are slightly more centralized, with the khan wielding greater authority over his people, while the Wolf Nomads have a more decentralized system with significant autonomy granted to tribal leaders.

The **Wolf Nomads** and **Tiger Nomads** are two of the most formidable nomadic cultures in the northern Flanaess. Known for their mastery of horsemanship, their raiding culture, and their fierce independence, these tribes are critical players in the political and military struggles of the region. Though they often come into conflict with one another and their neighbors, their ability to adapt to their harsh environment and their warrior traditions ensure that they remain a force to be reckoned with.

## IUZ

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The **Land of Iuz**, also known as **Iuz's Empire**, is a dark, desolate region in the northern Flanaess, ruled with an iron fist by the demigod **Iuz the Old One**. It encompasses a vast, oppressive territory filled with twisted landscapes, decaying cities, and inhabitants who live in constant fear. Once a collection of fractured territories, Iuz united the land under his tyrannical rule, transforming it into a malevolent domain where evil flourishes.

## GEOGRAPHY AND LOCATION

Iuz's empire lies between several important regions: to the west are the **Horned Society** and the **Shield Lands**, to the south is **Furyondy**, and to the east lie the **Bandit Kingdoms**. The lands controlled by Iuz stretch from the **Howling Hills** in the northwest to the **Fellreev Forest** in the northeast. His territory encompasses parts of what was once the **Bandit Kingdoms** and the northern **Vesve Forest**, as well as several key locations that Iuz has subjugated through his campaigns of terror and conquest.

The empire's terrain is harsh and unforgiving. Its most prominent features include decaying plains, swamps, and lifeless forests where evil creatures lurk. The **Howling Hills**, located near Iuz's original stronghold, are a range of ominous hills that are home to evil humanoid tribes and serve as a natural fortress for Iuz's army. The **Vesve Forest**, once a stronghold for good-aligned forces, is now a place of conflict, where Iuz's influence spreads like a poison through its trees and creatures.

## THE CITY OF DORAKAA

The capital of Iuz's empire is the infamous city of **Dorakaa**, a festering pit of evil that lies at the heart of the Old One's power. Dorakaa is a city of darkness and corruption, filled with undead, demons, and humanoid creatures that serve as Iuz's enforcers. The city is renowned for its towering black spires, diseased streets, and eerie silence, broken only by the screams of those who suffer under the Old One's cruel regime.



Dorakaa is also the center of Iuz's magical and divine power. His personal palace, known as the **Boneheart**, serves as his stronghold, where he commands his most loyal and powerful servants, including clerics, demons, and evil humanoid. The palace is a place of nightmarish horrors, where dark rituals and sacrifices are performed regularly to maintain Iuz's grip on power.

## RULE OF TYRANNY

Iuz's rule is defined by cruelty, deceit, and totalitarian control. His empire is held together by fear, oppression, and dark magic, and his subjects live in constant terror of his whims. The citizens of Iuz's empire consist of oppressed humans, humanoid tribes (such as orcs, gnolls, and ogres), undead, and fiendish creatures. These populations are often enslaved or conscripted into his armies. Law and order in the empire are maintained by Iuz's minions, including his elite enforcers, the **Boneheart**, a group of powerful clerics and wizards, and the **Greater Boneheart**, his most trusted and potent servants.

Those who oppose Iuz or fail to meet his demands face horrific punishment. Public executions, torture, and enslavement are common tools of control. Iuz's empire is notorious for its use of necromancy and demonic forces, which make his armies a terrifying and nearly unstoppable force. His network of spies, known as the **Skulltakers**, ensures that no dissent goes unnoticed, keeping the populace in a perpetual state of fear.

## MILITARY POWER AND CONFLICT

Iuz maintains a vast military force composed of humanoids, fiends, and undead. His armies are responsible for the expansion of his territory during the **Greyhawk Wars** (582–584 CY), where he launched a series of devastating campaigns against neighboring realms, including Furyondy, the **Shield Lands**, and the Bandit Kingdoms. His forces are known for their brutality, often leaving nothing but ruin in their wake.

The **Greyhawk Wars** greatly expanded Iuz's empire, but his ambitions continue to grow. Even after the signing of the **Treaty of Greyhawk** in 584 CY, which brought an end to the open conflict of the wars, Iuz continues to scheme, subvert, and send his forces on raids against neighboring regions. His ultimate goal is to dominate the entire Flanaess, with his power extending beyond the boundaries of the northern lands.

## RELATIONS WITH NEIGHBORING REGIONS

The surrounding nations view Iuz's empire with a mix of fear and revulsion. **Furyondy** and the **Shield Lands** are in a constant state of readiness, knowing that Iuz's forces could strike at any moment. The **Bandit Kingdoms**, already lawless, have been subjugated by Iuz, though some rebellious factions continue to resist his control.

In the north, the **Tiger Nomads** and the **Wolf Nomads** keep a wary eye on Iuz's expansion, though they have so far remained relatively untouched by his direct military campaigns. The **Rovers of the Barrens**, once a proud and free people, have been nearly eradicated by Iuz's forces, with their lands now largely under his control. The **Horned Society**, once a rival power, was annihilated by Iuz, further consolidating his dominance in the region.

## THE FELLREEV FOREST

The **Fellreev Forest**, one of the largest woodlands in the Flanaess, lies within Iuz's domain and is a hotbed of conflict between his forces and those who resist his rule. The forest is home to rebellious humanoid factions, outlaws, and exiles, many of whom seek refuge from Iuz's oppressive regime. Though Iuz claims control over the Fellreev, much of it remains contested, as various resistance groups and powerful creatures continue to defy his authority.

The **Land of Iuz** is a bleak and terrifying domain where evil reigns supreme. Under the leadership of Iuz the Old One, this twisted empire represents one of the greatest threats to the stability and balance of power in the Flanaess. With a vast military, dark magic, and the demigod's relentless ambition, the lands of Iuz stand as a testament to the horrors that can unfold when malevolent forces are left unchecked.

## THE HORNED SOCIETY

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The **Horned Society** was a ruthless and evil organization that once ruled a portion of the **Flanaess**, specifically the region formerly known as **Molag** and parts of the **Bandit Kingdoms**. Before its fall, the Horned Society was one of the most feared and malevolent powers in the northern Flanaess, known for its brutal regime and its use of fiendish allies to control its lands. The society's leadership consisted of powerful mortals who made pacts with devils and other infernal forces, giving them control over legions of fiendish and humanoid minions.

## ORIGINS AND FORMATION

The exact origins of the Horned Society are somewhat unclear, though it is known to have emerged around 513 CY, after the **Great Kingdom of Aerdy** lost its hold on much of the northern Flanaess. The Horned Society quickly took advantage of the chaos and lawlessness in the region to carve out its own realm, centered around the city of **Molag**. The society's rulers, known as the **Hierarchs**, were a mysterious group of powerful mortals who used dark magic and infernal pacts to secure their rule.

The Horned Society is believed to have drawn many of its leaders from the remnants of the **Suel** and **Oeridian** nobility who had turned to devil-worship and dark sorcery in their quest for power. The Hierarchs were known for their cruel and tyrannical rule, often relying on terror, slavery, and fear to maintain control over their population.

## THE HIERARCHS AND THEIR RULE

The ruling elite of the Horned Society were known as the **Hierarchs**, a secretive and powerful cabal of mortals who had made infernal pacts to gain power and control over their land. The number of Hierarchs varied, but most accounts suggest there were **13 members** at the height of the society's power. These Hierarchs ruled their domain with absolute authority, using dark magic, devils, and humanoid forces such as orcs, gnolls, and hobgoblins to enforce their will.

The Horned Society's government was highly authoritarian and based on fear. Public executions, torture, and brutal repression were common methods used to keep the populace in line. The Hierarchs were also known for their use of **fiendish allies**, particularly **devils**, who served them in various capacities as advisors, enforcers, and soldiers. This alliance with infernal powers gave the society its name, as the devils that served the Hierarchs were often depicted with **horns**.

The capital of the Horned Society was the city of **Molag**, a grim and heavily fortified city known for its brutal and militaristic society. Molag was a center of dark rituals, public displays of power, and the training ground for the society's armies.

## MILITARY STRENGTH

The Horned Society was feared not only for its leadership but also for its military prowess. Its armies were composed of humanoid mercenaries and enslaved creatures such as orcs, gnolls, hobgoblins, and ogres. These forces were bolstered by the presence of **fiendish creatures**, including devils and other infernal entities, summoned by the Hierarchs to serve as elite warriors and commanders.

The Horned Society frequently engaged in raids and skirmishes with neighboring states, particularly the **Shield Lands** and the **Bandit Kingdoms**. The society also had designs on expanding its territory, and its aggressive military campaigns made it a significant threat in the northern Flanaess.

## RELATIONS WITH IUZ

One of the most significant turning points in the history of the Horned Society came with its eventual downfall at the hands of **Iuz the Evil**, the demigod who sought to expand his empire in the Flanaess. Iuz viewed the Horned Society as a rival power in the north, and in 583 CY, during the **Greyhawk Wars**, Iuz launched a devastating campaign against the society.

Iuz's forces, composed of orcs, demons, and other fiendish creatures, overwhelmed the defenses of the Horned Society. In a swift and brutal assault, Iuz conquered the capital of Molag, and the Hierarchs were either killed or fled into hiding. Iuz took control of the territory once held by the Horned Society and incorporated it into his expanding empire.

After the fall of the Horned Society, Iuz turned Molag into one of the key strongholds in his realm. The disappearance of the Hierarchs marked the end of the society as a major political power, though remnants of its dark influence still linger in the region.

## LEGACY AND CURRENT STATUS

The Horned Society may have fallen, but its legacy of cruelty and evil remains in the Flanaess. While Iuz now controls much of the territory once held by the Horned Society, the region is still marked by the dark magic and infernal pacts that defined the society's rule. Many of the humanoid tribes and dark forces that once served the Hierarchs now serve Iuz, and the region remains a dangerous and hostile land.

Some rumors persist that a few of the Hierarchs survived the fall of Molag and now plot in the shadows, seeking to restore their lost power. Others suggest that the Hierarchs were merely pawns of even greater infernal forces and that the true masters of the Horned Society have yet to reveal themselves.

Today, Molag remains a dark and corrupted city under Iuz's rule, but the memory of the Horned Society's tyranny still strikes fear into the hearts of those who live in the northern Flanaess.

## KEY LOCATIONS

- **Molag:** The former capital of the Horned Society, now controlled by Iuz. It is a grim and heavily fortified city, once the center of infernal power and military might.
- **The Shield Lands:** A frequent target of the Horned Society's raids, the Shield Lands suffered greatly under the society's predations before the rise of Iuz.
- **The Bandit Kingdoms:** Another region influenced by the Horned Society, many of the Bandit Kingdoms' warlords dealt with or served the Hierarchs during their reign.

The **Horned Society** was one of the most malevolent and feared powers in the northern Flanaess before its downfall at the hands of Iuz. Ruled by a cabal of infernal Hierarchs, the society's legacy of tyranny, dark magic, and fiendish alliances left a lasting scar on the region. Though the society has fallen, the lands they once controlled remain dangerous, and the influence of the devils and dark forces they summoned continues to haunt the northern Flanaess.

## THE SOUTHERN LANDS AND MERCHANT STATES

These regions, particularly around the Azure Sea, are known for their wealth, trade routes, and political maneuvering. Many of these states rely heavily on commerce, maritime power, and trade alliances.

### LORDSHIP OF THE ISLES

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The **Lordship of the Isles** is a maritime power located in the southern Flanaess, encompassing a chain of islands in the **Aerdi Sea** and parts of the **Tilva Strait**. Historically, the Lordship has been a significant naval force and trade hub, controlling important sea routes between the **Great Kingdom of Aerdy**, the **Sea Barons**, and the **Baklunish West**. The islands are home to a culture that blends piracy, trade, and political intrigue, and the Lordship has shifted between independence and subjugation by greater powers throughout its long history.

### GEOGRAPHY AND STRATEGIC IMPORTANCE

The Lordship of the Isles is made up of several islands in the southern Aerdi Sea, including the large islands of **Ganode**, **Diren**, **Anfaren**, and **Temirya**, among others. Its capital is the port city of **Sulward** on **Ganode Island**, which serves as the political and economic heart of the Lordship. The Lordship's control over the Aerdi Sea and the Tilva Strait gives it significant strategic importance, as these waters are key trade routes connecting the central Flanaess with distant lands to the south, including the **Sea of Gearnat**, the **Scarlet Brotherhood**, and the southern coasts of **Oerik**.

The islands themselves are fertile and rich in natural resources, including timber and exotic goods. Fishing, shipbuilding, and trade are the main industries, and the Lordship's wealth has traditionally come from both legitimate trade and piracy.

### POLITICAL STRUCTURE AND HISTORY

The Lordship of the Isles has a long history of political independence, although it has been ruled by various powers over the centuries. The islands were once part of the **Great Kingdom of Aerdy**, but as the central power of the kingdom declined, the islands gradually gained autonomy. By the **4th century CY**, the Lordship had effectively become an independent state, though it maintained ties with the Great Kingdom through trade and naval cooperation.

The Lordship is ruled by a **Prince** (sometimes referred to as the **Lord of the Isles**), who exercises both political and military authority. The Lordship's government is feudal, with various noble houses controlling individual islands and swearing fealty to the Prince. The capital city of Sulward serves as the center of government and trade, with the Prince overseeing a council of advisors made up of powerful merchants, nobles, and naval captains.

In **573 CY**, the Lordship fell under the control of the **Scarlet Brotherhood**, a secretive and powerful organization that seeks to restore the dominance of the Suel people. The Scarlet Brotherhood infiltrated the ruling nobility and, through a combination of diplomacy and subterfuge, took control of the Lordship without a direct military confrontation. Under the Brotherhood's influence, the Lordship became more isolationist and aligned with the Brotherhood's expansionist goals.

### RELATIONSHIP WITH THE SCARLET BROTHERHOOD

The takeover of the Lordship by the **Scarlet Brotherhood** marked a significant shift in the political landscape of the region. The Brotherhood is a xenophobic organization that seeks to restore the lost glory of the **Suel Empire**, and its influence has spread across the southern Flanaess. The Brotherhood's agents, known for their cunning and secrecy, managed to place a **puppet ruler** on the throne of the Lordship, consolidating their control over the islands.

Since coming under the Brotherhood's control, the Lordship has played a key role in the Brotherhood's efforts to control sea trade in the southern Flanaess. The islands have become a base for **naval raiding** and **piracy**, with the Brotherhood using the Lordship's ships to disrupt trade routes and project power across the region. The once-thriving merchant culture of the Lordship has been overshadowed by the Brotherhood's aggressive naval campaigns and policies of expansion.

## ECONOMY AND NAVAL POWER

The Lordship's economy is heavily dependent on maritime trade, fishing, and shipbuilding. The islands are strategically located along key trade routes, and their ports are frequented by merchants from across the Flanaess and beyond. In times of peace, the Lordship benefits from the steady flow of goods moving through its waters, with Sulward serving as a major trading hub.

In addition to its legitimate trade, the Lordship has long been associated with piracy. Many of the islands' inhabitants are skilled sailors and shipwrights, and the Lordship's navy has a long tradition of raiding merchant vessels and coastal settlements. Even before the Scarlet Brotherhood's takeover, the Lordship had a reputation for harboring pirates and privateers, using its strategic location to strike at vulnerable shipping lanes.

Under the Brotherhood's control, the Lordship's naval power has expanded, with a focus on disrupting the trade of rival powers like the **Sea Barons**, **Keoland**, and the **Iron League**. The Lordship's ships are fast, well-armed, and manned by skilled sailors who are loyal to the Brotherhood and their puppet rulers.

## MODERN DAY AND FUTURE PROSPECTS

The Lordship of the Isles remains under the control of the Scarlet Brotherhood, though its puppet rulers face increasing opposition from within the islands and from outside powers. The **Iron League**, **Keoland**, and other regional powers are wary of the Brotherhood's influence and have made efforts to challenge its dominance over the southern Flanaess. At the same time, discontent is growing among the Lordship's nobility and merchant class, many of whom resent the Brotherhood's control and long for a return to the days of prosperity and independence.

There are also rumors of rebellion stirring within the Lordship, as various factions plot to overthrow the Brotherhood's rule and restore the islands' autonomy. For now, however, the Scarlet Brotherhood remains firmly in control, using the Lordship's ships and resources to further its goals of domination and expansion.

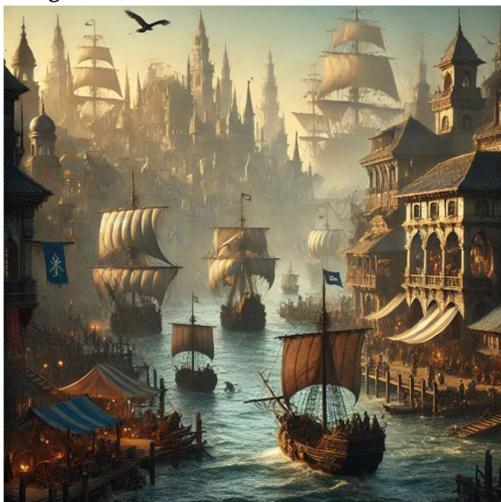
## KEY LOCATIONS

- **Sulward:** The capital of the Lordship and its largest city, Sulward is a bustling port and the center of trade and government. It is home to the Prince's palace and the council chambers where the islands' political decisions are made.
- **Temirya:** One of the larger islands in the Lordship, known for its shipyards and naval bases. It is a key center of shipbuilding and naval power for the Lordship.
- **The Tilva Strait:** A vital waterway controlled by the Lordship, this strait connects the Aerd Sea with the **Sea of Gearnat**, making it a key strategic chokepoint for trade and military movements.

The **Lordship of the Isles** is a maritime power of great importance in the southern Flanaess, with a long history of independence, naval strength, and trade. Since its subjugation by the **Scarlet Brotherhood**, the Lordship has become a base for piracy and military expansion, its once-prosperous ports now serving the Brotherhood's dark ambitions. However, beneath the surface, discontent brews, and the future of the Lordship remains uncertain as both internal and external forces vie for control of these valuable and strategically located islands.

## HOLD OF THE SEA PRINCES

The **Hold of the Sea Princes**, commonly referred to as **The Sea Princes**, is a powerful maritime nation located on the southern coast of the **Flanaess**. The Hold consists of a series of coastal towns and islands that stretch from the **Amedio Jungle** in the south to the **Jeklea Bay** in the north. Known for their mastery of naval warfare, piracy, and commerce, the Sea Princes have long been feared and respected throughout the southern waters of Oerth, particularly in the **Azure Sea** and along the **Wild Coast**.



## GEOGRAPHY AND KEY LOCATIONS

The Sea Princes control a significant portion of the southern coast, making them one of the most dominant naval powers in the region. Their territory includes several key islands and coastal towns, with **Monmurg** serving as the capital of their domain. The capital is a bustling port city known for its wealth, diversity, and cutthroat politics.

The Sea Princes also control parts of the **Amedio Jungle**, a vast tropical rainforest that provides them with valuable resources, including exotic goods and slaves. The **Jeklea Bay**, which borders their domain to the north, serves as a critical point of trade and naval defense.

## KEY LOCATIONS

- **Monmurg:** The capital city and heart of the Sea Princes' political and economic power. Monmurg is a thriving port, known for its pirate fleets, its bustling markets, and its volatile political landscape.
- **Port Toli:** Another major city and port in the Hold, Port Toli is home to many of the Sea Princes' wealthiest noble families and serves as a hub for slave trade and piracy.
- **The Amedio Jungle:** While most of the Amedio Jungle is uninhabited and dangerous, the Sea Princes control several key settlements and use the jungle as a source of slaves, exotic goods, and natural resources.

## CULTURE AND SOCIETY

The culture of the Sea Princes is defined by seafaring, wealth, and a ruthless sense of pragmatism. The nobility of the Hold are known as the **Sea Princes**, a title given to the powerful families who control the various cities, fleets, and territories of the Hold. These noble families rule their holdings with absolute authority, and their power is often backed by vast fleets of warships, privateers, and pirates.

The society of the Sea Princes is highly stratified, with a significant gap between the wealthy nobility and the common people. The nobility live in opulence, often engaging in fierce rivalries and political intrigue to expand their power. Meanwhile, the lower classes, particularly the slaves, live harsh and brutal lives. Slavery is a cornerstone of the Sea Princes' economy, and the nobles rely heavily on enslaved laborers from the Amedio Jungle and other conquered regions to maintain their wealth and status.

The **Sea Princes** themselves are a diverse and ruthless group, willing to use piracy, slavery, and any means necessary to expand their influence. Many of the most powerful Sea Princes are former pirates or mercenaries who have risen through the ranks to claim their titles, often through treachery or violence.

## HISTORY

The history of the Hold of the Sea Princes is one of conquest, piracy, and rebellion. The Hold was established several centuries ago by a coalition of pirate lords and mercenaries who sought to carve out their own domain along the southern coast. Over time, these pirate lords consolidated their power, forming the noble families that now control the Hold.

For much of its history, the Hold of the Sea Princes has been a major power in the southern Flanaess, using its naval might to dominate the Azure Sea and control trade routes between the **Sheldomar Valley**, the **Pomarj**, and the **Amedio Jungle**. The Sea Princes' fleets have long been feared by merchants and naval powers alike, as their privateers and pirates have raided ships and coastal settlements across the region.

However, the Sea Princes have also faced significant internal challenges. The noble families are often at odds with one another, engaging in constant political maneuvering and even open conflict in their bid for supremacy. These internal divisions have sometimes weakened the Hold, making it vulnerable to external threats.

One of the most significant events in the recent history of the Hold of the Sea Princes was their conquest by the **Scarlet Brotherhood** during the **Greyhawk Wars** (582–584 CY). The Scarlet Brotherhood, a secretive and powerful organization dedicated to the dominance of the Suel people, infiltrated the Hold and used treachery to seize control. The Sea Princes were forced into submission, and the Brotherhood installed its own puppet rulers to govern the Hold.

Since the end of the Greyhawk Wars, the Scarlet Brotherhood has maintained a tight grip on the Hold, though resistance against their rule continues to grow. The native nobility of the Sea Princes chafe under the Brotherhood's control, and various factions within the Hold are working to reclaim their independence.

## ECONOMY AND NAVAL POWER

The Sea Princes' economy is built on maritime trade, piracy, and slavery. Their ships ply the waters of the Azure Sea, carrying goods from across the Flanaess and beyond. The Hold's ports, particularly Monmurg and Port Toli, are major centers of trade, where merchants can find everything from exotic spices and rare woods to slaves captured from the Amedio Jungle.

Piracy has always been a cornerstone of the Sea Princes' economy. The noble families sponsor fleets of privateers who raid merchant ships and coastal settlements, enriching themselves with the spoils of these raids. The Sea Princes are known for their formidable navy, which is composed of fast, heavily armed warships capable of outmaneuvering and overpowering most enemies. This naval power allows them to control the sea routes around their domain and strike fear into the hearts of their enemies.

Slavery is also a crucial part of the Sea Princes' economy. The Hold is one of the largest slave-trading powers in the Flanaess, and the wealth of the nobility is built on the backs of enslaved laborers. These slaves are often captured in raids on the Amedio Jungle or purchased from foreign markets, and they work in the Hold's plantations, mines, and shipyards.

## RECENT DEVELOPMENTS

Since the conquest of the Hold by the Scarlet Brotherhood, the region has become a puppet state under the Brotherhood's control. The Brotherhood has tightened its grip on the Hold's economy, using its wealth and resources to further its expansionist goals. The once-powerful Sea Princes have been reduced to figureheads, and many of them secretly plot to overthrow the Brotherhood and reclaim their independence.

Resistance against the Scarlet Brotherhood's rule is growing, with factions within the nobility and military seeking ways to undermine the Brotherhood's influence. However, the Brotherhood's control is strong, and any rebellion would require careful planning and significant external support.

The **Hold of the Sea Princes** is a powerful maritime nation built on piracy, trade, and slavery. Though the Scarlet Brotherhood currently controls the region, the legacy of the Sea Princes as masters of the Azure Sea endures. With growing unrest and the desire for independence simmering beneath the surface, the future of the Hold remains uncertain, but it will undoubtedly continue to play a significant role in the politics and conflicts of the southern Flanaess.

## SCARLET BROTHERHOOD

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The **Scarlet Brotherhood** is a secretive and powerful organization within the world of **Greyhawk**, known for its extreme nationalism, racial purity beliefs, and ruthless political maneuvering. Rooted in ancient Suel traditions, the Scarlet Brotherhood seeks to restore the lost glory of the **Suel Imperium**, a long-vanished empire destroyed in the **Twin Cataclysms**. The Brotherhood's methods include espionage, assassination, diplomacy, and military conquest, with the goal of establishing a Suel-dominated theocratic empire across the **Flanaess**.

### ORIGINS AND IDEOLOGY

The Scarlet Brotherhood is deeply tied to the Suel people, one of the ancient human races of the Flanaess. The Suel Imperium, once one of the most powerful and advanced civilizations, was destroyed over a millennium ago in the **Rain of Colorless Fire**, which wiped out the empire's homeland west of the **Hellfurnaces**. Following the disaster, Suel refugees migrated eastward into the Flanaess, where they clashed with other human groups like the **Oeridians** and **Flan**.

The Scarlet Brotherhood claims to be the true heir to the Suel Imperium, aiming to restore Suel dominance over all other races and cultures. Their ideology is based on extreme **ethnic purity** and a rigid **caste system**, with Suel-blooded individuals at the top and non-Suel regarded as lesser beings. The Brotherhood promotes racial superiority and seeks to eliminate or enslave other races, including Oeridians and Flan, who they view as inferior. This supremacist ideology is key to their approach to governance and conquest.

### STRUCTURE AND LEADERSHIP

The Scarlet Brotherhood is led by a powerful and secretive figure known as the **Father of Obedience**, who is the absolute ruler of the organization. The Father of Obedience commands both the military and religious aspects of the Brotherhood, serving as both a political and spiritual leader. Beneath the Father are various **Overseers** and **Taskmasters**, who manage different regions and operations.

The Brotherhood's power structure is authoritarian, with rigid discipline and a strong emphasis on secrecy. Members of the organization are expected to follow orders without question, and disloyalty is punished harshly. The Brotherhood's agents operate as spies, assassins, and diplomats, infiltrating other nations and working to undermine governments from within. Their extensive network of spies makes them a formidable political force across the Flanaess.

The organization is based in the **Tilvanot Peninsula**, a remote and heavily fortified region in the far southeastern corner of the Flanaess. The capital of their hidden empire is the city of **Hesuel Ilshar**, where the Brotherhood's leaders plot their schemes and train new members. The Tilvanot Peninsula has been largely isolated for centuries, allowing the Brotherhood to develop its strength away from the prying eyes of other nations.

### INFLUENCE AND OPERATIONS

The Scarlet Brotherhood emerged as a major power during the **Greyhawk Wars** (582–584 CY), when they expanded their influence dramatically through a series of covert operations and military conquests. The Brotherhood infiltrated several key nations, using assassination and diplomacy to place their agents in positions of power. One of their most notable successes was the takeover of the **Lordship of the Isles**, a maritime nation that fell under Brotherhood control without a direct military confrontation.

The Brotherhood also played a key role in undermining the **Iron League**, a coalition of southern states that resisted the growing influence of evil powers like the **Great Kingdom**. By the end of the Greyhawk Wars, the Scarlet Brotherhood controlled several key regions, including the **Hold of the Sea Princes** and parts of the **Iron League**.

Despite their covert methods, the Scarlet Brotherhood is also known for its military prowess. Their armies consist of highly trained soldiers, monks, and assassins, many of whom are skilled in unarmed combat, stealth, and infiltration. The

Brotherhood also employs a significant number of humanoid and monstrous troops, using fear and intimidation to control conquered populations.

## PHILOSOPHY AND RELIGION

The Scarlet Brotherhood's worldview is heavily influenced by the **Suel pantheon** of gods, with a particular focus on the worship of **Wee Jas**, the goddess of magic and death, and **Pyremius**, the god of murder and poison. The Brotherhood's religious leaders play a crucial role in the organization's governance, often using divine magic to maintain control over their followers and to ensure the loyalty of their agents.

The Brotherhood believes that it is destined to rule the Flanaess, and they see their racial and cultural superiority as ordained by the gods. They use both magic and martial prowess to achieve their goals, with many of their leaders being powerful sorcerers, clerics, and monks.

## POST-GREYHAWK WARS INFLUENCE

Following the Greyhawk Wars, the Scarlet Brotherhood continued to consolidate its power in the regions it had taken over. However, their hold on these territories is not uncontested. Resistance movements have sprung up in places like the **Hold of the Sea Princes** and the **Lordship of the Isles**, where native rulers and commoners alike chafe under the Brotherhood's oppressive rule.

Though the organization suffered some setbacks, the Scarlet Brotherhood remains a powerful and dangerous force in the Flanaess. Their spies are active in nearly every major court, and their long-term plans for domination are far from over. Many nations, particularly those in the south and along the Azure Sea, continue to view the Scarlet Brotherhood as one of the greatest threats to stability and freedom in the Flanaess.

## KEY LOCATIONS

- **Hesuel Ilshar**: The capital of the Scarlet Brotherhood, located in the Tilvanot Peninsula, is a heavily fortified and secretive city where the Brotherhood's leaders plan their conquests.
- **The Lordship of the Isles**: One of the Brotherhood's key conquests during the Greyhawk Wars, now controlled by a puppet regime loyal to the Brotherhood.
- **The Hold of the Sea Princes**: Another major region under Brotherhood control, where resistance movements fight to overthrow the Brotherhood's rule.

The **Scarlet Brotherhood** is one of the most sinister and calculating forces in the Flanaess, driven by a vision of Suel racial dominance and willing to use any means to achieve their goals. Their combination of espionage, political infiltration, and military might makes them a formidable threat to the free peoples of the Flanaess. Even after their successes in the Greyhawk Wars, the Brotherhood continues to plot in the shadows, waiting for the right moment to expand their influence further across the continent.

## THE ULEK STATES

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The **Ulek States** are a collection of three semi-independent realms located in the southwestern Flanaess, bordered by the **Lortmil Mountains** to the north and **Keoland** to the west. The states consist of three distinct political entities, each governed by a different race and with its own traditions and leadership structures. Together, they form a powerful and influential alliance, known for their stability, wealth, and strong defense against external threats.

The Ulek States include:

- **The Principality of Ulek** (ruled by elves)
- **The County of Ulek** (ruled by humans)
- **The Duchy of Ulek** (ruled by dwarves)

## THE PRINCIPALITY OF ULEK

The **Principality of Ulek** is a predominantly **elven** realm, located in the southeastern portion of the Ulek States, between the **Lortmil Mountains** and the **Azure Sea**. It is ruled by **Prince Olinstaad Corond**, a grey elf who oversees a mixed population of elves, humans, and other demihumans. The principality is known for its rich natural resources, particularly timber and metals from the Lortmils, as well as its beautiful forests and well-preserved elven architecture.

The Principality of Ulek maintains strong trade relationships with neighboring nations, including Keoland and the Duchy of Ulek. Its military is formidable, especially its archers, who are highly skilled in ranged combat. The elven leadership of the principality ensures that nature and magic play important roles in the culture and politics of the realm.

## THE COUNTY OF ULEK

The **County of Ulek** is a human-ruled state that lies directly west of the Principality, nestled between **Keoland** and the **Duchy of Ulek**. It is a feudal kingdom governed by **Count Lewenn**, a noble who oversees the predominantly human

population of the county. Despite its human leadership, the County has a strong tradition of cooperation with the neighboring dwarves and elves of the other Ulek states, leading to a peaceful coexistence among the three races.

The County of Ulek is known for its rich farmlands and strong economy, bolstered by trade with Keoland, the Duchy, and the Principality. Its military is primarily composed of heavily armored infantry, with a focus on defending the borders from potential threats, particularly from the **Pomarj** to the southeast.

## THE DUCHY OF ULEK

The **Duchy of Ulek** is a **dwarf-ruled** realm located to the north of the County of Ulek, within the foothills of the **Lortmil Mountains**. The duchy is governed by **Duke Olinstaad Corond**, a powerful dwarf noble who leads the predominantly dwarven population. The Duchy is known for its wealth in minerals, especially gold, silver, and iron, mined from the Lortmil Mountains. It is one of the wealthiest and most industrialized regions in the Flanaess, with extensive mining and metalworking industries.

The Duchy of Ulek has long been a staunch ally of Keoland and the County of Ulek, forming a powerful defensive alliance against common enemies, such as the humanoid forces of the **Pomarj**. The duchy's military is composed of heavily armored dwarf warriors and skilled engineers who excel in siege warfare.

## THE ULEK STATES IN THE GREYHAWK WARS

The **Greyhawk Wars** (582-584 CY) had a significant impact on the Ulek States, particularly due to the actions of the **Pomarj**. The Pomarj, under the leadership of humanoid warlords, launched a series of aggressive campaigns against the Ulek States, particularly targeting the **Principality of Ulek** and the **County of Ulek**. These invasions resulted in the loss of territory and significant casualties for the Ulek States.

Despite these setbacks, the Ulek States mounted a strong defense, with the dwarves of the Duchy leading a series of successful counterattacks against the invaders. The **Treaty of Greyhawk**, which ended the wars, allowed the Ulek States to rebuild, though the threat from the Pomarj remains a constant concern.

## CURRENT RELATIONS AND POLITICS

The Ulek States maintain strong alliances with each other and with neighboring Keoland, often acting as a buffer between Keoland and the more volatile regions to the east, such as the Pomarj and the **Wild Coast**. The shared history and close cooperation between the elves, dwarves, and humans of the Ulek States make them one of the more cohesive multi-racial regions in the Flanaess, where mutual respect and understanding are the cornerstones of their relationships.

Economically, the Ulek States thrive due to their rich natural resources and strong trade networks. The Principality of Ulek is particularly renowned for its elven craftsmanship and magical goods, while the Duchy of Ulek provides much of the region's metalwork and raw minerals.

Militarily, the Ulek States remain ever-vigilant, with each state maintaining strong, independent forces that can come together in times of crisis. Their proximity to the Pomarj ensures that they are constantly on alert for humanoid incursions, and they are well-prepared to defend their lands against future threats.

The **Ulek States** are a unique and powerful alliance of human, elven, and dwarven realms, known for their wealth, military strength, and mutual cooperation. Their ability to maintain peace and prosperity despite the threat of neighboring enemies like the **Pomarj** speaks to the strength of their alliances and the unity of their people. Though the **Greyhawk Wars** dealt a heavy blow to the Ulek States, their resilience and determination have allowed them to remain a significant force in the southwestern Flanaess.

## THE EASTERN BORDERLANDS

These regions lie on the eastern edge of the Flanaess and often serve as buffer states against more dangerous or chaotic regions. Their cultures often blend elements of the central Flanaess with influences from the mysterious lands further east.

## THE POMARJ

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The **Pomarj** is a wild and lawless region in the southeastern part of the **Flanaess**, infamous for its humanoid-dominated society and its history of conquest and violence. Originally a human-ruled land, the Pomarj was overtaken by orcs, goblins, and other humanoid tribes in the mid-500s CY. Today, it is a brutal and chaotic realm ruled by humanoid warlords, posing a constant threat to its neighbors, particularly the **Ulek States** and the **Wild Coast**.

## GEOGRAPHY AND LOCATION

The Pomarj lies on a large peninsula bordered by the **Azure Sea** to the south and the **Woolly Bay** to the north. Its terrain is varied, with rocky hills, rugged coastlines, and dense forests. The region is rich in natural resources, especially minerals

and metals, which were heavily mined during its time under human rule. However, much of the land is now underdeveloped or controlled by humanoid forces.

## EARLY HISTORY

Originally, the Pomarj was part of the **Kingdom of Keoland** and then later part of the **Principality of Ulek**. It was a prosperous region, home to human settlers who made use of its rich mineral wealth. Mining operations in the **Drachensgrab Hills** were particularly profitable, and the Pomarj played an important role in regional trade and industry.

However, by the mid-500s CY, the Pomarj's fortunes began to change. Internal strife and weakened defenses left the region vulnerable to external threats. Taking advantage of the chaos, humanoid tribes—including orcs, goblins, and gnolls—began to raid the Pomarj in greater numbers.

## THE FALL OF THE POMARJ

In **513 CY**, the Pomarj was overwhelmed by a massive invasion of humanoid forces. The orcs, goblins, and other humanoid tribes, led by powerful warlords, seized control of the region. Highport fell to the invaders, and other settlements were either destroyed or captured. The surviving humans were either killed, enslaved, or forced to flee to neighboring regions such as the **Principality of Ulek**.

Since that time, the Pomarj has been ruled by a loose coalition of humanoid warlords, who govern through fear and violence. The humanoid tribes use the Pomarj as a base for raiding neighboring lands, particularly the **Ulek States**, the **Wild Coast**, and the **Sea Princes**. The fall of the Pomarj to humanoid forces was a significant blow to the region's human inhabitants, and it marked the beginning of the Pomarj's transformation into a center of lawlessness and evil.

## THE GREYHAWK WARS

During the **Greyhawk Wars** (582–584 CY), the Pomarj became an even greater threat to the Flanaess. Under the leadership of the orc warlord **Turrosh Mak**, the humanoid tribes of the Pomarj were united into a powerful army. Turrosh Mak, a cunning and ruthless leader, expanded the influence of the Pomarj by launching raids into the neighboring **Principality of Ulek** and **County of Ulek**. His forces captured several key fortresses and towns, including the city of **Stoneheim**, and dealt significant damage to Ulek's armies.

Turrosh Mak's forces were instrumental in the spread of chaos during the Greyhawk Wars, and the Pomarj emerged from the conflict stronger than ever. The warlord's rule over the Pomarj remains uncontested, and his ambition to expand his territory continues to threaten the surrounding regions.

## CULTURE AND SOCIETY

The Pomarj is a brutal and violent society dominated by humanoids, including orcs, goblins, ogres, gnolls, and other savage races. It is a land where strength and cruelty are valued above all else, and where might makes right. The humanoid tribes of the Pomarj are constantly vying for power, and leadership is often determined by battle or assassination.

Slavery is a central part of life in the Pomarj. Human slaves, along with other captured races, are forced to work in the mines, fields, and fortresses of the humanoid warlords. The slave trade is a major industry in the Pomarj, with captives being sold to other regions, including the **Wild Coast** and the **Hold of the Sea Princes**.

While Turrosh Mak has managed to maintain some level of unity among the tribes, the Pomarj is still a chaotic and dangerous place, where internal strife and power struggles are common. Raiding is a way of life for the humanoids of the Pomarj, who frequently strike at neighboring regions to steal resources and slaves.

## ECONOMY

The economy of the Pomarj is based on mining, raiding, and slavery. The **Drachensgrab Hills** are rich in valuable ores, including gold, silver, and iron, and humanoid warlords have re-opened many of the mines that were abandoned after the fall of the region. Slaves, often captured from neighboring lands, are forced to work in these mines under brutal conditions.

Piracy is also a significant part of the Pomarj's economy. The port cities of Highport and Blue serve as bases for pirate fleets that prey on merchant ships traveling the **Azure Sea** and **Woolly Bay**. These pirate raids bring wealth and plunder to the humanoid warlords, further strengthening their hold over the region.

## MODERN DAY

Today, the Pomarj remains a bastion of evil and lawlessness in the southeastern Flanaess. Under the rule of Turrosh Mak, the humanoid tribes continue to thrive, and the region poses a constant threat to its neighbors. The **Principality of Ulek**, **County of Ulek**, and other surrounding regions remain on high alert, knowing that the forces of the Pomarj could strike at any moment.

The humanoid tribes remain united under Turrosh Mak, but the region is still rife with internal conflict. Ambitious warlords and chieftains constantly plot to overthrow their rivals, and the Pomarj remains a chaotic and dangerous land.

## KEY LOCATIONS

- **Highport:** The capital of the Pomarj, Highport is a lawless city controlled by humanoid warlords. It is a hub for piracy, raiding, and the slave trade.
- **The Drachensgrab Hills:** Rich in minerals, these hills are the economic heart of the Pomarj, where slaves work the mines under the watchful eyes of orc and goblin overseers.
- **Blue:** Another major port city in the Pomarj, used by pirates and raiders to strike out across the seas.

The **Pomarj** is a region defined by chaos, violence, and evil. Once a prosperous human land, it has become a stronghold for orcs, goblins, and other humanoids, ruled by the brutal warlord **Turrosh Mak**. Its people survive through raiding, slavery, and piracy, posing a constant threat to the neighboring Ulek States and the Wild Coast. The Pomarj remains a bastion of tyranny, where strength and cruelty are the only means of survival.

## WILD COAST

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The **Wild Coast** is a stretch of coastline along the **Woolly Bay** in the central Flanaess, running from the southern borders of the **Domain of Greyhawk** to the northern frontiers of the **Pomarj**. The region is well-named, as it has long been a place of lawlessness, shifting allegiances, and frequent conflict. It is an untamed and dangerous land, yet one full of opportunities for adventurers, pirates, and mercenaries. The Wild Coast is home to a mix of independent towns and city-states, all of which have historically been vulnerable to raids, invasions, and internal strife.

## GEOGRAPHY AND LOCATION

The Wild Coast is a fertile and resource-rich area, featuring dense forests, rolling hills, and coastal plains. The region is located along the western shore of the Woolly Bay, with the **Gnarley Forest** to the northwest and the **Drachensgrab Hills** and **Pomarj** to the southeast. Despite its natural beauty, the region's instability has made it difficult to establish long-term, centralized governance, allowing it to be a haven for outlaws, slavers, and pirates.

The most prominent towns and cities along the Wild Coast include **Fax**, **Badwall**, **Narwell**, and **Safeton**. Each of these towns operates with a high degree of independence, and the region as a whole lacks any overarching authority or government. This has allowed the Wild Coast to develop a reputation as a dangerous and anarchic place, where only the strong survive.

## HISTORY AND POLITICS

The Wild Coast has a long and tumultuous history of shifting allegiances and occupation. Historically, the region has been influenced or occupied by various powers, including the **Free City of Greyhawk**, **Furyondy**, and **Celene**. However, none of these powers have been able to maintain lasting control over the Wild Coast, and the region's towns have often functioned as semi-independent city-states.

One of the most significant events in the Wild Coast's recent history was its partial conquest by the **Pomarj** during the **Greyhawk Wars** (582–584 CY). The humanoid forces of the Pomarj, led by the warlord **Turrosh Mak**, invaded the southern Wild Coast, capturing several key towns, including **Fax**. The Pomarj used the Wild Coast as a staging ground for raids and invasions into neighboring territories, spreading chaos throughout the region. This conquest left parts of the Wild Coast devastated, and many of the region's inhabitants were enslaved or forced into exile.

Despite the Pomarj's occupation, some towns in the Wild Coast have remained free, either through military resistance or by striking deals with the Pomarj's warlords. The northern towns of **Narwell** and **Safeton** are among those that have managed to maintain their independence, with the help of mercenaries and alliances with the **Domain of Greyhawk**.

## CULTURE AND SOCIETY

The Wild Coast is a melting pot of cultures, races, and social classes. Its chaotic nature has attracted adventurers, outlaws, pirates, and fortune-seekers from all across the Flanaess. Humans are the dominant race in most of the towns, but there are significant populations of half-elves, halflings, and dwarves, along with a few orc and goblin enclaves in the southern regions that border the Pomarj.

Life on the Wild Coast is harsh and often violent, as the absence of a centralized government has left many towns to fend for themselves. Piracy, smuggling, and banditry are common, and the towns of the Wild Coast rely heavily on mercenary companies and adventurers to protect them from raids and invasions. The region's economy is driven by fishing, agriculture, and trade, though much of its wealth is generated through less savory means, such as piracy and the slave trade.

Despite its lawlessness, the Wild Coast is also a land of opportunity, especially for those willing to take risks. Many adventurers come to the Wild Coast seeking fame and fortune, drawn by the region's reputation for hidden treasures, ancient ruins, and unexplored wilderness. For those who can survive its dangers, the Wild Coast offers the potential for great rewards.

## THE WILD COAST DURING AND AFTER THE GREYHAWK WARS

The **Greyhawk Wars** left a lasting impact on the Wild Coast, as the Pomarj's invasion and occupation of its southern towns brought significant devastation. **Fax**, once one of the largest and most prosperous cities on the coast, was sacked by Turrosh Mak's forces and is now little more than a ruin under humanoid control. Many of the region's inhabitants were either killed or enslaved during the war, and the Wild Coast's population remains scattered and fragmented.

The towns that remain independent, such as **Narwell** and **Safeton**, have fortified their defenses and built strong mercenary forces to protect against future incursions from the Pomarj. These towns maintain uneasy alliances with the **Domain of Greyhawk**, relying on the larger city's military support while retaining a high degree of independence.

Although the Treaty of Greyhawk officially ended the wars, the Wild Coast remains a dangerous and unstable region. Turrosh Mak's forces still occupy much of the southern coast, and humanoid raiders continue to launch attacks on the remaining free towns. At the same time, internal strife and banditry plague the region, making it a place where adventurers and mercenaries can always find work.

### KEY LOCATIONS

- **Fax:** Once a thriving port town, Fax was overrun and sacked by humanoid forces from the Pomarj during the Greyhawk Wars. It is now little more than a ruin, serving as a stronghold for humanoid raiders and slavers.
- **Narwell:** One of the larger towns that has remained independent, Narwell is known for its mercenary culture and fortified defenses. It has close ties to the Domain of Greyhawk and has managed to resist Pomarj incursions.
- **Safeton:** Another free town on the Wild Coast, Safeton is a fortified port city that serves as a hub for trade and mercenary activity. Like Narwell, it has a strong military presence and is allied with Greyhawk.
- **Badwall:** One of the smaller towns, Badwall is known for its rough-and-tumble atmosphere and frequent pirate raids. It has long struggled to maintain its independence from both the Pomarj and internal factions of bandits.

### ECONOMY AND MERCENARY CULTURE

Given its lawless nature, the Wild Coast has developed a strong mercenary culture. Most towns hire bands of mercenaries to protect them from raids and enforce local law. These mercenary companies often include adventurers, former pirates, and seasoned warriors, all of whom are accustomed to the rough life of the Wild Coast. The economy is built on trade, agriculture, and the occasional plunder from raids and piracy.

The Wild Coast's economy also benefits from its position as a key trade route along the Woolly Bay. Despite the dangers, many merchants still brave the waters of the bay to reach the markets of the Wild Coast, where exotic goods from the Pomarj, the **Amedio Jungle**, and beyond can be found.

The **Wild Coast** remains one of the most volatile and dangerous regions in the Flanaess, a place where political stability is almost nonexistent, and survival depends on strength and cunning. With the looming threat of the Pomarj to the south and constant internal strife, it is a land of both opportunity and peril. For those willing to take the risk, the Wild Coast offers the chance for great fortune, adventure, and power, but it is also a place where one misstep can lead to disaster. Whether as a haven for outlaws or a battlefield for mercenaries and adventurers, the Wild Coast remains a vital and dynamic part of the Flanaess.

## CELENE

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**Celene** is an elven kingdom in the southwestern Flanaess, located along the western fringes of the **Gnarley Forest** and the northern edges of the **Welkwood**. It is one of the most ancient and powerful elven realms, ruled by the **Fey Mystarch, Queen Yolande**, who has reigned for centuries. Celene is an isolationist and deeply magical kingdom, known for its strong ties to nature and its predominantly elven population.

### GEOGRAPHY AND LOCATION

Celene is situated between the **Lortmil Mountains** to the west and the **Volverdyva River** to the north, with its capital city, **Enstad**, nestled deep within the forested heart of the kingdom. The **Gnarley Forest** and the **Welkwood** provide natural barriers that help isolate the kingdom from its human neighbors, while the nearby Lortmil Mountains offer protection from potential threats to the west. The landscape of Celene is a mix of dense woodlands, rolling hills, and small, scattered settlements hidden within the trees.

Celene borders the **Domain of Greyhawk**, the **Wild Coast**, and the **Ulek States**, though it maintains an aloof and largely self-sufficient stance in foreign relations. The kingdom is known for its natural beauty, magical wonders, and its citizens' deep connection to the **Seldarine** (the elven pantheon of gods).

### RULERSHIP AND GOVERNMENT

Celene is a **hereditary monarchy**, with Queen Yolande, the **Fey Mystarch of the Elves**, as the ruler. Queen Yolande is a **gray elf** of ancient lineage, and her rule has been marked by a commitment to elven purity and isolationism. She is deeply connected to the magical and spiritual heritage of the elves and is revered as a wise and powerful leader by her subjects.

The kingdom is governed by the **Council of Lords**, a group of influential noble families who advise the queen and oversee local governance. Most of the members of this council are gray and high elves, though there are some wood elves and a few half-elven representatives. Despite the council's advisory role, Queen Yolande's decisions are rarely challenged, as she is seen as the ultimate authority on matters of elven tradition, magic, and policy.

## ISOLATIONISM AND FOREIGN RELATIONS

Celene is famously isolationist, preferring to avoid involvement in the affairs of the wider Flanaess. This policy of non-intervention has been particularly evident during major conflicts such as the **Greyhawk Wars** (582–584 CY), when Celene chose to remain neutral, much to the disappointment of its neighbors, especially the **Ulek States** and **Veluna**, who sought Celene's aid against the forces of **Iuz** and the **Pomarj**. Celene's refusal to become entangled in external conflicts is rooted in a desire to preserve the safety and purity of the elven race, as well as a deep distrust of non-elven races.

However, Celene does maintain trade relationships with some of its neighbors, particularly the **Ulek States** and **Keoland**, though these interactions are limited. The kingdom exports high-quality goods such as **elven-crafted weapons**, **fine textiles**, and **magical items**, which are highly sought after throughout the Flanaess.

## SOCIETY AND CULTURE

Celene's society is deeply rooted in elven traditions and customs, with an emphasis on magic, art, and harmony with nature. The majority of Celene's population consists of **high elves**, **gray elves**, and **wood elves**, though there are smaller numbers of **gnomes**, **halflings**, and some half-elves. Non-elves are generally not permitted to reside in the kingdom, and even half-elves are viewed with some degree of suspicion.

Celene's isolationism has fostered a sense of cultural superiority among its people, particularly the gray and high elves, who see themselves as the guardians of ancient elven traditions. Elves in Celene are known for their magical prowess and their deep connection to the natural world. The kingdom's cities and settlements are often hidden within the forests, and they blend seamlessly into the natural landscape, reflecting the elven philosophy of living in harmony with their environment.

Religion plays a significant role in the lives of Celene's citizens, with the **Seldarine**, particularly **Corellon Larethian**, being the dominant gods. Temples and shrines dedicated to the Seldarine are common throughout the kingdom, and elven clerics wield significant influence both politically and spiritually.

## MILITARY AND DEFENSE

Although Celene has remained neutral in many conflicts, it maintains a formidable defense force to protect its borders. The **Knights of Luna**, a chivalric order of elven warriors, are sworn to defend Celene and uphold the ancient traditions of their people. These knights are highly trained and skilled in both martial combat and magic, and they serve as the primary military force of the kingdom.

In addition to the Knights of Luna, Celene has a well-trained army of elven archers, rangers, and spellcasters who are adept at guerrilla warfare and ambush tactics, particularly within the forests. The kingdom's natural defenses, such as the **Gnarley Forest** and the **Welkwood**, make it difficult for any would-be invaders to penetrate deep into Celene's heartland.

## RECENT HISTORY

In recent years, there has been some internal debate within Celene about the kingdom's strict isolationism. The **Knights of Luna**, in particular, have advocated for a more active role in the defense of the Flanaess, particularly against the growing threat of **Iuz** and the **Pomarj**. However, Queen Yolande and her closest advisors have continued to enforce a policy of neutrality, believing that Celene should focus on safeguarding its own people rather than becoming involved in the conflicts of other nations.

Despite this, Celene's position in the Flanaess remains strong, and it continues to be a powerful and influential realm, particularly in matters of magic and elven culture.

## KEY LOCATIONS

- **Enstad**: The capital of Celene, hidden deep within the **Welkwood**. It is a city of great beauty, where nature and magic are intertwined. Enstad is the seat of Queen Yolande's government and a center of elven culture and art.
- **Welkwood**: A vast and ancient forest that covers much of Celene's territory. The Welkwood is home to many of the kingdom's settlements, and its dense trees and magical protections make it difficult for outsiders to navigate.
- **The Gnarley Forest**: Another key forest that forms the northern border of Celene. It is a place of ancient magic and is fiercely defended by elven rangers and druids.

**Celene** is one of the most ancient and magical kingdoms in the Flanaess, known for its deep elven traditions, isolationism, and powerful rulers. Queen Yolande's policy of non-intervention has kept the kingdom largely free from the wars and conflicts of the outside world, though it has also led to tensions with neighboring realms that seek Celene's aid. Despite its

isolation, Celene remains a formidable realm, rich in magic, beauty, and culture, and it continues to play an important, though quiet, role in the politics and power dynamics of the Flanaess.

## THE BAKLUNISH WEST

The lands west of the Yatil Mountains and the Barrier Peaks are home to the descendants of the Baklunish Empire, which was destroyed in the Twin Cataclysms. These regions are culturally distinct from the eastern Flanaess and are often ruled by nomadic or religious orders.

### SULTANATE OF EKBIR

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**Ekbir** is a powerful city-state located on the western coast of the **Flanaess**, bordering the **Dramidj Ocean**. It is the heart of Baklunish culture in the eastern Flanaess and is known for its devotion to the faith of **Al'Akbar**, its strong theocratic government, and its prominent role in Baklunish trade and military affairs. Ekbir has thrived as a beacon of learning, religion, and trade, and it plays a significant role in the geopolitics of the western and northern regions of Oerth.

#### GEOGRAPHY AND LOCATION

Ekbir sits along the shores of the **Dramidj Ocean**, to the west of the **Barrier Peaks** and the **Yatils**, and near the **Bitter Sea**. The city lies at the crossroads of trade routes that connect the Baklunish West with the rest of the Flanaess, making it a bustling hub of commerce, religion, and culture. The region around Ekbir is relatively fertile, and the city itself is well-defended by the surrounding hills and coastal cliffs.

Ekbir's proximity to the **Dramidj Ocean** allows for significant maritime trade, and its ports are busy with merchants from across Oerth. It is one of the largest cities in the western Flanaess, and its location makes it a key player in both land-based and sea-based trade.

#### HISTORY AND FOUNDATION

Ekbir traces its origins back to the **Baklunish Empire**, which was destroyed in the **Twin Cataclysms** more than a thousand years ago. Following the destruction of the empire, the Baklunish survivors established several city-states, including Ekbir, which became a spiritual and cultural center for the Baklunish people. The city's rise to prominence was largely due to its status as the center of worship for **Al'Akbar**, the greatest hero and prophet of the Baklunish people.

Ekbir was founded by a group of Baklunish survivors who followed the teachings of Al'Akbar, and over time, it grew into a major theocratic state. The city-state maintained close ties with other Baklunish cities, such as **Tusmit** and **Zahind**, and it became a hub of learning and piety. The **Caliph of Ekbir**, a title held by the city's ruler, is seen as both a political and spiritual leader, and the city's government is deeply intertwined with its religious institutions.

#### GOVERNMENT AND POLITICS

Ekbir is ruled by the **Caliph**, a theocratic leader who serves as both the head of state and the spiritual authority of the faith of Al'Akbar. The Caliph's authority is considered divinely ordained, and the government is closely tied to the **Mosque of Al'Akbar**, the central religious institution in Ekbir. The city's laws and governance are based on religious doctrine, with clerics and scholars playing a prominent role in the administration of justice and public policy.

The political structure of Ekbir is hierarchical, with the Caliph at the top, followed by a council of religious leaders and noble families. While the city maintains a strong military and has alliances with neighboring Baklunish city-states, the Caliphate of Ekbir is primarily concerned with defending the faith, promoting trade, and maintaining peace with its neighbors.

Ekbir is a relatively peaceful and stable city-state, and its people take great pride in their faith and their independence. However, Ekbir must always remain vigilant, as the region is often threatened by incursions from the **Tiger Nomads**, **Paynims**, and other nomadic peoples of the western Flanaess.

#### RELIGION AND THE FAITH OF AL'AKBAR

Ekbir is the religious heart of the **Al'Akbar faith**, which venerates **Al'Akbar**, a legendary Baklunish hero and demigod. Al'Akbar is revered as the greatest of Baklunish saints, and his teachings focus on charity, piety, and the defense of the weak. The **Cup and Talisman of Al'Akbar** are two of the most sacred relics of the faith, said to have been gifted to Al'Akbar by the gods themselves. These relics are believed to be kept under strict guard within the holy mosque in Ekbir.

The **Mosque of Al'Akbar**, located at the heart of Ekbir, is the spiritual center of the faith and a pilgrimage site for Baklunish worshippers. It is a massive and ornately decorated structure, with spires reaching into the sky and a grand dome that symbolizes the unity of the Baklunish people under the teachings of Al'Akbar. The faith is central to daily life in Ekbir, and the city's policies are heavily influenced by religious doctrine.

Clerics of Al'Akbar wield significant influence in Ekbir, not only as spiritual leaders but also as judges and administrators. The **Brotherhood of the Talisman**, an elite order of warriors and clerics, serves as the protectors of the faith and the guardians of Ekbir's most sacred relics. This close connection between religion and government has created a highly pious and disciplined society, with laws that emphasize charity, humility, and justice.

## ECONOMY AND TRADE

Ekbir is a major center of trade in the western Flanaess, benefiting from its strategic location along key overland and maritime trade routes. The city's ports are always busy, with merchants from across Oerth arriving to trade goods such as spices, textiles, rare woods, and magical items. Ekbir is known for its luxurious fabrics, fine jewelry, and intricate metalwork, much of which is crafted by skilled artisans using techniques passed down from the Baklunish Empire.

The city's economy is also bolstered by its agricultural production, with the fertile lands around Ekbir providing ample food for its population and enough surplus to engage in trade. The region's mining industry is also significant, particularly in the nearby **Yatil Mountains**, where precious metals and gemstones are extracted.

Ekbir's wealth and prosperity are further enhanced by its strong banking system, with many of the city's merchants and noble families involved in international finance. The city's merchants are known for their cunning and negotiation skills, and Ekbir plays a key role in the economic network that connects the Baklunish West to the Flanaess and beyond.

## MILITARY AND DEFENSE

Ekbir maintains a formidable military, with a strong emphasis on mounted cavalry and archers, reflecting its Baklunish heritage. The **Brotherhood of the Talisman** and the **Cavalry of Al'Akbar** are the elite forces of Ekbir, charged with protecting the Caliphate from external threats and enforcing the city's laws. These forces are highly disciplined, and their loyalty to the Caliph and the faith is unwavering.

Ekbir's navy is also a key component of its defense, patrolling the waters of the **Dramidj Ocean** to protect the city's trade routes and prevent pirate incursions. The navy consists of swift and well-armed ships, designed to outmaneuver and outfight enemy vessels.

Despite its peaceful disposition, Ekbir has faced threats from nomadic raiders, rival Baklunish city-states, and even incursions from the distant forces of **Ket** and the **Tiger Nomads**. However, its strategic location and strong military have allowed it to remain secure and prosperous for centuries.

**Ekbir** stands as one of the most powerful and prosperous city-states of the Baklunish West, known for its deep religious devotion, strong theocratic governance, and vibrant economy. Its position as the spiritual center of the **Al'Akbar faith**, coupled with its strategic location, ensures that Ekbir will continue to play a crucial role in the politics and trade of the Flanaess. With a highly disciplined military, skilled merchants, and a stable government, Ekbir remains a shining example of Baklunish culture and power, even as it navigates the challenges posed by its neighbors and external threats.

## PASHALIK OF TUSMIT

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**Tusmit** is a powerful and independent Baklunish state located in the northwestern Flanaess, sandwiched between the larger and more aggressive nations of **Ekbir** to the west and **Ket** to the east. This position forces Tusmit into a careful balancing act of diplomacy, trade, and occasional military action to maintain its sovereignty. The realm is known for its political intrigue, resourceful leadership, and its ability to navigate the complex web of alliances and rivalries among the Baklunish states.

## GEOGRAPHY AND LOCATION

Tusmit lies between two significant mountain ranges: the **Yatil Mountains** to the north and the **Barrier Peaks** to the south, both of which provide natural defenses against external threats. To the west, it borders the sea on the **Dramidj Ocean**, while to the east, the more militant state of **Ket** looms as a potential threat.

The capital of Tusmit is the city of **Sefmur**, a prosperous and bustling city located along major trade routes that connect the **Baklunish West** with the central Flanaess. The city's economy is supported by its strong agriculture, trade, and access to valuable resources from nearby mountain regions.

## HISTORY AND POLITICS

Tusmit's history is defined by its role as a buffer state between Ekbir and Ket, two powerful Baklunish nations that have often clashed over territory and influence. Tusmit has traditionally sought to maintain its independence by fostering alliances and avoiding direct military confrontation with its larger neighbors. This has led to a long tradition of diplomacy and political maneuvering, with the leaders of Tusmit skilled in the art of negotiation and compromise.

Tusmit is ruled by a **Pasha**, a title given to the hereditary ruler of the state. The Pasha holds both political and military authority, though the government also includes a council of nobles and advisors. This council, which represents the

interests of Tusmit's leading families and merchants, plays a crucial role in shaping the state's policies, particularly when it comes to foreign affairs.

One of the most important historical figures in Tusmit's recent history is **Pasha Zoltan**, who is known for skillfully maintaining the country's independence while balancing the rival ambitions of Ekbir and Ket. His legacy of diplomacy continues to influence Tusmit's approach to international relations today.

## RELATIONS WITH NEIGHBORING STATES

Tusmit's strategic location places it in a precarious position between the powerful states of **Ekbir**, **Ket**, and the more distant **Tiger Nomads** to the north. Maintaining good relations with these neighboring powers is essential to the survival of Tusmit.

- **Ekbir**: Tusmit has a relatively peaceful relationship with Ekbir, a larger and more religiously conservative Baklunish state to its west. Ekbir often acts as a political and cultural counterbalance to Ket, and Tusmit's leaders frequently seek alliances with Ekbir to resist Ket's expansionist ambitions.
- **Ket**: To the east, Ket has historically been a rival and threat to Tusmit's independence. Ket is a militant and expansionist state with strong ties to the **Pale** and **Furyondy**, and its military strength dwarfs that of Tusmit. To maintain peace, Tusmit has often engaged in delicate negotiations with Ket, sometimes forming temporary alliances to avoid conflict.
- **The Tiger Nomads**: To the north, Tusmit shares a long border with the nomadic **Tiger Nomads**, a group of fierce horsemen who frequently raid settled territories. While the nomads have not been a major political force, their presence remains a concern for Tusmit's border defenses.

## ECONOMY AND TRADE

Tusmit is a prosperous state, known for its thriving trade routes and strong agricultural base. The fertile lands of the **Tusman Hills** produce grain, livestock, and other agricultural products that are traded throughout the Flanaess. Additionally, Tusmit's proximity to the Yatil Mountains and Barrier Peaks gives it access to valuable mineral resources, including iron and silver, which are crucial to the economy.

One of Tusmit's greatest economic strengths is its position along key trade routes between the **Baklunish West** and the central Flanaess. The caravans that pass through Tusmit bring goods from the Baklunish states, including spices, textiles, and exotic animals, which are highly sought after in other parts of the Flanaess. Tusmit has long been a center for trade, with merchants from distant lands converging in **Sefmur** to buy and sell their wares.

The **Dramidj Ocean** also plays a significant role in Tusmit's economy. Its ports provide access to maritime trade routes that connect the Baklunish West with lands as far away as **Zahind** and the **Sea of Dust**.

## MILITARY AND DEFENSE

While Tusmit is not a military powerhouse, it maintains a well-trained and disciplined army, primarily composed of light cavalry and infantry. The **Tusman Cavalry**, in particular, is known for its mobility and effectiveness in skirmishes and border patrols. The state's natural defenses, including its mountainous borders and the dramatic cliffs along the coast, have traditionally helped to deter invaders.

Tusmit's military strategy focuses on defense and diplomacy rather than conquest. The country's rulers understand that they cannot defeat larger nations like Ket or Ekbir in open warfare, so they instead rely on alliances, strategic marriages, and carefully negotiated treaties to maintain peace and protect their sovereignty.

## RELIGION AND CULTURE

Tusmit is a predominantly Baklunish nation, and the people of Tusmit follow the teachings of the **Baklunish Pantheon**, particularly **Al'Akbar**, the hero-deity who is revered across the Baklunish states. The **Cup and Talisman of Al'Akbar**, sacred relics of the faith, are highly honored in Tusmit, and the state's religious institutions play a central role in everyday life.

The culture of Tusmit is a blend of Baklunish traditions, with a strong emphasis on honor, hospitality, and religious devotion. Poetry, music, and storytelling are highly valued, and the people of Tusmit take great pride in their heritage. The state is also known for its **academies of learning**, where scholars study history, religion, and magic, making Tusmit an important center of intellectual and spiritual thought.

Tusmit is a land of diplomacy, trade, and Baklunish tradition, situated at the crossroads of competing powers in the western Flanaess. Its rulers have maintained their independence through a combination of military preparedness, diplomatic skill, and economic strength. Though it must always be vigilant against the ambitions of its larger neighbors, Tusmit has emerged as a stable and prosperous state, known for its rich culture, thriving trade routes, and ability to navigate the complex political landscape of the Flanaess.

## SULTANATE OF ZEIF

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**Zeif** is one of the most ancient and powerful states in the **Baklunish West**, located on the westernmost edge of the **Flanaess**. It is a land of great wealth, opulence, and intrigue, ruled by a **Sultan** whose authority is both political and religious. Zeif is known for its cosmopolitan cities, vast trade networks, and strong military traditions, making it one of the most influential powers in the western regions of Oerth.

### GEOGRAPHY AND LOCATION

Zeif lies on the **Bitter Sea** to the north, with the **Dramidj Ocean** forming its western border. To the east, it is bordered by the **Plains of the Paynims**, a vast grassland inhabited by nomadic Baklunish tribes. The country's southern regions are marked by fertile plains and agricultural lands that support much of its economy, while its northern coasts are home to bustling ports that facilitate trade with distant lands across the seas.

The capital city of Zeif is **Zirankhu**, often referred to as the "Jewel of the Baklunish West." This sprawling metropolis is known for its stunning palaces, grand mosques, and intricate marketplaces, where goods from across the Flanaess and beyond are bought and sold.

### HISTORY AND FORMATION

Zeif was founded in the aftermath of the **Twin Cataclysms** (which destroyed the **Suel Imperium** and the original **Baklunish Empire**) as the Baklunish people rebuilt their shattered civilizations. Zeif quickly rose to prominence as a powerful state under the leadership of its early sultans, who established a strong centralized government and developed the nation's military and trade infrastructure.

The sultans of Zeif have traditionally been autocratic rulers, governing with the support of a wealthy and influential aristocracy known as the **beys** and **pashas**. These nobles control much of the land and serve as local governors, though they are always subject to the authority of the sultan. Over the centuries, Zeif has expanded its influence through both diplomacy and military conquest, absorbing smaller Baklunish city-states and establishing control over key trade routes.

### GOVERNMENT AND POLITICS

Zeif is ruled by a **Sultan**, whose position is both hereditary and divinely sanctioned. The Sultan holds absolute power over the state, though his authority is tempered by the influence of powerful nobles and religious leaders. The Sultan's court, located in **Zirankhu**, is a center of political intrigue, where noble families vie for influence and favor.

The political structure of Zeif is supported by a network of local governors, called **beys**, and military commanders, called **pashas**. These leaders administer the various provinces of Zeif and command the country's armies and fleets. While the sultan is the ultimate authority, these figures wield considerable power within their own domains, often acting semi-independently in matters of local governance and military strategy.

Zeif's government also places a strong emphasis on religion, with the **faith of Al'Akbar** playing a central role in the state's identity. The Sultan is seen as both a temporal and spiritual leader, charged with upholding the teachings of Al'Akbar and protecting the Baklunish people.

### ECONOMY AND TRADE

Zeif is one of the wealthiest states in the Flanaess, owing much of its prosperity to its strategic location along major trade routes that connect the Baklunish West with the central and eastern Flanaess. Its ports, particularly in **Zirankhu**, are bustling centers of commerce where goods such as spices, silk, exotic animals, and rare magical items are traded. The **Dramidj Ocean** serves as a vital conduit for maritime trade, linking Zeif with distant lands such as the **Sea of Dust**, **Zahind**, and the **Suel Basin**.

Zeif's economy is also heavily supported by agriculture, with its fertile southern plains producing vast amounts of grain, cotton, and other crops. Additionally, Zeif has significant mining operations, particularly in its eastern territories, where valuable metals such as gold, silver, and copper are extracted.

The **bazaar of Zirankhu** is legendary for its size and variety, attracting merchants from across Oerth. Everything from rare spices to enchanted items can be found in its labyrinthine markets, and the city's wealth has made it one of the most cosmopolitan and vibrant places in the Flanaess.

### MILITARY AND DEFENSE

Zeif's military is formidable, consisting of both a powerful navy and a well-trained army. The **Navy of Zeif** is one of the strongest in the Flanaess, patrolling the waters of the **Dramidj Ocean** and protecting the Sultanate's trade routes from pirates and rival states. Its ships are fast and well-armed, manned by seasoned sailors and marines.

The **Army of Zeif** is composed of both professional soldiers and conscripted levies, organized into disciplined units that are skilled in both mounted and infantry combat. The cavalry of Zeif, in particular, is renowned for its skill and effectiveness, with heavily armored riders known as **Sipahis** serving as the backbone of the army. These elite warriors are often drawn from the ranks of the noble families and serve as both military commanders and enforcers of the Sultan's will.

Zeif is frequently threatened by nomadic incursions from the **Plains of the Paynims** to the east, as well as by rival powers in the Baklunish West. Despite this, the country has managed to maintain its borders through a combination of military strength and diplomacy.

## RELIGION AND CULTURE

The people of Zeif are deeply religious, with the faith of **Al'Akbar** being the dominant religion. Al'Akbar, a legendary hero and prophet of the Baklunish people, is revered as a demigod, and his teachings form the core of Zeif's moral and spiritual life. The **Cup and Talisman of Al'Akbar**, sacred relics of the faith, are said to reside in the holy city of **Ekbir**, though their influence extends throughout the Baklunish West.

The cultural life of Zeif is rich and diverse, shaped by its long history and its position as a center of trade. The arts, particularly **poetry, music, and calligraphy**, are highly respected, and the people of Zeif take great pride in their cultural heritage. The **bards** of Zeif, known as **Rawuns**, are skilled poets and storytellers who entertain at the Sultan's court and in the homes of nobles and merchants.

Zeif is also a land of intrigue and mystery, with its bustling cities hiding secretive cabals, spies, and magical orders. The **Divan of Zagros**, a secret council of powerful sorcerers and clerics, is rumored to influence many aspects of Zeif's political and military decisions, operating from the shadows to protect the Sultanate's interests.

## KEY LOCATIONS

- **Zirankhu**: The capital city and political heart of Zeif, known for its grand palaces, opulent bazaars, and bustling port. It is the seat of the Sultan's power and a center of trade and culture in the Baklunish West.
- **Kofeh**: A major city along the **Dramidj Ocean** coast, known for its naval shipyards and its role in defending Zeif's western seas from pirates and foreign invaders.
- **Tussek**: A desert outpost on the edge of the **Plains of the Paynims**, Tussek is a key defensive position against nomadic raids and incursions from the east.

Zeif is one of the most influential and powerful realms in the **Baklunish West**, a land of wealth, religious devotion, and political intrigue. With its strong military, vibrant economy, and strategic location, Zeif plays a vital role in the geopolitics of the Flanaess. Though it faces threats from both external and internal forces, the strength of its Sultanate and its rich cultural traditions ensure that Zeif remains a dominant force in the western regions of Oerth.

## PLAINS OF THE PAYNIMS

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The **Plains of the Paynims** are an expansive and inhospitable grassland region located in the **Baklunish West** of the Flanaess, between the states of **Zeif, Tusmit, Ekbir**, and the **Yatil Mountains**. These plains are home to the **Paynim** nomads, a collection of Baklunish-descended, horse-riding tribes known for their independence, raiding, and traditional way of life. The Paynims are a prominent and often feared presence in the region, and their vast, untamed homeland has historically served as a barrier between the more settled Baklunish states and the rest of the Flanaess.

## GEOGRAPHY AND LOCATION

The Plains of the Paynims stretch across a vast area, bordered by the **Dramidj Ocean** to the west, **Zeif** to the northwest, **Tusmit** and **Ekbir** to the north, and the **Dry Steppes** and the **Yatil Mountains** to the south. The region is predominantly flat, with rolling grasslands, steppes, and scrublands, providing little in the way of natural resources or fertile soil. Water is scarce, and the climate can be harsh, particularly during the hot summer months.

The region's geography is ideal for the nomadic lifestyle of the Paynims, who roam freely across the plains with their herds of livestock and warbands of mounted warriors. The nomads rely on their mobility to survive, moving their camps in search of pasture and water. The harshness of the land has shaped the Paynim people into tough and resourceful survivors, able to endure difficult conditions that would overwhelm less resilient cultures.

## THE PAYNIM TRIBES

The **Paynims** are a collection of semi-independent nomadic tribes, loosely united by their shared Baklunish heritage and language but divided by rivalries and internal conflicts. Each tribe is led by a **khan** or **chieftain**, who wields authority over the warriors and families under their command. The Paynims place great value on strength, honor, and martial prowess, and their society is highly decentralized, with power concentrated in the hands of local tribal leaders.

The nomads of the plains are renowned for their skill in horsemanship and archery, and their mounted warriors are feared throughout the region for their hit-and-run tactics and lightning-fast raids. Paynim culture revolves around the nomadic lifestyle, with the tribes constantly on the move, following the seasonal migrations of their livestock and avoiding conflicts with larger, settled states when possible.

The Paynims are also known for their **raiding** culture, frequently launching attacks on neighboring lands, including **Tusmit**, **Ekbir**, and **Zeif**. These raids are typically aimed at stealing livestock, goods, and slaves, and the Paynims' mobility allows them to strike quickly and retreat before larger forces can respond. However, despite their reputation as raiders, the Paynims also engage in trade with their neighbors, often exchanging goods such as livestock, horses, and furs for weapons, metal tools, and other manufactured items.

## RELATIONS WITH NEIGHBORING STATES

The Plains of the Paynims act as a buffer zone between the more settled Baklunish states of **Ekbir**, **Tusmit**, and **Zeif** and the lawless regions of the central Flanaess. The relationship between the Paynim nomads and these states is complex, marked by periods of conflict, cooperation, and uneasy peace. While the Paynims are often seen as a threat due to their raiding, they are also valuable trading partners, and some Paynim tribes have formed alliances with the settled Baklunish rulers.

- **Zeif:** To the west, **Zeif** is both a target of Paynim raids and a potential ally. The powerful **Sultan of Zeif** has at times recruited Paynim warriors to serve as mercenaries or scouts in his armies, and there is occasional trade between the two peoples. However, the nomads' independence and frequent raids make relations tense.
- **Tusmit and Ekbir:** To the north, **Tusmit** and **Ekbir** also face the threat of Paynim raids, particularly along their southern borders. Like Zeif, these states have sometimes hired Paynim mercenaries, but they must constantly guard against Paynim incursions into their territories. The nomads' decentralized political structure makes it difficult to form lasting agreements or alliances, as different tribes often pursue their own agendas.
- **The Dry Steppes:** To the south, the **Dry Steppes** are a more barren and dangerous region, inhabited by rival nomadic tribes and other wild creatures. The Paynims often avoid this area, as it offers little in the way of resources or opportunity for raiding.

## CULTURE AND RELIGION

The Paynim nomads follow many of the traditional **Baklunish** customs and practices, though their nomadic lifestyle has shaped their culture in unique ways. Hospitality is a core value of Paynim society, and visitors who are accepted into a Paynim camp can expect generous treatment, though outsiders are always viewed with suspicion. Honor and loyalty to one's tribe and chieftain are also highly valued, and disputes between tribes are often settled through single combat or horse races.

Religiously, the Paynims worship the **Baklunish gods**, with **Al'Akbar**, the greatest of the Baklunish hero-deities, being the most widely revered. However, many Paynims also venerate **Istus**, the goddess of fate, and **Azor'alq**, a Baklunish god of valor and the desert. The harsh environment of the plains has given rise to a belief in the importance of fate and endurance, and the Paynims often see themselves as the chosen people of the gods, destined to survive and thrive despite the hardships they face.

## MILITARY STRENGTH

The **Paynim warriors** are among the most feared horsemen in the Flanaess, known for their speed, mobility, and expertise in archery. Paynim warriors typically fight from horseback, using short bows and spears to harass and weaken their enemies before closing in for the kill. Their ability to move quickly across vast distances makes them difficult to engage in traditional pitched battles, and they often rely on guerrilla tactics to defeat larger, more heavily armed forces.

While the Paynims lack the organized military structure of their settled neighbors, their tribal organization allows them to muster large numbers of warriors quickly in times of crisis. The Paynim tribes have also been known to band together under a powerful khan when faced with external threats, forming temporary alliances to defend their lands or launch large-scale raids into neighboring territories.

## THE PAYNIMS IN THE GREYHAWK WARS

During the **Greyhawk Wars** (582–584 CY), the Paynims took advantage of the chaos to increase their raids on neighboring lands, particularly Tusmit and Ekbir. Some Paynim tribes were hired as mercenaries by both sides in the conflict, fighting for whoever could offer them the most gold or goods. However, the nomads remained largely independent throughout the war, using the conflict as an opportunity to expand their influence and strengthen their position in the region.

The **\*\*Plains of the Paynims\*\*** are a vast and untamed region, home to the fierce and independent nomadic tribes of the Paynims. These horse-riding warriors have long been a powerful force in the Baklunish West, feared for their raids and admired for their resilience and adaptability. The Paynims' relationship with their neighbors is complex, marked by a mixture of conflict, trade, and occasional alliances, and their mastery of the plains has allowed them to remain a significant and enduring presence in the region.

# THE DESOLATE LANDS

These areas are often lawless, filled with monsters, and home to powerful magical ruins or natural disasters. They are dangerous places, full of opportunities for adventurers, but often perilous to live in.

## BRIGHT DESERT

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The **Bright Desert** is a vast, arid region located in the southeastern Flanaess, bordered by the **Abbor-Alz Hills** to the north and the **Woolly Bay** to the east. Once a relatively unknown and desolate land inhabited by nomadic tribes, the desert became infamous after the **Greyhawk Wars** due to the rise of the **archmage Rary**, who now rules over the region. Despite its forbidding environment, the Bright Desert holds ancient secrets, lost cities, and valuable resources that attract adventurers and explorers alike.

### GEOGRAPHY AND ENVIRONMENT

The Bright Desert is a large expanse of hot, dry land, with shifting sands, rocky outcrops, and scattered oases. Its boundaries are defined by the **Abbor-Alz** to the north, the **Woolly Bay** and **Hardby** to the east, and the **Gnatmarsh** to the southwest. The region is mostly barren, with extreme temperatures and limited sources of water, making it difficult for large-scale settlements to survive.

Despite the desert's harsh environment, there are some oases where nomadic tribes and wildlife gather. The desert also contains ruins of ancient civilizations, buried cities, and forgotten temples, many of which predate the **Great Migrations** of the Flanaess. These ruins are often the target of adventurers seeking treasure or knowledge, but they are also dangerous, frequently inhabited by desert creatures, undead, or other hazards.

### EARLY HISTORY AND PRE-RARY ERA

The Bright Desert has a long history that stretches back to ancient times. Before the arrival of **Oeridians** and **Suel** migrants, the region was likely inhabited by **Flan** peoples, who may have built some of the ancient ruins that now lie buried beneath the sands. The region was always sparsely populated due to its inhospitable nature, and much of its history is lost to time.

For centuries, the Bright Desert was inhabited primarily by **nomadic tribes**, including **Flan**, **Oeridian**, and **Suel** peoples. These nomads lived a harsh and isolated existence, surviving through trade, herding, and raiding. The Bright Desert was largely ignored by the major powers of the Flanaess, who saw it as a barren wasteland with little strategic or economic value.

### GREYHAWK WARS AND THE RISE OF RARY

The most significant change in the history of the Bright Desert came during the **Greyhawk Wars** (582–584 CY), when the powerful archmage **Rary** betrayed the **Circle of Eight** and fled to the Bright Desert with his ally, **Lord Robilar**. Rary, who had previously been a respected member of the Circle, attempted to kill several of his former allies at the signing of the **Treaty of Greyhawk**, sparking outrage and confusion across the Flanaess. His assassination attempt failed, but Rary and Robilar escaped to the Bright Desert, where they consolidated their power.

After his betrayal, Rary declared himself the ruler of the Bright Desert, using his magic to subjugate the local nomadic tribes and establish his base of power. Rary now styles himself as the "**Warlord of the Bright Desert**", ruling from a hidden stronghold somewhere deep within the desert. His knowledge of ancient magics and control over the region's resources have allowed him to cement his rule, despite the harsh conditions and resistance from the native tribes.

Rary's reign in the Bright Desert has transformed the region into a land of intrigue and danger. His presence has attracted adventurers, mercenaries, and treasure seekers, many of whom hope to challenge his rule or uncover the secrets of the ancient ruins scattered across the desert. Rary's influence also poses a threat to nearby regions, particularly **Hardby** and the **Free City of Greyhawk**, though his activities remain largely confined to the desert itself.

### INHABITANTS

The Bright Desert is home to various **nomadic tribes**, who have lived in the region for generations. These tribes are primarily made up of **Flan**, **Oeridians**, and **Suel** descendants, and they maintain a traditional way of life, herding livestock and moving between the oases and trade routes of the desert. While some tribes are hostile to outsiders, others are more willing to trade and cooperate with adventurers or passing merchants.

Under Rary's rule, many of these nomads have been forced into submission, though some resist his control, engaging in guerrilla warfare or fleeing deeper into the desert's uncharted territories. Rary's forces, including **desert-dwelling humanoids** and mercenaries loyal to him, patrol the region, enforcing his laws and crushing any resistance.

The desert is also home to various dangerous creatures, including **giant scorpions**, **lizards**, and **sand worms**. These creatures, along with the extreme conditions, make travel in the desert treacherous for even the most experienced adventurers.

## RARY'S RULE

Rary's mastery of magic, particularly ancient and forbidden magics, has allowed him to solidify his hold over the Bright Desert. He seeks to uncover the secrets of the ancient civilizations buried beneath the sands, believing that these lost powers will enable him to challenge the other great powers of the Flanaess.

Rary's ultimate goals are somewhat unclear, though it is believed that he harbors ambitions of empire-building, perhaps using the Bright Desert as a base for future conquests. His alliance with **Lord Robilar**, a powerful warrior and adventurer, further strengthens his rule, as Robilar commands a fearsome army of mercenaries and warriors loyal to Rary's cause.

## KEY LOCATIONS

- **Rary's Stronghold:** Somewhere deep in the Bright Desert lies Rary's hidden fortress. Its exact location is unknown, but it is believed to be well-defended by both magical wards and loyal warriors. This fortress serves as Rary's seat of power and the center of his operations in the desert.
- **The Ruins of Sulm:** One of the most famous ruins in the Bright Desert, Sulm was an ancient Flan kingdom that fell into decadence and ruin long before the Great Migrations. Its capital city, now buried beneath the sands, is said to be cursed, with undead guardians and powerful ancient magics protecting its lost treasures.
- **Oases:** Scattered throughout the desert are a number of small, hidden oases where the nomadic tribes gather to trade, rest, and resupply. These oases are often fiercely guarded by the tribes, as they represent vital sources of water and sustenance in the otherwise barren desert.

The **Bright Desert** is a land of stark beauty, ancient mystery, and danger. Once a forgotten corner of the Flanaess, it is now a place of intrigue and power, ruled by the enigmatic archmage **Rary**, who seeks to unlock its hidden secrets. For adventurers, the Bright Desert offers the allure of ancient treasures and powerful magics, though the region's harsh environment and Rary's iron grip ensure that only the boldest—and most prepared—survive. The desert remains a region of great interest to the Free City of Greyhawk and its neighbors, who watch Rary's actions with suspicion and concern.

## BARRIER PEAKS

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The **Barrier Peaks** are a formidable mountain range in the **Flanaess**, serving as a natural barrier between the **Baklunish West** and the central lands of the **Flanaess**, particularly **Keoland** and the **Sheldomar Valley**. These mountains are one of the most inhospitable and rugged areas in the world of **Greyhawk**, known for their towering peaks, treacherous passes, and dangerous inhabitants. Despite the difficulties they present, the Barrier Peaks are also a region rich in minerals, ancient ruins, and strange mysteries, making them a prime location for adventurers and explorers.

## GEOGRAPHY AND LOCATION

The Barrier Peaks stretch from the northern edges of the **Yatil Mountains** in the north down to the **Crystalmist Mountains** in the south, acting as a geographical dividing line between the **Baklunish** lands to the west and the **Flanaess** to the east. The mountains are high, steep, and difficult to traverse, with many of the passes being snow-covered year-round.

To the west of the Barrier Peaks lie the **Plains of the Paynims**, while to the east, the **Sheldomar Valley**, **Keoland**, and the **Grand Duchy of Geoff** are nestled between the range and other surrounding geographic features. The **Javan River** flows eastward from the mountains, providing a vital waterway for the inhabitants of the Sheldomar Valley.

The rugged terrain, high altitudes, and cold climate make the Barrier Peaks largely uninhabitable for most humanoid races. However, there are some settlements in the lower foothills and valleys, particularly among **gnomes**, **dwarves**, and **Baklunish** tribes.

## INHABITANTS AND DANGERS

The Barrier Peaks are home to many dangerous and exotic creatures, some native to the Flanaess and others introduced by more mysterious means. Among the most common threats in the mountains are **giants**, **trolls**, and **ogres**, who live in the isolated caves and highlands, occasionally descending into more populated regions to raid or hunt.

The region is also home to various **dragons**, particularly white and silver dragons who find the cold, high-altitude environment to their liking. Other fearsome creatures, such as **wyverns** and **griffons**, are also known to dwell in the higher peaks, preying on livestock and unwary travelers.

Additionally, rumors persist of more bizarre and otherworldly creatures inhabiting the deeper, less-explored areas of the Barrier Peaks, particularly in connection with a well-known adventure known as **Expedition to the Barrier Peaks**. This **Advanced Dungeons & Dragons (AD&D)** module introduced the concept of an ancient crashed spaceship hidden deep within the mountains, filled with strange alien technology and creatures. This module brought an unusual blend of **science fiction** into the fantasy world of Greyhawk, offering players the chance to explore this mysterious vessel and encounter robots, lasers, and other bizarre challenges.

## HISTORY AND LORE

The Barrier Peaks have long been regarded as a natural barrier between the **Baklunish Empire** and the **Suloise Imperium**, two ancient and powerful empires that clashed during the **Twin Cataclysms**. These empires destroyed each other more than a thousand years ago, and the Barrier Peaks served as a critical dividing line between their respective spheres of influence.

Over the centuries, the mountains have been the site of many skirmishes and wars between the Baklunish states to the west and the nations of the Flanaess to the east. However, their rugged nature has prevented any lasting occupation or settlement of the highlands.

The Barrier Peaks are also home to numerous **ruins** and **lost civilizations**, some dating back to the ancient **Flan** or even earlier. These ruins, buried beneath the snows or hidden in remote valleys, are a popular target for adventurers seeking treasure, magical artifacts, or forgotten lore.

## NOTABLE LOCATIONS

- **Expedition to the Barrier Peaks:** One of the most famous locations in the Barrier Peaks is the site of the crashed spaceship introduced in the **AD&D** adventure module. This ancient vessel is hidden deep within the mountains and is filled with futuristic technology and bizarre alien creatures. The module is famous for blending fantasy and science fiction, offering a unique and challenging dungeon crawl for adventurers.
- **Javan River:** Originating in the Barrier Peaks, the Javan River flows eastward through the **Grand Duchy of Geoff** and into **Keoland**. It serves as a vital water source and trade route for the inhabitants of the **Sheldomar Valley**. Several small settlements and outposts can be found along the river in the lower foothills of the Barrier Peaks.
- **Gnome Settlements:** The foothills of the Barrier Peaks are home to several **gnomish** communities, particularly in the northern part of the range near the Yatil Mountains. These gnomes are known for their engineering prowess and frequently mine the mountains for valuable ores and gemstones.

## ADVENTURE AND EXPLORATION

For adventurers, the Barrier Peaks offer numerous opportunities for exploration and treasure-hunting. Ancient ruins, strange dungeons, and powerful creatures make the mountains a dangerous but enticing destination. The extreme weather and difficult terrain, however, mean that only the most prepared adventurers can hope to survive and uncover the secrets hidden within the range.

The mysterious crashed spaceship from the **Expedition to the Barrier Peaks** remains one of the most popular and iconic dungeons in the world of Greyhawk, drawing adventurers from across the Flanaess eager to discover its technological wonders and powerful artifacts.

The **Barrier Peaks** are a rugged and dangerous mountain range that has long served as a barrier between the Baklunish West and the more settled regions of the Flanaess. With its high peaks, dangerous inhabitants, and ancient secrets, the Barrier Peaks remain a region of adventure and mystery for those brave enough to explore its treacherous terrain. The region's combination of traditional fantasy elements and the unique addition of science-fiction themes in **Expedition to the Barrier Peaks** makes it one of the most iconic and intriguing locations in the world of Greyhawk.

## SEA OF DUST

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The **Sea of Dust** is an expansive and desolate region located in the southwestern part of the **Flanaess**, beyond the **Hellfurnaces** mountain range. Once the heart of the mighty **Suel Imperium**, the region was transformed into a vast wasteland of shifting sands and dust following the catastrophic event known as the **Rain of Colorless Fire**. The Sea of Dust is now a forsaken land, filled with ancient ruins, buried treasures, and powerful magic, as well as treacherous dangers that make it one of the most forbidding places in all of Oerth.

## GEOGRAPHY AND ENVIRONMENT

The Sea of Dust lies to the west of the Flanaess, bordered by the towering **Hellfurnaces** to the east, which separate it from regions like **Keoland** and the **Ulek States**. To the west, it stretches into unknown territories. The region is vast, covering hundreds of miles of barren desert and arid terrain, where powerful winds stir up storms of fine, abrasive dust that can scour the flesh from bones.

The desert is almost entirely devoid of life, save for a few hardy or magical creatures that have adapted to the harsh environment. There are no major rivers or sources of fresh water, and the terrain consists mostly of shifting dunes, dry plains, and jagged rock formations. Temperatures in the Sea of Dust are extreme, with scorching heat during the day and freezing cold at night.

The most defining feature of the region is its endless expanses of fine, powdery dust, remnants of the fertile lands that were destroyed in the cataclysm that ended the **Suel Imperium**. Occasionally, explorers come across patches of hardened ground or buried ruins, offering clues to the region's ancient past.

## HISTORY: THE FALL OF THE SUEL IMPERIUM

The Sea of Dust was once a fertile, prosperous region at the center of the **Suel Imperium**, one of the most powerful and advanced civilizations on Oerth. The **Suel** were a proud and ambitious people, known for their mastery of magic and their imperial ambitions. For centuries, the Suel Imperium dominated much of the western lands, but their rivalry with the **Baklunish Empire** to the north eventually led to a catastrophic conflict known as the **Twin Cataclysms**.

Around 4223 SD (Suel Date), in a final act of vengeance during the **Baklunish-Suel Wars**, the Suel unleashed the terrible **Invoked Devastation** upon the Baklunish Empire, turning much of their land into a barren wasteland now known as the **Dry Steppes**. In retaliation, the Baklunish unleashed the **Rain of Colorless Fire**, a magical calamity that incinerated the Suel Imperium and reduced it to the desolate wasteland now known as the Sea of Dust. The once-great cities of the Suel were buried beneath layers of ash and dust, and the entire empire was obliterated in a single day. The event marked the end of the Suel civilization and the transformation of their homeland into the Sea of Dust.

## ANCIENT RUINS AND MYSTERIES

Though the Sea of Dust is a wasteland, it holds many ancient secrets and powerful relics of the long-lost Suel Imperium. Beneath the sands lie the ruins of once-great cities, temples, and fortresses, many of which are still largely unexplored. These ruins contain vast riches, magical artifacts, and knowledge from a time when the Suel were the masters of arcane power. However, they are also guarded by deadly traps, ancient guardians, and powerful curses, making exploration a perilous endeavor.

The desert is also rumored to contain **portals** to other planes of existence, hidden **magical libraries**, and powerful **artifacts** from the time of the Suel Empire. Some speculate that remnants of the Suel people may have survived the Rain of Colorless Fire, living in secret enclaves or alternate dimensions. Adventurers who venture into the Sea of Dust seek these treasures, but few return, and those who do often speak of horrors lurking in the buried ruins.

One of the most famous ruins is **Kuluth-Mar**, a massive city buried beneath the sands, where a necropolis is said to house the bodies of ancient Suel royalty and powerful wizards. The city is also believed to be cursed, and few who enter return with their lives, let alone their sanity.

## INHABITANTS AND CREATURES

The Sea of Dust is largely devoid of life, but there are some creatures that have adapted to its harsh conditions. The desert is home to **monstrous insects**, **sandworms**, and other predators that have evolved to thrive in the arid landscape. **Undead** beings are also known to haunt the ancient ruins, drawn to the powerful magic that still lingers in the land.

The nomadic **Flan** and **Oeridian** tribes that once wandered the fringes of the desert have largely abandoned the region, but some of their descendants occasionally pass through or trade along its edges. The **Suloise** people, the direct descendants of the Suel Imperium, live primarily in the eastern Flanaess, particularly in the **Scarlet Brotherhood**, but they still revere the lost glory of their ancestors and sometimes send expeditions into the Sea of Dust to recover relics of their ancient empire.

## THE SCARLET BROTHERHOOD AND THE SEA OF DUST

The **Scarlet Brotherhood**, an ultra-nationalist and secretive faction descended from the Suel people, views the Sea of Dust as a sacred and cursed land. They believe that the region holds the key to restoring the Suel to their former glory, and they often send expeditions into the desert in search of powerful magic and relics from the time of the Suel Imperium. The Brotherhood seeks to recover lost Suel knowledge and artifacts, hoping to use them to strengthen their control over the Flanaess and further their goals of racial purity and dominance.

## ADVENTURE AND EXPLORATION

The Sea of Dust is a place of great interest to adventurers, who are drawn by the promise of treasure, lost knowledge, and powerful magic. However, the dangers of the desert are equally great, and many who venture into the Sea of Dust never return. The region is notorious for its treacherous dust storms, deadly creatures, and the ancient magic that still lingers in the ruins.

The Sea of Dust remains one of the most mysterious and least-explored regions of the Flanaess, with much of its ancient history and secrets still waiting to be uncovered. For those brave enough to face its dangers, the rewards can be immense, but the risks are equally high.

The **Sea of Dust** is a desolate and dangerous region, once the heart of the mighty **Suel Imperium** but now a barren wasteland. The ruins of the ancient Suel cities buried beneath the sands contain great riches and powerful magic, but they are also guarded by terrible dangers. The Sea of Dust remains one of the most mysterious and treacherous areas in the Flanaess, drawing adventurers and scholars alike who seek to uncover the secrets of this lost empire. However, the deadly nature of the desert ensures that only the boldest and most prepared survive its challenges.

# CHAPTER 3: CLASSES

In the land of Oerth, the role of adventurers is as varied and complex as the many cultures and powers that shape the world. From the ancient Flan kingdoms to the scheming Free Cities of the Bandit Kingdoms, each class carries a distinct history and influence within Greyhawk. Whether serving as champions of forgotten gods or mercenaries navigating the perilous politics of Nyrond, adventurers in this setting are shaped not only by their training but by the lands and legends they come from. In this chapter, we will explore how each class weaves into the intricate tapestry of Greyhawk and introduce unique subclasses tailored to the history, magic, and conflicts that define this legendary world.

## ARTIFICERS

Artificers in Greyhawk occupy a unique and important role within the setting, blending technological innovation with arcane magic in a world dominated by wizards, clerics, and sorcerers. While Greyhawk is rich in ancient magic and mystical traditions, artificers stand out as crafters, inventors, and magical engineers who approach magic with a practical, scientific mindset. These masters of invention often blur the line between science and sorcery, creating magical items, constructs, and weapons that rival the power of traditional spellcasters.

### ARTIFICERS AS INNOVATORS AND ENGINEERS

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In Greyhawk, artificers are typically seen as technological pioneers. They craft magical items, forge enchanted weapons, and build constructs that push the boundaries of what magic and technology can achieve together. Artificers are often found in cities, where access to resources and arcane study allows them to innovate and experiment. Cities like the **Free City of Greyhawk** and **Verbobonc** are hubs for these inventors, offering access to materials, magical guilds, and the wealthy patrons who finance their work.

In regions with deep magical histories, such as the **Great Kingdom** or **Keoland**, artificers are valued for their ability to restore and enhance ancient magic items, melding old magic with new innovations. Their work often involves restoring relics or creating new magical technologies that bolster both military strength and infrastructure. Artificers are also responsible for developing magical devices that improve everyday life, such as enchanted lanterns, self-powered machines, or protective wards for cities.

### ARTIFICERS AND THE RUINS OF ANCIENT CIVILIZATIONS

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Artificers are drawn to the ancient ruins of the **Suel Imperium** and **Baklunish Empire**, where lost technologies and powerful artifacts lie buried. In places like the **Cairn Hills** or the **Bright Desert**, artificers can be found searching for ancient magic or experimenting with relics from these bygone eras. The blending of arcane and technological power that once defined these empires is a major source of inspiration for many artificers, who see themselves as reclaiming and advancing the knowledge of the past.

Artificers might study the magical constructs and automatons of the **Suel Imperium**, hoping to replicate or improve on their designs. In the **Baklunish West**, they might experiment with the use of elemental magic in crafting, drawing on the long-lost traditions of blending elemental energy with mechanical creations.

### ARTIFICERS IN THE MILITARY

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Artificers in Greyhawk are often found serving as battlefield engineers, crafting powerful magical weapons and defenses for armies. Their ability to create magic-infused weapons, armor, and siege equipment makes them invaluable in times of war. During conflicts like the **Greyhawk Wars**, artificers provided strategic advantages by creating war machines, enchanted artillery, and constructs capable of devastating enemy forces.

In kingdoms like **Furyondy** and **Nyrond**, artificers work alongside military leaders to develop new tools of warfare, such as portable cannons, arcane explosives, or magically enhanced armor for elite units. In more war-torn or chaotic regions, such as the **Bandit Kingdoms** or the **Pomarj**, artificers may work as mercenaries or independent agents, crafting magical devices for the highest bidder.

### ARTIFICERS AND MAGICAL GUILDS

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Many artificers in Greyhawk are members of magical guilds, working alongside wizards, alchemists, and enchanters. The **Greyhawk Guild of Wizardry** often collaborates with artificers to create magical items, while the **Gnomish Inventors of the Kron Hills** work closely with artificers to develop advanced technologies. Gnomes, especially, have a natural affinity for the artificer's craft, blending their innate curiosity and craftsmanship with arcane magic.

Artificers may also belong to secretive organizations dedicated to uncovering lost technologies or protecting the balance between magic and invention. In Keoland, for example, some artificers work with the **Silent Ones**, safeguarding dangerous magical artifacts from misuse while experimenting with new ways to harness their power.

## ARTIFICERS AND DEITIES

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Artificers in Greyhawk often draw inspiration from deities of knowledge, invention, and crafting. Many artificers worship **Boccob**, god of magic, whose portfolio includes arcane knowledge and innovation. Boccob's followers seek to push the boundaries of magic, blending the theoretical with the practical.

Others revere **Zagy**, the eccentric demigod of magic and chaos, who was once an archmage obsessed with experimentation. Zagy's followers are known for their unorthodox inventions and often blend magical and mechanical elements in strange ways.

**Fharlanghn**, god of travel and horizons, also has a small but dedicated following among artificers who create tools for explorers and adventurers. Artificers who revere Fharlanghn often develop magical items that help travelers navigate dangerous terrains or protect them from harm on long journeys.

## ARTIFICERS AS ADVENTURERS

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Artificers in Greyhawk often find themselves drawn to adventuring, whether for the pursuit of knowledge, the desire to perfect their craft, or the need to field-test their inventions. They accompany adventurers into ancient ruins, using their expertise to identify and restore powerful artifacts, or to create new tools and weapons for their allies. In places like the **Barrier Peaks**, where alien technology and magic mix, or the **Tomb of Horrors**, where magical traps and constructs abound, artificers are essential to the success of any expedition.

Adventuring allows artificers to test their creations in real-world conditions, pushing the limits of their inventions and discovering new ways to blend magic and engineering. For many artificers, the thrill of exploration and invention is just as important as any treasure they might find.

## SPELLFORGER

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Spellforgers are artificers who specialize in weaving arcane magic into their creations, blending the power of spells with crafted items to produce unique and potent devices. These rare artisans possess an extraordinary talent for capturing arcane energy and infusing it into weapons, armor, and tools, allowing their inventions to replicate or enhance spells in creative and powerful ways. Often sought after by treasure hunters, wizards, and scholars alike, Spellforgers draw inspiration from the arcane mysteries of Oerth, delving into the ruins of the Suel Imperium or consulting with the sages of Greyhawk to craft magical tools of immense power. Their creations are both treasured and feared across the Flanaess, known for their ability to harness and amplify the magic of the ancient world.



### LEVEL 3: ARCANE SMITHING

At 3rd level, you gain the ability to craft items that harness arcane energy. As an action, you can take an infused item and grant it a magical charge that can be expended to cast a spell. You must have a spell prepared to infuse, and once infused, the item can be used by any creature to cast that spell as if you had cast it. The spell uses your Intelligence modifier and spell save DC. The infusion lasts until the spell is cast or until you finish a long rest. You can create one Arcane Infusion at a time. This increases to two at 9th level and three at 15th level.

You can also use your Arcane Infusion to empower a weapon. When wielded by you, the weapon counts as magical, and it can be used as a spellcasting focus for your artificer spells.

### LEVEL 5: ARCANE SPARK

At 5th level, you unlock the ability to amplify the magic of your spells when cast through your magical creations. When you cast a spell through a magic item or one of your Arcane Infusions, you can invoke the power of an Arcane Spark to enhance the spell. Choose one of the following effects:

- **Power Surge:** The spell deals additional damage equal to your Intelligence modifier.
- **Echoing Spell:** The spell's duration is doubled (minimum one additional round) or, if it has no duration, such as *Fireball*, you can immediately repeat the spell's effect.
- **Arcanist's Shield:** You gain temporary hit points equal to twice your Intelligence modifier until the end of your next turn.

You can use this ability a number of times equal to your Intelligence modifier (minimum 1), and regain all uses after a long rest.

## LEVEL 9: SIGILS OF POWER

At 9th level, your knowledge of magical symbols and arcane inscriptions allows you to inscribe powerful sigils onto your creations. As part of a long rest, you can inscribe a Sigil of Power onto one of your infused items, granting it additional abilities for the next 24 hours. Choose one of the following:

- **Sigil of Warding:** The item grants its wielder resistance to a damage type of your choice (fire, lightning, etc.) or advantage on saving throws against spells.
- **Sigil of Fury:** The infused item deals an additional 1d6 force damage on a successful attack or when the wielder casts a damaging spell through it.
- **Sigil of Speed:** The item grants its wielder increased mobility, increasing their movement speed by 10 feet and allowing them to take the Dash action as a bonus action once per short or long rest.

These sigils last for 24 hours or until the item is no longer in your possession. You can only have one Sigil of Power active at a time. This increases to two sigils at 15th level.

## LEVEL 15: LEGACY OF THE SPELLFORGER

By 15th level, you have mastered the art of imbuing your items with powerful magic. When you create an Arcane Infusion or use **Arcane Spark**, you can choose to invoke the full potential of your spellforging techniques. When you do so, the spell cast through the infused item is treated as if it were cast at two levels higher than the slot you expended. Additionally, any attack made with an infused weapon deals an extra 2d8 force damage on a hit.

Once you use this feature, you cannot do so again until you finish a long rest.

# BARBARIANS

Barbarians in Greyhawk are tied to the untamed and wild regions of the Flanaess, often hailing from the fringes of civilization where the wilderness remains unconquered and primal forces still reign. They embody the raw power of nature and the fury of combat, living outside the laws and norms of more structured societies. Greyhawk's world is full of dangerous landscapes, nomadic cultures, and ancient warrior traditions, making it an ideal setting for barbarians, who thrive in the harshest conditions and draw their strength from the land, their ancestors, and primal spirits.

## BARBARIAN CULTURES AND REGIONS

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Barbarians in Greyhawk come from various distinct cultures, each shaped by the landscapes they inhabit and the ancient traditions they follow. They tend to originate from the wilder regions of the world, where survival is a constant struggle, and strength and ferocity are essential for survival.

- **The Frost and Snow Barbarians:** The barbarians of the **Thillonrian Peninsula**, specifically the **Frost Barbarians (Fruztii)** and **Snow Barbarians (Schnai)**, are fierce warriors who live in the frozen, inhospitable north. These tribes are known for their raiding parties and their hardy, independent nature. The rugged climate of their homeland has bred a culture of toughness, with a deep respect for personal strength and prowess in battle. Many barbarians from these tribes follow deities like **Kord**, the god of strength and athletics, or **Lleryg**, the Suel god of beasts and survival.
- **The Tiger and Wolf Nomads:** The **Tiger Nomads** and **Wolf Nomads** roam the central plains and steppes of Greyhawk, living as skilled horsemen and hunters. Their barbarian warriors are renowned for their speed, agility, and connection to the natural world. They revere spirits of the hunt and the wild, often living in harmony with nature while fiercely protecting their lands from invaders. The nomads value freedom and independence, traits that are common among barbarians in their ranks. They worship **Ulaa**, the goddess of mountains and nature, or **Beory**, the Oerth Mother, who represents the very land they traverse.
- **The Rovers of the Barrens:** The **Rovers of the Barrens** are a nomadic people living in the northern regions of the Flanaess, where the land is harsh and unforgiving. These barbarians are expert survivalists, traveling across the plains and badlands while engaging in guerrilla-style warfare to defend their territory from invaders such as the forces of **Iuz**. Their existence is a constant fight for survival against both the elements and more organized forces, leading to a deep reliance on their primal strength and traditions of combat. They often revere **Obad-Hai**, god of nature, or **Erythnul**, god of slaughter.
- **The Ulek States and Hill Barbarians:** While the **Ulek States** are largely populated by more civilized peoples, the surrounding wild lands are home to fierce hill barbarians. These barbarians often live in small, isolated communities in the **Lortmil Mountains**, where they defend their territories from orcs, giants, and other dangers. They draw strength from the earth itself and maintain warrior traditions that have been passed down for generations. These barbarians are typically tied to the Flan heritage and worship gods like **Lleryg** or **Pelor**, god of the sun and strength.
- **The Wild Coast and the Pomarj:** The barbarians of the **Wild Coast** and **Pomarj** regions are often fierce mercenaries or raiders, whose loyalties shift with the winds. These areas are hotbeds of violence and conflict, with barbarians playing pivotal roles in raiding, warfare, and survival in the anarchic lands. Many of these barbarians serve as champions of warlords or live as freebooters, earning their living through combat and strength of arms. They frequently follow **Erythnul**, god of slaughter, as they revel in the chaos and carnage of battle.

## SPIRITUALITY AND THE ANCESTORS

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Barbarians in Greyhawk often have a deep spiritual connection to their ancestors, the land, and the primal spirits that they believe guide their tribes and families. Many barbarian traditions involve ancestral worship or calling on the spirits of their forebears to give them strength in battle. This spiritual connection gives barbarians a sense of purpose and belonging, even in the harshest environments.

In some cultures, barbarians are seen as conduits for primal spirits or divine powers, channeling the fury of the gods into their rage. For example, barbarians of the **Thillonrian Peninsula** may call upon the storm god **Kord** to empower them in battle, while the nomadic barbarians of the central plains might invoke the spirits of the great beasts that roam the land, believing that they take on the strength and speed of tigers, wolves, or horses.

## BARBARIANS AND WARFARE

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Barbarians in Greyhawk are known for their ferocity and prowess in battle, often serving as shock troops in larger armies or leading raids on enemy settlements. Their unbridled rage and physical might make them fearsome opponents on the battlefield, and many barbarians gain reputations as unstoppable warriors whose berserk fury can turn the tide of battle.

In the **Bandit Kingdoms** and other lawless regions, barbarians frequently rise to leadership positions, respected for their raw strength and ability to lead in combat. In more organized nations, barbarians may serve as mercenaries, offering their services to those who can afford to pay for their brutal effectiveness. They may be hired to lead the charge in battle or to act as bodyguards for powerful nobles and warlords.

## DEITIES OF THE BARBARIANS

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Barbarians in Greyhawk often follow deities that emphasize strength, survival, and primal power. Some of the most common deities for barbarians include:

- **Kord:** The Suel god of strength, athletics, and battle, Kord is widely revered by barbarians who see their physical prowess as a reflection of their connection to the divine. Kord's followers believe in personal strength, courage, and the thrill of combat.
- **Obad-Hai:** The god of nature, Obad-Hai is a common deity among barbarians who live in harmony with the natural world. Those who worship Obad-Hai see themselves as protectors of the wild and guardians of the natural balance.
- **Erythnul:** The god of slaughter and destruction, Erythnul is worshipped by barbarians who revel in chaos and bloodshed. His followers see combat as the ultimate expression of their will, believing that only the strongest deserve to survive.
- **Beory:** The Oerth Mother, Beory, represents the earth itself, and many barbarians, particularly those from nomadic or nature-based cultures, view her as a protector and source of strength.
- **Lleryg:** The Suel god of beasts, strength, and survival, Lleryg is worshipped by many barbarians who live in untamed lands. His followers value personal power, self-reliance, and the ability to thrive in the harshest conditions.

## BARBARIANS AS ADVENTURERS

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Barbarians in Greyhawk often become adventurers to prove their strength, defend their people, or seek out legendary foes and treasures. The call to adventure may arise from a desire to challenge themselves against the world's deadliest creatures, to protect their homeland from invaders, or to earn renown that will be sung about in their tribe's legends for generations.

Many barbarians are drawn to places of great danger, such as the **Amedio Jungle**, the **Yatil Mountains**, or the **Vesve Forest**, where they can test their strength against the forces of nature or ancient monsters. Others take part in grand battles or join mercenary companies that travel across the Flanaess, offering their services to anyone who can pay for their might.

## PATH OF THE WARLORD

In the chaotic lands of the Flanaess, warlords have always played a pivotal role, rising from the untamed wilds to unite their people under banners of strength and conquest. The Path of the Warlord calls upon the barbarian's deep instincts for leadership, command, and battle tactics, blending ferocity with a natural ability to inspire and rally allies on the battlefield. Whether hailing from the Bandit Kingdoms, the barbarian tribes of the north, or the nomadic plains of the Tiger and Wolf Nomads, those who follow this path are feared as much for their strategic brilliance as for their rage. These Warlords often command great tribes or warbands, leading through both brute strength and tactical acumen. Their rise to power may come from besting rivals in combat or uniting scattered factions under their rule. Respected for their wisdom in battle as much as for their ferocity, they often find themselves at the heart of great conflicts, shaping the future of entire regions. In a world where strength often dictates survival, Warlords are the ones who turn mere warriors into legends.



### LEVEL 3: BATTLE CRY

At 3rd level, your rage is as much about uniting your allies as it is unleashing your personal fury. When you enter a rage, you can issue a Battle Cry as part of the same action. All allies within 30 feet who can hear you gain temporary hit points equal to your Barbarian level. This effect lasts for 1 minute, or until your rage ends. Additionally, while you are raging, your allies within 10 feet have advantage on saving throws against being frightened or charmed.

### LEVEL 6: STRATEGIC STRIKES

At 6th level, your instincts for warfare allow you to lead your allies more effectively in battle. While raging, when you hit a creature with a melee weapon attack, you can mark that creature, exposing a weakness. Until the start of your next turn, the next attack made against the marked creature by an ally within 30 feet has advantage. If the attack hits, it deals additional damage equal to your rage damage bonus. You can use this ability a number of times equal to your proficiency bonus, and you regain all uses after a long rest.

### LEVEL 10: COMMANDING PRESENCE

By 10th level, your presence on the battlefield is undeniable, and your authority commands respect. You gain proficiency in the Intimidation or Persuasion skill (your choice). If you are already proficient in either skill, you gain expertise in that skill, allowing you to add double your proficiency bonus to checks made with it.

Additionally, while you are raging, you can use your bonus action to issue a Command to an ally within 30 feet. Choose one of the following commands:

- **Charge:** The ally can immediately use their reaction to move up to their speed toward a target of your choice without provoking opportunity attacks.
- **Strike:** The ally can use their reaction to make a melee or ranged weapon attack against a target within range.
- **Defend:** The ally can use their reaction to gain a bonus to their AC equal to your rage damage bonus until the start of their next turn.

You can use this ability a number of times equal to your Constitution modifier, and you regain all uses after a long rest.

### LEVEL 14: AURA OF THE WARLORD

At 14th level, your ability to inspire and command your allies reaches its peak. While raging, you exude an aura of dominance in a 30-foot radius. You and all allies within the aura gain a bonus to attack rolls, saving throws, and ability checks equal to your rage damage bonus.

Additionally, while this aura is active, when you reduce a creature to 0 hit points, you can use your reaction to let out a deafening war cry. All allies within 30 feet immediately gain advantage on their next attack roll, and enemies within 30 feet must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be frightened of you for 1 minute. Frightened creatures can repeat the saving throw at the end of each of their turns to end the effect.

## BARDS

Bards in Greyhawk hold a unique and multifaceted position in society, blending the roles of entertainers, storytellers, historians, spies, and adventurers. In a world shaped by centuries of conflict, intrigue, and the ebb and flow of powerful nations and magical forces, bards play a critical role in preserving history, spreading news, and inspiring action through song, story, and performance. Their mastery of both words and magic allows them to move between social circles, from the courts of kings to the taverns of common folk, influencing the world around them in subtle and profound ways.

## KEEPERS OF HISTORY AND LORE

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In a world as ancient and complex as Greyhawk, bards serve as custodians of history and lore. The Flanaess is a land with a long and tumultuous history, shaped by the rise and fall of empires such as the **Suel Imperium** and the **Baklunish Empire**, the magical devastations of the **Rain of Colorless Fire** and the **Invoked Devastation**, and ongoing political conflicts between powers like the **Great Kingdom**, **Furyondy**, and the **Free City of Greyhawk**. Bards in Greyhawk take on the role of preserving this history through song, story, and performance, ensuring that the deeds of heroes and the lessons of the past are not forgotten.

Bards travel from region to region, gathering stories and information, weaving them into their performances. In doing so, they provide a living history of the world, acting as chroniclers of current events and historians of the past. Many bards are particularly knowledgeable about the myths, legends, and folklore of the Flanaess, knowing the secrets of ancient magic, lost treasures, and legendary figures.

In regions like **Veluna** or **Keoland**, bards are respected for their knowledge of history and their ability to inspire action through their songs. In more chaotic areas, like the **Bandit Kingdoms** or **Pomarj**, bards might act as secret informants, spreading news or rallying the disenfranchised to rebellion.

## DIPLOMATS, SPIES, AND ADVISORS

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Bards in Greyhawk often serve as diplomats, advisors, and spies. Their ability to navigate complex social dynamics, combined with their natural charm and magical abilities, makes them valuable assets to rulers, noble houses, and secret organizations. Bards move easily between different cultures and social strata, using their talents to manipulate, gather intelligence, or defuse political tensions.

- **The Court of the Free City of Greyhawk:** In the Free City, bards play a significant role in courtly intrigue. Many serve as advisors to politicians or powerful merchants, using their mastery of words to influence political decisions. Others work as spies, using their performances as a cover to gather intelligence on rival factions.
- **Diplomatic Roles:** In kingdoms like **Furyondy** or **Nyronnd**, bards are often employed as envoys or advisors, skilled at negotiation and diplomacy. Their performances, whether at courtly gatherings or on the battlefield, can rally allies or soothe tensions between rival factions.
- **Espionage:** Some bards take on more secretive roles, working as spies for powerful organizations like the **Circle of Eight** or the **Knights of the Hart**. Their ability to blend in and gather information unnoticed makes them invaluable in espionage operations. In regions under constant threat, such as **Veluna** or **Iuz's domain**, bards often serve as informants or agents, passing along critical intelligence.

## BARDS AND THE MAGICAL TRADITION

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While wizards and clerics are often seen as the primary magical forces in Greyhawk, bards offer a unique blend of arcane and divine magic. Their spells are tied to performance, using the power of words, music, and storytelling to channel magical effects. Bards in Greyhawk often study in **bardic colleges** or mentor under older, experienced bards, learning ancient songs of power passed down through generations.

Many bards are familiar with the deep magical history of Greyhawk, knowing the songs and stories of ancient Suel wizards, Flan druids, and Baklunish mystics. They weave these magical traditions into their performances, using the knowledge of the past to craft new spells or inspire their allies. Bards who delve deeply into magical history may become keepers of powerful bardic spells tied to ancient empires, like the forgotten enchantments of the **Suel Imperium** or the protective wards of **Baklunish lore**.

Bards' magic is subtle yet potent, often used to influence minds, protect their allies, or reveal hidden truths. Some bards specialize in **divination**, using their songs to foresee future events, while others focus on **enchantment**, swaying crowds or charming influential figures to support their cause.

## BARDS AND DEITIES

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Many bards in Greyhawk have a spiritual connection to the gods, particularly those deities who emphasize music, storytelling, and knowledge. The following deities are commonly revered by bards:

- **Olidammara:** The god of revelry, music, and rogues, Olidammara is one of the most popular deities among bards. Known as a trickster, Olidammara's followers are often carefree and live for pleasure, music, and excitement. Bards who worship Olidammara are usually charismatic performers, known for their humor, pranks, and love of life.
- **Fharlanghn:** The god of travel, Fharlanghn is revered by bards who live on the road, moving from town to town as they share their tales and songs. Bards who follow Fharlanghn are wanderers, always in search of new stories to tell and new adventures to experience.
- **Lirr:** The goddess of poetry, art, and literature, Lirr is beloved by bards who seek to preserve and create great works of art. Bards who serve Lirr are often scholars and archivists, dedicating their lives to crafting beautiful songs and preserving the history of the world through their art.

- **Delleb:** The god of reason and study, Delleb is revered by bards who take a more scholarly approach to their craft, acting as historians and keepers of lore. These bards often gather in libraries or temples, preserving knowledge and ensuring that history is remembered correctly.

## BARDIC COLLEGES AND ORDERS

Bards in Greyhawk often belong to **bardic colleges** or **orders**, which serve as both training grounds and communities for performers and scholars. These colleges are scattered across the Flanaess, each with its own focus and traditions.

- **The College of Fochlucan:** One of the most prestigious bardic colleges in the Flanaess, the **College of Fochlucan** is located in the **Gnarley Forest**, near the **Free City of Greyhawk**. This ancient college emphasizes the preservation of history and nature, blending druidic knowledge with bardic traditions. Bards trained at Fochlucan are respected for their wisdom and their mastery of both lore and nature magic.
- **The College of Harps:** Based in **Veluna**, the **College of Harps** is known for producing bards skilled in diplomacy and intrigue. Many of the bards trained here go on to become advisors to rulers or operatives for secret organizations, using their talents for espionage and influence.
- **The College of Whispering Winds:** Located in the mountains of **Keoland**, this bardic college focuses on the ancient oral traditions of the Flan people. Bards from the **Whispering Winds** preserve the folklore and legends of the Flanaess, ensuring that the stories of the past live on through the ages.

## BARDS AS ADVENTURERS

Bards in Greyhawk are natural adventurers, driven by a desire to explore, collect stories, and create legends of their own. Many bards join adventuring parties to gather material for their performances, seeking out ancient ruins, powerful artifacts, and hidden knowledge. They act as both chroniclers and active participants in the grand stories they tell, weaving their own deeds into the fabric of the world's history.

In dangerous regions like the **Bright Desert**, **Cairn Hills**, or the **Amedio Jungle**, bards use their wits, magic, and charm to survive and lead their companions to success. Their versatility makes them invaluable on any expedition—able to inspire allies, gather intelligence, and solve problems with their quick thinking and creativity.

## COLLEGE OF FATE

Bards of the College of Fate are attuned to the threads of destiny, weaving songs and stories from both past events and future possibilities. In the ancient lands of Greyhawk, where prophecies and omens shape the course of history, these bards serve as interpreters of fate, using their magic to influence the outcomes of crucial events. Often found among scholars and sages who study the stars and ancient prophecies, these bards advise kings, foresee danger for adventurers, and subtly steer the course of battles. Some travel the world, following signs and portents to fulfill (or avert) long-forgotten prophecies. In Greyhawk, where the gods themselves meddle in mortal affairs, these bards guide others toward their destined paths.



### LEVEL 3: THREADS OF FATE

At 3rd level, you gain the ability to tap into the threads of fate, guiding others toward their destinies. When you use your Bardic Inspiration, you can choose to influence fate itself. After the target rolls their Bardic Inspiration die, you can choose one of the following effects to apply to the roll:

- **Thread of Fortune:** The target adds your Bardic Inspiration die to an attack roll, saving throw, or ability check and can reroll the die once if they are unsatisfied with the result. They must use the second roll.
- **Thread of Woe:** When a creature within 60 feet of you makes an attack roll against one of your allies, you can expend a use of Bardic Inspiration to subtract the Bardic Inspiration die from the attack roll.

Additionally, you gain proficiency in the Insight and Perception skills, if you don't already have them.

### LEVEL 3: FORETELLING PERFORMANCE

Also at 3rd level, your performances can reveal glimpses of future events. Once per long rest, you can spend 10 minutes performing an omen-reading through song, poetry, or storytelling. At the end of the performance, choose up to six creatures (which can include yourself). Each chosen creature can roll a d20 and record the result. At any point in the next 24 hours, each creature can replace any attack roll, saving throw, or ability check they make with the recorded result. Once used, this result is expended.

## LEVEL 6: DESTINY'S SHIELD

At 6th level, your ability to influence fate allows you to protect those under your care. As a reaction when an ally within 30 feet of you is hit by an attack, you can force the attacker to reroll the attack and use the lower result. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all uses after a long rest.

Additionally, your connection to fate sharpens your senses. You cannot be surprised while you are conscious, and you have advantage on saving throws against being blinded, deafened, or incapacitated.

## LEVEL 14: FATEWEAVER'S SONG

At 14th level, you become a master of manipulating fate, using your music to shape the destiny of those around you. When you use your **Foretelling Performance**, the chosen creatures can now roll two d20s and record both results. They can choose which result to replace any attack roll, saving throw, or ability check with, granting them greater control over their future outcomes.

In addition, once per long rest, you can call upon the forces of destiny to guide you and your allies. As an action, you can grant all creatures of your choice within 60 feet of you the ability to reroll any attack roll, saving throw, or ability check they make for the next minute, taking the higher result. You can use this feature once per long rest.

## CLERICS

Clerics in Greyhawk are some of the most influential and vital figures in the world, serving as the hands and voices of the gods they worship. In a setting where deities are deeply intertwined with the fabric of daily life and where divine intervention is a tangible reality, clerics stand at the forefront of faith and power. Greyhawk's pantheon is vast and diverse, and clerics act as intermediaries between the mortal realm and the divine, often wielding immense influence in both political and spiritual affairs. They are warriors of faith, healers, protectors, and champions of their deities' causes, and their role varies greatly depending on which god or goddess they serve.

## CLERICS AND RELIGION IN GREYHAWK

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Greyhawk's pantheon includes dozens of deities, each with their own followers, tenets, and influence over various aspects of life. Clerics serve as the primary representatives of these gods, often overseeing temples, organizing religious festivals, and spreading their faith. The gods of Greyhawk are not passive—they are active forces in the world, with many of them having complex relationships with their followers, including granting them divine power and intervening in mortal affairs.

- **Regional and Cultural Variation:** Clerics' roles vary depending on where they are in the Flanaess. In more civilized areas like **Furyondy**, **Keoland**, and the **Free City of Greyhawk**, clerics are often part of organized religious hierarchies, holding positions of authority within temples or political institutions. In more remote or wild regions, clerics may be wandering preachers, hermits, or spiritual leaders of nomadic tribes. The worship of gods can also be highly regional, with certain deities being more prominent in specific areas. For example, **Pelor** is widely worshiped in **Veluna** and **Furyondy**, while **Kord** is revered in the north among the barbarian tribes.
- **Interfaith Relations:** Clerics also play a role in interfaith dynamics, particularly in regions where multiple religions exist side by side. In places like the **Free City of Greyhawk**, clerics of different gods may work together to maintain balance or compete for influence, depending on their deities' relationships. Temples dedicated to different gods can be centers of learning, conflict, or political intrigue, depending on the deities involved.

## THE ROLE OF CLERICS IN SOCIETY

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Clerics in Greyhawk often hold positions of great power and respect. They are the voices of the gods, and their words carry weight in both spiritual and temporal matters. Many clerics are advisors to kings, rulers, and warlords, helping to guide the policies of nations and offering divine guidance on important decisions. In some cases, clerics act as rulers themselves, particularly in theocratic regions or smaller communities where the temple wields more power than the crown.

- **Advisors and Politicians:** In kingdoms like **Veluna** and **Nyrond**, clerics of **Pelor**, **Heironeous**, and **St. Cuthbert** serve as high-ranking advisors to kings and dukes. Their divine connection and wisdom make them trusted figures in court, often with a direct influence on laws, warfare, and diplomacy. Their power often extends beyond their religious role into the political sphere, where they can shape policy, mediate disputes, and rally the faithful to causes deemed righteous by their gods.
- **Guardians of the Faith:** Clerics often serve as the guardians of their faith's teachings, ensuring that the will of their deity is followed. They oversee the training of acolytes, manage the daily operations of temples, and organize religious ceremonies. In regions like **Furyondy**, where religion plays a significant role in everyday life, clerics of gods like **Heironeous** and **Rao** are responsible for guiding the spiritual well-being of the populace and ensuring that the divine laws of their faith are followed.
- **Healers and Protectors:** Many clerics act as healers and protectors of their communities, especially in times of crisis. Whether healing the wounded on battlefields, providing succor during plagues, or defending their villages from marauding enemies, clerics are often the first line of defense against both physical and spiritual threats. In rural areas,

clerics might be the only source of medical or magical healing, making them essential to the well-being of their communities.

## CLERICAL ORDERS AND TEMPLES

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Throughout Greyhawk, clerics are often part of organized religious orders or temples dedicated to their deities. These institutions not only serve as centers of worship but also as hubs for political power, education, and even military might. Temples range from grand cathedrals in major cities to small shrines in rural villages, with clerical orders often playing a significant role in shaping the religious and cultural landscape of the Flanaess.

**The Temple of Pelor:** One of the most influential religious institutions in Greyhawk, the followers of **Pelor**, the god of the sun and healing, are known for their charitable works, healing, and leadership. The **Temple of Pelor** is a bastion of hope and healing, particularly in war-torn regions like **Furyondy** and **Veluna**, where clerics of Pelor work tirelessly to aid refugees, heal the wounded, and bring light to the darkest corners of the world.

**The Holy Censor of St. Cuthbert:** The **Cudgel**, as followers of **St. Cuthbert** are known, have a reputation for enforcing the law and upholding justice. Clerics of St. Cuthbert, particularly those of the **Order of the Cudgel**, are zealous defenders of order and righteousness, often acting as judges, enforcers, or even inquisitors. Their influence is particularly strong in **Verbobonc** and the **Shield Lands**, where they are seen as a force for justice in a world often plagued by chaos.

**Temples of the Old Faith:** Clerics of the **Old Faith**, particularly those devoted to **Beory** and **Obad-Hai**, are more likely to be found in rural areas and among druids. These clerics are the keepers of ancient traditions, focusing on the balance of nature and the cycles of life. Their temples and shrines are often located in forests, plains, and other natural settings, where they tend to the spiritual needs of those who live close to the land. The Old Faith is particularly strong in areas like the **Kron Hills** and the **Gnarley Forest**.

## THE PANTHEON AND CLERIC DOMAINS

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The pantheon of Greyhawk is vast, and each deity's clerics embody different aspects of divine power. Depending on the god they serve, clerics may specialize in different **Domains**, each representing a facet of their deity's influence.

- **War Domain:** Clerics of **Heironeous**, **Hextor**, and **Erythnul** represent the gods of war, embodying martial prowess, strategic command, and divine might in battle. In places like the **Great Kingdom**, clerics of **Hextor** lead armies in the name of tyranny and conquest, while in **Furyondy**, clerics of **Heironeous** fight against evil forces like **Iuz**.
- **Life Domain:** The **Life Domain** is the province of gods like **Pelor**, **Beory**, and **Rao**, with clerics focused on healing, nurturing, and preserving life. Life clerics are vital in war-torn regions like **Shield Lands** and **Furyondy**, where they are often the only source of healing magic for soldiers and civilians alike.
- **Nature Domain:** Clerics who follow the **Nature Domain** often serve deities like **Obad-Hai** and **Ehlonna**, drawing their power from the natural world. These clerics are found in the wild regions of Greyhawk, protecting the balance of nature and safeguarding sacred natural sites from defilement.
- **Light Domain:** The **Light Domain** clerics are often followers of **Pelor**, **Lathander**, or **Pholtus**, focusing on bringing the light of truth and justice to the world. These clerics act as beacons of hope and are often found leading the charge against evil forces that threaten to plunge the world into darkness.

## CLERICS IN WAR AND CONFLICT

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In Greyhawk, clerics are frequently found on the frontlines of conflict, whether acting as healers, military commanders, or champions of their faith. In the **Greyhawk Wars** and the many smaller conflicts that have shaped the region, clerics played critical roles in organizing armies, healing the wounded, and leading holy crusades against forces of darkness. Their divine magic often turns the tide of battle, with spells like **Mass Cure Wounds**, **Spiritual Weapon**, and **Divine Intervention** proving invaluable in the heat of combat.

Clerics of warlike gods, such as **Heironeous**, **Hextor**, and **Erythnul**, are particularly prominent in times of conflict, with some leading armies or religious orders into battle. The **Knights of the Hart**, a militant order in **Furyondy** and **Veluna**, often call upon clerics of Heironeous to lead their forces against the forces of Iuz, while in the **Great Kingdom**, clerics of Hextor serve as generals and enforcers for their tyrannical rulers.

## ADVENTURING CLERICS

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Many clerics in Greyhawk take up the adventuring life, whether to further their deity's cause, seek out lost relics of their faith, or combat the forces of evil that threaten the land. Adventuring clerics are often on personal quests, from restoring holy sites desecrated by the forces of evil to retrieving

sacred artifacts hidden in ancient ruins. The divine power they wield makes them versatile and formidable, with their ability to heal, protect, and destroy making them central figures in any adventuring party.

Clerics may be driven by a divine vision, a calling to serve their god through heroic deeds, or a desire to spread their faith across the world. Others may be guided by the need to correct an imbalance, eradicate an ancient evil, or protect the innocent from dark forces.

## ELEMENTAL DOMAIN

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The Elemental Domain is devoted to the primal forces of nature—earth, air, fire, and water—and clerics who follow this path serve deities who embody these raw elements. Acting as intermediaries between mortals and the elemental planes, these clerics channel the untamed power of nature to shape the world around them. In Greyhawk, deities like Obad-Hai and Joramy bless those who seek to maintain balance or wield the elements for a higher purpose. These clerics are often found where nature's forces are strongest—volcanoes, deserts, mountain peaks, and storm-wracked coasts. Some serve as protectors of sacred elemental sites, maintaining the balance between nature and civilization, while others harness the destructive aspects of the elements for their deities' will. In the savage regions of the Flanaess, they are seen as living embodiments of nature's might, wielding both the destructive and renewing forces of the elements.



### LEVEL 3: DOMAIN SPELLS

Starting at 3rd level, you gain access to domain spells that reflect the power of the elements. You always have the following spells prepared, and they don't count against the number of spells you can prepare each day.

- **3rd Level:** *Burning Hands, Thunderwave, Gust of Wind, Flaming Sphere*
- **5th Level:** *Water Walk, Erupting Earth*
- **7th Level:** *Control Water, Fire Shield*
- **9th Level:** *Wall of Stone, Cone of Cold*

### LEVEL 3: CHANNEL DIVINITY — ELEMENTAL WRATH

At 3rd level, you can use your Channel Divinity to harness the destructive power of the elements. As an action, you present your holy symbol and choose one of the following elemental effects:

- **Fury of the Flames:** A burst of searing fire erupts around you. Each creature of your choice within 15 feet must make a Dexterity saving throw. On a failed save, a creature takes fire damage equal to 2d10 + your cleric level, or half as much on a successful save.
- **Tremor of the Earth:** You cause the ground in a 20-foot radius centered on a point within 30 feet of you to tremble and crack. Each creature in that area must make a Strength saving throw or be knocked prone. The ground in that area becomes difficult terrain for 1 minute.
- **Gale of the Storm:** You create a powerful gust of wind that sweeps through a 30-foot-long, 5-foot-wide line originating from you. Each creature in that line must make a Strength saving throw or be pushed 20 feet away from you. If a creature is pushed into an object or another creature, it takes bludgeoning damage equal to your Wisdom modifier.

### LEVEL 3: ELEMENTAL ATTUNEMENT

Also at 3rd level, you gain proficiency in Nature and can speak, read, and write Primordial, the language of the elemental planes. Additionally, you gain a minor control over the elements, allowing you to manipulate them in small ways. You learn the *Elementalism* cantrip, which does not count against your total number of cantrips known.

### LEVEL 6: ELEMENTAL AEGIS

At 6th level, you learn to channel elemental power into a protective aura for yourself and your allies. As a reaction when you or an ally within 30 feet of you takes fire, cold, lightning, or acid damage, you can grant resistance to that type of damage until the start of your next turn.

Additionally, when you take damage from one of these elemental types, you can absorb some of that power, using it to enhance your next attack. The first time you hit with a weapon attack or spell before the end of your next turn, you can deal an additional 1d8 damage of the same type you were hit with.

## LEVEL 17: AVATAR OF THE ELEMENTS

At 17th level, you become a living embodiment of elemental power. As an action, you can enter an Avatar of the Elements form for 1 minute. While in this form, you gain the following benefits:

- You gain immunity to fire, cold, lightning, and acid damage.
- When you cast a spell that deals fire, cold, lightning, or acid damage, you can add your Wisdom modifier to the damage.
- You can use your **Elemental Wrath** Channel Divinity feature as a bonus action instead of an action while in this form.

Once you use this feature, you cannot do so again until you finish a long rest.

## DRUIDS

Druids in Greyhawk hold a unique and vital role as the guardians of nature, protectors of balance, and stewards of ancient traditions that predate the rise of modern civilizations. They are deeply connected to the land, its cycles, and the primal forces that shape the world of Oerth. In a setting filled with powerful empires, warring factions, and magical cataclysms, druids stand apart as defenders of the natural world, often working in the shadows to maintain the delicate balance between civilization and the wilderness. Their beliefs, practices, and roles are shaped by the varied regions they inhabit, from the forests and hills to the great plains and mountains of the Flanaess.

## DRUIDS AND THE OLD FAITH

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One of the central features of druidism in Greyhawk is the **Old Faith**, a nature-based belief system that is older than most of the current religions in the world. The **Old Faith** centers around the veneration of the natural world, particularly the four elements (earth, air, fire, and water) and the cyclical nature of life. It emphasizes maintaining balance—between the elements, between civilization and nature, and between life and death. Druids of the Old Faith often serve as mediators, ensuring that no one force dominates too strongly and that the natural order remains intact.

- **Beory**, the Oerth Mother, is one of the chief deities revered by druids of the Old Faith. She represents the earth itself, the seasons, and the fertility of the land. Druids who follow Beory are seen as caretakers of the land, ensuring that the natural cycles of life continue uninterrupted.
- **Obad-Hai**, god of nature, is another primary figure for druids in Greyhawk. Often seen as the embodiment of the wilderness, he represents the untamed aspects of nature, such as wild animals, forests, and natural disasters. Druids of Obad-Hai are usually found in remote regions, protecting the wilds from encroaching civilization.
- **The Balance**: Druids of the Old Faith also follow the concept of the Balance, which reflects their desire to maintain harmony between the forces of nature and the growth of civilization. They act when the balance is threatened—whether by overzealous logging, uncontrolled magical disasters, or unnatural phenomena like undead rising in sacred lands.

## REGIONAL DRUIDIC TRADITIONS

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Druids in Greyhawk are shaped by the regions in which they live, and their traditions often reflect the specific landscapes they protect. The diversity of the Flanaess gives rise to numerous distinct druidic traditions, each with its own customs, practices, and priorities.

- **The Gnarley Forest and the Kron Hills**: These regions are home to many druids, particularly those who follow the Old Faith. The **Gnarley Forest** is one of the last bastions of ancient woodland in the central Flanaess, and its druids work tirelessly to protect it from encroaching civilization. They maintain ancient stone circles, sacred groves, and hidden sanctuaries within the forest, ensuring that its deep magic remains undisturbed. The druids of the **Kron Hills**, who work closely with the gnomes of the region, are more focused on balancing the needs of the land with the practicalities of coexisting with its inhabitants.
- **The Vesve Forest**: This vast forest in the northwestern Flanaess is the largest in the region and serves as a battleground between the forces of nature and those of the demonic **Iuz**. The druids of the **Vesve** work alongside rangers, fey creatures, and local elves to protect the forest from Iuz's corruption and deforestation. These druids are often warriors as much as they are caretakers, using their magic to protect the forest and repel invaders.
- **The Rovers of the Barrens**: Druids among the **Rovers of the Barrens** are closely tied to nomadic Flan traditions, worshipping the natural forces of the plains and steppes. They serve as shamans and spiritual guides for the nomadic tribes, ensuring that the people maintain harmony with the land. These druids often call upon the spirits of the wind and animals, guiding their people in hunting, herding, and survival in the harsh northern plains.
- **The Wild Coast and the Pomarj**: In these lawless and often brutal regions, druids are protectors of the wild lands that remain amidst the chaos. Here, they deal with threats not just from civilization, but also from orcs, bandits, and monsters. Druids in these areas often take on more aggressive roles, defending sacred sites from desecration and ensuring that the natural order is preserved in an otherwise chaotic landscape.
- **The Bright Desert**: In the arid and inhospitable **Bright Desert**, druids are rare, but those who exist have an intimate connection with the land and its spirits. They are often seen as mystics and prophets, capable of calling upon the desert winds, the heat of the sun, and the few remaining sources of water. These druids might work to protect oases, desert wildlife, or ancient tombs hidden beneath the sands.

## THE ROLE OF DRUIDS IN SOCIETY

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While druids are often reclusive, preferring to live in the wilds far from urban centers, they still hold influence in the broader world of Greyhawk. Druids may act as mediators between nature and civilization, particularly in regions where human expansion threatens the natural world. Their connection to nature grants them authority in rural communities, where they may serve as healers, advisors, and protectors.

- **Advisors and Mediators:** In regions like **Veluna** and **Keoland**, where the balance between nature and civilization is a concern, druids often serve as advisors to rulers, helping them understand the natural consequences of their policies. Druids can also act as mediators in disputes over land and resources, offering a neutral perspective that seeks to preserve harmony.
- **Protectors of Sacred Sites:** Many druids are responsible for guarding sacred sites, such as ancient groves, stone circles, or the ruins of Flan holy places. These sites often contain powerful primal magic or serve as connections to the elemental planes, and the druids ensure that they remain undisturbed. In places like the **Gnarley Forest**, the **Lortmil Mountains**, or the **Rieuwood**, druids protect these sites from those who would exploit or destroy them.
- **Guardians of the Balance:** Druids in Greyhawk are also seen as protectors of the Balance, not just between civilization and nature, but between the elemental forces of Oerth. They may be called upon to restore harmony in areas where natural disasters, magical corruption, or overzealous exploitation have disrupted the equilibrium. For example, druids might work to purify lands poisoned by dark magic or restore areas blighted by overuse of necromantic energy.

## DRUIDS AND MAGIC

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Druids in Greyhawk wield powerful nature-based magic that allows them to protect the land, heal the wounded, and shape the forces of nature to their will. Their magic is often tied to the elements—earth, air, fire, and water—and the cycles of life, death, and rebirth.

- **Shapeshifting:** Druids' ability to take on the form of animals through **Wild Shape** is seen as both a blessing and a responsibility. Druids believe that by becoming part of the animal world, they gain a deeper understanding of the natural order. This ability also makes druids formidable in combat, as they can call upon the strength and instincts of the wild animals they embody.
- **Elemental Magic:** Many druids draw upon the primal forces of the elements in their magic. Druids in mountainous regions may call upon the power of the earth to create earthquakes or summon stone guardians, while coastal druids may command the waters to rise and flood enemies. The deep connection druids have with the elements makes them versatile spellcasters, capable of shaping the battlefield in their favor.
- **Healing and Restoration:** Druids are often the first line of defense against unnatural corruption, whether caused by necromantic forces, magical experimentation, or industrial overreach. Their magic is uniquely suited to restoring balance, purifying lands tainted by evil magic, and healing creatures and plants affected by unnatural forces.

## DRUIDS AND DEITIES

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The gods that druids venerate in Greyhawk are closely tied to nature and the forces of the world. While druids might not worship in the same structured way as clerics, they do honor powerful natural deities, often following their tenets by protecting and preserving the natural world.

- **Obad-Hai:** As the Suel god of nature, Obad-Hai is perhaps the most widely revered deity among druids. He represents the untamed wilderness, the changing seasons, and the balance between life and death in the natural world.
- **Beory:** The Oerth Mother is a primal force in the world of Greyhawk. She represents the very earth itself, and druids who follow her are seen as the ultimate caretakers of the land, ensuring its fertility and maintaining the cycle of life.
- **Ehlonna:** While primarily a deity of elves and forest dwellers, **Ehlonna** is also revered by druids who work to protect forests and wildlife. She embodies the nurturing and protective aspects of nature, favoring those who seek to preserve life in the wild.
- **The Earth Dragon:** Druids in certain regions of the **Pomarj** revere the **Earth Dragon**, an ancient primal force connected to the earth and subterranean realms. While not as widely worshipped, this entity commands a small but fervent group of druids who draw their power from deep within the earth.

## DRUIDS AS ADVENTURERS

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Druids in Greyhawk often take on the role of adventurers to protect the natural world from exploitation or to restore balance where it has been lost. They might venture into dangerous ruins to retrieve sacred relics, battle forces that threaten to despoil the land, or seek out rare plants and creatures to preserve or cultivate. Druids are uniquely suited to exploration, as their ability to move through natural terrain and communicate with animals gives them an advantage in the wilderness.

Many druids are also called upon to stop threats like **Iuz**, who seeks to corrupt the land, or the **Scarlet Brotherhood**, who wish to bend nature to their will. As adventurers, druids often take on the role of protectors, ensuring that civilization and magic do not run roughshod over the natural world.

## CIRCLE OF THE STONE

Druids of the Circle of the Stone draw their power from the bones of Oerth itself—its stones, caverns, mountains, and the deep places beneath the surface. These druids are attuned to the ancient, slow-moving forces of the earth and serve as protectors of the natural balance that lies beneath the world's surface. In Greyhawk, they are often found in highland regions like the Cairn Hills or the Crystallist Mountains, where ancient stone circles and monoliths dot the landscape, holding secrets from before the rise of humanity. These druids are tied to the oldest forces of Oerth, acting as guardians of forgotten ruins and custodians of lost knowledge buried deep within the earth. Many protect sacred sites once revered by the Flan people, believed to be imbued with powerful earth magic, while others dwell in the depths of the Underdark, safeguarding the balance between the surface world and the dark caverns below. To them, the stones of the world hold the wisdom of the ages, and they use that wisdom to shape the world around them.



### LEVEL 3: CIRCLE OF THE STONE SPELLS

Starting at 3rd level, you gain access to bonus spells that reflect the enduring and unyielding power of the earth. You always have the following spells prepared, and they don't count against the number of spells you can prepare each day:

- **3rd Level:** *Earth Tremor, Earthbind, Maximilian's Earthen Grasp, Spike Growth*
- **5th Level:** *Erupting Earth, Meld into Stone*
- **7th Level:** *Stoneskin, Wall of Stone*
- **9th Level:** *Transmute Rock, Stone Shape*

### LEVEL 3: CHANNEL THE STONE

Starting at 3rd level, you can use your Wild Shape to channel the primal energy of the earth rather than transforming into an animal. As an action, you expend one use of your Wild Shape to assume the form of living stone, granting you the following benefits for 10 minutes:

- You gain temporary hit points equal to twice your druid level.
- You have resistance to bludgeoning, piercing, and slashing damage.
- Your unarmed strikes deal 1d6 bludgeoning damage, and your fists are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

While in this form, you can still cast spells and maintain concentration, but you cannot take the Dash or Disengage actions. You can use this ability a number of times equal to your proficiency bonus per long rest.

### LEVEL 6: EARTHEN GUARDIAN

At 6th level, your connection to the deep earth allows you to defend others with the power of stone. When a creature within 30 feet of you takes damage, you can use your reaction to raise a shield of stone, reducing the damage by 1d10 + your Wisdom modifier (minimum 1). The damage is absorbed by the shield as it crumbles into dust.

You can use this feature a number of times equal to your proficiency bonus, and you regain all uses after a long rest.

### LEVEL 10: STONE'S ENDURANCE

At 10th level, you have become one with the ancient power of the earth, allowing you to endure greater hardships. While in your **Channel the Stone** form, you gain the following additional benefits:

- You are immune to being knocked prone.
- You gain tremorsense out to 30 feet.
- When you are reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead. Once you use this feature, you cannot use it again until you finish a long rest.

### LEVEL 14: AVATAR OF EARTH

At 14th level, you can channel the full power of the earth beneath you, transforming into an avatar of stone and earth. As an action, you expend two uses of your Wild Shape to transform into a **Stone Avatar** for 1 minute. While in this form, you gain the following benefits:

- You gain immunity to fire and poison damage.
- The ground within 30 feet of you becomes difficult terrain for your enemies.
- You can use your **Earthen Guardian** feature without expending a reaction, and the damage reduction increases to 2d10 + your Wisdom modifier.

- Your unarmed strikes deal 2d6 bludgeoning damage, and any creature you hit must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Wisdom modifier) or be knocked prone.

Once you use this feature, you cannot do so again until you finish a long rest.

## FIGHTERS

Fighters in Greyhawk are the backbone of military forces, mercenary companies, and adventuring parties, representing the pinnacle of martial prowess and battlefield strategy. In a world where powerful wizards, divine clerics, and monstrous threats dominate the landscape, fighters stand as the disciplined warriors who rely on their skill with weapons, armor, and tactics. Greyhawk, with its vast kingdoms, warring factions, and history of conflict, offers numerous opportunities for fighters to rise to prominence as soldiers, mercenaries, knights, or even rulers.

### THE ROLE OF FIGHTERS IN SOCIETY

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Fighters in Greyhawk are often seen as respected and vital members of society, especially in the more militaristic or feudal nations. They are commonly found in armies, royal courts, and mercenary groups, where their abilities in combat and leadership are essential for the protection and expansion of power. Whether serving as knights in shining armor, pragmatic mercenaries, or seasoned veterans, fighters shape the military and political landscape of the Flanaess.

- **Knights and Nobles:** In kingdoms like **Furyondy**, **Nyrond**, and **Keoland**, fighters often rise to prominence as knights or nobles, commanding armies, defending the realm, or engaging in tournaments to showcase their martial skill. Fighters of noble birth may serve their liege lords or rule their own lands, relying on their combat expertise to maintain order and protect their subjects. The knightly orders of Greyhawk, such as the **Knights of the Hart** or the **Knights of Holy Shielding**, are filled with skilled fighters who combine martial prowess with loyalty to their cause.
- **Mercenaries:** In more lawless or war-torn regions, like the **Bandit Kingdoms**, the **Wild Coast**, or the **Pomarj**, fighters often find work as mercenaries. These warriors-for-hire sell their skills to the highest bidder, whether to protect caravans, serve in local militias, or fight in the endless skirmishes between factions. Mercenary companies, such as the **Free Company of the Mercenaries' Guild** in the Free City of Greyhawk, are often led by experienced fighters who have honed their skills in countless battles.
- **Soldiers and Commanders:** Fighters make up the core of most standing armies in Greyhawk. In kingdoms like **Veluna**, **Furyondy**, and the **Great Kingdom**, well-trained soldiers form the backbone of military forces, often led by seasoned fighters who act as commanders. These fighters are skilled in both the tactics of warfare and the personal combat necessary to lead from the front. They often undergo rigorous training in the use of various weapons and strategies, making them indispensable during times of war.
- **Gladiators and Champions:** In cities where combat is a form of entertainment, such as the arenas of **Dyvers** or the underground fighting pits of **Greyhawk**, fighters earn fame and fortune as gladiators or champions. These fighters are experts in the spectacle of combat, mastering weapons and techniques that dazzle the crowd while defeating their opponents. While some fighters are slaves or indentured to gladiatorial houses, others choose this life to gain fame or to test their skills against the best.

### FIGHTERS AND MILITARY TRADITION

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The history of Greyhawk is filled with wars, skirmishes, and legendary battles, and fighters have always played a key role in shaping the outcome of these conflicts. Whether serving in formal armies or as part of smaller, independent warbands, fighters are the martial backbone of every major conflict in the Flanaess.

**The Greyhawk Wars:** Fighters were integral to the various factions during the **Greyhawk Wars**, serving as generals, captains, and soldiers in the armies of **Furyondy**, **Iuz**, **Nyrond**, and other nations. The brutal campaigns and sieges of this war tested the endurance and skill of fighters, with many gaining renown for their valor and leadership. Veterans of the Greyhawk Wars are often scarred, both physically and emotionally, but they are revered for their experience and strength on the battlefield.

**Knightly Orders and Honor:** Greyhawk is home to several powerful knightly orders that uphold chivalric values and traditions of combat. Fighters who join these orders often undergo rigorous training and adhere to strict codes of honor. The **Knights of the Hart**, for example, serve as protectors of **Furyondy**, **Veluna**, and **Highfolk**, defending their homelands from threats such as Iuz and the forces of evil. Similarly, the **Knights of Holy Shielding** fight to reclaim the Shield Lands from the clutches of the demonic forces of Iuz. Fighters in these orders are known for their loyalty, discipline, and martial skill, and they often serve as paragons of knightly virtue.

**Warfare and Strategy:** Fighters are not just individual warriors but often serve as military tacticians and leaders. The greatest fighters in Greyhawk are masters of battlefield strategy, capable of commanding troops, laying ambushes, and organizing sieges. Many fighters have studied the ancient battle tactics of the **Great Kingdom** or the **Baklunish Horsemen**, adapting these techniques to modern warfare. Fighters who excel in tactics are highly sought after by rulers and warlords, as their strategic insight can turn the tide of a battle.

## REGIONAL FIGHTERS

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The different regions of Greyhawk produce fighters with distinct styles and traditions, shaped by the local environment, culture, and history. A fighter from the frozen wastes of the **Thillonrian Peninsula** will have a vastly different combat approach than one from the cosmopolitan **Free City of Greyhawk**.

- **The Thillonrian Peninsula (Frost, Snow, and Ice Barbarians):** Fighters from the north are hardened by the cold and the constant threat of raids and conflict. These barbarians favor brutal, direct combat, often wielding large axes or spears. Their fighting style reflects the harsh environment, focusing on overwhelming force and endurance. Warriors from the Frost, Snow, and Ice Barbarians are often part of raiding parties or defend their clans from rival tribes.
- **The Bandit Kingdoms:** Fighters in the **Bandit Kingdoms** are often ruthless and pragmatic, living in a land where survival depends on strength, cunning, and brutality. These fighters are experts in guerrilla warfare, hit-and-run tactics, and ambushes. Many fighters from this region are mercenaries or warlords, leading small bands of warriors in constant skirmishes over territory and resources.
- **The Free City of Greyhawk:** Fighters from the **Free City** are diverse and often well-trained in a variety of combat styles. As a hub of trade and culture, the Free City attracts fighters from across the Flanaess, many of whom seek fame or fortune in its arenas or as part of its mercenary guilds. Fighters in the Free City often employ a mix of martial disciplines, and their adaptability makes them dangerous opponents.
- **The Great Kingdom:** Fighters from the **Great Kingdom of Aerdy**, particularly those serving under tyrannical or evil leaders, often excel in rigid military discipline and brutal efficiency. The **Ahlissan** and **North Province** armies are well-drilled, with fighters serving in elite units designed to crush opposition with sheer force. In regions loyal to **Hextor**, the god of war and tyranny, fighters often embody the ruthless, authoritarian tactics of their patron deity.

## FIGHTERS AND MAGIC

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While fighters rely primarily on their martial prowess, many fighters in Greyhawk are exposed to the arcane and divine powers that permeate the world. Some fighters seek to incorporate magic into their combat styles, either by allying with powerful spellcasters or by learning to use magic themselves.

- **Bladesingers and Eldritch Knights:** Fighters in places like **Celene** or **Ulek** may blend swordsmanship with arcane magic. **Bladesingers**, for instance, are highly trained elven warriors who combine grace, agility, and magic in combat, using spells to enhance their martial skills. **Eldritch Knights** are another example of fighters who blend magic and combat, often learning their craft in places like **Greyhawk's Guild of Wizardry** or from arcane mentors.
- **Magic Items and Artifacts:** Many fighters wield powerful magical weapons and armor that enhance their abilities. In regions like the **Great Kingdom** or the ruins of the **Suel Imperium**, ancient magical weapons from bygone eras are coveted by fighters seeking to gain an edge in battle. Some fighters go on quests to recover these lost artifacts, while others commission artificers or wizards to craft new enchanted gear for them.

## FIGHTERS AS ADVENTURERS

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Fighters are natural adventurers, drawn to quests for glory, honor, or wealth. Their martial skills make them indispensable members of adventuring parties, and they are often the first to lead the charge into battle. Whether exploring ancient ruins, defending towns from marauding monsters, or serving as bodyguards for powerful wizards, fighters play a central role in most adventuring groups.

Many fighters in Greyhawk are motivated by a personal code of honor, a desire to test their skills against powerful foes, or a commitment to protect the innocent. Others are driven by more mercenary motives, seeking wealth and fame by taking on dangerous tasks. In places like the **Cairn Hills**, **Bright Desert**, or the **Barrier Peaks**, fighters are often the vanguard of adventurers exploring dangerous and unexplored regions.

## DEITIES OF FIGHTERS

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While fighters don't always have a direct connection to the divine, many follow gods who embody martial values, strength, and war. Some of the most common deities for fighters include:

- **Heironeous:** The god of chivalry, honor, and valor, **Heironeous** is a favorite deity among knights and paladins. Fighters who follow Heironeous often adhere to a strict code of honor and righteousness, fighting in the name of justice and defending the weak.
- **Hextor:** The god of tyranny and war, **Hextor** is worshipped by fighters who seek power through domination and violence. Fighters of Hextor often rise to positions of command in armies where brute force and intimidation are valued.
- **Kord:** The god of strength and battle, **Kord** is revered by fighters who value personal strength and victory in combat. Fighters who worship Kord often seek to prove themselves through feats of strength and prowess on the battlefield.
- **Erythnul:** The god of slaughter, **Erythnul** is followed by fighters who revel in chaos, destruction, and bloodshed. Many fighters who serve as mercenaries or raiders invoke Erythnul before battle, seeking his favor for carnage and conquest.

## RELICBLADE

Relicblades are fighters who have dedicated themselves to mastering ancient magical weapons and artifacts. Skilled in unlocking the full potential of powerful relics, they seek out legendary items from ancient battlefields, forgotten ruins, and mysterious vaults. In Greyhawk, where empires like the Suel Imperium and the Baklunish Empire left behind mighty weapons, Relicblades are highly sought after by kingdoms, mercenary groups, and treasure hunters for their expertise in magical combat. Many serve in powerful organizations like the Knights of the Hart or the Circle of Eight, prized for their ability to unravel the secrets of ancient relics. Others wander the Wild Coast or the Barrier Peaks, hunting lost weapons of power or acting as champions for kingdoms seeking to wield magical might in war. In the war-torn Flanaess, where the power of a single relic can turn the tide of battle, Relicblades are both feared and respected for their mastery of ancient weapons.



### LEVEL 3: RELIC MASTERY

Starting at 3rd level, you learn to unlock the latent power within magical weapons. When you attune to a magical weapon, you can choose to empower it further by expending a short rest to gain additional benefits. While attuned to a magical weapon, you gain the following benefits:

- You add your proficiency bonus to damage rolls made with the weapon.
- Once per turn, when you hit a creature with a weapon attack, you can deal an additional 1d6 force damage.

In addition, you gain proficiency in Arcana or History, reflecting your knowledge of ancient relics and artifacts.

### LEVEL 3: ARCANE PARRY

Also at 3rd level, you can use your connection to a magical weapon to defend yourself against incoming magical attacks. When you are wielding a magical weapon and are the target of a spell attack, you can use your reaction to add your Intelligence modifier (minimum of +1) to your AC against that attack.

### WEAPON CHANNELING

At 7th level, you learn to channel arcane energy through your relic weapon to produce magical effects. When you take the Attack action with a magical weapon, you can choose to replace one of your attacks with a magical effect. Choose one of the following effects:

- **Arcane Strike:** You can channel arcane power into your weapon, dealing an additional 2d6 force damage on your next attack.
- **Arcane Pulse:** You release a wave of energy from your weapon in a 10-foot radius. Each creature within the radius must make a Strength saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier) or be knocked prone.
- **Arcane Shield:** You create a protective shield of energy around yourself or an ally within 30 feet. The target gains temporary hit points equal to your fighter level for 1 minute.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses after a long rest.

### LEVEL 10: RELIC WARD

At 10th level, your mastery of magical relics allows you to protect yourself from harmful magic. When you are hit by a spell or magical effect that forces you to make a saving throw, you can use your reaction to gain advantage on the saving throw.

Additionally, while attuned to a magical weapon, you have resistance to force damage and advantage on saving throws against being charmed or frightened.

### LEVEL 15: AWAKEN THE RELIC

At 15th level, you learn to fully awaken the dormant power within a magical weapon. As an action, you can awaken the relic's full potential for 1 minute. While the weapon is awakened, you gain the following benefits:

- The weapon's attacks score a critical hit on a roll of 19 or 20.
- When you hit with an attack using the weapon, you deal an additional 2d8 force damage.
- You can cast *Dispel Magic* once, targeting a magical effect on yourself or within 30 feet, without expending a spell slot.

Once you use this feature, you cannot do so again until you finish a long rest.

## LEVEL 18: RELIC AVATAR

At 18th level, you become a master of magical relics, capable of wielding their power with unmatched skill. When you are attuned to a magical weapon, you gain the following benefits:

- You can maintain attunement to two magical weapons at the same time.
- When you use your **Awaken the Relic** feature, you can grant the weapon the ability to cast one spell from the following list once: *Teleportation Circle*, *Wall of Force*, *Chain Lightning*, or *Greater Invisibility*. The spell uses your Intelligence modifier for attack rolls and saving throws, and it does not require material components.

Once you use this feature, you cannot do so again until you finish a long rest.

## MONKS

Monks in Greyhawk are unique figures, combining physical mastery, mental discipline, and spiritual devotion in a world dominated by magic, warfare, and intrigue. While not as widespread as fighters or wizards, monks play an essential role in Greyhawk's rich tapestry, often hailing from secluded monasteries, secretive martial orders, or foreign lands with long-standing traditions of asceticism and martial arts. Their unarmed combat styles and disciplined focus on self-perfection set them apart from other warriors, giving them an almost mystical aura in the eyes of the common people.

### MONKS AND THEIR ROLE IN GREYHAWK

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Monks in Greyhawk typically come from secluded or foreign traditions, often located in remote areas such as mountains, hidden monasteries, or small communities where their teachings have been passed down for generations. These monastic orders emphasize the development of both mind and body, with monks focusing on honing their martial skills, meditative practices, and spiritual beliefs.

In a world filled with knights, wizards, and clerics, monks often serve as outsiders or enigmatic figures. They don't seek power through magic or wealth but instead pursue mastery over their own bodies and minds. This makes monks stand out, and they are often viewed with a combination of curiosity and respect.

### ORIGINS AND ORDERS OF MONKS

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Monks in Greyhawk are not tied to a single culture or religious tradition, and they come from various regions with distinct monastic orders, each following its own philosophy and training regimen. Some monastic traditions have deep ties to the ancient past, while others have developed in relative isolation.

- **The Baklunish West:** Monks of Baklunish origin often hail from distant lands, such as the plains and mountains of **Ekbir**, **Tusmit**, and **Zeif**. These monks blend spiritual practices with martial arts, emphasizing inner harmony and control over the body. They are known for their discipline and wisdom, and their philosophy is tied to both ascetic traditions and mysticism. The Baklunish monks often seek balance in all things and train in remote monasteries where they perfect their art away from the chaos of the world.
- **The Scarlet Brotherhood:** The **Scarlet Brotherhood**, a secretive and isolationist group based in the **Tilvanot Peninsula**, is infamous for its martial prowess and its training of monks. These monks are part of the Brotherhood's efforts to achieve racial purity and domination, and they are trained in the deadly arts of stealth, unarmed combat, and mental discipline. The Scarlet Brotherhood's monks are ruthless and efficient, acting as agents of the Brotherhood's political machinations and assassins who eliminate threats to the organization's goals.
- **The Monks of the Vale:** In the secluded valleys and mountains of the **Yatil Mountains** and the **Barrier Peaks**, several monastic traditions have developed, often tied to the **Old Faith** or nature-based spiritualism. These monks are deeply connected to the land and the natural world, viewing their physical training as a way to harmonize with the natural order. They often serve as protectors of sacred places and natural wonders, blending martial arts with druidic philosophies.
- **The Order of the Silent Hand:** In **Furyondy** and **Veluna**, a secretive order known as the **Silent Hand** operates quietly, training monks to serve as both protectors of the faith and as spies. These monks are experts in infiltration, using their mastery of unarmed combat and physical conditioning to act as bodyguards for high-ranking officials or as covert agents gathering information on threats to the realm.

### MONKS AND RELIGION

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Monks in Greyhawk are often tied to spiritual or religious traditions, though not always in the same way as clerics. Instead of directly channeling divine power, monks seek personal enlightenment and mastery through their devotion to philosophical or religious practices. Many monks in Greyhawk follow ascetic traditions that involve strict physical and mental discipline, meditation, and a pursuit of harmony.

- **Xerbo:** The god of the sea, money, and commerce, **Xerbo** is sometimes venerated by monks who seek balance and control over their desires. Monks of Xerbo focus on detachment from material wealth while honing their combat skills to survive in the harsh, often dangerous world of maritime trade.
- **Zuoken:** **Zuoken** is a Baklunish demigod of physical and mental mastery, and many monks in Greyhawk, particularly those from the Baklunish West, revere him as the patron of self-perfection. Monks who follow Zuoken strive to master

their bodies and minds, seeking harmony between the two through rigorous discipline and martial arts. Zuoken's followers often wander the world as ascetics, testing their abilities and spreading his teachings of inner balance and mastery over the self.

- **Cyndor:** The Oeridian god of time, infinity, and continuity, **Cyndor** is sometimes honored by monks who seek to understand the nature of time and existence. Monks who follow Cyndor are often deeply philosophical, seeing their training as a way to understand the eternal flow of time and their place within it.

## MONKS AND WARFARE

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Though often seen as peaceful ascetics, monks in Greyhawk are also highly trained combatants, particularly in unarmed combat and the use of simple weapons like staves, shuriken, and nunchaku. In times of war, monks serve as highly mobile, self-sufficient fighters who can strike with precision and retreat without a trace.

- **The Scarlet Brotherhood:** Monks of the Scarlet Brotherhood are particularly feared for their role in covert operations, assassinations, and sabotage during conflicts. They are trained not only in combat but also in espionage, making them some of the most dangerous enemies in the political struggles of the Flanaess.
- **Mercenaries and Bodyguards:** In places like the **Free City of Greyhawk** or **Dyvers**, monks sometimes hire themselves out as mercenaries or bodyguards. Their ability to fight without weapons and their intense focus make them effective protectors, particularly against magical threats or assassination attempts. Some wealthy merchants or noble houses employ monks to serve as their personal guards, trusting in their discipline and reliability.
- **Warriors of the Wilds:** Monks living in remote regions, such as the **Vesve Forest** or the **Cairn Hills**, often serve as guardians of nature or protectors of ancient sites. These monks are not tied to any specific political faction but instead fight to maintain the balance between civilization and the natural world, protecting sacred groves, mountain sanctuaries, or ancient ruins.

## MONKS AS ADVENTURERS

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Monks in Greyhawk often take up the adventuring life to further their personal goals of self-perfection, protect their monasteries or traditions, or pursue deeper enlightenment through experience. They are frequently drawn to quests that challenge them physically, mentally, or spiritually, seeking out dangerous foes, harsh environments, or ancient wisdom to test their training and grow stronger.

- **Seekers of Enlightenment:** Many monks are driven by a personal quest for enlightenment or mastery, pushing themselves to achieve perfection in body and mind. This often leads them into dangerous situations, such as exploring ancient ruins, battling powerful creatures, or traveling to distant lands to learn from other monastic traditions.
- **Protectors of the Weak:** Some monks see themselves as protectors of the weak and defenseless, using their martial prowess to defend those who cannot defend themselves. These monks often travel from place to place, lending their skills where they are needed most, and many are revered by common folk for their selflessness and discipline.
- **Guardians of Sacred Knowledge:** In regions like the **Bright Desert** or the **Yatil Mountains**, monks often serve as guardians of lost or ancient knowledge, seeking to recover artifacts or preserve forgotten lore. They may adventure to protect this knowledge from falling into the wrong hands or to uncover long-lost secrets that will aid their order.

## MONASTIC TRADITIONS IN GREYHAWK

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Monks in Greyhawk often follow distinct monastic traditions, each with its own philosophy, combat style, and spiritual goals. These traditions are shaped by the regions and cultures from which they originate.

- **Warrior of the Silent Hand:** This tradition, taught in secretive monasteries throughout the Flanaess, focuses on stealth, precision, and the ability to blend into shadows. Monks of this tradition are experts in unarmed combat and infiltration, often serving as spies, assassins, or agents for powerful factions.
- **Warrior of the Iron Path:** In the remote mountains of the **Baklunish West**, this tradition emphasizes the perfection of both body and mind through intense physical discipline and meditation. Monks of the Iron Path are known for their endurance and their ability to fight through extreme pain and exhaustion, making them formidable combatants.
- **Warrior of the Eternal Flame:** Drawing from ancient Suel traditions, monks of the Eternal Flame focus on harnessing inner fire and destructive energy. Their techniques are swift and deadly, and they are often seen as both protectors and avengers, using their power to burn away corruption and evil.

## WARRIOR OF THE IRON PATH

The Warrior of the Iron Path is a monk trained in ancient martial traditions that combine battlefield tactics with supreme physical and mental discipline. These monks are not just martial artists but master tacticians, viewing combat as a series of interconnected moves, much like a grand strategy. Blending hand-to-hand combat with battlefield control, they use their focus and discipline to dominate the flow of battle. Often connected to the warrior traditions of the Great Kingdom or the ancient Baklunish disciplines, monasteries of the Iron Path teach the arts of both soldiering and strategy.



Warriors of the Iron Path serve in elite fighting orders across the Flanaess, acting as battlefield commanders and advisors to rulers. Many train in remote monasteries, such as those in the Barrier Peaks or Lortmil Mountains, where they perfect their blend of monastic discipline and military expertise. Valued as both soldiers and strategists, these monks are indispensable in large-scale warfare for their ability to manipulate combat and lead with precision. Some follow the Baklunish tradition of combining physical mastery with tactics, while others serve knightly orders or offer their skills as mercenaries to those who recognize the power of battlefield control.

### LEVEL 3: IRON FIST TACTICS

At 3rd level, you gain the ability to control the battlefield through strategic movement and powerful strikes. When you make an unarmed strike, you can spend 1 Focus point to impose one of the following effects on the target:

- **Knockback:** The target must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or be pushed back 10 feet.
- **Disrupting Strike:** The target must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or be unable to take reactions until the end of your next turn.
- **Trip Attack:** The target must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or be knocked prone.

In addition, when you use **Step of the Wind**, your jump distance is tripled, allowing you to make tactical leaps across the battlefield.

### LEVEL 6: BATTLEFIELD AWARENESS

At 6th level, your ability to read the battlefield and anticipate your enemies' moves becomes second nature. You gain the following benefits:

- **Tactical Reflexes:** You can use your reaction to impose disadvantage on an attack made by a creature you can see within 30 feet of you, as long as they are attacking someone other than you.
- **Commanding Presence:** As a bonus action, you can spend 2 Focus points to grant one ally within 30 feet advantage on their next attack roll or saving throw.

This awareness makes you a key figure in both controlling enemy movements and protecting your allies in combat.

### LEVEL 11: IRON BODY DISCIPLINE

At 11th level, you have honed your physical body and mental discipline to a razor's edge, allowing you to withstand even the most punishing blows. You can spend 2 Focus points as a reaction when you are hit by an attack to gain resistance to the damage from that attack. Additionally, you cannot be moved against your will while conscious, and you gain advantage on saving throws against being paralyzed, stunned, or knocked prone.

### LEVEL 17: MASTER OF THE BATTLEFIELD

At 17th level, your mastery of battlefield control reaches its peak. You become a dominating presence, moving with unmatched precision and insight. As an action, you can spend 5 Focus points to enter the **Battlefield Mastery** state for 1 minute. While in this state, you gain the following benefits:

- You gain a +2 bonus to AC and advantage on attack rolls.
- When you hit a creature with an unarmed strike, you can immediately force them to move up to 15 feet in a direction of your choice (no saving throw required).
- You can use your reaction on each turn of combat, rather than only once per round.

Once you use this feature, you cannot do so again until you finish a long rest.

# PALADINS

Paladins in Greyhawk serve as shining beacons of virtue, sworn to uphold their oaths in a world where the forces of evil, tyranny, and corruption are ever-present. In the Flanaess, paladins are often members of knightly orders, champions of deities, or wandering protectors of the weak. They embody the ideals of honor, justice, and duty, driven by their faith and sacred oaths to defend the innocent, confront darkness, and act as paragons of their beliefs.

Paladins are most commonly associated with lawful good deities like Heironeous, god of valor, and Rao, god of peace and reason. These deities grant their paladins divine power to smite evil, heal the wounded, and defend the oppressed. However, not all paladins follow the path of righteousness. Some take darker oaths to gods like Hextor, god of war and conquest, or the Old One, Iuz, using their power to enforce tyranny and domination, warping the ideal of duty into something oppressive.

## KNIGHTLY ORDERS AND TRADITIONS

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Paladins in Greyhawk are often members of knightly orders that serve specific gods, causes, or nations. Some of the most prominent orders include:

- **Knights of the Hart (Furyondy, Veluna, Highfolk):** This order serves as defenders of the land against Iuz and his forces, sworn to protect their homelands and uphold justice.
- **Knights of the Watch (Keoland and surrounding regions):** This order is focused on defending the Sheldomar Valley from Baklunish invaders and maintaining order.
- **Knights of Holy Shielding (Shield Lands):** Formed to defend the Shield Lands from the forces of the Horned Society and Iuz, these paladins have suffered heavy losses, but continue to hold the line against evil.
- **Knights of the Hart (Highfolk):** Serving the elven strongholds, they fight alongside rangers and druids to protect the elven forests from the encroaching darkness.

Paladins are also sometimes found as members of wandering knightly orders or serving temples directly as guardians. These paladins are tasked with protecting sacred sites, ancient relics, or carrying out divine missions in service of their deity's cause.

## FAITH AND OATHS

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Paladins in Greyhawk are defined by the oaths they take, which often align with their chosen deity's domains and teachings. Paladins of Heironeous might swear oaths of devotion or protection, focusing on honor, justice, and vanquishing evil. Paladins of Rao, god of peace, might take oaths of redemption, aiming to bring peace and understanding, even to enemies.

In contrast, paladins who follow darker paths might swear oaths of conquest, cruelty, or vengeance, dedicating themselves to the forces of oppression. Paladins of Hextor, god of tyranny, may lead armies in brutal campaigns, seeing themselves as enforcers of order through strength and subjugation. These "anti-paladins" reflect the same commitment and zeal, but serve gods and causes rooted in fear and domination.

## PALADINS AS ADVENTURERS

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While many paladins are tied to knightly orders or temples, some venture out as independent adventurers, following their divine calling wherever it may lead them. These wandering paladins are often driven by personal quests—whether it is to reclaim a lost relic, purge evil from a cursed land, or prove themselves worthy of their deity's favor. In Greyhawk's world of shifting alliances and ever-present danger, paladins often find themselves on the front lines of great conflicts, defending civilization against dark powers, rivaling the forces of Iuz, Vecna, and other notorious villains.

Their combination of martial skill, divine power, and unwavering commitment to their oaths makes paladins in Greyhawk powerful forces for good—or terrifying instruments of tyranny and destruction when they fall into darker paths.

Thank you for the clarification! Here is the updated version of the **\*\*Oath of the Arcane Sentinel\*\*** subclass for paladins, with abilities gained at levels 3, 7, 15, and 20.

## OATH OF THE ARCANE SENTINEL

Paladins who swear the Oath of the Arcane Sentinel are protectors of ancient magical forces, sworn to guard powerful relics, ley lines, and arcane sites from those who would misuse their power. Often connected to deities of magic like Boccob or Wee Jas, these paladins blend martial prowess with a deep understanding of arcane magic, acting as guardians of balance to ensure that magic remains a force for harmony rather than destruction. Their oath ties directly into Greyhawk's rich history of magical sites, forgotten relics, and arcane forces. These paladins are often tasked with guarding significant locations like ancient Suel or Baklunish ruins, ley lines, or the arcane vaults of Greyhawk. As protectors of the magical balance, they play a vital role in a world where magic can shape the fate of nations and realms.



### LEVEL 3: OATH OF THE ARCANE SENTINEL SPELLS

Starting at 3rd level, you gain access to the following spells. These spells are always prepared and don't count against the number of spells you can prepare each day.

- **3rd Level:** *Detect Magic, Shield*
- **5th Level:** *Misty Step, Magic Weapon*
- **9th Level:** *Counterspell, Dispel Magic*
- **13th Level:** *Arcane Eye, Dimension Door*
- **17th Level:** *Wall of Force, Circle of Power*

### LEVEL 3: CHANNEL DIVINITY — ARCANE WARD

At 3rd level, you can use your Channel Divinity to protect yourself or an ally with arcane power, or to disrupt enemy magic. You gain two options for using your Channel Divinity:

- **Arcane Ward:** As an action, you summon a magical shield around yourself or an ally within 30 feet. For 1 minute, the target gains resistance to damage from spells, and when they succeed on a saving throw against a spell, they regain hit points equal to your Charisma modifier (minimum of 1).
- **Disrupt Magic:** As a reaction when a creature within 60 feet casts a spell, you can use your Channel Divinity to disrupt the spell. The caster must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier), or their spell is cast with disadvantage on any attack rolls or saving throws, and its damage is halved.

### LEVEL 7: AURA OF ARCANE INSIGHT

At 7th level, you and friendly creatures within 10 feet of you gain advantage on saving throws against spells and other magical effects.

At 18th level, the range of this aura increases to 30 feet.

### LEVEL 15: ARCANE SMITE

At 15th level, when you cast the *Divine Smite* spell, you can choose to imbue it with raw arcane energy. Instead of dealing radiant damage, your *Divine Smite* deals force damage, and when you hit a creature with it, the target must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the target is unable to become invisible and its movement speed is reduced by 10 feet until the end of your next turn.

### LEVEL 20: ARCANE MASTERY

At 20th level, you have become a true master of arcane protection and disruption. You gain the following benefits:

- **Arcane Immunity:** You are immune to the effects of spells of 5th level or lower.
- **Arcane Absorption:** When you succeed on a saving throw against a spell, you regain hit points equal to half the spell's level.
- **Ward of Protection:** When a creature within 10 feet of you is targeted by a spell, you can use your reaction to impose disadvantage on the spell's attack roll or saving throw, even if you have already used your reaction that turn. Once you use this feature, you cannot use it again until you finish a long rest.

## RANGERS

Rangers in Greyhawk are deeply connected to the wild, often serving as protectors of the untamed wilderness and the delicate balance between civilization and nature. The Flanaess, with its vast forests, towering mountains, and perilous wilderness, is home to many ranger orders and traditions. Rangers serve as skilled hunters, trackers, and scouts, often specializing in combat against the monstrous and dangerous creatures that threaten the natural world.

### DEFENDERS OF THE WILDERNESS

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Rangers in Greyhawk are often found patrolling the wild lands, guarding the borders of civilization from incursions by monstrous forces like orcs, giants, and undead. They frequently serve as the first line of defense against the many dangers that lurk in the untamed regions of the Flanaess, from the rugged hills of Geoff to the haunted Vesve Forest. They are also experts in navigating and surviving these harsh environments, using their skills in tracking, survival, and archery to hunt down threats and protect the land.

Many rangers dedicate themselves to defending the natural world from those who would exploit or destroy it. This includes everything from protecting sacred groves and wildlife to stopping poachers, bandits, and evil forces that seek to defile nature. Some rangers focus on patrolling the borders between human settlements and wild lands, while others venture deep into uncharted territory to root out hidden dangers.

### CULTURAL TRADITIONS

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Different cultures in Greyhawk have their own ranger traditions, many tied to the specific landscapes they inhabit:

- **The Elves of Celene and the Highfolk** are known for producing highly skilled rangers who blend stealth, archery, and druidic magic to protect their woodland realms. These rangers often serve as scouts and skirmishers, using the forests to their advantage in warfare.
- **The Rangers of the Gnarley Forest** are a semi-organized group of human, half-elf, and elf rangers who protect the ancient Gnarley Forest from threats like humanoid raiders, fell beasts, and marauding bandits.
- **The Rovers of the Barrens**, a nomadic human culture, produce rangers skilled in surviving in harsh and dangerous landscapes. These rangers are experts in hunting, scouting, and defending their people against the threats that plague their northern homeland, such as the forces of Iuz.
- **The Ulek States and Furyondy** also boast strong ranger traditions, where these warriors help guard their borders and wilderness areas against monstrous incursions from the Pomarj, the Underdark, and Iuz's forces.

### ALIGNMENT WITH DEITIES

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Rangers often serve or are inspired by nature gods like **Ehlonna**, goddess of forests and fertility, or **Obad-Hai**, god of nature and balance. These deities reflect the ranger's deep connection to the natural world and their desire to maintain the balance between life and death, growth and decay. Rangers may also follow **Trithereon**, god of freedom and retribution, who values protecting the weak and delivering swift justice to those who would harm others.

### RANGERS AS ADVENTURERS

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Rangers in Greyhawk are often called upon to assist adventuring parties with their vast knowledge of survival, nature, and combat. Their skills in tracking, hunting, and navigating wilderness environments make them invaluable in quests that involve venturing into dangerous, uncharted territories. Many rangers are driven by personal quests or causes, such as reclaiming a lost homeland, defending an endangered species, or avenging wrongs done to nature. In the war-torn Flanaess, where dark forces like Iuz, Vecna, and the Scarlet Brotherhood pose constant threats, rangers play a vital role in standing as the guardians of the wilds, ensuring that evil cannot spread unchecked through the wilderness.

### RANGERS AND ORGANIZATIONS

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Rangers often align with organizations dedicated to the protection of the land. Some might join the **Knights of the Hart** in Veluna, Furyondy, or Highfolk, acting as scouts and wilderness guides. Others could become members of the **Circle of Eight**, working with wizards and other protectors of Oerth to stop magical and natural disasters from tearing apart the land. Rangers may also find themselves working with the **Wardens of the Gnarley Forest**, the **Yeomanry League**, or other regional ranger groups that focus on defending key areas from monstrous invasions or exploitation.

## FANG OF THE WILD HUNT

The Fang of the Wild Hunt is a ranger who embodies the raw, feral power of nature, channeling the primal forces of the wilderness. Connected to an ancient, mystical hunt led by ghostly beasts and primal spirits, these rangers gain the instincts and ferocity of wild predators. In Greyhawk, they serve as formidable protectors of the wild, often acting as wardens of ancient forests and untamed regions like the Gnarley Forest or the Vesve Forest. These rangers track elusive prey, guard sacred places, and become one with the beasts they seek. The Wild Hunt is a mythical force in Greyhawk's lore, and those who follow this path tap into the primal energy of nature's fiercest predators, hunting down those who would defile the land.



### LEVEL 3: HUNTER'S ASPECT

Starting at 3rd level, you can channel the power of primal beasts to enhance your abilities. As a bonus action, you can adopt one of the following aspects of nature for 1 minute. You can switch aspects during the duration by using another bonus action:

- **Aspect of the Wolf:** You gain advantage on Wisdom (Perception) and Wisdom (Survival) checks related to tracking or detecting creatures, and your walking speed increases by 10 feet.
- **Aspect of the Bear:** You gain temporary hit points equal to your ranger level + your Wisdom modifier, and you have advantage on Strength checks and saving throws.
- **Aspect of the Falcon:** You gain advantage on attack rolls made with ranged weapons, and your vision extends into magical and non-magical darkness up to 60 feet.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses after a long rest.

### LEVEL 3: WILD HUNT MAGIC

Your connection to the primal forces of nature grants you access to additional spells at certain ranger levels. These spells are always prepared and don't count against the number of spells you can prepare each day.

- **3rd Level:** *Beast Bond*, *Entangle*
- **5th Level:** *Locate Animals or Plants*, *Enhance Ability*
- **9th Level:** *Conjure Animals*, *Haste*
- **13th Level:** *Freedom of Movement*, *Guardian of Nature*
- **17th Level:** *Commune with Nature*, *Tree Stride*

### LEVEL 7: FERAL STRIKE

At 7th level, you can strike with the ferocity of a wild beast. When you hit a creature with a melee weapon attack, you can channel primal energy to deal an additional 1d6 damage. The type of damage depends on your chosen aspect:

- **Aspect of the Wolf:** Slashing damage, as your strikes emulate the rending claws of a predator.
- **Aspect of the Bear:** Bludgeoning damage, representing the crushing force of a bear's might.
- **Aspect of the Falcon:** Piercing damage, mirroring the sharp talons of a hunting bird.

Additionally, while in the **Aspect of the Wolf**, your melee attacks deal an additional 1d4 damage during the effect's duration.

### LEVEL 11: SAVAGE TRANSFORMATION

At 11th level, you can briefly transform into a primal, bestial form. As a bonus action, you can enter a **Savage Transformation** for 1 minute. While transformed, you gain the following benefits:

- Your unarmed strikes deal 1d8 slashing or piercing damage (your choice) and count as magical for overcoming resistance.
- You gain resistance to bludgeoning, piercing, and slashing damage.
- You gain advantage on Wisdom (Perception) checks to detect creatures within 60 feet.

You can use this feature once per long rest.

### LEVEL 15: ALPHA OF THE HUNT

At 15th level, you become the leader of the Wild Hunt, gaining powerful benefits while using your **Hunter's Aspect**:

- **Aspect of the Wolf:** Allies within 10 feet of you gain advantage on attack rolls against creatures you have damaged this turn with a melee attack.

- **Aspect of the Bear:** You can use your reaction to impose disadvantage on an attack made against an ally within 10 feet of you.
- **Aspect of the Falcon:** You can make ranged weapon attacks without disadvantage against creatures beyond your weapon's normal range. Additionally, when you score a critical hit with a ranged weapon attack, you deal an additional 1d8 damage of the weapon's type.

Once per short or long rest, you can also activate **Savage Transformation** without expending its use.

## ROGUES

Rogues in Greyhawk are deeply entwined with the world's politics, intrigue, and shadowy dealings. The Flanaess, with its patchwork of kingdoms, independent city-states, and constantly shifting alliances, provides ample opportunities for rogues to thrive. Whether they serve as spies, thieves, assassins, or scouts, rogues play crucial roles in Greyhawk's complex and often dangerous landscape.

### MASTERS OF INTRIGUE AND SUBTERFUGE

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Rogues are often associated with the world of intrigue, serving as spies or agents for noble houses, governments, or secret societies. In places like the **Free City of Greyhawk**, where the lines between law and crime are frequently blurred, rogues serve as vital players in the city's many clandestine organizations. Rogues might be found working for the **Guild of Thieves**, one of the city's most powerful factions, or for influential merchants, providing them with information, protection, or blackmail.

In the major cities of Greyhawk, such as **Dyvers**, **Hardby**, and **Rel Astra**, rogues operate in the shadows as professional criminals, pickpockets, and burglars. Some serve as private agents for the wealthiest elites, hired to steal secrets or sabotage political rivals. Other rogues, less tied to the law, are common in the **Bandit Kingdoms**, where they roam freely, looting and plundering.

### POLITICAL ASSASSINS AND SPIES

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In Greyhawk's politically charged environment, rogues often serve as skilled spies or assassins for rulers, powerful guilds, and shadowy organizations. Spies infiltrate enemy territories, steal important documents, and manipulate information to their advantage. Assassins, meanwhile, are hired to carry out missions of covert murder, eliminating political rivals or destabilizing governments. Cities like **Greyhawk** and **Irongate** are rife with intrigue, and in such places, the rogue's talents are often the most valued commodities.

In more lawless regions, like the **Pomarj** or the **Wild Coast**, rogues might serve as enforcers for warlords or criminal syndicates, operating with impunity to advance their employer's interests. Rogues working for **Iuz** or other dark powers use their stealth, poison, and subterfuge to undermine enemy nations and spread terror.

### ROGUES AND ADVENTURING

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Beyond urban settings, rogues are invaluable members of adventuring parties. Their ability to disarm traps, pick locks, and navigate hidden dangers makes them essential when exploring ancient ruins, dungeons, or tombs. In Greyhawk, where ancient Suel and Baklunish relics and buried magical treasures are scattered across the land, rogues are particularly suited to the life of a treasure hunter.

Rogues can be found in places like the **Cairn Hills** or the **Barrier Peaks**, exploring old tombs and dangerous ruins in search of powerful artifacts. They often lead adventuring expeditions, using their knowledge of traps, ancient codes, and hidden passageways to guide their companions to great rewards or protect them from deadly threats.

### ROGUES AS PART OF GREYHAWK'S GUILDS

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Rogues are often part of powerful guilds or secretive organizations. In the **Free City of Greyhawk**, the **Guild of Thieves** is one of the city's most influential groups, and many rogues either belong to the guild or run afoul of it at some point. The guild is responsible for much of the city's criminal activity, including smuggling, burglary, and espionage. Membership in such organizations grants rogues a certain level of protection and resources, but it also binds them to the guild's strict hierarchy and rules.

Similarly, the **Guild of Assassins** in Greyhawk, once led by the infamous **Guildmaster Turin Deathstalker**, is feared throughout the Flanaess for its ruthlessness and deadly efficiency. Assassins from the guild are hired by nobles, crime lords, and other powerful figures to carry out highly secretive and dangerous missions. Rogues who belong to such a guild must be skilled not only in killing but in covering their tracks and avoiding the law.

## ROGUE ARCHETYPES AND GREYHAWK

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Rogues in Greyhawk can be of many archetypes, with different specialties based on their region, culture, or background:

- **Thieves:** Rogues focused on stealth, lock-picking, and treasure hunting are common in the ruins of the **Suel Imperium** and **Baklunish Empire**, as well as in city-state enclaves like **Greyhawk** or **Dyvers**.
- **Assassins:** Assassins in Greyhawk are elite killers, often working in the shadows of political conflicts. They might serve deities like **Nerull**, god of death, or **Erythnul**, god of slaughter, embracing death as a form of power.
- **Arcane Tricksters:** These rogues blend magic and thievery, often found in places like **Rel Astra**, where arcane knowledge is highly prized. They use illusion and enchantment spells to manipulate their environment and escape from tricky situations.
- **Scouts:** In the wilderness regions, rogues may serve as scouts, using their abilities to guide armies, track enemies, and gather intelligence. Scouts might work for the forces of **Furyondy** or the **Knights of the Hart**, patrolling borders and keeping their lands safe.

## GREYHAWK DEITIES AND ROGUES

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Rogues often worship deities tied to stealth, trickery, and deceit. **Olidammara**, the god of thieves and revelry, is a common patron for rogues, celebrating both trickery and the joy of freedom. Followers of Olidammara are known for their love of games, pranks, and cons, often working as bards, entertainers, or thieves.

Other rogues might follow **Nerull**, god of death, especially those specializing in assassination. These rogues see death as the ultimate fate and become instruments of Nerull's will, ending lives with precision. **Rudd**, the goddess of luck and skill, is also a popular choice among rogues, who rely on both talent and fortune to survive in their dangerous profession.

## VEILED HAND

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The **Veiled Hand** is a rogue who specializes in manipulation, deception, and working from the shadows to influence outcomes without being detected. As master infiltrators and manipulators of the Flanaess, they excel in intrigue and misdirection, whether acting as spies, double agents, or political assassins. In the **Free City of Greyhawk**, members of the Veiled Hand are key players in the clandestine battles for power and influence, often serving the **Guild of Thieves** or working for powerful merchants and politicians. Across the Flanaess, they may also serve darker powers, such as **Iuz**, infiltrating enemy cities and destabilizing governments from within. With their deep understanding of subterfuge and espionage, Veiled Hand rogues are crucial players in Greyhawk's underworld and political landscape. Whether manipulating a noble house in **Nyrond**, infiltrating the courts of **Furyondy**, or disrupting the mercenary lords of the **Bandit Kingdoms**, these rogues are feared for their ability to control events without ever being seen.



### LEVEL 3: CLOAK OF DECEPTION

Starting at 3rd level, you can use your action to create a veil of illusion and shadow that cloaks your identity. You can change your appearance, clothing, and voice to appear as another person you have seen before, or create a new identity entirely. This illusion lasts for 1 hour, or until you dismiss it as a bonus action. While the illusion is active, you have advantage on Charisma (Deception) and Charisma (Persuasion) checks made to convince others that you are your assumed identity.

Additionally, once per long rest, you can use this ability to mask your entire presence for 10 minutes, becoming invisible to creatures with a passive Perception lower than your Stealth check.

### LEVEL 3: WHISPERED SECRETS

Also at 3rd level, you become an expert in uncovering secrets and gathering information. You can use an action to listen in on whispered conversations or read lips from a distance of up to 60 feet. You can maintain this focus for 10 minutes, during which time you can eavesdrop on conversations as if you were standing next to the speaker.

You gain proficiency in the Insight skill, and if you are already proficient, you gain expertise, allowing you to double your proficiency bonus when making Insight checks.

### LEVEL 9: MISDIRECTION

At 9th level, you can use your cunning to turn the attention of your enemies onto others. When you are targeted by an attack while an ally is within 5 feet of you, you can use your reaction to force the attacker to target that ally instead. If the attack hits, the damage is reduced by your rogue level.

Additionally, you can use your reaction to avoid an area-of-effect spell or ability (such as *Fireball* or a dragon's breath attack), moving into a space within 10 feet of you. This movement does not provoke opportunity attacks.

### LEVEL 13: VEIL OF THE HIDDEN HAND

At 13th level, your skills in illusion and deception are unmatched. You gain the ability to cast *\*Greater Invisibility\** on yourself without expending a spell slot or material components. Once you use this feature, you cannot do so again until you finish a long rest.

In addition, when you use your **Cloak of Deception** feature to create an illusion, the effect now lasts for 24 hours, allowing you to maintain the illusion for an extended period as long as you do not take damage or dismiss it.

### LEVEL 17: MASTER OF MANIPULATION

At 17th level, you become a true master of manipulation, capable of controlling not only perceptions but also minds. As an action, you can force a creature within 30 feet of you to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature is charmed by you for 1 minute, and during that time, you can subtly plant suggestions or alter their perceptions of reality. The charm effect breaks if you or your allies damage the creature.

In addition, once per long rest, you can use this ability to rewrite the memory of a creature for the past 10 minutes, making them forget any actions you or your allies took during that time.

## SORCERERS

Sorcerers in Greyhawk are unique among spellcasters, as their innate magical abilities set them apart from wizards who meticulously study the arcane arts or clerics who draw power from divine sources. Sorcerers are born with magic in their blood, and this magic often manifests due to their extraordinary heritage, exposure to arcane energies, or mysterious ties to ancient forces. In the Flanaess, where magical history runs deep and powerful arcane entities have left their mark on the world, sorcerers play a significant role in shaping the events and politics of the land.

### ARCANE BLOODLINES AND ANCIENT POWER

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Many sorcerers in Greyhawk trace their magical abilities to powerful ancient beings or events that altered their ancestry. Their bloodlines are often linked to legendary forces such as dragons, elementals, demons, or even the remnants of forgotten civilizations like the **Suel Imperium** or the **Baklunish Empire**, both of which wielded incredible magic before their downfall. A sorcerer might discover that their powers stem from a dragon ancestor that once ruled the lands, or perhaps from a Suel mage who manipulated dangerous forces during the **Rain of Colorless Fire**.

Some sorcerers are born with magic due to the lingering effects of ancient magical cataclysms, such as the **Invoked Devastation**, that warped their ancestors or their environment. These sorcerers are often feared or revered depending on how their community views their connection to these arcane legacies.

### WILD MAGIC AND CHAOS

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In a world as volatile and conflict-ridden as Greyhawk, sorcerers who tap into wild magic can become both a blessing and a curse. Wild magic sorcerers often draw upon chaotic forces that others cannot control, manifesting in random and unpredictable effects when they cast spells. These sorcerers might be viewed with suspicion, especially in more structured societies like **Furyondy** or **Nyrond**, where controlled magical study is valued. However, in more chaotic regions, such as the **Bandit Kingdoms** or the **Pomarj**, wild magic sorcerers might be celebrated for their destructive potential.

Wild magic sorcerers can often trace their powers to unpredictable events in their past, perhaps exposure to raw magical energy or a curse that altered their nature. Their power may be revered by some, but feared by others due to the inherent dangers in their uncontrolled abilities.

### SORCERERS AND MAGICAL LINEAGES

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Dragons, fey, celestial beings, and demons have long played a part in Greyhawk's history, and their influence continues through sorcerers who carry their bloodlines. **Draconic Bloodline** sorcerers, for example, are highly respected in regions where dragons are seen as powerful and majestic creatures, such as in the **Ulek States** or **Celene**. A sorcerer with dragon blood may even be seen as a natural leader, capable of wielding raw, uncontainable power. On the other hand, in places like **Sterich** or the **Great Kingdom**, where dragons have ravaged the land, these sorcerers might be hunted or mistrusted.

Sorcerers with **Fiendish** or **Celestial bloodlines** can also be found across Greyhawk. Celestial-touched sorcerers may act as champions of good in places like **Veluna** or **Furyondy**, battling the forces of evil. Fiend-touched sorcerers, on the other hand, may be drawn into darker pacts, willingly or unwillingly, serving sinister forces or constantly fighting against their infernal heritage.

## SORCERERS IN POLITICS AND SOCIETY

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In the cities and courts of Greyhawk, sorcerers often find themselves in positions of both power and suspicion. Their innate magical abilities, which manifest without formal training, can either grant them high status or draw jealousy and fear. In the **Free City of Greyhawk**, sorcerers may work as advisors, court mages, or enforcers for powerful guilds or nobles. They might be valued for their raw magical power and their unpredictable nature, which can be used to gain political advantage.

However, in more conservative regions like **Keoland**, where magical study is formalized and respected, sorcerers may face prejudice for their lack of formal training and control. They could be viewed as dangerous anomalies, magical rogues who threaten the established order of carefully studied magic.

## SORCERERS AS ADVENTURERS

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Sorcerers in Greyhawk often take to adventuring to discover the origins of their power or to better control it. Many are driven by a need to understand where their magic comes from, especially if they are unaware of their lineage or how their powers manifest. Others may seek ancient artifacts or lost magical secrets to strengthen their abilities or control their unpredictable magic.

Sorcerers often venture into places like the **Cairn Hills**, searching for relics of the **Suel Imperium**, or into the **Barrier Peaks**, where they might encounter strange magical phenomena that resonate with their own abilities. In the **Bright Desert**, they may search for the remnants of powerful magical empires that fell long ago, hoping to find answers to their own mysteries.

## SORCERERS AND DEITIES

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Sorcerers in Greyhawk may have complex relationships with the gods. While they do not derive their powers from deities like clerics do, some sorcerers find themselves drawn to specific deities based on their magical heritage or the forces they embody. Sorcerers who favor the chaotic nature of their magic may worship **Olidammara**, god of revelry and trickery, while those with dragon blood may venerate **Bahamut** or **Tiamat**.

Sorcerers tied to fiendish or celestial bloodlines might find themselves devoted to, or in conflict with, gods like **Nerull**, **Heironeous**, or **Hextor**, depending on whether they embrace or reject their darker powers. Meanwhile, wild magic sorcerers often turn to **Ehlonna** or **Obad-Hai**, seeking balance with nature's chaotic forces.

## OERTH SORCERY

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Sorcerers of **Oerth Sorcery** are born with an inherent connection to the primal magical energies that flow through Oerth, drawing power from the very earth beneath their feet and tapping into ley lines and ancient magic that has shaped Greyhawk's history for millennia. Whether descended from ancient spellcasters of the Flan or exposed to the arcane forces of mystical sites, these sorcerers wield the raw, elemental power of the earth itself. Their bond with ley lines and the primal forces of the land marks them as both guardians and explorers of Greyhawk's most mystical locations, such as the **Bright Desert**, the **Cairn Hills**, or the **Barrier Peaks**. Revered or feared depending on how their powers manifest, they are deeply tied to Greyhawk's ancient civilizations and long-lost magic, shaping their magic to echo the strength and endurance of the land.



### LEVEL 3: OERTH SORCERY BONUS SPELLS

At 3rd level, you gain access to the following additional spells. These spells are always prepared and don't count against the number of spells you can prepare each day.

- **3rd Level:** *Earth Tremor*, *Shield*, *Maximilian's Earthen Grasp*, *Spike Growth*
- **5th Level:** *Erupting Earth*, *Meld into Stone*
- **7th Level:** *Stone Shape*, *Elemental Bane*
- **9th Level:** *Wall of Stone*, *Transmute Rock*

### LEVEL 3: EARTHSPEAKER'S ATTUNEMENT

At 3rd level, your connection to Oerth's primal magic grants you heightened awareness of the earth beneath your feet and the ancient magic that flows through it. You gain tremorsense out to a range of 30 feet, allowing you to detect the movement of creatures and objects through the ground as long as you and the target are both in contact with the same surface.

Additionally, you gain advantage on Wisdom (Survival) and Intelligence (Arcana) checks related to ley lines, magical locations, and ancient ruins. When standing on natural earth or stone, you can cast *Detect Magic* at will without expending a spell slot.

## LEVEL 6: OERTHBLOOD CHANNELING

At 6th level, you learn to channel the raw, primal energy of Oerth into your spells, empowering them with the elemental force of the world. When you cast a spell that deals acid, cold, fire, lightning, or thunder damage, you can choose to have the spell instead deal **force** damage, as you channel the earth's power into your magic. Additionally, when you deal damage with a spell using this feature, you can cause the ground in a 10-foot radius around you to tremble violently, causing creatures within the area to make a Dexterity saving throw against your spell save DC or be knocked prone.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses after a long rest.

## LEVEL 14: LEYLINE CONDUIT

At 14th level, your mastery of Oerth's magic allows you to harness the power of ley lines. Once per long rest, you can attune yourself to a ley line or other source of raw magic within a 1-mile radius. For 10 minutes, you draw additional power from this source, gaining the following benefits:

- Your spell attacks score a critical hit on a roll of 19 or 20.
- When you roll damage for a spell, you can reroll any 1s and 2s, but you must take the new rolls.
- You have resistance to nonmagical bludgeoning, piercing, and slashing damage.

Additionally, you can sense the location of ley lines or other magical hotspots within 1 mile of you while this feature is active.

## LEVEL 18: OERTH'S WRATH

At 18th level, you can unleash the full might of Oerth's primal power in a cataclysmic burst of elemental force. As an action, you cause the ground to erupt in a 60-foot radius centered on you. The area becomes difficult terrain, and each creature of your choice in the area must make a Constitution saving throw against your spell save DC. On a failed save, a creature takes 10d10 bludgeoning damage and is restrained as the earth rises up to trap them. On a successful save, a creature takes half damage and isn't restrained.

While restrained by this effect, a creature can use its action to make a Strength check against your spell save DC, freeing itself on a success. The area remains difficult terrain for 1 minute as the earth continues to shift and tremble.

Once you use this feature, you cannot use it again until you finish a long rest.

# WARLOCKS

Warlocks in Greyhawk are powerful individuals who have formed pacts with otherworldly beings in exchange for magical power. While wizards and clerics in the world of Greyhawk gain their abilities through intense study or devotion to deities, warlocks tap into a more dangerous and direct source of magic. These pacts are made with a wide variety of beings—fiends, fey, eldritch entities, or even powerful celestial figures—that have their own mysterious and often dangerous agendas. Warlocks, because of the nature of their pacts, often walk a fine line between being respected for their power and being feared for the dangerous forces they consort with.

## THE NATURE OF WARLOCK PACTS IN GREYHAWK

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In Greyhawk, the nature of a warlock's pact is often tied to the specific powers and entities that shape the world's history and influence. Some of these beings are gods or powerful extraplanar entities, while others are ancient, arcane beings that have left their mark on Greyhawk's ancient empires and mystical places. Warlocks in Greyhawk might be bound to these powers through ancient bloodlines, cursed deals, or bargains made in pursuit of forbidden knowledge.

Warlocks are known to seek power from various sources, such as:

- **Fiendish Patrons:** Warlocks in the service of fiends often have ties to the forces of **Iuz**, **Zuggtmoy**, or other dark powers. These patrons demand loyalty in exchange for the power to control and corrupt, drawing warlocks into dangerous and often malevolent missions. Warlocks serving **Iuz the Old**, for example, might act as agents of his will, spreading his influence and terror across the Flanaess. Meanwhile, fiendish warlocks can also be bound to greater devils or demons lurking within the Abyss or Nine Hells.
- **Fey Patrons:** Warlocks who have struck pacts with fey often come from regions close to fey-controlled areas, such as the elven lands of **Celene** or the **Vesve Forest**. These warlocks serve archfey who represent the unpredictable and often dangerous forces of nature, weaving magic that reflects the whimsical, chaotic, and sometimes cruel nature of their patrons. Such warlocks often find themselves playing a role in fey politics, drawn into long-standing rivalries and ancient disputes between powerful fey courts.

- **Great Old One Patrons:** Warlocks who serve **Great Old Ones** in Greyhawk may find themselves drawn to ancient places where reality is thin and strange entities can reach into the material plane. Warlocks might encounter these beings in places like the **Barrier Peaks**, where alien forces lurk, or the **Sea of Dust**, where ancient powers stir. Great Old One patrons, such as **Tharizdun**, god of entropy and madness, or other eldritch beings, demand that their warlocks spread madness and chaos throughout the land, as they work to unshackle their incomprehensible power.
- **Celestial Patrons:** Not all warlocks in Greyhawk serve dark or twisted patrons. Some form pacts with powerful celestial beings, such as emissaries of **Rao**, god of peace, or **Heironeous**, god of chivalry. These warlocks wield radiant power in the service of good, acting as divine agents in their own right. In a world filled with conflict and corruption, celestial warlocks often find themselves as champions of righteousness, struggling to maintain their balance between mortal ambition and the expectations of their heavenly patrons.
- **Hexblade Patrons:** Warlocks who follow the path of the **Hexblade** may have pacts with sentient weapons or powerful cursed items tied to Greyhawk's ancient history. Such warlocks are often found near sites of old battles, such as the **Great Kingdom**, where magical weapons used in war still hold the spirits of their creators or wielders. These warlocks channel the power of the weapons they are bound to, becoming deadly agents of destruction.

## WARLOCKS AND ANCIENT POWERS

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Warlocks in Greyhawk often form their pacts with ancient, forgotten beings that have left a lasting impact on the world. These entities may not be gods in the traditional sense, but they wield tremendous power and influence over specific areas or forces.

- **Tharizdun, the Chained God:** Tharizdun is a chaotic evil entity associated with madness and entropy. Warlocks who serve Tharizdun are rare and extremely dangerous, often working to sow chaos and destruction in the name of their insane patron. These warlocks are drawn to the fringes of society, often hiding their true nature while working toward dark and incomprehensible goals. They may be found near ancient temples dedicated to Tharizdun or in places where reality itself seems to break down.
- **Vecna, the Whispered One:** Warlocks with ties to Vecna are often drawn to forbidden knowledge and the secrets of undeath. Vecna, the arch-lich who ascended to godhood, has a long history of manipulating mortals through his dark gifts, offering his warlocks powers over death and necromancy. Such warlocks are often feared as dangerous necromancers, working to spread Vecna's influence while pursuing their own quest for immortality.
- **The Elder Elemental Eye:** Warlocks may also be drawn into the service of the Elder Elemental Eye, a mysterious and malevolent force tied to elemental chaos. These warlocks often find themselves tied to ancient elemental cults, such as those worshipping **Imix**, the Prince of Elemental Fire, or **Olhydra**, the Princess of Elemental Water. They serve as agents of elemental destruction, wielding the chaotic forces of fire, water, earth, and air.

## WARLOCKS IN GREYHAWK SOCIETY

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In Greyhawk, warlocks occupy a unique position. Some are revered for their raw power, while others are feared for the nature of their pacts. In more civilized areas like the **Free City of Greyhawk**, warlocks may rise to positions of power within guilds or courts, using their magical abilities to influence politics or gain wealth. However, the dark nature of some pacts can make warlocks mistrusted in lawful regions like **Furyondy** or **Veluna**, where their connections to fiends or dark gods are seen as dangerous and heretical.

Warlocks often find themselves drawn to the fringes of society, where their strange powers can be used without as much scrutiny. In places like the **Bandit Kingdoms**, **Pomarj**, or the **Wild Coast**, warlocks can thrive, using their powers to control criminal organizations, mercenary bands, or even small cults dedicated to their patrons.

## WARLOCKS AS ADVENTURERS

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Warlocks in Greyhawk often take up adventuring either as a way to serve their patron's goals or to break free from their pact's influence. The search for ancient relics, forbidden tomes, or powerful magic draws them to places like the **Cairn Hills**, the **Bright Desert**, and the **Amedio Jungle**, where they might uncover lost knowledge and further their patrons' agendas. Some warlocks are bound to quests set by their patrons, pushing them toward objectives that are mysterious even to the warlock themselves. Others hope to escape the influence of their patron by finding an artifact or weapon strong enough to break their pact.

Warlocks' innate abilities to manipulate magic, combined with their unique pacts, make them valuable to adventuring parties. Their knowledge of forbidden lore, ability to commune with powerful entities, and use of invocations and eldritch blasts give them versatile roles in any adventuring group.

## PACT OF THE ELDER ELEMENTAL EYE

The **Elder Elemental Eye** is an ancient, malevolent force connected to the elemental planes and the primordial chaos that existed before the world was fully formed. Warlocks who forge a pact with this entity gain access to elemental powers, channeling raw energy from fire, water, earth, and air to cause widespread destruction and disrupt the natural order. These warlocks are often drawn to ancient sites of elemental power, such as the **Temple of Elemental Evil** or the ruins of the **Suel Imperium**, where they become agents of chaos, sowing disorder wherever they go. Some join elemental cults, working to summon the Princes of Elemental Evil, while others act independently to further their patron's inscrutable goals. Revered as prophets or feared as harbingers of destruction, warlocks of the Elder Elemental Eye are inextricably tied to the primal forces that shaped Oerth.



### LEVEL 3: ELEMENTAL EYE SPELLS

At 3rd level, the Elder Elemental Eye lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

**3rd Level:** *Thunderwave, Burning Hands, Shatter, Misty Step*

**5th Level:** *Erupting Earth, Sleet Storm*

**7th Level:** *Conjure Minor Elementals, Control Water*

**9th Level:** *Wall of Stone, Immolation*

### LEVEL 3: ELEMENTAL AFFINITY

Starting at 3rd level, you gain the ability to channel the raw power of the elements. Choose one of the following elements—**Fire**, **Water**, **Earth**, or **Air**—to attune to. Once per short rest, you can use a bonus action to surround yourself with the energy of your chosen element for 1 minute, gaining the following benefits:

- **Fire:** You become wreathed in flames. Creatures that hit you with a melee attack take fire damage equal to your Charisma modifier, and when you deal fire damage with a spell, you can add your Charisma modifier to the damage dealt.
- **Water:** You become fluid and elusive. You gain temporary hit points equal to twice your Charisma modifier at the start of each of your turns, and you gain a swimming speed equal to your walking speed.
- **Earth:** Your skin hardens like stone. You gain a +2 bonus to AC, and your movement speed is reduced by 10 feet while this feature is active.
- **Air:** You move like the wind. You gain advantage on Dexterity saving throws, and your movement speed increases by 10 feet.

You can change your elemental affinity after a long rest, representing the shifting nature of your connection to the Elder Elemental Eye.

### LEVEL 6: ELEMENTAL FURY

At 6th level, you can channel the destructive force of your elemental patron into your attacks. When you hit a creature with an attack (including your Eldritch Blast), you can infuse the attack with elemental energy. The attack deals an extra 1d6 damage of the type associated with your current elemental affinity:

- **Fire:** Fire damage
- **Water:** Cold damage
- **Earth:** Bludgeoning damage
- **Air:** Lightning damage

Additionally, when you use this feature, you can cause the terrain within a 10-foot radius around you to become difficult terrain for 1 minute. Each creature of your choice in that area must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be knocked prone. Once you use this feature, you cannot use it again until you finish a short or long rest.

### LEVEL 10: ELEMENTAL SHIELD

At 10th level, your connection to the Elder Elemental Eye allows you to manifest an elemental shield to protect you. As a reaction when you take damage, you can conjure a shield of elemental energy corresponding to your current affinity:

- **Fire:** Creatures that hit you with a melee attack take fire damage equal to half the damage you took.
- **Water:** You reduce the damage taken by an amount equal to your warlock level + your Charisma modifier.
- **Earth:** You gain temporary hit points equal to half the damage you took, which last until the end of your next turn.
- **Air:** You can immediately move up to 30 feet without provoking opportunity attacks.

Once you use this feature, you cannot use it again until you finish a long rest.

## LEVEL 14: EYE OF ELEMENTAL CATAclysm

At 14th level, you can unleash the full destructive power of the Elder Elemental Eye. As an action, you can summon a devastating elemental storm in a 30-foot radius centered on a point you can see within 120 feet. The storm reflects the element you are currently attuned to:

- **Fire:** A fiery inferno erupts, causing all creatures in the area to make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or take 8d8 fire damage, or half as much on a success.
- **Water:** A torrent of freezing water floods the area. Creatures must make a Strength saving throw or take 8d8 cold damage and be knocked prone. On a success, they take half damage and are not knocked prone.
- **Earth:** The ground erupts with violent tremors. Creatures must make a Constitution saving throw or take 8d8 bludgeoning damage and be restrained by the shifting earth. On a success, they take half damage and are not restrained.
- **Air:** A howling windstorm forms, forcing creatures to make a Constitution saving throw or take 8d8 lightning damage and be pushed 30 feet away from the storm's center. On a success, they take half damage and are not pushed.

Once you use this feature, you can't use it again until you finish a long rest.

## WIZARDS

Wizards in Greyhawk are the ultimate scholars and practitioners of arcane magic, and their role is deeply intertwined with the history, politics, and cultures of the world. Greyhawk, as a setting, has a long and rich history of powerful wizards, arcane institutions, and magical discoveries. Wizards in the Flanaess are often seen as the keepers of forgotten knowledge, guardians of magical secrets, or political players with influence that rivals kings and generals. The pursuit of arcane power in Greyhawk has shaped the rise and fall of empires, and wizards continue to play pivotal roles in the ongoing conflicts and discoveries across the world.

### THE ARCANES TRADITION IN GREYHAWK

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The study of magic in Greyhawk is ancient, going back to the days of the **Suel Imperium** and the **Baklunish Empire**, both of which used powerful arcane magic to fuel their dominance. Wizards today often delve into the ruins and remnants of these empires, seeking the lost spells and artifacts of their once-great magical traditions. The **Rain of Colorless Fire** and the **Invoked Devastation**, both unleashed through magic, are somber reminders of the destructive power that wizards can wield. As a result, while magic is respected in Greyhawk, it is also viewed with caution and fear.

Wizards in Greyhawk may come from formalized magical academies, study under powerful mentors, or work independently to master the arcane arts. The **Free City of Greyhawk** itself is a hub for wizards, as it is home to some of the most prestigious arcane guilds and libraries in the Flanaess.

### MAGICAL ORDERS AND INSTITUTIONS

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Wizards in Greyhawk often belong to powerful orders or organizations that study, regulate, and practice magic. These groups are not just scholarly but often politically influential, with many wizards serving as advisors to kings or operating as free agents who sell their knowledge and services to the highest bidder.

- **The Circle of Eight:** Perhaps the most famous magical organization in Greyhawk, the **Circle of Eight** was founded by the archmage **Mordenkainen**. This group of powerful wizards has long been involved in maintaining a balance of power in the Flanaess, often acting in secret to prevent any one faction from gaining too much influence. The wizards of the Circle are some of the most powerful and well-known spellcasters in the world, and they are both feared and respected for their political and magical influence.
- **The Greyhawk Guild of Wizardry:** Located in the Free City of Greyhawk, this guild is a central hub for wizards seeking formal training, research opportunities, or access to vast magical resources. Many wizards in the Flanaess make pilgrimages to Greyhawk to study at the guild, which also serves as a regulatory body for magic use within the city.
- **The Silent Ones:** Hailing from **Keoland**, the Silent Ones are a mysterious group of wizards dedicated to protecting ancient magical knowledge. They focus on maintaining the balance of magical power in the world and are known for their secretive nature and tendency to hoard dangerous or forbidden lore. They play a vital role in the arcane history of the Flanaess, often appearing when ancient magical threats rise.

### WIZARDS AND THE SEARCH FOR KNOWLEDGE

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The pursuit of arcane knowledge is a central theme for wizards in Greyhawk. Many wizards spend their lives seeking out lost spells, forgotten magical artifacts, or ancient tomes that contain the secrets of the past. The ruins of the **Suel Imperium**, the mysteries of the **Baklunish** deserts, and the strange magical phenomena found in places like the **Barrier Peaks** and **Bright Desert** all offer vast opportunities for wizards to explore and expand their magical power.

For some wizards, this quest for knowledge is a matter of personal ambition—they seek to unlock the most powerful spells or master the deepest secrets of the multiverse. For others, it is a duty, a way to protect the world from the dangers posed by ancient, powerful magic that could be misused by those with evil intent. Wizards are often found delving into

ancient ruins, scouring libraries for lost knowledge, or competing with one another to uncover the next great magical discovery.

## WIZARDS AND POLITICS

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Wizards in Greyhawk frequently operate as political figures, serving as advisors to rulers, participating in courtly intrigue, or even ruling their own territories. Their mastery of arcane power gives them influence over military and political affairs, and many rulers seek to have powerful wizards as allies—or to avoid making them enemies.

In kingdoms like **Furyondy**, **Nyrond**, and **Keoland**, wizards are often found as members of royal courts, providing counsel on matters of strategy, diplomacy, and defense. Wizards are particularly valued for their ability to control the battlefield with spells, protect cities with wards, or even engage in magical espionage. They often compete for influence with clerics, as both groups hold great power over the course of nations.

In regions like the **Bandit Kingdoms** or **Pomarj**, wizards may also hold sway over less structured, more chaotic societies, where their magical prowess can make them de facto rulers or feared warlords.

## SCHOOLS OF MAGIC IN GREYHAWK

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Wizards in Greyhawk often specialize in specific schools of magic, becoming masters of a particular aspect of the arcane. The schools of magic are not just academic distinctions, but often come with political and philosophical differences as well:

- **Conjuration:** Wizards of this school focus on summoning creatures or objects from other planes, and they are often found working with extraplanar entities. In Greyhawk, some conjurers have ties to fiendish entities or alien forces, while others use their powers to protect the world from invaders from beyond.
- **Divination:** Diviners are valued for their ability to foresee events and uncover hidden truths. In a world as politically and militarily volatile as Greyhawk, their skills are often in demand by rulers and armies, as they can predict enemy movements or reveal secret plots.
- **Necromancy:** Necromancers are often feared and reviled in Greyhawk, as their magic is associated with death, undeath, and the manipulation of souls. In places like the **Great Kingdom** or **Iuz's domain**, necromancers wield significant power, often controlling undead armies or seeking to unlock the secrets of immortality.
- **Abjuration:** Abjurers focus on protective magic, making them invaluable in safeguarding against both magical and physical threats. Wizards who specialize in abjuration are often tasked with protecting cities or nations from magical assault or guarding important magical artifacts from theft or misuse.
- **Transmutation:** Transmuters manipulate matter and energy, allowing them to alter the world around them. These wizards are often found working with alchemists or in the employ of rulers who seek to reshape their lands or create powerful new weapons.

## WIZARDS AS ADVENTURERS

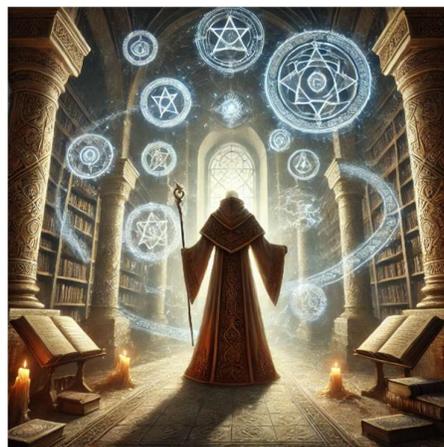
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Wizards in Greyhawk often find themselves drawn to adventuring, whether in pursuit of lost knowledge or to further their personal power. Adventuring wizards might seek out ancient Suel ruins, delve into the mysteries of the **Barrier Peaks**, or confront magical threats like the **Temple of Elemental Evil**. They are invaluable to adventuring parties for their vast array of spells, their ability to solve complex magical problems, and their role as arcane specialists who can uncover and use ancient magic.

For wizards, adventuring is often a means to an end—the discovery of new spells, the acquisition of powerful artifacts, or the defeat of rival mages who stand in their way. They are driven by an insatiable hunger for knowledge, a trait that often puts them in danger, but also makes them indispensable allies.

## ARCANIST

Arcanists are wizards who dedicate themselves to unearthing and mastering the arcane secrets of ancient civilizations that once dominated Oerth, such as the **Suel Imperium**, **Baklunish Empire**, and the **Flan Kingdoms**. These wizards study lost spells, rituals, and magical techniques that have been buried for millennia, unlocking the knowledge needed to alter the fabric of reality itself by channeling ancient forces to bend time, space, and energy to their will. They are often found scouring ruins in search of forgotten scrolls, relics, and arcane knowledge. Their mastery of these long-lost arts positions them as powerful figures in Greyhawk, capable of commanding destructive forces that can shape the fate of nations.



### LEVEL 3: ARCANE EXCAVATION

Starting at 3rd level, your knowledge of ancient magic allows you to uncover and harness forgotten arcane power. When you cast a spell, you can attempt to use lost magical techniques to empower it. When you cast a spell using a spell slot, you can roll an Arcana check (DC 10 + the spell's level). On a success, you can choose one of the following effects:

- **Unravel Mysteries:** The spell's casting time is halved (to a minimum of one bonus action).
- **Empowered Spell:** You add your Intelligence modifier to one of the damage rolls of the spell.
- **Arcane Insight:** You gain advantage on concentration checks related to the spell.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses after a long rest.

### LEVEL 3: FORGOTTEN LORE

Also at 3rd level, your study of the lost civilizations has granted you access to arcane knowledge long thought to be forgotten. You can gain proficiency in two of the following skills: Arcana, History, Investigation, or Religion. If you already have proficiency in one of these skills, you gain expertise instead, allowing you to double your proficiency bonus when making checks with that skill.

### LEVEL 6: SECRETS OF THE LOST EMPIRES

At 6th level, you have unearthed the deeper magical techniques of the ancient civilizations. You learn to incorporate their forgotten rituals and practices into your spellcasting. You gain the following benefits:

- **Ancient Rituals:** You can cast one ritual spell from the wizard spell list once per day without expending a spell slot.
- **Echo of the Past:** When you cast a spell, you can choose to subtly alter its effects, as if using a lesser version of *Wish*. For example, you can slightly modify the damage type, target an additional creature, or extend the range by 50%. Once you use this feature, you cannot use it again until you finish a long rest.

### LEVEL 10: RELICS OF POWER

At 10th level, your study of ancient arcane artifacts and magical devices allows you to tap into their power. You gain proficiency in Arcana if you don't already have it, and you can cast *Identify* without expending a spell slot or material components.

Additionally, you can attune to one additional magic item beyond your normal limit. You also gain the ability to use magic items as if you met their class, race, and level requirements, as long as they are wizard-related.

### LEVEL 14: ARCANE MASTERY OF THE AGES

At 14th level, you have become a true master of the lost magic of the forgotten empires, allowing you to wield their most powerful arcane secrets. Once per long rest, when you cast a spell of 6th level or lower, you can use this feature to cast it without expending a spell slot. When you do so, the spell gains additional effects based on your choice:

- **Suel Mastery:** The spell deals an additional 2d10 force damage if it deals damage.
- **Baklunish Insight:** The spell's duration is doubled (if it has a duration).
- **Flan Resurgence:** The spell affects one additional target within range if it targets creatures.

In addition, when you use this feature, you gain resistance to the damage type most closely associated with the spell for 1 minute (for example, fire for *Fireball* or necrotic for *Blight*).

## NEW SPELLS

### CELENE'S MOONLIT JUDGMENT

*5th-level evocation*

**Available For:** Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a small silver mirror and a drop of moonlit water)

**Duration:** Instantaneous

Calling upon the celestial power of the moons **Luna** and **Celene**, this spell unleashes a focused beam of silvery moonlight that strikes down your enemies with the force of divine judgment. The light from the two moons converges into a single radiant strike, punishing creatures of darkness and exposing illusions or hidden entities.

Choose one creature within range. A column of moonlight, 5 feet wide and 40 feet high, descends upon the target. The creature must make a Constitution saving throw. On a failed save, it takes 6d10 radiant damage and is blinded until the end of your next turn. On a successful save, the creature takes half damage and is not blinded.

In addition to the damage, the moonlight reveals hidden truths. Any illusions affecting the target are immediately dispelled, and if the creature is invisible or in an altered form, it is revealed in its true shape for the duration of the spell.

**Celene's Wrath:** If the target is a fiend, undead, or a creature of shadow (such as a creature from the Shadowfell), it takes an additional 2d10 radiant damage.

After the spell is cast, the moonlight lingers in the area for one round, bathing the ground in a soft glow that counts as dim light and causing any creature that enters the area to have disadvantage on Dexterity (Stealth) checks for the duration.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

### IGGWILV'S LURE OF THE ABYSS

*6th-level enchantment*

**Available For:** Bard, Cleric, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a shard of obsidian or a demon's tooth)

**Duration:** Concentration, up to 1 minute

Conceived by the notorious witch **Iggwilv**, this spell calls upon the dark powers of the Abyss to manipulate the minds of your enemies. The spell creates a hypnotic link between the caster and the target, beckoning them toward you with a forceful allure, as if they were being drawn into the Abyss itself. The target must make a Wisdom saving throw or be charmed by you for the duration.

While charmed by this spell, the target is compelled to move towards you by the shortest and safest available route on each of its turns. If the target reaches within 5 feet of you, it becomes paralyzed as the mental strain of resisting the Abyss overwhelms it.

While charmed, the target will not attack you, and it takes 2d6 psychic damage at the start of each of its turns as it mentally battles the influence of the Abyss. The spell ends early if the target takes damage from any source other than this psychic damage or if it succeeds on a Wisdom saving throw at the end of its turns.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.

## IUZ'S GRASPING SHADOW

6th-level necromancy

**Available For:** Bard, Cleric, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a shard of black obsidian and a drop of blood from a sentient creature)

**Duration:** Concentration, up to 1 minute

A spell crafted by the vile demigod **Iuz**, this dark magic summons sinister, writhing shadows that sap the life from enemies and bind them in place. These shadows, infused with the malevolent will of Iuz, are hungry for the souls of the living and seek to drag them into oblivion.



When you cast this spell, choose up to three creatures within 90 feet of you. Each target must succeed on a Strength saving throw or be restrained by the grasping shadows. While restrained, the creature takes 3d8 necrotic damage at the start of each of its turns as the shadows siphon their life force.

While restrained in this way, the creature is surrounded by darkness, making them heavily obscured. A creature restrained by the shadows can use its action to make a Strength (Athletics) check against your spell save DC to free itself from the grasp. Once freed, the shadows disappear for that creature, but they remain on any others still affected.

If a creature dies while restrained by this spell, its body dissolves into shadowy tendrils, leaving only a faint outline of where it once stood, and its soul is momentarily tethered to the dark realm of Iuz. If this happens, one ally of the caster within 60 feet regains hit points equal to half the necrotic damage dealt to the creature during its restraint.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.

## KEOHTOM'S RESTORATIVE CIRCLE

5th-level abjuration

**Available For:** Bard, Cleric, Druid, Paladin

**Casting Time:** 1 action

**Range:** Self (30-foot emanation)

**Components:** V, S, M (a vial of pure spring water and a sprig of mistletoe)

**Duration:** Concentration, up to 1 minute

Named after the legendary explorer and healer **Keoghtom**, this spell creates a shimmering circle of restorative energy that soothes wounds, cures afflictions, and revitalizes those within its protection. The circle forms a 30-foot emanation around you, and any friendly creatures inside the area benefit from its healing light.

For the duration of the spell, creatures of your choice within the circle regain hit points equal to 2d8 + your spellcasting ability modifier at the start of each of their turns. Additionally, the circle offers the following benefits:

- **Cleansing Aura:** Any diseases, poisons, or curses afflicting creatures within the circle are temporarily suppressed for the duration of the spell. If the spell remains in effect for the full minute, the afflictions are permanently cured.
- **Resilience of Keoghtom:** Creatures within the circle have advantage on Constitution saving throws against exhaustion and gain resistance to necrotic damage while under its protective effects.
- **Restoring Vitality:** Once during the spell's duration, you can use a bonus action to end one condition affecting a creature within the circle (blinded, deafened, paralyzed, or stunned).

The circle moves with you, remaining centered on you as long as you maintain concentration. When the spell ends, any temporary suppression of diseases, poisons, or curses is lifted, and they take full effect again if not otherwise cured.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the healing increases by 1d8 for each slot level above 5th.

## MORDENKAINEN'S SHROUD OF OERTH

5th-level abjuration

**Available For:** Cleric, Druid, Paladin, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self (30-foot emanation)

**Components:** V, S, M (a handful of earth or dust from a sacred site)

**Duration:** Concentration, up to 10 minutes

Created by the legendary archmage **Mordenkainen**, this spell taps into the primal energies of Oerth itself, drawing upon the power of the land to shield and protect the caster and their allies. While under the shroud, you and your allies within 30 feet of you gain a deep connection to the earth, making them resistant to outside magical forces.

Upon casting, an invisible field of protective energy surrounds you, crackling with latent arcane power tied to the land. This shroud provides the following effects for the duration:

- **Grounded Protection:** You and all friendly creatures within 30 feet gain resistance to force and necrotic damage. In addition, whenever a creature within the area is forced to make a saving throw against a spell or magical effect, they do so with advantage.
- **Rooted Resilience:** While standing on the ground, creatures in the radius have advantage on saving throws to avoid being moved or knocked prone. This connection to the land makes them more difficult to push or pull against their will.
- **Oerth's Stability:** You and friendly creatures within the radius cannot be teleported, banished, or forcibly moved by any magical means, unless they willingly allow it. The shroud connects you to the earth, anchoring your presence in the current plane and location.

If you move, the shroud moves with you, maintaining the 30-foot radius around you. The protective effects of the spell end if you leave the plane you are on, or if the spell's concentration is broken.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the duration increases by 10 minutes for each slot level above 5th.

## NERULL'S EMBRACE OF THE GRAVE

*7th-level necromancy*

**Available For:** Cleric, Sorcerer, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a blackened bone shard and a handful of grave dirt)

**Duration:** Concentration, up to 1 minute

Called upon by those who revere the power of death, this spell draws on the dark power of **Nerull**, the Reaper of Souls. The caster summons an aura of deathly energy that clings to enemies, chilling their bodies and pulling them toward the brink of the afterlife.

Choose up to three creatures within 60 feet of you. Each creature must make a Constitution saving throw. On a failed save, the target is enveloped in a spectral aura of death and begins to rapidly wither under its influence, suffering the following effects:

- **Grave's Grip:** The creature is restrained as cold, necrotic tendrils rise from the ground, locking them in place. At the start of each of its turns, the creature takes 4d10 necrotic damage as the aura saps their life force. A restrained creature can use its action to make a Strength or Dexterity saving throw (its choice) to end the effect and free itself from the tendrils.
- **Fear of the Reaper:** While under the effect of the spell, the creature is overwhelmed by the fear of death. It has disadvantage on all attack rolls and saving throws, and it cannot regain hit points while the spell persists.
- **Death's Call:** If a creature affected by this spell is reduced to 0 hit points, its soul is immediately claimed by Nerull, and it cannot be revived by any means short of a Wish spell.

The spell ends if the creature succeeds on its saving throw to free itself or if your concentration is broken.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature for each slot level above 7th.

## RARY'S BEACON OF INSIGHT

*4th-level divination*

**Available For:** Bard, Cleric, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small crystal lens and a drop of ink)

**Duration:** Concentration, up to 1 minute

Created by the archmage **Rary**, renowned for his mastery of telepathy and divination, this spell grants you and your allies unparalleled clarity of thought, allowing you to see through deception, make swift decisions, and anticipate your enemies' moves.

When you cast this spell, choose up to five creatures within 60 feet of you. For the duration, those creatures are bathed in a soft, glowing light visible only to them, granting them the following benefits:

- **Tactical Insight:** The affected creatures gain advantage on Wisdom (Perception) checks, Intelligence (Investigation) checks, and all saving throws against illusion spells and charm effects.
- **Cunning Response:** The first time each round an affected creature is targeted by an attack, they can use their reaction to move up to 10 feet without provoking opportunity attacks. If this movement causes the attack to miss, the attacker is momentarily thrown off balance, granting the affected creature advantage on their next attack against the attacker before the end of their next turn.
- **Strategic Guidance:** When an affected creature makes an attack roll, they can choose to roll with advantage. Once this benefit is used, it cannot be used again by that creature until the start of your next turn.

The spell requires concentration, and if concentration is broken, the beacon fades, and the effects immediately end.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

## SERTEN'S SHIELD OF VALOR

*3rd-level abjuration*

**Available For:** Bard, Cleric, Paladin, Sorcerer

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a small polished silver shield)

**Duration:** Concentration, up to 1 minute

**Serten**, the famed cleric of St. Cuthbert and former member of the Citadel of Eight, developed this protective spell to aid those on the front lines of battle. Upon casting, a shimmering, ethereal shield of radiant energy forms around you, bolstering your defenses and inspiring courage in your allies.

For the duration of the spell, you gain the following benefits:

- **Radiant Shield:** You gain temporary hit points equal to  $3d10 +$  your spellcasting modifier. These temporary hit points refresh at the start of each of your turns while the spell is active.
- **Shielding Light:** When a creature within 30 feet of you (other than yourself) is hit by an attack, you can use your reaction to reduce the damage they take by an amount equal to your spellcasting modifier. This protection manifests as a burst of radiant energy that deflects part of the attack.
- **Aura of Valor:** Allies within 30 feet of you have advantage on saving throws against being frightened or charmed, drawing strength from your radiant shield and unwavering presence.

The shield remains for the duration or until your concentration is broken. If the temporary hit points are depleted, the shield flickers but reforms at the start of your next turn, refreshing with a new set of temporary hit points.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by  $1d10$  for each slot level above 3rd.

## TENSER'S BULWARK OF FORCE

*6th-level evocation*

**Available For:** Bard, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a shard of glass and a steel rod)

**Duration:** Concentration, up to 10 minutes

Created by the renowned archmage **Tenser**, this powerful defensive spell conjures a massive, shimmering wall of pure force energy to protect you and your allies from incoming attacks. Unlike a physical barrier, **Tenser's Bulwark of Force** moves with you, adapting to the flow of battle while providing impenetrable protection against spells and attacks.

Upon casting, you create a floating barrier of force in a shape of your choice within a 60-foot radius. You can shape the wall into a line up to 60 feet long and 10 feet high, or a ringed bulwark with a 30-foot diameter and 10-foot height, centered on a point you can see within range. The wall is transparent and shimmers with faint, bluish energy, providing the following effects:

- **Impenetrable Defense:** The wall of force is immune to all damage and cannot be dispelled by *Dispell Magic*. It blocks spells, projectiles, and any attacks that would pass through it. The wall does not block line of sight, and spells that do not require line of effect, such as *Teleport* or *Misty Step*, can pass through it.
- **Flexible Protection:** As a bonus action on each of your turns, you can move the wall up to 20 feet in any direction, reshaping it as needed. You can also change its configuration from a line to a ring or vice versa.
- **Barrier of Force:** When an enemy attempts to pass through the barrier, they must succeed on a Strength saving throw or be thrown back 10 feet and knocked prone as they collide with the wall's implacable force. Creatures that pass through the wall successfully still take  $2d6$  force damage as they push through the barrier.
- **Forceful Shielding:** Any ranged attacks or spell attacks directed at creatures protected by the barrier automatically miss if they would pass through the wall, unless the attacking creature can see and attack from a side not shielded by the wall.

The wall remains in place for the duration, moving and reshaping at your command as long as you maintain concentration.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the wall's length increases by 10 feet for each slot level above 6th.



## THELDARA'S STARFALL

6th-level evocation

**Available For:** Cleric, Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a shard of meteorite and a drop of liquid starlight)

**Duration:** Instantaneous

Named after the fabled elven archmage **Theldara**, this spell calls down a blazing meteor of pure starlight from the heavens, causing it to crash into a targeted area with devastating power. The impact erupts in a brilliant explosion of radiant energy, burning foes with celestial fire and leaving behind lingering starry flames that continue to scorch the area.

Choose a point within range. A meteor of starlight streaks down from the sky and crashes into the point you choose, creating a 20-foot radius explosion. Each creature within the area must make a Dexterity saving throw. On a failed save, a creature takes 6d10 radiant damage and 4d6 fire damage, or half as much on a successful save.

The explosion leaves behind glowing, starry embers that ignite the ground and continue to burn for 1 minute. Any creature that enters the area or starts its turn there must make a Constitution saving throw, taking 3d6 radiant damage on a failed save, or half as much on a successful one. These flames do not spread but illuminate the area in bright light and dim light in a 20-foot radius beyond the impact zone.

- **Celestial Radiance:** If a creature in the area of effect is a fiend or undead, it takes an additional 3d10 radiant damage as the celestial flames burn with holy intensity.
- **Divine Vision:** While standing within the light of the starry flames, you and your allies have advantage on saving throws against illusions and become immune to being blinded for the duration.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the radiant damage increases by 1d10 for each slot level above 6th.

## VECNA'S VEIL OF SECRETS

7th-level illusion

**Available For:** Bard, Sorcerer, Wizard, Warlock

**Casting Time:** 1 action

**Range:** Self (30-foot emanation)

**Components:** V, S, M (a drop of blood from a deceiver and a shard of broken mirror)

**Duration:** Concentration, up to 10 minutes

A spell derived from the teachings of the **Whispered One, Vecna**, this potent illusion warps perception and shrouds you and your allies in secrecy. Upon casting, a shimmering, ghostly veil of fractured shadows and whispers spreads from you in a 30-foot emanation, distorting reality within the area and clouding minds. Creatures within the veil become hidden from the world, and their movements are masked by unseen forces.

For the duration, you and any number of creatures of your choice within the radius gain the following benefits:

- **Invisible Presence:** You and your chosen creatures are invisible for the duration. This invisibility is not dispelled by attacking or casting spells. However, any direct damage taken causes the affected creature to make a Constitution saving throw. On a failed save, the invisibility is lost for that creature.
- **Masked Intent:** Creatures within the veil cannot be detected by divination spells or magical scrying, nor can their thoughts be read by any magical means.
- **False Echoes:** Each creature within the veil creates illusory "echoes" of themselves that confuse enemies. Whenever a hostile creature targets an affected creature with an attack or spell, it must make a Wisdom saving throw. On a failure, the attacker must choose a new target or waste the attack. The illusionary echoes shimmer and flicker as if blending into the veil itself.

Once a creature leaves the area of the veil, they lose these effects.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the radius of the veil increases by 10 feet for each slot level above 7th.

## ZAGIG'S CHAOTIC PULSE

6th-level transmutation

**Available For:** Bard, Sorcerer, Wizard, Warlock

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a shard of broken crystal and a feather from a wild bird)

**Duration:** Concentration, up to 1 minute

Created by the eccentric archmage **Zagig**, this spell taps into the unpredictable forces of chaos to warp reality around the target, causing erratic and bizarre magical effects. A surge of chaotic energy pulses from your hands, enveloping a target creature or object within range. For the duration of the spell, the target is subject to random transformations and magical surges that defy logic and order.



When you cast this spell, roll on the **Chaotic Surge Table** at the start of each of the target's turns. The results of the roll determine the strange effect that occurs, affecting the target in unpredictable ways. The target must make a Charisma saving throw at the start of each turn; on a success, they avoid the effect for that turn, but the chaotic energy continues to pulse around them. On a failed save, the chaotic surge takes effect immediately.

### CHAOTIC SURGE TABLE

D8	Result
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|---|---|
| 1 | <b>Wild Growth:</b> The target's size increases by one category, and it gains advantage on Strength checks and saving throws until the start of its next turn.                          |
| 2 | <b>Shrinking Blink:</b> The target's size shrinks by one category, and it involuntarily blinks to a random unoccupied space within 10 feet.   |
| 3 | <b>Elemental Infusion:</b> The target's skin shimmers with a random element (fire, cold, lightning, or acid). It takes 3d8 damage of that type and gains resistance to it for 1 minute. |
| 4 | <b>Temporal Warp:</b> The target becomes hasted for one round, but at the start of its next turn, it is stunned as time snaps back into place.  |
| 5 | <b>Levitation Surge:</b> The target floats 20 feet into the air and remains there, hovering until the start of its next turn.   |
| 6 | <b>Magic Surge:</b> The target randomly casts a spell of 1st through 3rd level from its known spells (or, if it cannot cast spells, it radiates harmless sparks of magic).              |
| 7 | <b>Polymorphic Flux:</b> The target is polymorphed into a harmless animal (CR 1 or lower) until the start of its next turn.   |
| 8 | <b>Chaotic Reflection:</b> The target is surrounded by illusory duplicates. Until the start of its next turn, attack rolls against it have disadvantage.                                |

These effects shift and change each round, providing chaotic but potent outcomes. The spell ends if the target is reduced to 0 hit points or if your concentration is broken.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the number of creatures you can target increases by one for each slot level above 6th.

## CHAPTER 4: BACKGROUNDS

In the world of Greyhawk, a character's background serves as the foundation of their identity, shaped by the diverse cultures, professions, and histories that define the Flanaess. Whether hailing from the ancient cities of the Great Kingdom, the rugged wilderness of the Vesve Forest, or the bustling ports of Dyvers and Greyhawk City, each character's past is a reflection of the vast and varied world in which they live. The following backgrounds are uniquely tied to the rich lore of Greyhawk, offering players the opportunity to ground their characters in the history, conflicts, and traditions of the setting. From the noble courts of Furyondy to the shadowy streets of the Bandit Kingdoms, these backgrounds provide a glimpse into the lives that adventurers may have led before embarking on their grand journeys.

Each background is designed to reflect the unique experiences and environments of Greyhawk, offering specialized skills, tools, and feats that tie directly into the world's deep history and culture. Whether your character was a former servant of the Scarlet Brotherhood, a ranger trained in the depths of the Gnarley Forest, or a merchant who once navigated the treacherous politics of Irongate, these backgrounds provide both mechanical benefits and a rich narrative foundation. The choices you make here will shape not only your character's abilities but also their motivations, connections, and role in the grand tapestry of Greyhawk's ever-shifting political and magical landscape.

### BAKLUNISH NOMAD

**Ability Scores:** Wisdom, Dexterity, Constitution

**Skill Proficiencies:** Survival, Animal Handling

**Tool Proficiency:** Vehicles (land) or Navigator's Tools

**Equipment:** Choose A or B: (A) A set of traveler's clothes, a well-worn map of your tribe's ancestral lands, a hunting trap, a pouch containing dried herbs and spices, a pouch with 25 GP, or (B) 50 GP.

You were raised among the nomadic Baklunish tribes that wander the western lands of Greyhawk, from the vast plains of the Dry Steppes to the high passes of the Barrier Peaks. Your people have long maintained a rich cultural heritage rooted in survival, honor, and an unshakable bond with the natural world. The Baklunish nomads are masters of the open plains and mountains, relying on their wits, endurance, and an unparalleled understanding of the land to survive. As a child, you were taught the ways of your ancestors: how to track game, navigate by the stars, and move swiftly and silently across vast distances. The wind and earth were your constant companions, and you developed a strong sense of independence and resourcefulness.



However, the nomadic life is not without its challenges. The lands of your people are constantly threatened by territorial invaders, rival tribes, and dangerous creatures. Whether your tribe was wiped out, your family scattered, or you left to seek new opportunities, you have ventured beyond the Steppes to find your place in the wider world. Even far from home, you carry with you the wisdom of the Baklunish people—a deep respect for the balance of nature and a strong belief in personal honor. Your time among the nomads has made you skilled in the arts of survival, animal husbandry, and leadership, qualities that serve you well as you take your first steps into the life of an adventurer.

### DESERT WANDERER

#### *Origin Feat*

You have lived your life in the harsh climates of the Baklunish plains and mountains, and as such, you have developed unique skills to thrive where others might fail. You gain the following benefits:

- You have advantage on Survival checks made to find food or water in arid or desert environments.
- You gain proficiency in the *Baklunish* language and one additional language of your choice.
- You have resistance to fire damage, reflecting your resilience to the burning heat of the desert sun.

## BANDIT KINGDOMS OUTLAW

**Ability Scores:** Dexterity, Constitution, Charisma

**Skill Proficiencies:** Stealth, Intimidation

**Tool Proficiency:** Thieves' tools or Poisoner's kit

**Equipment:** Choose A or B: (A) A set of dark common clothes with a hood, a dagger, a set of thieves' tools, a pouch with 25 GP or (B) 50 GP

You grew up in the lawless Bandit Kingdoms, a land where might makes right, and survival depends on one's ability to navigate the violent, shifting alliances of ruthless warlords. Whether you were born into a bandit clan, fell in with a gang of thieves, or simply turned to crime to survive, you learned early on that rules are for the weak. The Bandit Kingdoms have no formal government, only a patchwork of petty tyrants and outlaws, each struggling for power, wealth, and territory. You've spent your life on the run, avoiding capture, and mastering the art of living in the shadows.



Life as an outlaw has given you a keen sense of danger and an understanding of how to manipulate fear. You've become an expert at sneaking into places unnoticed, intimidating rivals, and making quick escapes when necessary. Whether you remain loyal to one of the many factions of the Bandit Kingdoms or have left that life behind, your past has hardened you and given you the skills to thrive in a world where trust is a rare commodity and betrayal can come at any moment.

## HARDENED ROGUE

### *Origin Feat*

Your life as an outlaw has made you tough, elusive, and unafraid to use force when necessary. You gain the following benefits:

- You have advantage on Stealth checks when attempting to hide in rural or wilderness areas.
- You gain proficiency in one additional language, representing the varied cultures and groups you've encountered as an outlaw.
- Once per long rest, when you successfully Intimidate a creature, you can use your bonus action to impose disadvantage on their next attack or skill check.

## GREYHAWK CITY URCHIN

**Ability Scores:** Dexterity, Constitution, Charisma

**Skill Proficiencies:** Sleight of Hand, Perception

**Tool Proficiency:** Thieves' tools or one musical instrument

**Equipment:** Choose A or B: (A) A set of ragged clothes, a small knife, a stolen trinket, a map of the sewers, a pouch with 25 GP or (B) 50 GP

You grew up on the streets of Greyhawk City, navigating the crowded alleys, bustling marketplaces, and dangerous underbelly of one of the largest cities in the Flanaess. Orphaned or abandoned, you quickly learned to fend for yourself, stealing what you needed to survive and avoiding the city's guards and criminal syndicates. The streets were your home, and every corner held both opportunity and danger. You know the city like the back of your hand, from the darkest sewers to the highest rooftops, and your survival instincts are second to none.



Life as a city urchin has made you tough, quick, and resourceful. You've become adept at slipping through crowds unnoticed, picking locks, and avoiding trouble. Whether you're still eking out a living in the shadowy alleys of Greyhawk or have set out on your own adventures, the lessons you learned on the streets have shaped who you are. Your experience with the city's criminal elements and underworld gives you an edge in navigating urban environments and surviving where others would falter.

## STREETWISE

### *Origin Feat*

Your time spent surviving the streets has honed your instincts and given you an edge in the urban jungle. You gain the following benefits:

- You have advantage on Sleight of Hand checks made to pick pockets or steal small items without being noticed.
- You gain proficiency in the Greyhawk Thieves' Cant, allowing you to communicate covertly with other rogues and urchins.
- You can move through crowded areas without being slowed down, and you have advantage on checks to find hidden passages or shortcuts in urban environments.

## KEOLAND DIPLOMAT

**Ability Scores:** Charisma, Intelligence, Wisdom

**Skill Proficiencies:** Insight, Persuasion

**Tool Proficiency:** Forgery kit or Calligrapher's tools

**Equipment:** Choose A or B: (A) A set of fine clothes, a diplomatic pouch, a set of calligraphy supplies, an official seal of Keoland, a pouch with 25 GP or (B) 50 GP

You served as a diplomat for the Kingdom of Keoland, one of the oldest and most powerful realms in the Flanaess. Whether you were negotiating treaties with neighboring states, resolving disputes between noble houses, or managing delicate alliances with foreign powers, your role was to protect Keoland's interests and maintain its influence in the political landscape. The kingdom's long history of diplomacy has taught you the value of subtlety, tact, and the careful application of power, and you have become adept at reading people, navigating courtly politics, and crafting careful agreements.



Your experience as a diplomat has sharpened your skills in negotiation and persuasion, making you a valued ally in any situation where delicate words can be as powerful as swords. You are well-versed in the histories and customs of many nations, and your ability to navigate political intrigue makes you a trusted emissary or advisor. Whether you continue to serve Keoland or have set out on your own to represent different interests, your time as a diplomat has prepared you to handle even the most complex and dangerous negotiations.

## SILVER TONGUE

### *Origin Feat*

Your experience in diplomacy and negotiation has given you a sharp mind and the ability to speak with great tact and authority. You gain the following benefits:

- You have advantage on Persuasion checks made to negotiate terms or resolve disputes between two or more parties.
- You gain proficiency in one additional language of your choice, representing the diplomatic knowledge you gained during your service.
- Once per long rest, when you fail a Charisma-based skill check, you can reroll the check and use the new result.

## KNIGHT OF THE HART

**Ability Scores:** Strength, Charisma, Wisdom

**Skill Proficiencies:** Persuasion, Athletics

**Tool Proficiency:** One type of gaming set or Vehicles (land)

**Equipment:** Choose A or B: (A) A set of fine clothes, a signet ring of your order, a banner bearing your house colors, a longsword, and a pouch with 25 GP or (B) 50 GP

You were raised and trained among the elite ranks of the Knights of the Hart, a noble order dedicated to the defense of Furyondy, Veluna, and Highfolk. The knights are known for their unwavering loyalty to these lands and their opposition to the forces of Iuz, orcish raiders, and other threats that seek to destabilize the region. Whether you served in the heavily armored cavalry of Furyondy, the holy guardians of Veluna, or the fierce elven rangers of Highfolk, your training instilled a sense of honor, duty, and relentless courage in the face of overwhelming odds.



As a Knight of the Hart, you were trained in the art of leadership, combat, and diplomacy. You learned how to inspire your fellow knights and rally the people in defense of their homes. Whether you continue to serve the order, or have set out on your own path, your time among the Knights of the Hart has given you an unshakable resolve and a clear sense of purpose. You are a champion of good, sworn to protect the innocent and fight against tyranny and evil wherever it arises.

## KNIGHTLY HONOR

### *Origin Feat*

Your training as a knight has given you both martial prowess and a commanding presence. You gain the following benefits:

- You have advantage on Persuasion checks when interacting with nobility or other members of chivalric orders.
- You gain proficiency with heavy armor.
- Once per long rest, when you or an ally within 30 feet of you makes a saving throw, you can use your reaction to grant advantage on that saving throw.

## REFUGEE OF IUZ

**Ability Scores:** Constitution, Wisdom, Dexterity

**Skill Proficiencies:** Stealth, Medicine

**Tool Proficiency:** Herbalism kit or Woodcarver's tools

**Equipment:** Choose A or B: (A) A set of simple clothes, a small family heirloom (such as a locket or ring), a waterskin, a healing salve, a pouch with 25 GP or (B) 50 GP

You fled from the territories controlled by the evil demigod Iuz, escaping the terror and oppression that pervade those lands. Whether your home was destroyed, your family lost, or you simply could not bear the cruelty any longer, you've seen horrors that most can only imagine. The lands of Iuz are rife with suffering, fear, and darkness, and escaping his tyranny was no small feat. You learned to survive by hiding from the forces of Iuz, finding shelter in forests and caves, and healing wounds inflicted by monstrous creatures and undead.



As a refugee, you carry the scars of a brutal past but have also gained resilience and resourcefulness. You know how to navigate the wilds, avoid detection, and tend to the wounded, having lived through the worst. Whether you continue to flee from Iuz's reach, or now take up arms to fight back against his minions, your experiences in the dark corners of his realm have shaped you into someone who refuses to give up. You've learned to value freedom and life, even in a world shadowed by evil.

## SURVIVOR'S INSTINCT

### Origin Feat

Your time spent evading the forces of Iuz has sharpened your instincts and taught you how to survive in hostile environments. You gain the following benefits:

- You have advantage on Stealth checks made to hide in natural terrain, such as forests or caves.
- You gain proficiency in the *Flan* language, as many of the oppressed people in Iuz's realm are of Flan descent, and you can communicate with them easily.
- Once per long rest, when you or an ally within 10 feet of you regains hit points, they regain an additional 1d6 hit points.

## RHENNEE BARGEOFOLK

**Ability Scores:** Dexterity, Charisma, Intelligence

**Skill Proficiencies:** Sleight of Hand, Deception

**Tool Proficiency:** Water vehicles or Thieves' Tools

**Equipment:** Choose A or B: (A) A set of common clothes, a small lockbox, a lucky token (such as a river stone or a silver coin), a set of fishing tackle, and a rowboat, pouch with 25 GP or (B) 50 GP.

You were born among the Rhennee, a people who live almost exclusively on the rivers and lakes of the Flanaess, most notably in the rivers of the central regions like the Selintan and Nyr Dyv. Your family traveled aboard barges and houseboats, moving from port to port, trading, bartering, and occasionally skirting the edge of the law. The Rhennee are a secretive and close-knit people, known for their distrust of outsiders and their deep connection to their own mysterious traditions. Growing up among the bargefolk, you learned the art of navigating rivers, avoiding danger, and dealing with people—whether through charm or trickery.



The Rhennee have long been misunderstood and often unfairly accused of being thieves and smugglers, though some do lean into these reputations to survive. Life on the rivers has taught you how to evade prying eyes, slip through tight spots, and talk your way out of trouble. Whether you left the barge to escape the cloistered life of your people, or were forced into a new path by circumstance, you carry the skills of your upbringing with you. Your sharp wits, nimble fingers, and the secrets of the river folk give you a unique edge in the wider world as you embark on your adventures.

## RIVER RAT

### Origin Feat

You are as comfortable on the water as others are on dry land, and your experience as a river-dweller gives you certain advantages. You gain the following benefits:

- You have advantage on Sleight of Hand or Deception checks when trying to trick or evade someone in a port or river town.
- You gain proficiency in the *Rhennee* language and one additional language of your choice.
- You have advantage on checks made to navigate rivers or avoid hazards while traveling on a water vehicle.

## SCARLET BROTHERHOOD AGENT

**Ability Scores:** Intelligence, Dexterity, Charisma

**Skill Proficiencies:** Stealth, Insight

**Tool Proficiency:** Disguise kit or Poisoner's kit

**Equipment:** Choose A or B: (A) A set of dark common clothes with a hood, a hidden dagger, a vial of poison, a ciphered notebook, and a pouch with 25 GP or (B) 50 GP

You were raised and trained by the Scarlet Brotherhood, a secretive and xenophobic organization that seeks to restore the ancient glory of the Suel Empire. The Brotherhood is known for its clandestine operations, espionage, and ruthless pursuit of power through manipulation and assassination. As an agent, you were taught the arts of stealth, sabotage, and subterfuge, serving the Brotherhood's sinister agenda of controlling governments and destabilizing rival nations from the shadows.



Whether you still serve the Brotherhood's cause or have broken away from their rigid dogma, your training has made you a master of disguise, deception, and silent movement. Your ability to blend into the shadows and gather critical information, along with your knowledge of poisons and covert tactics, gives you an edge when navigating dangerous political landscapes or undermining powerful foes. The world of Greyhawk is filled with secrets, and few are as adept as you at uncovering them—or keeping them hidden.

## SHADOW OPERATIVE

### *Origin Feat*

Your experience as a covert agent grants you skills suited to infiltration and subtle manipulation. You gain the following benefits:

- You have advantage on Insight checks made to determine if someone is lying.
- You gain proficiency in the Suel language and one additional language of your choice.
- Once per long rest, you can use an action to disguise yourself, taking on the appearance of another person for 1 hour. This disguise can be broken early if you take damage or are directly attacked.

## SEA PRINCE PRIVATEER

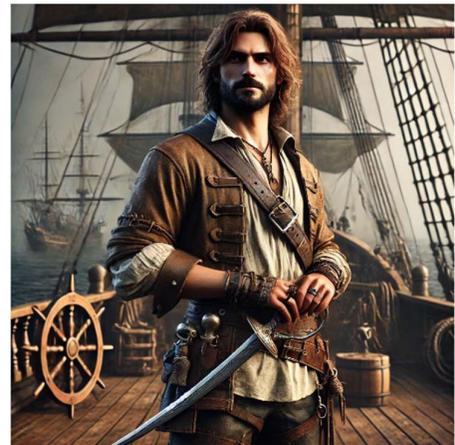
**Ability Scores:** Strength, Dexterity, Charisma

**Skill Proficiencies:** Athletics, Intimidation

**Tool Proficiency:** Navigator's tools or Water vehicles

**Equipment:** Choose A or B: (A) A set of rugged sailor's clothes, a cutlass (scimitar), a grappling hook, a ship's log detailing your exploits, and a pouch with 25 GP or (B) 50 GP

You once served as a privateer under the flag of the Hold of the Sea Princes, sailing the Azure Sea and Jeklea Bay. While some may see privateers as little more than pirates, you operated with official sanction, preying on ships that dared oppose the Sea Princes or carried goods that could further their cause. Life on the high seas taught you how to fight fiercely, navigate treacherous waters, and command respect from your crew. Whether you sailed out of loyalty, greed, or necessity, you thrived in a world where only the strong and cunning survived.



Though your time as a privateer may be behind you, the lessons you learned on the deck of a Sea Prince vessel continue to serve you. You know how to handle yourself in a fight, intimidate foes into submission, and read the ever-shifting tides of fortune. Whether you still harbor allegiances to the Sea Princes or have struck out on your own, your seafaring past provides you with both the skills and the reputation of a seasoned sailor and a ruthless combatant.

## PIRATE'S CODE

### *Origin Feat*

Your time as a privateer has taught you the value of strength, cunning, and the unspoken rules of the sea. You gain the following benefits:

- You have advantage on Intimidation checks made against sailors, merchants, or others who live by the sea.
- You gain proficiency in the Sea Princes' dialect, a slang-ridden form of Common used by privateers and smugglers.
- You have advantage on checks made to navigate or avoid hazards at sea, such as dangerous waters or storms.

## SHIELD LANDS MILITIA

**Ability Scores:** Strength, Constitution, Wisdom

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiency:** Smith's tools or Vehicles (land)

**Equipment:** Choose A or B: (A) A set of sturdy common clothes, a spear, a whetstone, a Shield Lands insignia, a pouch with 25 GP or (B) 50 GP

You were trained as part of the militia in the embattled Shield Lands, a region that has faced near-constant war and invasion, especially from the forces of Iuz and the Horned Society. Raised in a land that stands as a bulwark against the dark powers, you were taught from an early age to defend your home, fight against overwhelming odds, and survive in the harshest conditions. The militia is not as well-equipped or trained as professional armies, but it is fierce, disciplined, and dedicated to protecting its people from any threat, no matter how dire.



As a member of the Shield Lands militia, you have endured the trials of battle and learned how to survive in war-torn environments. You've spent countless hours drilling with your comrades, reinforcing fortifications, and fighting off raiders, undead, and fiends. Whether you continue to fight for the Shield Lands or have taken your skills to other parts of the Flanaess, you are a seasoned warrior with a strong sense of duty and a deep understanding of the costs of war.

## BATTLE-HARDENED

### Origin Feat

Your experience in the militia has prepared you to endure the hardships of battle and the rigors of constant conflict. You gain the following benefits:

- You have advantage on Survival checks made to find shelter, food, or water in war-torn or devastated regions.
- You gain proficiency in the *Old Oeridian* language, spoken in many parts of the Shield Lands and surrounding areas.
- Once per long rest, when you or an ally within 10 feet of you is reduced to 0 hit points, you can use your reaction to allow them to remain conscious with 1 hit point instead.

## SILENT ONES ACOLYTE

**Ability Scores:** Intelligence, Wisdom, Dexterity

**Skill Proficiencies:** Arcana, History

**Tool Proficiency:** Calligrapher's tools or Alchemist's supplies

**Equipment:** Choose A or B: (A) A set of simple robes, a blank spellbook, a writing kit, a vial of ink, a pouch with 25 GP or (B) 50 GP

You were trained among the Silent Ones of Keoland, a secretive order of mages and scholars dedicated to preserving ancient knowledge and safeguarding powerful magical artifacts. The Silent Ones guard their secrets carefully, working in the shadows to ensure that dangerous lore and magic do not fall into the wrong hands. You were initiated into their ranks at a young age, tasked with the careful study of history, magic, and the ancient texts hidden deep within their libraries. Though your time with the Silent Ones may have ended—or perhaps you continue to serve them in secret—their teachings and their purpose continue to guide your path.



Your training among the Silent Ones has made you adept at uncovering hidden knowledge and understanding the complex history of Greyhawk. You have learned to study ancient magical texts, discern the meaning behind forgotten symbols, and recognize the importance of artifacts that others might overlook. Whether you are still loyal to the Silent Ones or now walk your own path, your deep understanding of magic and history makes you a valuable resource to those seeking knowledge and power in the Flanaess.

## SECRET KEEPER

### Origin Feat

Your time with the Silent Ones has given you a deep understanding of magical secrets and ancient lore. You gain the following benefits:

- You have advantage on Arcana checks when dealing with magical artifacts or ancient magical texts.
- You gain proficiency in one additional language of your choice, often one tied to ancient or arcane studies, such as *Draconic* or *Ancient Suel*.
- Once per long rest, when you fail an Intelligence-based skill check, you can reroll the check and must use the new result.

## VELUNESE TEMPLAR

**Ability Scores:** Wisdom, Charisma, Strength

**Skill Proficiencies:** Religion, Persuasion

**Tool Proficiency:** Mason's tools or Calligrapher's tools

**Equipment:** Choose A or B: (A) A set of vestments, a holy symbol of your deity, a set of calligraphy supplies, a small prayer book, a pouch with 25 GP or (B) 50 GP

You were trained as a templar of Veluna, a theocratic land known for its devotion to the gods of law and good, particularly Rao, the god of peace and reason. Raised in the service of the church, you have been taught to uphold the values of wisdom, justice, and diplomacy. Whether serving as a guardian of sacred places, an emissary for the church, or a spiritual advisor, your role as a templar was to preserve the faith and protect the people from threats both mundane and supernatural.



Your time in Veluna has given you a strong moral compass and a deep understanding of religious doctrine. You are skilled in both diplomacy and spiritual guidance, often called upon to resolve disputes or encourage peaceful solutions. Though you were taught to seek peace and wisdom, you also know that there are times when faith must be defended by force, and you are ready to rise to that challenge. Whether you continue your service to the church or have set out on your own, your faith and training remain central to who you are.

## DIVINE CONVICTION

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### *Origin Feat*

Your devotion to your faith and the training you received as a templar have given you strength and insight in equal measure. You gain the following benefits:

- You have advantage on Persuasion checks made when discussing religious or moral matters.
- You gain proficiency in the *Celestial* language, allowing you to read and understand the sacred texts of your faith.
- Once per long rest, when you or an ally within 10 feet of you fails a saving throw, you can use your reaction to grant that creature a reroll. They must use the new result.

# CHAPTER 5: SPECIES

Greyhawk is a world rich in history, culture, and diversity, where the different species of Oerth have long played vital roles in shaping its destiny. Each species brings with it unique traditions, beliefs, and ways of life, influenced by the varied landscapes and powerful forces that have defined the world's tumultuous history. This chapter delves into the 10 primary species of Greyhawk, as presented in the 2024 *Player's Handbook*, exploring how each fits into the fabric of the Flanaess and beyond. From the indomitable resilience of the dwarves in their mountain fortresses to the graceful, enigmatic elves dwelling in ancient forests, the species of Greyhawk stand as testaments to the adaptability and spirit of its peoples.

In this chapter, you'll also discover the many subspecies that inhabit the different regions of Greyhawk, each shaped by their unique environments. The nomadic human tribes, the celestial aasimar, and the proud goliaths of the Barrier Peaks each provide insight into how geography, magic, and history have influenced their development. With species no longer tied to static attribute bonuses, the focus now shifts to their cultural identities and regional differences, making this exploration not only a guide to their physical traits but also a window into their roles in the world of Greyhawk.

## AASIMAR

In the world of Greyhawk, Aasimar stand as rare and awe-inspiring figures, their very existence imbued with the divine influence of the celestial planes. Born from human bloodlines touched by the gods, Aasimar are seen as manifestations of higher ideals, often believed to carry out the will of deities like Pelor, Heironeous, and Rao. Though they share many physical characteristics with humans, their divine heritage manifests through subtle, otherworldly traits. These traits vary but often include luminous eyes, a faint glow to their skin, or even a halo-like aura, making their celestial lineage impossible to hide. Their birth is often viewed as a sign of favor or great importance, and many are seen as destined for greatness from an early age, marked for either divine service or monumental challenges.



Aasimar are scattered across the Flanaess, often found in human societies where religious devotion is strong. The Theocracy of the Pale, for example, reveres Aasimar as holy warriors and emissaries of divine will. In this rigid, theocratic nation, Aasimar are frequently given roles of leadership within religious institutions or serve as commanders in the Pale's military, enforcing the faith's strict doctrines with the unwavering conviction that their divine ancestry grants them. In other regions, such as the Kingdom of Nyronnd or the Shield Lands, Aasimar often serve as paladins, clerics, or champions of justice, drawn to roles where they can exercise their moral duty to protect the innocent and uphold the tenets of good. However, the path of the Aasimar is not always clear, nor is it always easy to tread. Many struggle with the weight of their divine calling, feeling the pressure of expectations placed upon them by their communities and religious orders.

The divine nature of Aasimar does not always align perfectly with the mortal world, and this can lead to internal conflicts or even societal tensions. While some are lauded as heroes, others are treated with fear or suspicion, as their celestial ties often distance them from the everyday lives of common folk. There are those in regions like the Free City of Greyhawk or the Bandit Kingdoms who view Aasimar with mistrust, believing their celestial nature to be a sign of arrogance or a hidden agenda. In the darkest corners of the Flanaess, such as Iuz's dominion or the Pomarj, Aasimar are outright hunted, seen as threats to the forces of evil that rule those lands. Many Aasimar are forced into exile or hide their divine heritage, especially in places where divine influence is seen as a potential threat to political or arcane power.

Not all Aasimar embrace their divine purpose. Some actively rebel against the path laid out for them, turning away from the gods' influence to forge their own destiny. These Aasimar, often called "Fallen" by their celestial brethren, may wander the Flanaess in search of meaning, struggling to reconcile their divine origins with their desire for autonomy. They may turn to mercenary work, adventuring, or even darker pursuits, using their divine powers for personal gain rather than the greater good. The moral struggles of these Aasimar often reflect the wider conflicts in Greyhawk—a world where good and evil are not always black and white, and where even the most divinely inspired beings must grapple with their place in a complex and ever-shifting world.

Despite these challenges, Aasimar remain symbols of hope for many across the Flanaess. Their celestial bloodlines and innate connection to the divine make them natural leaders and paragons of virtue. In holy orders like the Knights of the Hart or the Church of Pelor, Aasimar are often seen as exemplars, upholding the highest ideals of their faith. Their presence is a reminder that the gods have not forsaken the world, and that even in its darkest times, there are those who carry the light of the heavens within them. Whether standing at the forefront of battle or serving as spiritual guides, Aasimar in Greyhawk are destined to leave a lasting impact on the world, their actions shaping the fate of nations and the hearts of the people they protect.

However, the divine influence within Aasimar also attracts attention from extraplanar beings, both good and evil. It is not uncommon for celestial agents, such as angels or devas, to visit Aasimar, either to guide them toward their divine purpose or to test their resolve. Similarly, fiendish creatures, recognizing the threat Aasimar pose, may attempt to corrupt or destroy them, seeking to turn their celestial power toward darker ends. These spiritual battles, fought in both the

physical and metaphysical realms, can weigh heavily on Aasimar, further complicating their journey through life. Their existence is a constant balance between the mortal and divine, with their actions resonating across planes in ways that even they may not fully understand.

In summary, Aasimar in Greyhawk are much more than celestial emissaries—they are complex individuals caught between the divine and the mortal, navigating a world filled with expectations, conflicts, and the ever-present call of their celestial heritage. Whether they embrace their role as divine champions or seek to forge a different path, their journey is one of immense significance, both for themselves and for the world around them. Their presence, rare and powerful, is a testament to the enduring influence of the gods and the ceaseless struggle between light and darkness in the world of Greyhawk.

## DRAGONBORN

In the world of Greyhawk, Dragonborn are an anomaly, rare beings whose existence is often shrouded in mystery and legend. Unlike in some other settings where Dragonborn are more widespread, in the Flanaess, their origins are hotly debated among scholars, wizards, and historians. Some believe Dragonborn to be the result of ancient draconic magic, perhaps a remnant of experiments performed by the Suel Imperium or the Flan sorcerers of old. Others speculate that they are direct descendants of dragons, born through some ancient pact or union between draconic powers and mortals. Whatever their origin, Dragonborn are intrinsically linked to the powerful and primal forces of dragonkind, embodying both the majesty and the terror that dragons represent.

Dragonborn tend to be found in isolated, often harsh regions, where they can live in relative seclusion. Places like the Crystallist Mountains, the Hellfurnaces, and the remote reaches of the Yatil Mountains have given rise to small, tightly-knit Dragonborn communities. These groups are usually wary of outsiders, their culture built on ancient draconic principles of honor, strength, and self-reliance. While their numbers are few, Dragonborn who venture beyond their secluded homes often do so in pursuit of a greater purpose, driven by a deep sense of personal honor or a quest to uncover the mysteries of their own origins. This gives them a reputation as adventurers and wanderers, figures of mythic proportion who bring with them the power and presence of their draconic forebears.

Culturally, Dragonborn in Greyhawk are shaped by the draconic legacy they bear. Many Dragonborn revere dragons not as gods but as the ultimate ideal of power and wisdom. This is especially true among those who trace their ancestry back to specific dragon types—whether metallic or chromatic—which often influences the Dragonborn's temperament and philosophy. For instance, Dragonborn with a metallic heritage might strive to uphold justice, valor, and protection, aligning themselves with forces of good such as the Knights of the Hart or the forces of Celene. Those with chromatic bloodlines, on the other hand, may be more inclined toward ambition, dominance, and power, sometimes serving darker factions like the Scarlet Brotherhood or the Horned Society. Even within the same community, Dragonborn of different draconic lineages may find themselves at odds, embodying the ancient rivalries of their draconic ancestors.

The physical might of Dragonborn is undeniable, and their presence on the battlefield is often enough to strike fear into their enemies. Dragonborn warriors are formidable combatants, capable of harnessing their draconic breath weapons and natural resilience in battle. However, they are just as often scholars of arcane lore, fascinated by the ancient magical traditions tied to dragonkind. In places like Rel Astra or the Great Kingdom, where magic and draconic influence intersect, Dragonborn are sometimes drawn to study or serve in arcane academies or dragon-worshipping cults. This intellectual pursuit is not merely academic; for Dragonborn, magic is a path to understanding their own draconic nature and, in some cases, even striving toward the legendary transformation into a full dragon—an aspiration held by some of the most ambitious among them.

Despite their draconic heritage, Dragonborn in Greyhawk do not always find easy acceptance among the other species of the Flanaess. Their imposing appearance and mysterious origins often lead to suspicion, fear, or awe. In regions like the Bandit Kingdoms or the Wild Coast, Dragonborn may be mistaken for actual dragons or dangerous sorcerers, prompting either fear-driven attacks or attempts to manipulate them for local power struggles. In contrast, places like the Free City of Greyhawk, known for its cosmopolitan and diverse population, may welcome Dragonborn as unique adventurers or mercenaries, their skills highly sought after for dangerous expeditions or magical endeavors. However, even in these more accepting places, Dragonborn often feel a sense of isolation, their draconic legacy setting them apart from the mortal world around them.

Some Dragonborn struggle with the tension between their draconic instincts and their personal desires. The pull of their ancestry can lead to intense internal conflict, as they seek to balance the primal urges of power, dominance, and greed with the moralities of the mortal societies they find themselves living within. Many Dragonborn seek solace or guidance through religion, turning to gods like Bahamut or Tiamat, the quintessential dragon deities, to help them navigate this duality. Bahamut, the platinum dragon and deity of justice and protection, often calls to Dragonborn who strive to align themselves with order and good. On the other hand, Tiamat, the five-headed dragon goddess of greed and tyranny, tempts those who seek to embrace their darker urges and claim the power that lies within their blood.



The enigmatic nature of Dragonborn, their connection to the ancient powers of the world, and their often solitary existence make them both fascinating and formidable figures in Greyhawk. Whether as wandering warriors, reclusive scholars, or aspiring rulers, Dragonborn leave a lasting impression wherever they go. In a world where dragons themselves are rare and revered, Dragonborn are living reminders of the ancient times when dragons walked the earth in greater numbers and shaped the destiny of nations. Their personal journeys, fraught with challenges both external and internal, reflect the broader themes of power, legacy, and identity that permeate the world of Greyhawk.

In conclusion, Dragonborn in Greyhawk occupy a unique and complex role. Their draconic lineage places them apart from other species, both physically and culturally, yet their presence in the world is a powerful reminder of the ancient and mighty forces that continue to influence the Flanaess. Whether they seek to embody the noble ideals of their draconic ancestors or pursue more selfish, power-driven goals, Dragonborn are creatures of immense potential and significance. Their actions, often tied to the legacy of dragonkind, can shape the fate of entire regions, as their presence echoes the ancient draconic powers that still linger over the world of Greyhawk.

## DWARF

The dwarves of Greyhawk are among the oldest and most steadfast of the species found throughout the Flanaess, known for their indomitable spirit, skilled craftsmanship, and ancient traditions. Rooted deep in the stone of the Oerth, dwarves hold a special place in the history of the world, often considered the protectors of the mountains, hills, and underground kingdoms that dot the landscape. Most dwarves hail from vast, underground cities carved into the hearts of mountains, such as the Lortmil and Yatil ranges, where they have built strongholds that have stood for millennia. Their societies are steeped in tradition, honoring their ancestors through the creation of lasting works of stone, metal, and craft. To the dwarves, these works are more than just functional items—they are monuments to their heritage, and each one is crafted with the care and skill of countless generations.



In Greyhawk, there are two main subraces of dwarves: the hill dwarves and the mountain dwarves. The hill dwarves are primarily found in places like the Principality of Ulek and the lands surrounding the Lortmil Mountains. They are known for their resilience, practicality, and strong sense of community. Hill dwarves tend to be more outwardly focused than their mountain-dwelling cousins, establishing trade relations with nearby human, halfling, and gnome settlements. They are often the face of dwarvenkind to the outside world, trading their goods and services in exchange for resources and forging alliances with their neighbors. These dwarves are deeply loyal to their clans and kin, and though they may live above ground, their hearts remain bound to the stone from which their ancestors sprang.

Mountain dwarves, by contrast, live in the more remote, isolated regions of Greyhawk, often found deep in the Yatils, Crystalmists, and Rakers, where their mighty fortresses have stood for centuries. These dwarves are more reclusive, preferring to keep to themselves and focus on the perfection of their craft and the defense of their ancient strongholds. They are famed for their mastery of stone and metal, producing works of unparalleled beauty and durability. The mountain dwarves are also the most militaristic of their kind, maintaining well-trained armies of warriors and engineers to defend their kingdoms from the many threats that lurk in the world above and below. Many mountain dwarves have a deep mistrust of the surface world, shaped by centuries of warfare with orcs, giants, and other subterranean creatures, but their alliances with other good-aligned species are strong when the need arises.

Dwarves in Greyhawk are renowned for their craftsmanship, particularly in weapons, armor, and stonework. Their forges produce some of the finest steel in the Flanaess, and dwarven-made arms and armor are highly prized by warriors of all species. The dwarven cities in the Lortmils and Yatils are known for their vast forges, where master artisans create everything from intricate jewelry to mighty warhammers. Some of the most famous artifacts in the history of the Flanaess are of dwarven make, forged in the fires of ancient volcanoes or enchanted by the secret runic magics of their people. This craftsmanship is not limited to war, however, as dwarven architecture is equally famed. Their mountain citadels are engineering marvels, combining functionality with stunning beauty, and their underground halls are often adorned with massive stone carvings and statues that honor their ancestors.

Religion plays a central role in dwarven society, with Moradin, the Soul Forger, being their chief deity. Dwarves believe that Moradin crafted their people from the stone and imbued them with the strength and endurance of the earth itself. As such, dwarves see their craftsmanship as a divine duty, a way to honor Moradin's work in creating the world. Other important deities in the dwarven pantheon include Berronar Truesilver, the goddess of home and hearth, and Clangeddin Silverbeard, the god of battle and defense. Religious observances among the dwarves are often tied to their craft, with offerings of fine metalwork or gemstones given to the gods. Temples to Moradin are common in dwarven strongholds, often serving as places of both worship and craft, where clerics and artisans work side by side in the forges.

While most dwarves in Greyhawk remain close to their mountain homes, many have ventured out into the wider world as adventurers, traders, or emissaries. These wandering dwarves are often driven by a sense of duty to their clan, seeking wealth, knowledge, or glory that they can bring back to their people. Others may have been exiled or left their homes due to

political or personal conflicts. Such dwarves often find work as mercenaries, smiths, or engineers in human cities like Greyhawk, Dyvers, or Irongate. Despite their rugged and stoic demeanor, dwarves are fiercely loyal to those they consider friends and will go to great lengths to protect their allies and honor their word.

Dwarves are not without their enemies in Greyhawk. Their ancient foes, the orcs, gnolls, and giants, have waged countless wars against dwarven kingdoms over the centuries. In particular, the orcs of the Pomarj and the giants of Geoff and Sterich have long been a thorn in the side of the dwarves, leading to constant vigilance and the need for strong defenses. The underground realms also hold other threats, such as the drow, who have their own designs on the subterranean domains of the dwarves. In times of war, the dwarves are known to fight with unrelenting tenacity, their armies equipped with finely crafted weapons and armor, and their fortresses nearly impregnable. Many a dwarven warrior has fallen defending their homeland, and their people honor these fallen heroes through great stone memorials and songs that recount their bravery.

In summary, the dwarves of Greyhawk are a proud and ancient people, deeply connected to the stone and metal that shapes their lives. Whether as stalwart defenders of their mountain citadels, master craftsmen producing works of art and war, or adventurers seeking to make their mark on the world, dwarves remain one of the most enduring and influential species in the Flanaess. Their resilience, loyalty, and commitment to their craft make them not only invaluable allies but also formidable foes to those who would threaten their homes or dishonor their legacy. With a history rooted in both creation and conflict, the dwarves of Greyhawk continue to shape the world around them, as unyielding and steadfast as the mountains they call home.

## ELF

The elves of Greyhawk are an ancient and enigmatic species, steeped in magic and mystery, whose long lifespans have allowed them to accumulate vast knowledge and insight into the world around them. Unlike humans and other shorter-lived species, the elves of the Flanaess have seen kingdoms rise and fall, watching from the timeless forests they call home. They are divided into several distinct subraces, each with its own traditions, cultures, and philosophies, but all elves share a deep connection to nature and the arcane forces of the world. The forests of the Flanaess, particularly the great woodlands like the Vesve, Celadon, and the deep recesses of the Gnarley Forest, are where elves can be found in their greatest numbers, living in harmony with the natural world that has nurtured them for millennia.



There are four primary subraces of elves in Greyhawk: the high elves, wood elves, wild elves, and drow. High elves, known for their grace and sophistication, are the most commonly encountered subrace. They dwell in places like the grand elven city of Enstad in the elven kingdom of Celene. High elves are renowned for their mastery of magic and their elegant, refined lifestyles. They are the diplomats, scholars, and sorcerers of elven society, often serving as ambassadors or advisors to human courts. High elves tend to have an air of aloofness, viewing the other species with a sense of detachment born from their long lifespans and deep understanding of the world. However, they are not without compassion, and many high elves feel a responsibility to protect the natural world and maintain the balance between the forces of good and evil.

Wood elves, by contrast, are more reclusive and in tune with the natural world. These elves make their homes deep within forests like the Vesve or the Welkwood, where they live in small, close-knit communities. Wood elves are hunters, rangers, and druids, preferring the simplicity and purity of life in the wilderness over the grandiose cities of their high elf kin. They are fiercely protective of their forests, often acting as wardens of the wild, ensuring that the natural balance is maintained and that the creatures and plants under their care thrive. Wood elves tend to be wary of outsiders, especially those who bring the trappings of civilization too close to their borders. Their relationship with humans and other species can be strained at times, particularly when logging or expansion threatens their homes.

The wild elves, sometimes called grugach, are the most isolated and tribal of the elven subraces. Found in the most remote and inhospitable regions of the Flanaess, such as the Adri Forest and the Amedio Jungle, wild elves live in small, nomadic bands that shun contact with the outside world. They are known for their fierce independence and primal way of life, living off the land and relying on ancient traditions passed down through generations. Wild elves are deeply spiritual, revering the spirits of the natural world, and are often guided by powerful druids and shamans. While they rarely interact with other species, wild elves are known for their ferocity in battle, particularly when defending their territories from intruders. Their distrust of outsiders is legendary, and they are quick to strike against those they perceive as a threat to their way of life.

The drow, or dark elves, are the most infamous of the elven subraces. Exiled to the Underdark after a cataclysmic civil war in elven history, the drow have become twisted by the malevolent forces of the dark realms they now inhabit. In places like the Vault of the Drow, they have built a brutal and hierarchical society, ruled by powerful priestesses of Lolth, the spider goddess. Drow are known for their cruelty, cunning, and mastery of dark magic, and they are often viewed with fear and revulsion by their surface-dwelling cousins. However, not all drow are evil; some have escaped the clutches of their society and seek redemption or a different path. These drow, though rare, are often met with suspicion by the other elven subraces, who still carry the scars of their ancient betrayal.

Elves in Greyhawk are also deeply connected to magic, with many of their societies being built around the practice and study of the arcane. High elves, in particular, are some of the greatest wizards and sorcerers in the Flanaess, with magical academies in places like Celene rivaling those of human cities such as Greyhawk and Rel Astra. The elven affinity for magic is believed to come from their close connection to the fey, and their long lives allow them to master spells and incantations that would take others a lifetime to learn. This magical prowess also ties into their reverence for the gods, particularly Corellon Larethian, the elven deity of magic, arts, and war. Elves often see their magical talents as a gift from Corellon, and many elven wizards and clerics devote their lives to preserving the ancient magical traditions of their people.

Despite their long lives and deep wisdom, elves are not without their challenges in the world of Greyhawk. Their relative isolation, particularly for wood and wild elves, can lead to misunderstandings and conflicts with other species. Their deep connection to the natural world often puts them at odds with expansionist human kingdoms, and their magic makes them both valuable allies and dangerous enemies. Additionally, the drow continue to pose a threat from beneath the earth, and the enmity between the surface elves and their dark kin remains a source of tension and conflict. Yet, even in the face of these challenges, the elves of Greyhawk remain resilient, drawing on their long history and deep ties to the world around them.

In summary, the elves of Greyhawk are a people of profound magic, deep connection to nature, and a rich, ancient culture that spans the ages. Whether as the highborn sorcerers and scholars of Celene, the reclusive rangers of the Vesve, the tribal protectors of the wild, or even the feared and loathed drow, elves are a central force in the shaping of the Flanaess. Their long lives give them a unique perspective on the world, and their actions—whether for good or ill—have lasting impacts on the realms they inhabit. Though often distant and enigmatic, the elves remain a crucial part of Greyhawk's history and future, with their legacies woven into the very fabric of the land itself.

## GNOME

The gnomes of Greyhawk are a resourceful, curious, and inventive species, known for their ingenuity, love of tinkering, and deep connection to both nature and magic. Though not as numerous or prominent as humans or elves, gnomes have established themselves as a significant presence in the Flanaess, often living in hidden or secluded communities nestled in forests, hills, or underground burrows. Gnomes are divided into two primary subraces in Greyhawk: the rock gnomes, who are the most common and well-known, and the forest gnomes, who are more elusive and in tune with the natural world. Gnomes are often underestimated due to their small stature and playful demeanor, but beneath their mischievous exterior lies a keen intellect and a fierce loyalty to their kin.

Rock gnomes are the most widespread and are known for their affinity with technology, craftsmanship, and arcane studies. These gnomes tend to live in hilly or rocky regions, such as the Kron Hills or the Flinty Hills, where they can mine for precious gems and metals. Gnomish craftsmanship is highly prized, especially their fine clockwork devices, intricate jewelry, and masterfully forged tools. Rock gnomes are natural tinkerers, constantly experimenting with new inventions, contraptions, and magical devices. Their workshops are often a chaotic jumble of gears, springs, and magical components, with half-finished projects littering the shelves. While many of their inventions are whimsical or purely for entertainment, others have practical or even military applications. Gnomes have a long-standing rivalry with dwarves in matters of craftsmanship, though it is more playful than contentious, with both species respecting each other's unique skills.

Forest gnomes, by contrast, live in deep harmony with nature, residing in the heart of forests like the Gnarley or the Dim Forest, where they work to protect the balance of their woodland homes. These gnomes are shy and reclusive, often avoiding contact with larger species and remaining hidden within the deep shadows of the forests they call home. They are skilled illusionists, using magic to conceal their homes and themselves from outsiders. Unlike their rock gnome cousins, forest gnomes are less interested in technology and more focused on druidic practices, herbalism, and a deep connection to the animals and plants around them. They are also known for their bonds with forest creatures, often accompanied by small woodland animals or magical beasts. Forest gnomes play the role of protectors of the wild, ensuring that the natural world is preserved and that those who would harm it are dealt with swiftly.

Gnomes, both rock and forest, are naturally attuned to illusion magic, which is one of their greatest strengths. From an early age, gnomes learn to manipulate light, sound, and shadow to create illusions that both entertain and protect. For rock gnomes, this often takes the form of clever tricks and magical devices, such as enchanted toys or tools that bend perception. For forest gnomes, illusion magic is more defensive, allowing them to hide themselves and their communities from the eyes of potential invaders. Gnomish illusionists are highly respected in their communities, often serving as leaders, defenders, and scholars. In many gnomish villages, magical knowledge is passed down through generations, with young gnomes apprenticed to older, more experienced illusionists.

Despite their playful and curious nature, gnomes have not escaped the dangers of the Flanaess. They have long been targeted by enemies such as goblins, kobolds, and giants, who see them as easy prey due to their small size. In particular, kobolds hold a deep-seated hatred for gnomes, which has led to many bloody conflicts over the centuries. Gnomish



communities are well-defended, however, using a combination of traps, illusions, and cunning to protect themselves from invaders. Some gnome burrows are so well hidden and fortified that entire armies could march past them without ever realizing they were there. In times of great need, gnomes have been known to ally with their dwarven or human neighbors to defend their homes or push back against the threats that encroach upon their lands.

Gnomes also have a strong sense of humor and a love for riddles, stories, and games. This playfulness often masks their sharp wit and strategic thinking, as gnomes are adept at using their intelligence to outwit larger foes. In places like the Free City of Greyhawk, gnomes have earned a reputation as shrewd traders, clever inventors, and skilled artisans. Gnomish merchants often deal in rare and magical goods, including gemstones, enchanted devices, and finely crafted mechanical items. Their knack for invention and problem-solving makes them valuable allies in a world where innovation can turn the tide of battle or solve a seemingly impossible challenge.

Religion plays an important role in gnomish life, with Garl Glittergold, the god of gnomes, at the heart of their worship. Garl is known as the Trickster, the Watchful Protector, and the Master of Illusion, embodying the playful and curious spirit of his people. Garl's influence encourages gnomes to find joy in life, protect their communities, and never take themselves too seriously. His stories and parables are often told around gnomish hearths, and his worshipers believe that Garl himself watches over their homes, occasionally intervening with a well-placed illusion or prank to help his followers out of trouble. Forest gnomes also revere deities like Baervan Wildwanderer, the god of the forests and travel, and Segojan Earthcaller, the god of burrowing and the underground, who represent their connection to nature and the earth.

In summary, the gnomes of Greyhawk are a dynamic and resourceful people, deeply connected to their homes in the hills, forests, and underground burrows of the Flanaess. Whether as ingenious rock gnomes, crafting wonders of technology and magic, or as elusive forest gnomes, protecting the balance of nature through druidic and illusionary arts, gnomes play a vital yet often hidden role in the world. Their love of life, sense of humor, and sharp intellect make them both valued allies and formidable opponents, as they continue to adapt and thrive in a world filled with danger and adventure. Despite their small size and often underestimated power, the gnomes of Greyhawk are a testament to the resilience and ingenuity of their species, standing tall in a world where even the smallest spark of brilliance can illuminate the darkest corners of the Oerth.

## GOLIATH

The goliaths of Greyhawk are a rare and imposing species, towering over most others with their immense physical stature and deep connection to the rugged mountains and harsh landscapes of the world. Known for their incredible strength, endurance, and survival instincts, goliaths primarily make their homes in the highest peaks and most remote wildernesses of the Flanaess. Regions like the Barrier Peaks, Crystalmist Mountains, and the Yatil Mountains are where goliath communities are most commonly found, where they live a nomadic, often solitary existence, moving from one rugged terrain to another in search of sustenance and challenge. Goliaths are a species shaped by their harsh environment, and as a result, they are a people who value physical prowess, competition, and self-reliance above all else.

Goliath culture is built on the principles of strength, endurance, and competition, with each individual striving to be the best they can be in order to earn the respect of their peers. In their mountainous homes, goliaths live in small, tight-knit tribes, where every member is expected to contribute to the survival of the group. They hold frequent contests of skill and strength, whether it be wrestling, climbing, or hunting, and these competitions are not merely for sport—they are seen as essential ways of determining who is fit to lead or take on important roles within the tribe. Leadership among the goliaths is not inherited but earned through deeds, and their chieftains are often the strongest, most capable individuals, regardless of age or lineage. Failure is not looked down upon, but those who consistently fall short are expected to step aside and make room for others who can better provide for the tribe.

Goliaths are deeply connected to the natural world, especially the rocky mountains and craggy highlands that they call home. They revere the mountains as both a source of life and a constant test of their endurance and strength. Their deities reflect this connection, with Kavaki the Ram-Lord being the most prominent, representing strength, leadership, and the will to overcome any obstacle. Goliaths believe that the world is a place of constant challenge, where only the strong survive, and they see the mountains as a manifestation of this truth. This belief permeates every aspect of their lives, from their reverence for the natural world to their relationships with other species. Goliaths do not seek material wealth or permanent homes—rather, they find fulfillment in the challenge of living off the land and proving themselves through acts of strength, endurance, and cunning.

In Greyhawk, goliaths are viewed with a mixture of awe and caution by other species, particularly humans and dwarves. While their immense strength and toughness make them valuable allies, their competitive nature and sometimes blunt, direct attitudes can cause friction with more settled, hierarchical societies. Goliaths tend to see the rigid structures of human and dwarven kingdoms as overly complex and unnecessary, preferring a simpler life focused on individual merit and the constant testing of one's abilities. Despite this, goliaths often find themselves employed as mercenaries, bodyguards, or adventurers in human lands, where their prowess in combat and survival skills are in high demand. Their



nomadic nature makes them natural wanderers, and many goliaths enjoy the life of an adventurer, seeking out new challenges beyond the mountains of their birth.

Goliaths have a particular, though often tense, relationship with dwarves, who share their mountainous homes. While both species are strong and resilient, their values often clash. Dwarves are builders, creating lasting structures and civilizations that stand the test of time, while goliaths see permanence as less important than personal achievement and the strength of the individual. There is, however, a deep mutual respect between the two species, especially in the face of shared enemies such as giants, orcs, and other mountain-dwelling creatures. In times of crisis, goliaths and dwarves have been known to set aside their differences and fight side by side to defend their homes from external threats.

One of the most notable characteristics of goliaths is their strong sense of self-reliance and individualism. Every goliath is expected to pull their weight, and there is little room for weakness or failure. Those who are injured or unable to contribute to the tribe are often left behind, not out of cruelty, but out of practicality—goliaths believe that it is better to die with dignity than to become a burden on the tribe. This harsh outlook shapes their relationships with one another and with the world around them, fostering a culture where personal achievement and the ability to endure hardship are paramount. Goliaths who venture beyond their mountain homes often carry this sense of independence with them, which can make them seem aloof or distant to outsiders.

Despite their often solitary and competitive nature, goliaths do form close bonds within their tribes, and loyalty to the tribe is paramount. They are willing to put themselves in great danger to protect their kin, and even in the heat of competition, goliaths maintain a strong sense of camaraderie and respect for one another. This loyalty extends to their friends and allies as well, and goliaths who join adventuring parties or other groups are often fiercely protective of their companions. Their natural strength and resilience make them formidable warriors, and many goliaths take pride in their ability to stand on the front lines, shielding their allies from harm and taking on the most dangerous foes.

Religion among the goliaths is closely tied to their environment and their values. As mentioned, Kavaki the Ram-Lord is their chief deity, embodying the qualities of strength, endurance, and leadership. Other deities such as Naki-Uthal, the Sky-Watcher, who represents the endless expanse of the sky and the challenges of the weather, and Manethak, the Tracker, the god of hunting and survival, are also important in goliath culture. Goliath priests, often called "sky-speakers," serve as both spiritual leaders and tribal advisors, interpreting signs from the gods through the ever-changing environment around them, whether it be storms, avalanches, or the movement of animals. Rituals often involve feats of strength or endurance, as goliaths believe that the gods favor those who can prove themselves through action.

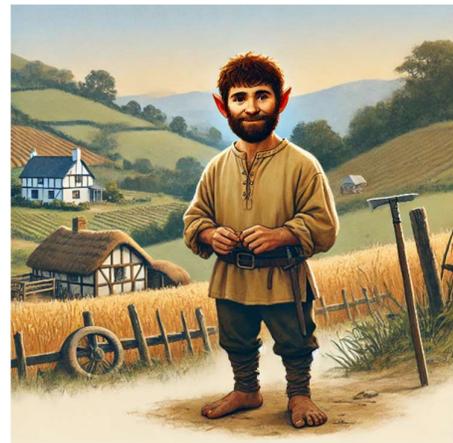
In conclusion, the goliaths of Greyhawk are a proud, independent people, shaped by the harsh, unforgiving environments in which they live. Their culture revolves around personal achievement, competition, and a deep connection to the natural world, particularly the mountains they call home. Though they are often viewed as aloof or overly competitive by other species, goliaths are fiercely loyal to their kin and allies, and their physical prowess and resilience make them formidable warriors and valuable companions. Whether living among their mountain tribes or venturing into the wider world as adventurers, goliaths are driven by a constant desire to test their limits and prove themselves in the face of every challenge the world has to offer.

## HALFLING

The halflings of Greyhawk are a small, resilient, and adaptable people known for their keen sense of adventure, quick wit, and love of the simple pleasures in life. Often found in the settled, fertile lands of the Flanaess, halflings have a reputation for blending seamlessly into the cultures around them, while still retaining a strong sense of their own identity. They are resourceful, cheerful, and quick-thinking, thriving in environments where others might struggle. Halflings have made their homes in many regions, but they are most commonly found in places like the Sheldomar Valley, the Ulek States, and the fertile lands near the Volverdyva River. Unlike the other species of the Flanaess, halflings do not typically seek out conflict or grand ambitions, preferring instead to live quiet, comfortable lives—though many individuals feel the pull of adventure and the road, leaving home to seek fortune, excitement, or simply to see more of the world.

In Greyhawk, halflings are divided into two main subraces: the lightfoot halflings and the stout halflings. Lightfoot halflings are the more numerous and nomadic of the two, known for their ability to blend into the societies around them. Lightfoots have an innate talent for moving unseen, whether in crowded cities or quiet forests, and many find work as scouts, thieves, or adventurers, making use of their small size and nimble abilities to slip in and out of dangerous situations unnoticed. They are curious and open-minded, always eager to experience new things, meet new people, and explore new places. Lightfoot halflings are also known for their hospitality and warmth, often hosting travelers in their homes or setting up camp with fellow adventurers, sharing stories and food around a fire.

Stout halflings, on the other hand, are more rooted in tradition and home life, preferring to settle down in well-established communities rather than constantly roaming. Stouts are hardier than their lightfoot cousins, with a reputation for resilience and toughness that belies their small size. These halflings are typically found in the more stable and



prosperous regions of the Flanaess, such as the County of Ulek or the Duchy of Tenh, where they live in tight-knit farming villages or quiet, comfortable burrows dug into hillsides. Stout halflings are more reserved than lightfoots, often preferring the company of their own kind, though they are just as kind and welcoming to strangers who earn their trust. They are skilled farmers, brewers, and craftsmen, producing some of the finest food, drink, and wares in the region, and their homes are known for their warmth, comfort, and simplicity.

Despite their peaceful nature, halflings are no strangers to danger. Throughout history, they have faced threats from marauding orcs, hobgoblins, and bandits, particularly in the border regions of the Flanaess. However, halflings are skilled at defending their homes using guerrilla tactics and their deep knowledge of the land. Their villages are often well-hidden and hard to find, tucked away in lush valleys or dense forests, and many would-be invaders underestimate the halflings' ability to defend themselves. Though they avoid direct confrontation when possible, halflings are masters of using traps, ambushes, and misdirection to outwit larger, stronger foes. Some halflings take up the life of adventuring for this reason, honing their skills in combat and strategy to protect their homes or simply to seek excitement.

Halflings have a close relationship with nature, though it is less formalized than the druidic traditions of elves or the reverence shown by gnomes. They are at home in the natural world, whether it's tending to their farms or traveling through the wilderness, and many halflings have a deep appreciation for the cycles of nature. Their small size and natural agility allow them to move quietly through forests and fields, making them excellent hunters, foragers, and scouts. Halflings are also known for their love of animals, particularly those that can share their homes or assist them in their daily lives, such as ponies, hounds, and farm animals.

Religion holds an important place in halfling culture, and most halflings pay homage to Yondalla, the goddess of protection, fertility, and community. Yondalla is seen as the protector of the halfling people, embodying the ideals of home, hearth, and safety. Her worship often takes the form of communal gatherings, feasts, and festivals where halflings come together to celebrate life and their shared bonds. Other halfling deities, such as Arvoreen, the god of war and defense, and Cyrrollalee, the goddess of hearth and hospitality, are also revered. Halflings believe that their gods watch over them closely, ensuring that their homes remain safe and their communities prosper.

In larger human cities like Greyhawk, Dyvers, and Irongate, halflings have integrated themselves into the bustling trade and mercantile scenes. Their keen business sense, knack for diplomacy, and small size make them excellent traders, negotiators, and guild members. Many halflings in these cities thrive as shopkeepers, bakers, artisans, or traders, using their natural charm and sociability to build strong networks of friends and allies. Some halflings, particularly those from lightfoot backgrounds, find work as couriers, thieves, or spies, taking advantage of their small size and unassuming nature to move through the city unnoticed. However, halflings rarely seek positions of great power or authority in these places, preferring to remain behind the scenes, quietly shaping the world around them through their connections and influence.

One of the most endearing qualities of halflings is their love of comfort and the good things in life. Halfling homes are known for their warmth and coziness, with hearths always lit, tables laden with food, and beds soft and inviting. They are skilled cooks, brewers, and gardeners, taking great pride in their ability to create delicious meals and drinks. Halfling hospitality is legendary, and anyone fortunate enough to be invited into a halfling home can expect to be treated as family, with ample food, drink, and conversation. This love of comfort and camaraderie extends to their adventures, as halflings are known for carrying a bit of home with them wherever they go, whether it's a favorite pipe, a special brew, or a warm blanket.

In summary, the halflings of Greyhawk are a people who value community, comfort, and adventure in equal measure. Whether they are living in the quiet farming villages of Ulek or roaming the Flanaess as adventurers, halflings bring with them a sense of joy and resilience that is hard to match. Their small size and unassuming nature often cause others to underestimate them, but those who know the halflings well understand that they are as tough and resourceful as any species in the Flanaess. Their ability to adapt to different environments and cultures, combined with their deep love of home and family, makes the halflings of Greyhawk a vital and cherished part of the world. Whether as humble farmers, crafty traders, or daring adventurers, halflings always find a way to leave their mark, no matter where they roam.

## HUMAN

Humans are the most widespread and populous species in the world of Greyhawk, playing pivotal roles in the history, politics, and cultures of the Flanaess. They are a diverse and adaptable people, capable of thriving in nearly any environment, from the frozen reaches of the Thillonian Peninsula to the sunbaked deserts of the Bright Lands. In the Flanaess, humans have established great kingdoms, powerful empires, and small, independent city-states, their influence shaping the political landscape for centuries. Unlike the other species, humans are not defined by a particular region or cultural identity—rather, they are divided into several distinct ethnic groups, each with its own traditions, languages, and histories.

The four primary human ethnic groups in Greyhawk are the Oeridians, Suloise, Flan, and Baklunish. The Oeridians are perhaps the most dominant in the central Flanaess, known for their expansionist tendencies and martial



proWess. Descendants of a nomadic warrior culture, the Oeridians founded several of the most powerful kingdoms in the region, including the Great Kingdom of Aerdy, which once held sway over much of the Flanaess. Even after the Great Kingdom's fall from prominence, Oeridian bloodlines continue to shape the politics of the Flanaess through nations like Furyondy, Nyronnd, and the Gran March. Oeridians are known for their militaristic and disciplined approach to life, with a strong emphasis on honor, duty, and the rule of law.

The Suloise people, once part of a mighty empire in the far south, are often viewed with suspicion due to their ancestors' role in the cataclysmic Twin Cataclysms that devastated the ancient empires of the Suel and Baklunish. The Suloise Empire, though long gone, still casts a long shadow over its descendants. Many Suloise can be found in regions like the Scarlet Brotherhood, a secretive and xenophobic order that seeks to restore the lost glory of their empire. However, not all Suloise are tied to such sinister ambitions—many have integrated into the wider cultures of the Flanaess, living as merchants, scholars, and adventurers in places like Keoland, the Duchy of Urnst, and the Sea Princes. Suloise are often pale-skinned, with light hair and sharp features, and their ancient language, Suloise, is still spoken among certain scholarly and secretive circles.

The Flan are the indigenous people of the Flanaess, having lived in the region long before the arrival of the Oeridians and Suloise. They are a proud and ancient people, deeply connected to the land and its natural forces. Though many Flan kingdoms were absorbed or displaced by later arrivals, their influence remains strong in places like the Duchy of Tenh, Geoff, and the lands of the Rovers of the Barrens. Flan culture is steeped in tradition, with a strong focus on nature, the seasons, and the cycles of life and death. Many Flan are skilled druids, shamans, and rangers, maintaining a deep spiritual connection to the world around them. Their darker skin tones and often mystical traditions set them apart from other human groups, and they are known for their reverence of ancient, nature-based deities like Beory, the Oerth Mother, and Obad-Hai, the god of nature.

The Baklunish people hail from the western lands beyond the Barrier Peaks and have a long history shaped by the remnants of the ancient Baklunish Empire, which was destroyed in the same cataclysmic events that ended the Suloise Empire. In the Flanaess, Baklunish culture is most prominent in the northwest, in regions like Ket, Zeif, and Ekbir. Known for their rich history, philosophical traditions, and mastery of astrology and divination, the Baklunish are a people of both great intellect and spiritual depth. Their cities are renowned for their splendor, with grand bazaars, towering minarets, and vast libraries dedicated to preserving ancient knowledge. Baklunish individuals often have golden or olive skin, dark hair, and are known for their elaborate clothing and colorful garments. They also maintain a rich tradition of mounted warfare, with their famed cavalry feared and respected throughout the Flanaess.

Humans in Greyhawk are defined by their adaptability and ambition. They are capable of building great empires, leading powerful armies, and mastering the arcane arts, but they are also prone to internal conflict, political intrigue, and moral complexity. Unlike some of the more long-lived species, humans must achieve their goals in a relatively short span of time, which drives them to be highly resourceful and inventive. This adaptability has allowed them to rise to prominence in nearly every region of the Flanaess, from the Free City of Greyhawk to the Kingdom of Keoland, and even in the more remote reaches like the Hold of the Sea Princes and the lands of Blackmoor. Their societies range from the highly structured and feudal systems of kingdoms like Furyondy to the more anarchic and libertarian cultures of places like Perrenland.

Magic is an important part of human society, though it varies greatly by region. In places like Greyhawk and Dyvers, powerful wizards and arcane academies dominate the magical landscape, while in more rural and isolated areas, magic is viewed with suspicion or is practiced in secret. Human wizards, sorcerers, and clerics have left indelible marks on the world, from the legendary archmage Mordenkainen and his Circle of Eight to the clerics of Pelor, St. Cuthbert, and other human deities who wield divine power in service of their gods. Human deities, such as Pelor, Heironeous, and Hextor, play significant roles in the religious life of the Flanaess, with vast temples and orders dedicated to their worship.

However, humans are also known for their ambition and often darker tendencies. The desire for power, wealth, and influence has driven many humans to commit acts of great evil, whether through political machinations, warfare, or the dark arts. The Scarlet Brotherhood, with its belief in racial purity and conquest, is a prime example of the dangerous potential within human ambition. Similarly, the rise of tyrants like Iuz the Old, whose cruelty and malice have plagued the Flanaess for centuries, is a reminder that humanity's drive for dominance can lead to great suffering. Still, for every despot, there are champions of justice like King Belvor of Furyondy or the noble paladins of the Shield Lands, whose courage and righteousness stand as a bulwark against the darkness.

In conclusion, humans in Greyhawk are a complex, diverse, and adaptable species whose influence shapes every corner of the Flanaess. From the ancient ruins of the Suloise and Baklunish empires to the thriving kingdoms of the modern age, humans have proven their capacity for greatness, whether through conquest, innovation, or heroism. Their ambition and adaptability have made them the dominant force in the world, for good or ill, and their cultures and kingdoms continue to define the future of Greyhawk. Whether as noble knights, cunning wizards, devout clerics, or ruthless tyrants, humans will always play a central role in the ever-shifting tapestry of the world's history and future.

## ORC

The orcs of Greyhawk are a brutal, warlike species known for their fierce combat prowess, tribal culture, and deep enmity with many of the more settled peoples of the Flanaess. Orcs are primarily found in the rugged, inhospitable regions of the world, such as the Pomarj, the Crystalmist Mountains, and the orc-infested lands of the Bone March. They are one of the most numerous and dangerous threats to civilization, constantly raiding human, dwarf, and elf settlements in search of plunder, slaves, and territory. Though often seen as little more than savage marauders, orcish society is deeply tribal and hierarchical, bound together by a culture of strength, dominance, and survival in some of the most hostile environments of the world.



In Greyhawk, orcs are divided into numerous tribes and clans, often led by powerful warlords or chieftains who have proven their worth through combat or sheer ruthlessness. The concept of might makes right is central to orcish culture—chieftains maintain their power by demonstrating their strength and ability to lead their warriors to victory. Weak leaders are quickly deposed or killed, and internal strife is common, with ambitious orcs constantly vying for power. Orc tribes frequently clash with each other, only uniting under a strong leader who can rally them toward a common goal, usually the destruction of a shared enemy. These alliances rarely last long, however, as orcish loyalty is fickle, and the urge for personal glory often outweighs any notion of long-term strategy or unity.

Orcs have a long and bloody history in Greyhawk, especially in regions like the Pomarj, where they have established a powerful stronghold after driving out the human and dwarf inhabitants. Under the rule of the despicable half-orc Turrosh Mak, the orcs of the Pomarj have created an empire of sorts, one that has terrorized the surrounding regions for decades. The Pomarj is a prime example of what orcs are capable of when united under a strong leader, and their relentless raids into the neighboring Principality of Ulek and surrounding lands have left a lasting scar on the region. Similarly, the orcs of the Bone March, once part of the Great Kingdom, overran their human and dwarven oppressors and established their own brutal regime. These orcish domains are often harsh and unforgiving places, ruled by the strongest and most cunning, where slaves and lesser creatures are used to fuel the war machine.

Religion plays a key role in orcish society, with many orcs worshiping Gruumsh, the one-eyed god of conquest, war, and destruction. Gruumsh is seen as the ultimate symbol of orcish strength and fury, and his priests—often powerful shamans or war-priests—hold great sway in orc tribes. Orcs believe that Gruumsh created them to dominate the world, and this belief fuels their relentless desire for war and conquest. Orcish warbands frequently march into battle under the banner of Gruumsh, eager to prove their worth to their god through slaughter and destruction. Other deities in the orcish pantheon, such as Luthic, the goddess of fertility and the home, and Ilneval, the god of strategy and war, also play important roles, but Gruumsh's violent and destructive influence is by far the most pervasive.

While orcs are often seen as brutish and savage, they are not without intelligence or cunning. Many orcish leaders are adept tacticians, using their understanding of terrain and guerrilla tactics to overwhelm more disciplined foes. Orcish raids are rarely simple frontal assaults; they often involve ambushes, traps, and night attacks, with orcs using their keen senses and familiarity with the wilderness to strike without warning. In battle, orcs are relentless, charging into combat with reckless abandon, wielding crude but deadly weapons such as greataxes, scimitars, and jagged blades. Their ferocity in combat is legendary, and many a soldier has learned to fear the sight of an orc warband thundering toward them, howling war cries to Gruumsh as they descend upon their enemies.

Despite their violent tendencies, orcs are not entirely without culture or craftsmanship. Orcish weapons and armor, while crude by the standards of dwarves or humans, are brutally effective, designed for maximum damage and intimidation. Their strongholds, often built in mountains or dense forests, are heavily fortified with thick walls, spikes, and traps to deter invaders. Orcish society also places a great deal of value on storytelling, with oral traditions passed down from generation to generation. These stories often glorify past battles and conquests, with great orcish heroes and warlords serving as role models for younger orcs. Music, too, plays a role in orcish life, though it is often harsh and guttural, with war drums and battle chants echoing across the land before a raid.

Orcs have a complex relationship with other species in Greyhawk, particularly with humans, dwarves, and elves, whom they view as traditional enemies. Orcs hold a deep-seated hatred for elves, dating back to the ancient enmity between Gruumsh and Corellon Larethian, the elven god. This hatred is particularly strong among the orcs of the Pomarj, who frequently raid the elven lands of Celene and the Ulek states. Dwarves, too, are hated by orcs, and the two species have clashed for centuries over control of the mountains and underground realms. Orcs covet the wealth and craftsmanship of the dwarves, often launching brutal assaults on dwarven strongholds to plunder their riches. Humans, on the other hand, are viewed with a mix of contempt and grudging respect—while orcs often see humans as weak and soft, they also recognize their tactical prowess and resourcefulness.

Orcs have long been a thorn in the side of human kingdoms, particularly in the southern and western regions of the Flanaess, where orcish warbands frequently raid settlements and trade routes. However, some human nations, such as the Great Kingdom during its darker days or the Bandit Kingdoms, have been known to employ orc mercenaries, using their

brute strength for their own ends. Half-orcs, the offspring of orc and human unions, are often seen as outcasts, shunned by both human and orcish society, though some half-orcs have risen to positions of great power by embracing both sides of their heritage. Figures like Turrosh Mak have shown that half-orcs can unite the best (and worst) traits of both species to create powerful leaders who can dominate entire regions.

In conclusion, orcs in Greyhawk are a force of raw, untamed power, driven by their thirst for conquest, survival, and dominance. Though often seen as little more than savage raiders, their tribal culture, cunning tactics, and religious fervor make them a formidable and dangerous presence in the Flanaess. Whether as marauding warbands pillaging the countryside or as the rulers of brutal orcish strongholds like the Pomarj and Bone March, orcs remain a constant threat to the more settled and civilized regions of the world. Their ongoing conflicts with humans, elves, and dwarves ensure that the history of Greyhawk will continue to be written in blood and steel, with orcs ever at the heart of the struggle for control of the land.

## TIEFLING

In the world of Greyhawk, tieflings are a rare and enigmatic species, marked by their infernal heritage and the stigma that often accompanies it. Descendants of humans who, at some point in their ancestry, made pacts with devils or demons, tieflings bear the physical and metaphysical legacy of these dark deals. They are known for their fiendish appearance—horns, tails, and glowing eyes—which sets them apart from others and often makes them the subject of fear, mistrust, or outright hostility. However, tieflings are far more complex than the evil that is often assumed to course through their veins. They are individuals shaped not only by their infernal blood but also by the societies in which they live, and their stories in Greyhawk are as varied as the people of the Flanaess itself.



Tieflings have no homeland of their own in Greyhawk, but they can be found scattered across the Flanaess, often living in the margins of human society. Cities like Greyhawk, Dyvers, and the decadent Rauxes offer tieflings the anonymity of large, diverse populations, where they can hide their infernal heritage or find ways to turn it to their advantage. Many tieflings are drawn to places where power is concentrated, such as the courts of ambitious rulers or the secretive guilds of the Free City of Greyhawk. In these places, their sharp minds, cunning, and often innate magical abilities make them valuable allies—or dangerous foes. However, the path for tieflings is often a difficult one. Many are mistrusted due to their fiendish heritage, leading them to lives of secrecy, deception, or self-imposed exile.

The origins of tieflings in Greyhawk are as varied as the individuals themselves. Some trace their bloodline back to ancient pacts made during the days of the Suel Imperium or the Great Kingdom, where power-hungry nobles and mages bartered with fiends for wealth, influence, or forbidden knowledge. These dark bargains left a stain on their bloodlines, producing tieflings generations later, often as a cruel reminder of their ancestors' folly. Others are the result of more recent pacts, often made in desperation or greed, by individuals willing to trade their descendants' future for immediate gains. In either case, tieflings are often burdened by the legacy of deals they did not personally make, carrying the weight of infernal influence through no fault of their own.

Despite the prejudice they often face, tieflings are highly resilient and adaptable. Many learn from an early age how to navigate the mistrust of others, using their wits and charm to survive in a world that is often hostile to their existence. Their infernal blood grants them certain abilities, such as innate magical talents—most tieflings possess a natural affinity for fire-based magic or the ability to create darkness, abilities which reflect the influence of the lower planes. Some tieflings use these powers to carve out a place for themselves, whether as rogues, warlocks, or sorcerers, often walking a fine line between survival and moral compromise. Others, feeling the weight of their heritage, may turn toward religious devotion, seeking redemption through the gods or a means to cleanse their bloodline of its infernal taint.

Among the gods of Greyhawk, tieflings may be drawn to those who offer salvation, justice, or power. St. Cuthbert, the god of retribution and justice, sometimes attracts tieflings who seek to atone for their lineage or channel their inner conflict into righteous causes. Others may turn to deities like Trithereon, the god of individuality and vengeance, who encourages tieflings to forge their own path, free from the constraints of fate or society. On the darker side, tieflings with less desire for redemption may follow deities like Hextor or Nerull, embracing the darker aspects of their nature to gain power and influence.

Despite the challenges they face, not all tieflings are bound by the darker sides of their heritage. Many seek to defy expectations and stereotypes, living as adventurers, scholars, or merchants. In cities like Greyhawk, tieflings can sometimes rise to prominence through their resourcefulness and ambition, taking advantage of the city's chaotic and competitive nature. Some serve as advisors, spies, or arcane specialists in the courts of ambitious rulers or powerful guilds, while others live quiet lives, seeking only peace and a chance to escape the shadows of their past. Their ability to walk between worlds, both literal and figurative, makes tieflings uniquely suited to the intrigue and complexity of urban life, where information, influence, and deception are as valuable as gold.

Culturally, tieflings often lack a unified identity, as they are scattered and isolated by their circumstances. Many grow up as outsiders within human communities, either hidden away by their parents or abandoned to fend for themselves. As a result, tieflings are often self-reliant and independent, learning early on how to navigate a world that views them with suspicion. Those who manage to find others like themselves may form loose networks or underground societies, sharing knowledge, protection, and support. These groups are rarely formal or permanent, but they can provide a sense of belonging for tieflings who might otherwise feel utterly alone.

Tieflings are also drawn to places of arcane power, as many feel a natural affinity for magic, particularly the darker, more dangerous forms of sorcery and warlock pacts. The Free City of Greyhawk, with its renowned Guild of Wizardry and the mysterious Circle of Eight, is a natural draw for ambitious tieflings looking to hone their magical talents. In the lands of Ahlissa and the decadent remnants of the Great Kingdom, tieflings may rise to prominence as advisors or manipulators, using their infernal gifts to influence the corrupt courts and power-hungry nobility.

Ultimately, tieflings in Greyhawk are defined by their dual nature, walking the line between their infernal heritage and their desire for acceptance—or power—in the world around them. Some embrace their fiendish blood, seeing it as a source of strength and using it to their advantage. Others reject it, striving to prove that they are more than the sum of their ancestry. The world of Greyhawk, with its constant struggle between good and evil, light and darkness, provides a fitting backdrop for tieflings to forge their own paths, whether as heroes, villains, or something in between.

In conclusion, tieflings in Greyhawk are a complex and multifaceted people, shaped by their infernal heritage but not defined by it. Their struggles for acceptance, their resourcefulness, and their resilience make them both feared and admired, as they navigate a world that is often hostile to their existence. Whether seeking redemption, power, or simply a place to belong, tieflings in Greyhawk are a testament to the strength of individuals who must constantly battle against the darkness within and around them. Their journeys, fraught with danger and intrigue, mirror the broader conflicts of the world, making them compelling and unpredictable figures in the ever-shifting landscape of the Flanaess.

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For use with the fifth edition  
*Player's Handbook*<sup>®</sup>, *Monster Manual*<sup>®</sup>,  
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