



TSR PRESENTS

The
World of Greyhawk™

Fantasy World Setting
by Gary Gygax



TSR
THE GAME
WIZARDS

Approved for use with **ADVANCED DUNGEONS
& DRAGONS™** Fantasy Adventure Game

©1980, TSR Games
ISBN 0-935696-23-7

9025





THE WORLD OF GREYHAWK GAZETTEER

— Being the Companion to the Map of the Eastern Portion of the Oerik continent, with Dates, Chronology, Historical Information, and Data regarding Current Government, Population and Recent Events, along with Notable Geographic Features.

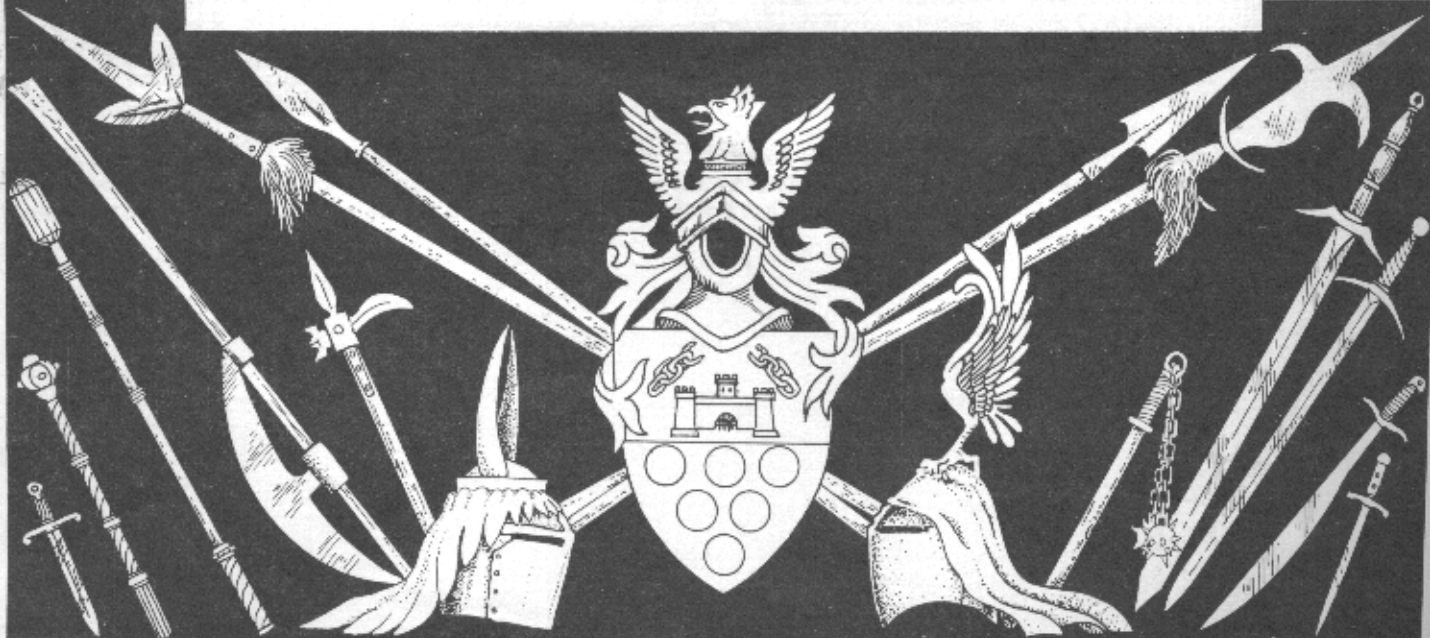
— Also herein will be found an Intelligencer of Royal and Noble Titles and Honors.

— Complete with a Map Legend and Method of Deducing the Population of Settlements.

— Having an Appendix of the more Important Runes which are Seen on Maps and Scrolls to give Warning or Convey Special Meaning.

SUITABLE FOR USE WITH ADVANCED DUNGEONS & DRAGONS™

© 1980, TSR Games
All Rights Reserved
ISBN 0-935696-23-7



Another Product from TSR Hobbies, Inc., P. O. Box 756, Lake Geneva, WI 53147

TABLE OF CONTENTS

FOREWORD	3	RATIK	14
POPULATION OF A SETTLEMENT	4	REL ASTRA	14
EASTERN OERIK IN RELATION TO		ROVERS OF THE BARRENS	14
THE WHOLE OERTH AND THE HEAVENLY BODIES	4	SCARLET BROTHERHOOD	15
CALENDARS	4	SEA BARONS	15
CHRONOLOGY AND BRIEF HISTORY	5	SEA PRINCES	15
ANCIENT AND CURRENT LANGUAGES	8	SHIELD LANDS	15
POLITICAL DIVISIONS	8	SNOW BARBARIANS	15
AHLISSA	8	SOUTH PROVINCE	15
ALMOR	8	SPINDRIFT ISLES	16
BANDIT KINGDOMS	8	STERICH	16
BISSEL	9	STONEFIST	16
BLACKMOOR	9	SUNNDI	16
BONE MARCH	9	TENH	17
CELENE	9	TIGER NOMADS	17
DYVERS	9	TUSMIT	17
EKBIR	9	ULEK, COUNTY OF	17
FROST BARBARIANS	10	ULEK, DUCHY OF	17
FURYONDY	10	ULEK, PRINCIPALITY OF	17
GEOFF	10	ULL	18
GRAN MARCH	10	URNST, COUNTY OF	18
GREAT KINGDOM	10	URNST, DUCHY OF	18
GREYHAWK	11	VELUNA	18
HIGHFOLK	11	VERBOBONC	18
HORNED SOCIETY	11	WILD COAST	19
ICE BARBARIANS	11	WOLF NOMADS	19
IDEE	11	YEOMANRY	19
IRONGATE	11	ZEIF	19
IUZ	12	GEOGRAPHICAL FEATURES	20
KEOLAND	12	BODIES OF WATER, MAJOR	20
LORDSHIP OF THE ISLES	12	HILLS AND HIGHLANDS	22
MEDEGIA	12	MARSHES AND SWAMPS, GENERAL	23
NORTH PROVINCE	12	MOUNTAIN RANGES	23
NYROND	13	RIVERS	25
ONNWAL	13	TIMBERLANDS	26
PALE	13	ROYAL AND NOBLE PRECEDENCE AND GENERAL HON-	
PERRENLAND	13	ORIFICS	28
PLAINS OF THE PAYNIMS	14	ORDERS OF KNIGHTHOOD	28
POMARJ	14	GLOSSARY OF PORTENTOUS RUNES AND GLYPHS	29

FOREWORD

So the players have been complaining that the campaign is too dull, eh? Not enough detail? *Why* is this country at war with its neighbors? How can trade routes exist with all those wandering monsters? Most importantly, *why* do all of those unsacked, unlooted dungeons and ruins stand so close to the one big city all of the adventurers in the world hail from?

Rejoice, Dungeon Masters, and relax! All of these questions can be answered by following the example of the volume in your hands. **The World of Greyhawk** is here, and is suitable for use as the backdrop of a new campaign without changes; or, as an alternative, city, country, or geographical descriptions can be used to fill in details for existing campaigns. **The World of Greyhawk** is in the form of a gazetteer written by a historian native to the region, and as such includes the calendar systems used by the peoples of Oerth, a history of the major nations over the last thousand years, a discussion of climate in the different regions of the world, and even an appendix listing many runes and symbols (and their meanings) which are found in ancient and magical writings.

In the sections detailing the various cities and countries, the following format is used:

NAME OF COUNTRY OR CITY

TITLE OF RULER OF COUNTRY OR CITY (Class, Level)

CAPITAL (If any)

POPULATION (Humans only)

DEMI-HUMANS (Refers to anthropomorphic creatures like elves, halflings, dwarves, and gnomes who are normally non-hostile to humans)

HUMANIDS (Refers to hostile anthropomorphic creatures like orcs, goblins, hobgoblins, and kobolds)

RESOURCES (Major known items produced in sufficient abundance to export. Gem classifications are:

I Base value 10 G.P.

III Base value 100-500 G.P.

II Base value 50 G.P.

IV Base value 1000+ G.P.

(Consult AD&D **DUNGEON MASTERS GUIDE** for further details)

The World of Greyhawk includes a map with a hexagonal grid that is suitable for campaign use. Since borders are fluid and subject to sudden change, boundaries are not drawn for the countries; generally accepted borders as well as disputed areas are noted in the geographical detail section of the appropriate countries, however.

Even had this project not produced such an invaluable aid to so many Dungeon Masters, it would still have been fascinating, for this is the campaign where much of DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS™ took shape and form. This world was the first — the prototype for the countless D&D universes that exist now. Already famous among fantasy gamers, Greyhawk also served as the setting for the novel *Quag Keep* by famed SF&F author Andre Norton. At conventions D&D players jump at the chance to play in this venerable campaign. How many characters were born, lived, fought, and died in this rugged land no one will ever know for certain; several will live forever through their contributions to the game. Do the names Tenser and Mordenkainen ring a bell? . . .

However, that is all past. The World of Greyhawk is yours, now — yours to do with as you wish. You can mold new states out of old or inflame ancient rivalries into open warfare as you tailor the world to suit the needs of your players. The time has come for new legends to be created, new battles to be fought, new songs to be sung. It is your world — and welcome to it!

Allen Hammack
February 6, 1979

MAP LEGEND AND KEY

POPULATION OF A SETTLEMENT

To determine the number of total inhabitants of any settlement, use the following table:

Settlement	Dice	Population Spread	Map Symbol
thorp or dorf	(2d4) × 10	20 - 80	
hamlet	(1d4) × 100	100 - 400	
village or wych	(1d4 + 5) × 100	600 - 900	
town	(2d6 + 1) × 500	1,500 - 6,500	
city	(5d6) × 2,000	10,000 - 60,000	

Figures show total human population. Multiply by 20% to determine the number of males fit to bear arms, multiply by 10% to get the number of males in prime condition and suitable for man-at-arms status. All figures show only inhabitants and do not include any garrisons.

SCALE AND MOVEMENT

1 HEXAGON = 10 LEAGUES (approximately 30 miles)

RATES OF TRAVEL ON LAND PER DAY

Terrain Type	Afoot, Unencumbered	Afoot, Encumbered or Searching	Horsed	Cart/Wagon
road	30 MILES	15 MILES	60 MILES	30 MILES
track*	30	15	45	15
plain	30	15	45	15
hills	20	10	45	10
forest**	20	10	30	nil
rough	15	5	20	nil
mountains	15	5	20	nil
desert	20	10	45	5
dust	10	5	5	nil
marsh/swamp	10	5	5	nil
jungle	10	5	nil	nil

*Roads through hills, rough, mountain, desert, or marsh/swamp terrain are considered as tracks.

**Heavy forest is treated as jungle for movement.

Horsed movement considers light or medium animals carrying relatively light loads. Heavily burdened animals, draft horses, and heavy war horses are at *afoot*, *unencumbered* rate unless the *horsed* rate is lesser, in which case that is their rate of movement.

RIVERS

Rivers can be swum if *afoot* or *horsed*. If carrying goods and/or armor, it will be necessary to build floats to so cross, and this will require 50% of total movement for that day. Fords allow crossing at no penalty, as do bridges and barges.

Movement up or down river in barges, boats, ships, or on rafts must be determined by the DM. As a guideline use fast speed *afoot* on a road for oared movement upstream, half that for poled movement (raft or barge). Halve again if current is very strong. Double rates for downstream movement. Treble for sailed/oared downstream movement. (Note: Rapids, cataracts, and falls can be interesting!)

LAKES

Use road movement as a base rate for barges (*afoot*, *unencumbered*) and rafts (*afoot*, *encumbered*). Sailed merchant craft move at road speed for cart/wagon. Sailed warships move at road speed for *horsed* movement. Galleys move at the same speed, except that they can move at +10% for 1 hour. (See **ADVANCED DUNGEONS & DRAGONS**, **DUNGEON MASTERS GUIDE** for details of naval movement and battles.)

OCEANS AND SEAS

Ships only are allowed normal movement. Use lake rates. Consult AD&D, **DUNGEON MASTERS GUIDE** for more information.

EASTERN OERIK IN RELATION TO THE WHOLE OERTH AND THE HEAVENLY BODIES

As is obvious, the Oerik Continent is the major center of the world, and the eastern portion, the Flanaess, is the center of enlightened humanity. Oerth has four great continents, 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 360 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 Bilnig's **ASTROLOGY, DIVINITY, AND MANKIND**.

DAYS AND MONTHS OF THE YEAR

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

STAR DAY	Work
SUNDAY	Work
MOON DAY	Work
GODS DAY	Worship
WATER DAY	Work
EARTH DAY	Work
FREEDAY	Rest

The Dozenmonth of the moon and the four Festivals are:

Common	Olven	Nomads	
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			
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	Lacynows	Wolf	Winter

Each month has twenty-eight days. Each Festival is 6 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 of zero range temperature, and then gradual warming begins. The northeast and central northern regions tend to be considerably colder, the seas of those regions causing winter to linger about twice as long. An important exception to this is the Dramidj Ocean, whose 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.

CHRONOLOGY AND BRIEF HISTORY

CHRONOLOGICAL TABLE OF EVENTS

There is no question but that most reckoning is dated by Common Year (CY), the date which 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.

Common Year	(S.D.) Suloise	(O.C.) Olve	(B.H.) Baklunish	(F.T.) Flannish	(O.R.) Oerid	EVENT
	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 at peak point
	5069	4016	2213	1704	198	Suloise migrations begin
	5094	4041	2238	1729	223	Invoked Devastation and Rain of Colorless Fire Strike
	5299	4246	2443	1934	428	Founding of the K. 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	K. of Nyrond established; K. of Keoland at peak
437	5952	4899	3096	2587	1081	Turmoil Between Crowns
447	5961	4908	3105	2596	1090	Founding of the Iron League; Bandit Kings sack Trigol; Rise of Sea Princes.
461	5976	4923	3120	2611	1105	Demi-human realms of Ulek and Celene are effected
479	5994	4941	3138	2629	1123	Might of Iuz grows, humanoid invasions become common
498	6013	4960	3157	2648	1142	C. of Umst becomes Palatinate under D. of Umst; 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; P. of Furryond; Provost of Veluna kidnapped
576	6091	5038	3235	2726	1220	WORLD OF GREYHAWK MAP AND GAZETTEER FIRST PUBLISHED



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 effect. The Suel Peoples, mainly fleeing from the great wars in the Suloise Empire, moved northwards through the Kendeen (Harsh) Pass of the southern Crystallist 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 northwards and eastwards, 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, and this so affected the Suloise Empire as to cause it to become the Sea of Dust. Meanwhile, sufficient numbers of the Baklunish remained to hold the northern plains to maintain their small states against all comers — Euroz, High Jebblinc, Jebli, Celbit, and such humanoids alike.

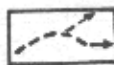
For two centuries the Oerid and Suel battled each other and the fragmenting humanoid hordes for possession of the central area of the Flanaess, incidentally engaging the Flannish and demi-humans. In a few places the two racial stocks intermixed — notably the Sheldomar Valley where, except for the Hold of the Sea Princes, the peoples of the Kingdom of Keoland, Gran March, and 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 towards the original demi-human peoples of the area — dwur, noniz, hob-niz, olve — and their co-operation 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 villainess of the Suloise — for 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 Nyrondal cavalry squadrons at the Battle of a Fortnight's Length. Thereafter, Aerdy was known as the Great Kingdom, whose monarch held sway from the Sundi swamplands in the south, westwards along the shores of the Telfic Gulf and the Sea of Yar, to the Nyr Dyv and from thence northwards through the Shield Lands and beyond the Tenh. The writ of the Overking of Imperial Aerdy eventually extended to Furryon 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.

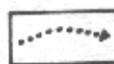
SULOISE



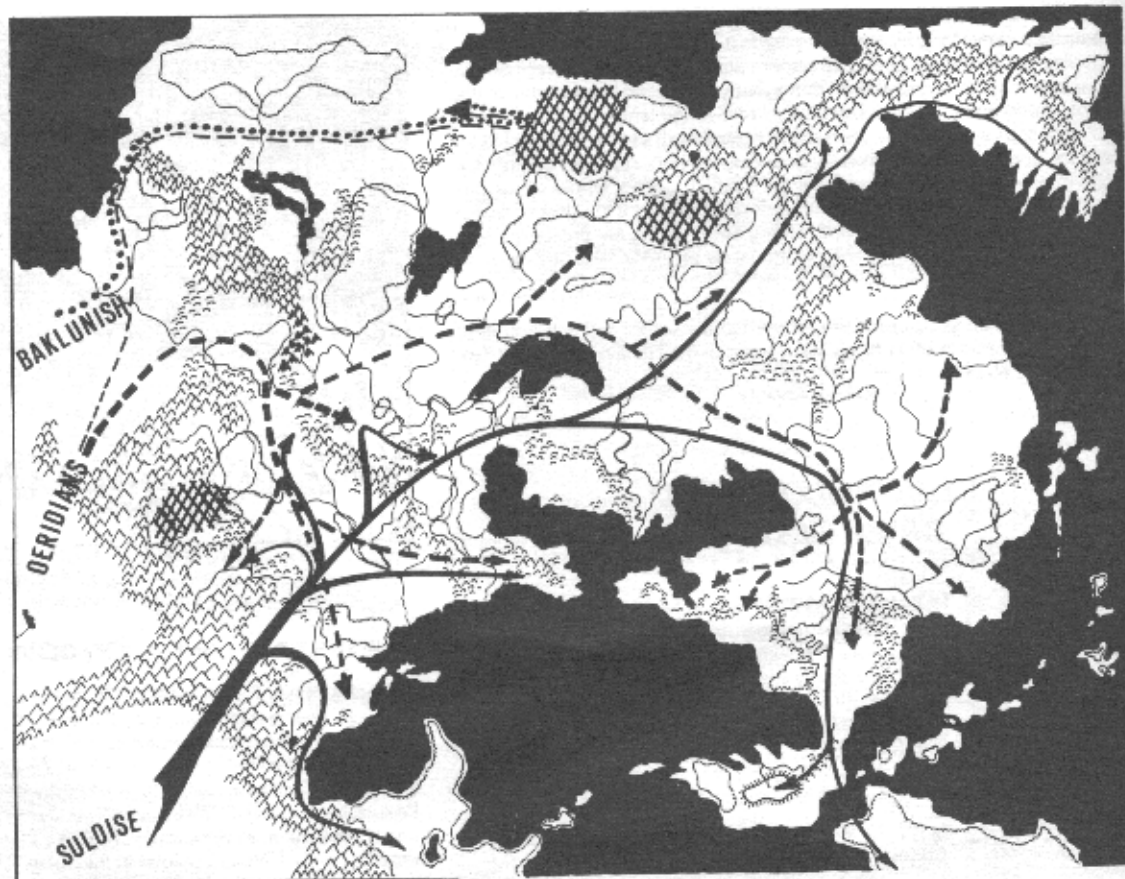
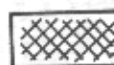
OERIDIANS



BAKLUNISH



FLANAE



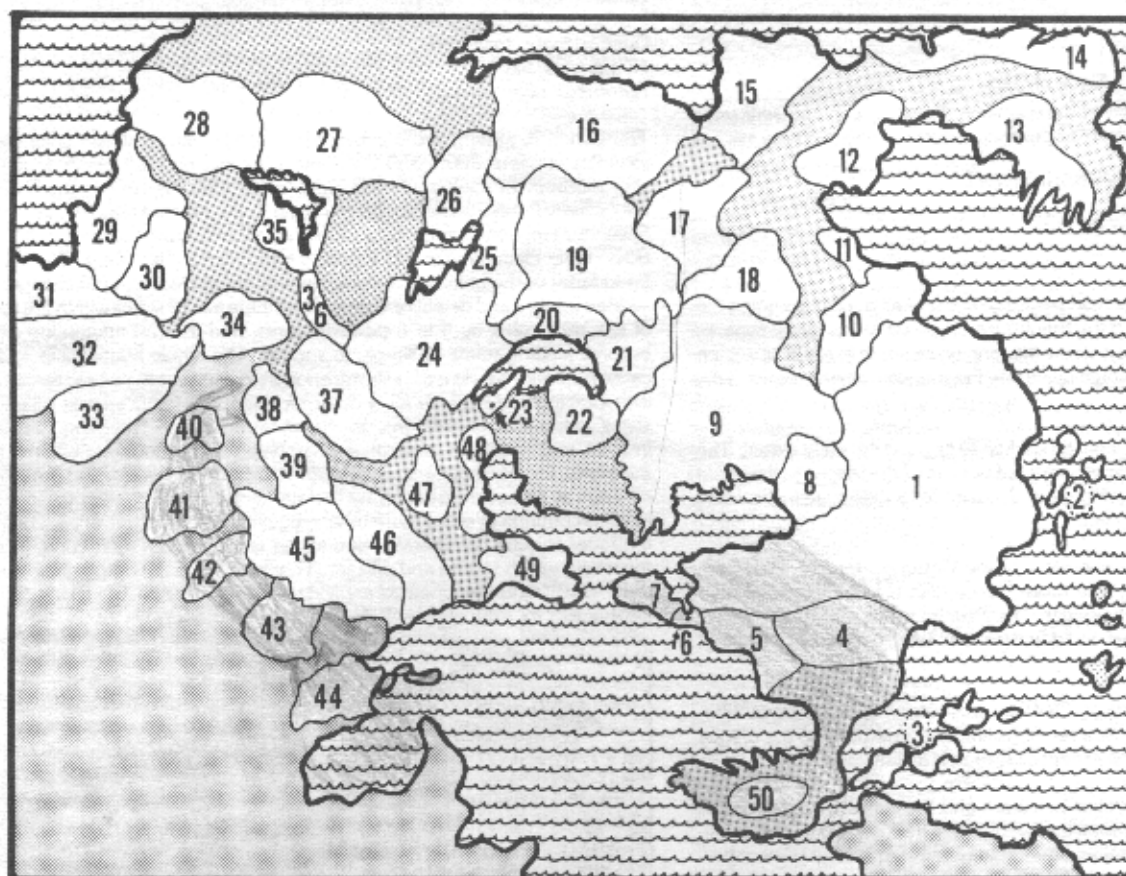
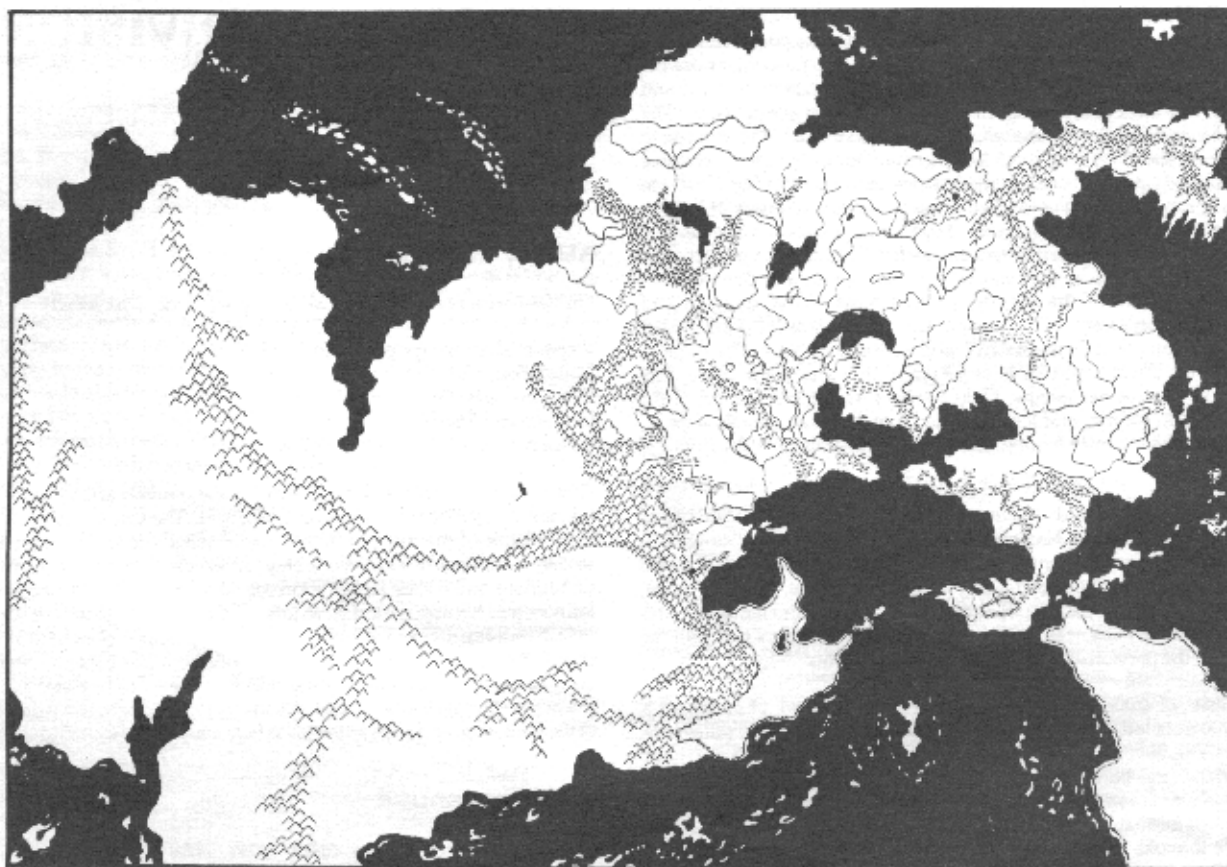
Mixed Oerid-Baklunish nomad bands had gradually moved into and laid claim to the steppe lands beyond the Yatil range, pushing eastwards as far as the Griff Mountains. Border skirmishing with the southern nations went on as these wild horsemen pushed into the Flanaess. Perhaps the civilized states could 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 House of Rax, ruling Aerdi dynasty, was at the time sundered by an internal feud, and the junior branch, then known as Nyrond, declared its lands free of the rule of the reigning Overking and sovereign. The senior branch of the House of Rax, weakened by the 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 materiel was high, and the end of the campaigning season arrived before any further action could be taken. Nyrond marshalled its men and grew in strength, so that the following year saw only skirmishes and feints, and Nyrond 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-serving House of Naelax ascended to the Malachite Throne, the whole of the South Province refused to swear loyalty, and they 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 assured its status by enabling the confederation to negotiate a treaty of mutual protection between League states and the Kingdom of Nyrond. 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 Naelax) 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 humanoids 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 Nyrond 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: they either 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 not out of the question any longer.

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 humanoids (orcs, gnolls, and ogres predominantly) and evil men. The opposing forces met on the grassy fields south of the Velverdyva 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 Hommet, 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 northwards to a position scouted earlier. Light cavalry skirmishes were sent out to screen the withdrawal, and no real fighting took place that day.



1. THE GREAT KINGDOM
2. THE SEA BARONS
3. LORDSHIP OF THE ISLES
4. SUNNDI
5. IDEE
6. IRONGATE
7. OSNWAL
8. ALMOR
9. NYROND
10. BONE MARCH
11. RATHK
12. FROST BARBARIANS
13. SNOW BARBARIANS
14. ICE BARBARIANS
15. STONE FIST
16. ROVERS OF THE BARRENS
17. DUCHY OF TENH
18. THEOCRACY OF THE PALE
19. BANDIT KINGDOMS
20. SHIELD LANDS
21. COUNTY OF URNST
22. DUCHY OF URNST
23. CITY OF GREYHAWK
24. KINGDOM OF FURYONDY
25. HORNED SOCIETY
26. IUZ
27. WOLF NOMADS
28. TIGER NOMADS
29. EKBIR
30. TUSMIT
31. ZUIF
32. PAYNIMS
33. ULL
34. KEY
35. PERRENLAND
36. HIGHFOLK
37. VEJUNA
38. MARCH OF BISSEL
39. GRAN MARCH
40. THE MAGE
41. DUCHY OF GEOFF
42. STERICH
43. THE YEOMANRY
44. SEA PRINCES
45. KINGDOM OF KEOLAND
46. TRI-STATES OF ULEK
47. CELENE
48. WILD COAST
49. POMARJ
50. THE SCARLET BROTHERHOOD

POLITICAL DIVISIONS

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 Velverdyva, 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, squadrons of knights driving into the rear of the onrushing horde of evil, and squares of elves emerging from the Gnarlly Forest on the left to seal the pocket. Trapped in a pocket, with the bend of the Velverdyva 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. After the great slaughter inflicted, the 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 become a joint entity, the Archcleric ruling in matters spiritual, and the Prince, ascending the throne and becoming King, would rule in matters temporal. This state, with demi-human alliances, would certainly wage continual war with the evil nations, and the previous results boded ill for opponents.

The current state of affairs in the Flanaess is confused indeed. Humankind is fragmented into isolationist realms, indifferent nations, evil lands, and states striving for good. The Baklunish countries in the northwest are more powerful. Nomads, bandits, and barbarians raid southwards 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 can not be foretold.

ANCIENT AND 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:

SULOISE	ANCIENT BAKLUNISH	COMMON
FLAN	OLD OERIDIAN	

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 millenium 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 translations from one language to another must be first converted into Common and then translated into the desired language. This is possible because of the universality of Common's roots.

AHLISSA: See South Province

ALMOR, PRELACY OF

His Venerable Mercy, the Prelate of Almor (Cleric, 12th level)

Capital: Chathold (pop. 4,789)
Population: 150,000+
Demi-humans: Few
Humanoids: Few
Resources: foodstuffs, cloth, copper

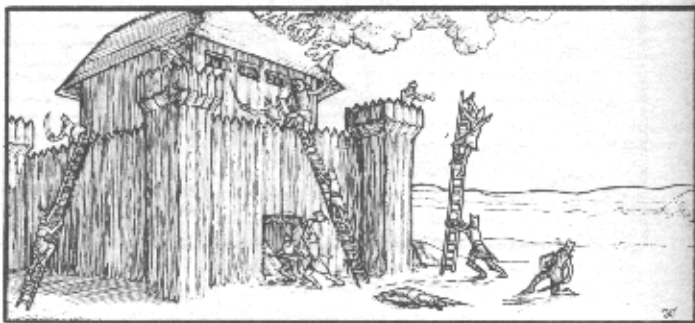
Originally a clerical fief of Aerdy, Almor grew in power and independence as the Great Kingdom became weak and decadent. The various petty nobles and the Lord Mayor of the town of Innspa swear allegiance to the reigning prelate — usually a high priest. The state is only loosely organized, but it has a strong spirit of freedom and justice based upon religious precepts. The peoples are mainly farmers and herdsmen 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 Nyron 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 (Thief 14th-16th level or Fighter of 12th-14th level usual for lords)

Capital (largest city in strongest state): 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 4 to 6 powerful lords, and the rest attempting either to become leading rulers or simply to survive. The whole relationship exists 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 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 controls a large force with which to raid and pillage. (There are some 10,000 regular troops in total, armed and equipped as explained in the **ADVANCED DUNGEONS & DRAGONS MONSTER MANUAL: See Men (Bandits).**)



BISSEL, MARCH OF

His Lofly Grace, the Margrave of Bissel (Ranger, 15th level)

Capital: Thornward (pop. 3,430)
Population: 35,000+
Demi-humans: Some
Humanoids: Some
Resources: foodstuffs, cloth, gold, gems (I)

The Littlemark, 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 slaughtering 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 important 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 30-50) attached when on border duty.

BLACKMOOR

His Luminous Preponderancy, the Archbaron of Blackmoor (Fighter of unknown level)

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 vulcanism 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 is also 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 Bonemark (No one currently has claim to this title)

Capital: Spinecastle (pop. 6,300)
Population: 30,000 +/-
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 Rakars and Grendep Bay. Being indifferent sailors, the Aeradians opted to attack overland, and began to send strong parties northwards 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, and most of them 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 they use them now to raid the Pale, Ratik, and even Nyrond — 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 Blenu 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, the Queen of Celene, Lady Rhalta of All Elvenkind (Fighter/Magic-user, 7th/11th level)

Capital: Enstad (6,950)
Population: 15,000
Demi-humans: Gray Elves (9,500), Sylvan Elves (8,000),
Gnomes (3,500), 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 humanoids 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, the Magister of Dyvers (Thief, 17th level)

Population: 36,000 + (city), 44,000 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, Nyrond, Umst, 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 (Cleric, 16th level)

Capital: Ekbir (pop. 29,400)
Population: 100,000 +
Demi-humans: Doubtful
Humanoids: Few
Resources: foodstuffs, cloth

Ekbir is the strongest city of the Bakuni in the Flanaess. Founded by survivors of the Invoked Devastation, the small port quickly grew into a place for nomad's goods as well. The original village grew into a walled town, and town grew into thriving city. Ekbir controls a sizeable territory and has a large warfleet. 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 Fruztii)

His Most Warlike Majesty, the King of the Fruztii (Fighter, 15th level)

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 Fruztii has, however, built his kingdom carefully, and in actuality it is now independent in all but oath. A recent pact concluded between Fruztii and Ratik 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 (Paladin, 14th level)

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. Furyondian 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 is also a Furyondian squadron upon the Nyr Dyv, sailing from its base at Willip.

GEOFF, GRAND DUCHY OF

His High Radiance, the Grand Duke of Geoff (Fighter/Illusionist, 13th/15th level)

Capital: Gorna (pop. 4,800)
Population: 30,000 +
Demi-humans: High Elves (6,000), some others
Humanoids: Some (see Crystallmist 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 Crystallmists. 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, the Commandant of Gran March (Fighter, 15th level)

Capital: Hookhill (pop. 4,500)
Population: 40,000 +
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 battalions (regimental-like formations). 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 Transcendancy, the Overking of Aerdy; Grand Prince 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. (Cleric/Magic-user, 7th/12th level)

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 size 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 co-operation with the Malachite Throne. (See NORTH PROVINCE, SOUTH PROVINCE, and also SEE OF MEDEGIA.) The Sea Barons (q.v.) 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 (Thief, 10th level)

Population: 53,000 (city), 70,000 + 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 Sellintan. 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 the considerable heights c. 375 CY under the rule of Zagig Yrageme (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 Yrageme 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 Sellintan, 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 chosen by the Directing Oligarchy. The latter body is composed of the Captain-General of the Watch (Fighter, 12th level), Constable (Fighter, 14th level), the Guildmaster of Thieves (16th level), the Guildmaster of Assassins (14th level), and various representatives of the Society of Magi, Merchants and Traders Union, Artisans League, and Clerical leaders. The total number of the Directors ranges from 12 to 18. (For greater detail see CITY OF GREYHAWK, published by TSR.)

HIGHFOLK (Independent Town Of)

The Worthy Sir, the Mayor of Highfolk (Druid, 12th level)

Population: 1,740 (excluding demi-humans)
Demi-humans: High Elves (4,000 +) 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 Fairdells 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 thorpas 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.

HORNED SOCIETY

The Dread and Awful Presences, the Hierarchs

Capital: Molag (pop. 6,200)
Population: Unknown
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 unaffected bandits or were at least aided by one or more of the bandit kinglets. In any case, the land between the Veng and Ritsens 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. Devilry is the religion of the Society, and its leading Hierarch is purported to be an 18th level evil high priest. Other leaders are reported as a magic-user above 12th level, several other powerful clerics, a 13th level thief, and a trio of 11th level fighters. 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 Cruskii)

His Most Ferocious Majesty, the King of Cruskii; Fasstal of all the Suelii (Fighter, 14th level)

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 Thillionian Peninsula's north and east coasts. They will raid their cousins to the south, the Snow and Frost Barbarians, or raid with them into Ratik or the more tempting Great Kingdom. In high summer they will 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, the Count of Idee (Fighter, 14th level)

Capital: Naerie (pop. 4,900)
Population: 50,000 +
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 Aeradians, 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 sealanes with Onnwal and Nyrond. (See also IRONGATE, ONNVAL, SUNNDI, and GLORIOLES and HESTMARK HIGHLANDS under GEOGRAPHICAL FEATURES.)

IRONGATE (Free City of), Member of the Iron League

His Resolute Honor, the Lord High Mayor of Irongate

Population: 43,700 (city), 55,000 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 Aerdi 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. (See also IDEE, ONNVAL, SUNNDI, and GLORIOLES and HESTMARK HIGHLANDS under GEOGRAPHICAL FEATURES.)

IUZ (land of)

Iuz, Lord of Evil (evil Demi-god)

Capital: Dorakaa (pop. 10,000 +)
Population: 30,000 +
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 Dulst 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 enter the merest 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 Zagig, 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; Lord of Gran March; Plar of Sterich; Protector of the South; etc. (Ranger, 14th level)

Capital: Niole 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 Oeradians 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-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 Gradsul 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 foot 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, the Beygraf of Ket, Shield of the True Faith (Cleric/Fighter, 3rd/14th level)

Capital: Lopolla (pop. 23,400)
Population: 50,000 +
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 Paynims, Tusmit, Ekbir, Perrenland, Bissel, and Veluna. Goods from Zeif and Wintershriven 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 Tuffik River.

LORDSHIP OF THE ISLES (Principality) Member of the Iron League

His Exalted Highness, the Prince of Duxchan; Lord of the Isles; Scourge of the Waves (Fighter, 16th level)

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 Heprmonaland to the Great Kingdom and collect tribute from those states which wish to use the Tilva Straights 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, the Holy Censor of Medegia (Cleric, 15th level)

Capital: Rel Astra (pop. 39,800 +)
Population: 200,000
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 Malachite 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 (The)

His Radiant Grace, the Herzog of the North Province (Assassin, 15th level)

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 Blernu 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 Belpot 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, the King of Nyronde; Duke of Flinthill; Altmeister of All the Aerdi, etc. (Fighter, 16th level)

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 — Arton-samay River — Nuthertwood — 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 Geamat 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.

ONNWAL (Free State of), Member of the Iron League

His Noble Authority, the Szek of Onnwal (Fighter, 12th level)

Capital: Scant (pop. 3,800)
Population: 25,000+
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 Aeridian 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. (See also IDEE, IRONGATE, SUNNDI, and

GLORIOLES and HESTMARK HIGHLANDS under GEOGRAPHICAL FEATURES.)



PALE, THEOCRACY OF THE

His Worshipful Mercy, the Theocrat; Supreme Prelate of the Pale (Cleric, 14th level)

Capital: Wintershiven (pop. 21,500)
Population: 200,000
Demi-humans: Some
Humanoids: Few
Resources: foodstuffs, copper, gems (IV)

When Nyronde 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 guard the borders of the realm, while levies numbering more than 10,000 can be raised in a week.

Note: The Pale is not noted for religious tolerance.

PERRENLAND, (Concatenated Cantons Of)

His Gravity, the Voormann of All Perrenland (Ranger, 15th level)

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 (20%) mountaineers, with lowland crossbowmen (30%) and other infantry armed with battleaxe, flail, etc. (10%) 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 Clatspurs, 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.

PLAINS OF THE PAYNIMS (Tribes of)

Population: 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 Bakunish tribes falls within the Flanaess. The part 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 armoured 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 Ekbir 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 (The)

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 swore 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 Drackensgrab and sea trade making noble and commoner alike rich. However, in the Hateful Wars (498-510 CY), the combined Ulek states, with co-operation 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 northwards towards 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, BARONY OF

His Valorous Prominence, the Lord Baron of Ratik (Ranger, 13th level)

Capital: Mamer (pop. 3,240)
Population: 30,000
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 northwards 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 southwards (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 combatting 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 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, the Constable Mayor of Rel Astra (Assassin/Magic-user, 6th/9th level)

Capital: Rel Astra (pop. 58,700)
Population: 90,000+
Demi-humans: Very few
Humanoids: Some

The city and constabular fief of Rel Astra extends from the precincts of the city northwards 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 has 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 orcsish 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; Chief of the Wardogs (Fighter, 11th level)

Population: 50,000?
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 Hunting-lands, but their neighbors named them Rovers of the Barrens as they hadn't any permanent settlements, and the area they roamed seemed bleak. These tough nomads were content enough with their herds, hunting, and occasional raids upon Fyryondy, 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 the Opim 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, THE

His Peerless Serenity, the Father of Obedience (Master of Autumn)

Capital: Unknown, but reported as a hidden city of splendor and magnificence
Population: 20,000 +/- (uncertain)
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, the Lord High Admiral of Asperdi; Commander of the Sea Barons (Fighter, 13th level)

Capital: Asperdi (pop. 7,100)
Population: 40,000+
Demi-humans: Few
Humanoids: Few
Resources: None outstanding

The Aerdl 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 fight with the ships of the Duxchan Lord whether piratical or otherwise.

SEA PRINCES, HOLD OF THE

His Royal Highness, the Prince of Monmurg; Ruler of the Azure Sea; Captain of all Fleets; etc. (Fighter, 17th level)

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 northwards towards 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 Geamat 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 estates, appointing lieutenants to command their ships, not in piratical or raiding activities in the Flanaess, but on expeditions to the Amedio Coasts and thence to trade northwards 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 are still probably the strongest sea power, but they also have a small and efficient army and are relatively peaceful traders. If these 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 (The)

His Most Honorable Lordship, the Earl of Walworth; Knight Commander of the Shield Lands (Cleric/Fighter, 7th/10th level)

Capital: Admunfort (15,800)
Population: 60,000
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 Admunfort, 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 Furryondy and Urnst, as well as many esquires and knights to serve in the core of the army, the Knights of Holy Shielding. This area is currently in desperate straits with the growing might of the Horned Society menacing the delicate balance.

SNOW BARBARIANS (Kingdom of Schnal)

His Bellicose Majesty, the King of the Schnai (Fighter, 16th level)

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 Schnal, but the Fruztli 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 co-operation to take the Hold of Stoneflist and the Bone March. Supposedly this proposal offers Glot and Krakenheim as possible gains for the Schnai, while the Fruztli 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 Fruztli-Ratik ventures of late.

SOUTH PROVINCE (The)

His High and Radiant Grace, the Herzog of the South Province; Fasstal of Ahlissa, Idee, and Sunndi; Overlord of Onnwal (Thief/Fighter, 5th/11th level)

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

Capital (Lendore Isle): Lo Reltarma — population 10,000+
Population: 20,000+
Demi-humans: Many in the northern isles, 1500+ 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 dwell in the Spindriffs, 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 Spindriffs are really 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 almost exclusively pray 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 it, but tales of him and the fellowship he brought to the Spindriffs are all but lost.

STERICH (Earldom Of)

His Magnitude, the Earl of Sterich (Fighter//Thief//Bard, 7th // 8th // 9th level)

Capital: Istivin (pop. 5,000)
Population: 35,000+
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 earldom are sent to Keoland, accompanied by companies of stout heavy infantry of dwarves from the Crystalists. 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.

STONEFIST, HOLD OF

His Most Grim and Terrible Might, the Master of the Hold (Fighter, 18th level)

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 of 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 hung 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, the Count of Sunndi; Olvensteward of the South (Cleric/Fighter/Magic-user, 5th/8th/8th level)

Capital: Pitchfield (3,600)
Population: 50,000+
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 elfen 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. (See also IDEE, IRONGATE, ONNVAL and GLORIOLES and HESTMARK HIGHLANDS under GEOGRAPHICAL FEATURES.)

TENH, DUCHY OF

His Radiance, the Duke of Tenh (Fighter, 12th level)

Capital: Nevond Nevrend (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 Aerd 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 polearms.

TIGER NOMADS (Chakyik)

The Unvanquishable Tiger Lord, Ilkhan of the Chakyik Hordes (Illusionist/Fighter, 3rd/11th level)

Capital: Yecha (3,800)
Population: 70,000 +
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 Boreal 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 status. 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 (Fighter, 15th level)

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

His Noble Mercy, the Count Palatine of Ulek (Druid, 13th level)

Capital: Jumre (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 Keolish 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 Noble Radiance, the Duke of Ulek (Fighter/Magic-user, 7th/11th level)

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 Keolish, 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, the Prince of Ulek, Lord of the Peaks of Haven (Fighter/Thief, 9th/12th level)

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. (See POMARJ for additional details.) 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, the Orakhon of Ull (Fighter, 13th level)

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 Ull claimed this area of land for themselves and have held it against all comers. The territory comprises over 800,000 square miles, including the hills that separate the Ulsprue from the Crystalists. While many of the Ull 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 Ull 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 Ull are crafty and sly. They are fierce, warlike, and highly unpredictable otherwise.

URNST, COUNTY OF

Her Noble Brilliance, the Countess of Urnst (Fighter, 16th level)

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 towards 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 Nyrond 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 ten times that number of troops in a week or two.

URNST, DUCHY OF

His Most Lordly Grace, the Duke of Urnst; Warden of the Abbor-Alz (Ranger, 12th level)

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 Nyrond in that order. When the Nyrondel 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 Calm 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 Nyrond.

VALLEY OF THE MAGE

His Most Magical Authority, the Exalted Mage of the Valley and Laird of the Domain (Magic-user, 18th level)

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; Shepherd of the Faithful (Cleric, 19th level)

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 Archclericy of Veluna has long been a shining example of the humankind in the Flanaess. Since the state became independent, fairly and justly with its neighbors and championed the cause of everywhere. After the unfortunate Short War (see BISSEL, KEOLA returned to normal affairs and only engaged in formal military action the Horde of Elemental Evil manifested itself. The Archclericy aids folk, and the Gnomes of the Kron Hills. She is on very close terms w (q.v.). Seven noble houses support the clerical ruler of the realm Veluna being the foremost. The semi-independent Viscount of V willing vassal of the state, and his inclusion in the council makes an Veluna fields a regular army which has a small core of heavy cavalry of medium horse, and scouts which are light cavalry. The bulk of the pikemen, with gnomish support and elven archers.

VERBOBONC (Viscounty and Town of)

His Lordship the Viscount of Verbobonc (Fighter, 10th level)

Capital: Verbobonc (pop. 8,100)
Population: 30,000
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 nature, despite its riches, except that evil forces chose the area a stronghold. A temple and fortress were constructed in the wooded hills of the town of Verbobonc, not far from the village of Hommet. (VILLAGE OF HOMMET and the TEMPLE OF ELEMENTAL EVIL are from TSR). Trade was ravaged, the countryside pillaged, and humanoids and men were flocking to the gruesome standards raised in action was taken when it became apparent that evil had grown strong (HISTORY). The Right Worshipful Mayor of the town called up the town and the Viscount brought all of his retainers and the militia, and they in the forefront of the ensuing battle which broke the hordes of the viscounty is a large one, extending from the Velverdyva's south border leagues into the Kron hills, being over 50 leagues in breadth. V situated in the approximate center of its east-west axis.

WILD COAST

Capital: None; Major towns only (Safeton 4,600; Narwell 2,900; Fax 6,700; Badwall 5,200; Elredd 8,400)
Population: 150,000 + (est. only)
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, guild-held 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 (Wegwulur)

The Fearless Wolf Leader, the Tarkhan of all the Wegwulur; Commander of the Relentless Horde (Illusionist//fighter, 5th/12th level)

Capital: Eru-Tovar (4000)
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 Wegwulur 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 southwards 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, the Freeholder, Spokesman for the Yeomanry League (Fighter // Cleric, 10th // 5th level)

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 equal to 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.

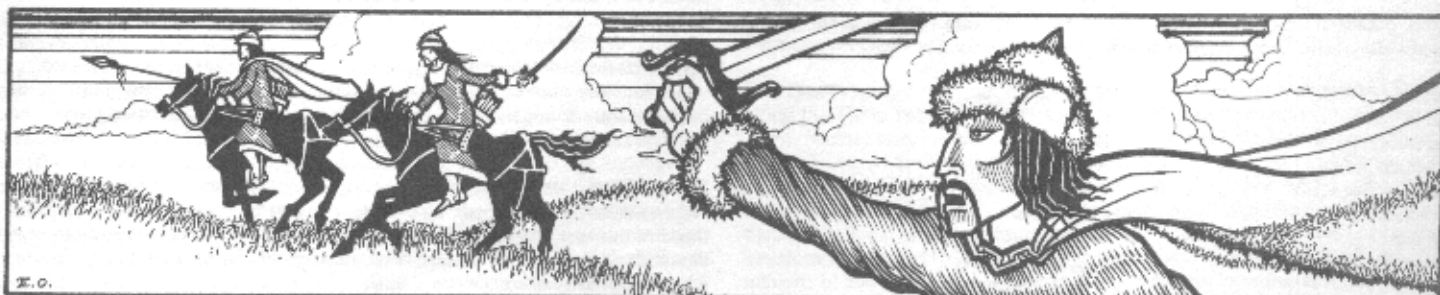
The Freeholder must be elected from one of the several score of greater landowners, but he is ruled by the council of Common Grossspokesmen. He conducts government affairs and directs the Free Captains of the Battles. The soldiers of the Yeomanry are mostly spearmen and crossbowmen. The mountaineers 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 (Thief//Fighter, 4th//13th level)

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 Ulspree 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.



GEOGRAPHICAL FEATURES

ABBOR-ALZ

(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.)

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 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 are certainly 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.

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 north-western 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 1' to 3' distance (short to long range). Penetration is against AC 10 or 9 or exposed flesh only. Accuracy is +2. Poison varies from standard to -4 on saving throw.

BODIES OF WATER, MAJOR

Those bodies of water shown in CAPITAL letters are treated in separate paragraphs elsewhere. Those in lower case letters are described below.

Aerdi Sea
Azure Sea
Densac Gulf
Dramidj Ocean
Gearmat, Sea Of
Grendep Bay
Icy Sea
Jeklea Bay
NYR DYV

Oljatt Sea
Quag, Lake
Relmor Bay
Solnor Ocean
Spindrift Sound
Tilva Strait
White Fanged Bay
Whyestil Lake
Woolly Bay

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 demarcated 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.

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.

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 northwards. 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.

Gearmat, 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 are usually anxious to cross southwards 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 northwards around the Thillionian 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 smallish 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 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 Gearmat 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 northwards up the coast, or vice versa. Therefore, the ships encountered there will either be 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 eastwards. The Sea Barons have reportedly sailed eastwards 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, and it is a lively place indeed.

Tilva Strait: This narrow strip of water between the cockscorn of Tilva and Hepmonaland must be used by vessels sailing to or from the central waters or those of the east. This commerce is preyed upon by piratical vessels — sometimes whole fleets — so 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 Geamat 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 Geamat, 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.

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.

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.

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 dwarf-humans, and the tales of their discovery have been

turned 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 make 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.

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 northwards 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 Nyrond, 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.

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 Duls 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.

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.

DRY STEPPES

The vast stretches of prairie north of the Sulhaut Mountains and west of the Crystallist 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 Padishas 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.

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 Nyrond and the Pale, east of Midmeadow Town along the Flinty Hills and the lower Rakers. It is an old and especially dense forest, and its inhabitants are a mixture of many races. The forest is virtually an independent nation unto itself, and its folk treat and trade with the gnomes, halflings, even the dwarves to the east in the hills and mountains. Although there is no allegiance for the Kingdom of Nyrond, the Gambogefolk regard it far more favorably than they do the Pale, so allegiance is typically sworn to Nyrond and the arms of the kingdom are occasionally shown within the forest to prevent any takeover by the minions of the Theocrat. It is rumored that the demi-humans (and humans)

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 resistors. 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.

HESTMARK HIGHLANDS

The Hestmark Highlands run northwards up the coastline of South Province from the town of Dullstrand to the mouth of the Flanmi, branching northwards 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.

HILLS AND HIGHLANDS

Unless shown in CAPITAL letters, the various hills and highlands listed will be described in the paragraphs below.

ABBOR-ALZ	Howling Hills
Blemu Hills	Iron Hills
Bluff Hills	KRON HILLS
CAIRN HILLS	Little Hills
Drachensgrab Hills	Lorridges
Flinty Hills	Sepia Uplands
Good Hills	Spine Ridge
Gull Cliffs	Stark Mounds
Headlands	Tors, The
HESTMARK HIGHLANDS	Tusman Hills
Hollow Highlands	Yecha Hills

Blemu Hills: This chain of hills runs from a point about level with Belport southwards 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 Felreev 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 southwards 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 Gamboge 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 Gullcliffs) 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): 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 keeps 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 southwards as if following the river course. These looming hills can be called little only in comparison to the Jotens and Crystallists 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 Yatli Mountains is the major entry point to eastern Flanaess. The Yatli foothills are known as the Northern Lorridges, but they belong to the Highfolk (q.v.), and their gnomish inhabitants serve the Olvenfolk.

Sepla 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 Crystallist Range thrusts some low mounts and high hills eastwards towards 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: The mesa-like hills which mark the terminus of the last spur of the Crystallists 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 Yatlis. 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 Yatli 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.

KRON HILLS

It is estimated that nearly 20,000 gnomes live within the region of the Kron Hills. These heights spring eastwards from the Lortmils and reach almost to the Nyr Dyv. Their verge forms the southern boundary of Veluna, then stretches beside the Velverdyva for a time before peaking in the heart of the Gnarlly 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 Gnarlly Forest, where the Olvenfolk are isolationist.

LAND OF BLACK ICE

Those who have ventured far into the northlands beyond the Bumeal 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 for fear 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.

MARSHES AND SWAMPS, GENERAL

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

These ranges are described separately in the paragraphs given after the alphabetical listing.

Barrier Peaks	Hellfurnaces
Clatspur Range	Jotens
Corusk Mountains	Lortmil Mountains
Crystallist Mountains	Rakers
Drachensgrab	Sulhaut Mountains
Glorioles	Ulsprue
Griff Mountains	Yatli Mountains

Barrier Peaks: This range stretches from the southwestern edge of Bramblewood Forest to the Crystallists. 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 (see **EXPEDITION TO THE BARRIER PEAKS, ADVANCED DUNGEONS & DRAGONS DUNGEON MODULE S3**). 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.

Corusk Mountains: The Corusks form a bow, the backbone of the Thillionian 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.

Crystallmist Mountains: The Crystallmist 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 northwards and eastwards. Amidst the high peaks and weird valleys of the Crystallmists 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 Favan). (See also **GLACIAL RIFT OF THE FROST GIANT JARL**, **ADVANCED DUNGEONS & DRAGONS DUNGEON MODULE G2**).

Drachensgrab (Mountains): The small Drachensgrab mounts 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.

Glortoles: 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 Glortoles, 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.

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 Crystallmist 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 (see **HALL OF THE FIRE GIANT KING**, **ADVANCED DUNGEONS & DRAGONS DUNGEON MODULE G3**). 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 (see **ADVANCED DUNGEONS & DRAGONS DUNGEON MODULES D1, D2 and D3 — DESCENT INTO THE DEPTHS, SHRINE OF THE KUO-TOA**, and **VAULT OF THE DROW**).

Jotens: The largest arm, or spur, of the Crystallmists 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 Crystallmists (q.v.) (see **STEADING OF THE HILL GIANT CHIEF**, **ADVANCED DUNGEONS & DRAGONS DUNGEON MODULE G1**).

Lortmil Mountains: This low chain of mountains, often fading into hills with age, contains several very imposing mounts none the less. It is the homeland of many sorts of demi-humans — dwarves, gnomes, mountain dwarves, and a few venturesome halflings as well. These folk have acted in concert in the past to expel most of the humanoids and many of the vicious monsters from the

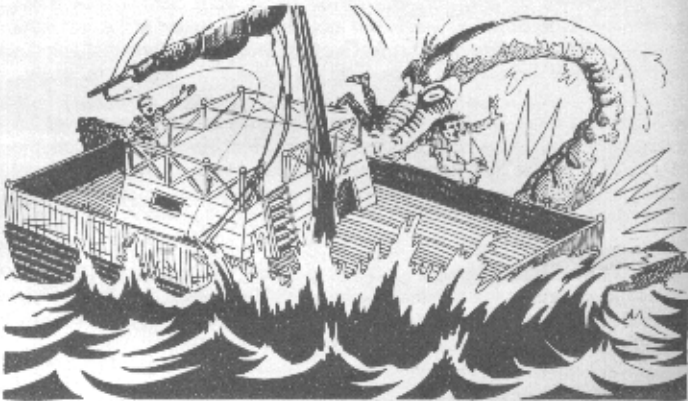
Lortmils, and they are subjects of the small states which have formed in the shelter of the range such as the Ulek realms and Celene (qq.v.). The Lortmil Mountain range contains some of the richest gem and precious metal deposits known, and the dwarves, gnomes, and halflings living in the region are 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, since 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 westwards from the place where the Crystallmists 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. A tortuous pass supposedly exists, enabling passage from the Dry Steppes into the Sea of Dust or eastwards into the kindlier lands of the Flanaess.

Ulspree: The lesser peaks of the Crystallmists, thrust northwest and north into the Plains of the Paynims are known to the Baklunish as the Ulspree, 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.

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 are also some hardy demi-humans and mountaineers there. The Yatils are quite rich in ore deposits and gems, although it is difficult to locate and mine such deposits.



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 Velderdyva 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 barges 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 barges. 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' wide and 30' to 45' long. Each has a lug sail, and the larger usually have an aft rigged gaff sail as well. They can also 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 is usually 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," servitors 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 is also 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 communications 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.

The Nyr Dyv is also 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.

RIFTCANYON

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 earth is over 180 miles in length and from 10 wide at its end to about 30 in its midsection near the bandit town of Riftcrag. 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 Flar 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.

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 (see ADVANCED DUNGEONS & DRAGONS DUNGEON MODULE S2, **WHITE PLUME MOUNTAIN**).

RIVERS

The major rivers of the Flanaess are listed alphabetically below. Those of outstanding nature are further described in separate paragraphs below.

Artonsamay R.	Javan R.
Att R.	Jewel R.
Blackwater	Kewl R.
Blashikmund R.	Lort R.
Cold Run	Mikar R.
Crystal R.	Nesser R.
Davish R.	Neen R.
Deepstl R.	Old R.
Dulsi R.	Opicm R.
Duntide	Realstream R.
Enelrad R.	Ritensa R.
Ery R.	Selintan R.
Fals R.	Sheldomar R.
Flanmi R.	Teesar Torrent
Fler R.	Thelly R.
Franz R.	Trask R.
Frozen R.	Tuflik R.
Grayflood	Velverdyva R.
Harp R.	Veng R.
Hool R.	Yol R.
Imeda R.	Zumker R.

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

Att River: A tributary of the Velverdyva 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.

Deepstl River: A tributary of the Dulsi which flows eastwards through the Vesve Forest.

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

Duntide: A river rising in the Flinty Hills which flows southwards 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 Velverdyva 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, or 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 Nyrond 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 swampy banked.

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 southwards 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 Pornarj. 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 Nyrond 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 channeled 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 Niolo 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 Flami navigable to the town of Nulbish.

Trask River: The Trask flows eastwards through the North Province of the Great Kingdom to empty into the Solnor Ocean. The Town of Atir 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 Tsumit from the Plains of the Paynims. It is also the boundary between Ekbr and Zelf. 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 or not. The river is the boundary between Veluna and Fuyondy. 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 the 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 Fuyondy 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 Netherwood, forming the border between Tenh and the Pale. It is plied by barges from Wintershrven 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.

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 southwards, 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. 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.

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 forboding 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 Pomari, particularly kobolds, orcs, and gnolls, seem to love this forest, and many hundreds are known to dwell within its depths. They likewise use it as a highway to move northwards 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.

TIMBERLANDS

Those areas which are treated in separate sections are shown in CAPITALS. The others listed are described below.

AMEDIO JUNGLE

Axewood
Bramblewood Forest
BURNAL FOREST
CELADON FOREST
Dim Forest
DREADWOOD
Fellreev Forest
Forlorn Forest
GAMBOGE FOREST
GNARLEY FOREST
GRANDWOOD FOREST
Hornwood
Hraak Forest
Loftwood

Menowood
Nutherwood
Oytwood
Phostwood
Rieuwood
Sable Forest
Silverwood
Spikey Forest
SUSS FOREST
Tangles
Timberway Forest
Udgru Forest
VESVE FOREST
WELKWOOD

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.

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 by 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, 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.

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 Crystalmists). 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 Stoneflist. 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.

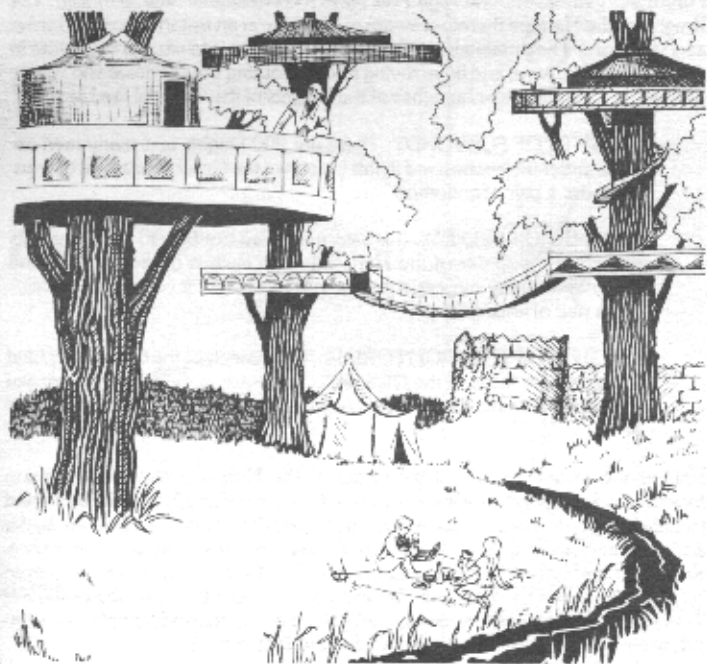
Oytwood: Also within the borders of Geoff, the Oytwood is a smallish woodland which is inhabited mainly by elves.

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' radius area.)

Rieuwood: This forest caps the northern end of Sunndi. Its mighty trees stretch from the middle portion of the Hollow Highlands to the rises of the Glortoles. 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.



Spiky 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 growth 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.

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 flow-ages. 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 southwards 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 southwards, 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 found within its bounds. Ferocious predators and loathsome monsters likewise consider this their domain. The men of Sunndi, 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 **TOMB OF HORRORS** (ADVANCED DUNGEONS & DRAGONS MODULE S1), the lost burial place of a lich who once ruled the morass and beyond into the cockscorn of Tilvanot.

VESVE FOREST

Population: 20,000+

Demi-humans: Sylvan Elves (10,000), Gnomes (6,000),

High Elves (3,000), Halflings

Humanoids: Hobgoblins (5,000 or more), 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 creatures, 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 Gnarlley to the west and north. Ipt grow to heights of 100' 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. The woodsmen of the Welkwood are brave and sturdy, well renowned throughout the land as huntsmen, trackers, and bold adventurers.

ROYAL AND NOBLE PRECEDENCE AND GENERAL HONORIFICS

Titles are given 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 given in the column after that of titles. As most of the titles have separate honorifics, they will follow the form of the former, with the Great Kingdom, Nyrond, and/or Furyondy ones first, others, if any, in parentheses thereafter. Honorifics are by no means complete and full, and are acceptable form only until the true royal, noble, knightly, or positional title and honorifics are properly conveyed to the petitioner.

1st: OVERKING, EMPEROR	Imperial Majesty
2nd: (PADISHAH, KHA-KHAN)	(Royal Majesty)
3rd: KING, RHELT (MASTER, SULTAN, CALIPH, PASHA)	Majesty
4th: DUKE PALATINE, GRAND DUKE, PRINCE PALATINE, THEOCRAT, ARCHCLERIC (BEYGRAF, TARKHAN, SHAH, ORAKHON, ILKHAN)	Royal Highness
5th: HERZOG, DUKE, FASSTAL, PRINCE, COUNT PALATINE, AMBASADOR, (VOORMAN, CENSOR, FREEHOLDER, PRE-LATE, HETMAN HIERARCH, ATAMAN)	Highness
6th: MARGRAVE, or MARQUIS, EARL, COUNT, ARCHBARON, PLAR, (GRANDEE DESPOTRIX, KHAN, AMIR, COMMANDANT, ALTMEISTER)	Noble Grace (Lordly Grace)
7th: SZEK, VISCOUNT, BARON, LORD MAYOR, MAGISTAR, (Emissary)	Lordship
8th: KNIGHT COMMANDER, MAYOR, (CHIEF, LAIRD)	Honor (Worship)
9th: KNIGHT (Spokesman)	Worthy Sir

Peers of the Realm and Knights' Precedence and Correct Honorifics in the Kingdoms of Furyondy, Keoland, and the Archclericy of Veluna and Surrounding Civilized States:

Duke	* Highness (or Noble Grace)
Prince	Grace
Margrave or Marquis	Nobility
Earl or Graf or Count	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
Gentlemen	Master
Esquire	Squire
Yeoman	Socman

ORDERS OF KNIGHTHOOD



There are numerous forms of knighthood in the Flanaess — 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. These various forms of knighthood are not true orders, however.

The Knights of the Shield: This order is detailed under the heading 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 the central states (Furyondy, Veluna, High Folk) retained their freedom and purpose. Because these nations are quite decentralized, because none maintains any standing military force of considerable size, 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 to 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 gentilefolk seeking the weal of the states of 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 Nyrondel noblesse. Considerable rivalry exists between the Order and that of the Shield.

GLOSSARY OF PORTENTOUS RUNES AND GLYPHS

Herewith follows a compendium of many of the more common 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 . . .

AID (SUPERNATURAL)



AIR



ANGER, QUARREL



ANSWER / SOLUTION



BETRAYAL, DOUBLE DEALING



BRASS



COPPER



DANGER, DANGEROUS, DEADLY



DARKNESS



DAY



DEATH



DEMONIAC, DEMON POWER



EVIL, EVIL PURSUER



DRAGON, EVIL WATCHER



EARTH



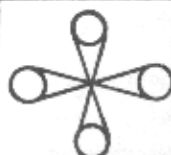
ELECTRUM



ELEMENTAL



ELEMENTAL PLANES



EVIL POWER, DESTRUCTIVE POWER



EVIL SERVING/SERVANT



FEMALE



FIRE



FRIENDLY



GIANT, HUGE



GO



GOD



GOLD



GOOD



HAIL, STORM (COLD)



HALT, STOP



HOLY, HOLINESS



HONOR



HOUSE



ICE



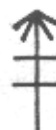
INFINITY, ENDLESS



INSANITY, INDUCES MADNESS



IRON



IRRESISTIBLE, OVERPOWERING



KEY



LIFE



LIFESPAN



LIGHT



LONG, FAR



MAGIC POWER, EVIL, GOOD



MALE



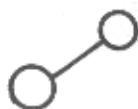
MIDDLE, CENTER, HEART



MOVEMENT, TRAVEL



OPPOSITION, OPPOSED



PLANES (OF EXISTENCE)



POISON, POISONOUS



POISON ANTIDOTE



PURSUIT



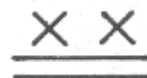
POSSESSION



PRECIOUS GEM



PRIVATE



REGENERATION



ROYALTY, ROYAL



SCROLL, WRITING



SECRET



SENSES, SENSE



SHORT, NEAR



SILVER



SULPHUR, INFERNAL



STRENGTH



SUSPICIOUS



THRALL, PRISONER



TIME



TORCH



TREASURE



TRUTH, SWORD



UNCERTAIN, QUESTIONABLE



UNIVERSE, ALL



WARNING, DANGER



WATCHER, VIEWER (SUPERNATURAL)



WATER



WIN, VICTORY



GEN CON

AMERICA'S PREMIER GAME CONVENTION & TRADE SHOW

If you're a gamer of any type, there's an annual event you should know about no matter what your particular area of interest is. The event is GenCon, America's Premier Game Convention and Trade Show, sponsored by TSR Hobbies, Inc. and held in August of every year at a location in southeastern Wisconsin. Over two thousand enthusiasts gather annually for this gaming extravaganza which runs four days in its entirety (Thursday through Sunday), featuring a potpourri of events and features dealing with all facets of the hobby: tournaments, general gaming, exhibits, auctions, seminars, movies, miniatures, boardgames, role-playing events - plus special celebrity guests, prizes, and trophies. It all adds up to four days of gaming that you won't want to miss, so make your plans now to attend!

Inquiries regarding GenCon for any particular year (including dates, general information, accommodations, etc.) should be made between March 1st and August 1st by writing to:



GenCon
POB 756
Lake Geneva, WI 53147

CREDITS

CREATED AND WRITTEN BY GARY GYGAX

EDITOR: Allen Hammack

ART: David C. Sutherland III

MAPS BY: Darlene Pekul

ASSOCIATE EDITORS: Mike Carr, Timothy Jones, David C. Sutherland III

VALUABLE ASSISTANCE: Harold Johnson, Jeff R. Leason, Lawrence Schick

THE WORLD OF GREYHAWK is protected by the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork comprising this product is prohibited without the express written consent of TSR Hobbies, Inc.



KINGDOM
OF
FURYONDY

Willip
NYRI

MID BAY

CAIRN HILLS

GREYHAWK

Maire Castle

Hardby

ABBORALZ

WOOLLY
BAY

Gnarley's
Forest

WELKWOOD

Narwell

Safeton

Fax

Badwall

Elread

Peres

Enstad

Courwood

KRON HILLS

celene