

A GUIDE TO THE
WORLD OF GREYHAWK™
FANTASY SETTING



A CATALOGUE OF THE LAND OF FLANAESS
BEING THE EASTERN PORTION OF
THE CONTINENT OERIK, OF OERTH

HERALDRY

THE SHIELD DEVICES AND COATS OF ARMS OF THE MAJOR STATES AND PRINCES OF THE FLANAESS ARE DETAILED HERE & ON THE BACK COVER.



Kingdom of Furyondy

Tinctures		Tinctures of Difference		Metals
Blue	Purple	Aquamarine	Violet	
Green	Red	Olive	Crimson	Bronze - Brown Copper - Orange Gold - Yellow Iron - Gray Silver - White
Furs				
Ermine - White with Black spotting Sable - Black Vair - Red and Tan repeating				



City of Greyhawk



County of Ulek



City of Dyvers



Kingdom of Nyrond



The Great Kingdom



Goblins of the Pomarj



Spindrift Isles



Tusmit



Sterich



Ratik



See of Medegia



City of Rel Mord



Frost Barbarians



Bone March



Onwal



Orcs of the Pomarj



Duchy of Ulek



Grand Duchy of Geoff



Knights of the Hart (Veluna)



Safeton (Wild Coast)



Narwell (Wild Coast)



Fax (Wild Coast)



Elredd (Wild Coast)



South Province



Idee



North Province



Wolf Nomads



Ull



GUIDE TO THE WORLD OF GREYHAWK

VOLUME III

A CATALOGUE OF THE
LAND FLANAESS, BEING
THE EASTERN PORTION
OF THE CONTINENT
OERIK, OF OERTH

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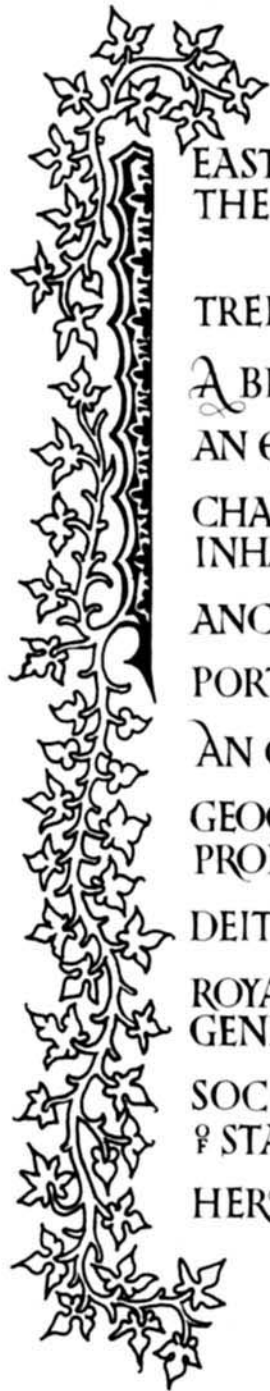
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Are you lost in the Flanaess, ringed on all sides by the forces of darkness and confusion? Perhaps the oracle can help. Send your questions, along with a self-addressed, stamped, return envelope, to:

WORLD OF GREYHAWK Questions
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EASTERN OERIK & RE- LATION & THE WHOLE OERTH & THE HEAVENLY BODIES

A S IS
OBVIOUS,
THE
OERIK
CONTINENT
IS THE MAJOR

center of the world, and the easter portion, the Fla-naess, is the center of enlightened humanity. Oerth has four great continents and countless islands, and four great oceans and countless seas which surround these bodies of land. Little is known about the lands of the western portion of Oerik, less still about the savage inhabitants of the other continents, but such knowledge is, of course, of little use anyway and of no importance to humanity.

The heavens are far more important and interesting. We must study the stars, those which wander and those which are fixed, to properly understand Astrology. The sun travels once around Oerth in 364 days, visiting the 12 Lairs of the Zodiac in an appointed round which never varies. The Great Moon (Luna) waxes and wanes in fixed cycles of 28 days each, upon which our months are based; while the Handmaiden (Celene, the small aquamarine satellite) follows a path which shows Her in full beauty but four times each year, thus showing us the time for our Festivals. When both Mistress and Handmaiden are full, things of great portent are likely to occur, depending upon the positions of the five wandering stars in the Lairs, naturally. For complete details of Astrology, we recommend the reader to such texts as Selvor the Elder's "Secrets of Ye Skye Revealed" or Yestro Bilnigd's "Astrology, Divinity, and Mankind."



DAYS AND MONTHS OF THE YEAR

The Flan standard week of seven days has the following days:

STARDAY	—	Work
SUNDAY	—	Work
MOONDAY	—	Work
GODSDAY	—	Worship
WATERDAY	—	Work
EARTHDAY	—	Work
FREEDAY	—	Rest

The Dozenmonth of the moon and the four Festivals are:

Common	Olven	Nomads	Season
Needfest			
Fireseek	Diamondice	Tiger	Winter
Readying	Yellowwillow	Bear	Spring
Coldeven	Snowflowers	Lion	Spring
Growfest			
Planting	Blossoms	Frog	Low Summer
Flocktime	Violets	Turtle	Low Summer
Wealsun	Berrytime	Fox	Low Summer
Richfest			Midsummer
Reaping	Goldfields	Snake	High Summer
Goodmonth	Sunflowers	Boar	High Summer
Harvester	Fruitfall	Squirrel	High Summer
Brewfest			
Patchwall	Brightleaf	Hare	Autumn
Ready'reat	Tinklingice	Hawk	Autumn
Sunsebb	Lacysnows	Wolf	Winter

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

CLIMATE AND SEASONS THE FLANAESS IS PARTICULARLY

blessed in regard to its weather. Except in the northern latitudes, the winter temperatures seldom dip below freezing except during the two winter months, and at night during early spring and late autumn. In the depths of winter, there will be a few days when the temperature reaches 0, and then gradual warming begins. The northeast and central northern regions tend to be considerably colder, as the seas of those regions cause winter to linger about twice as long. An important exception to this is the Dramidj Ocean; its warm currents tend to moderate the climate of the lands which border it, to a degree similar to several latitudes further south. Both spring and autumn are protracted seasons, by and large. Summer in the central lands of Oerik lasts five or more months.

Prevailing winds tend to be from the northeast in the winter and autumn, from the east and southeast in other times. Most areas of the Flanaess have sufficient rainfall to assure abundant crops.



TREES COMMON TO THE FLANAESS

Northern Regions:

Alder
Balsam
Birch
Fir
Oak, scrub
Pine
Sablewood

Central Regions:

Apple/Crabapple
Beech
Briar
Bronzewood
Cherry/chokecherry
Chestnut
Elder
Elm
Galda
Hawthorn
Hickory
Hornwood
Ipp (or Ipt)
Larch
Locust
Maple
Mulberry
Myrtle
Oak
Pear
Phost
Plum
Poplar
Roanwood
Thorn
Usk
Walnut
Willow
Yarpick
Yew

Southern Regions:

Apricot
Ash
Bay
Camphor
Cedar
Fig
Grapefruit
Gum
Kara
Lemon
Lime
Mangrove
Oak, live
Olive
Orange
Peach
Pine
Tulip Tree

Southern Tropical Regions:

Banyan
Baobab
Deklo
Mahogany
Palm
Teak



BRONZE WOOD TREES ARE SLENDER UNTIL AFTER

many decades of growth. The average size is 40 feet, with branches growing at a 45 degree angle from the trunk. Bark is reddish brown and hard. Leaves are narrow and toothed, from eight to ten inches long. The wood of this tree is heavy and hard, so that only experts can work it properly. If it is carefully seasoned and especially dried, the outer part will become almost as hard as metal, while the overall weight of the wood is unchanged.

Deklo trees are massive hardwoods often 15 feet in diameter and over 100 feet tall. They have thick, strong branches that grow almost parallel to the trunk. The leaves of the tree are nearly round and grow in thick clumps. On a mature deklo, leaves will be over 1 foot in diameter. These trees tend to grow in groves, excluding other forms of vegetation.

Galda trees are large fruit-bearing trees, 30 feet or so in height. Bark is yellowish and leaves are yellow-green. In early spring the tree produces whitish, cone-shaped fruit which ripens to gold-streaked maturity in early summer. Galdas are somewhat astringent and salty to the palate, but the fruit is both refreshing and nutritious, as its multiple seeds are high in protein.

Kara trees are large fruit trees. Karas grow to a height of 40 feet or more, have rough bark, and their branches and leaves produce an irritating resin which causes itching. Kara produce fruit throughout the entire summer. This fruit is light brown in color; spots of yellow indicate that the fruit is new, red

shows full ripening. Karafuit is about fist-sized and oddly squarish. Unripe, they are putrid-tasting and cause severe cramps if consumed. Ripe fruit is chewy and somewhat sweet. It provides a staple in the diet of many people.

The Hornwood is a beautiful hardwood about the size and shape of a small elm. Its trunk and branches usually are very straight, with black bark. Leaves are long and pointed, resembling the broad blade of a spear. If properly treated and seasoned, hornwood becomes especially strong and resilient. Weapons, especially bows, made of hornwood are much desired.

Ipp trees are among the largest known. They average 60 feet or more in height and have thick trunks. The ipt, a species of ipp, is larger still, and is a favorite of Sylvan Elves. Ipps have greenish bark and large, hand-shaped leaves of emerald green. These trees will live for centuries and are seldom attacked by insects or disease.

Phost trees are similar to oaks, except their bark is quite shaggy and leaves are twice as broad as they are long. The wood of the phost gives off a soft glow when it has been dead for a year or so. This radiance is sufficient to light a 5-foot radius around a branch or rotting phostwood trunk. Rough handling or exposure to dampness hastens the rotting process, so that the wood will crumble away in a few months.

Roanwood trees are similar to sequoias, except that the branches are closer to the ground (30 feet or so) and far larger, for the roanwood is a hardwood. As the name implies, the bark of the tree is speckled gray and reddish-brown. Specimens over 150 feet tall have been found. Roanwoods have fan-shaped leaves about

1 foot long. The wood and grain of the tree are such that it is used for fine furniture, interiors, or carving. Where hardness and strength are desired, hickory, bronzedwood, oak and like woods are typically used.

Sablewood trees are an evergreen found in northern regions. The trees are short and have thick trunks for their size. Their branches make excellent arrow shafts. The trees forested in cold months have the finest grain, and if they are treated with oil, the wood becomes a lustrous black.

Usk trees are very thick, tall hardwoods with huge oblong leaves and an edible fruit much loved by most creatures. Typical specimens of usk are 8 to 9 feet in diameter and 50 to 60 feet tall. The tree is similar to a maple in shape. The huge leaves are tough and flexible, so they can be used for many purposes. Uskfruit appears in early summer and stays until frost. It is pale blue with three or four lobes. A ripe uskfruit is about the size of a large grapefruit, bright blue, and aromatic.

The yarpick is commonly known as the daggerthorn. It is a shortish, sturdy tree with low, spreading branches and broad, fringed leaves. Its trunk has relatively small, exceedingly sharp thorns about one-half foot long. Thorns on its larger branches can be awesome, the largest growing to over two feet in length and as thick as a finger at the base. Yarpick thorns are tough and straight and have been used as weapons or weapon components. The mature tree bears small fruit which is not useful, but the inner seed is quite good when cracked as if a nut. Cultivated yarpick "nuts" are as large as plums and very wholesome and nourishing. The meat is eaten roasted or ground into meal.





A BRIEF HISTORY OF EASTERN OERIK

CHRONOLOGICAL TABLE OF EVENTS

There is no question but that most reckoning is dated by Common Year (CY), which system commenced when the Overking of Aerdy declared universal peace through the whole of the Great Kingdom. The chronology given below, however, includes five other calendars which were once used and are sometimes referred to in ancient writings. Some few nations still employ these superannuated reckonings, as do the more isolated elvenfolk.

A BRIEF HISTORY OF EASTERN OERIK MIGRATING BANDS BEGAN

settling the eastern portion of the Oerik Continent — Flanaess — over a millenium ago. The Flan tribesmen were hardy and capable hunters but not particularly warlike, and their small and scattered groups made no appreciable civilizing efforts. The Suel Peoples, mainly fleeing from the great wars in the Suloise Empire, moved northward through the Kendeen (Harsh) Pass of the southern Crystalmist Mountains (now known as the Hellfurnaces) and spread out in all directions. The fierce Oeridian tribes likewise moved east, thrusting aside Flan and Suloise in their path. The Oerid migrations were similar in cause to those of the Suel, in that the Baklunish-Suloise Wars, and the hordes of Euroz and associated humanoid groups used as mercenaries by both sides, tended to pillage northward and eastward, driving the Oerids before them. When the Invoked Devastation came upon the Baklunish, their own magi brought down the Rain of Colorless Fire in a last terrible curse, reducing the Suloise Empire to what is now the Sea of Dust. Meanwhile, sufficient numbers of the Baklunish remained to hold the northern plains and main-

tain their small states against all comers—Euroz, High Jebline, Jebli, Celbit, and such humanoids alike.

For two centuries the Oerid and Suel battled each other and the fragmenting humanoid hordes for possession of the central area of the Flanaess, incidentally engaging the Flannish and demi-humans. In a few places the two racial stocks intermixed — notably the Sheldomar Valley where, except for the Hold of the Sea Princes, the peoples of the Kingdom of Keoland, Gran March, the Ulek States and nearby petty lands are mixed Oerid-Suel stock. To the far north, four of the strongest and fiercest clans managed to retain large stretches of ground as Suloise. The majority of the Suelites were pushed to the extreme south, into the Amedio Jungle, the Tilvanot Peninsula, the Duxchan Islands, and even as far as across the narrow Tilva strait into Hepmonaland. The success of the Oeridian domination of so much of the Flanaess was in part due to their friendliness toward the original demi-human peoples of the area — dwur, noniz, hobniz, olve — whose cooperation greatly strengthened the Oeridians. The willingness of the Flanae to join forces with the Oeridian armies also proved to be a considerable factor. Perhaps the biggest asset the Oeridians had, however, was the vileness of the Suloise — the majority lied, stole, slew, and enslaved whenever they had inclination and opportunity. There were exceptions, of course, such as the Houses of Rhola and Neheli — late migrants who settled and held the Sheldomar as already mentioned.

The strongest tribe of the Oeridians, the Aerdi, settled the rich fields east of the Nyr Dyv and there founded the Kingdom of Aerdy, eventually to be renamed the Great Kingdom. After several decades of increasing growth, power, and prestige, Aerdy embarked upon a series of conquests, the greatest of which was the defeat of the Nyronal cavalry squadrons at the Battle of a Fortnight's Length. Thereafter, Aerdy was known as the Great Kingdom, whose monarch held sway from the Sunndi swamplands in the south, westward along the shores of the Telfic Gulf and the Sea of Yar, to the Nyr Dyv and from



Common Year	(S.D.) Suloise	(O.C.) Olven	(B.H.) Bakluni	(F.T.) Flannae	(O.R.) Oerid	
	5031	3978	2175	1666	160	Beginning of the Baklunish-Suloise Wars.
	5050	3997	2194	1685	179	First employment of humanoid mercenaries.
	5058	4005	2202	1693	187	Oerid migrations east of peak point.
	5069	4016	2213	1704	198	Suloise migrations begin.
	5094	4041	2238	1729	223	Invoked Devastation of Rain of Colorless Fire strike.
	5299	4246	2443	1934	428	Founding of the Kingdom of Aerdy.
	5406	4353	2550	2041	535	Battle of a Fortnight's Length.
1	5516	4463	2660	2151	645	Overking crowned in Rauxes; frontiers of Great Kingdom reach Greyhawk City.
213	5728	4675	2872	2363	857	Age of Great Sorrow commences.
320	5835	4782	2979	2470	964	Nomads appear in North, outer dependencies of Aerdy gain sovereignty.
356	5871	4818	3015	2506	1000	Kingdom of Nyronnd established; Kingdom of Keoland at peak.
437	5952	4899	3096	2587	1081	Turmoil Between Crowns.
446	5961	4908	3105	2596	1090	Founding of the Iron League; Bandit Kings sack Trigol; Rise of the Sea Princes.
461	5976	4923	3120	2611	1105	Demi-human realms of Ulek and Celene are affected.
479	5994	4941	3138	2629	1123	Might of Iuz grows, humanoid invasions become common.
498	6013	4960	3157	2648	1142	County of Urnst becomes Palatinate under Duchy of Urnst; Greyhawk becomes a free city.
513	6028	4975	3172	2663	1157	Rise of the Horned Society; humanoids take Pomarj.
563	6078	5025	3222	2713	1207	Bone March falls to humanoids.
569	6084	5031	3228	2719	1213	Battle of Emridy Meadows — Horde of Elemental Evil scattered.
573	6088	5035	3232	2723	1217	Scarlet Brotherhood first reported; Prince of Furyondy/Provost of Veluna kidnapped.
576	6091	5038	3235	2726	1220	Guide to the World of Greyhawk completed.

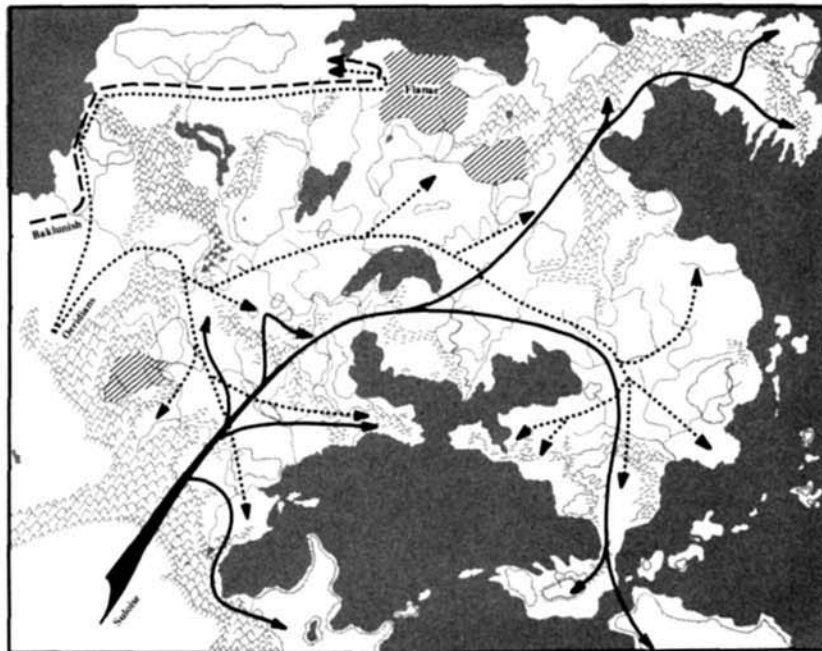
thence northward through the Shield Lands and beyond the Tenh. The writ of the Overking of Imperial Aerdi eventually extended to Furyon and Voll (now Veluna), across the northern prairies as far as Perrenland. For three centuries the Aerdy held a vast empire which fluctuated in extent but little, until after the third Celestial House (dynasty) when the borders began to close in upon the original territory of the Aerdi.

Mixed Oerid-Baklunish nomad bands gradually moved into and laid claim to the steppe lands beyond the Yatil range, pushing eastward as far as the Griff Mountains. Border skirmishing with the southern nations was inevitable as these wild horsemen pushed into the Flanaess. Perhaps the civilized states could have stopped their eastward progress had they not been busy fighting with the Aerdi for their independence.

Perranders, Velunians, Furyondians and Tenhas achieved success, establishing independent status one after the other in a series of minor but bloody wars.

The ruling Aerdi dynasty, the House of Rax, was at the time sundered by an internal feud and the junior branch, then known as Nyronnd, declared its lands free of the rule of the reigning Overking and sovereign. The senior branch of the House of Rax, weakened by warfare in the rebellious provinces, was powerless to prevent the move. Determined nonetheless to bring the juniors to their knees, a large force was gathered to suppress the newly independent kingdom, when a coalition of Fruzt, Schna and mercenary barbarians mounted a major foray into the Aerdi North Province. The Overking swung his

massed army northeast, and soon the invaders were crushed, but the cost in men and material was high, and the end of the campaigning season arrived before any further action could be taken. Nyronnd marshaled its men and grew in strength, so that the following year saw only skirmishes and feints. Nyronnd was effectively a separate and distinct state, violently hostile to its eastern neighbor, and ready to aid any of its foes.



It was at this time that the evil began to grow within the rulers of the Great Kingdom. The House of Rax became decadent, its policies ineffectual and aimed at appeasement. The powerful noble houses took this as their cue to set up palatinate-like states, and rule their fiefs as if they were independent kingdoms.

The last heir of the House of Rax fell to assassination during the Turmoil Between Crowns.

When the demon-seeing House of Naelex ascended the Malachite Throne, the whole of the South Province refused to swear loyalty, and joined the Iron League. This pact with the Free City of Irongate, the Szek of Onnwal, and the Lord of the Isles certainly gave the League a stronger bargaining position. It also assured the League's status by enabling member states to negotiate a treaty of mutual protection with the Kingdom of Nyronnd. This treaty remains in force to this day.

Consensus of opinion holds that all of the Overkings who have ruled from the Malachite throne since circa 450 CY (the line of the House of Naelex) are insane or demon-ridden or both. Evil is in the ascendancy everywhere in the Flanaess, while the Great Kingdom revels in debauchery. Tribes of vicious huma-

noids have banded together and rule whole areas: Bone March, Iuz (certainly under the leadership of humans), the Pomarj. The Bandit Kingdoms wax stronger, while thieves, assassins and orders of evil clerics assume the rulership of city and state alike.

There is hope, of course, for Nyronid is not lost to evil. Furyondy and Veluna in the central Flanaess are strong in the cause of justice and good. Although the demi-humans have avoided general involvement in human wars, the formation of the demi-human principalities of Celene and Ulek highlights the fact that they will resist invasion from the humans inhabiting a state. They react in one of two manners when the realm becomes oppressive and/or evil: either they make their own territory separate from the surrounding land and unhealthy for intruders, or they remove to an area more suitable to their ethos. The many petty states of the Flanaess provide ample choices for the latter option, as do the cooperative humans of many such areas. Human and demi-human alliances on a large scale are no longer unfeasible or unimaginable.

The Battle of Emridy Meadows highlights this growing realization of mutual interests. Contingents of men-at-arms and cavalry from Furyondy and Veluna, together with a force of dwarves from the Lortmils, gnomes from the Kron Hills, and an army of elven archers and spearmen fought together against a vast horde of evil men and humanoids (orcs, gnolls and ogres predominantly). The opposing forces met on the grassy fields south of the Volverdyva river several leagues below the city of Verbobonc. The allied forces were closing upon the stronghold of the evil creatures, a huge, walled fortress known as the Temple of Elemental Evil, not far from the unfortunate village of Hommlet, when elven scouts reported that a huge army was approaching from the south. The Marshall of Furyondy, leader of the combined forces, ordered a withdrawal northward to a position scouted earlier. Light cavalry skirmishes were sent out to screen the withdrawal, and no real fighting took place that day.

When the horde of evil creatures marched forth next dawn they were confronted by the serried ranks of the allied army. The pikes of Furyondy and Veluna were arrayed so that their flank was secured by the Volverdyva; in the center were the banners of horse, and on the allied left were deployed bands of dwarves and gnomes, with a few units of elven archers placed in the intervals between. The humanoids fell immediately upon the left, while the men in the evil ranks

rode to engage the center and right. The hordes of orcs, gnolls, and ogres thrust aside their hated foes and rushed to encircle the balance of the allied army. Thus the fatal trap was sprung, for the whole allied army pivoted, as squadrons of knights drove into the rear of the on-rushing horde of evil and squares of elves emerged from the Gnarley Forest on the left. Trapped in this pocket with the bend of the Volverdyva at their backs and the human and demi-human army forming the chord of the arc, the packed mass of evil humans and humanoids fought hopelessly.

When the great slaughter was finished, the allied army went on to besiege the Temple of Elemental Evil, and it fell in a fortnight. The Demoness Tsuggtmoy (or Zuggtmoy) was imprisoned in the ruins of the place, with special wards to prevent her escape. Only a few of the wicked leaders of the Temple managed to escape, and it is suspected that these individuals were responsible for the subsequent kidnapping and total disappearance of the Prince of Furyondy.

The Prince, betrothed to the daughter of the Plar of Veluna, and serving as Provost of that state, as well as Marshall of Furyondy, was of key importance to the forces of good. Upon his marriage to Jolene of Veluna, the two states would have become a joint entity, the Archcleric ruling in matters spiritual, and the Prince (ascending the throne to become King) ruling in matters temporal. This state, with demi-human alliances, certainly would have waged continual war with the evil nations, and its previous success boded ill for opponents.

The Prince's disappearance destroyed these plans, however, and brought about the current state of affairs in the Flanaess, which is confused indeed. Humankind is fragmented into isolationist realms, indifferent nations, evil lands, and states striving for good. The Baklunish countries in the northwest have grown in power. Nomads, bandits, and barbarians raid southward every spring and summer. Humanoid enclaves are strongly established and scattered throughout the continent, and wicked insanity rules in the Great Kingdom. The eventual result of all this cannot be foretold.



AN EXAMINATION OF POPULATIONS

POPULATION DISTRIBUTION

In most states the majority of the population is centered round the capital city and the other large urban areas of the state. Similarly, most population density occurs in the midlands of an area, with decreasing density as the border is neared.

SMALL TOWNS, VILLAGES, et al.

Communities are nearly always located on a waterway, road, or coast (lake or sea). Some small settlements occur in wilderness areas where some produce, resource, or the like, gives a reason for habitation. These communities are most thickly scattered in agricultural areas.

FORTIFICATIONS

Forts and castles are generally found as the seat of aristocratic power or as protection against hostile incursion. Therefore, there will be several types of fortification within a state — those of a ruler, those of his or her leigemen, and military forts built to protect coasts or borders. There are also the fortified places built by independent nobles, petty lords, bandits, and so forth. These occur in borderlands, unclaimed areas, and other out-of-the-way locales.

It is safe to assume that one will encounter some form of habitation or stronghold in any given area of 100 square leagues, provided the place is relatively fertile and flat. The harsher the terrain, the less the likelihood of discovering habitation, although robber forts and the castles of petty aristocrats might well be found in such areas.

DISTRIBUTION OF HUMANIODS

The various races of humanoids have generally been driven into the least favorable areas — mountains, barrens, marshes and swamps, and forests. From time to time groups of humanoids band together and attempt to retake areas of better land. This occurred in the Pomarj and Bone March. A similar attempt is now taking shape in the area of Furyondy and Highfolk.

Only Iuz, the Horned Society, and portions of the Great Kingdom allow the more civilized humanoids to dwell amongst the humanfolk, at least to any large scale. The large free cities are also known to allow various sorts of humanoids free access to their precincts.

LAND COMMUNI- CATIONS

There are roads between major cities in each state. The general condition of these highways depends upon the particular state, but most are fairly broad and well-kept. These roads continue through border areas where trade routes exist.

A secondary system of poor roads and cart tracks connects the small towns and border forts to the main traffic arteries. Roads of this nature are usually the only links between most states. There are notable exceptions, such as in the Ulek States, the two Urnst States, Furyondy and Veluna, and Keoghland and Gran March.

Maintenance of thoroughfares is by political subdivisions and communities. In certain areas travelers pay a toll for road usage, and a portion of this fee is used to maintain the road.

CHARACTERISTICS OF THE RACES INHABITING THE FLANAESS



HERE
ARE FEW
PURE
RACIAL
GROUPS
EXTANT ON

the Flanaess, save perhaps at the fringe areas of the continent. Of course, the races of demi-humans are relatively unmixed, but humankind, as is its wont, has industriously intermixed in the central regions to form a hybrid type which has actually become the norm.

Baklunish. The Baklunish people have golden-hued skin tones. Eye color is commonly gray-green or green, with gray uncommon and hazel rare. Hair color ranges from blue-black to dark brown. Ekbir, the Tiger Nomads, Ull, and Zeif typify the straight Baklunish strain. The Wolf Nomads are intermarried with the Rovers of the Barrens, so they show the darker Flan blood. Ket is so mixed with Suel and Oeridian blood as to be the least typical of the Baklunish race, for the people of Ket are pale yellow or golden-brown or tan in skin color, with virtually any hair color possible save the lightest yellows and reds. Both the Paynim tribes and Tusmit show occasional admixture, also.

Flannae. The Flan race have a bronze-colored complexion. This varies from a lighter, almost copper shade to a very dark tone which is deepest brown. Eye color is commonly dark brown, black, brown, or amber (in declining order of occurrence). Hair coloration is black, brown-black, dark brown, or brown. Also, Flannae tend to have wavy or curly hair. People of the Duchy of Tenh are pure Flan, proud of their

bronze color. Geoff and Sterich, despite mixture, show strong Flan racial influence. The Rovers of the Barrens are of the copper-toned sort of Flannae, although the western tribes show the golden skin color of the Baklunish due to interbreeding with the Wolf Nomad tribes. The people of the Hold of Stone Fist and the citizens of the Theocracy of the Pale are primarily hybrids, the former Flan/Suel, the latter Flan/Oeridian. The inhabitants of the Pale are particularly handsome.

Oeridians. The Oeridians have skin tones ranging from tan to olive. They have hair which runs the gamut of color from honey blonde to black, although brown and reddish brown are most common. Likewise, eye coloration is highly variable, although brown and gray are frequently seen in individuals. Unmixed Oeridians, despite claims of the Great Kingdom, are most common in Furyondy, Perrenland, the Shield Lands, and in the east and south in North Province, Medegia, and Onnwal and Sunndi.

Suloise. The fleeing Suel folk were scattered in a broadcast fashion across the Flanaess, so that most tended to mix with other groups. The Suel race is very fair-skinned, some being almost albino. They have light red, yellow, blond, or platinum blonde hair. Eye color varies from pale blue or violet through deep blue, with gray occasionally occurring. Curly to kinky hair is common. The inhabitants of the Duchy of Ernst are nearly of pure Suel race. The Frost, Ice and Snow Barbarians are perfect specimens of unmixed Suloise blood; the nearly albinoid Snow Barbarians are the best example. The Suel folk are quite predominant in the island groups off the eastern coast of the Flanaess as well as on Tilvanot Peninsula, in the Scarlet Brotherhood region. Those bands that migrated into the vast Amedio Jungle and Hepmonaland are so altered as to be no longer typical of the race; they are tan to brown with heavy freckling.

The predominant racial strain and particular admixtures of each of the major states of the Flanaess is given in the list which follows. The first letter is the predominant strain. Thus, "OSf" would mean an admixture of Oeridian with a strong Suel strain and a weak Flan mix, as the "f" is uncapitalized. Had it been "OSF" (with a capital F), the indication would be that the Flan influence was only scarcely less than that of the Suel.

Almor — OS	Pomarj — (SO)
Bandit Kingdoms — OFSb	Ratik — Sof
Bissel — OSB	Rel Astra — Os
Bone March — (SO)	Sea Barons — So
Dyvers — OSfb	Sea Princes — SOF
Gran March — SOF	South Province — Os
Great Kingdom — OS	Spindrift Isles — So
Greyhawk — OSfb	Sterich — OFS
Highfolk — Os	Ulek, County — OFS
Idee — OS	Ulek, Duchy — (Sfo)
Irongate — Os	Ulek, Principality — (SO)
Keoland — SOF	Urnst, County — SO
Lordship of the Isles — So	Valley of the Mage — OBF
Nyrond — Os	Veluna — Osf
	Verbobonc — Ofs
	Wild Coast — Sof
	Yeomanry — SOF

The inmixture of Oeridian and Suel is expressed as (SO) in the list. The original Flannae stock shows up with either Oeridian or Suloise or both as a coppery or bronze overtone. Oeridian and Baklunish develops a fairly light complexion, but the skin coloration is true yellow. A hybrid of Baklunish and Flannae gives a golden-copper or golden-bronze color which is possibly the most attractive complexion of any of the admixtures of the basic races.

In general, the skin color of an individual is of no particular importance. The dark Flan complexion shows up quite often in most nations. By contrast, the nobles of the Great Kingdom are proud of being light-skinned, just as the rulers of Tenh are overly conscious of the supposed superiority of their deep bronze color. In the central region of the Flanaess, from western Urnst Duchy to Geoff, there is little heed paid to either skin color or racial type, whether human or demi-human (or even humanoid, in some places). The main exception to this is the demi-human kingdoms, where humankind is judged inferior, especially in Celene.

RACIAL AND NATIONAL DRESS

Oeridians typically favor checks and plaids. Aerdi and Nyrondal houses tend to wear plaids, while the southern and western Oeridians favor checks, often of a diamond pattern or similar variation from the standard square. Clothing tends toward tight-legged trousers, close-fitting upper garments, and capes or cloaks.

Suloise folk have long used solid colors. Aristocratic houses have two or more such colors in their dress, so parti-colored garments are not uncommon. Similarly, the Suel people tend to favor display of emblems or tokens on their garments, typically of a contrasting color to their basic one. Dress was originally loose pantaloons topped by a baggy blouse. This form of dress has been changed to meet the needs of the varying climates, so the northern Suloise barbarians wear furs and skin garments, while those in the southernmost area have replaced the blouse with vest-like upper wear.

Flannae once wore brightly-hued body paints, with yellow ochre and vermilion being the favorites. While the Rovers of the Barrens still use considerable body painting (where their high boots, loincloth and chest and arm leather don't cover them), the more civilized Flan dress in the mode currently fashionable in their portion of the continent. Garments, however, tend to be of solid primary colors, with very bright hues predominant.

Baklunish peoples are of two sorts. The northern branch favors bright patterns and gaudy colors. They wear gowns and robes, or else short breeks and flowing coats. The poorer folk even wear gaudy prints, although their garments are typically a one-piece coverall with whatever additional garb they can add. The southern branch likes parti-colors of a more pastel hue. Their dress is complex and full of many puffs and slashes when adorned for special events. They commonly wear rough hide and cloth when traveling or at war, with shields and banners showing clan colors.

Dwarven folk love shades of brown, red, and gray contrasted with a bright splash of color and picked out with as much precious metal as they can possibly wear. Leather is a favorite material, with wool being



popular also. Dwarves wear clothing similar to that of the Oeridians.

Elves of the Sylvan ilk dress similar to Suloise, except their colors are pale tints of green, fawn, ecru, and dove gray. High elves are similar in mode of apparel, but they add blues, lilacs, and purples to the more natural forest hues of their woodland kin. Hunting and war garments are brown, russet, or tan. Gray elves wear very complex and flowing garb of pure white, sun yellow, silver and gold lame' set off by polished leather of contrasting colors and highlighted by jewels. All elvenkind wear cloaks, especially when

traveling. These garments are neutral gray or gray-green.

Gnomes and halflings dress in a similar fashion, often replacing their trousers with knee-length britches. The gnomes favor more stolid colors — brown breeks, a tan blouse, green boots and belt, with a dark brown jacket or coat. A halfling in the same garb might have a yellow shirt and top off with a cap of green with a bright yellow feather in it. Both races will often wear striped clothing. When hunting or at war, they likewise favor garb of a curiously mottled sort, with greens and browns intermixed.

ANCIENT & CURRENT LANGUAGES



MOST SCHOLARS AGREE THAT ONLY FIVE

of the countless dialects of Eastern Oerik were or are spoken by enough people to be properly called languages. These are:

Common	Ancient Baklunish
Suloise	Old Oeridian
Flan	

Suloise: This ancient and widespread language became all but extinct when the Rain of Colorless Fire destroyed the Suloise Empire. Today it is rarely spoken, even among the few scholars who know the tongue; rather, it exists in its written state for the sake of those who would delve into the surviving arcane tomes of the Suel peoples.

Flan: Doubtless the oldest language still spoken to any considerable extent. The Tenha still speak Flan, albeit a time-corrupted version of the language that once was widespread throughout the Flanaess. A stagnant language, it is difficult to translate modern concepts into Flan.

Ancient Baklunish: One of the ancestors of the Common tongue, Baklunish nevertheless bears its offspring little resemblance; this is to be expected after nearly a millennium of change, however. The Paynim tribes still speak Ancient Baklunish, although some traders and educated men learn Common for dealings with outsiders.

Old Oeridian: A younger language, Oeridian was totally free of outside influences until a few centuries ago. As a result, its linguistic components are unique and translation into any language except Common is all but impossible.

Common: A combination of Ancient Baklunish and the dialect of Old Oeridian spoken in the Great Kingdom forms the basis of this new, widely used tongue. Virtually anyone who crosses national boundaries must learn at least

a smattering of common or be greatly handicapped. It is frequently the case that one language must be translated into Common before it can be translated into another desired language. This is possible because of the universality of Common's roots.

In addition to the above five languages, there are several dialects and sub-languages worthy of note. These are:

Ferral	The Cold Tongue (Fruz)	Keolandish
Nyrondese	Velondi	Lendorian

Ferral: Ferral is a now-secret Oeridian tribal language spoken only by officials of the Iron League. Ferral is used only for command and identification purposes, and thus cannot be considered an actual living language.

Nyrondese: This is a High Oeridian dialect of Common which is spoken in some areas of Nyrond. It is a primary language particularly for peasants, shopkeepers, and the like. Learned people almost always speak Common as well.

The Cold Tongue: This dialect, also known as Fruz, is primarily Suloise with Flan admixture. It is spoken commonly by the Ice, Snow, and Frost Barbarians. It has no relation to Common, and even speakers of Suloise find it hard to understand.

Velondi: Velondi is an Old Oeridian tribal language spoken primarily by rural folk near the Furyondy-Veluna border. Those who speak only Common cannot understand it.

Keolandish: This is a widespread dialect of Old High Oeridian with local admixtures. It is spoken in areas in and around Keoland.

Lendorian: This is an obscure dialect of Suloise spoken in the Spindrift Isles. It has no relation to the Cold Tongue, and is a secondary language to those who speak Common.

PORTENTOUS RUN & GLYPHS



EREWITH
FOLLOWS
a compen-
dium of many
of the more com-
mon runes and

glyphs likely to be found in eldritch writings and ancient buildings of the area. By no means is this intended to be a complete listing, and the prospective student is further warned that some runes may have different meanings to different peoples.

Read on, then, but beware! Incautious talk and haphazard scribings of runes of power may have dire consequences.

hail, storm, cold	hail, scap	holy, holiness	honor
house	ice	INFINITY, ENDLESS	INSANITY, INDUCES MADNESS
IRON	IRRESISTIBLE, OVERPOWERING	KEY	Life
LIFESPAN	Light	LONG, FAR	MAGIC POWER, EVIL, GOOD
male	MIDDLE, CENTER, HEART	MOVEMENT, TRAVEL	OPPOSITION, OPPOSER
PLANE(S) OF EXISTENCE	POISON, POISONOUS	POISON ANTIDOTE	PURGITE
possession	PRECIOUS GEM	PRIVATE	REGENERATION
ROYAL, ROYALTY	SCROLL, WRITING	SECRET	SENSES, SENSE
SHORT, NEAR	SILVER	SULFUR, INFERNAL	STRENGTH
SUSPICIOUS	THIEF, PRISONER	TIME	TOUCH
TREASURE	TRUTH, SOUND	UNCERTAIN, QUESTIONABLE	UNIVERSE, ALL
WARNING, DANGER	WATCHER, VIEWER (SUPERNATURAL)	WATER	WIN, VICTORY

AID (SUPERNATURAL)	AIR	ANGER, QUARREL	ANSWER, SOLUTION
BETRAYAL, DOUBLE DEALING	BRASS	COPPER	DANGER, DANGEROUS, DEADLY
DARKNESS	DAY	DEATH	DESTINY, DESTINY POWER
EVIL, EVIL PURSUER	DRAGON, EVIL WATCHER	EARTH	ELECTRICITY
ELEMENTAL	ELEMENTAL PLANES	EVIL POWER, DESTRUCTIVE POWER	EVIL SERVING, EVIL SERVANT
FEMALE	FIRE	FRIENDLY	GIANT, HUGE
GO	GOD	GOLD	GOOD



AN OVERVIEW OF POLITICAL DIVISIONS

WHAT FOLLOWS IS A DISCUSSION OF THE MAJOR AND

minor countries, principalities, fiefs, cities, and other political divisions of the Flanaess. The information is contemporary, as much as is possible, although many descriptions also include historical notes.

A great amount of information is presented in the following abbreviated format:

Population: This accounts for humans only, the normal citizens who make up the bulk of a nation. Mercenaries, lawless groups, semi-independent and/or independent communities, and groups based in border and/or major geographical regions are excluded.

Demi-humans: This category covers only those anthropomorphic creatures such as elves, dwarves, halflings, and gnomes, who are normally not hostile to humans.

Humanoids: This category covers anthropomorphic creatures like orcs, goblins, hobgoblins, kobolds, and others at odds with humanity.

Resources: Listed here are the major known items which are produced in sufficient abundance to allow exportation. Gem classifications are as follows:

I = base value 10 gp III = base value 100-500 gp
II = base value 50 gp IV = base value 1,000 gp

Where populations are given for demi-human and humanoid groups, the figure reflects fighting males only, as more complete data is unavailable. Where

actual figures are not given, the term "many" can indicate overall numbers (including females and offspring) up to 20% of the human population; "some" indicates numbers up to perhaps 10% of the human population; "few" generally means 5% or less, in terms of overall numbers.

Ahlissa: see South Province

ALMOR, PRELACY OF

His Venerable Mercy, Kevont, the Prelate of Almor

Capital: Chathold (pop. 4,789)

Population: 200,000 +

Demi-humans: Few

Humanoids: Few

Resources: foodstuffs, cloth, copper

Originally a clerical fief of Aerdy, Almor grew in power and independence as the Great Kingdom became weak and decadent. The various petty nobles and the Lord Mayor of the town of Innspa swear allegiance to the reigning prelate — usually a high priest. The state is only loosely organized, but it has a strong spirit of freedom and justice based upon religious precepts. The peoples are mainly farmers and herdsman and fisherfolk. In the far north there are some foresters. Militia contingents bear crossbow, spear or polearm (fauchard or glaive most commonly), or longbow or battleaxe (northern contingent). Standing forces number around 5,000 total horse and foot, plus the nobility and gentry. The Prelacy is strongly supported by Nyronnd as a buffer between that realm and that of the Overking, and pays a stipend to help support the standing army of Almor.

BANDIT KINGDOMS

Various claims to royal titles exist

Capital (largest city in strongest state): currently Rookroost (pop. 17,310)

Population: 95,000 +

Demi-humans: Few if any

Humanoids: Many

Resources: silver (mines in rift area)

The Bandit Kingdoms are a collection of petty holdings which were founded sometime around 300 - 350 CY. This collection of small personal territories stretches from the southern Shield Lands to the Bluff Hills and northern verges of the Fellreev Forest, from the Ritensa River to the Artonsamay River in the east. Each little kingdom is ruled by a robber chieftain claiming a title such as Baron, Boss, Plar, General, Tyrant, Prince, Despot, and even King. The territorial boundaries of the holdings of these kinglets are subject to rapid change due to sudden warfare and defeat or victory. In all, there are 17 states within the confines of the area, ruled by four to six powerful lords, with the rest attempting either to become leading rulers or simply to survive. The relationship persists because no single bandit lord is strong enough to conquer the whole territory, and the combined strength of all is often required to defend against neighboring states' retributive expeditions. So bandit and brigand band together in self interest, and no kinglet, regardless of ambition, has seriously attempted to rule the whole, for fear that threatened lords would turn to neighboring states in spite—even at the risk of destruction by the summoned "ally." Thus the combined kinglets continue to stand more or less together. The total military strength of all territories is quite considerable due to the fact that each ruler maintains a large force with which to raid and pillage. (There probably are some 10,000 regular troops in total, if recent reconnaissance is to be trusted.)

BISSEL, MARCH OF

His Lofty Grace, Walgar, the Margrave of Bissel

Capital: Thornward (pop. 3,430)

Population: 50,000

Demi-humans: Some

Humanoids: Some

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

The Lirtlemark, or March of Bissel, was the northernmost frontier of the kingdom of Keoland, c. 400 CY. It was wrested from the latter in the Small War (Furyondy vs. Keoland) which ended Keoish influence in Veluna (438 CY). Bissel became a tributary state of Furyondy for a few decades, but when humanoid invasions swept over the latter realm, the Margrave Rollo established the independence of the territory by bravery in service of the King of Furyondy (the Bisselites slaughtered a horde of Jebli (goblins) which lay in ambush for King Hugh III, who was guarded by but a small train.) The King granted the brave Rollo palatinate status for the deeds performed, and Bissel has enjoyed self-rule since. The March now stands as a bulwark between the Ket masses and the rest of the east. It likewise guards Keoland and the south. Because of its strategic position, both Furyondy-Veluna and Keoland now support the principality, and adventurers and mercenaries from all of the Flanaess can be found in the ranks of the "Border Companies" which comprise the standing army of the Margrave. There are four regular companies and four reserve companies; each is 1,000 strong and contains contingents of horse, foot and archers. Favored weapons are the lance, crossbow, pike, fauchard-fork, flail, and sword. Bisselite soldiers are very well equipped and well-armored. Each company has a special squad of scouts (numbering 30 to 50) attached when on border duty.



BLACKMOOR

His Luminous Preponderancy, archbaron Bestmo of Blackmoor

Capital: Dantredun (pop. 666)
Population: 20,000 to 30,000+/-
Demi-humans: Unlikely
Humanoids: Considerable numbers
Resources: ivory, copper, gems (II)

This little-known territory exists between the fierce nomads to the south and the terrible Land of Black Ice to the north, protected by the cold marshes and the dangerous Icy Sea, as well as the vast stretches of the Burneal Forest. It is reported that hot springs and volcanism keep the area habitable, and that monsters teem in its wildernesses of brush and marsh. The original capital, Blackmoor, and its castle were sacked and ruined some years ago, but extensive labyrinths are supposed to exist under these ruins. There also is purported to be a strange "City of the Gods" somewhere within the Archbarony. Inhabitants of the area employ slings, bows (short), and spears. Cavalry is uncommon, except in the force of the ruler.

BONE MARCH

His Nobility, the Marquis of Bonemarch
(title currently held by no one)

Capital: Spinecastle (pop. 6,300)
Population: 40,000+/-
Demi-humans: Few (beleaguered gnomes of the Flinty Hills)
Humanoids: Many (gnolls, ogres, orcs in numbers)
Resources: silver, gems (I, II)

When the Kingdom of Aerdy became an empire, its leaders determined to crush the troublesome barbarians pushing down from the Thillionian Peninsula and settling in the strip of land between the Rakers and Grendep Bay. Being indifferent sailors, the Aeradians opted to attack overland, and began sending strong parties northward to drive the invaders from the north back to their homeland. After many sharp

skirmishes, a large contingent of imperial troops was routed, and full-scale warfare began.

The Fruztii tribes had retreated before the Aeradians, but sent out calls for their kin, and these doughty fighters poured down by land and sea for the prospect of battle and loot. Over 10,000 assembled and attacked the works under construction at Spinecastle. A relief force fought a pitched battle with these barbarians, most of whom were slain — along with several thousand imperial soldiers. The newly won fief was named for the remains of this struggle, the Battle of the Shamblefield, or Caldni Vir's Charge. In 560 CY hordes of humanoids (Euroz, Kell, Eiger, and others) began making forays into the Bone March, and these raids turned into a full scale invasion the next year. In 563 the land fell to these invaders, its lord was slain, and its army slain or enslaved. Humans in the area were likewise enslaved or killed, and the whole territory is now ruled by one or more of the humanoid chiefs. Exact information is not available. The humanoids gained access to the area by moving through the mountains, and now use these trails to raid the Pale, Ratik, and even Nyron — although any movement through the Flinty Hills is at great peril due to the gnomes still holding out there. There is continual border warfare along the Teesar Torrent and in the Blemu Hills of Aerdy's North Province, although some say that the Overking would gladly make peace with the humanoids to the north and enlist them in his own armies.

CELENE, KINGDOM OF

Her Fey Majesty, Yolande, Queen of Celene, Lady Rhalta of All Elvenkind

Capital: Enstad (pop. 6,950)
Population: 20,000
Demi-humans: Gray Elves (9,500),
Sylvan Elves (8,000),
Gnomes (13,500), Halflings

Humanoids: None
Resources: foodstuffs, cloth, silver

This small land west of the Wild Coast beyond the Welkwood has long been under the rule of Olvenfolk. Although these are good creatures, they do not welcome strangers (with cause), and little certain

knowledge of Celene or its Court exists. The realm is friendly with the Ulek states, and an alliance between Celene and these countries was responsible for the campaigns which drove all of the humanoid from the Lortmil Mountains — although the defeated forces of humanoids subsequently invaded and took over the Pomarj. A small number of humans and half-elvenfolk dwell in Celene, many serving in its military, for continual warfare is carried on (in the Suss Forest and beyond the Jewel River) with the Pomarj humanoid tribes.

DYVERS, FREE AND INDEPENDENT CITY

His Excellency Margus, the Magister of Dyvers

Population: 42,000+ (city)
53,000 (total, including surrounding area)

Demi-humans: Some
Humanoids: Few
Resources: shipbuilding supplies

Dyvers' position at the mouth of the Volverdyva River on the coast of the Lake of Unknown Depths (Nyr Dyv) makes it an important trading center and busy port, with lake and river traffic from as far away as Perrenland, Bissel, Nyron, Urnst, the Pale, Tenh, and even occasional missions from Iuz. The city was originally a part of the Viceroyalty of Ferrond and contributed heavily in money, goods, and men to the war which saw the institution of the Kingdom of Furyondy. Because of the alliance and close ties with Veluna, whose policies the Gentry of Dyvers see as restrictive, the city declared its independence in 526 CY, King Thrommel II allowing this act to pass unchallenged. Dyvers claims some 2,000 square miles of land, including the islands at the mouth of the Volverdyva, as its sovereign territory — although the Magisters have been careful not to claim any of the land on the north bank of the river. The free city boasts a marine force of 1,000 men and an army twice as numerous. These troops are very well armed and equipped.

EKBIR, CALIPHATE OF

His Sublime Magnificence, the Caliph of Ekbir
— Xargun

Capital: Ekbir (pop. 29,400)
Population: 250,000
Demi-humans: Doubtful
Humanoids: Few
Resources: foodstuffs, cloth

Ekbir is the strongest city of the Bakluni in the Flanaess. Founded by survivors of the Invoked Devastation, the small port quickly grew into a place for nomads' goods as well. The original village grew into a walled town, and town grew into thriving city. Ekbir controls a sizable territory and has a large war fleet. Her forces consist principally of light and medium cavalry, although there are 1,000 heavy foot in her standing army, which is reported to number some 5,000 soldiers.

FROST BARBARIANS (KINGDOM OF FRUZZII)

His Most Warlike Majesty, King Ralf of the Fruzzii

Capital: Krakenheim (pop. 3,300)
Population: 50,000+/-
Demi-humans: Few
Humanoids: Some
Resources: foodstuffs, furs, silver, gold

The Frost Barbarians are the weakest of the three nations (of Suel peoples) inhabiting the Thillonian Peninsula, called Rhizia by these peoples. They have never recovered from the Battle of Shamblefield, and have been under the suzerainty of the Schnai for the past two decades — and several times previously as well. The supposed figurehead placed upon the throne of the Fruzzii has, however, built his kingdom carefully, and in actuality it is now independent in all but oath. A recent pact concluded between Fruzzii and Ratic saw a joint army wreak havoc in the Bone March, and during the next campaigning season clear the north pass of the "Fists" (see Hold of Stonefist).

FURYONDY, KINGDOM OF

His Pious Majesty, The King of Furyondy —
Belvor IV

Capital: Chendl (pop. 15,600)
Population: 350,000+
Demi-humans: Some
Humanoids: Doubtful
Resources: foodstuffs, cloth, gold

The Viceroyalty of Ferrond was founded upon several small states during the height of Aerdian power (c. 100 CY). It was aimed at giving the Great Kingdom a strong satrapy on the western frontier from which further conquest could be launched. The Viceroy ruled from the Clatspur Mountains to the Nyr Dyv, from the Lortmils in the south to the far shores of Whyestil Lake, and beyond, in the north. As the power of the Malachite Throne in Rauxes waned (c. 200 CY), the viceroys of Ferrond ruled more by their own writ and less by the leave of the Aerdi overlords. In 898 O.R. the heir to Viceroy Stinvri (the Viceroyalty had become hereditary some years previously) was crowned in Dyvers as Thrommel I, King of Furyondy, Prince of Veluna, Provost of the Northern Reaches, Warden General of the Vesve Forest, Marshall of the Shield Lands, Lord of Dyvers, etc. The adjunctive states were soon lost, but the central core of the kingdom was sound and viable and has persisted. Belvor IV is a most noble and just king, and his realm is closely allied with that of Veluna, constantly warring upon the evil Horned Society and Iuz, as well as lending contingents to expeditions mounted by the Earl of the Shield Lands against the Bandit Kingdoms. Furyondy's belled heavy cavalry is famous throughout the Flanaess, as are their light infantry units drawn from the Vesve Forest. The standing army of the kingdom numbers only a few thousand, but noble and militia contingents swell its numbers to 20,000 or more in time of need. The Furyondian fleet upon the Whyestil absolutely commands that body of water, and there also is a Furyondian squadron upon the Nyr Dyv, sailing from its base at Willip. The kingdom's colors are blue and red stripes.

GEOFF, GRAND DUCHY OF

His High Radiance, Owen I, Grand Duke of Geoff

Capital: Gorna (pop. 4,800)
Population: 65,000
Demi-humans: High Elves (6,000), some others
Humanoids: Some (see Crystallist Mountains)
Resources: cloth, copper, silver, gold, gems (I)

The isolated position of Geoff, surrounded on all sides by mountains, hills, and forests, has made it virtually immune to the normal warfare of the Flanaess — although at one time a brief conflict with Keoland was fought (c. 450 CY). Rushmoor forms the nominal eastern boundary of the realm. The inhabitants of the Grand Duchy are of Flan-Suel-Oerid mixture, seemingly combining the best features of each race. This is fortunate, as they are continually threatened by incursions of formidable ogres and giants coming down the Crystallists. The Geoffites dwell in harmony with the olvenfolk in the realm, and these two peoples often combine to combat the invading monsters. The Grand Duke, Owen I, is a clever and valorous leader, on friendly terms with the Earl of Sterich and the King of Keoland alike. The forces of the Grand Duke include horse, bowmen, and contingents of pikemen from the mountain holdings.

GRAN MARCH

His Most Resolute Magnitude, Petros, Commandant of Gran March

Capital: Hookhill (pop. 4,500)
Population: 80,000
Demi-humans: Some
Humanoids: Few
Resources: foodstuffs, cloth, copper, gems (III)

Keoland established the territory of the Gran March during its early stages, basing it upon a military-religious order of knights. These zealous fighters quickly subdued the warring inhabitants, established order within the area, and conscripted all fit males into worker and infantry battles (regimental-like for-

mations). The land between the Lortmils and Dim Forest north of the Sheldomar became productive and peaceful, but the rule of these first Commandants was repressive and harsh. When Berlikyn, then ruler of the fief, was slain in combat in the war with Veluna-Furyondy in the Small War, the populace rose in rejoicing. Keoland reconsidered its policies thereafter, and allowed the people to elect their own Commandant from amongst the noble houses of Gran March. The state is now only a nominal vassal of Keoland and maintains friendly relations with Bissel. The army of the Commandant relies primarily upon its mailed cavalry —medium horse armed with lance, crossbow, and sword.

GREAT KINGDOM (THE KINGDOM OF AERDY)

His Celestial Transcendency, the Overking of Aerdy, Grand Prince Ivid V of the North; Archduke of Ahlissa, Idee, and Sunndi; Suzerain of Medegia; Commander of the Bone March; Lord of the Sea Barons; Protector of Almor and Onnwal; Hetman of all the Aerdi; etc., etc.

Capital: Rauxes (pop. 41,000)

Population: 5,000,000 (includes N. and S. Province and Medegia)

Demi-humans: Some (scattered on fringes of kingdom)

Humanoids: Some (mixture)

Resources: foodstuffs, cloth, copper, silver, gold, gems (IV)

The history of the Great Kingdom is too well known to dwell upon here. Once the most powerful force for order and good, the Aeradians have declined over the last century to an unspeakable state of decadency. After a millenium of leadership, its rulers and nobles turned to evil and irrationality. Its current monarch, Ivid V of the royal house of Naelax, is reported to be quite mad, but crafty and deviously capable nonetheless. His writ extends to the Royal Demesne surrounding the capital, the Grandwood, and further only by threat and persuasion of the Peers whose fiefs comprise the balance of the realm. The Overking's Companion Guard consists of 10 select companies of various arms (heavy, medium, and light cavalry, crossbowmen, archers, and five companies of pole armed foot).

Noble contingents allow the Overking to field an army numbering over 15,000 troops in a relatively short time, and if necessary a force of four or five times that can be called up.

Both the North and South Provinces are under the suzerainty of Aerdi royal houses and are ruled almost as independent states. The troubles in the Bone March have caused the Herzog of the North to fall into line, as the difficulties with the Iron League brought his southern counterpart into closer cooperation with the Malachite Throne (see North Province, South Province, and also See of Medegia.) The Sea Barons pay a token tribute to the Overking and conduct their piratical operations under letters of marque bearing the Overking's Seal.

GREYHAWK, FREE CITY OF

His Solemn Authority, the Lord Mayor of Greyhawk — Nerof Gasgol

Population: 58,000 (city)

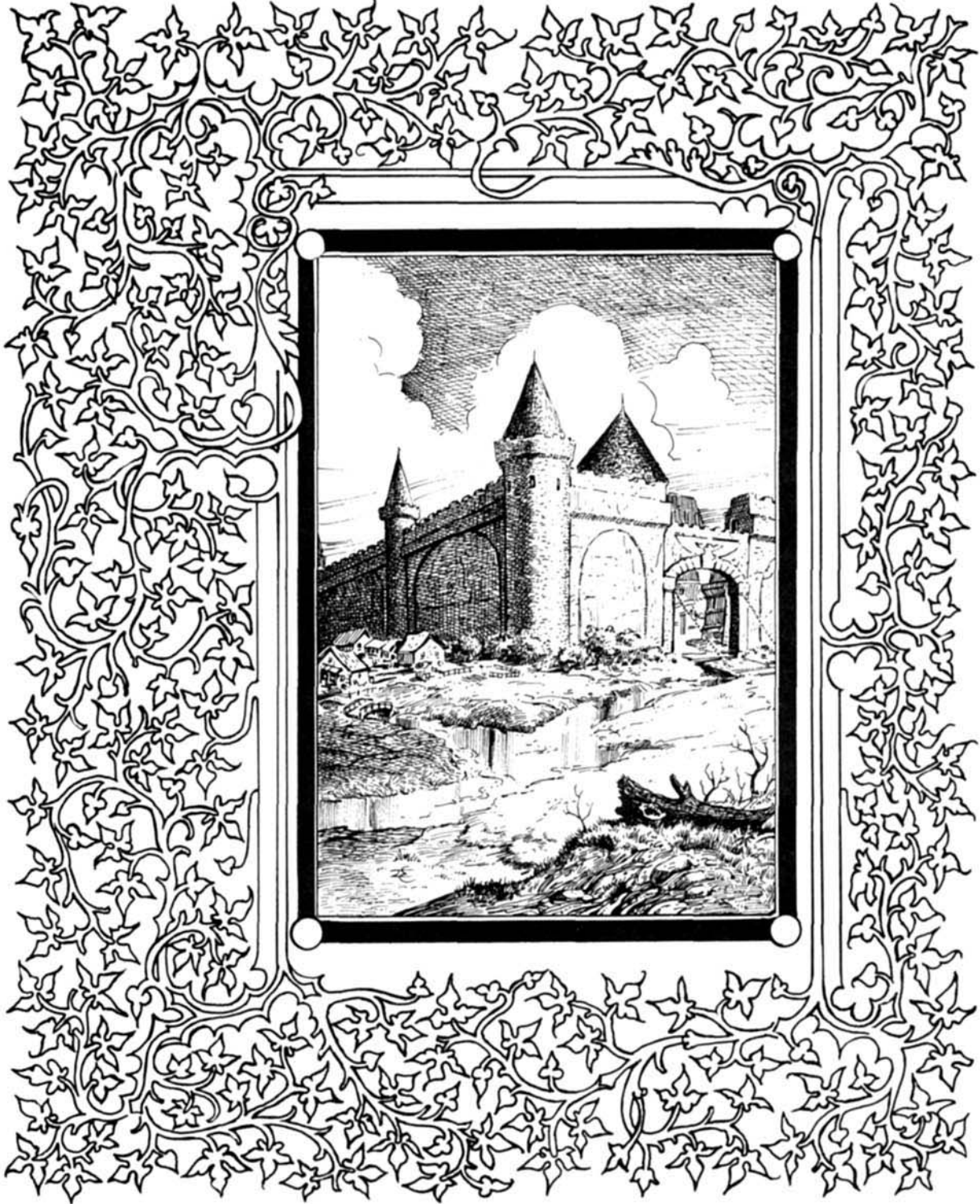
75,000+ (total, including surrounding area)

Demi-humans: Some

Humanoids: Some

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

Greyhawk was established as a trading post on the Selintan River during the period of early migrations. As it flourished, a local warlord built a small keep on the hills above the village called Greyhawk which had sprung up around the trading center, extracting taxes from the trade and occasionally raiding caravans (particularly those coming with silver ingots found in the burial mounds of the Cairn Hills). This petty noble soon became quite rich and powerful and assumed the title of Landgraf of Selintan. Greyhawk and the power of the new Landgraf grew rapidly thereafter, and his son and heir, Ganz, was wed to the daughter of the Gynarch (Despotrix) of Hardby, a sorceress of no small repute. Their descendants ruled a growing domain which rose to considerable heights c. 375 CY under the rule of Zagig Yragerne (the so-called Mad Archmage). It was Zagig who built the sprawling Castle Greyhawk (now a ruin) and poured funds into the City of Greyhawk in order to make it into the "Gem of the Flanaess." His reign was bizarre in many other ways, and it came as no surprise when it was reported that Zagig Yragerne had mysteriously



vanished after years of rule when no change or aging could be detected. The castle was abandoned, supposedly due to a terrible curse upon the place, but the City proper continued to flourish. In 498 CY it was proclaimed a free and independent city, ruling a territory from Hardby on the Woolly bay to the Nyr Dyv, between the eastern folds of the Cairn Hills and the Gnarley forest, including much of what is now the northern section of the Wild Coast region. These holdings have been lost over the intervening decades, and a decline in trade seemed certain to turn the place into a backwater, save for recent events. Several years ago a series of treasure troves was discovered in or near Greyhawk Castle. Immense wealth began flowing into the city, and artisans and mercenaries began flocking to Greyhawk due to this boom. Local lords used this influx of hard money to revitalize the city, and it again rules a considerable portion of the area, claiming all of the land from Nyr Dyv to the Neen River where it joins the Selintan, including the mines in the Cairn Hills. The Despotrix of Hardby now pays tribute to Greyhawk to avoid being absorbed in the growing city state once again.

Greyhawk is ruled by its Lord Mayor; this individual is chosen by the Directing Oligarchy. The latter body is composed of the Captain-General of the Watch, the Constable, the Guildmaster of Thieves, the Guildmaster of Assassins, and various representatives of the Society of Magi, the Merchants and Traders Union, Artisans League, and Clerical leaders. The total number of the Directors ranges from 12 to 18.

HIGHFOLK (INDEPENDENT TOWN)

The Worthy Sir, Loftin Graystand, Mayor of Highfolk

Population: 2,500 (excluding demi-humans)
 Demi-humans: High Elves (5,000) and some others
 Humanoids: None
 Resources: gold

Highfolk is independent and of importance simply because it is the southern outpost of the Olvenfolk of the Quagflow Valley (the Faidells in Olven). The town itself is a trading center and home to some 2,000 humankind. It is well fortified and protects the homeland — the 100-mile stretch of valley above, which lies between the southern arm of the Yatils and the

Vesve Forest to the east. There are many thorps set in beautiful dales along the banks of the river, and the Lord of the High Elves dwells in the region, along with some 10,000 of his kin and numerous Sylvan Elves as well (the latter in the fringes of the Vesve on the east bank). The folk of Highfolk and the valley above are at peace with their neighbors to the north and south. The more restless sometimes take service with mercenary bands of Perrenlander soldiery.

HIGHFOLK (VALLEY OF THE VELVERDYVA)

(No organized government or single ruler)

Population: 20,000 (woodsmen)
 Demi-humans: High Elves (12,000),
 Sylvan Elves (9,000), Gnomes (4,000),
 Halflings (2,000 Tallfellows), Gray Elves (1,000)
 Humanoids: Some (raiders only)
 Resources: gold, rare woods

As related above for the independent town of the same name, Highfolk is principally an elven realm. The humans dwelling along the 100 miles of the valley are woodsmen who live in harmony with their demi-human fellows, or hillmen who are allies of the gnomes. The Lord of the High Elves is deferred to as the nominal ruler, but this is through general consent and respect. The word of the Gnome prince, a village Elder, or the Earl of a community of Sylvan Elves is listened to with as much respect. All the peoples of Highfolk Valley are independent and free-spirited. However, in time of need, they are able to muster a considerable body of fighters, including humans armed with longbows and many sorts of demi-human troops. The Knights of the Hart of Highfolk are drawn from the best of the elven and half-elven warriors of the valley region. The main enemies of the people of Highfolk come from the land of Iuz, penetrating the Vesve Forest.

HORNED SOCIETY

The Dread and Awful Presences, the Hierarchs (true names unknown)

Capital: Molag (pop 16,200)
Population: 45,000 (?)
Demi-humans: Very doubtful
Humanoids: Hobgoblins (12,000), others
Resources: None known

Originally a stronghold of the more organized of the humanoid tribes, the area came under the rule of a group of evil humans some decades ago. It is speculated that these wicked people were disaffected bandits or were at least aided by one or more of the bandit kinglets. In any case, the land between the Veng and Ritensa Rivers as far north as the territory of the Rovers of the Barrens is now firmly in the grasp of the Horned Society. This association combines the masses of humanoid troops with the organization and powers of humans. Deviltry is the religion of the Society, and its leading Hierarch is purported to be an evil high priest of the 18th level. Other leaders are reported as a magic-user above the 12th level of ability, several other powerful clerics, a master thief of the 13th rank, and a trio of fighter Lords. It is known that many troops of bandits from the east frequent the walled town of Molag, and the Horned Society is on favorable terms with Iuz.

ICE BARBARIANS (KINGDOM OF CRUSKI)

His Most Ferocious Majesty, Lolgoff Bearhear, the King of Cruski; Fasstal of all the Suelii

Capital: Glot (pop 5,100)
Population: 60,000
Demi-humans: Few
Humanoids: Likely in mountains
Resources: furs, copper, gems (I)

The Ice Barbarians inhabit the bleak shores of the Thillonian Peninsula's north and east coasts. They will raid their cousins to the south, the Snow and

Frost barbarians, or raid with them into Ratic or the more tempting Great Kingdom. In high summer they often find fighting by rounding the coasts of the Hold of Stonefist, and the Cruskii have both hatred and respect for the dour inhabitants of that land. Their most despised enemy, however, is the Sea Barons, whose ships they attack on sight, and whose isles they often attack and plunder — usually at a price. Of late these raiders have joined with Frost and Snow barbarians in order to counter the growing strength of the coastal defenders of the Great Kingdom and the Sea Barons.

IDEE, COUNTY OF; MEMBER OF THE IRON LEAGUE

His Brilliant Lordship, Count Fedorik Eddri of Idee

Capital: Naerie (pop. 4,900)
Population: 60,000 +
Demi-humans: Some
Humanoids: Doubtful
Resources: foodstuffs, copper, gold

When the South Province rose in revolt against the Overking and the Herzog, the nobles and men of Idee were in the forefront. This territory is the most open to attack by the vengeful Aerdians, and so the Count maintains a standing army to man and support the chain of castles and fortresses which guard his northern frontier. Militia contingents are ready to stand to arms on instant notice. Meanwhile, Idee carries on a brisk trade via the sea lanes with Onnwal and Nyronnd.

IRONGATE (FREE CITY OF), MEMBER OF THE IRON LEAGUE

His Resolute Honor, Cobb Darg, Lord High Mayor of Irongate

Population: 44,000 (city)
57,000 (total, including surrounding area)
Demi-humans: Many
Humanoids: None
Resources: gems (II, III)

This large and thriving city is based on sea commerce and trade between Onnwal and the East. Irongate developed an independent spirit early in its history due to its mingling of peoples and ideas. As the rule of the Overking grew more despotic, the people of the city began to murmur, and the Lord Mayor headed a deputation bearing grievances to the Herzog. These emissaries were thrown into prison, given a mock trial, and executed by ritual torture for the Overking's entertainment (446 CY). The following year the whole of the south was in arms against the realm, and after a brief struggle the Iron League was founded, an alliance of mutual support which aided the rebellious states to throw off the yoke of the Aerd tyrants. Irongate has a strong naval squadron and a large company of armored crossbowmen in League service. She can also raise 2,000 heavy militia infantry of high morale and excellent training. These troops are spetum or glaive-guisarme equipped and can march in a single day after muster.

IUZ, LAND OF

Iuz, Lord of Evil (evil Demi-god)

Capital: Dorakaa (pop. 10,000)
 Population: 40,000
 Demi-humans: None
 Humanoids: Many (numbers unknown)
 Resources: furs, electrum

Iuz, old Iuz of fearbabe talk, may be human — or may once have been human, but this is not known for certain one way or another. He has ruled the lands from the Howling Hills south to the Lake of Whyestil for ages longer than any man can live. The lands between the Dulsi and the Opicm Rivers are steeped in wickedness and evil, so much so that the otherwise fearless Wolf Nomads and Rovers of the Barrens pass through the Cold Marshes rather than cross even the edge of the Land of Iuz. For a time the land was leaderless, for Iuz himself was missing. For many decades the evil of the place was in relative quietude for lack of evil direction, and the neighbors of good ilk prospered. Iuz had been trapped by the mirthful and mad Zagyg, locked away in a strange chamber deep below the ruins of Greyhawk Castle, one of nine powerful demi-gods so confined. These prisoners were loosed in 570 CY, and once again Iuz rules, and his forces

gather for fell purpose. Iuz has vowed to bring ruin upon Tenser the Archmage and Lord Robilar and the others who tried to slay him when his prison was sprung.

In addition to the many evil clerics, thieves, fighters, assassins, and magic-users who have gathered under the grim banner of Iuz, numbers of the foulest tribes of humanoids have grown in strength and are ready to march. Goblins, orcs, and hobgoblins in the thousands are known to be in arms, swelling the human contingents of Iuz's armies.

KEOLAND, KINGDOM OF

His Peerless Majesty, the King of Keoland, Kimber-tos Skotti; Lord of Gran March, Plar of Sterich; Protector of the South; etc.

Capital: Niolo Dra (pop. 21,600)
 Population: 300,000 (excluding dependencies)
 Demi-humans: Sylvan Elves, Gnomes, Halflings
 Humanoids: Doubtful
 Resources: foodstuffs, cloth, gold, gems (III)

Keoland was the first major kingdom to be established in the Flanaess, the Oeridians and Suloise tribes mingling and joining to build a tolerant and prosperous realm which nominally included many and varied demi-human groups as well. After several centuries of benign leadership, a line of monarchs upon the Keoish Throne became ambitious and embarked upon a policy of conquest. At the peak of this imperialism, Keoland held sway from the Pomarj to the Crystalmist Mountains, while her armies pushed into Ket and threatened Verbobonc and Veluna City (c. 350-360 CY). The Ketite expedition came to grief in successive battles (Molvar, Lopolla), while an alliance between Veluna and Furyondy ended the Keoish threat in that quarter (Short War).

Coincidentally, the Olvenfolk within the boundaries of Keoland objected to the warlike policies of the King and began expelling royal garrisons in the Ulek Provinces and Celene. In the ensuing struggle, the freemen of the western portion sided with the demi-humans. Raiders in the far south took advantage of these conditions to harry the Keoish coast from Grad-sul to Gryrax.

King Tavish III was slain in battle against the Sea Princes (Siege of Westkeep, 453 CY), and his son, Tavish IV, immediately changed the policies of the kingdom upon ascending to the throne. After protracted negotiations, the independent state of the Yeomanry was recognized, the Ulek states were granted autonomy, and Keoland returned to its former state of tolerance and prosperity thereafter. The semi-independent Gran March and Earldom of Sterich are loyal to the crown and furnish strong contingents to the royal army. The Keolandians are well known for their light cavalry employing javelins, crossbows, and lances. The bulk of the army consists of footmen armed with pole arms and long spears, while the nobility comprises the heavy cavalry portion of the force. There are typically small companies of elves, gnomes, halflings, and/or dwarves included in muster. The fleet is battleworthy but small, and conflict with the Sea Princes continues to plague the realm.

KET

His Illustrious Glory, Zoltan; The Beygraf of Ket and Shield of the True Faith

Capital: Lopolla (pop. 23,400)
 Population: 85,000
 Demi-humans: Few
 Humanoids: Few
 Resources: silver, gems (I, IV)

Ket is the frontier state of the Baklunish and a trading center between eastern Flanaess and the world beyond. For many decades it has alternately menaced the Oeridian/Suloise states east and south and threatened them by invasion. Despite this continual warfare, the land flourished due to the rich trade with the Paynim tribes, Tusmit, Ekbir, Perrenland, Bissel, and Veluna. Goods from Zeif and Wintershiven pass through Lopolla. This mixture of cultures includes the people themselves, for the Ketites are of mixed racial stock, albeit of Baklunish culture for the most part. The court of the Beygraf is a strange mixture of eastern and western influences. This admixture pervades the military as well, for the Ketites field a strong force of pikes and crossbows along with their light horse archers and medium lancers. The army is well honed, for despite racial ties and trade, the Paynim clans often raid the border country west of the Tuflik River.

BORDSHIP OF THE ISLES (PRINCIPALITY) MEMBER OF THE IRON LEAGUE

His Exalted Highness, Prince Latmac Ranold of Duxchan; Lord of the Isles; Scourge of the Waves

Capital: Sulward (pop. 5,500)
 Population: 80,000
 Demi-humans: Few
 Humanoids: Doubtful
 Resources: rare woods, spices

This scattered principality stretches over seven major islands, from the Spindrift Sound to the mouth of the Tilva Strait. These islands are rich and fertile, and enjoy the benefits of their strategic location. They profit hugely from cargoes of goods brought from Hepmonaland to the Great Kingdom and collect tribute from those states which wish to use the Tilva Straits in commerce. The rulers of Duxchan gave up piracy in favor of more lucrative methods of extracting money from merchants. There is particular enmity between the Sea Barons and the Lord of the Isles for rather obvious reasons. The Duxchaners are still smarting from the Battle of Medegia (572 CY), wherein the Sea Barons sank four of their warships and made prizes of three loaded cogs before they could gain safety in Pontylver.

MEDEGIA, SEE OF

His Equitable Nemesis, Spidasa, the Holy Censor of Medegia

Capital: Rel Astra (pop. 39,800)
 Population: 250,000
 Demi-humans: Sylvan Elves (see Grandwood Forest)
 Humanoids: Some
 Resources: foodstuffs, cloth

The Holy Censor was originally the chief cleric of the Great Kingdom. Clerical holdings were granted from Rel Astra to Pontylver south of the Mikar and Flanmi Rivers, including a portion of the Imperial Preserve (Grandwood Forest). This fief became so strong as to be virtually independent when the Mal-

achite Throne went into decline. The Holy Censor still remains one of the chief advisors of the Overking, however, and he reigns oppressively over peasant masses with full approval from Rauxes. The clerics and nobles of the See have grown exceedingly rich, and their mercenary forces harry the Olvenfolk in the Grandwood and loot across the Flanmi in the Glorioles and Hestmark Highlands where the Censor has extended his holdings to these very foothills, contesting with dwarves and gnomes without quarter.

NORTH PROVINCE

His Radiant Grace Grenell, the Herzog of the North Province

Capital: Eastfair (pop. 29,100)
 Population: 750,000
 Demi-humans: Few
 Humanoids: Some
 Resources: foodstuffs, cloth, electrum

The Herzog of North Province is a cousin of the Overking, as evil as his kin, but certainly not as demented. The boundaries of this princely fief extend from the Blemu Hills to the coast of the Solnor Ocean, extending as far south as the Adri Forest, and well below the Trask River. The court at Eastfair is infamous for its debaucheries. Movement of Nyronde-Almor forces into the lower Bone March, and the capture of Knurl by these forces, coupled with continuing incursions by humanoids from across the Teesar Torrent, have troubled North Province. A punitive force of mercenaries was defeated in the hills above Belpport recently, and it is now reported that the Herzog is seeking Imperial funding of a huge army to recapture the southern portion of Bone March. This force would undoubtedly contain both mercenary men-at-arms and humanoids enlisted from the upper portion of the march.

NYROND, KINGDOM OF

His August Supremacy, King Archbold III of Nyronde; Duke of Flinthill; Altmeister of All the Aerdi, etc.

Capital: Rel Mord (pop. 46,500)
 Population: 1,375,000
 Demi-humans: Sylvan Elves, Gnomes, Halflings
 Humanoids: Few
 Resources: foodstuffs, cloth, copper, silver, gems (I, II)

The strength of Nyronde, and the hostility of its rulers and nobles, have been the major protection for the civilized nations of the Flanaess against the depredations of the Great Kingdom and its mad emperors. Nyronde also went through a phase of near-imperialism, making both the County of Urnst and the Theocracy of the Pale tributary states for a time. This course was altered, however, when the wise King Dustan I, called Crafty, saw his realm threatened by internal strife and exterior enemies and called up the Great Council of Rel Mord. Here, the king met with ambassadors from Almor, the Iron League, the Pale, and Urnst. All troops were withdrawn from the Pale and Urnst thereafter, the Nyronde allowing both areas self-determination, and both, in turn, agreeing to a concord entailing mutual trade and military support. Almor was treated somewhat similarly, and aid was granted to the Iron League in the form of loans and treaties which assured the League of survival against the common enemy.

The current boundaries of Nyronde are: Nesser River — Franz River — Artonsamay River — Nutherwood — Gamboge Forest (northern terminus) — Rakers — Flint Hills — (lower) Harp River — Relmor bay. Nyronde contingents assist Urnst and the Pale against the Bandit Kingdoms, and a squadron of their warships sails Relmor Bay and the Sea of Gearnat in support of the Iron League. Strong garrisons of the Nyronde Army are stationed in strategic positions to move to the aid of either Almor or the Pale in time of need.

In addition to human forces, Nyronde has special demi-human scouting troops. In time of need, pacts call for support from Urnst (County and Duchy) et al. Nyronde heavy cavalry and armored footmen comprise the majority of the realm's army, with lesser numbers of bowmen and light hillman infantry as support.

ONNVAL, FREE STATE OF — MEMBER OF THE IRON LEAGUE

His Noble Authority Ewerd Destron, the Szek of Onnwal

Capital: Scant (pop. 4,700)
Population: 40,000
Demi-humans: Dwarves (2,000)
Humanoids: None
Resources: platinum, gems (III)

Onnwal was originally a lesser fief of the Herzog of South Province, to be granted as he saw fit to his faithful followers. The oppressive rule of the Great Kingdom brought great discontent and instigated open rebellion, the whole of the South Province being in arms. All of the lower portion was lost to the empire when the Iron League was founded in 447 CY. This alliance joined Onnwal with the Free City of Irongate (which barred the Onnwal peninsula), Idee, Sunndi, and the demi-humans of the Glorioles and Hestmark Highlands in economic and military alliance. Onnwal and Irongate supplied the sea power, while the other members furnished troops for land actions — although strong contingents from both of the former places were also sent to battle. Irongate was besieged by Aerdian forces for several months, but in the battle of a Thousand Banners the siege was lifted when a ruse panicked the northerners, and great numbers of them were subsequently slain by a combined host of men and Gray Elves of the League. While never invaded, Onnwal is subject to periodic sea raids from the Herzog's squadrons. The major port of Scant is exceptionally well fortified because of this fact. Other than a small force of regulars and her marines, Onnwal relies upon levies in time of war.

PALE, THEOCRACY OF THE

His Worshipful Mercy, the Theocrat, Supreme Prelate of the Pale — Ogon Tillit

Capital: Wintershiven (pop. 21,500)
Population: 250,000

Demi-humans: Some
Humanoids: Few
Resources: foodstuffs, copper, gems (IV)

When Nyronnd became a separate nation, the highly religious peoples inhabiting the area between the Rakers and Yol River likewise proclaimed their autonomy. Their clerical leaders were in effect the ruling nobles, and one of their number was chosen as supreme for his lifetime. After warfare with their southern neighbor and a period of subjugation, the Pale became independent once again, and since then has enjoyed a history of reasonable rule and relative peace. Barbarian, humanoid, and bandit raiders plague the Theocracy, but Prelatal troops are tough and efficient and capable of handling most problems of this nature. A balanced force of horse and foot numbering over 4,000 guards the borders of the realm, while levies numbering more than 10,000 can be raised in a week.

The Pale is not noted for religious tolerance.

PERRENLAND, CONCATENATED CANTONS OF

His Gravity, Franz, Voormann of All Perrenland

Capital: Schwartzbruin: (pop. 25,000 +)
Population: 200,000
Demi-humans: Some
Humanoids: Some
Resources: copper

The original Flan tribes dwelling in the Yatil Mountains were far more warlike and fierce than most of their fellows elsewhere in the Flanaess. The would-be invaders were absorbed by these powerful clans — Oerids, Suloise, and even a few of Baklunish stock. Attempts at expansion into Perrenland by Furyondy and later Ket were vigorously resisted by the inhabitants, strong mountaineers and valley-dwelling folk alike. These attempts, as well as nomadic incursions into the area, brought the various clans together in a loose association under the banner of the strongest of their number, Perren, c. 400 CY. Clan holds were marked into cantonments, and the leaders (hetmen, voormanns, or whatever) elected an executive head, like unto a king with limited powers to rule for an eight year period, with counsel from the assembled clan leaders. This system has proven workable for the

nation, and Perrenland is relatively prosperous through trade with the northern nomads, the Baklunish states, and Veluna-Furyondy. Her chief export is her well-trained mercenary bands, however. Such a force is typically made up of pikemen (30%) and pole armed mountaineers (20%), with lowland crossbowmen (30%) and other infantry (10%) armed with battleaxe, flail, etc. rounding out the infantry contingent; the remaining 10% is cavalry. Half of the horse is heavy, coming mainly from the Schwartzbruin area, while the remainder is medium, bow armed cavalry from the Clatspur region. Although Perrenland does not claim the valley of the Quagflow River below the Clatspur Range, the High Elves from that region will often be seen in service with a band of Perrenlanders. (Such forces serve as scouts and light infantry and are bow armed; such an addition is typically equal to 10% of the human force.) Bands of mercenaries of this sort will be found in armies fielded by Veluna, Furyondy, and Bissel. Even Ket has used them in a dispute with Tusmit.

Perrenland is always careful to maintain strict watch on all frontiers. Bodies of superb militia can be raised in but a single day to support the permanent garrisons which are quite small. A small squadron of warships suffices to assure the nation of maintaining Lake Quag as its own private domain. These vessels are also used as escorts for merchant barges and cogs traveling down-river.

DLAINS OF THE PAYNIMS (TRIBES OF)

(Various nomadic leaders)

Populations: Uncertain, possibly 500,000 or more
 Demi-humans: Doubtful
 Humanoids: Doubtful but possible
 Resources: Unknown

Only a small portion of the rolling plains inhabited by nomadic Baklunish tribes falls within the Flanaess. The pair which is on our portion of the continent is sometimes nearly empty of human life, and at other times it is reported to swarm with horsemen. These nomads evidently move out of the Dry Steppes region when summer makes the area an arid waste, and return there in the rainy season. Of course, the tribe of Ull (q.v.) has a permanent territory and the northern parts of the plains are held by the more civilized states bordering the Dramidj Ocean. Each tribe is

ruled by a noble, variously called Amir or Khan. Greater nobles are called Ilkhan, Orakhon, or Shah. Leaders of the royal rank are known as Tarkhan, Padishah or Kha Khan. The northern and western tribes use the titles Amir, Shah, and Padishah, while those from the south (Dry Steppes) favor Khan, Ilkhan, etc. These horsed nomads are poorly armored but very mobile troops. The most lightly protected wield short, powerful horn bows and light curved swords, while the remainder (20% to 30%) employ light lance and mace or flail. Little else is known. The western states such as Ket, Tusmit, and Ekbr will often employ forces of mercenary Paynim nomads against each other or other marauding nomads. As the Tiger and Wolf Nomads (qq.v.) also used the title of Khan et al., it is speculated that these peoples are branches of the same race separated by an influx of later nomads (those using the titles Amir et al).

POMARJ

Population: 20,000 (?)
 Demi-humans: None
 Humanoids: Orcs (15,000), Goblins (10,000), others
 Resources: silver, electrum, gold, gems (I, II)

This rich peninsula was originally a collection of petty states under the protection of the Prince of Ulek. Not content with this status, the nobles of this area foreswore their oaths and drove out the garrisons of the sovereign's castles, taking them for their own. For several decades the Pomarj prospered under this new freedom, the mines in the Drachensgrab and sea trade making noble and commoner alike rich. However, in the Hateful Wars (498-510 CY), the combined Ulek states, with cooperation from Veluna and the demi-humans of the Kron Hills, broke the power of the Euroz and Jebli hordes which had nested in the Lortmils and were attempting to spread into the lands around. These humanoids were finally driven out and scattered — some fleeing northward toward the Yatils, but most (having wiser leadership) taking to the Suss forest and thence to the rugged mountains of the Pomarj. Finding the humans there weak and indolent, the invaders attacked quickly, captured the strongholds, and then set themselves up as masters of the whole peninsula. There are undoubtedly renegade humans helping these invaders, and mercenaries as well — bought and paid for by the gold from the Stoneheim mines and the moonstones and cairngorms

from the high peaks as well. A relief force of dwarves and men from the Prince crossed the Jewel River but were turned back after a fierce battle below the Hilly Pastures. The humanoids have not often dared to cross into Ulek, but their raiders cause much trouble in the Wild Coast.

RATIK, ARCHBARONY OF

His Valorous Prominence, Lexnol, the Lord Baron of Ratik

Capital: Marner (pop. 3,240)

Population: 35,000

Demi-humans: Mountain Dwarves (8,000 +),
Gnomes (3,000 +)

Humanoids: Many

Resources: shipbuilding supplies, furs, gold, gems (IV)

When the Bone March was created by the Overking, a further outpost was desired and the Aerdi banners pushed northward as far as the Timberway. A military commander was appointed to see to the establishment of a secure territory and lumbering was gotten underway, as the great pines of the area were highly desirable in shipbuilding. The active commander soon sent such a stream of riches southward (he was a just man, friendly with the Dwerfolk, and an able tactician, too) — accompanying them with detailed reports of successful actions against the last of the Frost Barbarians in the area — that the Overking took notice. After a raiding fleet was roundly beaten, the Overking elevated this general to the nobility, creating him Baron Ratik. Thereafter a succession of his descendants have ruled the fief, bravely combating raiders so as to gain their respect and even friendship from some, while humans and demi-humans alike prospered. When the hordes of humanoids began attacking, Ratik had ample warning from the dwarves dwelling in the mountains. Companies of men and gnomes hurried west to aid their countrymen against the invaders, while couriers were sent south (and north) to alert the people there. Resistance was so fierce that the area was bypassed, and the attackers fell instead upon the Bone March. The isolated barony has since been ruled as a fief palatine.

The Baron's forces are able to defend Ratik, but they are not strong enough to dislodge the humanoids from the mountains of the plain to the south. The

baronial levies consist of schiltrons of spearmen and a small force of light cavalry. Large dwarven contingents are available in time of need, as are several companies of sturdy gnomes. A force of men-at-arms, crossbowmen, and mounted sergeants comprises the regular army of Ratik, with bow armed woodsmen patrolling the north and sling-equipped hillrunners watching the southern borders.

REL ASTRA, CITY OF

His Most Lordly Nobility, Drax, the Constable Mayor of Rel Astra

Capital: Rel Astra (pop 63,900)

Population: 90,000

Demi-humans: Very few

Humanoids: Some

The city and constabular fief of Rel Astra extends from the precincts of the city northward to the Lone Heath south of the Mikar, including the town of Ountsy, whose mayor is subject to Rel Astra. This trading and mercantile port city is held in hereditary fief by a rival noble house of the Aerdi who are secretly conspiring against the royal house of Naelex, although they are careful to allow no proof of this to fall into their enemies' hands. They desperately seek close ties with Medegia and the Sea Barons to balance the weight of the Overking's kinsmen in North and South Province. It is reported that the Overking views these machinations with ill-concealed delight, for they are seen as check and balance, as the monarch fears his own at least as much as he distrusts others. In any case, the lord of Rel Astra at the same time desires to check the growth of the Censor's lands and holdings, and secret plots with the freefolk of Grandwood Forest and the Herzog of the South Province are rumored. The Constable Mayor fields a strong force of cavalry and foot, as well as a squadron of warships. His horse units have a nucleus of nobles and knights numbering about 100, and their esquires and sergeants add some 400 medium cavalry; light horse contingents round the number to a full 1,000. There are an equal number of men-at-arms, about half of whom are crossbowmen. Levies and militia numbering 1,000 horse and 6,000 foot can be called up from Rel Astra, Ountsy, and the surrounding lands on short notice. Recently the Rel Astrans have employed mixed human and orcish scouting bands as

light troops in the Grandwood and similar groups on the Lone Heath.

ROVERS OF THE BARRENS

His Mighty Lordship, the Ataman of the Standards, Kishwa Dogteeth; Chief of the Wardogs

Population: 65,000?
Demi-humans: Few
Humanoids: Numerous
Resources: furs, gold

The tribes of nomadic peoples who dwell between the Wastes below the Icy Sea and the Fellreev Forest called themselves the People of the Plentiful Huntinglands, but their neighbors named them Rovers of the Barrens as they had no permanent settlements and the area they roamed seemed bleak. These tough nomads were content enough with their herds, hunts, and occasional raids upon Furyondy, the bandit Kingdoms, or Tenh. The growth of the bandits' power and the swelling numbers of humanoids, however, have sharply reduced the territory, numbers, and power of these clans. At the great battle of Opicm River, the might of the Rovers of the Barrens gathered to war upon a combined host from the land of Iuz and the newly formed Horned Society. The wardog soldiers and light cavalry of the Rovers were decimated and scattered, and many of their chieftains were slain. Perhaps three or four clans of but a few tribes each are all that now remain of the force which once sent the tumans of the Wolf Nomads flying back across the Dulsi without their gray-tailed banners. The numerous people that formerly went where they would between the Dulsi and Veng Rivers to White Fanged Bay and the Zumker River are now reduced to a handful of warriors huddling from the Wastes to the Forlorn Forest. The light cavalry of these tribes ply lance and javelin, although many also use bows. Picked men use lariats to pull enemies down. Certain tribes furnish excellent medium horsemen who provide shock power. The wardogs are footmen able to run with cavalry and fight, hamstringing enemy mounts and disrupting their formations.

SCARLET BROTHERHOOD

His Peerless Serenity, the Father of Obedience (true name unknown)

Capital: Unknown, but reported as a hidden city of splendor and magnificence
Population: 35,000 +/-
Demi-humans: Doubtful
Humanoids: Highly probable
Resources: rare woods, spices, gold, gems (I, III, IV)

It is said that an order of monastic religious militarists was founded long ago on the remote plateau south of the closed city of Kro Terlep. This order is purported to espouse the cause of the Suloise as the rightful rulers of all the Flanaess, claiming superiority of that race above all others, and embracing evil as the only hope of achieving its ends. Supposedly the Scarlet Brotherhood is the fruition of these aims, and it now controls the whole of the land from the Vast Swamp to the tip of the peninsula. Brothers of the Scarlet Sign are reportedly hiding as trusted advisors or henchmen in many courts and castles in the north, spying for their master and ready to strike. The Brotherhood is tripartite, according to tales told, with thieves as its lower ring, assassins next, and then the smallest and highest ring of monks as superior. The leader of the thieves is called "Elder Cousin," that of the assassins is known as "Foster Uncle" — thus other thieves are entitled "cousins" and assassins "nephews." The temple and monastery of the Scarlet Brotherhood is supposedly a fortress and walled town unto itself, guarded by soldiers, humanoid legions which are being readied for future conquest, and monsters trained to serve the Brotherhood.

SEA BARONS

His Noble Prominence Sencho Foy, the Lord High Admiral of Asperdi; Commander of the Sea Barons

Capital: Asperdi (pop. 7,100)
Population: 55,000
Demi-humans: Few
Humanoids: Few
Resources: None outstanding

The Aerdi power spread to the islands off the shores of the Gullcliffs, where the newcomers mixed with Flannae. The Overking eventually appointed certain nobles to baronial island fiefs, four in all, instructing them to build squadrons of ships and compete, for whichever of their number excelled in warfare at sea would be appointed over all as supreme baron and admiral as well. Baron Asperdi won the post, and to this day the High Admiral of the Great Kingdom is the hereditary baron of that place. The four barons are virtually independent today, but still swear fealty to the Overking and serve loyally if not with great enthusiasm. Their squadrons protect the coasts from Bellport to Pontylver, driving off the northern barbarian seawolves, protecting the coastal sealanes, and fighting with the ships of the Duxchan Lord whether piratical or otherwise.

SEA PRINCES, HOLD OF THE

His Royal Highness, Prince Jeon II of Monmurg;
Ruler of the Azure Sea; Captain of all Fleets; etc.

Capital: Monmurg (pop. 14,200)
Population: 100,000
Demi-humans: Few
Humanoids: Probable
Resources: foodstuffs

The buccaneers of the Azure Sea and Jeklea Bay grew strong and wealthy when Keoland was at the height of its power, for the eyes of its leaders were turned northward toward empire, and the sea raiders were ignored. These privateers took to calling themselves Sea Princes, after a particularly successful captain who was in fact of noble birth. Sailing unchecked from their island and mainland strongholds, these raiders were the scourge of the coasts from Gradsul to Scant, on the Pomarj, and even beyond into the Sea of Gearnat and the Tilva Strait. When Keoland turned back from imperial expansion, her navy began to rebuild in order to check the threat of the Sea Princes, as they were now commonly known. Their numbers and strength had become so great, however, that the Keoish fleet, even with the aid of a squadron of Ulek warships, could at best deliver a sharp check to them (Battle of Jetsom Island). This lesson caused their leaders to rethink their policies, however, and several of the wiser captains retired to mainland est-

ates, appointing lieutenants to command their ships, not in piratical or raiding activities in the Flanaess, but on expeditions to the Amedio coast and thence to trade northward with the rare woods, spices, ivory, and gold which they wrested from the jungle savages. Eventually the mainland possessions of the Sea Princes amounted to more territory than their island homes, and they practiced little formal raiding. Today they probably are still the strongest sea power, but they also have a small and efficient army and are relatively peaceful traders. If those people have a fault, it is that they allow the use of slaves in their nation, despite strong protests from the Yeomanry. It is reported that the Prince of Monmurg would abolish this practice, but his fellow nobles (the Prince of Toli, the Plar of Hool, and the Grandee of Westkeep, along with the Commodores of Jetsom, Fairwind, and Flotsom) prevent it.

SHIELD LANDS

His Most Honorable Lordship, Holmer the Earl of
Walworth; Knight Commander of the Shield Lands

Capital: Admundfort (21,300)
Population: 65,000
Demi-humans: Few
Humanoids: Few
Resources: foodstuffs

When the Bandit Kingdoms began to grow powerful, the petty nobles of the north shores of the Nyr Dyv banded together in a mutual protection society. The small Earldom of Walworth had the advantage of possessing a sizable island upon which was built the only city in the whole district, so its Lord was chosen as Knight Commander of the combined forces of the nobles. A headquarters was established at Admundfort, and a holy order of religious knights begun. The Shield Lands are still ruled by many small noblemen, while the Earl of Walworth is hereditary general of their combined military and naval forces. Their military activity brings contributions from Furyondy and Urnst, as well as many esquires and knights to serve in the core of the army, the Knights of Holy Shielding. This area currently is in desperate straits with the growing might of the Horned Society menacing the delicate balance.

SNOW BARBARIANS (KINGDOM OF SCHNAI)

His Bellicose Majesty, King of the Schnai

Capital: Soull (5,400)
Population: 90,000 +
Demi-humans: Some
Humanoids: Many (in mountains)
Resources: copper, gems (I, II)

The Snow Barbarians are the strongest and most numerous of the northern peoples. Several decades ago they captured the west coast below Glot and have managed to hold it since. For a time the Frost Barbarians were under the thumb of the King of the Schnai, but the Fruztii are now free except in pledge. This has not affected general concord with either neighbor, as all three consider the Great Kingdom and the Sea Barons as their most natural source of easy loot and profit. Although fighting invading humanoids has become a national pastime, there are sufficient men left to man the longships when campaigning season in the south is at hand. It is rumored that the Baron of Ratik has sent messages to the King of the Schnai proposing four-way cooperation to take the Hold of Stonefist and the Bone March. Supposedly this proposal offers Glot and Krakenheim as possible gains for the Schnai, while the Fruztii and Cruski would divide the Hold, part of Timberway would be returned to the Frost Barbarians, and Ratik would rule Bone March. The reaction to these proposals can not be guessed, but the Schnai are undoubtedly keeping an eye on the joint Fruztii-Ratik ventures of late.

SOUTH PROVINCE

His High and Radiant Grace, the Herzog of the South Province —Chelor, Fasstal of Ahlissa, Idee and Sunndi, Overlord of Onnwal

Capital: Zelradton (7,000)
Population: 400,000
Demi-humans: Doubtful
Humanoids: Few
Resources: foodstuffs, silver

The ruler of South Province, a cousin of the Overking in Rauxes, is in disfavor. All previous attempts to regain the lost portions of the fief have been turned back in defeat, and the revenues coming to the Malachite Throne have diminished considerably, for the lost territories were rich indeed. Thus the Herzog has stated the intent to stake his entire personal fortune on a last attempt to break the Iron League. Success, of course, would make most of his title something more than hot air, regain favor for him in Rauxes, swell his coffers to bursting with wealth, and lastly give much wicked satisfaction to him. At the present time the holding extends only to the fief of Ahlissa and the central lands always retained by the Herzog, the territory around Hexpools and the Thelly River (and portions of this are even claimed by the Censor of Medegia who seeks to take advantage of the Herzog's disgrace). While native troops, except for those of the petty nobles and gentry serving the Herzog, are unreliable at best, the heavy cavalry is considered to be highly effective, and mercenary men-at-arms, exceptionally well armed and equipped, make the Army of the South formidable. If the viceroy carries through with his vow, a major war can be anticipated soon. If it does erupt, it is certain that Nyron and Almor will move to support the Iron League — comprised of Idee, Irongate, Onnwal, and Sunndi (qq.v.)

SPINDRIFT ISLES

The Councils of Five and Seven
(true names unknown)

Capital: (Lendore Island) Lo Reltarma
(population 10,000)
Population: 30,000
Demi-humans: Many in the northern isles, 1,500 +
on Lendore Isle
Humanoids: Many on Lendore Isle, mainly orcs and kobolds
Resources: Unknown

The islands furthest east in the Asperdi Duxchan chain are the Spindriffs, some 100 leagues east of the Medegian coast. Exact information is not available, as neither the Sea Barons nor the Duxchan captains have reported upon them — both groups likely desiring to expand their holdings by acquiring these islands. There are tales that numerous Olvenfolk

dwelt in the Spindrifts, and the reason that neither seafaring nation reports anything about them is because these elves capture and imprison any sailor so bold as to enter their domain. The isle furthest to the south was once ruled by a mighty wizard, one Lendore according to stories.

The Spindrifts are known to be divided into two parts, the northern islands of the High Elves, and the single southern Lendore Isle. The three northern islands are supposedly overseen by five elven wizards supported by numerous elven lords and half-elven clergy. Ships from the Lordship of the Isles as well as from the Sea Barons who have ventured there have yet to return! There are no reported towns or villages in the northern islands and seclusion is all these demi-humans seem to require.

Lendore Isle, on the other hand, has much trade with the continent and pays, through the Council of Seven of Lo Reltarma, a liberal sum to both the Lordship of the Isles and the Sea Barons to pass without incident. This immunity has been ignored on occasion by an enterprising pirate who is then later exterminated — whether by an agent of the Council or by someone else is unknown. The humans of Lendore Isle pray almost exclusively to the ancient gods of the Suloise, but how this religion became dominant on this faraway isle is a mystery. Lendore Isle is named for the Arch-Mage who founded its civilization, but tales of him and the fellowship he brought to the Spindrifts are all but lost.

TERICH, EARLDOM OF

His Magnitude, Querchard, Earl of Sterich

Capital: Istivin (pop 5,000)

Population: 40,000

Demi-humans: Mountain Dwarves (4,000), Gnomes, Halflings

Humanoids: Some (in mountains)

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

The Earl of Sterich is a nominal vassal of the King of Keoland, although treated more as a favored relative than a vassal by the king. The Sterich are loyal to their Earl and the King of Keoland alike, and in time of need a large contingent of the renowned light cavalry and sword-armed light infantry of the earl-

dom are sent to Keoland, accompanied by companies of stout heavy dwarvish infantry from the Crystalmists. A good portion of the levies of Sterich must always remain on guard to the west, however, for many humanoids, giants, and even worse monsters tend to follow the headwaters of the Davish River down into the fertile low country to loot and pillage. The halberdiers and medium horse of Sterich are thus seldom seen outside their native land. The Earl maintains good relations with the Grand Duchy of Geoff (being of the same bloodline as the Grand Duke, this is not too surprising), and some trade is carried on with the Yeomanry via the Javan River.

TONEFIST, HOLD OF

His Most Grim and Terrible Might, the Master of the Hold, Sevvord Redbeard

Capital: Vlekstaad (pop. 2,100)

Population: 60,000 +

Demi-humans: Doubtful

Humanoids: Some

Resources: furs, ivory, silver, gems (I)

Stonefist, then Vlek Col Vlekzed, founded his chiefdom in approximately 430 CY. Vlek was cast out from the Rovers of the Barrens for banditry and lying, but a small number of warriors and their families followed him as leader. For several years he wandered around the fringes of his homeland, raiding and stealing from everyone without prejudice. These minor successes attracted a growing following of fellow outcasts, bandits, criminals and like unsavory types. Yet with this strange mixture of fighters, he mounted a highly successful raid into Tenh, swung down into the Bandit Kingdoms and recruited more followers, and then defeated a punitive expedition sent from Tenh. When threatened by a bandit kinglet, Vlek replied by surprising his stronghold, sacking it, and carrying away most of its population. Riding unmolested through the lands of his former people, but not caring to test their fighting ability, Vlek moved beyond White Fanged Bay and established a fortified settlement as a permanent camp. The inhabitants of the area, the Coltens Feodality, were tricked into negotiation with Vlek. These negotiators and their escorting force were slaughtered, the remainder of the Coltens host routed by surprise and ferocity, and Vlek settled down to rule over the whole

territory. As Vlek's infamy spread, malcontents from many nations came to his standard, despite his new name of Stonefist (implying both a terrible foe and an inflexible ruler).

The Mastership of the Hold is a semi-hereditary position and title. The descendants of Vlek (he had 219 wives and 351 male children who survived to maturity) compete in a bi-annual "Rite of Battle Fitness." The winner may challenge the Master, one of the Atamen of the three towns, or lead a warband and become a chief. The surviving losers join the standing warbands (the "Fists"), those who did best becoming chieftains, sub-chiefs, and leaders of raiding bands. These savage war and raiding bands commonly raid Fruztii, Tenh, and even the Rovers of the Barrens. About 30% or so of the population of the Hold dwell in permanent settlements, and from these people are drawn the bulk of the footmen. Most of the balance of the population are semi-nomadic, moving into the northern tundra in the summer, and migrating south in the fall. From these people come the horsemen and light infantry of the "Fists."

SUNNDI, COUNTY OF; MEMBER OF THE IRON LEAGUE

His Brilliant Lordship, Count Hazendel of Sunndi; Olvensteward of the South

Capital: Pitchfield (3,600)

Population: 60,000

Demi-humans: Gray Elves (7,000),
Mountain Dwarves (3,000 +),
Gnomes (2,000 +)

Humanoids: Some (see Vast Swamp)

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

The County of Sunndi was once a fief within a fief, being granted to a loyal peer of the Overking's Herzog of the South Province of the Great Kingdom. After a long period of oppressive taxation, maltreatment by royal troops and those of the Herzog as well, and harrying of its demi-human inhabitants, the nobles of human and non-human folk in the area joined the general uprising against Aerdian rule, and in 455 CY became a part of the Iron League. The county is well protected by natural barriers which enable it to be defended — the dense Rieuwood and hills to east and west. The neck of the Tilvanot Peninsula below Sunndi is corked with a great, semi-

salt swamp. (This is a mixed blessing, as there are numbers of very unpleasant creatures dwelling therein.) The county benefits both from its natural resources (including agriculture) and from trade — overland with Idee, by sea with Duxchan. It is threatened continually, however, from the north by the Herzog's legions, from the east by the forces of the Holy Censor of Medegia, and by the Sea Barons along its coasts. Sunnd troops are always in arms — human and dwarven contingents in the Glorioles, human and gnome companies guarding the eastern hills, human and elven foresters ranging the northern woodlands. The Sunnd hillmen employ slings and morningstars, while the men of the interior prefer crossbows and bardiches. Except for the nobles and their equeries, Sunnd horse is medium or light, and not numerous in any event for they rely upon their confederates to the west (Idee) to provide cavalry.

TENH, DUCHY OF

His Radiance, Duke Ehyeh of Tenh

Capital: Nevond Nevnend (pop. 23,800)

Population: 200,000

Demi-humans: Some

Humanoids: Numerous (in mountains)

Resources: foodstuffs, platinum

Tenh has always been under the rule of the Flannae, and most of its peoples are of that racial stock. The fertile uplands between the Artonsamay and the Griff Mountains proved sanctuary and home to Flan tribesmen as the influx of Oerids and Suel peoples elsewhere drove them off or absorbed them. About the time the Aerdi began to expand, the Tenh created their own state from the diverse groups within the boundaries of their land, and their greatest leader was proclaimed Duke. This realm has retained its freedom and independence down to this day, although it is continually troubled by bandits from the west, raiders from the north, marauding humanoids, and border clashes with the Theocracy of the Pale. Tenh medium cavalry is of excellent repute, as are its sturdy footmen, armed with shortbow and pole arms.

TIGER NOMADS (CHAKYIK)

The Unvanquishable Tiger Lord, Ilkhan Cligir of the Chakyik Hordes

Capital: Yecha (3,800)
Population: 75,000 +
Demi-humans: Few
Humanoids: Few
Resources: furs, silver, gems (I)

The Tiger Nomads are tough and hardy horsemen who dwell on the prairies above the Yatil Mountains. They are herdsmen and hunters, roaming from the Burneal Forest to the foothills of the Yatils, the Dramidj Ocean to the banks of the Fler. Because of their proximity to more civilized states, these nomads have established a few towns and villages, mine silver and gems, and conduct a fair amount of trade with both Ekbir and Perrenland. Naturally, they likewise raid both places and war continually with the tribes of the Burneal and their cousins to the east, the Wolf Nomads. These people are Baklunish, and most do not even speak the common tongue of the Flanaess. Their banners bear the likeness of a tiger, tiger tails, etc. The Ilkhan's robe of state is a tiger skin, reportedly that from a sabre-tooth, while the lesser khans wear the pelts of normal tigers. Tiger nomads move about on horseback, with carts carrying tents and other possessions. Their main force consists of light cavalry armed with horn bows and lances. There is a small percentage of better-protected cavalry which is comparable to medium. Infantry never accompanies a tuman or horde on the march, except if the whole people is moving. Small garrison forces of footmen are stationed in permanent settlements such as Yecha.

TUSMIT

His Exalted Splendor, the Pasha of Tusmit, Jadhim/orem

Capital: Sefmur (pop. 18,500)
Population: 150,000
Demi-humans: Few
Humanoids: Few
Resources: foodstuffs, silver, gold

The state of Tusmit is maintained through the crafty playing off of one neighbor against the other — Ekbir against Zeif, Zeif against Paynim nomads, Paynims against Ket, and so forth. By such careful diplomacy, Tusmit maintains her rich holdings south of the Tuflik and avoids costly warfare of an open nature. Of course, her forces are engaged in frequent border clashes with Ekbir and Ket, as well as skirmishes with raiding tumans of Paynim horsemen. The Pasha fears absorption by Ekbir, and most of the politics he engages in reflect this. It is said that the Pasha plans to hire both Perrender and Uli mercenaries to settle the problem. The soldiery of Tusmit is similar to that of Ekbir in most respects.

ULEK, COUNTY OF

Lewenn, His Noble Mercy, the Count Palatine of Ulek

Capital: Jurnre (pop. 10,900)
Population: 25,000
Demi-humans: Gnomes (5,000), Halflings (4,000), others
Humanoids: None
Resources: foodstuffs, copper, silver, gems (I, II)

Humans and demi-humans have long sought safety in the lands in and around the Lortmils. Flan tribes, dwarves, elves, and so forth settled permanently in the area which has been known as the Ulek States for centuries. These territories were under Keoish rule for a short period, but have been independent for a considerable period since. Although each is separate and distinct, they have a community of interest which allies them in the face of outside aggression or time of need. The County Palatine is on good terms with its neighbors north and south as well as its former suzerain, the Kingdom of Keoland. Since the humanoid tribes have been driven out of the Lortmils, the land has enjoyed considerable prosperity. Its troops are mixed human and demi-human companies. Cavalry is solely human, as are the heavy infantry. Lighter infantry and missile troops are typically gnome and halfling companies. The county extends between the Kewl and Old Rivers through the Lortmils to Courwood in the Suss Forest.

ULEK, DUCHY OF

His Grenowin, His Noble Radiance, the Duke of Ulek

Capital: Tringlee (pop. 13,800)
Population: 15,000
Demi-humans: High Elves (12,000), Sylvan Elves
(4,000), Gnomes
Humanoids: Doubtful
Resources: foodstuffs, cloth, electrum, gems (I, II)

The elven realm of Ulek is ruled by a wise and intelligent Duke of High Elven race. Many of the human inhabitants of the land are partially elven, and the remainder are well-disposed to demi-humans. After gaining independent status, these peoples were quick to make treaties of mutual aid with Celene and the lower Ulek states. While they do not love the Keoish, they do not bear them enmity, and normal relations and trade exist between the Duchy and the Gran March and Keoland. Most traffic, however, passes through the mountains to Celene and the gnomes of the Kron Hills. There is a standing force of some 1,000 men and elves serving the Duke. This force consists of a small troop of heavy cavalry, another of medium, and a body of elvish light. The balance (60%) consists of crossbowmen, billmen, and elvish archers. In time of need levies of men, elves, and gnomes can be raised speedily.

ULEK, PRINCIPALITY OF

His Serene Highness, Prince Olinstaad Corond of Ulek, Lord of the Peaks of Haven

Capital: Gryrax (pop. 17,200)
Population: 30,000 +
Demi-humans: Dwarves (18,000), Mountain Dwarves
(9,000), Gnomes, Halflings
Humanoids: Doubtful
Resources: foodstuffs, silver, gems (II, IV)

Dwarves and other demi-humans are more numerous than are humans except in the city of Gryrax, where the larger folk are about twice as common. This is mainly because they are better sailors and are in

charge of the dwarven prince's naval squadrons based at the capital. The remainder of the human population is scattered throughout the principality, which extends from the Sheldomar to the Jewel River, south of Old River, across the lower Lortmils. The human inhabitants also make up the entire cavalry force of the realm and provide a small portion of regular men-at-arms. Most of the infantry is dwarven, of course, with small contingents of gnomes, and a body of halfling scouts. At one time, the territory of the Prince reached to the tip of the Pomarj, but the nobles there despised a dwarven overlord, and they ejected the mixed garrisons which protected their holdings in the Prince's name. Ulek took no reprisal against them, and an effort was made to relieve the distressed territory when swarms of vicious humanoids fell upon it after being driven from the Lortmils. The Prince is on very good terms with the Count of Ulek and trades with Keoland and the Sea Princes as well.

ULL

His Illustrious Ferocity, Draske, the Orakhon of Ull

Capital: Ulakand (pop. 6,000+/-)
Population: 100,000 +
Demi-humans: Doubtful
Humanoids: Some (in mountains)
Resources: silver, gems (II)

A strong tribal clan of the Paynim nomads found the rich area between the Barrier Peaks and the Ulsprue Mountains provided them with ample grazing and a perfect territory to "settle" in. The Uli claimed this area of land for themselves and have held it against all comers. The territory comprises over 90,000 square leagues, including the hills that separate the Ulsprue from the Crystalmists. While many of the Uli retain their nomadic habits and roam the open plains to the north, a fair number of these people have taken to more settled ways. A caravan town is situated near the center of Ull (Ulakand), and there are numerous hill and mountain villages to the south. The numbers of the Uli enable them to field a strong force of cavalry and still protect their town and villages with tough infantry. The latter use huge bows, strange pole arms, and great maces. As traders, the Uli are crafty and sly. They are fierce, warlike, and highly unpredictable otherwise.

URNST, COUNTY OF

Her Noble Brilliancy, the Countess Belissica of Urnst

Capital: Radigast City (pop. 39,100)
Population: 200,000
Demi-humans: Halflings (3,000), others few
Humanoids: Few
Resources: foodstuffs, cloth, gold

The County of Urnst is populated by a mixture of peoples, most being of Oerid stock, but hostile toward the Aerdi, unwilling to serve a Nyrondal monarch. The Palatine Duke of Urnst long encouraged separatists in the county above, and eventually the King of Nyronnd was forced to agree to a separation of this state from the kingdom. The land to the great bend of the Artonsamay, south to the Franz, to the shores of Nyr Dyv is ruled by the House of Gellor, whose current representative is the Countess Belissica. The county is allied to and under the protection of the Duchy of Urnst, but its ruler is by no means subservient to the duke (who is seeking to marry his eldest son to the Countess and thus permanently unite the lands into one realm). The county maintains a small but efficient squadron of warships on the Nyr Dyv. An army of some 2,000 horse and foot garrisons the key strongholds, and noble levies can raise 10 times that number of troops in a week or two.

URNST, DUCHY OF

His Most Lordly Grace Karll, the Duke of Urnst;
Warden of the Abbor-Alz

Capital: Leukish (20,900)
Population: 200,000
Demi-humans: Halflings (5,000), Gnomes (3,000),
Dwarves (3,000)
Humanoids: Few
Resources: foodstuffs, silver, electrum, gold,
platinum, gems (I-IV)

The riches of this area are great indeed, consisting of most sorts of precious metals, precious stones, and even the prized corundum gems. Because of this the

duchy has been desired by the kingdoms of Aerdy and Nyronnd in that order. When the Nyronndel won their independence, they took the County Urnst, and were massing troops to cross the Nesser, but the first crossings were turned back by galleys, and the campaign sputtered later in the year, never to be restarted. Urnst has plenty of other problems of a continuing nature — its Cairn Hills border with Greyhawk, the Abbor-Alz frontier which has desert nomad raiders, and difficulties with the lakemen of the Nyr Dyv (q.v.). The Duke is not idle during all this: he has developed an excellent army of borderers while maintaining a centrally located force of cavalry, as he still distrusts Nyronnd.

VALLEY OF THE MAGE

His Most Magical Authority, the Exalted Mage of
the Valley and Laird of the Domain

Population: 10,000 (?)
Demi-humans: Possibly Elves, Gnomes
Humanoids: Unknown
Resources: Unknown

Long ago a mighty wizard secluded himself in the lush valley at the headwaters of the Javan River amidst the Barrier Peaks. His servants posted the approaches to the area, warning all alike that entrance to the domain thus established was forbidden except by express invitation from its laird. What has transpired since the valley was claimed many decades ago is simply a matter of conjecture, for no one goes there. (The Grand Duke does not care, and an expedition from Gran March never returned.) There are, of course, tales of bold adventurers returning loaded with platinum and gems which are said to litter stream beds as pebbles do elsewhere, but even these stories are insufficient to cause much interest, as the area is positively known to be inhabited by horrible monsters. What is known for certain is that bodies of troops are sometimes seen near the verges of Dim Forest, and that mysterious groups sometimes journey in the direction of this place.

VELUNA, ARCHCLERICY OF

His Venerable Reverence, the Canon of Veluna — Hazen, Shepherd of the Faithful

Capital: Mitrik (pop. 12,600)

Population: 250,000 (excluding Viscounty of Verbobonc)

Demi-humans: High Elves (10,000), Gnomes (7,000), others

Humanoids: Few

Resources: foodstuffs, copper, silver, gold

The Archclericcy of Veluna has long been a shining example of the better side of humankind in the Fla-naess. Since the state became independent, it has treated fairly and justly with its neighbors and championed the cause of righteousness everywhere. After the unfortunate Short War (see Bissel, Keoland), Veluna returned to normal affairs and only engaged in formal military action again when the Horde of Elemental Evil manifested itself. The Archclericcy aids Bissel, Highfolk, and the Gnomes of the Kron Hills. She is on very close terms with Furyondy (q.v.). Seven noble houses support the clerical ruler of the realm, the Plar of Veluna being the foremost. The semi-independent Viscount of Verbobonc is a willing vassal of the state, and his inclusion in the council makes an eighth noble. Veluna fields a regular army which has a small core of heavy cavalry, large troops of medium horse, and scouts which are light cavalry. The bulk of her infantry are pikemen, with gnomish support and elven archers.

VERBOBONC, VISCOUNTY AND TOWN OF

His Lordship, the Viscount Wilfrick of Verbobonc

Capital: Verbobonc (pop. 11,600)

Population: 35,000

Demi-humans: Gnomes (4,000), Sylvan Elves (2,500)

Humanoids: Few

Resources: copper, gems (I-IV)

This small state would hardly be worth mention in a continent-wide work of this nature, despite its riches, except that evil forces chose the area to establish a

stronghold. A temple and fortress were constructed in the wooded hills southeast of the town of Verbobonc, not far from the village of Hommlet. Trade was ravaged, the countryside pillaged, and bands of evil humanoids and men were flocking to the gruesome standards raised. Prompt action was taken when it became apparent that evil had grown strong. The Right Worshipful Mayor of the town called up the trained levies, and the Viscount brought all of his retainers and the militia, and these forces were in the forefront of the ensuing battle which broke the hordes of the Temple. The viscounty is a large one, extending from the Volverdyva's south bank some 15 leagues into the Kron hills, being over 50 leagues in breadth. Verbobonc is situated in the approximate center of its east-west axis.

WILD COAST

Capital: None, but several major towns —

Safeton (4,600),

Narwell (2,900),

Fax (6,700),

Badwall (5,200),

Elredd (8,400)

Population: 150,000 + (?)

Demi-humans: Many

Humanoids: Many

Resources: None outstanding

The western shores of the Sea of Gearnat have long been called the Wild Coast, for the region has been a haven for malcontents, dissidents, demi-humans, humanoids, and the outcasts of other states. It is a fair but not particularly fertile area —rolling countryside interspersed with woodlands, fens, and scattered clusters of dwellings. Parts of the Gnarley Forest, all of the Welkwood east of the Jewel River, and Suss Forest are considered as being in this region. The Wild Coast remains a free territory comprised of petty nobles, robber barons, guildheld towns, fishing and forest villages, freebooters, mercenaries, and displaced persons of all sorts. This is due to the remote and isolated position it holds, its lack of resources, and the fact that it has never been a desirable position strategically. Portions of the area have been under the control of Celene, the Prince of Ulek, the Gynarch of Hardby, and the Free City of Greyhawk at various times. The inhabitants, being of a mind otherwise, have always managed to regain their freedom.

There is no question that the Wild Coast is known throughout the Flanaess as a place of sanctuary, albeit a highly dangerous one, filled with adventure at the very least. Its racially mixed peoples are well known as mercenaries and adventurers themselves. The area gives rise to many outstanding clerics, fighters, magic-users, and thieves. Legendary natives of the Wild Coast include such persons as Mordenkainen, Robilar, and Tenser, to name but a few.

Tales relate that somewhere within the Suss there exists a lost city of the Old Suloise — from which the Jewel River gained its name. It has never been found, and the legend is highly doubtful. Since the Pomarj has been in the control of rapacious humanoids, the southern portions of the Wild Coast have been less than wholesome in any event, and expeditions into the Suss Forest have not been attempted of late for obvious reasons.

WOLF NOMADS (WEGWIUR)

The Fearless Wolf Leader, Bargru, Tarkhan of all the Wegwiur; Commander of the Relentless Horde

Capital: Eru-Tovar (4,000)
Population: 80,000
Demi-humans: Few
Humanoids: Few
Resources: furs, copper

Much as their western kin have done, the Wolf Nomads have assumed a few civilized characteristics, in that they have a permanent capital and carry on trade with Perrenland. At one time the Wegwiur horsemen contested gladly with the Rovers of the Barrens for rights to the lands around the Howling Hills and the Dulsi River, sometimes defeating them, and sometimes being driven away. With the rebirth of Iuz, the Wolf Nomads shun the territory they once disputed, and are themselves subject to raids from humanoids and humans from Iuz. These Nomads are not daunted by these forays, however, and have given as good as they've gotten. Having lost their favorite foemen, the Wolves of the Prairies fight with the Tiger nomads or raid southward for sport. Their banners depict one or more wolves, and their standards bear wolftails and heads. They are otherwise akin to the Tiger Nomads (q.v.).

YEOMANRY, THE

His Steadfastness Crispin Redwell, the Freeholder,
Spokesman for the Yeomanry League

Capital: Loftwick (6,000)
Population: 100,000
Demi-humans: High Elves (2,000),
Dwarves, Halflings
Humanoids: Few (many in mountains)
Resources: foodstuffs, cloth, silver, gems (II)

The peoples who settled the territory west of the Javan River, north of the Hool Marshes and below the Jotens were mixed tribes of Flannae-Suel. Some Oeridians also came into the area, accepted by the original settlers as long as the newcomers did not infringe the lands or rights of those already there. These peoples developed the habit of holding annual meetings of all the tribes in the region, where disputes were settled and arrangements of all sorts made. All warriors were treated equally, but each tribe appointed one spokesman for each dozen. Eventually, as numbers grew, this became one for every 12 dozen, with the 12 spokesmen electing a 13th to speak for all. This democratic tradition persisted when the region came under Keoish rule. Despite its isolated position, considerable commerce was carried on between the kingdom proper and the Yeomanry, for the latter area was very rich. Although they exploited them, the Keoish also brought many benefits to the inhabitants of the land. The Keoish monarch, regarding the yeomen as persons of gentle birth and their appointed spokesmen as lesser nobility, gave the region a voice in council (and exposure to the affairs of the world beyond the boundaries of the Yeomanry). Many thousands of yeomen served in the Keoish military for decades, but when the kingdom began its wars of conquest, the freemen of the territory revolted and closed their frontier to Keoish rule forever. The move was successful primarily because the kingdom was beset with rebellion everywhere, but the result was the founding of a state ruled by all of its warriors through election! All those bearing arms, those who have borne them in the past, and artisans and craftsmen are now entitled to elect spokesmen.

The Freeholder must be elected from one of the several score of greater landowners, but he is ruled by

the council of Common Grosspokesmen. He conducts government affairs and directs the Free Captains of the Battles.

The soldiers of the Yeomanry are mostly spearmen and crossbowmen. The mountaineers provide heavy, pole armed troops and light slingers. The greater freeholders furnish the small cavalry contingents. Demi-humans are enlisted in time of need, for they too are electors of the land. Elvish spear and bow units, dwarvish mailed foot, and halfling light troops are brought to the field when the army of the Yeomanry sallies forth.

ZEIF, SULTANATE OF

His Omnipotence, the Glory of the West, the Sultan of Zeif — Murad

Capital: Zeif (pop. 40,300)

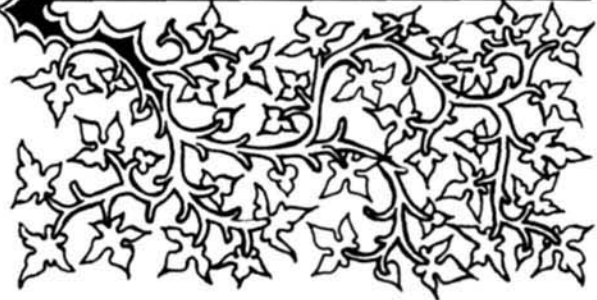
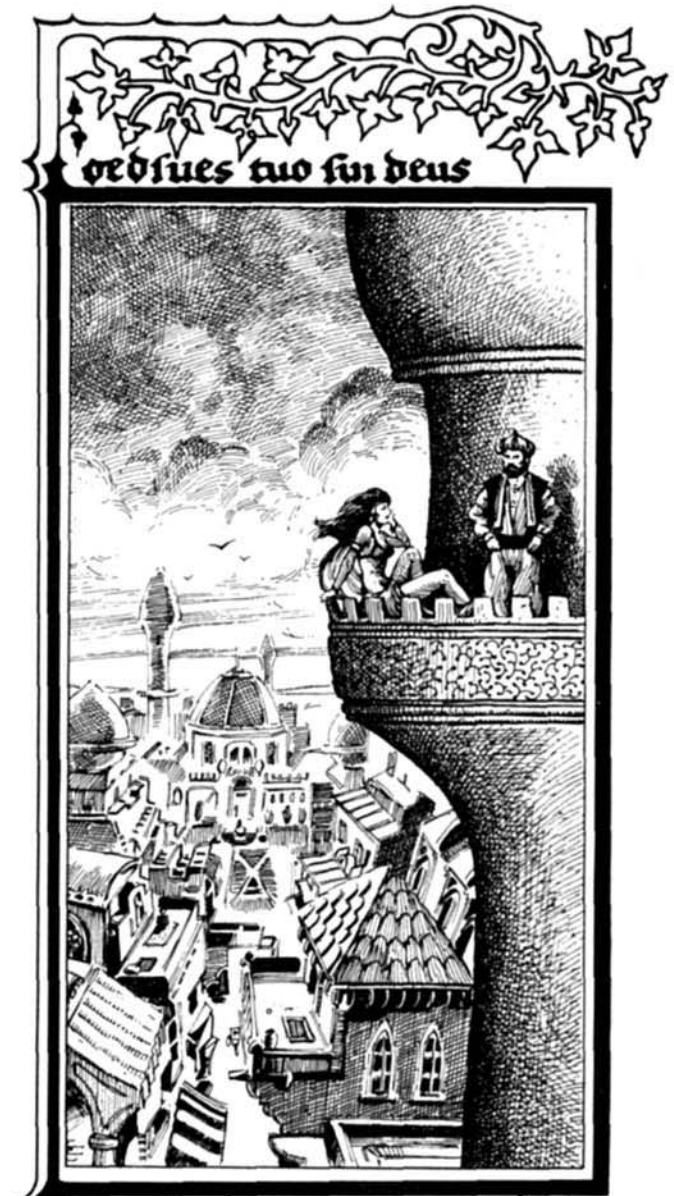
Population: 200,000

Demi-humans: Doubtful

Humanoids: Doubtful

Resources: foodstuffs, gems (III)

The Sultanate of Zeif is the westernmost state of the Flanaess, a portion of it extending beyond the north-south dividing line marked by the Ulspue Range. The lands of the Sultan stretch from the Dramidj to south of the town of Antalotol, and border Ekbir and Tusmit. Little is known of the Sultan or his court. The army of Zeif is said to be comprised mainly of superb mailed cavalry and huge footmen armed with two-handed swords. It is likely that numbers of mercenary Paynim horsemen are also enlisted in its ranks. The warm currents of the Dramidj make the land very rich, although the Sultan possesses few mineral resources save a secret source of chrysoberyls and peridots which are so fine as to be sought after as far east as Keoland, Furyondy, and beyond. Zeif is supposed to have territorial designs upon both Ekbir and Tusmit, but this is not certain.












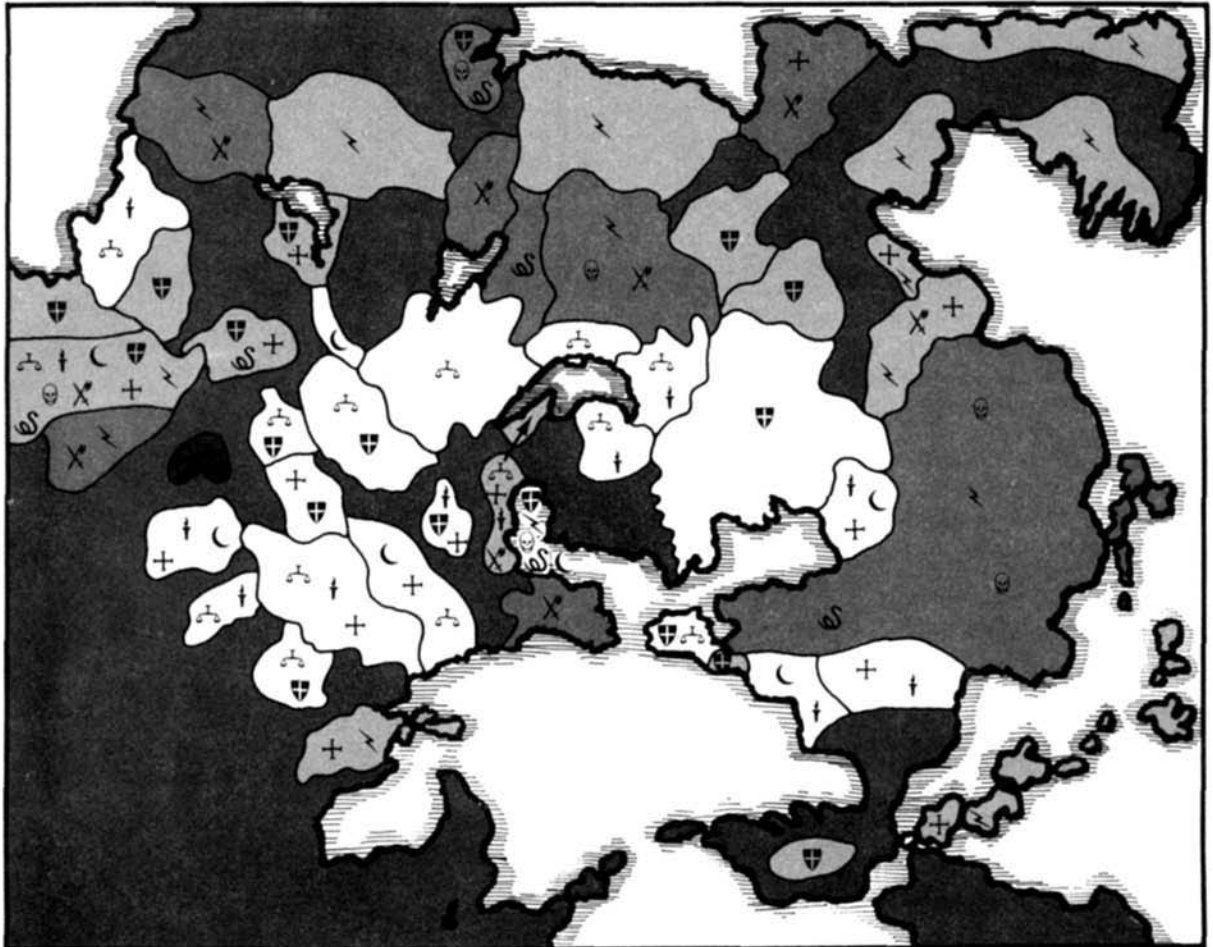
REGIONAL ALIGNMENTS

As important as the political system in a country is the amount of respect for life and order held by its people and rulers, and reflected in its laws. While highly subjective, such attitudes can be measured.

The accompanying map shows, very roughly, the distribution of Good and Evil, and Law and Chaos, in the Flanaess. Light areas are closely allied with Good. Those tinged with gray are devoted to evil, or tend toward it. Travelers move through these areas at some risk to their lives. Medium areas should be entered with some caution, but are safer and more tolerant than dark areas.

Symbols indicate the degree of respect for law and property within each region. Again, those areas cast in chaos present special dangers to travelers and merchants, and are not often traversed.

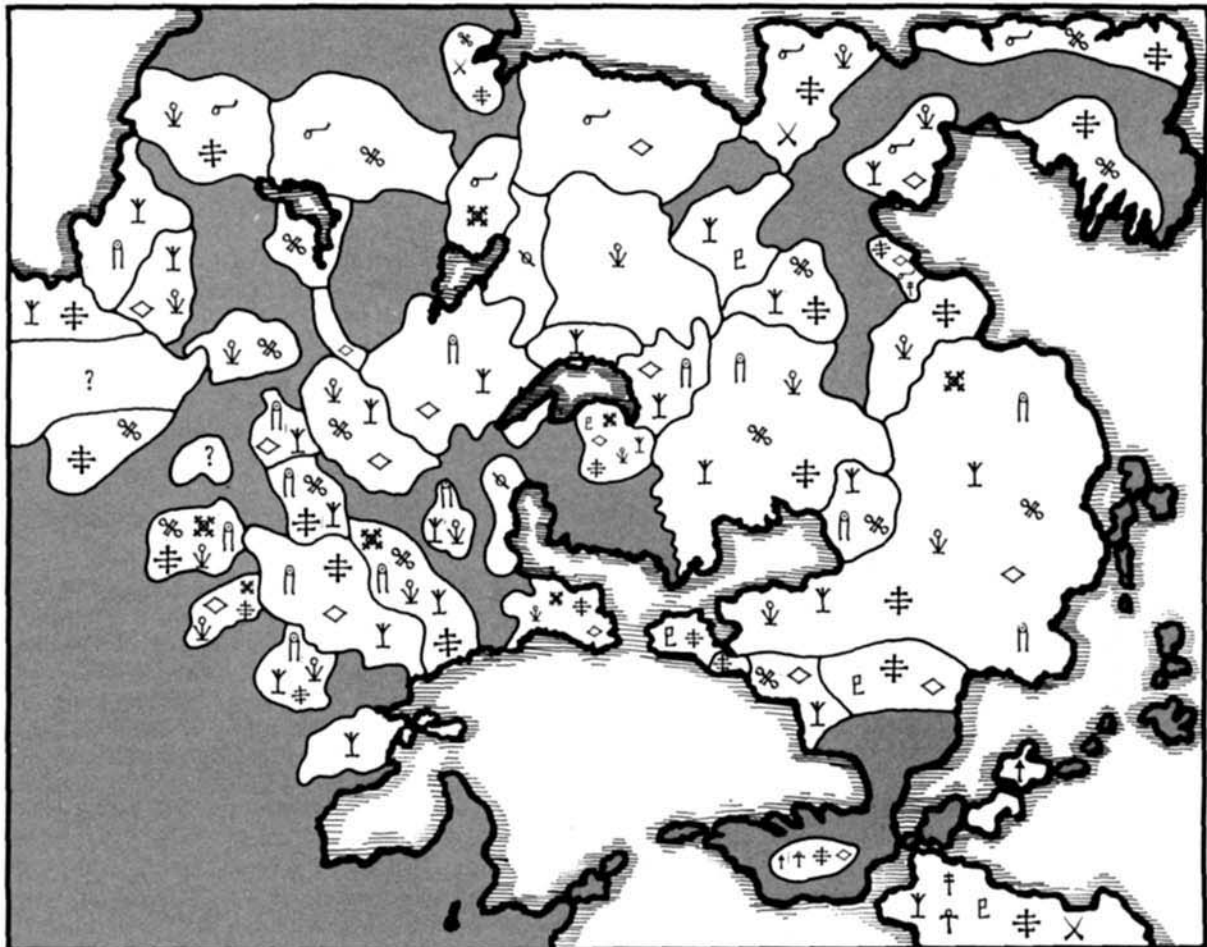
Lawful	Neutral	Chaotic	
			Good
			Neutral
			Evil



REGIONAL PRODUCTS

The accompanying map illustrates the major export items produced in countries throughout the Flanaess. Such export is not always through formal trade agreements, and not all items are exported year-round.

- | | | | | | | | |
|---|--------|---|--------|---|----------|---|------------|
| Y | Food | ◇ | Gold | ⤵ | Furs | ↑ | Rare Woods |
| ⌈ | Cloth | ⚡ | Gems | ⚡ | Electrum | ? | None |
| ⌘ | Copper | ✕ | Ivory | Ⓛ | Platinum | ⊗ | Unknown |
| Ⓛ | Silver | † | Lumber | † | Spices | | |



GEOGRAPHICAL MARVELS, REGIONS, & PROMINENT FEATURES

WHERE NO STATISTICAL INFORMATION IS GIVEN, IT IS IMPOSSIBLE

for the chronicler to estimate the data due to the lack of certain knowledge about the area.)

BODIES OF WATER

AZURE SEA

This body of water is one of the main carriers of commerce between west and central nations. Freebooters are fairly common, and the savages inhabiting the islands of the Amedio coast practice piracy. There are a sprinkling of other pirates in the east, and the Sea Princes are not above occasional buccaneering.

NYR DYV (LAKE OF UNKNOWN DEPTHS)

This body of water is the largest fresh water lake known to us, although legends and tales report a veritable sea far to the west, if such stories can be believed. Much commerce plies the waters of the lake, for Nyr Dyv has many navigable inlets (Artonsamay, Veng, and Volverdyva Rivers) and outlets (the broad Nesser River, and the Selintan to a lesser extent). Its central position combines with these river routes to make it the busiest body of water in or

around the Flanaess. The cities of Admundfort, Radigast, Leukish, Dyvers, and even Greyhawk rely heavily upon this mercantile shipping. Squadrons of warships move continually about its surface to keep raiders to a minimum and combat occasional predatory water creatures as well.

One of the most unusual features of the Lake of Unknown Depths is the people who make their home upon great barges. These folk travel about trading, fishing, and generally earning their entire livelihood upon the bounty of Nyr Dyv; for unlike Lake Quag which sometimes freezes over much of its surface, and Whyestil which is cold and unwholesome in winter, Nyr Dyv's southern shores remain relatively pleasant year long, and there these bargees winter. Being both clever at barter and trade and able fighters as well, these folk are seldom molested. They are said to be skillful thieves and pirates by some, but such charges are unproven, although quite possible, and are ardently denied by the bargees. Calling themselves the Rhennee, the lake folk can be found in all waters — rivers and lakes which connect to Nyr Dyv — navigable by their barges, but always returning to Nyr Dyv in winter.

A typical barge is about 12 to 18 feet wide and 30 to 45 feet long. Each has a lug sail, and the larger usually have an aft rigged gaff sail as well. They also can be propelled by sweeps and poles. Although these craft have a relatively shallow draft, the hull is deep enough to be decked over, and a small cabin usually is built just abaft of the beam. Rails are planked over for protection, and many heavy crossbow mounts are stationed along them. Some barges carry scorpions at bow and stern. Each is crewed by a "lord" who dwells with his family in the cabin, and "cousins," servants who may or may not be related, who find living space on or below deck. A typical barge is thus home to 15 to 20 souls. All adults and able youngsters work

and are trained in defense. When "camped," the bargefolk chain their vessels together; this device also is used in defense. Most barges carry a small boat for use in communications, fishing, or shuttle. It is said that the bargees have developed a sophisticated communication system which uses flags in daylight, colored lanterns at night, and sometimes even smoke. Similarly, it is reported that they use a special speech whose cant is understood only by others of the Rhennee. If the bargees are as rich in gold, jewelry, and prized fresh water pearls as stories tell, it cannot be determined from their dwellings, dress, or habits.

Nyr Dyv also is well known for the monsters which inhabit its waters. Deep beneath the surface lurk huge creatures which prey upon unwary sailors or anyone so unlucky as to fall into the water. Warcraft, and occasionally merchants or bargees, will bring back such monsters as trophies, as constant warfare upon these creatures is necessary to make the lake useful and usable.

LESSER BODIES OF WATER

Aerdi Sea: The reach of water from the Tilva Strait to the northern tip of Asperdi Island, as far west as the islands beyond Spindrift Sound, and generally demarked by the islands which border the east coast of the Flanaess is referred to as the Aerdi Sea. Much seafaring takes place upon these waters, and many monsters are found upon and under its waves. For additional information see Spindrift Sound hereafter.

Densac Gulf: It is thought that this body of water stretches for a thousand miles south between Lower Oerik and Hepmonaland. Who sails upon its waters and what lies below is not known.

Dramidj Ocean: This body of water continues far westward. Warm currents from this direction sweep past Zeif and Ekbir and turn northward. In winter this ocean is cloaked in great fog layers, and huge chunks of ice move about on its waters as if they were ghost ships.

Gearnat, Sea of: This sea is full of shipping — coming down the Nesser, crossing, or on its way to or from the Azure Sea. It is a treacherous place during both spring and autumn, when great storms sweep across and lash its surface into towering waves. Raiders from the Wild Coast, the Pomarj, and elsewhere make sailing a perilous adventure in the summer months.

Grendep Bay: This great arm of the Solnor Ocean is the favorite means of travel for the barbarians of the North when they raid the mainland. These brave sailors usually are anxious to cross southward as early in the spring as possible, however, and return late in the fall; for during the warm summer, great sea monsters are often seen sporting in the bay.

Icy Sea: The Solnor sweeps northward around the Thillonrian Peninsula and ends in the Icy Sea. These northern waters are frozen except in high summer months. The Northern barbarians sometimes take their galleys into these waters to hunt for ivory and furs and occasionally do a bit of raiding, too. Even in summer the Icy Sea can be dangerous due to thick fogs and floating mountains of ice.

Jeklea Bay: This small arm of the Azure Sea is little more than the private lake of the Sea Princes. Only their ships ply its waters, raiding into Amedio and returning laden with spoils.

Oljatt Sea: The waters to the north of Hepmonaland and east of the Duxchans is known as the Oljatt Sea. These warm, deep, blue-green depths are dangerous in the extreme, for many creatures haunt this sea. Some are large enough to carry a ship to the bottom, and vessels going into the Oljatt are said to chain themselves together and have men with pikes and bows ready to fend off the monsters.

Quag, Lake: Lake Quag is the third largest body of fresh water in the Flanaess. As the only civilized nation which borders upon it is Perrenland, it is exclusively theirs. It yields considerable food, although sometimes the fishers are themselves eaten.

Relmor Bay: The Gearnat between Nyron and the South Province of the Great Kingdom is called Relmor Bay. Shipping from the south part of the Great Kingdom seldom makes the long journey round Onnwal through the Azure and Densac, round by the Tilva Strait and then northward up the coast, or vice versa. Therefore, the ships encountered there will be either those plying between Almor, Nyron, or Onnwal, or will be those seeking to prey upon them — the squadron from Ahlissa based in Prymp Town, in all probability.

Solnor Ocean: It is said the Solnor reaches for a thousand leagues and more eastward. The Sea Barons have reportedly sailed eastward for some distance and returned, but these rumors have never been confirmed. Great monsters dwell in the Solnor and sport

in Grendep Bay when the sun warms the waters there.

Spindrift Sound: In these waters are fought some of the fiercest sea actions, for when Sea Barons and ships of the Lord of the Isles meet, no quarter is ever asked or given. Unknown pirates and buccaneers frequent these waters also, making it a lively place indeed.

Tilva Strait: This narrow strip of water between the cockscomb of Tilva and Hepmonaland must be used by vessels sailing to or from the central waters and those of the east. This commerce is preyed upon by piratical vessels — sometimes whole fleets — so that squadrons of warships will be seen patrolling at times when important commerce is at a peak.

White Fanged Bay: The ice formations common to this body of water resemble the teeth of a predator, and thus the bay is named for the great ice-coated rocks and bergs that menace vessels attempting to land along its shores. In the summer, numbers of seals and walruses (and even odder creatures) bask along these rocky coasts, and there parties of hunters seek after ivory and furs. (Some say that the name of the place is based upon the long teeth taken from these creatures rather than the icicles and frozen spray.)

Whyestil Lake: The lake is bordered by Iuz, the Horned Society, Furyondy, and the Vesve Forest. Before the evil of Iuz, considerable trade used to ply Whyestil's waters, to and from Dora Kaa, Crockport, and up and down the Veng from Nyr Dyv. Only the latter traffic now exists, and even that at great peril. The Furyondians maintain a strong fleet upon the lake, but the vessels of Iuz are numerous, and the Horned Society menaces the river traffic.

Woolly Bay: The wag who named this terminus of the Sea of Gearnat and made it stick is lost to history, but the appellation is not inappropriate. The small cogs which move up and down the Wild Coast are as often pirate as merchant. Considerable traffic moves through this area, from the west and from Greyhawk. Shipping rounds the Pomarj or Onnwal to or from the Sea of Gearnat, going east or west to or from Woolly Bay. Elredd, Fax, Safeton, and Hardby are all port towns, and most vessels can negotiate the Selintan to Greyhawk City, and the lighter craft can venture all the way to Nyr Dyv beyond. Some unscrupulous captains still put in at the humanoid-controlled town of Highport to trade.

HILLS AND HIGHLANDS

ABBOR-ALZ

The rocky hills which run east and west between the Nesser River and Woolly Bay are known as the Abbor-Alz. The northern verges of the hills are relatively safe, and these are claimed by the Duchy of Urnst, as are those softer highlands which are covered by the Celadon Forest. The central and southern portions are very arid, however, and wild tribesmen dwelling within these hills turn back all intruders — if they manage to return at all. These hills are so rough and precipitous as to preclude mounted movement or even the passage of organized bodies of soldiers, so no aggression has proven successful in clearing these tall heights. Occasional adventurers will return with tales of having prospected within these hills, stories of encounters with the natives, monsters, and the like, but most can not be believed. There certainly are riches within the Abbor-Alz, however, for Urnst has productive mines in that part which is held by the Duchy.

How far the hills continue into the Bright Desert is unknown. The peoples dwelling in and beyond the Abbor-Alz are as unfriendly as the highland tribesmen.

CAIRN HILLS

The northward-thrusting arm of the Abbor-Alz (q.v.) is known as the Cairn Hills. These hills surround Midbay on Nyr Dyv and form the borderland between territory claimed by Greyhawk City and that of the Duchy of Urnst. Several thousand gnomes dwell in the central portion of the Cairn Hills, halflings enjoy its lower Northern slopes, while many dwarvenfolk live in the area where it meets the Abbor-Alz and the hills become young mountains. In the hinterland below Nyr Dyv's Midbay, where the hills are very rugged, there have been strange burial sites discovered from time to time. These rich finds are of a people unknown even to the demi-humans, evidently predating them! Discoverers returned with harrowing tales of horrid guardians, death, and worse, but carried back ingots of precious metal, gems, and other treasures as well. The discovery of these burial sites gave the hills their name, and also makes them a target for many foolhardy adventurers.

There are no settlements east of the marshes around the Upper and Lower Neen Rivers until the eastern edges of the hills are reached.

HESTMARK HIGHLANDS

The Hestmark Highlands run northward up the coastline of South Province from the town of Dullstrand to the mouth of the Flanmi, branching northwestward into the Glorioles. These hills have always been a rallying point for disaffected humans, as their remote location and rugged character have enabled their demi-human inhabitants to remain free of the rule of the Overking or his minions. Many gnomes and dwarves live in the Hestmarks, and free-spirited men have their villages amidst the shelter of these hills as well. The area is well known for its precious metals and gems, and for this reason it is often raided by forces of the Overking who badly need the wealth thus obtained. Medegians, troops from the Herzog of South Province, and imperial soldiery alike probe these hills all too often. Its inhabitants, doughty in the beginning, have become battle-hardened veterans because of these continual skirmishes and raids, and with the men and elves of Sunndi are beginning to conduct their own forays into the lowlands beyond the Hestmarks in reprisal. The independent town of Dullstrand (pop. 5,500) and its environs proclaims neutrality in these matters, but it is probable that secret aid is given to the insurgents in the hills. Freebooters certainly find safe haven in the town, and its forges make weapons and armor which are not seen by the Overking or his men-at-arms.

KRON HILLS

It is estimated that nearly 20,000 gnomes live within the region of the Kron Hills. These heights spring eastward from the Lortmils and reach almost to Nyr Dyv. Their verge forms the southern boundary of Veluna, then stretches beside the Ververdyva for a time before peaking in the heart of the Gnarley Forest, where many Sylvan Elves happily roam over their crests. Their southern slopes demark the end of the Wild Coast region and are a part of the northern region of Celene. Some dwarven enclaves exist in the Kron Hills where they butt against the Lortmils, although the number of such demi-humans is not known. The gnomes of the region were instrumental in the organization of the army which drove the humanoid hordes from the Lortmils (and the Kron Hills). They likewise served with honor in the host

which defeated the Horde of Elemental Evil in the battle above Verbobonc.

The Kron Hills are mined for metals, precious metals, and gems. The upper slopes are quite fertile and grow many crops in sheltered valley and glen. Quite a number of scattered enclaves of humans live in peace with the gnomes and other demi-humans of the area, save in the Gnarley Forest, where the Olvenfolk are isolationist.

LESSER HILLS AND HIGHLANDS

Blemu Hills: This chain of hills runs from a point about level with Belpport southward to the town of Knurl, the Teesar Torrent cutting their eastern verge. These hills form the southeastern boundary of the Bone March. At one time they were home to certain demi-human folk, but tribes of Celbit, Jebli, and Euroz now infest the place.

Bluff Hills: The western terminus of the Griff Mountains slowly decreases into a series of rugged ridges and steep hills. This range separates the states of the Bandit Kingdoms from the lands of the Rovers of the Barrens. The former now occupy and claim the Bluff Hills as their territory, as they do the whole of the Fellreev Forest. The nomads to the north are too weakened to effectively dispute this move. The Bluff Hills are said to contain small deposits of copper and gold. Numerous monsters roam the area, and many ogre bands make it their home.

Drachensgrab Hills: The low mountains of the same name found in the Pomarj are surrounded by these hills. Rich in valuable minerals and gems, these hills have always been the home of many terrible beasts and monsters which had to be contended with by the humans dwelling along the lowland coasts. Now that the area is in the hands of humanoid hordes, many of the monsters there will undoubtedly be enlisted into their ranks. Legends say that these hills hide the resting place of one or more powerful creatures who may someday return to life.

Flinty Hills: This broad and deep band of hills marks the southern end of the Rakers. The eastern shoulder, and an arm which projects southward for many leagues, define the lower boundary of Bone March and the easternmost territory of Nyron and Almor. The portion covered by the Adri Forest (west of the Harp River) is Almorish. The area is well endowed with minerals. Numerous halflings inhabit

its southern portion, while many gnomes dwell to the north. The far western span of the Flinty Hills is within the Gambio Forest (q.v.).

Good Hills: This is a range of rolling highlands in Keoland east of Sterich and running all the way to the middle of the border with the Yeomanry, with the Javan River marking its western edge. These lands are home to many halflings and gnomes. They are also the source of considerable mineral wealth.

Gull Cliffs: The headlands which rise steeply along the coast west of the isles of the Sea Barons are known as the Gull Cliffs (or Gullecliffs) because so many sea birds nest among these hills and sea cliffs. The town of Roland nestles amongst the hills, a major port for commerce to and from Rauxes and the sea.

Headlands: The heights of the central portion of the Onnwal Peninsula are known as the Headlands. This spine runs from the city of Irongate along about half of the peninsula, forming cliffs on the Azure Sea coast. They are home to many dwarves and some gnomish groups as well.

Hollow Highlands: The north-south hill chain which divides the fiefs of Idee from Sunndi is called the Hollow Highlands due to the mining and burrowing which has taken place there for so long. Dwarves, gnomes, and halflings dwell amidst these hills. Although they are not particularly rich in minerals or gems any longer, their beauty and fertility keep this demi-human population high. The minions of the Overking do not venture into the Hollow Hills without strong forces.

Howling Hills: These hills are just below the southern edge of the Cold Marshes, a portion being divided from the main body by the Dulsi River valley. The eastern hills are now part of Iuz and undoubtedly home to all manner of hideous creatures and savage humanoid tribes who exploit their metals. The western portion is sacred to the Wolf Nomads as a burial place, and they have stoutly defended this area from any incursion of men or humanoids from Iuz. Several large battles have reportedly taken place in and around the wedge of hills between the Blackwater and Dulsi for this very reason, and Iuz likes not such thwarting.

Iron Hills: The series of highlands reaching eastward from the city of Irongate and demarking the fiefs of Ahlissa and Idee in the west are known as the Iron

Hills. Most of these hills are in the hands of the Iron League. Very high grade ore is taken from the mines there, as are several sorts of precious metals. Dwarves and gnomes do much of this mining.

Little Hills: The Jotens turn to very high hills as they come to the Javan River valley, and these hills turn southward as if following the river course. These looming hills can be called little only in comparison to the Jotens and Crystalmist beyond, and this is evidently what was done by the yeomen who named them. Considerable numbers of demi-humans dwell in the Little Hills, along with communities of men. The town of Longspear, in the foothills of the Littles, is an active trade center. The soldiers from this area are renowned for their ferocity in battle, human and demi-human alike.

Lorridges: These sharp ridges and hills are found at the northern end of the Lortmil Mountains. Some dwarves and gnomes have their dwellings and mines therein. These hills are about evenly divided between Gran March, Bissel, and Veluna. The pass between these hills and the foothills of the southern horn of the Yatil Mountains is the major entry point to eastern Flanaess. The Yatil foothills are known as the Northern Lorridges, but they belong to the Highfolk (q.v.), and their gnomish inhabitants serve the Olvenfolk.

Sepia Uplands: Perrenland now claims most of the block of highlands which are the lesser heights of the Clatspur Mountain range. The Wolf Nomads hunt in the northern portion of the range, and the hills within the Vesve forest are unclaimed by any humans. Some mineral deposits are suspected to be within these hills.

Spine Ridge: The unwholesome Vast Swamp is butted on the south by a chain of rising hills which terminate on a great plateau in the center of the Tilvanot Peninsula. These hills, the Spine Ridge, are supposedly rich in precious metals and gems, but they are too dangerous for normal exploitation, being home to numerous humanoids and monsters.

Stark Mounds: The many-spurred Crystalmist Range thrusts some low mounts and high hills eastward toward the Javan River below the joining of the Realstream. These mounts and hills divide Geoff from Sterich. The Stark Mounds are probably old and weathered mountains. They end at the east bank of the Javan and are claimed mainly by Geoff. While some

dwarves inhabit the steeper portion of the Stark Mounds, they are home to gnomes in the main.

Tors: The mesa-like hills which mark the terminus of the last spur of the Crystalmists are called the Tors. Bordering on the Hool Marshes, they mark the southern edge of the Yeomanry. These wild hills are a source of continual troubles for the yeomen, as they are home to many sorts of monsters and humanoid tribes.

Tusman Hills: The border between Ket and Tusmit is formed by the Tusman Hills, a series of highlands which eventually rise into the Yatils. The hillmen of the Tusman Hills are renowned fighters, thus maintaining semi-independent status, and gladly serving as mercenaries for both Tusmit and Ket.

Yecha Hills: These Yatil foothills are quite rich in mineral deposits, and the Tiger Nomads have actually begun to exploit these mines. They have a permanent settlement, their capital city of Yecha, within these highlands, and numbers of their herdsmen graze flocks of sheep and goats there.

ARSHES AND SWAMPS

COLD MARSHES

The vast stretches of fens and bogs north of the Howling Hills separate Blackmoor from the lands of the Wolf Nomads and the Rovers of the Barrens. Here rise the Dulsi and Opicm Rivers, both of which feed the great Whyestil Lake. There are said to be riches in the highlands to the south of the marsh, but only the very brave or extremely foolish venture near the place, for the Cold Marshes are most renowned for the vile creatures which inhabit their mires.

VAST SWAMP

The vee of land which narrows to but 30 leagues in breadth above the neck of the Tilvanot Peninsula is sunken in the center and cliffed along both coasts. This cupping causes water to form into standing pools and sluggish streams and flowages. The resulting morass of water and vegetation is known as the Vast Swamp. The upper swamps begin below the middle of the Hollow and Hestmark Highlands which flank it to west and east. The swamp runs southward for

well in excess of 200 miles, being over 150 miles across at the top and funneling down to only 30 miles breadth at the base where Spine Ridge rises. The movement of water in the Vast Swamp indicates that it gradually drains southward, but there is no known river rising from the end, so it is thought that there are underground channels through which the waters run.

Certain desperate outlaws dwell within the Vast Swamp, and there are also native humans and humanoid tribes, bullywugs in particular, found within its bounds. Ferocious predators and loathsome monsters likewise consider this their domain. The men of Sundi, and the folk dwelling in the hills to either hand, keep constant watch to assure that these denizens of the Vast Swamp do not roam beyond its edges. There are many tales and legends concerning this area, but the most likely is that of the lost burial place of the demi-lich, Acererak, who once ruled the morass and beyond into the cockscomb of Tilvanot.

LESSER MARSHES AND SWAMPS

Gnatmarsh: This comprises an extensive area of very treacherous wetlands which stretch along the east bank of the Nesser River from the Celadon Forest to below the joining of the Duntide. These bogs are home to many ghastly creatures and spawn myriad millions of biting insects during the summer months.

Hool Marshes: After the initial rush of the Hool River from the high lake and freshets in the Hellfurnaces, it begins to meander across the plains, and most of its length is surrounded by quaking mires and bottomless pools. This forms a natural boundary between the lands of the Yeomanry and the holdings of the Sea Princes to the south. These marshes are also home to renegade humans, humanoids, and many types of monsters.

Lone Heath: This great marsh gives rise to Mikar River east of the mighty Grandwood Forest. The area provides sanctuary to outlaw humans and demi-humans fighting the evil and oppression of the Overking and his minions. Unlike most areas of this sort, evil things fear to enter the trackless Lone Heath.

Pelisso Swamps: These unhealthy stretches along the north coast of Hepmonaland are unexplored and who or what dwells there is unknown.

Rushmoor (Marshes): A long stretch of land east of the mid-Javan to the headwaters of the Sheldomar is known as the Rushmoors. This area forms part of the northern boundary of Keoland and is a part of the unclaimed region consisting of the central Dim Forest, eastern Oytwood, and the Rushmoors. Many dangerous creatures inhabit the marshes, and there are reports of humanoid bands there as well.

Troll Fens: The chill mists of the Troll Fens, located against the shoulders of the Griff Mountains and the Rakers at the head of the Yol River, cloak a place of unnameable horrors. The Pale carefully hedges the place with watchtowers and keeps, and strong patrols constantly ride the verges of the southern end of the Troll Fens to watch for unwelcome visits from the monsters and humanoid bands dwelling within. As its name implies, the fens are infested with particularly huge and vicious trolls in numbers.



MOUNTAIN RANGES

CORUSK MOUNTAINS

The Corusks form a bow, the backbone of the Thilonrian Peninsula which runs from the Solnor Ocean in the east, north and west and then southwest where the range terminates (Hraak Pass). While the lower parts of the mountains are inhabited by humans, various bands of evil humanoids and monsters of all sorts dwell in the central fastness. It is thought that this range possesses little in the way of valuable ores or gems.

CRYSTALMIST MOUNTAINS

The Crystalmist range is the highest on the Flanaess. It begins where the Ulspree and the Barrier Peaks join and runs southeast to the Hellfurnaces. Beyond these mountains to the west is the Dry Steppes area, while several small states nestle against its eastern slopes where arms are thrust northward and eastward. Amidst the high peaks and weird valleys of the Crystalmist dwell many and varied monsters, tribes of humanoids, and many giants, ogres, and the like. Despite this fact, men often enter the range in search of precious metals and gems, for exceptionally bold and sturdy mountain dwarves also reside amidst these

mountains. A great glacier in the middle of the range gives rise to the Davish River (which flows through Sterich to join the Javan).

GRIFF MOUNTAINS

As the name implies, the peaks of these mountains are the habitat of many monstrous creatures. The Griff range extends from the western terminus of the Corusks at Hraak Pass, southwest and west for over 100 leagues. These mountains divide the Hold of Stonefist from the Duchy of Tenh and the Theocracy of the Pale below. Being only a trifle lower than the Corusks, the Griff Mountains are similarly uninviting to human settlement, although there are some sprinkled here and there, for these mountains do contain valuable mineral deposits. There is supposedly a small and beautiful land in the heart of this range. Ruled by a powerful prince, and protected from all invasions by magic and might, this tiny realm is said to have buildings roofed in copper and silver, gold used as lead is elsewhere, and jewels lying about on the ground.

HELLFURNACES

The Hellfurnaces range is part of the Crystalmist Mountain range, but it is active volcanically in many places, and thus its different name. As with the northern part of the chain, the Hellfurnaces are a hive of evil, being populated with all sorts of monsters, particularly those which enjoy warmer temperatures, such as Fire Giants. There are reported to be whole labyrinths of passages under this range of mountains, these underworld highways actually going for scores, possibly hundreds, of miles in all directions.

YATIL MOUNTAINS

These mountains are clustered thickly for many leagues west and south of Lake Quag. They, along with the Barrier Peaks, divide the Baklunish portion of the continent from the rest — save in the north where western nomads have pushed across the top and beyond. These mountains form the boundaries of Ekbir, Tusmit, and Ket to the west. In and along their eastern slopes are found the Concatenated Cantons of Perrenland and the territory of the Olvenfolk (Highfolk). There are numerous humanoids and monsters dwelling within this range of mountains, but there also are some hardy demi-humans and mountaineers. The Yatils are quite rich in ore deposits and gems, although it is difficult to locate and mine such deposits.

MINOR MOUNTAIN RANGES

Barrier Peaks: This range stretches from the southwestern edge of Bramblewood Forest to the Crystalmists. Its terminus of northern hills is so rugged and steep as to be regarded as basically part of the mountain chain. The Valley of the Mage is hidden within the central Barriers, and their southwestern end forms the western boundary of the Grand Duchy of Geoff. These mountains are infamous for their strange inhabitants. Of course, there are some dwarves dwelling in hidden places within the Barrier range, for they have many precious minerals and gems.

Clatspur Range: This small group of mountains below the Sepia Highlands borders the Vesve Forest on the west and funnels the southern portion of Lake Quag. These peaks have some valuable minerals, and Perrenlanders dwell in small villages in the lower ranges and valleys. There are few demi-humans found in the Clatspurs proper.

Drachensgrab (Mountains): The small Drachensgrab mountains are highlighted by several towering peaks which thrust up from their center. The whole area is known to be filled with prized metals and fine quality gemstones, but many strange creatures of hostile nature live amidst the hills and mountains of the Drachensgrab. Additionally, it is speculated that some terrible curse is upon the area, and legends relate that some powerful being or beings will arise in anger if their resting place is ever disturbed. The mountains are now the major stronghold of humanoid invaders holding the whole Pomarj area. These include orcs, hobgoblins, bugbears, and numbers of ogres and ogre magi.

Glorioles: This is another lesser mountain range which is found at the northwestern end of the Hestmark Highlands. The Rieuwood lies to the west of the Glorioles, and the Grayflood and Thelly Rivers above. The peaks and valleys of this range are the homeland of perhaps 10,000 or more mountain dwarves. These dwarves, despite an antipathy for elvenkind, have of late aided in the warfare being conducted by the Iron League against the invading forces of the Great Kingdom.

Jotens: The largest arm, or spur, of the Crystalmists is known as the Jotens, both because these mountains are very high and imposing, and also because they are

the dwelling place of numerous hill giants and not a few stone and cloud giants as well. In all other respects this range is similar to the Crystalmists (q.v.).

Lortmil Mountains: This low chain of mountains, often fading into hills with age, contains several very imposing mounts nonetheless. It is the homeland of many sorts of demi-humans —dwarves, gnomes, mountain dwarves, and a few venturesome halflings, as well as scattered aarokocra tribes. These folk have acted in concert in the past to expel most of the humanoids and many of the vicious monsters from the Lortmils, and they are subjects of the small states which have formed in the shelter of the range such as the Ulek realms and Celene (qq.v.). The Lortmil Mountain range contains some of the richest gem and precious metal deposits known, and the dwarves, gnomes, and halflings living in the region are reputedly as wealthy as princes.

Rakers, the: A southern arm of the Griff Mountains which runs downward into the central part of eastern Flanaess is known as the Rakers, as the tall, sharp peaks seemingly rake the skies. Their terminus, the Flinty Hills, is discussed elsewhere (see Hills and Highlands). Although infested with humanoids and fearsome creatures, these mountains also provide a home for a number of groups of dwarves and mountain dwarves. It is not known how much valuable ore is contained within these peaks.

Sulhaut Mountains: This range runs westward from the place where the Crystalmists and Hellfurnaces meet. It separates the Dry Steppes from the ghastly Sea of Dust (q.v.). It can only be supposed what can be found in these mountains, for no certain information is available to us. Reports of Drow are not uncommon. A tortuous pass supposedly exists, enabling passage from the Dry Steppes into the Sea of Dust or eastward into the kindlier lands of the Flanaess.

Ulsprue: The lesser peaks of the Crystalmists, thrust northwest and north into the Plains of the Paynims, are known to the Baklunish as the Ulsprue, possibly for the people who dwell in the cup which these mountains and the Barrier Peaks form on the plains. No certain information regarding other aspects of this range is available.

IVERS

Artonsamay River: This is one of the longest rivers on the continent. It is navigable from Redspan Town in Tenh all the way to Nyr Dyv.

Att River: A tributary of the Volverdyva which is navigable to small craft well beyond Littleberg.

Blackwater: A tributary of the Dulsi.

Blashikmund River: A tributary of the Tuflik which forms the current border between Ekbir and Tusmit.

Cold Run: A tributary of the Artonsamay which flows south to join that river west of the town of Rookroost.

Crystal River: A tributary of the Veng.

Davish River: A very cold and rapidly running tributary of the Javan.

Deepstil River: A tributary of the Dulsi which flows eastward through the Vesve Forest.

Dulsi River: A broad and deep inlet of Whyestil Lake, navigable to the fork of the Blackwater.

Duntide: A river rising in the Flinty Hills which flows southward into the Gnatmarsh where it joins the Nesser.

Ery River: A tributary of the Selintan which flows south of Greyhawk City.

Fals River: A tributary of the Volverdyva which marks the northern boundary of Veluna.

Flanmi River: The greatest water in eastern Flanaess, its basin drains nearly all of the Great Kingdom, and most of the river and its tributaries are navigable by ship all the way to Rauxes, and by barge beyond.

Fler River: The principal inlet to Lake Quag, flowing from the Burneal Forest and the Land of Black Ice beyond. It is supposed that much of this river is passable to large craft.

Franz River: A tributary of the Nesser which is navigable to Trigol. It forms the boundary between Nyron and the County of Urnst.

Frozen River: A swift flow running mainly north from the Griff Mountains through the lands of Stonefist to empty into White Fanged Bay.

Grayflood: A tributary of the Thelly which now demarks the extent of land claimed by the Iron League (Sunndi).

Harp River: One of the longest rivers of the continent, the Harp's headwaters are in the Rakers, and its mouth is near Chathold in Almor where it empties into Relmor bay. It is navigable for about half its length.

Hool River: A tributary of the Javan, broad and with swampy banks.

Imeda River: A tributary of the Flanmi which joins the latter at Rauxes.

Javan River: This river is the longest on the continent, beginning high in the Barriers and coursing southward for hundreds of miles before turning east and emptying into the Azure Sea above Monmurg in the Hold of the Sea Princes. It is usable by large vessels only to the town of Cryllor in the Good Hills of Keoland.

Jewel River: A river which rises just south of the Kron Hills and flows south through the Gnarley Forest, Welkwood, and Suss Forest to empty into the Azure Sea. It divides the Principality of Ulek from the Pomarj. About 150 miles of the waterway are navigable by large craft.

Kewl River: A tributary of the Sheldomar which divides the Duchy from the County of Ulek.

Lort River: A tributary of the Sheldomar which divides Gran March from Ulek Duchy.

Mikar River: A tributary of the Flanmi which rises in the Lone Heath and flows through Grandwood Forest.

Nesser River: A long and exceptionally broad and deep artery which drains Nyr Dyv. Despite many islands and numerous channels, the Nesser is so wide (over three miles on the average) that seagoing vessels can sail up or down its entire length if properly

piloted. It forms the boundary between Nyron and the Duchy of Urnst.

Neen River: A tributary of the Selintan River which is broad but shallow.

Old River: A tributary of the Sheldomar which bounds County Ulek from the Principality.

Opicm River: The eastern inlet of Whyestil Lake which also rises in the Cold Marshes. It forms the boundary of the lands of Iuz.

Realstream River: A tributary of the Javan which flows through the Dim Forest to join the latter waterway just below the town of Hochoch.

Ritensa River: A tributary of the Veng which divides the Shield Lands and the Bandit Kingdoms from the territory of the Horned Society.

Selintan River: A relatively broad and deep-channelled outlet of the western Nyr Dyv, it flows past Greyhawk City into Woolly Bay, and is plied by considerable traffic.

Sheldomar River: A river which divides Keoland from the Ulek States and is navigable from its mouth to the city of Niole Dra.

Teesar Torrent: An exceedingly swift river which rises in the North Province of the Great Kingdom and feeds the Harp below the Blemu Hills.

Thelly River: A tributary of the Flanni navigable to the town of Nulbish.

Trask River: The Trask flows eastward through the North Province of the Great Kingdom to empty into the Solnor Ocean. The Town of Atirr at its mouth is a busy seaport.

Tuflik River: This is a long, westward-flowing river which has its headwaters in the northern end of the Barrier Peaks and divides Ket and Tusmit from the Plains of the Paynims. It is also the boundary between Ekbir and Zeif. The Tuflik empties into the Dramidj Ocean.

Velverdyva River: This river might be the second longest on the continent. There is debate whether the lower Fler should be called the Velverdyva. The river is the boundary between Veluna and Furyondy. It is open to large vessels to a point north of the Veluna City area, while barges can travel all the waters to Thornward in Bissel (Fals River) or to Lake Quag (with some difficulty).

Veng River: This waterway is the outlet of Whyestil Lake and an inlet of Nyr Dyv. It is navigable along its entire length, being both deep and broad. The river forms the boundary between the Horned Society and the lands of Furyondy and is strongly patrolled by river craft, cavalry, and infantry.

Yol River: The Yol is a tributary of the Artonsamay which rises in the Troll Fens and divides the Phostwood from the Nutherwood, forming the border between Tenh and the Pale. It is plied by barges from Wintershiven and those journeying to that city.

Zumker River: The Zumker is a tributary of the Artonsamay whose headwaters are reputed to be a large mountain lake in the Griffs. It forms a border between Tenh and the lands of the Bandit Kingdoms.



TIMBERLANDS

ADRI FOREST

Population: 25,000-
Demi-humans: Few
Humanoids: Few

This great area of ancient forest lies principally within the borders of the Great Kingdom, although its northwestern tip (that part west of the Harp River) belongs to the Prelacy of Almor. The forest abounds with game, and it is carefully forested and maintained by those who dwell within its confines. The wood found here is generally employed for shipbuilding, spear shafts, bows, and arrows. Weapons common to the inhabitants include the longbow, battleaxe, and short spear.

AMEDIO JUNGLE

Population: Unknown
Demi-humans: Unlikely
Humanoids: Possible
Resources: foodstuffs, rare woods, spices, ivory, platinum, gems (III, IV)

Little is known of the Amedio Jungle, except that it is inhabited by tribes of cannibal savages — some purportedly of Suloise extraction or admixture. Expeditions have sometimes returned with considerable wealth and tales of mines where gems abound. A large lake is reportedly the gathering place for the savage tribes when they ready for warfare and raiding. Contact has been through various of the Sea Princes. Amedio savages employ the following weapons: darts, javelins, spears, clubs, shortbows. Some natives use *blowguns*, a 5' to 7' long hollow tube which guides a breath-propelled wooden sliver coated with poison from 10 to 30 yards (though 30 yards is certainly long range). They cannot penetrate armor, however, so are dangerous only to persons with exposed flesh. Poison is used commonly, but generally is weak.

BURNEAL FOREST

The trackless wastes of the Burneal Forest stretch for over a thousand miles, from just beyond the shore of the Dramidj Ocean to the bogs of Blackmoor. This

huge and sprawling forest of pines and firs is nowhere less than 100 miles broad, and in places over 200. Beneath these woodlands are the prairies of the Tiger and Wolf Nomads, and these fearless horsemen often roam the Burneal seeking sport. They do so at peril, however, for little-known savages dwell in this vastness, and they lurk amidst the thick trunks to attack by stealth and surprise. Reports state that these tribes of hunters are humans, aboriginal Flannae people, who live in small huts made of green boughs in the summer and in burrows dug into the ground in the cold months. They hunt by means of pits, snares, and with bow and spear, using huge wolf-dogs to locate and corner or bring down prey. Such inhabitants would have to be tough and strong in the extreme in order to survive the harsh temperatures of winters in the Burneal and live amongst the creatures who also dwell therein.

CELADON FOREST

The sprawling oaks and mighty elms of Celadon grow from the edge of the Duntide to lap over the rolling hummocks of the Abbor-Alz. Yew and ash trees older than memory grow from the Gnatmarsh northward to Nellix Town and the Franz River. Within the precincts of these ancient trees roam many Sylvan Elves and Treants, for the forest of Celadon is virtually a realm apart. The woodland is pierced by the Nesser, a third of the area being in the territory of the Duchy of Urnst and the balance within the Kingdom of Nyronnd, but neither state cuts timber or otherwise disturbs the natural balance of the forest, except to hunt. The inhabitants of the region include some humans, hunters, woodsmen, and the like who dwell in harmony with their environment. Both sovereigns expect that the inhabitants will loyally serve, and they do so by guarding the forest ways from invasion by raiders or hostile creatures coming up from the hills or marshlands to the south and using the timber as cover. Although many fierce creatures and some outlaws and humanoids will be encountered in the Celadon from time to time, it is not a healthy place for their ilk. Waterborne raiders are the worst problem, but the Duke sends patrols along the Nesser to aid the warders. Contingents of archers and light infantry are raised from this forest in time of war.

DREADWOOD

Population: 5,000
Demi-humans: Sylvan Elves (8,000), Gnomes (1,000), Halflings
Humanoids: Some

This substantial forest lies north of the Hool Marshes of the lower Javan River in Keoland. It is some 200 miles from the Good Hills in the West to the coast of the Azure Sea in the East and about 70 to 100 miles deep. There is constant warfare within the Dreadwood, with monsters and humanoids battling the elves who ward the place in behalf of the King (in return for *Keoish protection of the forest*). Large-scale efforts have been mounted to clear the woods of evil creatures time and again, but the enemy retreats into hidden places and beyond the trees into the trackless Hool Marshes, to return when the companies of woodsmen and elves retire. It is suspected that the Sea Princes are in collusion with certain bandits and humanoid bands who creep through the Dreadwood on their way to raid Keoland and the Yeomanry.

GAMBOGE FOREST

Population: 7,000

Demi-humans: Sylvan Elves (11,000),

Gnomes (3,000), High Elves (1,500),

Halflings

Humanoids: Some

The Gamboge lies between Nyronnd and the Pale, east of Midmeadow Town along the Flinty Hills and the lower Rakers. It is an old and especially dense forest. Neither state has a certain claim to the place, so it is virtually an independent nation unto itself, and its folk treat and trade with the gnomes, halflings, and even the dwarves to the east in the hills and mountains. Although there is no love for the Kingdom of Nyronnd, the Gambogefolk regard it far more favorably than they do the Pale, so allegiance is typically sworn to Nyronnd and the arms of the kingdom are occasionally shown within the forest to prevent any takeover by minions of the Theocrat. It is rumored that the demi-humans (and humankind too) within the region are seeking to ally with their fellows in the Flinty Hills and create a *demi-human realm*, but this is highly doubtful due to the threat of the humanoid hordes and the Overking. The Gamboge is sometimes a dangerous place, as humanoid bands and monsters from the mountains use it as a route in their excursions to pillage the territory roundabout.

GNARLEY FOREST

Population: 12,000

Demi-humans: Sylvan Elves (7,000), Gnomes (3,000), others

Humanoids: Some

Parts of the Gnarley Forest are claimed by Celene, Dyvers, Verbobonc, and Greyhawk. Most is generally considered as part of the Wild Coast region, however, and the inhabitants of these woodlands are free-spirited folk, so no formal government is ever likely to hold sway as long as there are deep woods to shelter resisters. The Viscount of Verbobonc is well liked by the folk dwelling in northeastern portions of the Gnarley, while the Queen of Celene is favored by those in the south. The forest is home to many fierce creatures as well, and many humanoid bands rove about seeking to murder and loot. These invaders work their way up from the Pomarj, through the Suss and Welkwood. Some come via the mountains and hills from the north.

GRANDWOOD FOREST

Population: 25,000

Demi-humans: Sylvan Elves (7,000), some others

Humanoids: Some

It is fortunate for the people and elves of Grandwood Forest that a more able ruler does not sit upon the Malachite Throne. Likewise, it is indeed to their good fortune that the Holy Censor of the See of Medegia covets that portion of these woodlands which lies south of the Mikar, while the nobles of Rel Astra strive to thwart him and yet remain uncommitted to actual warfare. The Grandwood, lying scarcely 25 leagues from Rauxes, is yet a haven for those escaping from oppression — outlaws both good and bad, demi-humans, and those who hate cruelty and tyranny. The western third of the forest is relatively uninhabited, for there the troops of the Overking are numerous, but deeper within the Grandwood the Overking's minions do not go for fear of attack. The impassable tangles and thickets are haven to waiting halflings, the high branches hide elven archers, and woodsmen lie in ambush along the tracks. Occasionally Censorial troops will push into the heartland, but they return fewer in number than they started out, often never seeing the enemy who harried their march. Men of Rel Astra likewise enter the Grandwood and post it in the name of their city, but no serious attempt to hold any portion is ever made. A tale relates that the freefolk of the Grandwood once led divergent parties of intruders into battle with each other, so that the Overking's men-at-arms slew and were slain by troops of his liegemen of Rel Astra and Medegia. It is certain that the woodsmen dress in the coats of their enemies at times, and those who dare the forest know not friend from foe. To counter this, the Overking has of late enlisted humanoid troops to

flush the woodlands of those who oppose him, and the eventual results of this move are yet to be determined. It has angered the Censor, and his troops are reported to have orders to cut down all humans and humanoids on sight, regardless of whose colors they wear. This certainly aids the dissident folk of Grandwood.

SUSS FOREST

The Suss is a dreary place, full of thorn trees, brambles, briars, and thickets. Its massive trees are black with age, and seem to whisper and talk amongst themselves when an interloper dares to pass beneath. Some claim that ripples of waving leaves and moving branches can be seen in the path of those entering the place, but this is unproven. The western end of the forest is of a different nature than the rest. Where it grows upon the Lortmil Mts. the woodlands are open and clean, but east of the Jewel River their character becomes foreboding and hateful. The farther south one goes, the worse the forest becomes, until it is filled with an oppressive and evil atmosphere where it climbs the Drachensgrab hills. The humanoid bands of the Pomarj, particularly kobolds, orcs, and gnolls, seem to love this forest, and many hundreds are known to dwell within its depths alongside the native gibberlings, ettercaps and suserus. They likewise use it as a highway to move northward to raid in the Wild Coast, Celene, or even the Ulek states and into Verbobonc. The folk of the Wild Coast at one time made concerted efforts to clear the Suss, and managed to drive its verge back several leagues. Due to the disappearance of timbering parties and the threat of marauding humanoids, such operations are no longer conducted anywhere, however. The edges of the Suss are watched closely by the petty nobles and lordlings of the Wild Coast. A lost, ruined city of the Old Suloise is said to be hidden somewhere in the Suss forest, but few dare to venture on such a quest, particularly today.

VESVE FOREST

Population: 20,000
Demi-humans: Sylvan Elves (10,000),
Gnomes (6,000),
High Elves (3,000), Halflings
Humanoids: Hobgoblins (5,000), Gnolls (3,000)

The Vesve is the largest hardwood forest in all of the Flanaess. Its southern half, as well as the strip which borders upon the Sepia Hills and the Clatspurs down to Highfolk Town, are relatively free of baneful crea-

tures, although inhabited by a fair share of predators. Since the resurgence of Iuz, however, the northern quarter of the Vesve is filled with hateful settlements of evil humanoids, and these tribes and bands press everywhere upon the human and demi-human folk elsewhere in these woodlands. Rangers and light troops from Furyondy aid the Highfolk in organized expeditions to check the influx of humanoids and drive them out, but fresh hordes from the spawning grounds of Iuz are apparently endlessly available to replace those slaughtered by such punitive forces, and a war of attrition will doom the goodfolk of the Vesve. It is expected that each side will certainly make a major attempt to settle the issue soon.

WELKWOOD

Population: 10,000 +
Demi-humans: Many
Humanoids: Some (raiding parties)

The extent of the Welkwood is obvious to the observer, for its limits are easily defined by its growth. The majesty of the huge trees of the forest is apparent, for they tower over their neighbors in the Suss below and the Gnarley to the west and north. Ipt grow to heights of 100 feet and more, while the mighty roanwoods are taller still. Even the locusts, elders, maples, and the like grow to unusual size, so that the whole is most imposing. The eastern portion of the woodland is part of the Wild Coast, and many of its folk reside within the shelter of the forest; the Welkwood west of the Jewel River is within the realm of Celene and home to elves and faerie creatures of all sorts, as well as unicorns. The woodsmen of the Welkwood are brave and sturdy, well renowned throughout the land as huntsmen, trackers, and bold adventurers.

MINOR TIMBERLANDS

Axewood: Axewood is a relatively small woodland on the border between upper Keoland and the Duchy of Ulek. It is said to be inhabited by treants and some elves as well.

Bramblewood Forest: A large and dense forest which grows in the plains between the Barrier Peaks and the southernmost arm of the Yatils, spreading east and west in Ket, the Bramblewood has only one main road and possibly several secondary tracks. Its southern edge is warded by the walled city and castle of Thornward. Dakon are known to dwell therein.

Dim Forest: The huge old trees of this vast forest are so broad and leafy as to make the ground beneath dim on the brightest and sunniest of days. No tracks are known, but some certainly must exist to allow passage through the leagues of woodland. Olvenfolk are said to dwell in that portion west of the Javan; terrible creatures live elsewhere within its bounds.

Fellreev Forest: Once hunted extensively by the Rovers of the Barrens, the whole of the Fellreev is now under control of the Bandit Kingdoms or the Horned Society. Many strange creatures roam the trackless woodlands in the central fastness, including a few small bands of Sylvan Elves and human tribesmen, it is said.

Forlorn Forest: The Forlorn Forest is an evergreen woodland of fair size which lies just south of the Icy Sea and whose eastern edge marks the boundary of the Rovers of the Barrens. Even these fierce nomads avoid the Quaggoth tribes which prowl the forest.

Hornwood: The Hornwood is a fair sized woodland within the Grand Duchy of Geoff. It is the Grand Duke's favorite hunting place despite (or possibly because of) the ferocious creatures often found there (many making their way down from the Crystal-mists). Several groups of Sylvan Elves dwell within the Hornwood. The area is named for the hornwood tree whose straightest limbs are specially treated and seasoned to make the finest of elven bows. Hornwood is exceptionally tough and resilient, but first grade wood is not common and is hard to prepare for use in bows.

Hraak Forest: The Hraak is a largish pine and fir woodland within the territory claimed by the descendants of Stonefist. It borders the Corusks north of Hraak Pass.

Loftwood: A smallish pine forest growing on the coast of Bone March between the foothills of the Rakers and Grendep Bay, the tall trees of this woodland are prized as masts for large ships. It is now undoubtedly being despoiled by humanoids.

Menowood: A fair sized woodland in the southernmost corner of Idee, the Menowood is reportedly home to many treants and elvenfolk. The Hollow Highlands run through its eastern portion. This forest is virgin, and few humans venture into it.

Nutherwood: This forest lies to the south of the Yol River, its southern edge marking the end of the writ

of the Theocrat of the Pale. It is not frequented, and reports state that many monsters and bandits are hidden within.

Oytwood: Also within the borders of Geoff, the Oytwood is a smallish woodland which is inhabited mainly by elves.

Phostwood: The forest on the northern bank of the Yol belongs to Tenh, although this possession is disputed continually by bandits from the bordering states. Certain species of trees found only within this forest have a strange phosphorescent quality when they die and begin to rot, giving the place an eerie air at night. (A branch of phostwood glows sufficiently to light a 5 foot radius area.)

Rieuwood: This forest caps the northern end of Sundi. Its mighty trees stretch from the middle portion of the Hollow Highlands to the rises of the Glorioles. It is patrolled by the forces of Sunndi and made dangerous to enemies by elves and rangers. Despite this, raiders and even humanoid marauders are sometimes found therein.

Sable Wood: This evergreen forest is within the realm of the King of the Ice Barbarians. Its most interesting feature is the particular fir tree whose wood turns a deep lustrous black when harvested in the dead of winter and rubbed with hot oils. The barbarians prize this material greatly, and they will not export it.

Silverwood: The smallish forestland within the Duchy of Ulek which is the home of many Sylvan Elves is called the Silverwood. Certain trees which are greatly loved by elvenkind grow in abundance in this forest, and it is said that its inhabitants prize these trees more highly than silver.

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

Tangles: This is a jungle-like woodland of no great size within the Bandit Kingdoms above Riftcanyon.

Timberway Forest: This vast stretch of pines, firs, and other northern forest growths reaches from the lands of the Frost Barbarians all the way to the Barony of Ratik, from the shores of Grendep bay to the shoulders of the Rakers. Although its growth is not as fine as that of the Loftwood, it is still very valuable in shipbuilding.

Udgru Forest: This woodland within the realms of Ekbir and Tusmit is quite extensive and very dense. It is filled with game, and less desirable creatures also, of course. Dissident citizens of both states are prone to use the woodland as a sanctuary.

WASTELANDS

BRIGHT DESERT

Population: Unknown (scattered nomads)
Demi-humans: Doubtful
Humanoids: Doubtful

Since the beginning of recorded history in the Flanaess, the Bright Desert has intrigued and challenged mankind. It is supposedly filled with riches—copper, silver, gold, and gem minerals. The harsh climate, wildly varying temperatures, and hostile inhabitants (Suel peoples) who battle any intruder with ferocious determination and blood lust tend to discourage exploitation. The dervishes rumored to dwell in the bordering Abbor-Alz hills likewise turn away would-be explorers, although if such dervishes actually exist, they are likely to be of Flan extraction and hostile to Suloise nomads. One or two organized forces have attempted to penetrate the Bright Desert, but none have ever returned to tell what happened.

DRY STEPPES

The vast stretches of prairie north of the Sulhaut Mountains and west of the Crystalmist and Ulspree Ranges are known as the Dry Steppes. Rainfall there is scarce, and few rivers flow in the place. Once the area was well watered and fertile, forming the homelands of the Baklunish Padishahs and Sultans, but it was destroyed by the Invoked Devastation in the war with the Suloise. It is said that the central part of the steppes is still pleasant and rich, and there is no doubt that various large hordes of Baklunish nomads still roam the area under the rulership of various khans. This borderland of the Flanaess is otherwise unknown to the chronicler. Invading tribesmen from the Dry Steppes are typically light cavalry employing composite bows, light lances, and curved swords.

LAND OF BLACK ICE

Those who have ventured far into the northlands beyond the Burneal Forest tell of a strange phenomenon. Instead of the normal stark white snow and translucent blue-white ice, there is an endless landscape of deep blue-black ice, topped only here and there by normal snowfall. Strange arctic monsters prowl these fields of ebony ice, and the few humans who dwell near the place fear to enter it on account of the beasts and supposedly what lies beyond. Stranger still, they are said to tell of a warmer land beyond the ice where the sun never sets and jungles abound. Regardless of such prevarications, the area is mysterious indeed. Somewhere between the Land of Black Ice and the Blackmoor territory is the reported locale of the City of the Gods, a place where iron buildings tower and it is summer year round, even though the snows are piled deep in the fields surrounding the city. Giving rise to such legends, the Land of Black Ice is worthy of further exploration by daring adventurers.

RIFT CANYON

In the lands north of the Artonsamay, amidst the rough and broken ground and jutting crags of the badlands there, a deep canyon of tremendous extent is found. This strange rift in the floor of the oerth is over 180 miles in length and from 10 wide at its end to about 30 in its midsection near the bandit town of Rifterag. Tales tell us that this rift is more than a mile deep and pocked with caves and caverns. Much of its length has been cleared of monsters, although they still issue forth from the tunnels, it is said. The Plar of the Rift, as the bandit lord styles himself, reportedly uses humanoid troops and monsters to hold the place against their kin, and rich loot is taken by such action. The floor of the rift at its western end is shunned, however, due to the particularly fierce monsters dwelling there. Attempts to clear this area have ended in disaster. Parties from the Shield Lands taking punitive actions against the bandit kinglets report that this state of affairs is indeed true, relating that attempts to surprise the brigands by moving through the Riftcanyon from its western end have proven to be impossible.

Just south of the Riftcanyon is the lonely volcanic cone of haunted White Plume Mountain, avoided by both knights and bandits.

SEA OF DUST

A territory of unknown extent exists behind the Hellfurnaces, south of the Sulhaut Mountains. This bleak desert is the Sea of Dust, the former Empire of Suel or Suloise. History tells us that this was once a fair and fertile realm extending a thousand miles west and southward, too. The merciless and haughty rulers engaged in a struggle for dominance and supremacy over all of Oerik with the Baklunish, and in return for a terrible magical attack, the Suloise lands were inundated by a nearly invisible fiery rain which killed all creatures it struck, burned all living things, ignited the landscape with colorless flame, and burned the very hills themselves into ash. Whatever the truth of this, the place is certainly a desert today, an endless vista of dust and fine ash in gentle rises and shallow valleys which resemble waves in the ocean. This aspect is far less picturesque when the winds howl and tear the surface into choking clouds which strip flesh from bone and rise to the clouds, making vision impossible and life hazardous in the extreme. Added to this unwholesome environment are rains of volcanic ash and cinders which are blown from the Hellfurnaces to drop upon the forsaken lands that were once an empire of terrible might. Legends tell of strange ruins near the feet of the Sulhauts, and say that somewhere in the central fastness there still stands the remains, nearly intact, of what is called the Forgotten City, lost capital of the Suel Imperium.

There are a few mountain tribesmen in the Sulhauts who reportedly venture into the Sea of Dust now and again to obtain treasure from the remains of the cities and towns buried under the dust. The truth of these tales can not be established, but there is no doubt that there are peoples who dwell within the fastness of the mountain range. Reports of firenewt marauders and other abominations are not uncommon, but may be unreliable. Somewhat similar fables tell of a secret expedition sponsored by the Sea Princes to find and bring back the loot left in the Forgotten City. If such an expedition ever was organized and left upon the journey, no news of its return has ever been had. This latter tale, though, caused the officials of the Yeomanry to attempt exploration of the far side of the Hellfurnaces, and reliable reports tell of at least one party returning from such a trek, decimated by half, but bearing strange art objects and jewelry back from their explorations in the fringes of the Sea of Dust. More details are not forthcoming from the Freeholder, of course, and the event happened too recently to give rise to sub rosa information.





DEITIES OF THE WORLD OF GREYHAWK

THE PEOPLE OF OERTH WORSHIP MANY GODS. ONLY DEITIES

of the central Flanaess are detailed here, and of those, only the lesser gods (in most cases) have been detailed. In general, the greater gods are too far removed from the world to have much to do with humanity, and while they are worshiped, few people hold them as patrons.

These deities have been known to intercede directly in the affairs of men, but only if these affairs have a direct and crucial bearing upon the concerns of the deity. Even so, the annals of the historians list only a few such instances in the history of the Flanaess.

Deities have weighty affairs to attend to, and in general they can not be bothered with the trivial needs of a party of lowly mortals. However, under certain circumstances, a demi-god and a godling might well become embroiled in human affairs — as your further reading will discover. Because of the plots of Iuz and various demons and evil elementals, St. Cuthbert has become actively aware of events (and has indirect assistance from Beory, who resists elemental destruction). The enmity between Iuz and St. Cuthbert may yet result in direct confrontation.

A list of the greater (G), lesser (L), and active demi-god (D) deities of the Flanaess is given hereafter.

Following the name of each deity is that deity's ranking — G, L, or D. Then, the racial origin of the deity is stated:

- C = common in most areas
- O = Oeridian
- S = Suloise
- F = Flan
- B = Baklunish
- U = unknown or indeterminate origin

(The careful reader will note that certain deities are both of a certain racial origin and common, at the same time.) Next, the major attributes of the deity are listed and, finally, the deity's alignment is shown.

With respect to alignment, the following abbreviations are used:

- | | | |
|-------------|-------------|----------|
| L = Lawful | N = Neutral | G = Good |
| C = Chaotic | | E = Evil |

A parenthetical note indicates a specific alignment within the general alignment. For example, LG(N) indicates the deity is lawful good, inhabiting a plane near the lawful neutral, such as Arcadia. N(G) indicates true neutral with an ethical bent toward good, while N(g) indicates neutral with a tendency toward a beneficial overview. The deity's sex is indicated last.



GREATER GODS

Beory	FC	Oerth Mother, Nature, Rain	N	f
Boccob	C	Magic, Arcane Knowledge	N	m
Incabulos	C	Evil, Plagues, Nightmares	NE	m
Istus	B	Fate, Destiny	N	f
Kord	S	Athletics, Sports, Brawling	CG	m
Lendor	S	Time, Tedium	LN	m
Nerull	FC	Death, Darkness, Underworld	NE	m
Pelor	FC	Sun, Strength, Light, Healing	NG	m
Procan	OC	Oceans, Seas, Salt	NC	m
Rao	FC	Peace, Reason, Serenity	LG	m
Tharizdun	U	Eternal Darkness, Decay	E	m
Ulaa	UC	Hills, Mountains, Gemstones	LG	f
Wee Jas	S	Magic, Death	LN	f
Zilchus	OC	Power, Prestige, Influence, Money, Business	LN	m

Cyndor (Greater/Lesser god)

C	Time, Continuity, Infinity	LN	m
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LESSER GODS

Allitur	FC	Ethics, Propriety	LG(N)	m
Atroa	OC	Spring, East Wind	NG	f
Beltar	S	Malice, Pits, Deep Caves	CE(N)	f
Berei	FC	Home, Family, Agriculture	NG	f
Bleredd	C	Metal, Mines, Smiths	NC	m
Bralm	SC	Insects, Industriousness	N(L)	f
Celestian	OC	Stars, Space, Wanderers	N(G)	m
Delleb	O	Reason, Intellect	LG	m
Ehlonna	C	Forests, Flowers, Meadows	NG	f
Erythnul	OC	Hate, Envy, Malice, Panic	CE(N)	m
Fharlanghn	OC	Horizons, Distance, Travel	N(g)	m
Fortubo	S	Stone, Metals, Mountains	LG(N)	m
Geshtai	BC	Lakes, Rivers, Wells	N	f
Heironeous	OC	Chivalry, Honor, Justice, Valor	LG	m
Hextor	OC	War, Discord, Massacre	LE	m
Joramy	C	Fire, Volcanoes, Anger, Quarrels	N(G)	f
Kurell	O	Jealousy, Revenge, Thievery	CN	m
Lirr	C	Prose, Poetry, Art	CG	f
Llerg	S	Beasts, Strength	CN	m
Lydia	SC	Music, Knowledge, Daylight	NG	f
Myhriss	C	Love, Beauty	NG	f
Norebo	S	Luck, Gambling, Risk	CN	m
Obad-hai	FC	Nature, Wildlands, Freedom, Hunting	N	m

Olidammara	C	Music, Revelry, Rougery, Wine	NC	m
Phaulkon	S	Air, Winds, Clouds	CG	m
Pholtus	OC	Light, Resolution, Law	LG(N)	m
Phyton	S	Beauty, Nature	CG	m
Pyremius	S	Fire, Poison, Murder	NE	m
Ralishaz	C	Chance, Ill-luck, Misfortune	CN(E)	m
Raxivort	M	Xvarts, Rats	CE	m
St. Cuthbert	C	Wisdom, Dedication, Zeal	LG(N)	m
Sotillion	OC	Summer, South Wind, Ease, Comfort	CG(N)	f
Syrul	S	Deceit, False Promises, Lies	NE(I)	f
Telchur	OC	Winter, North Wind, Cold	CN	m
Trithereon	C	Individuality, Liberty, Retribution	CG	m
Velnius	O	Sky, Weather	N(G)	m
Wenta	OC	Autumn, West Wind, Harvest	CG	f
Xan Yae	BC	Twilight, Shadows, Stealth, Mind over Matter, et. al.	N	f
Xerbo	S	Sea, Water Travel, Money, Business	N	m
Zodal	FC	Mercy, Hope, Benevolence	NG	m

DEMI-GODS

Iuz	FC	Oppression, Deceit, Pain	CE(N)	m
Rudd	OC	Chance, Good Luck, Skill	CN(G)	f
Wastri	U	Bigotry, Amphibians	LN(E)	m
Zagy	C	Humor, Occult Studies, Eccentricity	CN(G)	m
Zuoken	BC	Physical and Mental Mastery	N	m

B OCCOB (THE UNCARING)

Major god, N — Neutrality, Magic,
Arcane Knowledge,
Foreknowledge, Foresight

Boccob, called The Uncaring, is the Lord of all Magics and Archmage of the Deities. Whether or not any

worship or serve him seems of no importance to him. *Naturally*, he is entreated for omens by seers and diviners. Likewise those seeking new magics are prone to ask his aid. Sages also revere him. Boccob rarely leaves his own hall, preferring to send his servant, the mad arch-mage Zagyg, in his stead (q.v.). Boccob always is arrayed in garments of purple upon which shimmering runes of gold move and changé. He has many amulets and protective devices. It is said that in his palace there is at least one of every magic item, save artifacts and relics, ever devised by magic-

user or illusionist. The favorite weapon of Boccob is his staff of the archmage, combining a staff of the magi with a wand of conjuration.

All planes and times are open to Boccob. He is able to draw either positive power or negative force from the appropriate plane so as to strike fear into undead creatures or actually deliver a rolling cloud of energy like unto a huge wall of fire. He can likewise use a net of negative power to affect creatures drawing on the Positive Material Plane. Boccob neither seeks nor avoids confrontations, desiring balance above alignment, knowledge above all. In combination, these two forces can rend demon or devil, deva or elemental.

The Archimage has the power to cast a Disc of Concordant Opposition, a plane of mixed forces which will blast into nothingness any creature which is not highly resistant to magic.

No spells of mental control or possession will affect Boccob, nor will feeblemind or similar magics. He otherwise has attributes typical of greater deities. His followers are spread throughout the Flanaess. His clerics wear purple robes with gold trim. Those who become High Priests actually become able to handle simple magic items normally usable only by magic-users (wands of illusion, crystal balls, robes of useful items, and similar devices).

Services to honor Boccob involve complex rituals, incense, recital of formulas, and readings from special works honoring knowledge.

CELESTIAN (THE FAR WANDERER)

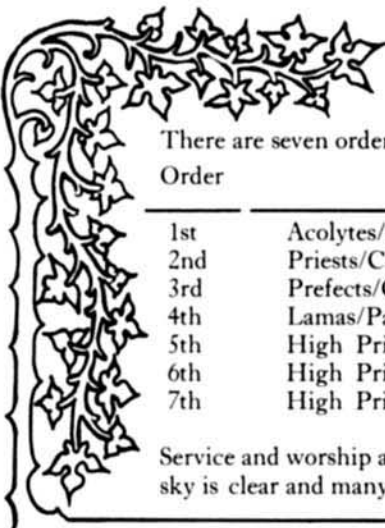
Lesser god, N(G) — Stars, Space, Wandering

It is said that Celestian and Fharlanghn (q.v.) are brothers who followed similar, but different, paths. While the latter chose the distances of the world, Celestian was drawn to the endless reaches of the stars and the Astral Plane.

The Star Wanderer appears as a tall, lean man of middle years. His skin is of ebony hue and smooth. His eyes are of the same color as his skin. He is quick and absolutely silent in his movements. He speaks but seldom. His garments are of deep black, but somewhere he will have his symbol, seven "stars" — diamond, amethyst, sapphire, emerald, topaz, jacinth, ruby — blazing with the colors of far suns.

Celestian has no personal weapon which is always with him. He will typically carry one or more of the following magical weapons:

- long bow with 20 arrows
- spear, which appears to be but 5 feet in length but extends to 10 feet in length
- short sword
- battle axe, which he can throw
- dagger of some unbreakable metal



There are seven orders of the priesthood of Celestian. Those clerics are divided as follows:

Order	Level	Robe Color	Gem/Symbol
1st	Acolytes/Adepts	light blue	ruby
2nd	Priests/Curates	light gray	jacinth
3rd	Prefects/Canons	violet	topaz
4th	Lamas/Patriarchs	blue-gray	emerald
5th	High Priests, 9th-10th	dark blue	sapphire
6th	High Priests, 11th-15th	deep purple	amethyst
7th	High Priests, 16th and higher	black	diamond

Service and worship are always conducted in the open, during the night, preferably when the sky is clear and many stars are visible.



Ofttimes Celestian will go unarmed, for he has, in addition to knowledge of many magical spells, the following powers unique to himself:

The ability to create a sheet of dancing, shifting light which encircles himself, or any nearby creatures he desires.

The power to bring down a flaming comet, igniting flammable materials, and emitting poisonous gases.

The power to call down heat lightning, burning victims and causing non-magical metal to fuse.

The power to create meteors, which hurtle straight from his hands.

The power to create the chill and vacuum of space.

The power to blind creatures with the brilliant light of the stars.

The power to cause great, rolling thunderclaps.

Celestian also can cast any known magic spells affecting travel. He can move on the Astral Plane, and can summon astral devas to his aid.

Celestian's habits and disposition usually keep him from close association and involvement with other gods. He has, in fact, but a small following amongst mankind. Those who involve themselves with the cosmos or the sky — scholars, astronomers, astrologers, navigators, dreamers — make up the bulk of the Celestian faithful. His priests wander the land, emulating their deity whenever possible by actually traveling the reaches of space.



ST. CUTHBERT (OF THE CUDGEL)

Lesser god, LG(N) — Wisdom, Common Sense, Truth, Forthrightness, Dedication, Zeal

St. Cuthbert appears as a stout, red-faced man, with a drooping white moustache and flowing white hair. He wears magicked plate mail. Atop his helmet is a crumpled hat, and a starburst of rubies set in platinum hangs on his chest.

In his left hand he carries a billet of wood, which is known to beguile humans touched by it. In his right hand is the fabled Mace of St. Cuthbert. This is a powerful weapon, being both a mace of disruption and capable of reducing a victim's mental ability. This mace also can be used to bless, to learn a person's alignment, to speak in tongues, to exorcise spirits, and to remove curses.

St. Cuthbert hates evil, but his major interest is in law and order and the dual work of conversion and prevention of back-sliding by "true believers." He seldom leaves his plane, unless some great duty brings him forth. When on the Prime Material Plane he will sometimes appear as a manure-covered yokel, a brown- and green-robed wanderer, or as an elderly and slight tinker. In these guises he tests the doctrine of the faithful or seeks new converts. He can gate to or from Arcadia or the Prime Material Plane at will. He otherwise has the powers of a lesser god.

There are three orders of the priesthood of St. Cuthbert. The Chapeaux dress in varying garb, but all wear crumpled hats. They seek to convert people to the faith. The Stars wear dark green robes with a starburst holy symbol of copper, gold, or platinum (depending on their status). They seek to retain doctrinal purity amongst the faithful. Stars are reputed to be able to read minds. The Billets are the most numerous, serving as ministers and protectors of the faithful. They dress in simple brown and russet garments, and wear a holy symbol of an oaken or bronzed wood billet.

While St. Cuthbert has many large places of worship, wayside shrines and small, rude chapels are usual. His followers are found mainly in the Central Flanaess, around Greyhawk, the Wild Coast, Urnst, and Verbobonc. A great rivalry exists between those who follow St. Cuthbert and the followers of Pholtus (of the Blinding Light).



EHLONNA (OF THE FORESTS)

Lesser goddess, NG — Forests, Meadows, Animals, Flowers, Fertility

Ehlonna of the Forests is said to be the patroness of all good folk, elven, human, or otherwise, who dwell in woodlands and love such surroundings. She is

likewise the deity of those who hunt, fish, and otherwise gain their livelihood from the forests. She is thus worshipped by rangers, foresters, trappers, hunters, woodcutters, etc. More females than males serve Ehlonna.

It is possible for Ehlonna to take either of two forms, a human or an elven female. In human form, Ehlonna will have either chestnut or black hair, while in elven form her tresses will be pale golden or coppery gold. Her eyes are either startling blue or violet, and her complexion is most clear and fair. Her garments range from those of a huntsman or ranger to those of an elven princess.

Ehlonna carries a longbow which always hits its target. She uses arrows of slaying for many woodland creatures — bears, stags, etc. She fights with a magical longsword and a magical dagger, using both at once, often defending with the sword and striking with the dagger.

In human form Ehlonna has special powers over horses, while in elven form she can command unicorns. Her high whistle can call either from as far away as a league. Either sort of creature gladly serves as a mount for her.

She has the attributes and powers typical of a deity of lesser stature. Ehlonna is personally served by a planetar.

Brownies, elves, gnomes, and halflings are especially attuned to this deity. If Ehlonna requests service, it is very likely that such races will aid her in any manner she asks. She often travels among these folk. Her clerics are excellent trackers, and able to befriend animals.

The worship of Ehlonna is centered in the area from the Wild Coast to the Ulek fiefs, from the Kron Hills to the sea. Her clerics wear pale green robes. Temples of Ehlonna are always in sylvan settings, although small shrines are occasionally located in villages. Services of worship involve wooden and horn vessels, various herbs, and the playing of pipes and flutes.



ERYTHNUL (THE MANY)

Lesser god, CE (N) — Ugliness, Hate, Envy,
Malice, Panic, Slaughter

Erythnul, know as “The Many,” is the deity of capricious malice, hate, envy and panic. His followers include humans and humanoids as well, for Erythnul is said to greatly reward his faithful servants for their fickleness and wicked deeds. Erythnul stalks all battlefields in order to strike fear and rout whenever possible.

This deity appears as a seven-foot-tall, brutal-looking man. He is rubicund of complexion, hirsute, and muscular. Erythnul has mad, darting eyes of dull green color which are horrible to behold. He is typically clad in red fur garments and russet-dyed leather. He carries a huge stone-headed mace. The head of this weapon is pierced so that when Erythnul swings it the mace gives off a shrieking whistle.

The keening from Erythnul’s stone-headed mace has been known to send those hearing it fleeing and screaming in fright, until they pass out from exhaustion.

When Erythnul engages in combat, his visage mutates, flowing in form from human to gnoll to bugbear to ogre to troll. This denotes his special power to generate servitors from his blood. If Erythnul is stabbed or cut in battle, the following creatures have been seen to spring forth from his spilled blood:

- Human fighters armored in red metal and wielding footmen’s maces.
- Gnolls clad in red lacquered armor and wielding morning stars.
- Bugbears adorned in plates of red enameled iron and wielding flails.
- Ogres wearing pelts and hides of red fur and hair and wielding huge clubs.
- Trolls whose coppery skin is unusually tough, and which fight with their natural weapons.

Erythnul also can spread fear through his eyes. He can assume the shape of a human, gnoll, bugbear, ogre, or troll at will. Erythnul otherwise has all of the powers typical for a lesser god.

Clerics of Erythnul dress in rust colored garments. Ceremonial robes are often white spattered with blood. Masks include stylized visages for each of Erythnul’s five aspects. Most places of worship of Erythnul are hidden. Most towns and cities have a small cult of his followers amongst the denizens of the local thieves quarter. Many gnolls, bugbears, ogres and trolls worship this deity. Services include shrill reed instruments played in discord, gongs, and drums. Major rites include fire and a sacrifice.

FHARLANGHN (DWELLER ON THE HORIZON)

Lesser god, N(g) — Horizons, Distances, Roads,
Travel

As Celestian (q.v.) wanders the starroads, his elder brother, Fharlanghn, roams the four corners of the world. He is, in fact, regarded as the god of travel and distance. Fharlanghn sometimes enters the Elemental Plane of Earth, but he seldom enters that of Air and shuns those of Fire and Water. He can travel to any inner plane, however.

Fharlanghn, Dweller on the Horizon, appears to be a middle-sized man, with brown, leathery skin, creased by many wrinkles. His bright green eyes belie his seeming age. Fharlanghn's movements seem slow and measured, but he actually moves quickly — especially with regard to actual travel. Fharlanghn will converse readily, although he is not loquacious. He favors clothing of plain stuff such as leather and unbleached linen.

His symbol is a wooden disc, with a curving line representing the horizon across its upper part. It is said that the deity himself wears such a symbol, made of many sorts of wood, inlaid with jade and turquoise, with a bright golden sun set into it. This symbol is known as the Oerth Disc.

The Oerth Disc will depict any area of the surface of the world. Fharlanghn simply looks upon the Disc, concentrates, and the miniature of the land desired appears in a 1/12,000 reproduction. It is then possible to teleport (without error) to any locale so pictured. The Oerth Disc will also shoot forth a burning, golden ray of varying intensity:

- A beam of pale yellow light
- A ray of brilliant golden color, capable of dazzling or permanently blinding any creature struck in the eyes.
- A coruscating rod of burning, fiery golden light which can slice through virtually any material known, and ignite combustible objects.

He can read languages and magic. He can detect charm, evil, good, illusion, magic, and snares and pits. He speaks all the tongues of Oerth and communicates with other creatures by telepathic means. Fharlanghn is most attentive to those on roads, paths, and

in long tunnels. He can strike with his iron-shod staff, hitting unfailingly any creature he chooses. He can curse an enemy so that any travel which is greater than 1 league distance will be twice as long as normal. Fharlanghn's curse lasts a month, being removable only by a High Priest (10th level) of Fharlanghn, or by some other godling or deity able to do so.

If he desires, Fharlanghn can summon any one of the following types of elemental: dust elemental, earth elemental, magma elemental, or mud elemental.

Fharlanghn never is surprised on the Prime Material Plane. Spells of earth do not affect him.

The priesthood of Fharlanghn is of two sorts, the urban and the pastoral. The former wear brown robes and generally are found in small chapels in communities. Those of the pastoral order wear green robes and minister by traveling the highways and byways, occasionally stopping at wayside shrines to Fharlanghn.

Worshippers of Fharlanghn are most active in the Central and Southwest regions of the Flanaess. Followers of this deity are typically adventurers, merchants, itinerants, and the like. Services are often conducted outdoors, under the sunny sky.

HEIRONEOUS (THE INVINCIBLE)

Lesser god, LG — Chivalry, Honor, Justice, Valor,
Daring

Heironeous is the champion of rightful combat and chivalrous deeds. Likewise he is the deity of those who fight for honor and strive for order and justice. Heironeous often leaves the Seven Heavens in order to move around the Prime Material Plane in order to aid heroic causes and champion lawful good.

Heironeous is tall, with coppery skin, auburn hair, and amber eyes. However, he has the power to create an illusion which makes him appear as a young boy, a mercenary soldier, or an old man. In the latter guises he will be garbed appropriately, but he always wears a suit of fine, magical chainmail. At his birth, Heironeous had his skin imbued with a secret solution, which protects him from many weapons, magical and non-magical alike.

His personal weapon is a great magical battle axe which shrinks to one-twentieth of its normal five feet of length, or back to full size, upon Heironeous wil-

ling such. Thus, in another guise, his weapon is not noticeable.

In addition to his normal attacks, Heironeous can loose a bolt of energy drawn from the Positive Material Plane. These bolts are more destructive to creatures from the Prime Material plane than to those of the Elemental Planes or the lateral neutral planes. The energy bolt does no harm to inhabitants of the Positive Material Plane or those of the Upper Planes. It is dangerous to creatures native to the lower planes, and to all undead creatures as well. Denizens of the Negative Material Plane are particularly vulnerable.

Heironeous has all of the powers typical of a lesser deity.

There is great enmity between Heironeous and his brother, Hextor (q.v.), who chose a different course. Each seeks to destroy or thwart the other.

Worshippers of Heironeous are found everywhere, but particularly where those who follow military professions or do heroic deeds are found is a chapel of this deity likely to be found. Clerics of Heironeous are particularly warlike, always wearing chainmail. Their robes are dark blue with silver trim indicating their station. Places of worship of Heironeous usually are adorned with blue trappings, silver, and occasionally windows of colored glass depicting scenes of Heironeous triumphant. A copper statue of the deity, armed with a silver battle axe and covered in silver mail, with seven silver bolts radiating from behind his head, typically stands behind the altar.

EXTOR

Lesser god, LE — War, Discord, Conflict, Fitness

Hextor, Champion of Evil, Herald of Hell, Scourge of Battle, is the deity of many soldiers and fighters who deem lawful evil most fit to rule, admiring war and discord. Of course, others besides those of military calling follow him. Hextor dwells on the Plane of Acheron but can wander to those of Hell or even Nirvana. Most frequently, though, Hextor treads the Prime Material Plane in search of warfare, aiding lawful evil, opposing good. Especially does Hextor seek to overthrow those serving Heironeous (q.v.). The latter is his half-brother and chief enemy. When Heironeous chose lawful good, Hextor opted to serve lawful evil. Always inferior to his half-brother, the

Lords of Evil granted Hextor six arms instead of a mere pair, so as to be able to best Heironeous and all other opponents.

Hextor appears as a normal, handsome man when in disguise, for he can cause four of his arms to meld with his torso whenever he so desires. His complexion is fair and his hair jet black, as are his eyes. He is well-spoken and charming, a hale fellow and a man's man, yet irresistible to women. He can converse with sages, reason with philosophers, argue with clergy, discuss arcane secrets with dweomercraefers. When in his true form, however, Hextor is gray of skin, lank-haired, red-rimmed eyes bulging from a visage horrible to look upon. Then he cares only to fight and slay.

In battle, Hextor draws two great bows which fire iron-barbed shafts. At close range he employs two spiked bucklers and four weapons. Typically, these are a fork, a scimitar, a flail and a morning star.

Hextor wears armor consisting of iron scales with strips of metal at shoulder and cuff. A corslet of like metal guards his waist and groin. His legs are greaved, and the armor is everywhere decorated with skulls. Around his neck is the Symbol of Hate and Discord, the six red arrows of Hextor, hanging from a chain of crudely wrought iron links.

In addition to the powers normal to his station as a lesser god, fighting ability, and assassin's skill, Hextor is able to arouse discord in his surroundings. Friend will argue with friend, irks become hate, and petty jealousy grows to seething rage. Without his Symbol of Hate and Discord, Hextor does not have such power, except through magical casting. Hextor also is prone to carry a magic device, the Trumpet of Acheron, with him. This instrument can be winded once every six days. When sounded, it calls forth a squad of skeletons which obey Hextor's command. Once in every six years, the Trumpet of Acheron can summon a horde of skeletons and zombies.

Places of worship of Hextor are grim, dark, and bloody. Major shrines and temples usually are built on some field of slaughter. His clerics wear black robes adorned with white skulls or gray visages embroidered thereon. Only the higher levels have arrows of hate and discord in red, lower clerics being permitted gray ones. Much chanting accompanies ceremonies honoring Hextor. Wind instruments sound discordant tones, shouts and screams are voiced, and iron weapons are struck during such an offery. Priests of Hextor are trained in assassination. Hextor is much honored in the Great Kingdom.

INCABULOS

Major god, NE — Evil, Plague, Sickness, Famine, Drought, Disasters, Nightmares

Incabulos is the deity of evil sendings — plague, sickness, drought, nightmares, and the like. His chief delights are woe and wickedness. Thus, he is feared by even the princes of Hades and dukes of Hell.

Incabulos is so horrible-looking as to make anyone shudder, with his nightmarish visage, deformed body, and skeletal hands. Clad in robes of dead black lined with cloth of sickly orange hue and nauseating moss green, he roams the Astral, Ethereal, and Prime Material Planes, the latter during darkness only. Often he rides a huge nightmare, accompanied by six of the strongest night hags likewise mounted.

In addition to his many other abilities and powers, Incabulos can cast a sleep spell which is permanent, and can be removed only by exorcism. His normal weapon is a staff which causes great wounds, affecting any creature, plant or animal struck. Incabulos also is believed to employ a venomous bastard sword at times.

In time of need Incabulos will summon aid by gating in night hags or hordlings. These arrive individually, and serve Incabulos willingly.

Those who worship and serve Incabulos are most secretive, fearing the wrath of those (even other evil ilk) who detest what Incabulos stands for. Yet many do call upon this deity, and hidden temples exist in subterranean places and forsaken lands. His priesthood dresses in black, of course, with the eye of possession symbol in verdigrised bronze, repeated in dull orange on the robes of higher clerics.

Services to honor Incabulos have weird humming and droning chants as background. Multiple evils are celebrated by the faithful, while flickering black candles dimly light the altar areas. All vessels are of old bronze, carnelian, or bloodstone.

ISTUS (LADY OF OUR FATE)

Major goddess, N — Fate, Destiny, Predestination, Future

Istus, the Colorless and All-colored, Lady of Our Fate, is honored and feared as the controller of fore-

ordination. While she has relatively few faithful devotees, many persons will call upon Istus in time of want or need. She may or may not heed. None knows. Because fate is so often cruel or unkind, only very cynical or unfeeling persons tend toward service of Istus.

No one knows where (or when) Istus makes her abode. Some savants postulate that there is a nexial pocket universe which only she, and her webs of fate, can enter or exit. Istus does certainly make appearances on other planes, including the Prime Material. Sometimes she is an old crone, at other times she appears as a noble dame, then again as a lovely lady or even as a shepherd girl. In whatever form, Istus never bears an obvious weapon, for she is able to employ any object offensively. Istus also can create and cast strands and webs of many different kinds. Each strand or web has its own powers and effects. These strands and webs are:

Strand of Binding, which confines a creature as if wrapped in iron chains.

Strand of Cancellation, which causes the object struck to cease existing, and become as if it never had existed. Only non-living things can be affected.

Strand of Death, which reduces whatever it strikes to dust, forever.

Strand of Hostility, which causes any affected creature to become hostile to anyone and anything which opposes Istus, because destiny would have it so. Any and all possible actions in defense of Istus will be used by the creature affected, against even former friends or associates, without direction from Istus.

Strand of Passage, which instantly connects the plane it is on with any other Istus desires. Any creatures touching it are transported instantly to the connecting plane.

Strand of Sending, which sends the affected creature to whatever time and place in the near future which poses the greatest threat to its freedom or existence. Willing creatures can be sent to a place of future opportunity.

Web of Enmeshment, which causes all creatures caught within it to become lost in a maze-like space, vision clouded by mist, filled with apprehension and likely to attack on sight any other creature encountered. The web seems to have no internal boundaries, although those inside it can see no more than 10 feet in any direction.

Web of Entropy, which drains magical powers from

enchanted items and cancels the effects of spells cast from within (or into) the web.

Web of Stars, which transports Istus and all that is near her to an unbounded time-space of unknown type. All see an infinity of starry space draped with endless nets of silken strands. Distances are distorted, and each step taken moves the individual vast distances — or so it seems. Any creature more than two “steps” away appears as a glowing star of red, orange, yellow, green, blue, violet, or white. This web is an ultra-dimensional pathway to virtually anywhere or any when, provided the way is known. Istus, naturally, knows the way. Extremely intelligent creatures have been known to return to their point of origination. A few intellects, whose genius was surely beyond measuring, are reputed to have actually determined the location of other points along the web and traveled to other times and planes. The web lasts for one hour of “real” time. When it fades, all creatures return instantly to an apparently random location on their respective home planes, unless they have found and entered some other plane. The “stars” are entryways into times and planes, but unless the nature of the time/plane is known, these portals are impassable.

Istus employs a spindle-like instrument to cast these strands and webs. This device responds to Istus, and Istus alone. All times and places and planes are known to Istus, and she may move freely from one to another so long as she has her spindle. If it is lost, she returns immediately to her own plane. The lost spindle will then crumble into powder, and Istus will be compelled to remake her magical spindle, which may require up to a year, during which time she cannot control fate.

Istus can never be surprised. She can move into the future and back, instantly, once per day. Such movement is known to have a curative effect on her. All time-related spells are totally useless when applied to Istus in any manner. Istus is said to be served by a strange companion, a creature of time similar to an elemental prince.

Clerics of Istus wear gray robes, or black on occasion. Leading clerics have web-patterned formal vestments. Most are female. In addition to the holy symbol of Istus, the cleric must allow her/his hair to grow at least 6 inches long.

Centers of worship of Istus are in Dyvers, Greyhawk, Rauxes, Rel Mord, and Stoink. Services include gauze hangings, clouds of incense, woodwind music, chanting, and meditation.

UZ (THE OLD)

Demi-god, CE(N) — Oppression, Deceit,
Wickedness, Pain

Whether Iuz is a human who has become demon-like through the centuries, or whether he is a semi-demon, a cambion (as some suggest a by-blow of Orcus), no mortal knows. He is, however, the first known godling of chaotic evil, whose wickedness and treachery are infamous throughout the Flanaess. This cruel being can appear as either a massive (7' tall) fat man with demoniac features, reddish skin, pointed ears, and long, steely fingers, or as an old and wrinkled mannikin scarcely 5 feet in height. Either or both might be Iuz' true form.

Iuz rules a portion of Oerth, a horrid territory which bears its master's name, from the cursed city of Molag. Few creatures beyond the boundaries of this domain will speak his name, let alone adore him. In his demoniac form, Iuz prefers to wield a great magic two-handed sword, although he can use other weapons. In any guise, Iuz can use his exceptionally long and sinewy digits to claw and strike and strangle. In his mannikin-like form, Iuz generates a disgusting spittle which ages any creature it touches and withers the flesh or limb affected. His wrinkled visage causes revulsion in most creatures which view it.

Iuz is rumored to have a soul object secreted on the Abyssal Plane dominated by the demoness Zuggtoy, with whom he is known to consort. He is thus free to roam outside his domain without fear of permanent harm. He also is said to wear an old, short cape, which conveys to him magical protection from both physical and magical harm.

There is great enmity between Iuz and St. Cuthbert. This is carried on by the servants of Iuz and St. Cuthbert's followers as well. Clerics of Iuz dress in rusty black (their master's favorite color) or white streaked with rust-red blood stains.

Their ceremonies include the burning of foul-smelling substances, the beating of great drums and the clangor of bronze bells, and blood sacrifice whenever possible. Places of service to Iuz must be old, filthy, and dark. Altar services are typically of bone and include many skulls.

NERULL (THE REAPER)

Major god, NE — Death, Darkness, Underworld,
Covert Activity

The dreaded Nerull is the Foe of all Good, Hater of Life, Bringer of Darkness, King of All Gloom, Reaper of Flesh. He is the deity of all those who seek greatest evil for their enjoyment and gain.

Nerull appears as a skeletal figure. His body is a dull, rusty-red color. His skull-like head is adorned with thick strands of black-green "hair." Nerull's eyes also are of lambent green the color of verdigris, as are his teeth and taloned nails. With cowled cloak of rusty black and staff of red-veined sablewood, Nerull stalks the many planes — particularly the Prime Material when it is shrouded by night. This horror will cut down any living creature encountered, and send an *undead monster howling off to its doom should it be of lawful bent*. The staff Nerull bears is a magical scythe which only he can employ. At his whim a huge blade of red-hued force appears at the tip of the shaft — the Life Cutter.

This scythe is particularly dangerous to creatures which draw energy from or are of the Positive Material Plane. It can strike even creatures which are astral, ethereal, or gaseous. Even undead creatures are drained of their negative energy. Nerull also is fond of carrying and using such evil magic items as a necklace of strangulation, bag of devouring, rug of smothering, etc. He employs them as would an assassin, silently, from behind.

Nerull has the ability to summon three demodands (q.v.) of greatest strength, and will do so at any time their aid or services are perceived as useful to him. These demodands will instantly obey Nerull, or attack obvious foes, for although they hate him, their fear of his power outweighs all other considerations.

Nerull also can create a large clump of blackness, from which shoot forth tendrils which grope and search for any living thing within their considerable reach. Their touch causes almost certain death, and *corrosive injury if the victim survives*. These tendrils can be destroyed only by holy water, blessings, or by having their evil dispelled.

Nerull can travel any of the lower outer planes, the Astral and Ethereal Plane, and the Elemental and

Prime Material Planes as well. However, most of the time he does not venture from Tarterus save to wreak havoc on the Prime Material Plane. He can fly merely by so desiring, so he not only tends to travel alone but seldom uses any form of steed. Magical darkness or various clouds which obstruct vision do not do so with regard to Nerull.

Many humans of evil nature, and some humanoids as well, pay homage to Nerull. Assassins and thieves often regard this deity as a patron. In wicked lands, temples and cathedrals of Nerull are openly operated. In other places the rites of Nerull are conducted in subterranean shrines and sacred vaults. His clerics dress in rust red or blackish-rust garments, carry staves, and somewhere bear the unholy skull and scythe symbol. All of Nerull's clerics are trained to use sickles as weapons. Prefects and superiors are trained to fight with scythe-like polearms similar to hook-fauchards.

The worship of Nerull is done in full darkness. The litany is ghastly, being of death and suffering. Human sacrifice is common. Altars are of rusty-colored stone. Service pieces are usually of copper and malachite.

BAD-HAI (THE SHALM)

Lesser god, N — Nature, Wildlands, Freedom,
Hunting, Wild Beasts

Obad-hai, "The Shalm," is an archaic deity of nature and wildlands, one of the most ancient known, having been worshipped by the Flan prior to the arrival of invading Aerdi.

Obad-hai can appear in human form as a lean, weathered man of indeterminate but considerable age. He usually is clad in brown or russet, carrying a hornwood staff, looking as if he were a pilgrim, hermit, or merely a rustic. At other times he will appear as a dwarf, gnome, or halfling. The Shalm also is able to take the form and characteristics of any of the following creatures. He can assume any form instantaneously.

centaur	badger	giant otter
leprechaun	brown bear	giant owl
pixie	boar	giant pike
satyr	giant eagle	giant porcupine
sprite	giant goat	giant stag
treant	giant lynx	wolf

It is not uncommon for the Shalm to roam about in the guise of any of these woodland creatures.

Obad-hai's weapon is the Shalmstaff. When it is discarded by Obad-hai it instantaneously flies to the nearest hornwood tree, where it remains until summoned by Obad-hai. This staff also allows its bearer to walk tirelessly without food or water for as long as desired. Animals will never harm the bearer. Vegetation will part to allow easy passage.

The Shalm loves nature and wilderness. He is a patron of druids and a friend to those who dwell in harmony with their natural surroundings. Because of Obad-hai's particular neutrality, a rivalry and antipathy exists between this deity and Ehlonna of the forests. Thus, the majority of the Shalm's followers are male, those of Ehlonna, female.

Clerics who follow Obad-hai usually are druids. A few others are of the normal sort, although they wander as pilgrims in most cases. Such clerics wear russet garments and carry staves.

Churches or chapels of Obad-hai are always in rustic settings and made of rough timber. Services are brief and not particularly ritualized. Living flowers, earth, water, and fire are typical service adornments.



OLIDAMMARA

Lesser god, NC — Music, Revelry, Rougery, Tricks/Jokes, Wine/Spirits

Olidammara, the Laughing Rogue, minstrel and miscreant, is the favorite deity of many thieves. Worshipers include bards, jesters, vagabonds, beggars and common folk as well. He wanders the Prime Material Plane in many guises, stealing from the rich, haughty, or evil. Olidammara gives wealth to those without means — often distributing his pilfered gains through high revels. His favorite haunts are city slums or their exact opposite, rural glens and woodlands. Although he always appears young, Olidammara will sometimes disguise himself as a tinker or peddler, sometimes as a foppish wastrel, frequently as a fledgling sell-sword. He can alter his appearance to suite the situation at hand. His actual appearance is said to be as follows: middling height, slender build, chestnut hair and beard worn rakishly, complexion with an olive tint, merry eyes of sparkling emerald, much given to laughter and petty tricks. Olidammara wears green and gold as his favorite colors.

Although he wears only a leather vest and high leather buskins, Olidammara has excellent protection due to the enchantments upon these garments and a special ring he possesses.

Olidammara also possesses a musical stringed instrument of great power. This device, the Kanteel of the Oldest, is usable only by bards of great experience or by certain other deities. The Kanteel enables its possessor to:

- charm creatures or persons
- create a cloud of fog
- dispel illusions
- project his emotions
- create non-living items
- create programmed illusions
- seek supernatural guidance through visions

Olidammara also possesses a mask which allows him to completely change his physical appearance for as long and as often as he wishes. The mask is not discernible when it is worn.

When Olidammara was once trapped by Zagyg, the Mad Archmage forced him into a carapaced animal shape as punishment for attempting to steal Zagyg's trove. Even though Olidammara escaped this fate, he retains the ability to create a horny shell on his back. Beneath this cover, the "Laughing Rogue" can use his spells to escape, leaving the shell to cover his getaway. (It is said that he returned to loot Zagyg's treasury, employing the magical carapace to frustrate the Mad Archmage's capture.) The discarded carapace remains as a hemispherical shell, about 2 feet wide and 3 feet long. It welds itself to stone and must be smashed or otherwise destroyed to be removed or passed.

There are few chapels dedicated to Olidammara. They always are located in large towns or cities. Shrines are not uncommon in urban centers and rural areas.

There are supposedly two rustic hostels located in the central Flanaess area — one in the Wild Coast, another in the Kron Hills region. Clerics of Olidammara are not uncommon at either.

Clerics of this deity are trained to have the thieflly ability of hiding in shadows. They are taught musical skills, and many have the ability to magically alter their physical appearance, stature, etc. They dress in garments of brown, green, green and brown, and green and black. Services include much singing, chanting, feasting, and libations of fermented berry beverage.

PHOLTUS (OF THE BLINDING LIGHT)

Lesser god, LG(N) — Light, Resolution, Law, Order, Inflexibility, Sun, Moon

It is said the regularity of sunrise and sunset, the cycles of the moon, are as fixed as the resolve of Pholtus to show all creatures the One True Way, a strict path which allows no deviation but gives absolute assurance of rightness. Some followers of the Blinding Light actually claim it is their deity, Pholtus, who ordered the rigid progression of the sun and moon and maintains them in his regimen. Such claims are not regarded as doctrine.

Pholtus appears as a tall and slender man, pale of complexion, with flowing white hair and bright blue eyes from which the fire of devotion to the cause shines forth. He always wears a gown of white, silky material and a cassock trimmed with gold and silver embroidered suns and moons. In his hand is an ivory staff shod in silver and topped by a disc of electrum, the Silvery Sun.

The Staff of the Silvery Sun can be used as a weapon, but its major powers are in its magic. The staff can shoot forth various forms of light as if it were a wand of illumination. The top can cause or cure blindness by touch, or shoot forth a pulsing flash of radiation which plays from the infra-red, into the visible, and through the ultra-violet spectrums. Any creature struck by it becomes unable to look away from the Staff of the Silvery Sun and becomes subject to each and every command uttered by the holder of the device. It can also release a globe of great brilliance, an expanding sphere of light which begins from the staff and spreads to a 40-yard diameter. All within the globe (except Pholtus himself) risk becoming permanently blind (cure possible only by means of the staff, a wish, or a deity able to cure blindness or fulfill a wish).

Pholtus also has the following magical powers:

- The power to dispel darkness, merely by touch.
- The power to cause any nearby creature to glow brightly, merely by pointing toward the creature.
- The power to reflect all forms of radiation, becoming mirror-bright. Gaze weapons are reflected back upon their users, heat has no effect upon him, and even creatures endowed with infra vision or ultravision can be struck sightless by looking upon Pholtus when he is thus reflecting.

The Ethereal Plane, the Positive Material Plane, and the Prime Material Plane are open to Pholtus,

although the deity typically remains on his own (Arcadia). He can summon monadic devas to his aid, through gates.

Following the inflexible example of their deity, the clerics of Pholtus continually seek to reveal the light to unbelievers. They will brook no argument, of course, and resisters will be shown the way of the Blinding Light. There are three ranks of this priesthood:

Rank	Vestment Colors
Glimmering	White
Gleam	White and Silver
Shining	White and Gold

The priesthood of Pholtus is most active in urban districts. Consecrated buildings are white. Services include many burning candles and long sermons. The anthem of the worshippers is "O Blinding Light."

RALISHAZ (THE UNLOOKED FOR)

Lesser god, CN(E) — Chance, Randomness, Bad Luck, Misfortune, Madness

Ralishaz is the deity of chance, ill-luck, and misfortune. He is looked to as the one who causes unforeseen events which bring woe more often than weal. He is also the deity of chance and randomness and so is regarded as the patron of gamblers and those who take unusual risks (although his intercession is unlooked for).

Ralishaz most often appears on the Prime Material Plane as an ancient and oddly dressed mendicant — sometimes male, sometimes female. Ralishaz will beg or gamble in this guise. At other times he will appear as a jester or idiot. In his (or her) true form, Ralishaz is quite awful to behold, for at one moment the face and body of the deity are handsome, the next wrinkled and ugly, then that of a scabby beggar, next that of a beautiful maid. During all, however, an aura of unease pervades, for the randomness of Ralishaz is most disturbing to all.

The only weapon Ralishaz ever uses is of wood — sometimes a club, other times a staff; both are actually the same item.

In addition to the powers normal to a High Priest (18th level) and a Spellbinder, Ralishaz has the following powers:

- The power to put a person to sleep with his gaze
- The power to age a person with his touch
- The power to curse a person

Few formally worship Ralishaz, although there are a handful of small shrines and temples in large cities and out-of-the-way places. Clerics of Ralishaz wear varicolored robes of differing materials. It is noteworthy that these clerics never seem to suffer misfortune or ill-luck — unless it is very, very bad indeed. The ceremonies of worship of Ralishaz involve random notes on musical instruments, babbling paeans, the frequent casting of augury devices, and wildly varying conditions of light and darkness, noise and quiet, heat and chill.

RAXIVORT

Lesser god, CE — Xvarts, Rats, Bats

It is told that Raxivort began life centuries ago as a normal xvart. Due to his superior capabilities, he rose to leadership of all xvarts, and because of great service to a demon (some say Graz'zt), Raxivort was granted certain powers and appointed Master of Slaves of the demon. Raxivort feigned gratitude and bided his time. Eventually, the cunning xvart gained sufficient knowledge and power to loot the demon's strongroom and with the new arsenal attempted to wrest control of the Abyssal Plane from its lord. The battle was titanic and lasted for months, neither side being able to better the other. At last Raxivort sought a truce and departed for the wildly changing planes of Pandemonium, giving up the portion of the Abyssal Plane he had taken, but carrying off great spoils. Raxivort now reigns in luxury, while demons shun him, and one (at least) plots a black revenge.

Raxivort is Lord of Xvartkind, Packmaster of Rats, Night Flutterer. He can take the form of a xvart, rat, or giant bat (mobat) — or use magic to take other human, demi-human, or humanoid guise. Raxivort's normal form is xvart, of course, with bright blue skin and burning orange eyes. His features are gross and ugly in the extreme. Raxivort wears silken garments over blue mail, the whole shimmering as if aflame.

Raxivort favors small, bladed weapons such as knives, daggers, and short swords. He can hurl any such weapon with great accuracy. He seldom has fewer than a dozen throwing knives and daggers. Raxivort

also has a falchion of small size but great magical power. It is called Azure Razor, and in his hands it has the power to paralyze one specific type of creature upon command. In addition to his other powers, Raxivort has the ability to generate a blue blaze from his left hand. This flame combines the powers of both fire and acid.

Raxivort has many companies of xvart fighters to serve and guard him. Likewise, he has packs of the largest giant rats and scores of mobats at his beck and call.

Shamans serving Raxivort always display the blue-flaming hand of their deity. They can rise to Lama status. Magic-using witch doctors can rise to Theurgist status.

TRITHEREON (THE SUMMONER)

Lesser god, CG — Individuality, Self-protection, Liberty, Retribution

Trithereon, "The Summoner," is the deity of individuality and the right of self-protection. His symbol, the rune of pursuit, indicates many things, including the need to strive for liberty and to seek to bring to an end those who are bent on abridging life or freedom.

When upon the Prime Material Plane, Trithereon appears as a tall, well-built young man with red-gold hair and gray eyes. He is typically clad in pale blue or violet garb, with a shirt of golden chainmail often visible. He carries a broad-bladed spear, a broadsword, and a scepter in his broad girdle of gold-studded leather.

The spear is called Krelestro ("the Harbinger of Doom"). It returns to Trithereon's hand swiftly after being thrown. His sword is called "Freedom's Tongue." It can cause fear in all opponents of its wielder. The scepter is the Baton of Retribution. It can locate any enemy, anywhere, unless some extremely powerful magical protection against location exists. The scepter also permits its wielder to summon certain creatures, as detailed later. Merely possessing the Baton of Retribution allows the possessor to travel to any place on any plane of existence not protected by some magic to prevent such entrance.

When held and wielded, the baton will, upon desire, cause the surrounding area to become a strange plane,

unfamiliar to those opposing the wielder of the device. Thus it could be a barren desert of purple rock and green skies, a swamp of milk-colored water with red plants, a featureless plain of gray and black whose ground glows as if it were translucent fire and whose heavens are black and opaque. At each such place, Trithereon must be answered one question truthfully, or else the creature in question will be consigned to the strange world for 100 years, barring some means of escape.

As "The Summoner," Trithereon is able to call up three creatures, one at a time, to pursue and combat those guilty of enslavement, abridgment of liberty, and similar crimes. The three creatures are:

Nemoud the Hound
Harrus the Falcon
Ca'rolk the Sea Lizard

The summoned creature will follow orders to the best of its ability.

Trithereon also can summon (through gates) any type of deva. He will do so only to combat great evil, of course.

Priests of Trithereon wear dark blue or purple robes, silver or gold trimmed. During special ceremonies they wear cassocks of golden red, emblazoned with the rune of pursuit. Curates and superiors are allowed the use of spears. Patriarchs and superiors can employ broadswords.

The followers of this deity are common in large towns and cities and in certain states in the Flanaess, notably the Yeomanry and the Shield Lands. Services include ceremonial flames, bells, and iron vessels and symbols of various types.

ULAA

ζ Major goddess, LG — Hills, Mountains, Gemstones

Whether Ulaa is most akin to humans, gnomes, or dwarves is subject to debate. She is as tall and broad as a dwarf, has features such as gnomes do, but her husband Bleredd is most certainly human in aspect. Of course, being who she is, Ulaa can appear as male or female, dwarf, gnome, human, or just about any sort of creature she chooses. Ulaa dwells most frequently on the Prime Material and Elemental Earth Planes.

In such locales she is most at home, for she loves both rolling hills and craggy peaks, earthen burrows and stoney vaults. Ulaa typically accouters herself in adamantite mail with many gems decorating her harness and weapons. With her always are her military pick and hammer of thunderbolts. She can hurl this weapon, whose name translates as "Skull Ringer." This weapon is particularly deadly against humanoids, killing as many as 25 in a single pass. Ogres, ogre-magi, trolls of all sorts, ettins, all giants other than cloud or storm, and all golems other than iron ones are slain instantly if struck by "Skull Ringer."

Because of her affinity for the earth and minerals, all but evil-natured earth elemental creatures respect Ulaa. Those of good nature will serve her upon request. Those inimical to her flee in terror at the sight of her. Ulaa possesses many gems and jewels, some of which are magical. Powers vary from those of elemental command to command of earth and mineral. Those who find favor with her will usually receive one or more magical jewels intermixed with a reward of gemstones.

In addition to being able to pass through earth and rock at a very fast rate, Ulaa has many magical powers connected to earth. No earth-based spells can harm or hamper her.

Clerics of Ulaa wear green and brown initially, then brown, brown and gray, and all gray at the highest levels.

There are many demi-humans (dwarves, gnomes, and halflings) who serve Ulaa, and there are fair numbers of humans (mostly hillmen, mountaineers, miners, and quarrymen) who do likewise. As would be expected, shrines, chapels, and temples are exclusively found in hills or mountains, if not subterranean.

Services in honor of Ulaa are always in a stoney area, with earth and gemstones displayed. Hammering on stone, rythmically, and chanting in deep notes, serve as the hymn.

WASTRI
(THE HOPPING
PROPHET)

Demi-god, LN(E) — Bigotry, Self-Deception,
Amphibians

Wastri, the Hopping Prophet, Hammer of Demi-humans, dwells on the Prime Material Plane (now in

the region of the Vast Swamp). He it is who preaches the ultimate superiority of humankind. While humans can serve, demi-humans are fit only to be slain — especially dwarves, gnomes, and halflings. These, with his gray-clad "servants," he hunts with his toad packs and exterminates whenever possible.

Wastri has somehow mutated to become both less and more than human. He is unmistakable due to his batrachian features and odd gait. Yet he can move quickly enough and hop for considerable distance with ease and accuracy. He wears no armor, relying on his speed and evasive agility. Wastri dresses in parti-colored clothing of gray and dull yellow. Wastri is renowned for his great glaive-guisarme, a pole arm with which he carries his prey, especially loving to catch small demi-humans on its long end spike.

In addition to his normal attacks and spells, Wastri can utter a confusing croak, or cast an enchantment that causes huge, knobby warts to cover the victim.

Finally, Wastri can cast a dampness spell over an area of one square mile. The dweomer reduces the effective range of archery, limits visibility to 60 yards, extinguishes normal fires, and reduces in effect even magical fires.

Wastri can speak with any amphibian, commanding them as he wishes. He is able to summon any or all of the following creatures:

- bullywugs (up to 40)
- giant toads (up to 20)
- poisonous toads (up to 8)
- ice toads (up to 4)

These creatures always are the largest of their kind, and fearsome in combat.

Under usual circumstances Wastri is always accompanied by his "Immaculate Image" (a High Priest/-Master), three "Greater Servants" (High Priests of various levels) and a pair of huge toads.

At the Sacred Polystery, the Hopping Prophet has scores of "Hopefuls" — those attempting to become his clerics. There are also dozens of "Lesser Servants" — Acolytes, Adepts, Priests and Curates. Hopefuls are dun clad. Lesser Servants are robed in gray. All help to breed and maintain superior toads. It is rumored that some of these monsters appear remarkably human, just as some of Wastri's followers appear toad-like. All of these clerics can speak with amphibians as well.

Worship of Wastri is not common, although it has supposedly spread to the Hool Marshes and possibly elsewhere. Ceremonies honoring Wastri involve sacrifices, strange musical instruments, and croaking chants. All places of worship are dim, dark, and chilly. The credo of human superiority and exaction of rights and duties are always stressed.

XAN YAE

Lesser goddess, N — Mental and Physical Mastery of Mind over Matter, Twilight, Shadows, Stealth

Xan Yae is one of the rare deities of the Baklunish who has attained a measure of service across the Flanaess. The goddess is sometimes known as "The Perfect Mistress" by those who serve her through the pursuit of martial arts. She is the epitome of grace, speed, and perfection with respect to such discipline.

Xan Yae appears always in human form, but of either sex and of any age. In any guise, she is slender and graceful, but only in her true form is she recognizable as the Lady of Perfection. Xan Yae usually is dressed in cloth of dove gray, dusty rose, or golden orange, regardless of her guise.

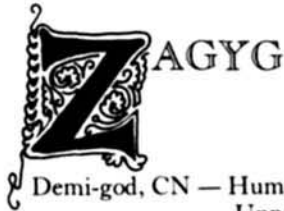
While the deity has been known to use all weapons associated with monks, she prefers to wield her pair of magical falchions. These matched blades are no larger than table knives until Xan Yae wills them to grow. They then spring to full sized falchions, each about 3 feet long. Xan Yae employs one in each hand. The magical properties of these weapons change during combat, so that her right side is more powerful in the beginning but the balance gradually shifts to her left side. Xan Yae also can attack as the "Supreme Mistress of Petals," with her open hands.

In addition to all other abilities, Xan Yae is a powerful psionic.

Non-magical hostile environments do not harm Xan Yae. This includes airlessness, cold, heat, etc. She can travel to any of the Inner Planes, and on the Astral Plane as well, but to go to the Outer Planes, she must use her psionic power.

Those individuals who seek mastery of their mind and body, as well as those who favor twilight, are prone to serve Xan Yae. Thus, her followers include monks, thieves, and less savory sorts, as well as young lovers and those of cautious nature.

Clerics of the goddess wear cloaks of gray over sunset-hued robes. Places of worship of Xan Yae are typically in secluded settings. Those found in urban centers will be large, but constructed so as to be unnoticeable as a monastery, temple, or whatever. Services include dance-like exercises, meditation, reading, chanting, and prayer. The light always is shadowy and dim, and breezes tinkle chimes and bells so as to provide background "music."



Demi-god, CN — Humor, Occult Studies, Unpredictability, Eccentricity

Zagy, the Mad Arch-Mage and punster, is the sole known servant of Boccob, for the latter recognizes no others except on special occasions. Zagy is mad only in that none but his master seem to be able to fathom his reasoning and sense of humor; few, if any, hold him as their deity.

Zagy will appear in nearly any guise when upon the Prime Material Plane. His actual appearance is said to be rather unremarkable in a wizardly sort of way. Likewise his garb is varied to suit the situation, dark blue and silver being colors often noted.

Being able to employ weapons and devices common to both fighters and magic-users, Zagy is likely to appear with a vorpal blade in one hand and a wand of wonder in the other. Harmful effects of items employed by this being tend to affect not him but his opponents instead. Thus, if Zagy donned a ring of weakness, all those around him might well be affected while Zagy is untouched. He has been known to strike with a padded club, or cast a haste spell upon an opponent, however. Somehow, despite his seeming madness, Zagy survives, carries out his assignments, and moves on.

Zagy can likewise travel all planes and is the bane of many. He serves Boccob most carefully, but apparently out of his own will and a desire to retain enlightened neutrality and uncertain humor everywhere.

It is said that anyone mad enough to seek to serve Zagy must confront the demi-god personally, and periodically thereafter, and be subject to judgment.

ROYAL & NOBLE PRECEDENCE & GENERAL HONORIFICS APPENDIX I



COURTLY TRAVELERS AND POLITICAL SCHOLARS

throughout the Flanaess must make careful study of the titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses throughout. To aid those who move among such circles, or the simply curious, the following (very brief) primer on royalty, nobility, titles and honorifics is presented. Travelers are strongly encouraged to investigate local customs and regulations before addressing local officials or nobles, as mistakes can lead to embarrassment, loss of standing, or worse.

Titles are listed in descending order of importance. Where several co-equal titles are recognized, that common to the Great Kingdom and Nyrond or Furyondy will be given first, with others in parentheses thereafter. It must be noted that this precedence might be disputed in the Baklunish lands and courts, but ambassadors to various eastern realms have accepted it as true and correct protocol. Honorific address forms are shown in the final column. As most titles have distinct, additional honorifics of their own, these additional honorifics follow the form of the preeminent, with titles of the Great Kingdom, Nyrond, and/or Furyondy listed first; others, if any, are in parentheses thereafter. The listed honorifics are by no means complete and full, and are acceptable address forms only until the holder's true royal, noble, knightly, or positional title and honorifics are properly conveyed to the petitioner.

Title	Honorific
Overking, Emperor (Padishah, Kha-Khan)	Imperial Majesty (Royal Majesty)
King, Rhelt (Master, Sultan, Caliph, Pasha)	Majesty
Duke Palatine, Grand Duke, Prince Palatine, Theocrat, Archcleric (Beygraf, Tarkhan, Shah, Orakhon, Ilkhan)	Royal Highness
Herzog Duke, Fasztal, Prince, Count Palatine, Ambassador (Voorman, Censor, Freeholder, Prelate, Hetman, Heirarch, Ataman)	Highness
Margrave, Marquis, Earl, Count, Archbaron, Plar (Grandee Despotrix, Khan, Amir, Commandant, Altmeister)	Noble Grace (Lordly Grace)
Szek, Viscount, Baron, Lord Mayor, Magistar (Emissary)	Lordship
Knight Commander, Mayor (Chief, Laird)	Honor (Worship)
Knight (Spokesman)	Worthy Sir

ORDERS OF THE REALM AND KNIGHTS' PRECEDENCE

and Correct Honorifics in the Kingdoms of Furyondy, Keoland, and the Achclericy of Veluna and Surrounding Civilized States:

Duke	Highness (or Noble Grace)
Prince	Grace
Margrave or Marquis	Nobility
Earl, Graf, Count or Plar	Eminence
Viscount	Noble Lordship
Baron	Prominence
Lord Mayor	Lordship

Knight Commander	Most Honorable Sir
Knight Banneret	Right Honorable Sir
Mayor	Honorable Worship
Knight Companion	Most Worthy Sir
Knight Bachelor	Worthy Sir
Knight	Sir
Elder	Honorable Master
Gentleman	Master
Esquire	Squire
Yeoman	Socman

ORDERS OF KNIGHTHOOD

There are numerous forms of knighthood in the Fla-naess — types bestowed by sovereign rulers, those granted by greater and lesser nobles, and those conferred by the principal clerics of certain states. These various degrees are not held in equal regard. Some states do not confer knighthood at all, a few bestow it on the cheap, and elsewhere it is of great repute. Thus, for example, the Knight Protectors of the Great Kingdom are exceedingly formidable, while those of Medegia are looked upon with near contempt, as it is well known that the title is offered for sale. Only the following three are true orders of knighthood, however.

The Knights of the Shield: This order is detailed in the description of the Shield Lands (q.v.).

Knights of the Watch: Certain stout soldiers from the lands of Bissel, Gran March, Geoff, and Keoland are invited to join this order, which is pledged to protect the east from incursions of the Paynims and the other Westerlings. These knights hold certain castles, keeps, and strongholds along the Ketish border and elsewhere in the western mountains. The Watchers are a near-monastic order and very strictly disciplined. Their current Grand Commander is Hugo of Geoff. There are reported to be 5,000 in the order. The coat of arms of the Knights of the Watch is Sable, an owl displayed argent.

Order of the Hart: Far less militant in its outlook, and divided into three separate branches, the Knights of the Order of the Hart were organized to assure that the central states (Furyondy, Veluna, High Folk) retained their freedom and purpose. Because these

nations are quite decentralized and none maintains any sizable standing military force, each is subject to sudden incursions and threats from neighbors. In the east and north are the humanoid hordes and the barbarian nomads. To the west are the Baklunish states and the only slightly less threatening marches and military orders between, as well as Perrenland with its aggressive trade policies and well-organized soldiery to back them up. There is little threat from the south, save for occasional pirates on the Nyr Dyv and some more-or-less bothersome raiding from humanoids. Thus, while each nobleman and lord of these nations has his own guards and men-at-arms, and each sovereign ruler maintains a small body of troops, most of the might of Furyondy, Veluna, and the High Folk takes a considerable time to muster. The Knights of the Hart are therefore sworn to be ready at an instant's notice to serve as a vanguard. They maintain certain strongholds, serve in various capacities in the associated nations, and have roving troops scouting trouble areas and hostile borders as well. The three branches of the Knights of the Order of the Hart are:

- Knights of Furyondy: There are 200 knights and many men-at-arms under their command in this branch of the order. Their coat of arms is Azure, a pair of antlers or.
- Knights of Veluna: It is said that there are but 80 knights in this branch of the Order of the Hart, although each is of great repute and commands many sergeants and men-at-arms. Their coat of arms is Sable, a pair of antlers or.
- Knights of the High Forest: This branch of the order is reputed to be only for those of the Olvenfolk. There are perhaps only two dozen or so knights within the branch. Their coat of arms is Vert, a pair of antlers or.

Knighthood in any branch of the Order of the Hart is bestowed only upon freemen and gentlefolk seeking the weal of the states which they are dedicated to uphold and defend. Furthermore, each candidate must be a proven fighter and have performed an act of exceptional honor, bravery, courage, and service. Knights of the Hart are hated and despised by Iuz, the Horned Society, and even by the folk of Dyvers, it is said. There is no love lost between them and the Watchers, the rulers of Perrenland, and certain of the Nyronde noblesse. Considerable rivalry exists between the orders of the Hart and the Shield.

SOCIAL RANK & HIERARCHIES & STATUS

APPENDIX II

Imperial Royalty (office holders)
Royalty Heads of State (office holders)
Dependent Royalty and Heads of State (office holders)
Independent Nobility and Lords Mayor of Free Cities (office holders)
Greater Nobility Major Clergy Lords Mayor of Great Cities Free Lords
Lesser Nobility Guild Masters Clergy Great Knights Lords Mayor of Towns Military Officers
Lesser Knights Petty Clergy Sages Minor Officials Landed Gentry Wealthy Merchant Gentlemen Freeholders Petty Lords (Lairds)
Esquires Master Craftsmen Property-owning Merchants and Tradesmen Soc-men (large land owners) Heads of Small Communities Gentlemen Scholars
Petty Landlords Merchants Craftsmen Tradesmen Freemen Professional Soldiers Village Elders
Mercenaries Students Laborers Masterless Men Apprentices Bondsmen Indentured Servants Beggars and Vagabonds Slaves



City of Verbobone



Lordship of the Isles



Veluna



Principality of Ulek



County of Urnst



The Shield Lands



Radigast City



Celene



Iuz



Tenser the Mage



Knights of the Watch



Paynims



Gran March



March of Bissel



Snow Barbarians



Town of Highfolk



City of Rel Astra



County of Sunndi



Knights of the Hart (High Forest)



The Horned Society



Sea Barons



Rovers of the Barrens



Duchy of Urnst



Duchy of Tenh



Perrenland



Valley of the Mage



Hobgoblins of the Pomarj



The Yeomanry



Ket



Hold of Stonefist



Sultanate of Zeif



Kingdom of Keoland



City of Irongate



Prelacy of Almor



Blackmoor



Sir Robilar



Sea Princes



Knights of the Hart (Furyondy)



The Pale



The Scarlet Brotherhood



Fief of Ahlissa



Caliphate of Ekbir



Ice Barbarians



Tiger Nomads



Reyhu (Bandit Kingdoms)



Grosskopf (Bandit Kingdoms)



Dimre (Bandit Kingdoms)



Johrase (Bandit Kingdoms)



Rookroost (Bandit Kingdoms)

