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A GUIDE TO THE
WORLD OF GREYHAWK™
FANTASY SETTING



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

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HERALDRY

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



Kingdom of
Furyondy

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



City of
Greyhawk



County of
Ulek



City of
Dyvers



Kingdom of
Nyrod



The
Great Kingdom



Goblins
of the Pomarj



Spindrift Isles



Tasmir



Sterich



Ratik



See of
Medegja



City of
Rel Mord



Frost
Barbarians



Bone March



Onnwal



Orcs
of the Pomarj



Duchy of
Ulek



Grand Duchy of
Geoff



Knights of the Hart
(Veluna)



Safeton
(Wild Coast)



Narwell
(Wild Coast)



Fax
(Wild Coast)



Elredd
(Wild Coast)



South Province



Idee



North Province



Wolf Nomads



Ull



GUIDE TO THE WORLD OF GREYHAWK

VOLUME III

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

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

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



AS IS
OBVIOUS,
THE
OERIK
CONTINENT
IS THE MAJOR

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

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



DAYS AND MONTHS OF THE YEAR

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

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

The Dozenmonth of the moon and the four Festivals are:

Common	Olven	Nomads	Season
--------	-------	--------	--------

Needfest

Fireseek	Diamondice	Tiger	Winter
Readying	Yellowwillow	Bear	Spring
Coldeven	Snowflowers	Lion	Spring

Growfest

Planting	Blossoms	Frog	Low Summer
Flocktime	Violets	Turtle	Low Summer
Wealsun	Berrytime	Fox	Low Summer

Richfest

Midsummer

Reaping	Goldfields	Snake	High Summer
Goodmonth	Sunflowers	Boar	High Summer
Harvester	Fruitfall	Squirrel	High Summer

Brewfest

Patchwall	Brightleaf	Hare	Autumn
Ready'reat	Tinklingice	Hawk	Autumn
Sunsebb	Lacysnows	Wolf	Winter

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

CLIMATE AND SEASONS THE FLANAESS IS PARTICULARLY

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

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



TREES COMMON TO THE FLANAESS

Northern Regions:

Alder
Balsam
Birch
Fir
Oak, scrub
Pine
Sablewood

Central Regions:

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

Southern Regions:

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

Southern Tropical Regions:

Banyan
Baobab
Deklo
Mahogany
Palm
Teak



**BRONZE
WOOD
TREES
ARE
SLENDER
UNTIL AFTER**

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

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

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

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

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

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

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

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

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

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

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

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

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





A BRIEF HISTORY OF EASTERN OERIK

CHRONOLOGICAL TABLE OF EVENTS

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

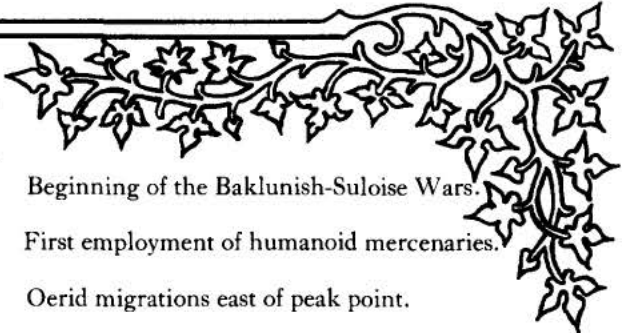
A BRIEF HISTORY OF EASTERN OERIK MIGRATING BANDS BEGAN

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

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

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

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



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

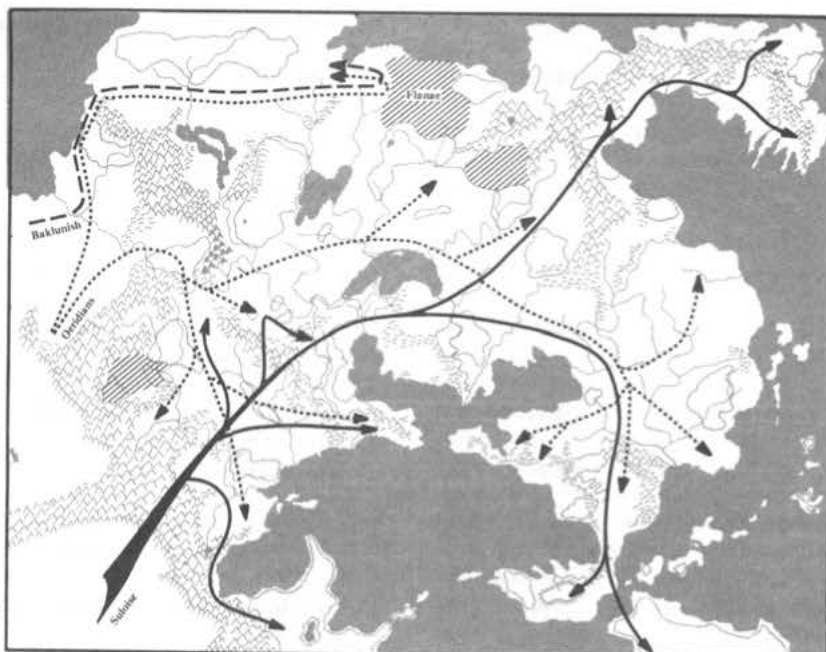
thence northward through the Shield Lands and beyond the Tenh. The writ of the Overking of Imperial Aerdi eventually extended to Furyon and Voll (now Veluna), across the northern prairies as far as Perrenland. For three centuries the Aerdy held a vast empire which fluctuated in extent but little, until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

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

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

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

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



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

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

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

Consensus of opinion holds that all of the Overkings who have ruled from the Malachite throne since circa 450 CY (the line of the House of 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 huma-

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

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

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

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

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

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

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

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



AN EXAMINATION OF POPULATIONS

POPULATION DISTRIBUTION

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

SMALL TOWNS, VILLAGES, et al.

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

These communities are most thickly scattered in agricultural areas.

FORTIFICATIONS

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

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

DISTRIBUTION OF HUMANIODS

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

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

ROADS AND COMMUNICATIONS

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

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

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

CHARACTERISTICS OF THE RACES INHABITING THE FLANAESS



THERE ARE FEW
PURE
RACIAL
GROUPS
EXTANT ON

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

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

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

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

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

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

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

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

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

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

RACIAL AND NATIONAL DRESS

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

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

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

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

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



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

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

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

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

ANCIENT & CURRENT LANGUAGES



MOST SCHOLARS AGREE THAT ONLY FIVE

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

Common	Ancient Baklunish
Suloise	Old Oeridian
Flan	

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

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

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

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

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

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

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

Ferrel	The Cold Tongue (Fruz)	Keolandish
Nyrondese	Velondi	Lendorian

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

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

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

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

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

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

PORTENTOUS RUN & GLYPHS



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

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

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

aid (supernatural)	air	anger, quarrel	answer, solution
betrayal, double dealing	brass	copper	danger, dangerous, deadly
darkness	day	death	demonic, demon, tower
evil, evil pursuer	dragon, evil watcher	earth	electrum
elemental	elemental flames	evil power, destructive power	evil serving, evil servant
female	fire	friendly	giant, huge
go	good	gold	good

hail, storm (cold)	hale, 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, oppose
planes (of existence)	poison, poisonous	poison antidote	pursuit
possession	precious gems	private	regeneration
royal, royalty	scroll, writing	secret	sense, senses
short, near	silver	sulfur, infernal	strength
suspicious	thrall, prisoner	close	touch
treasure	truth, surety	uncertain, questionable	universe, all
warning, evildoer	watcher, viewer (supernatural)	water	win, victory

AN OVERVIEW OF POLITICAL DIVISIONS

WHAT FOLLOWS IS A DISCUSSION OF THE MAJOR AND

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

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

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

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

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

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

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

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

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

Ahlissa: see South Province

ALMOR, PRELACY OF

His Venerable Mercy, Kevont, the Prelate of Almor

Capital: Chathold (pop. 4,789)
Population: 200,000 +
Demi-humans: Few
Humanoids: Few
Resources: foodstuffs, cloth, copper

Originally a clerical fief of Aerdy, Almor grew in power and independence as the Great Kingdom became weak and decadent. The various petty nobles and the Lord Mayor of the town of Innspa swear allegiance to the reigning prelate — usually a high priest. The state is only loosely organized, but it has a strong spirit of freedom and justice based upon religious precepts. The peoples are mainly farmers and 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 Nyrond as a buffer between that realm and that of the Overking, and pays a stipend to help support the standing army of Almor.

BANDIT KINGDOMS

Various claims to royal titles exist

Capital (largest city in strongest state): currently
Rookroost (pop. 17,310)
Population: 95,000 +
Demi-humans: Few if any
Humanoids: Many
Resources: silver (mines in rift area)

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

BISSEL, MARCH OF

His Lofty Grace, Walgar, the Margrave of Bissel

Capital: Thornward (pop. 3,430)
Population: 50,000
Demi-humans: Some
Humanoids: Some
Resources: foodstuffs, cloth, gold, gems (I)

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



BLACKMOOR

His Luminous Preponderancy, archbaron Bestmo of Blackmoor

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

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

BONE MARCH

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

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

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

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

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

CELENE, KINGDOM OF

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

Capital: Enstad (pop. 6,950)
 Population: 20,000
 Demi-humans: Gray Elves (9,500),
 Sylvan Elves (8,000),
 Gnomes (13,500), Halflings
 Humanoids: None
 Resources: foodstuffs, cloth, silver

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

knowledge of Celene or its Court exists. The realm is friendly with the Ulek states, and an alliance between Celene and these countries was responsible for the campaigns which drove all of the 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 Margus, the Magister of Dyvers

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

Demi-humans: Some

Humanoids: Few

Resources: shipbuilding supplies

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

EKBIR, CALIPHATE OF

His Sublime Magnificence, the Caliph of Ekbir
— Xargun

Capital: Ekbir (pop. 29,400)

Population: 250,000

Demi-humans: Doubtful

Humanoids: Few

Resources: foodstuffs, cloth

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

FROST BARBARIANS (KINGDOM OF FRUZZII)

His Most Warlike Majesty, King Ralf of the Fruzzii

Capital: Krakenheim (pop. 3,300)

Population: 50,000+/-

Demi-humans: Few

Humanoids: Some

Resources: foodstuffs, furs, silver, gold

The Frost Barbarians are the weakest of the three nations (of Suel peoples) inhabiting the Thillonrian Peninsula, called Rhizia by these peoples. They have never recovered from the Battle of Shamblefield, and have been under the suzerainty of the Schnai for the past two decades — and several times previously as well. The supposed figurehead placed upon the throne of the Fruzzii has, however, built his kingdom carefully, and in actuality it is now independent in all but oath. A recent pact concluded between Fruzzii and 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 —
Belvor IV

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

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

GEOFF, GRAND DUCHY OF

His High Radiance, Owen I, Grand Duke of Geoff

Capital: Gorna (pop. 4,800)
Population: 65,000
Demi-humans: High Elves (6,000), some others
Humanoids: Some (see Crystalmist 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 Crystalmists. The Geoffites dwell in harmony with the olvenfolk in the realm, and these two peoples often combine to combat the invading monsters. The Grand Duke, Owen I, is a clever and valorous leader, on friendly terms with the Earl of Sterich and the King of Keoland alike. The forces of the Grand Duke include horse, bowmen, and contingents of pikemen from the mountain holdings.

GRAN MARCH

His Most Resolute Magnitude, Petros, Commandant of Gran March

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

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

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

GREAT KINGDOM (THE KINGDOM OF AERDY)

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

Capital: Rauxes (pop. 41,000)

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

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

Humanoids: Some (mixture)

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

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

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

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

GREYHAWK, FREE CITY OF

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

Population: 58,000 (city)

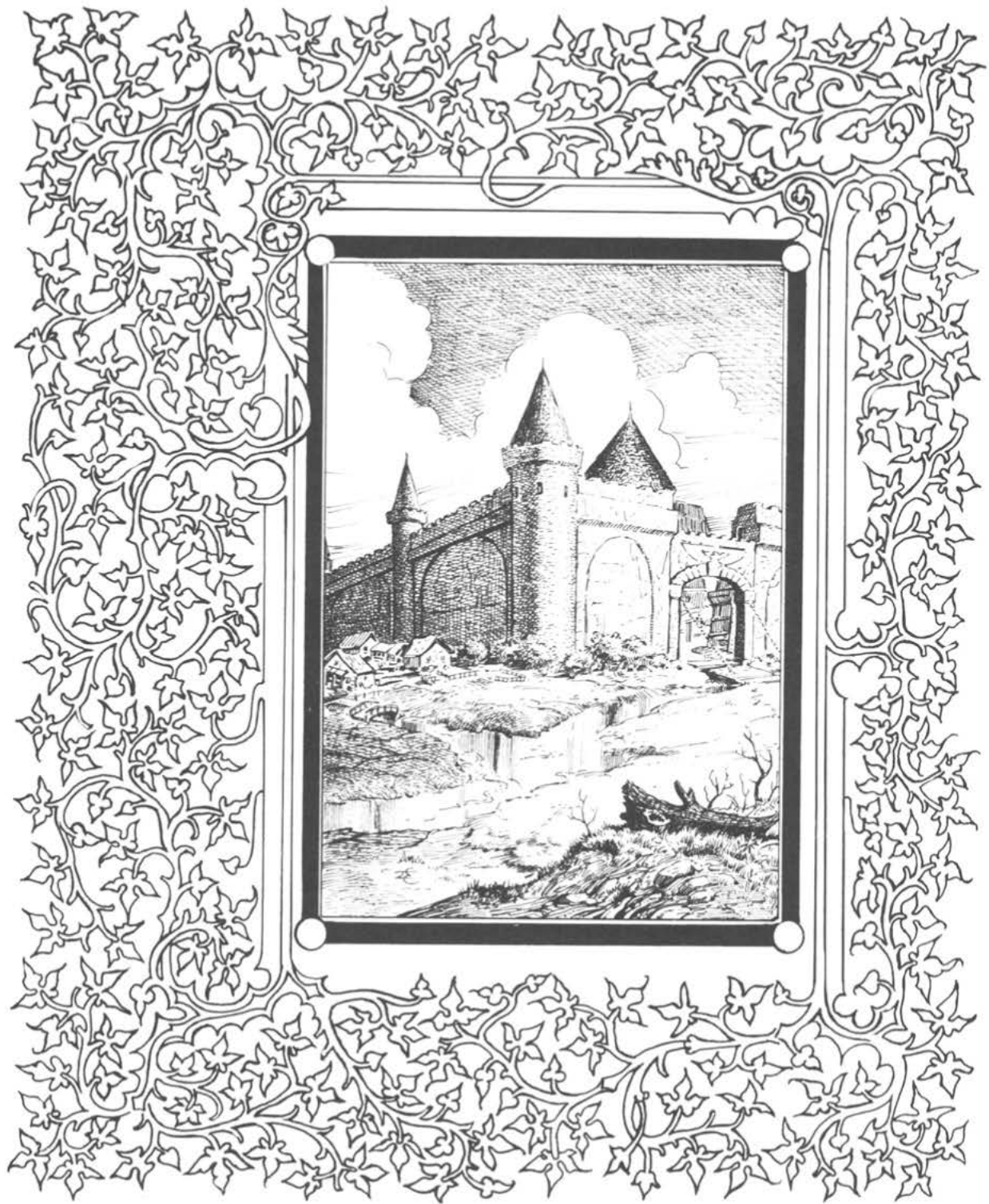
75,000+ (total, including surrounding area)

Demi-humans: Some

Humanoids: Some

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

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



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

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

HIGHFOLK (INDEPENDENT TOWN)

The Worthy Sir, Loftin Graystand, Mayor of Highfolk

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

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

HIGHFOLK (VALLEY OF THE VELVERDYVA)

(No organized government or single ruler)

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

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

HORNED SOCIETY

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

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

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

ICE BARBARIANS (KINGDOM OF CRUSKI)

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

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

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

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

IDEE, COUNTY OF; MEMBER OF THE IRON LEAGUE

His Brilliant Lordship, Count Fedorik Eddri of Idee

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

When the South Province rose in revolt against the Overking and the Herzog, the nobles and men of Idee were in the forefront. This territory is the most open to attack by the vengeful 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 sea lanes with Onnwal and Nyron.

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

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

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

This large and thriving city is based on sea commerce and trade between Onnwal and the East. Irongate developed an independent spirit early in its history due to its mingling of peoples and ideas. As the rule of the Overking grew more despotic, the people of the city began to murmur, and the Lord Mayor headed a deputation bearing grievances to the Herzog. These emissaries were thrown into prison, given a mock trial, and executed by ritual torture for the Overking's entertainment (446 CY). The following year the whole of the south was in arms against the realm, and after a brief struggle the Iron League was founded, an alliance of mutual support which aided the rebellious states to throw off the yoke of the 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.

IUZ, LAND OF

Iuz, Lord of Evil (evil Demi-god)

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

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

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

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

KEOLAND, KINGDOM OF

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

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

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

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

KET

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

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

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

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

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

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

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

MEDEGIA, SEE OF

His Equitable Nemesis, Spidasa, the Holy Censor of Medegia

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

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

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

NORTH PROVINCE

His Radiant Grace Grenell, the Herzog of the North Province

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

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

NYROND, KINGDOM OF

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

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

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

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

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

ONN WAL, FREE STATE OF – MEMBER OF THE IRON LEAGUE

His Noble Authority Ewerd Destron, the Szk of Onnwal

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

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

PALE, THEOCRACY OF THE

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

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

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

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

The Pale is not noted for religious tolerance.

PERRENLAND, CONCATENATED CANTONS OF

His Gravity, Franz, Voormann of All Perrenland

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

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

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

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

LAINS OF THE PAYNIMS (TRIBES OF)

(Various nomadic leaders)

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

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

ruled by a noble, variously called Amir or Khan. Greater nobles are called Ilkhan, Orakhon, or Shah. Leaders of the royal rank are known as Tarkhan, Padishah or Kha Khan. The northern and western tribes use the titles Amir, Shah, and Padishah, while those from the south (Dry Steppes) favor Khan, Ilkhan, etc. These horsed nomads are poorly armored but very mobile troops. The most lightly protected wield short, powerful horn bows and light curved swords, while the remainder (20% to 30%) employ light lance and mace or flail. Little else is known. The western states such as Ket, Tusmit, and 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).

OMARJ

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

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

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

RATIK, ARCHBARONY OF

His Valorous Prominence, Lexnol, the Lord Baron of Ratik

Capital: Marner (pop. 3,240)

Population: 35,000

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

Humanoids: Many

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

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

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

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

REL ASTRA, CITY OF

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

Capital: Rel Astra (pop 63,900)

Population: 90,000

Demi-humans: Very few

Humanoids: Some

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

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

OVERS OF THE BARRENS

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

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

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

CARLET BROTHERHOOD

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

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

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

EA BARONS

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

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

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

SEA PRINCES, HOLD OF THE

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

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

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

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

SHIELD LANDS

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

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

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

NOW BARBARIANS (KINGDOM OF SCHNAI)

His Bellicose Majesty, King of the Schnai

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

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

SOUTH PROVINCE

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

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

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

SPINDRIFT ISLES

The Councils of Five and Seven
(true names unknown)

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

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

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

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

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

TERICH, EARLDOM OF

His Magnitude, Querchard, Earl of Sterich

Capital: Istivin (pop 5,000)

Population: 40,000

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

Humanoids: Some (in mountains)

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

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

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

TONEFIST, HOLD OF

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

Capital: Vlekstaad (pop. 2,100)

Population: 60,000 +

Demi-humans: Doubtful

Humanoids: Some

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

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

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

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

SUNNDI, COUNTY OF; MEMBER OF THE IRON LEAGUE

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

Capital: Pitchfield (3,600)

Population: 60,000

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

Humanoids: Some (see Vast Swamp)

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

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

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

TENH, DUCHY OF

His Radiance, Duke Ehyeh of Tenh

Capital: Nevond Nevnend (pop. 23,800)

Population: 200,000

Demi-humans: Some

Humanoids: Numerous (in mountains)

Resources: foodstuffs, platinum

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

TIGER NOMADS (CHAKYIK)

The Unvanquishable Tiger Lord, Ilkhan Cligir of the Chakyik Hordes

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

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

TUSMIT

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

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

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

ULEK, COUNTY OF

Lewenn, His Noble Mercy, the Count Palatine of Ulek

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

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

ULEK, Duchy of

{ Grenowin, His Noble Radiance, the Duke of Ulek

Capital: Tringlee (pop. 13,800)

Population: 15,000

Demi-humans: High Elves (12,000), Sylvan Elves (4,000), Gnomes

Humanoids: Doubtful

Resources: foodstuffs, cloth, electrum, gems (I, II)

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

ULEK, Principality of

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

Capital: Gryrax (pop. 17,200)

Population: 30,000 +

Demi-humans: Dwarves (18,000), Mountain Dwarves (9,000), Gnomes, Halflings

Humanoids: Doubtful

Resources: foodstuffs, silver, gems (II, IV)

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

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

ULL

{ His Illustrious Ferocity, Draske, the Orakhon of Ull

Capital: Ulakand (pop. 6,000+/-)

Population: 100,000 +

Demi-humans: Doubtful

Humanoids: Some (in mountains)

Resources: silver, gems (II)

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

URNST, COUNTY OF

Her Noble Brilliancy, the Countess Belissica of Urnst

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

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

URNST, DUCHY OF

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

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

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

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

VALLEY OF THE MAGE

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

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

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

VELUNA, ARCHCLERICY OF

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

Capital: Mitrik (pop. 12,600)
Population: 250,000 (excluding Viscounty of Verbobonc)
Demi-humans: High Elves (10,000), Gnomes (7,000), others
Humanoids: Few
Resources: foodstuffs, copper, silver, gold

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

VERBOBONC, VISCOUNTY AND TOWN OF

His Lordship, the Viscount Wilfrick of Verbobonc

Capital: Verbobonc (pop. 11,600)
Population: 35,000
Demi-humans: Gnomes (4,000), Sylvan Elves (2,500)
Humanoids: Few
Resources: copper, gems (I-IV)

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

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

WILD COAST

Capital: None, but several major towns —
Safeton (4,600),
Narwell (2,900),
Fax (6,700),
Badwall (5,200),
Elredd (8,400)
Population: 150,000 + (?)
Demi-humans: Many
Humanoids: Many
Resources: None outstanding

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

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

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

WOLF NOMADS (WEGWIUR)

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

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

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

YEOMANRY, THE

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

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

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

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

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

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

ZEIF, SULTANATE OF

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

Capital: Zeif (pop. 40,300)

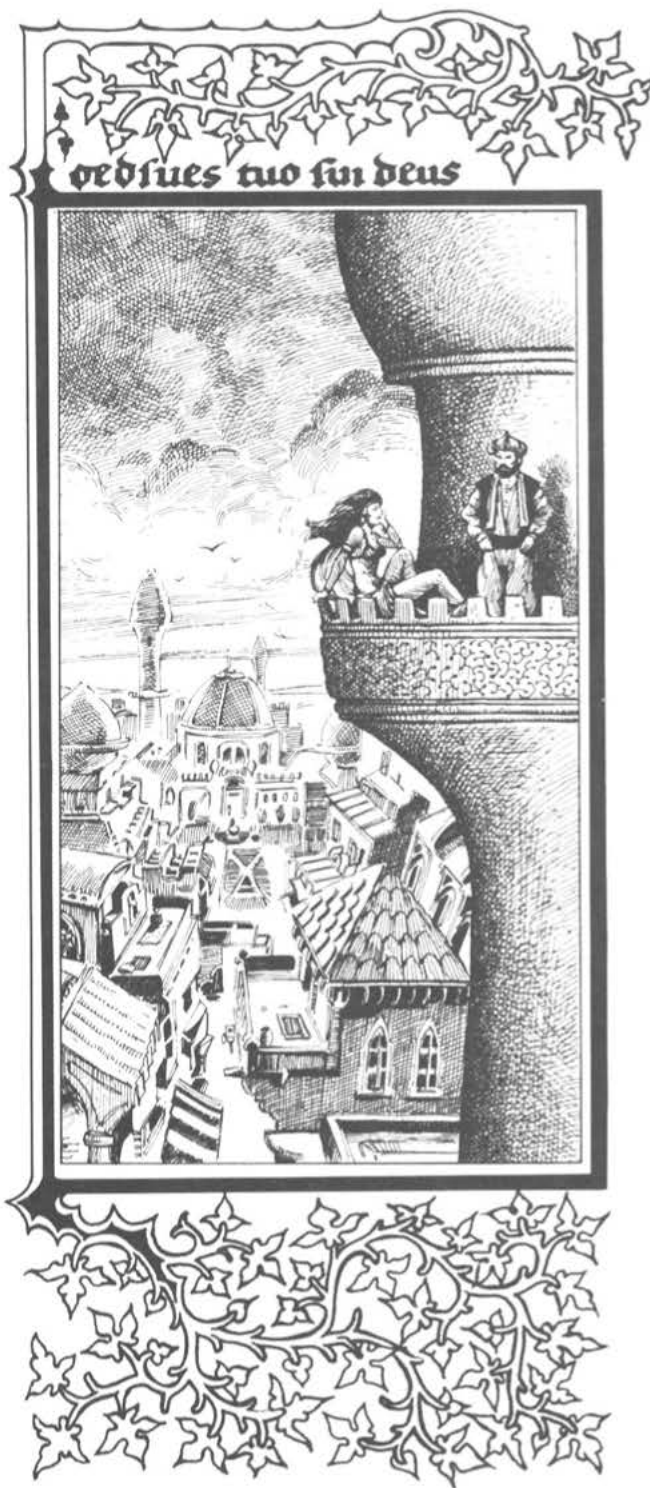
Population: 200,000

Demi-humans: Doubtful

Humanoids: Doubtful

Resources: foodstuffs, gems (III)

The Sultanate of Zeif is the westernmost state of the Flanaess, a portion of it extending beyond the north-south dividing line marked by the 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.



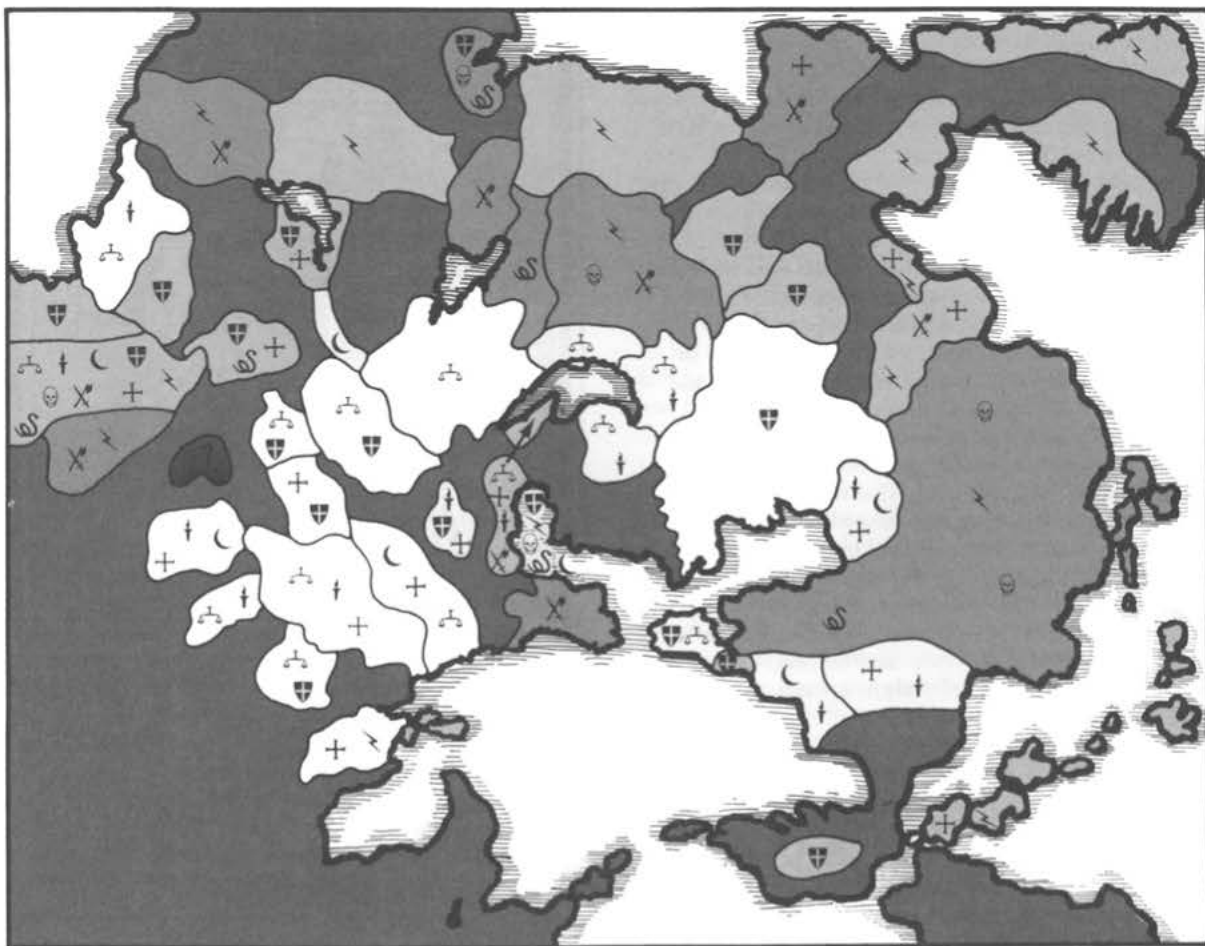
REGIONAL ALIGNMENTS

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

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

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

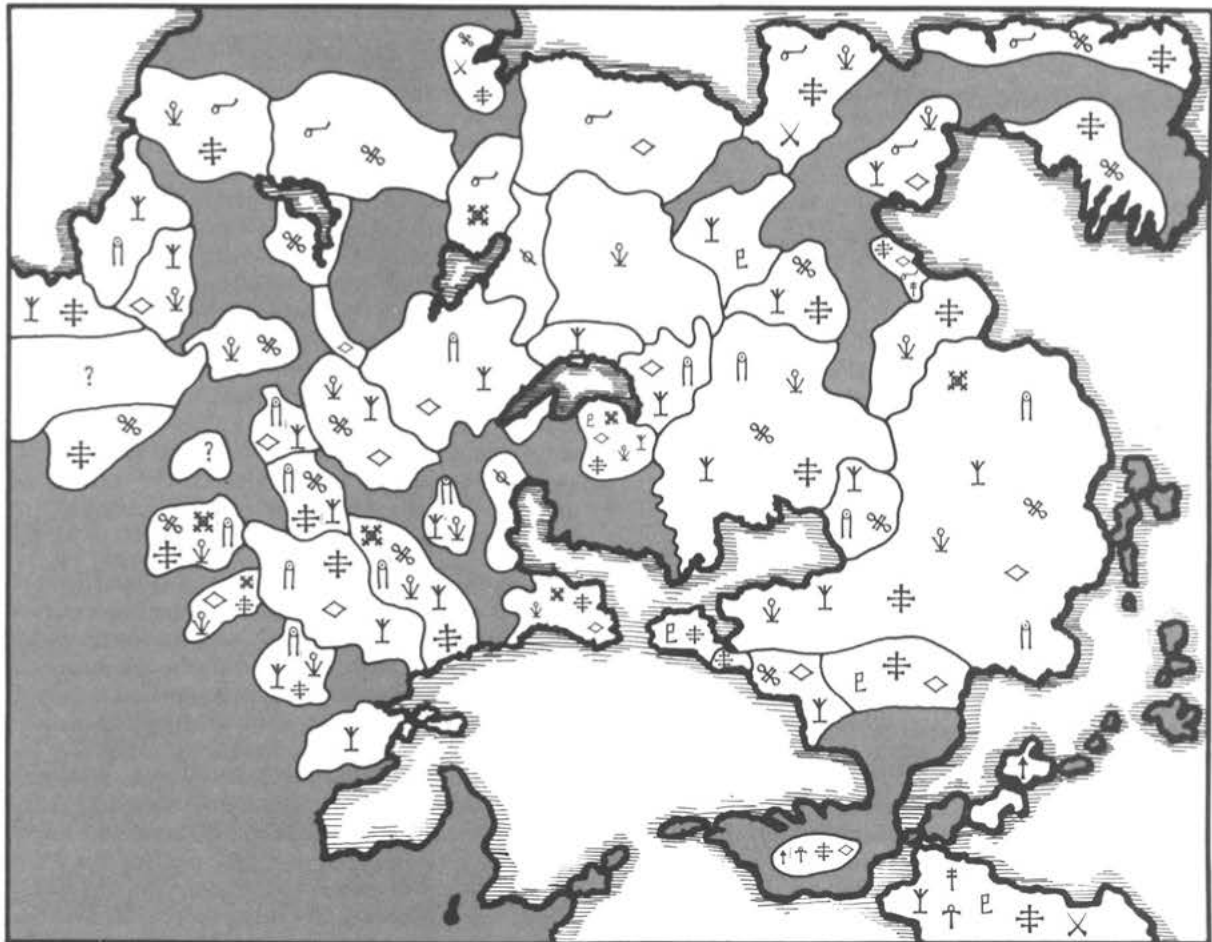
Lawful	Neutral	Chaotic	
			Good
			Neutral
			Evil



REGIONAL PRODUCTS

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

Y	Food	◇	Gold	⌵	Furs	↑	Rare Woods
⌵	Cloth	⚡	Gems	⚡	Electrum	?	None
⚡	Copper	×	Ivory	⌵	Platinum	⚡	Unknown
⌵	Silver	†	Lumber	†	Spices		



GEOGRAPHICAL MARVELS, REGIONS, & PROMINENT FEATURES



HERE NO
STATISTICAL
INFORMATION IS
GIVEN, IT IS
IMPOSSIBLE

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

BODIES OF WATER

AZURE SEA

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

NYR DYV (LAKE OF UNKNOWN DEPTHS)

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

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

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

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

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

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

LESSER BODIES OF WATER

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

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

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

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

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

Icy Sea: The Solnor sweeps northward around the 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 small arm of the Azure Sea is little more than the private lake of the Sea Princes. Only their ships ply its waters, raiding into Amedio and returning laden with spoils.

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

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

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

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

in Grendep Bay when the sun warms the waters there.

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

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

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

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

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

ILLS AND HIGHLANDS

ABBOR-ALZ

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

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

CAIRN HILLS

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

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

HESTMARK HIGHLANDS

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

KRON HILLS

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

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

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

LESSER HILLS AND HIGHLANDS

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

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

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

Flinty Hills: This broad and deep band of hills marks the southern end of the Rakars. The eastern shoulder, and an arm which projects southward for many leagues, define the lower boundary of Bone March and the easternmost territory of Nyrond 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 heights of the central portion of the Onnwal Peninsula are known as the Headlands. This spine runs from the city of Irongate along about half of the peninsula, forming cliffs on the Azure Sea coast. They are home to many dwarves and some gnomish groups as well.

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

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

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

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

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

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

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

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

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

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

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

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

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

ARSHES AND SWAMPS

COLD MARSHES

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

VAST SWAMP

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

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

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

LESSER MARSHES AND SWAMPS

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

Hool Marshes: After the initial rush of the Hool River from the high lake and freshets in the Hellfur-naces, 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 Over-king 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.

OUNTAIN RANGES

CORUSK MOUNTAINS

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

CRYSTALMIST MOUNTAINS

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

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

GRIFF MOUNTAINS

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

HELLFURNACES

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

YATIL MOUNTAINS

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

MINOR MOUNTAIN RANGES

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

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

Drachensgrab (Mountains): The small Drachensgrab 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.

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

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

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

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

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

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

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

RIVERS

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

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

Blackwater: A tributary of the Dulsi.

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

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

Crystal River: A tributary of the Veng.

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

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

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

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

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

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

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

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

Franz River: A tributary of the Nesser which is navigable to Trigol. It forms the boundary between 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 with swampy banks.

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

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

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

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

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

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

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

piloted. It forms the boundary between Nyronnd 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 Flanni navigable to the town of Nulbish.

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

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

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

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

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

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



TIMBERLANDS

ADRI FOREST

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

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

AMEDIO JUNGLE

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

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

BURNEAL FOREST

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

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

CELADON FOREST

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

DREADWOOD

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

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

GAMBOGE FOREST

Population: 7,000

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

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

Halflings

Humanoids: Some

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

GNARLEY FOREST

Population: 12,000

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

Humanoids: Some

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

GRANDWOOD FOREST

Population: 25,000

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

Humanoids: Some

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

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

SUSS FOREST

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

VESVE FOREST

Population: 20,000

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

Gnomes (6,000),

High Elves (3,000), Halflings

Humanoids: Hobgoblins (5,000), Gnolls (3,000)

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

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

WELKWOOD

Population: 10,000 +

Demi-humans: Many

Humanoids: Some (raiding parties)

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

MINOR TIMBERLANDS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

WASTELANDS

BRIGHT DESERT

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

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

DRY STEPPES

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

LAND OF BLACK ICE

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

RIFT CANYON

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

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

SEA OF DUST

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

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

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DEITIES OF THE WORLD OF GREYHAWK

THE PEOPLE OF OERTH WORSHIP MANY GODS. ONLY DEITIES

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

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

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

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

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

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

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

With respect to alignment, the following abbreviations are used:

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

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

GREATER GODS

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

Cyndor (Greater/Lesser god)

C	Time, Continuity, Infinity	LN	m
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LESSER GODS

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

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

DEMI-GODS

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

B OCCOB (THE UNCARING)

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

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

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

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

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

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

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

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

CELESTIAN (THE FAR WANDERER)

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

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

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

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

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

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

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

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

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

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

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

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

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

The power to create the chill and vacuum of space.

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

The power to cause great, rolling thunderclaps.

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

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

T. CUTHBERT (OF THE CUDGEL)

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

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

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

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

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

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

HLONNA (OF THE FORESTS)

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

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

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

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

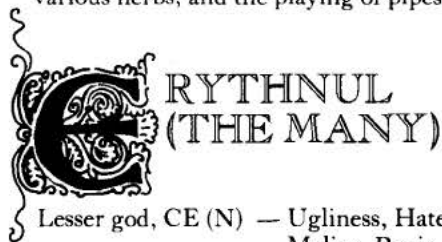
Ehlonna carries a longbow which always hits its target. She uses arrows of slaying for many woodland creatures — bears, stags, etc. She fights with a magical longsword and a magical dagger, using both at once, often defending with the sword and striking with the dagger.

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

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

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

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



ERYTHNUL (THE MANY)

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

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

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

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

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

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

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

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

FHARLANGHN (DWELLER ON THE HORIZON)

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

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

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

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

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

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

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

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

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

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

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

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

HEIRONEOUS (THE INVINCIBLE)

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

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

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

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

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

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

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

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

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

EXTOR

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

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

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

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

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

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

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

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

INCABULOS

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

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

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

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

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

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

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

ISTUS (LADY OF OUR FATE)

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

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

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

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

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

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

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

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

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

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

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

Web of Entropy, which drains magical powers from

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

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

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

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

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

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

UZ (THE OLD)

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

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

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

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

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

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

NERULL (THE REAPER)

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

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

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

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

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

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

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

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

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

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

OBAD-HAI (THE SHALM)

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

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

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

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

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

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

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

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

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



OLIDAMMARA

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

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

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

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

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

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

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

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

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

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

PHOLTUS (OF THE BLINDING LIGHT)

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

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

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

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

Pholtus also has the following magical powers:

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

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

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

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

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

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

RALISHAZ (THE UNLOOKED FOR)

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

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

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

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

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

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

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

RAXIVORT

Lesser god, CE — Xvarts, Rats, Bats

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

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

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

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

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

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

TRITHEREON (THE SUMMONER)

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

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

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

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

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

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

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

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

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

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

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

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

ULAA

Major goddess, LG — Hills, Mountains, Gemstones

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

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

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

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

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

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

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

WASTRI
(THE HOPPING
PROPHET)

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

ROYAL & NOBLE PRECEDENCE & GENERAL HONORIFICS APPENDIX I

COURTLY
TRA-
VELERS
AND POL-
ITICAL
SCHOLARS

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

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

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

PEERS OF THE REALM AND KNIGHTS' PRECEDENCE

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

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

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

ORDERS OF KNIGHTHOOD

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

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

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

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

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

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

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

SOCIAL RANK & HIERARCHIES & STATUS

APPENDIX II

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



City of
Verbobone



Lordship
of the Isles



Veluna



Principality of
Ulek



County of
Urnst



The
Shield Lands



Radigast City



Celene



Iuz



Tenser
the Mage



Knights
of the Watch



Paynims



Gran March



March of
Bissel



Snow
Barbarians



Town of
Highfolk



City of
Rel Astra



County of
Sunndi



Knights of the Hart
(High Forest)



The Horned
Society



Sea Barons



Rovers
of the Barrens



Duchy of
Urnst



Duchy of
Tenh



Perrenland



Valley of the
Mage



Hobgoblins
of the Pomarj



The Yeomanry



Ket



Hold of
Stonefist



Sultanate of
Zeif



Kingdom of
Keoland



City of
Irongate



Prelacy of
Almor



Blackmoor



Sir Robilar



Sea Princes



Knights of the Hart
(Furyondy)



The Pale



The Scarlet
Brotherhood



Fief of
Ahlissa



Caliphate of
Ekbir



Ice Barbarians



Tiger Nomads



Reyhu
(Bandit Kingdoms)



Grosskopf
(Bandit Kingdoms)



Dimre
(Bandit Kingdoms)



Johrase
(Bandit Kingdoms)



Rookroost
(Bandit Kingdoms)



GLOSSOGRAPHY

For the Guide to the WORLD OF GREYHAWK™

Fantasy Setting



Compiled by
PLUFFET SMEDGER, THE ELDER
of the
ROYAL UNIVERSITY AT RELMORD
C.Y. 998

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HOW TO READ THE MAP GRID COORDINATES



PRINTED along the top of the Flanaess maps are the letters of the alphabet, in sequence. Due to the size of the maps, the

alphabet is repeated several times, and each sequence is marked accordingly (A, A2, A3, etc.). These letters identify vertical hex columns.

In a similar fashion, a series of numbers are printed on the sides and bottom edges of the maps. These numbers identify rows of hexes, slanting from the bottom right to the upper left of the maps.

To find a specific hex, such as E-10, locate the proper hex column and row, and trace them until they meet, as shown in the diagram. The hex where the column and row intersect is hex E-10. A second example shows how to locate hex H-18.



	Free City (walled)		Volcano		Forested Hills		Water: 0-100 Fathoms (0-600 feet)
	Capital (walled)		Barrens		Hardwood Forest		Water: 100-1,000 Fathoms (600-6,000 feet)
	Walled City		Desert		Conifer Forest		Water: 1,000-2,000 Fathoms (6,000- 12,000 feet)
	Walled Town		Bright Desert		Mountain Pass		Water: 2,000-3,000 Fathoms (12,000- 18,000 feet)
	Town		Grasslands				Water: 3,000-4,000 Fathoms (18,000- 24,000 feet)
	Mountains		Swamp				Water: 4,000-5,000 Fathoms (24,000- 30,000 feet)
	Hills		Tropical Jungle				Water: 5,000 + Fathoms (30,000 + feet)

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GLOSSOGRAPHY

FOR THE GUIDE TO THE WORLD OF GREYHAWK

COMPILED BY
PLUFFET SMEDGER, THE ELDER

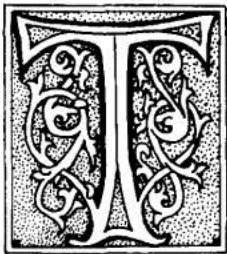
OF THE
ROYAL UNIVERSITY AT RELMORD
C.Y. 998

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WRITTEN BY
GARY GYGAX

FOREWORD

A History of the Guide to the World of Greyhawk



HE BOOK YOU are holding in your hands is not what it seems. While modern society is overburdened with

technological marvels and scientific explanations, TSR, Inc. is proud to present a mystery, an enigmatic visitor from the dim past. The history of this manuscript is nearly as fascinating as the manuscript itself. Lay aside your 20th-century cynicism and examine, as nearly as we can reconstruct it, the history of the Guide.

The Savant-Sage is known to have lived in the city of Greyhawk during Oerth's Epoch of Magic. Evidence suggests that this was not the first age in Oerth history, but nothing exists to indicate how many ages preceded it, or intervened between it and the present. Late in this period, the Savant-Sage compiled his "Catalogue of the Land Flanaess, being the Eastern Portion of the Continent Oerik, of Oerth." Out of this epic seven-volume work, only the third volume survives: "A Guide to the World of Greyhawk". The topics discussed in the other six volumes are unknown, but the complete encyclopedia is believed to have covered almost every aspect of life in the Flanaess.

The Sage's work was not widely circulated during his lifetime. It disappeared completely after his death, and did not reappear until several centuries later, when a copy was discovered in an Illithid's lair in the Riftcanyon. This copy eventually found its way to the Royal University at Rel Mord, where it was examined by Pluffet Smedger, the Elder, a scholar and historian. Despite the fact that the encyclopedia was by this time several centuries out of date, Smedger was impressed by its freshness and thoroughness.

Smedger spent several decades compiling glossographies for each volume, detailing facts and information overlooked by the

Savant-Sage, or too recent to have been included in the original. When Smedger's work was finished, the Encyclopedia became a standard reference catalogue in universities and libraries throughout the civilized areas of the Flanaess.

To aid his study of the Sage's books, Smedger the Elder created mathematical models, or games, that he used with his students at the university to recreate and examine historical events and political interactions described by the Sage. During Smedger's time, magic was not a lost art, but, apparently, a fading one. Happily, Smedger the Elder's curiosity and genius preserved a priceless relic from a world that no longer exists.

The only surviving text of this series is the third volume, "A Guide to the World of Greyhawk" (almost certainly an incomplete copy), and Smedger the Elder's accompanying Glossography. How these two books managed to survive and re-surface in this time and place is, and probably will remain, a complete mystery.

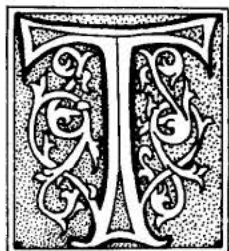
While Smedger's scholarly game-model was considerably different from ADVANCED DUNGEONS & DRAGONS™ game, his representations of magic and combat have been translated approximately into AD&D terms. The world's immediate usefulness in an AD&D campaign is obvious. How many heros and wizards adventured their way across this rugged land no one will ever know for certain; now many more can live anew through ADVANCED DUNGEONS & DRAGONS games.

The Savant-Sage and Pluffet Smedger the Elder are part of the past. The WORLD OF GREYHAWK Fantasy Setting is yours now, to do with as you wish. You can mold new states from 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 — welcome to it!

*Steve Winter, editor
Allen Hammack, product planning manager*



SETTLEMENT POPULATIONS



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

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

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. Only towns and cities are indicated on the map of the Flanaess.

RATES OF TRAVEL

Terrain Type	Afoot, unencumbered	Afoot, encumbered or searching	Horsed	Cart/Wagon	Camel
road	30	15	60	30	45
track*	30	15	45	15	30
grasslands	30	15	45	15	45
hills	20	10	45	10	30
forest**	20	10	30	—	—
barrens	15	5	20	—	—
mountains	15	5	20	—	—
desert	20	10	45	5	30
dust	10	5	5	—	20
marsh/swamp	10	5	5	—	—
jungle	10	5	—	—	—

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

** Heavy forest is treated as jungle for movement.

Each map hexagon is 10 leagues across (30 miles). Travel rates are given in miles per day.

Horsed movement is based on light or medium animals carrying relatively light loads. Heavily burdened animals, draft horses, and heavy war horses move at

afoot, unencumbered rate unless the horsed rate is less, in which case that is their rate of movement.

RIVERS

Rivers can be swam if afoot or horsed. If carrying goods or armor, it will be necessary to build floats to cross, and this will take approximately half a 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 the current is very strong. Double rates for downstream movement. Treble for sailed/oared downstream movement. (Note: Watch out for rapids, cataracts and falls when moving downstream!)

LAKES

Use road movement as a base rate for barges (afoot, unencumbered) and rafts (afoot, encumbered). Merchant craft with sails move at road speed for carts/wagons. Sailing warships move at road speed for horses. Galleys move at the same speed, but they can move at 10% for one hour.

OCEANS AND SEAS

Ships only are allowed normal movement, using lake rates.

ENCOUNTER TABLES



ENCOUNTER tables are provided herein for all the major areas of the World of Greyhawk. Where users are referred

to "Standard Encounter Tables," consult those found on pages 179 through 194 of the Dungeon Master's Guide. If monsters are encountered, consult the relevant entry of the Monster Manual or FIEND FOLIO tome.

Many entries on these tables deal with patrols or bodies of armed men or demi-humans. When such an encounter is indicated, refer to the descriptions below.

Elves, Knights: These elves and half-elves are Knights of the Hart of Highfolk. They will typically be mounted, with knights astride medium, barded warhorses, esquires riding medium warhorses, and serjeants riding light warhorses.

There will be 7-10 knights in a party. Their levels will be as follows:

- 1 commander: F/C, 7/7
- 1 lieutenant: F/C, 6/6
- 5-8 knights: F/C, 5/5

With these knights there will be 2-4 magic-using Elves:

- 1 master: F/M-U, 4-6 / 8-11
- 1-3 assistants: F/MU, 3-5 / 4-7

Each knight has the following entourage:

- 1-4 esquires: F/C, 3-4 / 3-4
- 3-12 serjeants: F 2

Elven clerics can and do wield all forms of edged and piercing weapons. Armor class excludes dexterity bonus (average +2), and magical arms are:

- knights: AC 3; shield, lance, long sword, mace
- esquires: AC 4; shield, lance, long sword, mace
- serjeants: AC 5; bow, long sword, mace

Magic-users are armored as esquires but typically carry no shields and use bow and long sword.

Magical armor and arms carried are determined with a chance of 5% per highest level of the character in question, i.e., a 5/6 has a 30% chance for magic. Magic-users also have a chance for potions, scrolls, rings, and rods, et al. Bow-armed elves have one (+1) magical arrow per (highest) level.

Elven Patrol: These Elves and half-elves are either mounted or afoot, as appropriate. Mounts will be medium and/or light warhorses. Numbers are as follows:

- 1 captain: F/M-U, 4-6 / 5-7; AC 4
- 2 lieutenants: F/M-U, 3-5 / 4-6; AC 5
- 1 scout (half-elf): C/R, 5 / 5-7; AC 5
- 4 serjeants: F 3-5; AC 4
- 4 scouts (can be half-elves): R, 1-2; AC 5
- 13-18 elves: standard elves, 1; AC 5

Armor class excludes dexterity bonus and magic. All members will carry bow and long sword. Magical items as per Elven Knights above.

Hobgoblin Soldiery: These well-trained bands of humanoids typically are officered by humans. They will also be supported as follows:

- Cleric, 4-7; AC 2 — 50% probability
- Magic-user, 3-6; AC 10 — 30% probability
- Thief, 5-8; AC 8 — 70% probability

The soldiery is as follows:

- 1 human captain: F 6-8; AC 2
- 1 human lieutenant: F 5; AC 2
- 4 human subalterns: F 3; AC 4
- 8 hobgoblin serjeants: AC 4; hp 9
- 90-160 hobgoblins: AC 5; hp 5-8 each

All humans' armor class ratings exclude dexterity and magical bonuses. Chances for magic are as given in Elven Knights. They apply to humans only.

Humans are mounted on medium warhorses and carry lance, whip, long sword, and/or mace, as applicable. Hobgoblins have:

- Composite bow and short sword 20%
- Fauchard-fork and short sword 50%
- Morning star 30%

Troops march and fight in close order (as heavy infantry). Their morale is excellent as long as human leaders remain.

Men, Characters: A typical party of human characters should number 2-5 major characters, with enough henchmen to round the total up to 7-9. Most character parties will be mounted (90%), the rest will be afoot. Mounts will be appropriate types of warhorses. Mounted parties will carry weapons such as lances, crossbows, and two-handed swords. Character parties will have the following alignments:

- Lawful good, neutral good 10%
- Chaotic good, chaotic neutral 30%
- Neutral 30%
- Chaotic evil, neutral evil 20%
- Lawful evil, lawful neutral 10%

Men, Patrol, False: A false patrol is a group of scouts or raiders impersonating the soldiery of the state they are invading. Scout groups are simply groups with fewer than 42 members. Raider groups will number 42 or more, but they will conceal a portion of their troops so as to appear to have a strength of 25-30 men. Depending on the nationality of the troops, the false patrol will conform to the specifications of a normal patrol (heavy, light, etc.). Additional members (40+) will conform to raider statistics. There is a 30% chance that a false patrol will be raiders.

Men, Patrol, Heavy: A patrol of this nature numbers 21-40 members. It is typically mounted on heavy or medium warhorses, although it can be afoot if the terrain necessitates. Its members are all trained to fight in close order and are heavily armored. The specifications of a heavy patrol are:

- 1 officer: F 5-6; AC 2
- 2 subalterns: F 3-4; AC 2
- 6 serjeants: F 2-3; AC 3
- 7-10 veterans: F 1; AC 3; hp 7-12
- 9-24 regulars: F O; AC 3; hp 4-7

There will also be one of the following:

- 1 cleric, 5-6; AC 2, or
- 1 druid, 5-6; AC 8, or
- 1 magic-user, 4-5; AC 10

Armor class is exclusive of dexterity and magical bonuses. Chance for magic is 5% per level, with the following items possible:

- Fighters: armor and shield, sword, miscellaneous weapon, potion, scroll
- Clerics: armor and shield, miscellaneous weapon, miscellaneous magic, potion, scroll
- Magic-users: potion, scroll, ring, rod et al., miscellaneous magic

Weaponry will be appropriate to the nationality of the patrol, with broad or long swords common to all officers and NCOs.

Men, Patrol, Knights: A patrol of this nature has 11-14 knights plus their retainers. It will certainly be mounted, with knights on heavy warhorses, retainers on medium steeds.

- 1 commander: P 8-9 or F 9-10
- 1 lieutenant: P 6-7 or F 7-8
- 9-12 knights: F 4-6

With these knights will be several clerics:

- 1 chaplain: C 7-9
- 1-3 assistants: C 3-5

Each knight has the following entourage:

- 1 esquire: F 2-3
- 5-8 sergeants: F 1

The armor class and arms of the party are:

- Knights: AC 2; lance, bastard sword, mace
- Clerics: AC 2; flail, hammer, mace
- Esquires: AC 3; lance, long sword, mace
- Sergeants: AC 4; light crossbow (50%) or spear, short sword

Armor class does not include dexterity or magical bonuses. Chances for magic are the same as for a heavy patrol.

Men, Patrol, Levies: These groups are typically footmen raised from the immediate area. They are officered by regulars as follows:

- 1 captain: F or R, 6-8; AC 4
- 2 lieutenants: F 4-5; AC 4

- 4 sergeants: F 3; AC 5
- 8 veterans: F 1-2; AC 5
- 41-50 Levies: Lvl O, hp 3-6; AC 6-7

Armor class is exclusive of dexterity and magical bonuses. Chances for magic are the same as for a heavy patrol. Officers and assistants will be mounted on light warhorses. Weapons will be typical for the area. Levies will usually bear pikes, long spears, or pole arms. Up to 50% may be missile armed if typical of the area.

In certain areas, non-human levies are possible; adjust accordingly. In troubled areas, levy patrols can be augmented by one or more of the following:

- 1-4 scouts: R 3-5; AC 5
- 1 cleric, 4-5; AC 4
- 1 druid, 4-6; AC 8
- 1 magic-user, 3-5; AC 10
- 1 illusionist, 3-5; AC 10

Cleric or druid, magic-user or illusionist should be the rule, but danger may alter it.

Men, Patrol, Light: This patrol duplicates a heavy one except that horses will be light warhorses, armor class will be two categories higher, and troops will be missile armed, with 17-24 regulars.

Men, Patrol, Medium: This type of patrol also resembles a heavy patrol. Mounts will be medium warhorses for officers and leaders, light warhorses for troops. Armor class will be one category higher. Weapons will include arms typical of nation of origin of the patrol.

Men, Patrol, Slaver: A slaver patrol is essentially the same as either a levy patrol or a light (horse) patrol. It will, however, have prison wagons or carts with special chains. There will be 3-5 wagons, or 5-7 carts, with appropriate teams and drivers. In addition, there will be 1-100 slaves.

Men, Patrol, Warband: These groups number 90-120. They conform to the general specifications of nomads. Arms will be typical of the area from which they come. A roll indicating they are in their lair (15%) simply indicates they are carrying special loot, and quantities must be adjusted accordingly.

Men, Raiders: The type of men in a raiding band depends upon the area they are encountered in. Raiders are always from adjacent, hostile areas. Likewise, whether the raiders are mounted or afoot depends upon the place of their origin, the terrain through which they are operating, and

possibly the success of their raiding: i.e., a group of Hool marshmen could capture horses in Furyondy, use them for speed, and then sell them in the Hold of the Sea Princes. The number of raiders is always either the maximum number in an appropriate patrol, plus 5-30 additional troops; or the number listed in the Monster Manual plus 5-30. For example, Hool marshmen are tribesmen, so they will raid in groups of 10-120 plus 5-30 (or 15-150). Raiding is sometimes profitable, so if the dice roll indicates the group is "in lair," the raiders will have appropriate (or Type A) treasure. Raiders can be bandits, brigands, knights, soldiers, etc. They will always be alert and suspicious when in hostile territory, but in their own they will possibly relax and revel if they are undisciplined.

Men, Rhennee: These Gypsy barge folk are nearly always found within a few hundred feet of one of the three major lakes or navigable rivers which feed or drain them. About 10% of the time they will be encountered in their secret camping and meeting grounds which are up to five miles from water.

Rhennee never venture inland except in multi-barge groups of 7-12 barges. Each barge contains:

- 1 chief: F/T, 4-6 / 5-7
- 2-4 guards: F/T, 3-5 / 2-4
- 13-24 "folk": F/T, 1-2 / 1-4
- 1 "wise woman": I/T, 4-7 / 1-4
- 1-2 "advisors": I/T, 1-3 / 1-2

Note that both males and females comprise guards and "folk;" 75% of Rhennee guards are male, 50% of the folk are male. "Advisors" are always female. In addition to the above, there will be 7-12 children aboard a barge. (To determine a child's age, roll d12.) Children above age 9 are 1st level thieves and have training at arms as well (0 level fighters).

The armor and arms used by the Rhennee depend on whether they are aboard barges or ashore. Barges always have ballistae mounted fore and aft, about 12 heavy crossbows, and a supply of harpoons*, throwing spears, and javelins. All Rhennee are trained to use crossbows (including ballistae) from childhood. Likewise, they train with knife and dagger from earliest years, so that they know these weapons in addition to their initial four as fighters. Harpoon training covers both spear and javelin.

ARMOR AND WEAPONS ABOARD BARGE:

Chiefs:	leather & shield, harpoon, battle axe, long sword, sling and bullets, daggers	
Guards:	leather and shield, harpoon, battle axe, long sword, sling and bullets, dagger	
Folk:	leather, dagger, plus	
	— glaive-guisarme, short sword	30%
	— trident, sling and bullets	30%
	— javelins, battle axe	40%
Children (10-12 years old):	club, dagger	

ARMOR AND WEAPONS ASHORE:

Chiefs:	chain and shield, battle axe, long sword, sling and bullets, dagger, darts (6)	
Guards:	scale and shield, spear, battle axe, long sword, sling and bullets, dagger, darts	
Folk:	leather dagger, plus	
	— light crossbow, short sword	30%
	— trident, sling and bullets	30%
	— spear, javelins, battle axe	40%
Children (10-12 years old):	club, dagger	

*Rhennee harpoons are 6 to 8 feet long and have a range of 30 yards (spear). They inflict 2-8 / 2-12 points of damage against S-M/L sized opponents. A hit indicates the head is buried (or snagged) in the target.

A line is attached to the harpoon. A creature with intelligence 2 or better can dislodge the harpoon or sever the line, and attempt a saving throw vs. Poison. Success means the character has freed himself from the weapon. Failure indicates that the subject will take 1 additional point of damage per round and can be pulled by the harpoon line if the harpooner so desires. (See description of Kuo-toa in FIEND FOLIO tome for more details on harpoons.)

Use of short range missile weapons and pole arms is secondary to manning ballistae and heavy crossbows.

If 12 barges (or groups) are encountered, it is 50% likely that an additional 1-4 barges will be with the fleet group. One barge will be larger, have maximum numbers and levels, and a noble in addition. A Rhennee noble is a fighter/thief of level 8-9 / 10-13, always with magical armor and at least one each of the following magical items: miscellaneous weapon, miscellaneous magic, ring.

If Rhennee are encountered more than a mile inland, there is a 50% probability that a Rhennee bard of 3rd to 8th level will be with the group. If it is a group with a noble, there will be a bard of 7th to 12th level with the group. Barges will be

concealed and guarded by 2-3 folk from each barge.

Rhennee are neutral and have a strict code of their own. They will always seem open and friendly but are actually very cautious, suspicious, and scheming. They gladly lie to, cheat, and steal from any and all non-Rhennee. If necessary, they have no compunctions about killing.

The Rhennee do some small amount of mercantile shipping, passenger hauling, trading, craft work, fishing, and hunting. They know such work as tinkering and the like. They will never work when they can steal, nor will they deal squarely when they can cheat. Amongst themselves, however (and those who are taken into the folk by adoption), they are usually honest.

When needed, Rhennee steal young children to fill their ranks. Stolen children are raised as and become "natural" Rhennee. Similarly, outsiders who do some great service for the Rhennee are taken into the folk and sometimes accorded great status (equal to a noble, possibly).

Those Rhennee who survive past childhood are superior individuals in many ways. Determine statistics as follows:

Characteristic	Female	Male
Strength	3 of 4d6	3 of 5d6
Intelligence	3 of 4d6	3 of 4d6
Wisdom	3 of 4d6	3 of 4d6
Dexterity	2 of 3d6+6	2 of 3d6+6
Constitution	3 of 5d6	3 of 5d6
Charisma	3 of 6d6	3 of 5d6

All armor classes are exclusive of dexterity and/or magical bonuses.

The chance a Rhennee possesses a magical item is as follows:

Armor and/or shield, miscellaneous weapon: 5% per level of fighter ability
Sword, potion, scroll, ring, miscellaneous magic: 5% per highest level
Rod, et al. (illusionist only): 5% per level of illusionist ability

Treasure carried is 1-3 of each type of coin per level per individual. Aboard a barge there will be type O, P, Q, plus Q probability for 2-5 pieces of jewelry.

A typical barge is a junk-like vessel of some 60-foot keel length and 15-foot beam. There are keel boards to allow full way when sailing. There is a 10-foot-high forecastle and a slightly higher sterncastle. The vessel's sides slope outward, with a freeboard about 6 inches high when the barge is fully burdened (draft is then about 8 inches). The midships is decked, for this low space is home to the men, women, and children aboard. Each barge has one or two masts lugger rigged. Steering is by tiller. Each barge can be propelled by sweeps, the usual being two per side. The forecastle quarters the "wise women" and their families. The chief, his guards, and their families occupy the sterncastle. The remainder of the folk are quartered with animals and cargo in the lower deck area. The scantling port and starboard is rigged for emplacement of heavy crossbows at 4-foot intervals, eight per side. One small dinghy is carried aboard, and a longboat is towed astern. Each barge is equipped to be chained or cabled to others fore and/or aft and/or port and/or starboard.

Description: Rhennee resemble Oeridians except they tend to have dark brown or black curly hair. They are shorter than average (about 5' 6" tall on the whole) and slender but quite wiry and strong. Rhennee folklore claims that their race came to Oerth by accident, their home plane being quite different. Thus, legend says, the Rhennee roamed about on horseback and in wagons, but in their new home, conditions were so dangerous as to force them to take to the water to survive. Nobles claim descent from legendary leaders of the lost tribe, while the ordinary Rhennee are descended from the common folk of the tribe.

A third sort of Rhennee folk exist, although they are most rare. They are land wanderers who claim to be the only "true" Rhenn-folk because they have not changed their way of life since coming to the Flanaess from Rhop, homeland of the lost Rhennee.

Men, Tribesmen: As described in MONSTER MANUAL, tribesmen are quite primitive, but this is not always the case in the Flanaess. Some hillmen, marshmen, and mountaineer tribesmen are quite civilized. This is especially true in cases where they are refugees from an adjacent, civilized area. Tribesmen of the very primitive sort will have shamans and witch doctors as shown, but the civilized sort will have clerics or druids and possibly illusionists with them.

The number of the more civilized types of tribesmen will range from 20 to 120, plus leaders and clerics. There is a 10% chance per 10 men that there will be an illusionist of 4th-6th level. Armor and arms will be typical of bandits, modified by area. Thus, hillmen might be slingers and use spears, mountaineers might carry crossbows and pole arms, and marshmen short bows and long spears as tribal weapons.

Possible magical items should be determined on a 5% per level probability:

Fighters: armor, sword, miscellaneous weapon, potion

Clerics: armor, miscellaneous weapon, potion, scroll, miscellaneous magic

Illusionists: potion, scroll, ring, miscellaneous magic

Rovers of the Barrens tribesmen commonly use spears, light lances, shortbows, clubs, and daggers. Their armor consists of wooden or bone breastplates and hide shields. They normally surprise others 50% of the time due to their woodsmanship and stealthy movement.

In general, all tribesmen tend toward chaotic alignment. Many are neutral, but refugee and outlaw bands need to be.

Men, Woodsmen: Encounters with woodsmen are with 30-100 men, armored and armed as follows:

ring mail, small shield, battle axe, short sword	10%
ring mail, bow (or crossbow), short sword	10%
leather armor, small shield, short spear, hand axe	20%

PATROL ENCOUNTERS TABLE

Group Encountered	Number of Troopers	Leaders	Others
Elves, Knights	15-96*	12-42	2-4 F/MU
Elven Patrol	13-18	7	5R
Hobgoblin Soldierly	98-168	6	1 C 50%
			1 MU 30%
			1 T 70%
Men, Characters		2-5	2-4
Men, Patrol, False**	25-30	10	1C or D or MU
Men, Patrol, Heavy	16-34	10	1 C or D or MU
Men, Patrol, Knights	55-112	22-28	2-4 C
Men, Patrol, Levies	41-50	15	1-4 R and/or
			1 C and/or 1D
			and/or 1 MU
			and/or 1 I
Men, Patrol, Light	17-24	10	1 C or D or MU
Men, Patrol, Medium	16-34	10	1 C or D or MU
Men, Patrol, Slaver	use Levies (60%) or Light (40%)	21-25	2-3 C, 1-2 MU
Men, Patrol, Warband	90-120		
Men, Raiders	use basic unit plus 5-30 troopers	3-5	1 WW, 1-2 Adv.
Men, Rhennee (one barge)	13-24	3-17	2-17 C
Men, Tribesmen	10-120	4-17	3-17 C, 11
Men, Tribesmen, Civilized	20-120	5-15	4-13 C
Men, Woodsmen	30-100		1+3-18***
Orc Soldierly	132-170	4-6	1 C (T or A)
Soldiery	150-200	30-40****	1 C or MU

* Level 2 Fighters, all.

** 30% chance that the false patrol is actually a raiding party.

*** These 4-19 orcs (an orc under-officer and 3-18 guards) are always with the

soldiery. They are equal to 2HD monsters, have 11 hp, AC 4, and add +1 to damage.

**** Mounted, 1st level fighters (i.e., sergeants)

leather armor, bow (or cross bow), hand axe 30%
leather armor, spear, battle axe 30%

They will have leaders and clerics as do tribesmen and surprise opponents 50% of the time. They are expert at ambush of enemy intruders and evade pursuit as if they were a party fewer than six, regardless of their actual number, operating in darkness.

Orc Soldierly: A body of orc soldiery will number 120-150 orcs, plus their always-present orc under-officers and non-commissioned officers. They will conform to normal orc statistics in all respects for movement, hit dice, armor, and weapons. With the orcs will be additional human and/or half-orc officers as follows:

1 captain: F 5-6; AC 3
3-5 lieutenants: F 3-4; AC 4
1 cleric (half-orc); C/T or C/A,
3-4 / 3-4; AC 4

There is a 20% chance a captain or lieutenant will be a half-orc. If so, the class will be fighter/thief (70%) or fighter/assassin of level 4-5 / 4-5 (captain) or level 2-3 / 2-3 (lieutenants).

Orc soldiery will often contain a sprinkling of half-orcs and hobgoblins. All are surly but well-trained. They have poor

morale when their leaders are killed or flee. Leader armor excludes dexterity and/or magical bonuses. Their chance for magic is the same as for Men, Patrol, Levies.

Soldiery: There will be 150-200 mercenary soldiers in a company of this sort. The troops will typically be afoot, with officers, sergeants, and scouts mounted. Composition of forces is:

1 commander: F 6-8; AC 2
5 lieutenants: F 3-5; AC 3
2 sergeants/10 soldiers: F 2; AC 4
10 scouts: F 1; AC 5
140-190 soldiers: F O; AC 5 or 6
pole arms — 50%
side arms — 30%
missile weapons — 20%

Arms for troopers are typical of their region. Higher level men have armor class exclusive of dexterity and/or magical bonuses. Chances for magic are the same as for Men, Patrol, Levies.

In hostile areas there will also be a cleric or magic-user with the company:

1 cleric, 4-6; AC 2, or
1 magic-user, 3-5; AC 10

Information about these encounters is summarized on the Patrol Encounters Table.

RANDOM ENCOUNTER TABLES

According To Political Divisions

Most of the tables in this section apply to open terrain areas inside the various countries. Border territories should be treated as wilderness, but 10% of such encounters are with patrols. The standard 25% chance for encounter with a patrol applies within a state. Such probabilities must be adjusted to match conditions. For example, if warfare breaks out between two states, the border area would be filled with troops, so patrol activity would at least double, and monster-type encounters would likely be replaced by encounters with armed forces.

If an encounter is with unspecified humanoids, demi-humans, or giants, refer to the standard humanoid, demi-human, or giant subtables on page 185 of the Dungeon Master's Guide.

ALMOR, NYROND, AND THE COUNTY AND DUCHY OF URNST

Almor	Nyrond	County	Duchy	Encounter
	01-02	01-02	01-03 04-07	Demi-humans Dwarves Elves, Sylvan
	03-04			Gnomes
	05-06		08-11	Halflings, Hairfeet
	07	03-07	12-14 15-17	Halflings, Stouts Halflings, Tallfellows
	08			Humanoids
	09-11	08-11	18-20	Men, Bandits
01-05	12-14	12-17	21-24	Men, Brigands ¹
06-08	15-16	18-20	25-27	Men, Merchants
09-25	17-35	21-40	28-40 41-43	Men, Nomads (hills area) Men, Patrol, Heavy
26-35	36-37	41-45		Men, Patrol, Light
	38-40		44-49	Men, Pilgrims
36-45	41-42	46-47	50-51	Men, Raiders
	43-48	48-53 54-55	52-53	Men, Rhennee (near water)
	49-50		54-55	Men, Tribesmen (hillmen)
46-00	51-00	56-00	56-00	Use Standard Encounter Tables

¹ Raiding party in Almor

BANDIT KINGDOMS, HORNED SOCIETY, IUZ, AND ROVERS OF THE BARRENS

Bandits	Society	Iuz	Rovers	Encounter
01-02		01-03		Bugbears
	01-03		01-06	Centaurs
		04		Flinds
03-04		05-10	07-10	Giants
05		11-12		Gnolls
06-08	04-05	13-14		Gnolls and Flinds
			11-12	Goblins
09-10	06			Goblins and Wargs
11-12	07-15	15-16		Goblins and Xvarts
13	16-20	17-18		Hobgoblins ¹
	21-22		13-15	Hobgoblins and Norkers ²
	23-25			Humanoids
14-33	26-28	19-22		Kobolds
34-50	29-33	23-25		Men, Bandits
	34-36	26-30	16-20	Men, Brigands
	37		21-40	Men, Merchants
51-55	38-40			Men, Nomads
		31-34	41-45	Men, Patrol, Knights
		35-37	46-53	Men, Patrol, Medium
		38-39		Men, Raiders
		40-41		Men, Tribesmen ³
56-59	41-47	42-45		Norkers
60	48-50	46-48		Ogres
		49-53		Ogrillons
		54-55	54-55	Orcs ⁴
61-00	51-00	56-00	56-00	Orcs and Ogrillons ⁵
				Quallans
				Soldiery
				Trolls
				Use Standard Encounter Tables

¹ Hobgoblins in the Horned Society are 25% soldiery.

² 20-50 hobgoblins and norkers encountered in Iuz.

³ Hills or woods in the Barrens.

⁴ Orcs in the Horned Society are 20% soldiery.

⁵ 20-80 orcs and ogrillons encountered in Iuz.

BISSEL, GRAN MARCH, AND KEOLAND

Bissel	Gran March	Keoland	Encounter
	01-02		Demi-humans
	03-04	01	Dwarves
	05-06		Dwarves, Mountain
		02	Elves, High
		03-10	Elves, Sylvan
	07-10	11-15	Gnomes
		16	Halflings, Hairfeet
		17-18	Halflings, Stouts
		19-20	Halflings, Tallfellows
01-02	11-15	21-25	Humanoids
03-05	16-19	26-29	Men, Bandits
06-07	20-23	30-31	Men, Brigands
08-20	24-45	32-43	Men, Merchants
21-25	46-48		Men, Patrol, Knights
		44-50	Men, Patrol, Light
26-35	49-55		Men, Patrol, Medium
36-40	56-57	51-52	Men, Pilgrims
41-45	58-61		Men, Raiders
	62-65	53-55	Men, Tribesmen (marshmen) ¹
46-00	66-00	56-00	Use Standard Encounter Tables

¹ Hillmen or marshmen in Keoland.

BLACKMOOR

Dice Roll	Encounter
01-02	Gibberling
03-05	Humanoids
06-07	Men, Brigands
08-09	Men, Cavemen
10-15	Men, Merchants
16-25	Men, Nomads
26-30	Men, Patrol, Medium
31-32	Men, Pilgrims
33-34	Quaggoth
35-37	Quallans
38-40	Trolls, Ice
41-00	Use Standard Encounter Tables

BONE MARCH AND THE POMARJ

Bone March	Pomarj	Encounter
01-02	01-02	Bugbears
03		Giant (evil only)
04-07	03-05	Gnolls
08-09	06	Gnolls and Flinds
10-11	07-12	Goblins
12	13-15	Goblins and Xvarts
13-14	16-17	Hobgoblins
15	18	Hobgoblins and Norkers
16-17	19-20	Kobolds
18-21	21-25	Men, Bandits
22-29	26-28	Men, Brigands
30-34		Men, Raiders
	29-30	Men, Tribesmen (hillmen)
35	31-32	Norkers
36-39	33	Ogres
40-41		Ogres and Ogrillons
42	34	Ogrillons
	35-41	Orcs
	42-44	Orcs and Ogrillons
43	45	Trolls
44-45		Xvarts
46-00	46-00	Use Standard Encounter Tables

CELENE AND HIGHFOLK

Celene	Highfolk	Encounter
01-02	01-02	Dwarves
03	03	Dwarves, Mountain
04-20		Elves, Gray
21-25	04-15	Elves, High
	16-17	Elves, Knights
26-40	18-22	Elves, Sylvan
41-46	23-24	Gnomes
47		Halflings, Hairfeet
48		Halflings, Stouts
49-50	25-26	Halflings, Tallfellows
51-53	27-28	Humanoids
54-55	29-31	Men, Bandits
56-57	32-33	Men, Brigands
58-63	34-40	Men, Merchants
64-77	41-43	Men, Patrol, Light
78-80	44-45	Men, Pilgrims
81-00	46-00	Use Standard Encounter Tables

DYVERS, GREYHAWK, AND VERBOBONC

Dyvers	Greyhawk	Verbobonc	Encounter
01-03	01	01-03	Demi-humans
	02-03	04-06	Elves, Sylvan
	04	07-11	Gnomes
04-05	05	12-15	Humanoids
06-10	06-07	16-18	Men, Bandits
11-12	08-09	19-20	Men, Brigands
13-15			Men, Buccaneers (near water)
	10-11		Men, Characters
16-30	12-30	21-30	Men, Merchants
		31-34	Men, Patrol, Levies
		35-37	Men, Patrol, Light
31-40	31-35		Men, Patrol, Medium
	36	38-40	Men, Pilgrims
41-42			Men, Pirates (near water)
	37-38		Men, Raiders
43-45			Men, Rhennnee (near water)
	39-40		Men, Tribesmen (hill/marshmen)
		41-42	Norkers
		43-45	Xvarts
46-00	41-00	46-00	Use Standard Encounter Tables

EKBIR, TUSMIT, AND ZEIF

Dice Roll	Encounter
01-02	Humanoids
03-07	Men, Bandits
08-10	Men, Brigands
11-15	Men, Dervishes
16-33	Men, Merchants
34-38	Men, Nomads
39-42	Men, Patrol, Light
43-45	Men, Patrol, Medium
46-50	Men, Pilgrims
51-55	Men, Raiders
56-00	Use Standard Encounter Tables

FROST, ICE, AND SNOW BARBARIANS

Dice Roll	Encounter
01-02	Bugbears
03-06	Dwarves
07-10	Dwarves, Mountain
11-12	Giant, Frost
13-15	Giant, Hill
16-17	Giant, Mountain
18-19	Giant, Stone
20-21	Humanoids
22-28	Men, Bandits
29-40	Men, Berserkers
41-45	Men, Merchants
46-50	Men, Raiders
51-53	Ogres
54-55	Trolls
56-57	Trolls, Giant
58-60	Trolls, Ice
61-00	Use Standard Encounter Tables

FURYONDY, THE SHIELD LANDS, AND VELUNA

Furyondy	Shield Lands	Veluna	Encounter
01	01-03	01-03	Demi-humans
02-04			Elves, Gray
05-10		04-10	Elves, High
11-15		11-15	Gnomes
16-20			Halflings
21-24			Hobgoblins (raiding)
25-26			Hobgoblins and Norkers (raiding)
27-30	04-13	16-20	Humanoids
31-35	14-20	21-24	Men, Bandits
36-38	21-25	25-27	Men, Brigands
	26-28		Men, Buccaneers (near water)
	29-30		Men, Characters
39-58	31-40	28-40	Men, Merchants
59-60			Men, Patrol, Heavy
61-67	41-44	41	Men, Patrol, Knights
68-73		42-43	Men, Patrol, Light
74-80	45-48	44-45	Men, Patrol, Medium
81-85	49-50	46-50	Men, Pilgrims
		51-55	Men, Raiders
	51-52		Men, Pirates (near water)
	53-55		Men, Rhennnee (near water)
		56-60	Men, Tribesmen (hillmen)
86-88			Orcs (raiding)
89-90			Orcs and Ogrillons (raiding)
91-00	56-00	61-00	Use Standard Encounter Tables

GEOFF, STERICH, AND THE YEOMANRY

Geoff	Sterich	Yeomanry	Encounter
01-05	01-03	01-02	Demi-humans
	04-07	03-05	Dwarves ¹
06-20		06-09	Elves, High
21-25	08-09		Giants
	10-13		Gnomes
	14-15	10	Halflings, Hairfeet
	16-18	11-12	Halflings, Stouts
		13-15	Halflings, Tallfellows
	19-24	16-20	Humanoids
26-29	25-29	21-26	Men, Bandits
30-31	30-32	27-30	Men, Brigands
	33-34		Men, Cavemen (in mountains)
32-45	35-43	31-40	Men, Merchants
		41-42	Men, Patrol, Levies
46-58	44-47	43-46	Ogres
59-60		47-48	Men, Pilgrims
	50-51	49-52	Men, Raiders
	52-53	53-55	Men, Tribesmen (in hills) ²
61-63	54		Ogres
64-65	55		Trolls
66-00	56-00	56-00	Use Standard Encounter Tables

¹ Mountain dwarves in Sterich.

² Hillmen or marshmen in the Yeomanry

Gran March; see Bissel

GREAT KINGDOM, SEE OF MEDEGIA, NORTH PROVINCE, AND SOUTH PROVINCE

Kingdom	Medegia	North	South	Encounter
01-03	01-03	01-02		Demi-humans
	04-08			Dwarves
	09-15			Elves, Sylvan
		03-05		Hobgoblin Soldiery
04-10	16-20	06-08	01-03	Humanoids
11-15	21-24	09-11	04-10	Men, Bandits
16-20	25-28	12-13	11-15	Men, Brigands
21-40	29-40	14-25	16-30	Men, Merchants
41-44	41-42		31-34	Men, Patrol, Heavy
		26-28		Men, Patrol, Light
45-47	43-45	29-30	35-40	Men, Patrol, Medium
48-50	46-48	31-33		Men, Patrol, Slaver
51-53	49-50	34-35	41-42	Men, Pilgrims
54-67	51-60	36-40	43-48	Men, Raiders
			49-51	Men, Tribesmen (hillmen)
		41-42		Ogrillons and Orcs
68-70	61-65	43-45	52-55	Orcs ¹
71-00	66-00	46-00	56-00	Use Standard Encounter Tables

¹ Orc soldiery in the Great Kingdom, Medegia, and South Province.

Horned Society; see Bandit Kingdoms

IDEE AND IRONGATE/ONNWL

Idee	Irongate	Encounter
01-02	01-05	Demi-humans
03-06		Gnomes
07-10	06-09	Men, Bandits
11-12	10-11	Men, Brigands
	12-14	Men, Buccaneers (near water)
13-30	15-30	Men, Merchants
31-35	31-34	Men, Patrol, Levies
36-42	35-37	Men, Patrol, Medium
43-45	38-40	Men, Pilgrims
	41-45	Men, Pirates (near water)
46-00	46-00	Use Standard Encounter Tables

Irongate; see Idee

Iuz; see Bandit Kingdoms

KET AND PERRENLAND

Ket	Perrenland	Encounter
01-02	01-06	Demi-humans
03-05	07-10	Humanoids
06-09	11-14	Men, Bandits
10-11	15-17	Men, Brigands
12-13		Men, Dervishes
14-25	18-25	Men, Merchants
26-29	26-28	Men, Nomads ¹
	29-32	Men, Patrol, Levies
30-33	33-36	Men, Patrol, Medium
34-35	37-40	Men, Pilgrims
36-38	41-45	Men, Raiders
39-45	46-50	Men, Tribesmen ²
46-00	51-00	Use Standard Encounter Tables

¹ In north of Perrenland.

² Add 10-60 tribesmen in Ket; hillmen in Perrenland.

THE PALE, RATIK, AND THE DUCHY OF TENH

Pale	Ratik	Tenh	Encounter
01-03		01-03	Demi-humans
	01-02		Dwarves
	03-06		Dwarves, Mountain
	07-08		Elves, Sylvan
	09-11		Gnomes
04-05	12-17	04-10	Humanoids
06-11	18-21	11-16	Men, Bandits
12-15	22-23	17-20	Men, Brigands
16-30	24-30	21-30	Men, Merchants
	31-34		Men, Patrol, Levies
31-35	35-37	31-35	Men, Patrol, Medium
36-40		36-37	Men, Pilgrims
41-45		38-44	Men, Raiders
	38-42		Men, Tribesmen (hillmen)
	43-45		Men, Woodsman
		45	Trolls
46-00	46-00	46-00	Use Standard Encounter Tables

PLAINS OF THE PAYNIMS AND ULL

Plains	Ull	Encounter
01-02	01-05	Humanoids
03-05	06-10	Men, Bandits
06-10		Men, Dervishes
11-15	11-20	Men, Merchants
16-25	21-30	Men, Nomads ¹
	31-35	Men, Raiders
	36-40	Men, Tribesmen
26-00	41-00	Use Standard Encounter Tables

¹ 40-400 nomads encountered in Ull.

Rel Astra; see Great Kingdom

Rovers of the Barrens; see Bandit Kingdoms

LORDSHIP OF THE ISLES AND THE SEA BARONS

Lordship	Barons	Encounter
01-05		Demi-humans
06-08	01-07	Men, Bandits
09-10	08-12	Men, Brigands
11-20	13-22	Men, Buccaneers (near water)
21-50	23-45	Men, Merchants
51-55	46-55	Men, Patrol, Light
56-60	56-60	Men, Pirates (near water)
61-70	61-70	Men, Raiders
71-00	71-00	Use Standard Encounter Tables

North Province; see Great Kingdom

Nyrond; see Almor

Onnwal; see Idee and Irongate/Onnwal

THE SCARLET BROTHERHOOD AND SUNNDI

Brotherhood	Sunndi	Encounter
	01-05	Demi-humans
	06-09	Dwarves, Mountain
	10-13	Elves, Gray
	14-15	Gnomes
01-03		Goblins
04-05		Hobgoblins
06-08	16-22	Humanoids
	23-25	Lizardmen (near swamp)
09-15	26-28	Men, Bandits
	29-30	Men, Brigands
16-25	31-40	Men, Merchants
26-30		Men, Nomads
	41-43	Men, Patrol, Levies
31-35	44-45	Men, Patrol, Light
36-40		Men, Patrol, Slaver
41-43	46-47	Men, Pilgrims
44-49	48-56	Men, Raiders
50-56	57-60	Men, Tribesmen ¹
57-60		Orcs
61-00	61-00	Use Standard Encounter Tables

¹ Hillmen in Sunndi.

Sea Barons; see Lordship of the Isles

SEA PRINCES

Dice Roll	Encounter
01-03	Demi-humans
04-07	Humanoids
08-12	Men, Bandits
13-15	Men, Brigands
16-18	Men, Buccaneers (near water)
19-28	Men, Merchants
29-33	Men, Patrol, Light
34-39	Men, Patrol, Slaver
40-41	Men, Pilgrims
42-45	Men, Tribesmen (hills or marshes)
46-00	Use Standard Encounter Tables

Shield Lands; see Furyondy

South Province; see Great Kingdom

SPRINDRIFT ISLES

Lendor Isle	Northern Isles	Encounter
01-05	01-05	Demi-Humans
	06-10	Elves, Gray
	11-20	Elves, High
06-10		Humanoids
11-20		Kobolds
21-25	21-25	Men, Bandits
26-45	26-45	Men, Merchants
46-50		Men, Patrol, Light
	46-50	Men, Raiders
	51-65	Men, Tribesmen
51-65		Orcs
66-00	66-00	Use Standard Encounter Tables

STONEFIST, HOLD OF (STONEHOLD) AND TIGER/WOLF NOMADS

Stonehold	Nomads	Encounter
01-05	01-05	Humanoids
06-12	06-09	Men, Bandits
13-15	10-12	Men, Brigands
16-20	13-20	Men, Merchants
21-30	21-40	Men, Nomads
31-35		Men, Patrol, Warband
36-40		Men, Raiders
41-45	41-43	Men, Tribesmen ¹
	44-45	Quaggoths (near Burneal Forest)
46-00	46-00	Use Standard Encounter Tables

¹ Nomad tribesmen found only in hills, mountains, and forests.

Tenh, Duchy of; see Pale

Tusmit; see Ekbir

ULEK (COUNTY, DUCHY, AND PRINCIPALITY)

County	Duchy	Principality	Encounter
01-03	01-05	01-04	Demi-humans
		05-09	Dwarves
		10-17	Dwarves, Mountain
	06-13		Elves, High
	14-19		Elves, Patrol
	20-24		Elves, Sylvan
04-10	25-30	18-21	Gnomes
11-14			Halflings, Hairfeet
15-17		22-24	Halflings, Scouts
18-19			Halflings, Tallfells
		25-26	Humanoids
20-25	31-35	27-32	Men, Bandits
26-40	36-45	33-45	Men, Merchants
41-43		46-50	Men, Patrol, Light
	46-48	51-53	Men, Pilgrims
44-45	49-50	54-55	Men, Tribesmen ¹
46-00	51-00	56-00	Use Standard Encounter Tables

¹ Hillmen in County and Duchy.

Urnst, County and Duchy; see Almor

VALLEY OF THE MAGE

Dice Roll	Encounter
01-03	Demi-humans
04-12	Elf, Valley
13-17	Gnomes
18-20	Humanoids
21-23	Men, Bandits
24-25	Men, Brigands
26-27	Men, Cavemen (mountain)
28-29	Men, Characters
30-33	Men, Patrol, Heavy
34-35	Men, Tribesmen
36-00	Use Standard Encounter Tables

Veluna; see Furyondy

WILD COAST

Dice Roll	Encounter
01-05	Demi-humans
06-12	Humanoids
13-18	Men, Bandits
19-22	Men, Brigands
23-30	Men, Merchants
31-36	Men, Patrol, Medium
37-38	Men, Patrol, Slaver
39-40	Men, Raiders
41-00	Use Standard Encounter Tables
	Wolf Nomads; see Stonefist
	Yeomanry; see Geoff
	Zeif; see Ekbir

RANDOM ENCOUNTER TABLES

ACCORDING TO GEOGRAPHICAL AREAS

FOREST, JUNGLES AND TIMBERLANDS

ADRI FOREST AND GRANDWOOD FOREST

Adri	Grandwood	Encounter
01-05	01-07	Elves, Sylvan
06-08		Gnomes
	08-10	Halflings
09-15	11-15	Humanoids
16-18	16-20	Men, Bandits ¹
19-20	21-23	Men, Brigands
	24-25	Men, Patrol, False
	26-30	Men, Patrol, Light
21-45	31-45	Men, Woodsmen
	46-50	Orc Soldierly
46-00	51-00	Use Standard Encounter Tables

¹ 50% of Grandwood Forest woodsmen tend toward good alignment.

AMEDIO JUNGLE, HEPMONALAND

Dice Roll	Encounter
01-10	Dakon
11-15	Gibberlings
16-20	Men, Patrol, Slaver
21-30	Men, Tribesmen
31-45	Men, Tribesmen (cannibals/headhunters)
46-00	Use Standard Encounter Tables

AXEWOOD, DREADWOOD, MENOWOOD, RIEUWOOD, AND SILVERWOOD

AW, MW, SW	Dreadw'd	Rieuw'd	Encounter
01-30	01-10	01-05	Elves, Patrol
31-35	11-13	06-15	Elves, Sylvan
	14	16-20	Gnomes
36-38	15		Halflings, Hairfeet
	16-25	21-25	Halflings, Tallfellows
		26-30	Humanoids
		31-33	Men, Bandits
		34-35	Men, Brigands
39-40		36-40	Men, Characters
		41-45	Men, Patrol, Light
41-42	26-40	46-65	Men, Raiders
	41-42		Men, Tribesmen ¹
43-50	43-44		Ogres
	45		Treants
51-55			Trolls
56-00	46-00	66-00	Unicorns
			Use Standard Encounter Tables ²

¹ Tribesmen are woodsmen in the Axewood, Menowood, Rieuwood, and Silverwood, but marshmen in the Dreadwood.

² Use standard Faerie encounter tables for the Axewood, Menowood, and Silverwood.

BRAMBLEWOOD, NUTHERWOOD, PHOSTWOOD, UDGRU FOREST

Dice Roll	Encounter
01-03	Demi-humans
04-10	Humanoids
11-15	Men, Bandits
16-18	Men, Brigands
19-22	Men, Patrol, Medium
23-28	Men, Tribesmen (woodsmen)
29-30	Ogres
31-00	Use Standard Encounter Tables

BURNEAL FOREST

Dice Roll	Encounter
01-05	Kobolds
06-10	Men, Nomads
11-20	Men, Tribesmen (plus 1-20 wolf dogs)
21-25	Quaggoths
26-30	Wolf Dogs (as wild dogs but equal to war dogs)
31-00	Use Standard Encounter Tables

CELADON FOREST, FELLREEV FOREST, AND GAMBOGE FOREST

Celadon	Fellreev	Gamboge	Encounter
01-03		01	Demi-humans
		02-04	Dwarves
04-25	01-05	05-14	Elves, High
		15-17	Elves, Sylvan
		18-22	Gnolls
		23	Gnomes
		24-25	Halflings, Hairfeet
26-27	06-13	26-30	Halflings, Tallfellows
28-30	14-19	31-34	Humanoids
	20-23	35-37	Men, Bandits
31-35			Men, Brigands
	24-30		Men, Characters
36-45			Men, Nomads (forest edges only)
	31-40		Men, Patrol, Light
46-65		38-48	Men, Tribesmen (rovers)
		49-50	Men, Woodsmen
66-75			Ogres
76-00	41-00	51-00	Treants
			Use Standard Encounter Tables

DIM FOREST, HORNWOOD, AND OYTWOOD

Dim Forest	Hornw'd, Oytw'd	Encounter
01-03	01-05	Demi-humans
04-12	06-20	Elves, Sylvan
	21-25	Gnomes
13-18	26-30	Humanoids
19-22		Men, Bandits
23-25		Men, Brigands
26-27		Men, Patrol, Light
28-31		Men, Raiders
32-35		Men, Tribesmen (woodsmen)
36-00	31-00	Use Standard Encounter Tables

Dreadwood; see Axewood

Fellreev Forest; see Celadon Forest

FORLORN FOREST, HRAAK FOREST, SABLEWOOD, AND SPIKEY FOREST

Forlorn, Hraak	Sable, Spikey	Encounter
01-05	01-10	Humanoids
	11-15	Men, Berserkers (patrol)
06-10	16-25	Men, Tribesmen ¹
11-20	26-30	Ogres
21-25		Quaggoth
26-00	31-00	Use Standard Encounter Tables

¹ Sablewood and Spikey Forest tribesmen are woodsmen.

Gamboge Forest; see Celadon Forest

GNARLEY FOREST AND WELKWOOD

Gnarley	Welkwood	Encounter
01-05	01-08	Demi-humans
06-15	09-15	Elves, Sylvan
16-19		Gnomes
20-24	16-20	Humanoids
25-27	21-24	Men, Bandits
28-29	25-26	Men, Brigands
30-35		Men, Merchants
36-38		Men, Patrol, Light
	27-46	Men, Tribesmen (woodsmen)
39-50		Men, Woodsmen
	47-48	Treants
	49-50	Unicorns
51-00	51-00	Use Standard Encounter Tables

Grandwood Forest; see Adri Forest

Hepmonaland; see Amedio Jungle

Hornwood; see Dim Forest

Hraak Forest; see Forlorn Forest

LOFTWOOD AND TIMBERWAY FOREST

Dice Roll	Encounter
01-10	Humanoids
11-15	Men, Patrol, Light
16-20	Men, Raiders
21-30	Men, Tribesmen (woodsmen)
31-00	Use Standard Encounter Tables

Menowood; see Axewood

Nutherwood; see Bramblewood

Oytwood; see Dim Forest

Phostwood; see Bramblewood

Riewood; see Axewood

Sablewood; see Forlorn Forest

Silverwood; see Axewood

Spikey Forest; see Forlorn Forest

SUSS FOREST AND TANGLES

Suss	Tangles	Encounter
01-02		Demi-humans
03-04		Ettercaps
05-08		Gibberlings
09-12		Gnolls
13-18	01-10	Humanoids
19-24		Kobolds
25-27	11-22	Men, Bandits
28-29	23-30	Men, Brigands
30		Men, Characters
31-33		Men, Patrol, Light
34-35		Ogres
36-37		Spiders, Giant
38-40		Spiders, Large
41-42		Susseri
43-48		Tree (sentient, semi-mobile, 50% are dangerous) ¹
49		Trolls
50-55		Vegetation (dangerous) ¹
	31-35	Weasels, Giant
56-00	36-00	Use Standard Encounter Tables

¹ Use those described in AD&D™ game or devise special ones.

Tangles; see Suss Forest

Timberway Forest; see Loftwood

Udgru Forest; see Bramblewood

VESVE FOREST

Dice Roll	Eastern Portion	Dice Roll	Western Portion
01-02	Bugbears	01-05	Elves, High
03-05	Gnolls	06-10	Elves, Patrol
06-12	Humanoids	11-20	Elves, Sylvan
13-18	Men, Bandits	21-25	Gnomes
19-25	Men, Patrol, Light	26-27	Halflings, Hairfeet
26-30	Men, Raiders	28-30	Halflings, Tallf.
31-34	Norkers	31-35	Humanoids
35-36	Ogres	36-40	Men, Bandits
37-40	Ogrillons	41-45	Men, Patrol, Light
41-42	Trolls	46-58	Men, Tribesmen (woodsmen)
43-50	Xvarts	59-60	Ogres
51-00	Use Standard Encounter Tables	61-00	Use Standard Encounter Tables

Welkwood; see Gnarley Forest

MOUNTAIN RANGES

BARRIER PEAKS, CRYSTALMIST MOUNTAINS, AND JOTENS

Dice Roll	Encounter
01-04	Dwarves, Mountain
05-10	Giants
11-15	Giants, Frost
16-18	Giants, Hill
19-20	Giants, Mountain
21-24	Giants, Stone
25-35	Humanoids
36-38	Men, Cavemen
39-42	Men, Tribesmen
43-47	Ogres
48-50	Trolls
51-00	Use Standard Encounter Tables

CLATSPUR RANGE AND YATIL MOUNTAINS

Dice Roll	Encounter
01-05	Dwarves, Mountain
06-07	Giants
08-11	Humanoids
12-13	Men, Cavemen
14-15	Men, Patrol, Medium
16-20	Men, Patrol, Light
21-32	Men, Tribesmen (mountaineers)
33-34	Ogres
35	Trolls
36-00	Use Standard Encounter Tables

CORUSK MOUNTAINS, GRIFF MOUNTAINS, AND RAKERS

Dice Roll	Encounter
01-04	Aarakoora
05-06	Dwarves
07-10	Dwarves, Mountain
11-14	Giants
15-20	Griffons
21-25	Humanoids
26-27	Men, Raiders
28-36	Men, Tribesmen (mountaineers)
37-38	Ogres
39-40	Trolls
41-00	Use Standard Encounter Tables

Crystallist Mountains; see Barrier Peaks
 Drachensgrab Mountains; see Drachensgrab Hills
 Gloriles; see Hestmark Highlands
 Griff Mountains; see Corusk Mountains

HELLFURNACES

Dice Roll	Encounter
01-02	Firedrake
03-06	Firenewt
07-10	Firetoad
11-15	Giants
16-25	Giants, Fire
26-30	Hell Hounds
31-38	Humanoids
39-40	Men, Cavemen
41-00	Use Standard Encounter Tables

Jotens; see Barrier Peaks

LORTMIL MOUNTAINS

Dice Roll	Encounter
01-04	Aarakoora
05-12	Dwarves
13-25	Dwarves, Mountain
26-35	Gnomes
36-38	Halflings, Hairfeet
39-45	Halflings, Stouts
46-49	Humanoids
50-53	Men, Bandits
54-55	Men, Brigands
56-57	Men, Characters
58-65	Men, Patrol, Light
66-75	Men, Tribesmen (mountaineers)
76-00	Use Standard Encounter Tables

Rakers; see Corusk Mountains

SULHAUT MOUNTAINS AND ULLSPRUE

Sulhaut	Ullsprue	Encounter
01-03		Demi-humans
04-10		Elves, Drow (night only)
11-12		Giants
13-17	01-08	Humanoids
18-25	09-15	Men, Nomads ¹
26-40	16-35	Men, Tribesmen
	36-40	Ogres
41-60		Use Pleistocene Conditions Encounter Table
61-00	41-00	Use Standard Encounter Tables

¹ Nomads appear only in extreme north of Sulhaut Mountains.

Ullsprue; see Sulhaut Mountains
 Yatil Mountains; see Clatspur Range

HILLS AND HIGHLANDS

ABBOR-ALZ

Dice Roll	Encounter
01-03	Giants, Hill
04-10	Humanoids
11-15	Men, Patrol, Medium
16-40	Men, Tribesmen (plus 20-80)
41-43	Ogres
44-45	Trolls
46-00	Use Standard Encounter Tables

BLEMU HILLS, BLUFF HILLS, DRACHENSGRAB HILLS, HOWLING HILLS, SPINE RIDGE, AND TORS

Dice Roll	Encounter
01-02	Giants, Hill
03-20	Humanoids
21-24	Men, Bandits
25-30	Men, Brigands
31-40	Men, Tribesmen (hillmen)
41-42	Ogres
43-44	Trolls
45	Trolls, Giant
46-00	Use Standard Encounter Tables

CAIRN HILLS

Dice Roll	Encounter
01-05	Dwarves
06-10	Gnomes
11-14	Halflings, Hairfeet
15-17	Halflings, Stouts
18-23	Humanoids
24-29	Men, Bandits
30-33	Men, Brigands
34-36	Men, Characters
37-45	Men, Merchants
46-48	Men, Patrol
49-50	Men, Rhennee (near water)
51-60	Men, Tribesmen
61-00	Use Standard Encounter Tables

FLINTY HILLS, GOOD HILLS, GULL CLIFFS, HEADLANDS, HOLLOW HIGHLANDS, IRON HILLS, LITTLE HILLS, LORRIDGES, AND STARK MOUNDS

Dice Roll	Encounter
01-05	Demi-humans
06-20	Dwarves
21-40	Gnomes
41-50	Halflings, Stouts
51-55	Men, Bandits
56-75	Men, Tribesmen (hillmen)
76-00	Use Standard Encounter Tables

HESTMARK HIGHLANDS AND GLORIOLES

Dice Roll	Encounter
01-03	Demi-humans
04-12	Dwarves
13-16	Dwarves, Mountain
17-25	Elves, High
26-28	Elves, Patrol
29-35	Gnomes
36-40	Humanoids
41-50	Men, Bandits (90% are actually good hillmen)
51-55	Men, Brigands
56-60	Men, Merchants
61-63	Men, Patrol, Light
64-70	Men, Raiders
71-75	Men, Tribesmen (hillmen)
76-80	Orc Soldier
81-00	Use Standard Encounter Tables

KRON HILLS

Dice Roll	Encounter
01-05	Demi-humans
06-10	Dwarves
11-30	Gnomes
31-35	Halflings, Stouts
36-40	Humanoids
41-47	Men, Bandits (50% are actually good hillmen)
48-50	Men, Brigands
51-60	Men, Tribesmen (hillmen)
61-00	Use Standard Encounter Tables

SEPIA UPLANDS, TUSMAN HILLS, AND YECHA HILLS

Dice Roll	Encounter
01-05	Demi-humans
06-15	Humanoids
16-20	Men, Bandits
21-25	Men, Brigands
26-40	Men, Nomads
41-55	Men, Tribesmen
56-00	Use Standard Encounter Tables

BODIES OF WATER

ARTONSAMAY, NESSER, SELINTAN, VELVERDYVA, AND VENG RIVERS

Dice Roll	Encounter
01-20	Men, Rhennae
21-00	Use Standard Encounter Tables

Att River, all other rivers, Use Standard Encounter Tables

NYR DYV, QUAG LAKE AND WHYESTIL LAKE

Dice Roll	Encounter
01-20	Men, Buccaneers (patrol warship)
21-40	Men, Merchants
41-50	Men, Merchants (fishing fleet)
51-60	Men, Pirates
61-80	Men, Rhennae
81-00	Use Standard Encounter Tables

SALT-WATER SEAS AND BAYS

Dice Roll	Encounter
01-05	Men, Buccaneers
06-25	Men, Merchants
26-30	Men, Patrol
31-35	Men, Pirates
36-40	Men, Raiders (Galley-type craft)
41-00	Use Standard Encounter Tables

WASTELANDS

BRIGHT DESERT

Dice Roll	Encounter
01-15	Men, Dervishes
16-40	Men, Nomads
41-45	Men, Tribesmen (hills)
46-50	Pernicons
51-00	Use Standard Encounter Tables

DRY STEPPES

Dice Roll	Encounter
01-07	Herd Animals
08-10	Horses
11-15	Humanoids
16-19	Men, Dervishes
20-30	Men, Nomads
31-35	Men, Tribesmen
36-00	Use Standard Encounter Tables

LAND OF BLACK ICE

Dice Roll	Encounter
01-15	Bugbears, Blue (same as normal bugbears)
16-00	Use Standard Encounter Tables

RIFT CANYON

Dice Roll	Encounter
01-10	Humanoids
11-25	Men, Bandits
26-30	Men, Brigands
31-32	Men, Characters
33-37	Men, Raiders (as knights)
38-40	Ogres
41-00	Use Standard Encounter Tables

SEA OF DUST

Dice Roll	Encounter
01-03	Beetle, Boring
04-05	Bulettes (half-strength, sand variety)
06-12	Centipedes, Giant (plus 1-6) ¹
13-17	Dune Stalkers (1-6)
18-25	Firenewts (near Hellfurnaces only)
26-30	Firetoads (near Hellfurnaces only)
31-39	Jermlaine ¹
40-43	Meenlocks ¹
44-45	Men, Characters (extreme west and south only)
46-47	Men, Nomads (extreme west and south only)
48-53	Mites ¹
54-61	Osquips ¹
62-70	Pernicon
71-77	Rats, Giant ¹
78-80	Scorpions, Giant
81-82	Snake, Giant, Amphisbaena
83-85	Snakes, Giant, Poisonous
86-88	Snakes, Giant, Spitting
89-93	Snyads ¹
94-96	Spiders, Huge
97-99	Thoquas ¹ (2-4 foot diameter, sand/ash eater)
00	Roll again or choose any creature

¹These creatures inhabit thoquas tunnels.

MARSHES

COLD MARSHES

Dice Roll	Encounter
01-03	Frost Men
04-10	Gnolls
11-30	Men, Tribesmen
31-40	Quaggoths
41-45	Toad, Ice
46-50	Troll, Ice
51-00	Use Standard Encounter Tables

LONE HEATH

Dice Roll	Encounter
01-30	Demi-humans
31-55	Men, Bandits (good alignment)
56-65	Men, Patrol, Light
66-95	Men, Tribesmen (good marshmen)
96-00	Use Standard Encounter Tables

VAST SWAMP

Dice Roll	Encounter
01-10	Bullywugs
11-15	Humanoids
16-20	Lizardmen
21-25	Men, Bandits
26-27	Men, Patrol, Light (near edges only)
28-36	Men, Tribesmen (marshmen)
37-40	Trolls
41-00	Use Standard Encounter Tables

DISTRIBUTION OF HIGH LEVEL NPCs

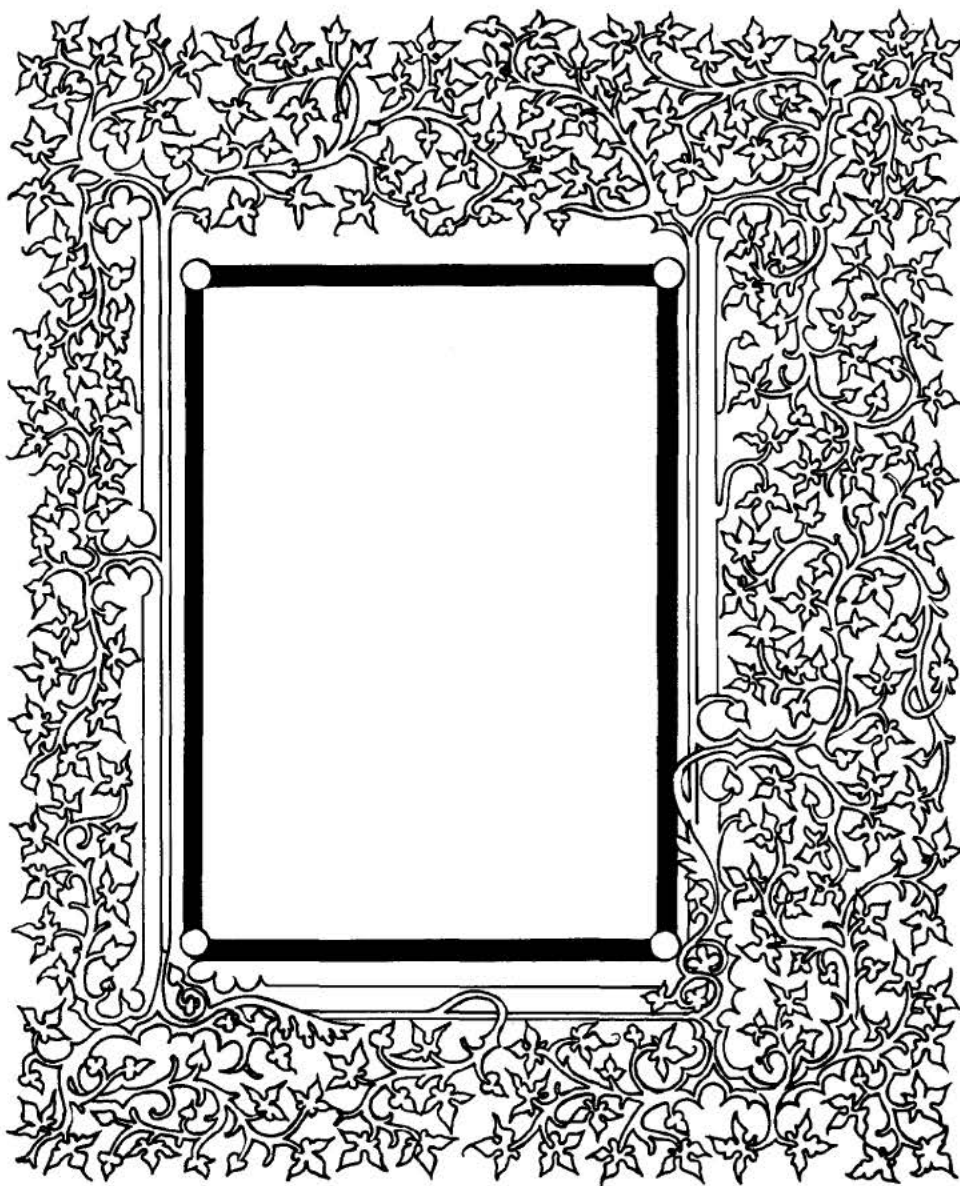
Non-Player characters of 10th or greater level are quite uncommon except in seats of power. Such centers are either where a state governs, a portion of a state is ruled, a very large populace dwells, military power is massed, or else player characters have been active for a long period of time. Most high-level NPCs are distributed as follows:

cleric types	15%
fighter types	50%
magic-user types	10%
thief types	24%
others	1%

The level of NPCs encountered is:

10th - 12th level	60%
13th - 15th level	25%
16th - 18th level	12%
19th level and above	3%

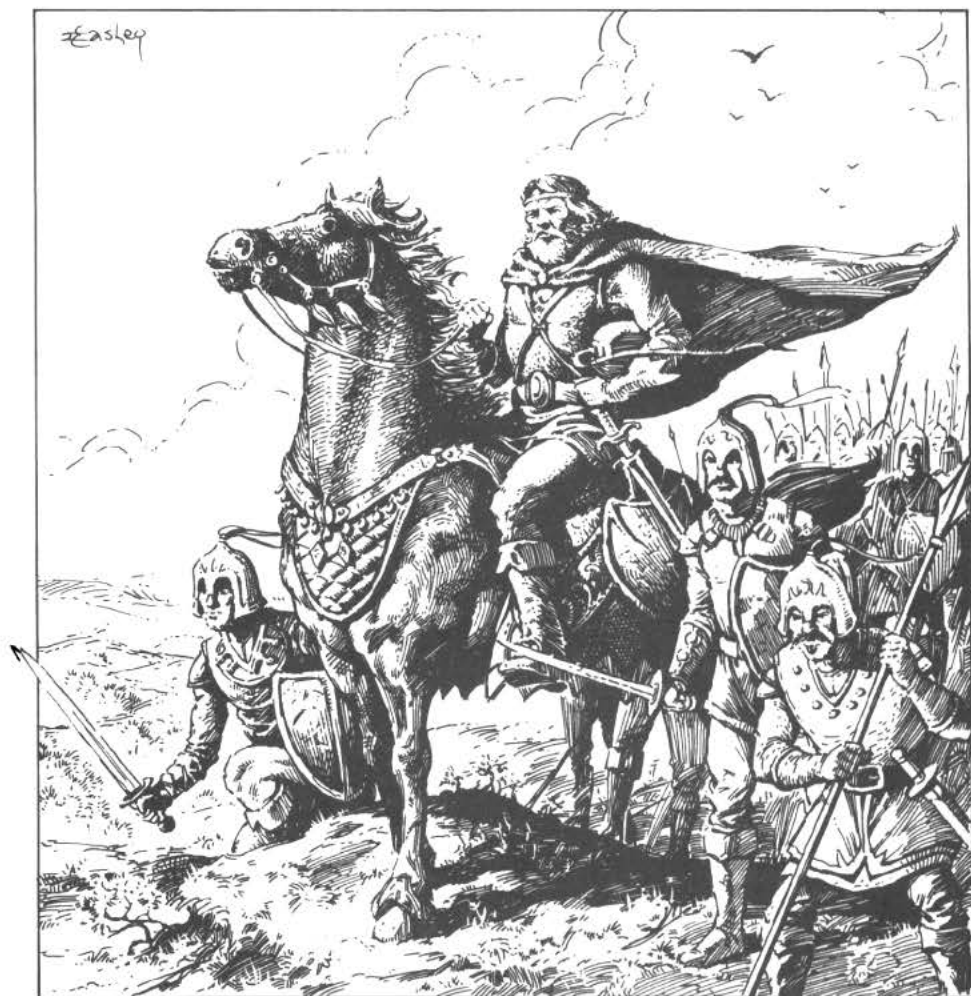
Player character-like NPCs are always an exception. The only method of determining the likelihood of such distribution is by examination of player character activity and frequency.



RULERS OF GREYHAWK

A = Assassin M = Monk
 B = Bard MU = Magic-user
 C = Cleric P = Paladin
 D = Druid R = Ranger
 F = Fighter T = Thief
 I = Illusionist

Almor, Prelacy of: Kevont, C 12
 Bandit Kingdoms: no single ruler,
 T 14-16 or F 12-14 usual
 Bissel, March of: Walgar, R 15
 Blackmoor: Bestmo, F ?
 Bone March: most recently Clement,
 deceased
 Celene, Kingdom of: Yolande,
 F 7/MU 11
 Dyvers, Free and Independent City:
 Margus, T 17
 Ekbir, Caliphate of: Xargun, C 16
 Fruztii, Kingdom of (Frost Barbarians):
 Ralff, F 15
 Furyondy, Kingdom of: Belvor IV, P 14
 Geoff, Grand Duchy of: Owen I,
 F 13/I 15
 Gran March: Petros, F 15
 Great Kingdom (Kingdom of Aerdy): ?,
 C 7/MU 12
 Greyhawk, Free City of: Nerof Gasgal,
 T 10
 Highfolk, Independent Town of: Loftin
 Graystand, D 12
 Horned Society: true identities unknown
 Cruski, Kingdom of (Ice Barbarians):
 Lolgoth Bearhair, F 14
 Idee, County of: Fedorik Eddri, F 14
 Irongate, Free City of: Cobb Darg, ?
 Iuz, Land of: Iuz, demi-god
 Keoland, Kingdom of: Kimbertos Skotti,
 R 14
 Ket: Zoltan, C 3/F 14
 Lordship of the Isles: Latmac Ranold,
 F 16
 Medegia, See of: Spidasa, C 15
 North Province, the: Grenell, A 15
 Nyrond, Kingdom of: Archbold III,
 F 16
 Onnwal, Free State of: Ewerd Destron,
 F 12
 Pale, Theocracy of the: Ogon Tillit,
 C 14
 Perrenland, Concatenated Cantons of:
 Franz, R 15
 Plains of the Paynims: tribal
 the Pomarj: several petty leaders
 Ratik, Archbarony of: Lexnol, R 13



Rel Astra, City of: Drax, A 6/MU 9
 Rovers of the Barrens: Kishwa Dogteeth,
 F 11
 the Scarlet Brotherhood: true name
 unknown, M 14
 Sea Barons: Sencho Foy, F 13
 Sea Princes, Hold of the: Jeon II, F 17
 Shield Lands: Holmer, C 7/F 10
 Kingdom of Schnai (Snow Barbarians):
 Orvung, F 16
 South Province: Chelor, T 5/F 11
 Spindrift Isles: true names unknown
 Sterich, Earldom of: Querchard,
 F 7/T 8/B 9
 Stonefist, Hold of: Sevvord Redbeard,
 F 18
 Sunndi, County of: Hazendel,
 C 5/F 8/MU 8
 Tenh, Duchy of: Ehyeh, F 12

Tiger Nomads (Chakyik): Cligir, I 3/F 11
 Tusmit: Jadhim/oremm, F 15
 Ulek, County of: Lewenn, D 13
 Ulek, Duchy of: Grenowin, F 7/MU 11
 Ulek, Principality of: Olinstaad Corond,
 F 9/T 12
 Ull: Draske, F 13
 Urnst, County of: Lorgan, F 16
 Urnst, Duchy of: Karl, R 12
 Valley of the Mage: ?
 Veluna, Archclericy of: Hazen, C 19
 Verbobonc, Viscounty and Town of:
 Wilfrick, F 10
 Wild Coast: various petty rulers
 Wolf Nomads (Wegwiur): Bargru,
 I 5/F 12
 Yeomanry, the: Crispin Redwell,
 F 10/C 5
 Zeif, Sultanate of: Murad, T 4/F 13

WEATHER & THE WORLD



BECAUSE CHANGES in climate are closely related to changes in latitude, the size of the world is important. Oerth has a polar circumference of 8,400 leagues (25,200 miles).

Thus, traveling 23 leagues (70 miles, 2 1/3 hexes) in a north or south direction covers one degree of latitude. The accompanying table shows typical conversions between degrees of latitude, distances in leagues and miles, and hex counts on the map.

DISTANCE CORRESPONDENCES BETWEEN HEXES, DEGREES OF LATITUDE, AND MILES

N-S distance in hexes	N-S distance in degrees of latitude	N-S distance in leagues (miles)
1	0.4	10 (30)
2	0.8	20 (60)
2 1/3	1	23 (70)
4 2/3	2	47 (140)
5	2.1	50 (150)
7	3	70 (210)
10	4.3	100 (300)
11 2/3	5	117 (350)
20	8.6	200 (600)
23 1/3	10	233 (700)
35	15	350 (1,050)

The Greyhawk maps, which cover 970 leagues on the north-south axis, also cover 41.6 degrees of latitude.

A second table shows where the latitude lines are located on Oerth, referring to the hex numbers at the right-hand edge of each map sheet and indicating the locales on or close to each parallel.

LOCATION OF MAJOR PARALLELS OF LATITUDE ON MAPS OF THE WORLD OF GREYHAWK

North Latitude	Hex # on map (right half)	Hex # on map (left half)
15	93	129
20	81	117
24	72	108
25	69	105
30	58	94
35	46	82
40	34	70
45	23	59
50	11	47
54	02	38

Latitude lines run horizontally across the map, and do not slope southeast to northwest as do the numbered lines of hexes.

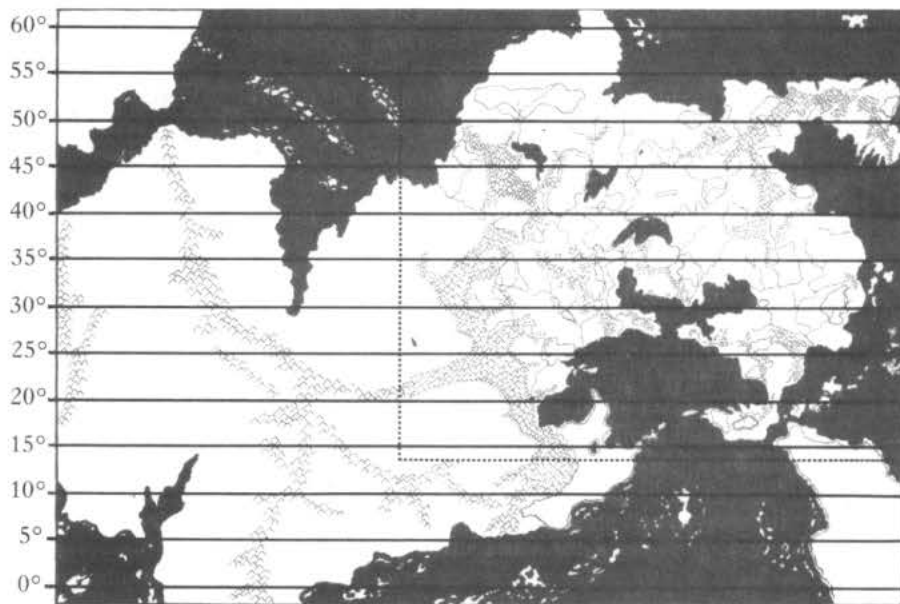
Baseline information for Oerth is shown on the Baseline Data Chart. It is assumed that for each degree of travel in a north-south direction, the baseline temperature will change by two degrees Fahrenheit. Thus, a trip seven hexes north of Veluna City takes one to a point where the temperature is six degrees colder, because seven hexes equals three degrees of latitude; a trip seven hexes south would raise the temperature by the same amount.

(This is reversed if one crosses the equator.)

One final comment is necessary. The weather of Oerth is affected (and possibly generated) by magic. Some of the spells and items that can bring this about are described in the Player's Handbook and Dungeon Master's Guide. Of course, very accomplished magic-users may be able to research and develop new weather-controlling spells. Great care should be taken when such spells are implemented, because localized magical changes to the weather may have repercussions elsewhere in the world (and, perhaps, on other planes as well).

ASTRONOMICAL PHENOMENA

The Baseline Data Chart shows the time of sunrise and sunset for the middle of each month at the baseline latitude of 40 degrees. For each degree of latitude away from the baseline, the times should be adjusted by two minutes, adding if above 40 degrees north and subtracting if below. Sunrise and sunset are not the times when light appears and disappears, since reflections from sky, clouds, and terrain may affect the hours of normal vision. (In the depths of a steep valley the



BASELINE DATA CHART

	Fireseek	Readying	Coldeven	Planting	Flocktime	Wealsun
Base temp.	32	34	42	52	63	71
Daily high adj.	+d10	+d6+4	+d8+4	+d10+6	+d10+6	+d8+8
Daily low adj.	-d20	-(d10+4)	-(d10+4)	-(d8+4)	-(d10+6)	-(d6+6)
Sky conditions:						
Clear	01-23	01-25	01-27	01-20	01-20	01-20
Partly Cloudy	24-50	26-50	28-54	21-55	21-53	21-60
Cloudy	51-00	51-00	55-00	56-00	54-00	61-00
Chance of precip:	46%	40%	44%	42%	42%	36%
Mid-month time of:						
Sunrise (a.m.)	7:21	6:55	6:12	5:24	4:45	4:32
Sunset (p.m.)	5:01	5:36	6:09	6:39	7:10	7:32

	Fireseek	Readying	Coldeven	Planting	Flocktime	Wealsun
Phases Of Luna	1/4: 4th day of month and 4th night of Growfest. Full: 11th day of month. 3/4: 18th day of month. New: 25th day of month and 4th night of Needfest.			Full: 4th day of month and 4th night of Richfest. 3/4: 11th day of month. New: 18th day of month. 1/4: 25th day of month.		
Phases Of Celene	Full: Mid-Needfest and Mid-Growfest. 3/4: 19th of Fireseek. New: 11th of Readying. 1/4: 4th of Coldeven.			Full: Mid-Growfest and Mid-Richfest. 3/4: 19th of Planting. New: 11th of Flocktime. 1/4: 4th of Wealsun.		

	Reaping	Good-month	Harvester	Patchwall	Ready'reat	Sunsebb
Base temp.	77	75	68	57	46	33
Daily high adj.	+d6+4	+d4+6	+d8+6	+d10+5	+d10+6	+d8+5
Daily low adj.	-(d6+6)	-(d6+6)	-(d8+6)	-(d10+5)	-(d10+4)	-d20
Sky conditions:						
Clear	01-22	01-25	01-33	01-35	01-20	01-25
Cloudy	23-62	26-60	34-54	36-60	21-50	26-50
Chance of precip:	33%	33%	33%	36%	40%	43%
Mid-month time of:						
Sunrise (a.m.)	4:45	5:13	5:42	6:12	6:46	7:19
Sunset (p.m.)	7:29	6:57	6:10	5:21	4:45	4:36

	Reaping	Good-month	Harvester	Patchwall	Ready'reat	Sunsebb
Phases of Luna	3/4: 4th day of month and 4th night of Brewfest. New: 11th day of month. 1/4: 18th day of month. Full: 25th day of month.			New: 4th day of month and 4th night of Needfest. 1/4: 11th day of month. Full: 18th day of month. 3/4: 25th day of month.		
Phases of Celene	Full: Mid-Richfest and Mid-Brewfest. 3/4: 19th of Reaping. New: 11th of Goodmonth. 1/4: 4th of Harvester.			Full: Mid-Brewfest and Mid-Needfest. 3/4: 19th of Patchwall. New: 11th of Ready'reat. 1/4: 4th of Sunsebb.		

period of vision will be significantly reduced, while atop the adjacent mountain it will be extended.)

On any selected parallel of latitude, sunrise will occur at the same local time everywhere. Only east-west travel of lengthy distances will create a need for time zones. A one-degree change in longitude will change the times of sunrise and sunset by four minutes.

At latitudes above 60 degrees, the phenomenon known as the Midnight Sun can occur. During mid-summer months, the sun never sinks far enough below the horizon to permit total darkness; during mid-winter, there may be days when the sun never rises. At exactly 60 degrees latitude, these effects will occur only on Mid-summer Day (no sunset) and Mid-Winter Day (no sunrise). For every degree of latitude beyond the 60th parallel toward the poles, these phenomena will each occur for two additional days, one before the midpoint and one after.

The smaller moon (Celene, or The Handmaiden) goes through four cycles each year, becoming full on the middle evening of each of the festivals. This evening, of course, becomes the high point of the celebration, especially in the case of Midsummer's Night, when those who use druidic spells are gathering mistletoe for the coming year.

Luna, the large moon, makes 13 cycles of 28 days during an Oerth year. Its cycles are linked with those of Celene in a manner that causes both to be full on Midsummer's Night in Richfest. On Midwinter's Night, however, only Celene appears; this period is known as the Dark Time, or the Dim Nights, to many superstitious peasants.

The exact dates for new, waxing (first quarter), full, and waning (third quarter) moons are shown on the Baseline Data Chart. The combinations of the moons have interesting repercussions on lycanthropy. Most lycanthropes have their were-cycles linked to the cycles of Luna only. However, 1 of 10 lycanthropes are affected only by Celene, and another 10% are affected by either moon. In any case, whenever both moons are full, all were-creatures will be out a-hunting. (This happens on Midsummer's Night, unfortunately for mistletoe hunters!)

The seasons may be defined in terms of local temperature change. The following are suggested:

Winter: average base temperature less than or equal to 32 degrees F.
Spring: Average increases from 32 degrees to 50 degrees.
Summer: Average rises from 50 degrees, then falls to 60 degrees.
Autumn: Average falls from 60 degrees to 32 degrees.

In areas with lengthy summers, the early half (when the temperature is rising) is considered to be Low Summer; the second half (when the temperature is falling) is High Summer. In areas with long winters, the first half is called Early Winter and the second half Late Winter or Bitter Winter. The elves and barbarians, of course, have their own names for these periods.

DETERMINING WEATHER CONDITIONS

This system works best if the Dungeon Master generates the weather for one or two weeks at a time, in advance of actual play. This approach makes it much easier to calibrate the weather with the game world's calendar, and with the actions of adventurers, as well. An exception to this occurs when a party embarks on a long journey that will carry it through many varied types of terrain, and the Dungeon Master cannot predict the exact location of the party in advance.

To determine current or future weather conditions, follow these steps:

1) Find the base temperature for the current month on the Baseline Data Chart. Roll dice as specified to find the adjustments to the base temperature for the day's high and low. Adjust both the high and low for terrain and for the distance away from the 40th parallel (add 2 degrees Fahrenheit for every 2 1/3 hexes south; subtract the same for distances above the 40th parallel).

The high temperature for the day will occur about one hour after mid-day, and the low temperature will occur about one hour before sunrise.

The possibility of temperature extremes may be added in the following way. Before checking the monthly base

temperature, roll percentile dice and check this table:

01	Extreme record low
02	Severe record low
03-04	Record low
05-96	Normal temperatures
97-98	Record high
99	Severe record high
00	Extreme record high

To determine the new monthly base temperature during a record high or record low, adjust the monthly base temperature from the Baseline Data Chart by the maximum high or low possible for the month. Severe highs and lows are determined by adjusting the monthly base temperature by double the maximum high or low. For extreme highs or lows, adjust the base temperature by three times the maximum.

During each day of a record high or low, the daily temperature range is determined by adjusting the monthly base temperature and then applying all other appropriate adjustments.

A period of record high or low temperatures will usually span several days; the exact number is determined by rolling d20.

01	1 day
02-03	2 days
04-10	3 days
11-14	4 days
15-17	5 days
18-19	6 days
20	7 days

2) Roll percentile dice to determine the sky conditions (clear, partly cloudy, or cloudy) for the day.

3) Roll percentile dice to determine if precipitation will occur during the day. This roll is affected by terrain, as specified in the Terrain Effects Table. The base chance of precipitation is given in the Baseline Data Chart.

If precipitation will not occur, roll d20 and subtract one to get the current wind speed in miles per hour, adjusting this speed for the terrain. Adjust the temperature for wind chill if necessary.

If precipitation will occur, an additional percentile roll is made to determine the type of precipitation, using the Precipitation Occurrence Table. If 00 is the result, roll percentile dice again and consult the

Terrain Effects Table to determine what type of Special Weather Phenomenon will occur; these phenomena differ by terrain type. (Optionally, once the Special Weather Phenomenon is determined, step 3 can be repeated to see if the Special Weather is accompanied by a more normal form of precipitation.)

Certain varieties of precipitation require specific conditions, as noted in the Precipitation Occurrence Table (such as maximum or minimum temperature). If the day's conditions do not fit the specified condition, either roll again or cancel the precipitation entirely.

4) Once the type of precipitation is known, refer to the Standard Weather Table or the Special Weather Phenomena Table to discover the effects the weather will have on wind speed, movement, visibility, etc. In addition, the duration of the precipitation is given. When this duration expires, roll percentile dice; if the result is equal to or less than the specified chance of continuing, then the precipitation will continue in some form. In this case, roll d10 to see if the type of precipitation changes as follows:

- 1 Up one line on Precipitation Occurrence Table
- 2-9 No change; roll for duration of continuation
- 10 Down one line on Precipitation Occurrence Table

5) Any time that the temperature falls below 35 degrees F., consult the Wind Chill Table to determine the day's true effective temperature. Other relevant data on sub-freezing conditions is in the discussion of climatic extremes.

6) When precipitation ends, check whether a rainbow occurs, as shown on the Precipitation Occurrence Table.

7) Whenever the Dungeon Master needs to know the relative position or direction of a phenomenon (the position of a volcano, for example), d8 should be rolled to select one of the eight cardinal points of the compass:

- | | |
|-------------|-------------|
| 1 North | 5 South |
| 2 Northeast | 6 Southwest |
| 3 East | 7 West |
| 4 Southeast | 8 Northwest |

TERRAIN EFFECTS TABLE Adjustments to:

Type of terrain	Chance of precipitation	Temperature (In degrees)	Wind speed	Special weather phenomena
Rough terrain or hills	None	None	+/-5 mph	01-80: Windstorm 81-00: Earthquake
Forest	None	-5	-5 mph	01-80: Quicksand 81-00: Earthquake
Jungle	+10%	+5	-10 mph	01-05: Volcano 06-60: Rain forest downpour 61-80: Quicksand 81-00: Earthquake
Swamp or marsh ¹	+5%	+5	-5 mph	01-25: Quicksand 26-80: Sun shower 81-00: Earthquake
Dust ²	-25%	+10 (day) -10 (night)	None	01-40: Flash flood 41-70: Dust storm 71-85: Tornado 86-00: Earthquake
Plains ³	None	None	+5 mph	01-50: Tornado 51-00: Earthquake
Desert ⁴	-30%	+10 (day) -10 (night)	+5 mph	01-25: Flash flood 26-50: Sandstorm 51-65: Oasis 66-85: Mirage oasis 86-00: Earthquake
Mountains	None	-3 degrees per 1,000 feet of elevation	+5 mph per 1,000 feet of elevation	01-20: Wind storm 21-50: Rock avalanche 51-75: Snow avalanche 76-80: Volcano 81-00: Earthquake
Seacoast ⁵ (within 2 hexes of coastline)	+5%	-5 (cold current) +5 (warm current)	+5 mph	01-80: Earthquake 81-94: Tsunami 95-00: Undersea volcano
At sea ⁵ (more than 1 hex from coast)	+15%	-10 (cold current) +5 (warm current)	+10 mph	01-20: Tsunami 21-40: Undersea volcano 41-00: Undersea earthquake

Notes:

¹ — In the Cold Marshes, temperature adjustment is -5.

² — No fog, gale, or hurricane permitted.

³ — No monsoon or tropical storm permitted.

⁴ — No fog, mist, blizzard, monsoon, tropical storm, gale, or hurricane permitted.

⁵ — Duration of fog and mist doubled.

WIND CHILL TABLE

Wind (mph)	Temperature (degrees Fahrenheit)											
	35	30	25	20	15	10	5	0	-5	-10	-15	-20
5	33	27	21	16	12	7	1	-6	-11	-15	-22	-28
10	21	16	9	2	-2	-9	-15	-22	-27	-31	-37	-43
15	16	11	1	-6	-11	-18	-25	-33	-40	-45	-51	-58
20	12	3	-4	-9	-17	-24	-32	-40	-46	-52	-58	-64
25	7	0	-7	-15	-22	-29	-37	-45	-52	-58	-65	-72
30	5	-2	-11	-18	-26	-33	-41	-49	-56	-63	-70	-78
35	3	-4	-13	-20	-27	-35	-43	-52	-60	-67	-75	-82
40	1	-4	-15	-22	-29	-36	-45	-54	-62	-69	-76	-83
45	1	-6	-17	-24	-31	-38	-46	-55	-63	-70	-77	-84
50	0	-7	-17	-24	-31	-38	-47	-56	-64	-71	-78	-85
55	-1	-8	-19	-25	-33	-39	-48	-57	-65	-72	-79	-86
60	-3	-10	-21	-27	-34	-40	-49	-58	-66	-73	-80	-87

HIGH WIND EFFECTS TABLE

Wind speed (mph)	On land	At sea	In air*	In battle
0-29	No effect	No effect	No effect	No effect
30-44	All travel slowed by 25%; torches will be blown out	Sailing difficult; rowing impossible	Creatures eagle-size and below can't fly	Missiles at 1/2 range and -1 to hit
45-59	All travel slowed by 50%; torches and small fires will be blown out	Minor ship damage (d4 structural points) may occur; wave ht. 3d6ft.	Man-sized creatures cannot fly	Missiles at 1/4 range and -3 to hit
60-74	Small trees are uprooted; all travel slowed by 75%; roofs may be torn off	Ships are endangered (d10 structural damage) and blown off course; wave ht. d10+20 ft.	No creatures can fly, except those from the Elemental Plane of Air	No missile fire permitted; all non-magical weapon attacks are -1 to hit; dexterity bonuses to AC cancelled
75+	Only strong stone buildings will be undamaged; travel is impossible	Ships are capsized and sunk; wave ht. d20+20 ft. or more	No creatures can fly, except those from the Elemental Plane of Air	No missile fire permitted; all non-magical weapon attacks at -3 to hit; 20% chance per attack that any weapon will be torn from the wielder's grip by the wind; dexterity bonuses to AC cancelled

* — Note: When wind speed exceeds 35 mph, the use of a *carpet*, *wings*, or *broom of flying* becomes extremely dangerous. The percentage chance that a creature or object will be blown off a broom or carpet is equal to the wind speed (in mph) minus the carpet's maximum speed (in"). This percentage should be reduced by 5% for every 100 pounds of body weight and encumbrance. Characters and objects weighing less than 100 pounds have their percentage chance increased by 1% for every 5 pounds below that limit.

Also note: The use of a *potion of gaseous form* during high winds (more than 35 mph) may cause dispersion of the gas to such an extent that the creature cannot reform!

PRECIPITATION OCCURRENCE TABLE

Dice roll	Type of weather	Temp. required (°F.)	Chance of continuing	Chance of rainbow	Not allowed in:	
		Min.	Max.			
01-02	Blizzard, heavy	-	10	5%	-	Desert
03-05	Blizzard	-	20	10%	-	Desert
06-10	Snowstorm, heavy	-	25	20%	-	-
11-20	Snowstorm, light	-	35	25%	1%	-
21-25	Sleetstorm	-	35	20%	-	-
26-27	Hailstorm	-	65	10%	-	Desert dust
28-30	Fog, heavy	20	60	25%	1%	Desert, dust
31-38	Fog, light	30	70	30%	3%	Desert
39-40	Mist	30	-	15%	10%	-
41-45	Drizzle	25	-	20%	5%	-
46-60	Rainstorm, light	25	-	45%	15%	-
61-70	Rainstorm, heavy	25	-	30%	20%	-
71-84	Thunderstorm	30	-	15%	20%	-
85-89	Tropical storm	40	-	20%	10%	Desert, plains
90-94	Monsoon	55	-	30%	5%	Desert, dust, plains
95-97	Gale	40	-	15%	10%	Desert
98-99	Hurricane or typhoon	55	-	20%	5%	Desert, dust
00	Special	-	-	1%	-	-
	(refer to Terrain Table to determine type)		(if no continuation, roll new form of precipitation)			

8) Prevailing winds on the Flanaess come from the north and northeast during the fall and winter seasons, and from the east and southeast during the remainder of the year. This is generally true, but geographical phenomena, such as mountain ranges, may affect wind direction.

9) Strong winds can have harsh effects, similar to those caused by the druidic spell *Control Winds*. The High Wind Effect Table also delineates some of the consequences of great wind velocity.

GENERAL NOTES FOR TERRAIN EFFECTS TABLE

1. Sylvan forest zones should have temperate weather conditions and minimal precipitation throughout the year, due to the influence of Faerie upon the climate.

2. When Special Weather Phenomena that do not involve precipitation occur, the chance for and/or type of precipitation can be re-rolled.

3. There is a 10% chance that any Special Weather Phenomenon has been caused by one of the following:

- 01-30 Elemental(s) or Giant(s)
- 31-60 Elemental(s) under NPC control
- 61-90 NPC or monster
- 91-98 Demons, devils, or creatures from the appropriate Elemental Plane
- 99 A deity or his/her servants
- 00 Two or more battling deities

4. All terrain effects are cumulative and may cancel each other out. Intervening mountains, however, will eliminate all coastal effects. When a Special Weather Phenomenon is needed, select one terrain type which will determine the phenomenon, and then modify the result of that selection appropriately.

5. In the desert, there is a cumulative 2% chance per hour that a creature or character will become blinded by the glare. The effect is equivalent to a *Light* spell cast on the creature's visage, and may be relieved with a *Cure Disease* spell or a night's sleep. Those creatures normally dwelling in such areas are immune to this effect. Although the chance is cumulative, it does not accrue from day to day. After a week of travel in the desert, the cumulative chance drops to 1% per hour, and

after one month of continual exposure to these conditions, the possibility is entirely removed.

EXAMPLE OF WEATHER GENERATION

The party currently is camped at an elevation of 3,000 feet in the Yecha Hills (latitude 48 degrees north) during the month of Patchwall. The baseline temperature is 57 degrees, and two d10 rolls (of 5 and 3) indicate that the day's base high and low will be 65 degrees and 49 degrees. These are then adjusted for latitude by subtracting 16 degrees from each figure, and are adjusted for terrain by subtracting an additional 9 degrees for the elevation, resulting in a high of 40 degrees and a low of 24 degrees.

A roll of 48 indicates that the sky is partly cloudy, and a second roll of 23 indicates precipitation will occur. The first roll on the Precipitation Occurrence Table indicates a monsoon; this roll is ignored, because the temperature will not rise to 50 degrees, the minimum required. A second roll shows that the party is surrounded by heavy fog.

Further rolls and results specified by the Standard Weather Table indicate that the fog will last for eight hours, with winds of 12 mph. During the fog, visibility will be cut to 2 feet, movement will be at one-quarter speed, tracking (by a ranger) will not be possible, and the party members' chance of becoming lost will be increased by 50% (if they travel).

When it is time for the fog to lift, percentile dice are rolled again and the result is 33. This indicates that precipitation will continue. A d10 is rolled and comes up 10, indicating that the heavy fog will become light fog. The DM then determines the duration of the new weather and its effects.

Finally, the DM notes that the temperature will fall well below 35 degrees by late afternoon. After the Wind Chill Table is consulted, the party is informed that the effective afternoon temperature of 30 degrees will feel like 12 degrees to them—and the night probably will be even worse!

STANDARD WEATHER TABLE

Phenomenon	Precipitation amount (inches)	Duration	Movement rate	Range of normal vision	Range of ultra-and Infravision	Effect on tracking	Chance of getting lost	Wind speed (mph)
Blizzard, heavy ¹	2d10+10	3d8 hours	F: x 1/8 H: x 1/4 C: no	2' radius	No	No	+50%	6d8+40
Blizzard ²	2d8+8	3d10 hours	x 1/4 (all)	10' radius	x 1/2	+40%	+35%	3d8+36
Snowstorm, heavy ³	2d8+2	4d6 hours	x 1/2 (all)	x 1/2	x 1/2	-25%	+20%	3d10
Snowstorm, light ³	d8	2d6 hours	F: x 3/4 H: normal C: normal	x 3/4	x 3/4	-10%	+10%	4d6
Sleet storm	1/2d4	d6 hours	H: x 1/2 C: x 1/2	x 3/4	x 3/4	-10%	+5%	3d10
Hailstorm ⁴	see text	d4 hours	x 3/4 (all)	Normal	Normal	-10%	+10%	4d10
Heavy Fog	—	d12 hours	x 1/4 (all)	2' radius	x 1/2	-60%	+50%	d20
Light Fog	—	2d4 hours	x 1/2 (all)	x 1/4	x 3/4	-30%	+30%	d10
Mist	—	2d6 hours	Normal	Normal	Normal	-5%	Normal	d10
Drizzle	1/4d4	d10 hours	Normal	Normal	Normal	-1%/turn (cum.)	Normal	d20
Rainstorm, light ⁵	1/2d6	d12 hours	Normal	Normal	Normal	-10% (cum.)	Normal	d20
Rainstorm, heavy ⁵	d4+3	d12 hours	F: x 3/4 H: normal C: x 3/4	x 3/4	x 3/4	-10%/turn	+10% (cum.)	2d12 +10
Thunderstorm ⁶	d8	d4 hours	x 1/2 (all)	x 3/4	x 3/4	-10%/turn	+10% (+30% if horsed)	4d10
Tropical Storm ⁷	d6/day	1/2d6 days	F: x 1/4 H: x 1/4 C: no	x 1/2	x 1/2	No	+30%	3d12 +30
Monsoon ⁷	d8/day	d6+6 days	F: x 1/4 H: x 1/4 C: no	x 1/4	x 1/4	No	+30%	6d10
Gale ⁷	d8/day	1/2d6 days	F: x 1/4 H: x 1/4 C: no	x 1/4	x 1/4	No	+20%	6d8+40
Hurricane or typhoon ⁸	d10/day	1/2d8 days	F: x 1/4 H: x 1/4 C: no	x 1/4	x 1/4	No	+30%	7d10 +70

Notes:

(F = foot travel; H = horse travel; C = carts & wagons; No = not allowed.)

¹ — Snowdrifts of up to 10' per hour may accumulate against buildings, walls, etc.

² — As with heavy blizzard, but only 5' per hour.

³ — Drifts of 1' per hour will occur if wind speed is above 20 mph.

⁴ — Average diameter of hailstones is 1/2d4 inches. If stones are more than 1 inch in diameter, assess 1 point of damage per 1/2 inch of diameter every turn for those AC6 or worse. (1 1/2-inch diameter stones cause 3 points of damage.) Rings, bracers, etc., give no protection from this damage, but magic armor does.

⁵ — A drop in temperature to 30 degrees or less after such a storm may result in icy ground, affecting travel, dexterity, etc.

⁶ — Lightning strokes will occur once every 10 minutes, with a 1% probability on each that the party will be hit. This chance is increased to 10% if the party shelters under trees. Damage done will be 6d6, with a saving throw for half damage allowed.

⁷ — Every 3 turns, a 10% chance of gust damage if wind speed is over 40 mph. Damage is 1d6 for every full 10 mph above 40 mph.

⁸ — Unprotected creatures suffer 1d6 wind damage every 3 turns, and buildings take 1d4 structural damage each turn.

GENERAL NOTES FOR STANDARD

Weather Table

1. The effects of precipitation on infravision and ultravision occur because the temperature of the precipitation usually is different from that of the surrounding air and terrain.

2. The effects on tracking should be used to adjust a ranger's chance to track any creatures in the wilderness.

3. The chance of getting lost applies to all parties, even those with maps, because landmarks are obscured, trails covered, and so on. Terrain adjustments for getting lost, as stated in the *Dungeon Master's Guide*, also apply. If a party stops traveling until precipitation ceases, the effects are cancelled, except those for snow.

EFFECTS OF CLIMATIC EXTREMES

The *Dungeon Master* should be aware of some of the possible effects that can occur when a party confronts extreme temperatures. The suggestions in this section are only that, and make no attempt to present the full range of possibilities.

In cold climates, always use the Wind Chill Table to determine true temperatures.

The bulky clothing needed for protection in cold climates can affect a character's dexterity, armor class, and "to hit" rolls. A deduction of one point from each of these characteristics for every ten degrees below 0 degrees F. is suggested.

The use of heat-producing magic, from spells or items, can have severe repercussions on the local environment. Snow will melt and re-freeze into glare ice, for example, after a Fireball, and ice floes will crack and separate after intense heat. In mountainous terrain, intense heat may cause a snow avalanche or a rock avalanche.

Extremes of cold may affect the usage of personal possessions. Oil, for instance, may not flow. Liquids may freeze, cracking their containers in the process. A potion may lose its effect, or be changed, after being subjected to extreme cold.

SPECIAL WEATHER PHENOMENA TABLE

Phenomenon	Precipitation	Duration or area	Movement rate	Range of normal vision	Range of ultra-and infravision	Effect on tracking	Chance of getting lost	speed (mph)
Sand storm ¹ or Dust storm ¹	—	1-8 hours	No	No	No	No	+80%	5d10
Wind storm ²	—	1-10 hours	x 1/2 (all)	x 1/2	x 3/4	No	+30%	8d10 +20
Earthquake ³ (If undersea, a tsunami will occur in d10 hours)	—	1-10 hours	F: x 1/4 H: x 1/4 C: no (may be overturned)	Normal	Normal	-50%	+10% (+30% on horse)	d20
Avalanche ⁴ (rock or snow)	5d10 inches	1-10 minutes	May be blocked	Normal	Normal	-60%	+10% if trail is covered	d20
Volcano ⁵ (If undersea, an island will be formed after 2d6 days)	d8 inches of ash per day	1/2d20 days	x 1/2 (all)	x 3/4 (x 1/2 if undersea due to mist)	x 1/2	-50%	+20% (+40% if on horse)	d20
Tsunami ⁶	Wave ht. 10d20 feet	1/2d4 hours	Normal	Normal	Normal	No	Normal	5d10 +10
Quicksand ⁷	—	Covers radius of d20"	Normal (until enticed)	Normal	Normal	No	+20% if skirted	d20
Flash flood ⁸	see note ⁸	d6+2 hours	x 3/4	Normal	Normal	-5%/turn	+10%	d20
Rain forest downpour ⁹	1 inch per hour	3d4 hours	F: x 1/2 H: x 1/2 C: no	x 3/4	x 3/4	-5% per turn	+20%	0-5 (d6-1)
Sun shower ¹⁰	1/2	6-60 minutes	Normal	Normal	Normal	Normal	Normal	d20
Tornado or cyclone ¹¹	1 inch per hour	5-50 hours	Normal	x 3/4	x 3/4	No	+40%	300
Oasis or mirage oasis ¹²	—	3-6" radius	Normal	Normal	Normal	Normal	Normal	d20

Notes:

(F = foot travel; H = horse travel; C = carts and wagons; No = not allowed.)

¹ — 50% chance of d4 damage every 3 turns, no saving throw, until shelter is found.

² — 50% chance of 2d6 of rock damage every 3 turns. (Characters must roll dexterity or less on d20 to save for 1/2 damage; monsters must save vs. petrification.)

³ — Center is 1-100 miles away from party, with shock waves extending 1-1000 miles. The first shock wave of the earthquake will be preceded by 1-4 mild tremors, which do no damage but cause untrained horses, cattle, and other animals to bolt in fear and run for open ground. After a delay of 1-6 rounds, the first shock wave reaches the party, and there are 1-6 shock waves in an earthquake. Roll d20 to determine the number of rounds between each of the shock waves. Each shock wave causes damage as the 7th level cleric spell *Earthquake*.

⁴ — Damage is 2d20 pts., with save (vs. dexterity or petrification, as in 2 above) for 1/2 damage. Victims taking more than 20 points of damage are buried and will suffocate in 6 rounds unless rescued.

⁵ — Ash burns; d4 damage every 3 turns, no save. Location: 0-7 (d8-1) miles from party. Lava flows at d10 mph, does damage as a salamander's tail. For every day a volcano continues to erupt, the base temperature will rise 1 degree in a 60-mile-diameter area. This overheating will lapse after 7-12 months, as particles of ash in the air bring the temperature back down, but the chance of clear skies in the area will be cut by 50% for an additional 1-6 months thereafter.

⁶ — Save vs. dexterity/petrification (see 2 above) or drown. If save is made, victim takes d20 damage.

⁷ — An individual wearing no armor, leather armor, studded armor, elven chain, or magical armor will only sink up to the neck if he remains motionless, keeps his arms above the surface, and discards all heavy items. Other characters will be dragged under at the rate of 1 foot per round if motionless or 2 feet per round if attempting to escape. Drowning occurs 3 rounds after the head is submerged. If a victim is rescued after his head has been submerged, assess damage of d6 per round of submersion once character is resuscitated.

⁸ — A flash flood will begin with what appears to be a heavy rainstorm, with appropriate effects, during which 3 inches of rain will fall each hour. The rain will stop when 50% of the flood's duration is over, at which point all low areas will be covered with running water to a depth which is triple the amount of rainfall. This water will remain for 6-10 turns, and then disappear at a rate of 3 inches per hour. The current will vary from 5-50 mph, increasing when water flows in narrow gullies.

⁹ — The ground will absorb up to 6 inches of water; then mud will form, converting the area to a swamp for travel purposes.

¹⁰ — 95% chance of a rainbow; see note under Precipitation Occurrence Table.

¹¹ — 10% chance party will be transported to the Ethereal Plane. Otherwise, treat as a triple-strength hurricane for damage.

¹² — If the oasis is real, roll d20. A result of 1 or 2 indicates that the oasis is currently populated (determine population type via the Wilderness Encounter Charts in the DMG), while a 20 indicates that the last visitor has poisoned all the wells. If the oasis is a mirage, anyone who "drinks" must save vs. spell or take d6 damage from swallowed sand.

If a party travels with animals, pets, familiars, etc., or summons monsters, be sure to take the effects of the cold into account when describing the actions of these creatures. Creatures from the Elemental Plane of Fire will be extremely annoyed at those who call on them in cold climes (double the chance of rebelling if summoned.) Extra food will often be needed under these conditions.

Drinking hot beverages at temperatures below -20 degrees F. offers the possibility that the drinker's teeth may crack from the sudden temperature change.

Frostbite will destroy an exposed body part in 10-30 minutes at temperatures of -40 degrees F. and below. Body parts lost to frostbite damage can only be restored by regeneration, such as from the clerical spell Regenerate, a ring of regeneration, or similar means. Frostbite is most likely to develop in situations where:

- tight clothing is worn
- the extremities (hands, feet, ears, etc.) are inactive or immobile
- the character suffers from chronic vascular disease
- the air is both cold and moist.

Dungeon Masters should decide whether spells with somatic components can be cast while the caster is wearing gloves, heavy clothing, etc. One possibility is to assign a chance of spell failure based upon temperature, such as 5% for every 10 degrees below -20 degrees F.

On a sunny day, there is a cumulative 2% chance per hour that a character will become snowblind for d4 turns. The effects of this are equivalent to a Light spell cast on the character's visage. Monsters that dwell in snowy climes are immune to this effect.

When the temperature rises above 75 degrees F., roll percentile dice to determine the current relative humidity. Whenever the total of temperature and humidity is 140 or higher, consult the Temperature and Humidity Effects Table for the consequences to unprotected characters and creatures.

In hot climates, most mammalian creatures need additional salt to replace that lost through perspiration. Characters who fail to take precautions will suffer from mild sunstroke, having double vision, dizzy spells, and shortness of breath for one to four hours. (The effect is similar to a blindness spell.) This condition can be remedied by a Cure Disease spell. Severe sunstroke only occurs when the temperature and humidity total is higher than 200, and has a mortality rate of 20% (30% for characters who are Old or Venerable).

Heat cramps are caused by physical exertion at temperatures above 100 degrees for those with a constitution of 12 or less; add 10 degrees for every point of constitution above 12. The cramps can be alleviated by a Cure Disease spell, or by drinking a quart of salt water and waiting one to four hours. If not cured within two turns of their onset, the cramps will last for 6d20 hours.

The effects of extreme heat on items and animals will be similar in scope to the effects of extreme cold, and the effects may in some ways be the reverse of each other. Very high temperatures may cause spontaneous combustion, especially when highly inflammable items (such as oil in glass bottles exposed to the sun) are concerned. Be sure to account for evaporation, spoilage (wine becoming vinegar, etc.) and similar problems. Creatures from the Elemental Plane of Water, or

those which use cold-based attacks, will strongly resent being brought into a hot climate. Metal items left out in the hot sun will quickly become painful to the touch.

When the temperature is above 75 degrees and there is little or no precipitation, the possibility of fires in the wilderness must be considered. In areas that are no more than one hex away from a coastline or lake (but not a river), there is a cumulative 1% chance per day for spontaneous fire in wooded and agricultural areas. If the area is normal forest or grassland, this cumulative chance is 2% per day, and it rises to 3% per day if such an area is within one hex of a desert. This chance should be lowered by 1% for each quarter-inch of precipitation that has fallen within the preceding week, and the chance is reset to zero after any rainfall of more than two inches.

A forest or grassland fire has an initial radius of one-quarter mile, and the center will be located 1/3 to 4 miles away from the party (roll d12, divide by 3). If there is no wind, the fire will spread slowly, increasing its radius by an additional quarter-mile every six hours. It will only be blocked by fire trails or rivers at least 180 feet wide. If there is a wind, the fire will move in the direction of the wind at a higher rate; for every 5 mph of wind speed, deduct one hour from the time it takes to move another quarter-mile, and add another 30 feet to the width of rivers and fire breaks that would be able to halt the blaze. For purposes of moderating activity in a melee, such a fire is assumed to move at a base rate of 1" per round, plus an extra 1" for each 5 mph of wind speed.

It is possible for fires to spread into any type of terrain except water and desert. When a fire occurs, all creatures dwelling near it will flee from it at their maximum movement rate. If there is no wind, these creatures will take any random path that does not cross the fire. If there is a wind, it is possible that the fire will drive the creatures before it. Such creatures will precede the fire's arrival at a site by d10 tenths of a mile, and will always attack (no morale checks) any creature or character that attempts to hinder them.

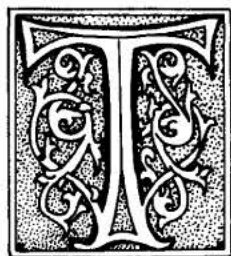
Sunburn can occur in any climate, and is particularly likely at high altitude and when there is reflection of sunlight off ice, snow, sand, or water.

TEMPERATURE & HUMIDITY EFFECTS TABLE

Temp. + hum.	Move	AC	To hit	Dexterity	Vision (all types)	Rest needed per hour	Chance of spell failure*
140- 160	Normal	0	0	-1	Normal	2 turns	5%
161- 180	×¾	0	-1	-1	×¾	3 turns	10%
181- 200	×½	-1	-2	-2	×½	4 turns	15%
Above 200	×¼	-2	-3	-3	×¼	5 turns	20%

or spells with somatic components only

ADVENTURES ON THE WORLD OF GREYHAWK



THE FOLLOWING wilderness scenarios have proven useful in capturing the atmosphere of the Flanaess.

Although apocryphal, they are based on events suggested by notes scribbled in the margins of the original, recovered manuscript. Specific details of each adventure must be filled in by individual Dungeon Masters.

QUEST OF THE MIST GOLEM

Fifteen years ago, the city of Greyhawk (or another city of the central Flanaess) was plagued by a series of strange disappearances among the youth of the noble families. The children simply disappeared at night, never to be seen again, though sometimes they were replaced by simulacra that committed vile blasphemies and had to be destroyed. After investigation both magical and mundane, the city magistrate determined that the wizard Murq was behind these awful outrages. (His exact purpose was never ascertained.) When a grim and determined group of high-level guardsmen was sent to apprehend Murq, he had already fled, leaving behind only another simulacrum that was killed vowing vengeance upon the magistrate and the city.

The magician Murq and his outrages have almost been forgotten. Recently, however, the respected magistrate's sleep has been invaded by evil dreams. In these nightmares, mad Murq appears surrounded by a cold fen, threatening the magistrate and the city with doom. He boasts of having found an ancient volume of great power, whose secrets are enabling the magic-user to create a mist golem. This creature, Murq claims, can slay others, but cannot itself be slain.

When the stars are right, the golem shall be finished. Then it shall be sent to kill; first the magistrate, then anyone it can find, until everyone is slain or driven out of the city.

The court magicians, clerics and astrologers have analyzed these dreams, Murq's threats, and the appearance of the area from which he "broadcasts" (including the configuration of the sky behind the wizard). They have consulted their histories and star charts, and communed with Celestian. All have come to the conclusion that Murq's threats could be quite real, and if they are, then the mist golem will be completed in only 63 nights. They have pinpointed the source of the dreams as somewhere near the headwaters of the Dulsi River, in the Cold Marshes.

For the sake of the magistrate, and indeed the whole city, Murq's revenge must be thwarted. A group of adventurers (the player characters) has been asked to take the job of tracking down the renegade wizard and foiling his plans before the mist golem can be completed. If they are successful, they will receive a large reward, as well as whatever else they can pick up from evil encounters along the way.

The first part of the journey will be relatively easy, as the characters make their way across the civilized Kingdom of Furyondy to the town of Crockport, on Whyestil Lake. However, from there on the adventurers will be traveling in wild territory. Going up the Dulsi River by boat may seem fastest, but it is too dangerous, as this would be sure to attract the attention of the evil creatures of Iuz. The party will have to travel north by land, avoiding or defeating humanoid bands from the northern Vesve Forest, the scouts and spies of Iuz, and bold Wolf Nomads. Then there is the perilous passage through the Howling Hills: the eastern portion is a spawning ground of evil creatures for Iuz, and the west is the

sacred burial ground of the savage and cunning Wolf Nomads. If these barriers are passed, there remains the frigid and monster-ridden Cold Marshes at the end of the trail.

Murq himself is guarded by trolls, gnolls and invisible stalkers. Even if the wizard is defeated before the 63rd night, the party must still return to the South to claim its reward.

It is up to the Dungeon Master to create encounters, Murq and the mist golem, keeping in mind the relative character level and experience of his or her players.

THE WEREWOLVES OF THE MENOWOOD

The Menowood, once a haven of safety for elves, pixies, and others of their ilk, has recently fallen victim to evil intrusions from the south and east. In particular, a ravenous band of werewolves seems to have taken up residence somewhere in the northernmost part of the woods. These vicious lycanthropes have been raiding the human settlements along the river and the dwarves and gnomes of the Hollow Highlands for several months. The local inhabitants have decided that enough is enough, and have pooled their resources to hire the adventurers to eliminate this threat.

Unfortunately, the party's employers rarely venture into the Menowood, and can give the characters no clue as to where to look for the werewolves' lair. When the party ventures into the forest, they are likely to encounter several of the following:

— A band of trolls who have moved into the woods from the Vast Swamp, finding the forest creatures easier pickings. These enterprising monsters have taken to

camouflaging themselves with green branches and leaves and waiting by game trails for their prey, surprising on 1-4 (d6). They will leap on their prey and rend it or try to chase it into concealed pits.

— A group of 20-30 bandits who have just established themselves in the area in the last few weeks. This band was driven out of the Rieuwood by the elves and rangers there. Hearing of the werewolf raiders of the Menowood, the leader of the bandits decided upon a clever plan: the bandits would dress up in wolfskins when the group went on a raid. The victims, already terrorized by the wolf-men, would think the bandits were more of the same, and flee rather than offer resistance. So far this plan has worked twice, and the bandits have gained quite a bit of loot with no losses. Their only fear is of running into the real werewolves. An encounter with the party will most likely be with a group of wolf-clad bandits heading out on another raid. Among the bandits is a 5th level magic-user and 7th level thief, as well as the usual fighter leaders.

— Two to five enraged treants who are suspicious of any intruders into the forest, and want all outsiders driven away. If treated with respect, they may indicate for the party the general direction of the werewolves' lair, but they will not help more than this.

— An owlbear and an ogre which hunt as a team, but know enough to keep away from the elves and treants.

— Sylvan elves (11-20) on patrol. They can tell the party where not to look, i.e., what areas the elves control. The elves only know of the werewolves indirectly, since all of the raids have been outside the forest.

— Two dozen Minions of Wastri (q.v.) from the Vast Swamp, with a pack of giant toads, searching for demi-humans to hunt down and slay. Included in the group are eight 1st level clerics and one of 7th level.

— A blighted elm treant whose disease has rotted its heartwood, causing it to hate all animal life (including people) and attack on sight.

— The werewolf band, its members staying near their lair until the time is right for another raid. The lycanthropes have

appropriated a series of caves in a ravine, and set up a small camp. They are masquerading as simple woodsmen, and will welcome any party of humans and demi-humans who come around (only waiting until the party is off guard and surrounded to change shape and attack). Deep in the caves is their treasure room, where they have secreted all of the loot from their raids. The treasure room is also the lair of their leader, a powerful werewolf who is also a vampire! (The other werewolves tolerate their leader's condition, and even consider it an asset, since the vampire dislikes the curse-tainted blood of the lycanthropes.) The vampire will not come out during the day (even if there is a battle) unless personally disturbed.

DMs will note that this adventure requires fairly high level characters. Even normal werewolves are not easy for low or mid levels to handle.

THE LOST PASSAGE OF THE SULOISE

When the Rain of Colorless Fire ended the Age of Glory and brought down the Empire, the tribes decided to seek their fate to the east, in the lands of the Flan. To expedite this migration, Slerotin, the Last Mage of Power, caused a great tunnel to be magically made through the northeast mountains. One by one the tribes passed out of the Empire and into the East. When none were left in the Sea of Dust, the Last Mage sealed the tunnel at both ends with a spell that would last a thousand years.

... ancient Suloise folklore

Where the Crystallists border the Yeomanry, humans and demi-humans often brave the terrors of the mountains for the sake of the precious stones and metals to be found there. Recently a band of dwarves prospecting for silver discovered a huge cave entrance in a place where none should be. Being dwarves, they investigated further, but were chased away by a huge thundering creature with glowing red eyes that seemed to be invulnerable to their crossbow bolts. The great black horror resembled an unbeatable evil monster from dwarven legend, and so frightened the dwarves that they

refuse to go back. In fact, they have told almost no one about the episode, but one night a tipsy dwarf does relate the tale to a certain party of adventurers. . .

With the dwarf's directions, the party shouldn't have too much trouble finding the tunnel opening. It is hidden by brush and large trees, but not well enough to be missed by determined searchers. The opening, like the passage behind it, is 30 feet tall and 300 feet wide. The tunnel passes through the mountains in a straight line, keeping the same dimensions throughout its entire length of over 200 miles.

The northeastern terminus of the passage is guarded by a large black juggernaut, that "sees" through glowing red gem eyes. Its low armor class causes most missiles to merely bounce off. Over the centuries its magical energies have run down to the point where an unencumbered man can outrun or outmaneuver it. If it does catch any intruders, however, it will crush them flat. It was placed here to destroy any who might find and dispel the magical seal.

As the legend states, the tunnel was magically sealed for a thousand years. The magic of the seal has been wearing off for the last few decades, and is now entirely gone. The Suloise legend is basically true, but what it omits is that, unbeknownst to Slerotin, there was one tribe of Suloise that had not quite escaped the passage when it was sealed. The Lerara tribe was trapped in the giant tunnel, but they and their animals have adapted to the underground environment, and a complete subterranean ecology has developed.

A party advancing down the tunnel will find that most areas are dry and empty of anything but dust, but some are damp or even wet, and fungi of all types (including edible and phosphorescent) grow in these areas. After 25 miles or so, travelers will encounter the first outposts of Lerara society. Fair to begin with, the Lerara have now become near-albinos, with pale bluish-white eyes and silver-white hair. These degenerate and inbred Suloise cultivate various types of fungi for food, and use giant millipedes as draft animals. The warriors of the nobility use the giant millipedes for mounts, and this squiggly cavalry makes up about one-quarter of their troops. All of the Leraras' weapons are coated with a paralytic fungus poison.

The Lerara have not been completely cut off for the millenium. When the migration tunnel was originally made, it intersected a much smaller tunnel about half-way through the mountains, and since then, strange boring creatures have made new tunnels. The smaller tunnel connects to the deeper maze of tunnels below the Hellfurnaces to the south. Eventually the Lerara established some trade with the Drow society there, exchanging fungus poison for weapons, goods and animals (such as the millipedes). However, even with the Drow contacts, the Lerara might have eventually died out in their dismal underground domain, if they had not found something else in the tunnels below the major passage. In a place where no foot had trod for an eon, they found a thing they could worship, and a reason for existence — the Mother.

The Mother is virtually a physical embodiment of evil, radiating vileness and wickedness that is somehow strangely attractive. Physically, the Mother looks like a huge, white, glowing ooze that covers the walls and ceiling of its large cave, with complicated ripples and waves continually flowing back and forth across its surface. The floor of the Cavern of the Mother is littered with the Lerara's ancient treasure, which they were carrying when trapped, and which they offered to the Mother when they discovered her divine evilness. Among this treasure are the bones of previous sacrifices.

The Lerara are as yet unaware that the tunnel seals are open. When they encounter a party of intruders, they will initially be very surprised, and their first impulse will be to retreat down the tunnel, away from this inexplicable occurrence. After a little time their attitude will change and they will welcome the party, apparently delighted to finally meet people from the outside world. They will offer to lead the party to their chief, a trip which will take many "sleeps." If the party goes along, the characters will receive every evidence of hospitality. Actually, the Lerara warriors are leading the party to the tunnel intersection, and then below the passage to the Cavern of the Mother, while always pretending to go to the chief's cave. When they near the Cavern of the Mother, the Lerara warriors plan to attack the party, paralyze them, and cast them into the Mother's

body, which will then gradually drain their life levels.

Depending on the levels, number, and experience of the adventurers' party, the DM will have to decide how tough to make the juggernaut, the Lerara, and the Mother. The DM should also create the Mother's treasure to fit the campaign.

THE JUNGLE OF LOST SHIPS

While in Sulward, the capital of the Lordship of the Isles, the adventurers are approached by an aging merchant who has a business proposition. He tells the party that one of his ships on a regular trade run to Hepmonaland was caught by a sudden storm, and blown hundreds of leagues off course to the east. Then the wind died, and the ship was drawn by a strange current to a place where there was a great mass of incredibly dense and tangled seaweed. Some of this seaweed had seemingly formed into great floating mounds. As they drifted closer, the captain realized that the floating mounds were actually derelict ships, trapped and overgrown by the weed. The captain saw ships of all nations, even ships of types that had been out of use for decades or that he had never seen before. Most importantly, he recognized two as being from the legendary Lost Treasure Fleet of the Sea Princes. Fortunately, another storm blew up and the ship was able to escape before becoming permanently mired. The captain reported all this to the merchant and then retired, since the Hepmonaland run was to have been his last voyage anyway.

The merchant is planning a trip to the sea of weeds to loot these lost treasure ships. He tells the party that he wants to hire them to deal with the many strange monsters that live in and around the seaweed, if they should try to interfere with the salvaging. In payment, the adventurers can have any treasure they themselves find and can personally carry. However, they must realize that the entire mission must be kept secret to avoid competition. In fact, their ship is leaving tonight at midnight before talk can spread, from a point a few miles down the coast.

Most of the merchant's story is valid. Its major deviation from truth is that the teller is no merchant at all, and is in fact

the Sulward Guildmaster of Assassins in disguise. The information about the trapped treasure ships was obtained from pirates who robbed and sank the merchant vessel, but not before the captain tried to buy his life with the story.

All he bought was a quick death. The pirates needed money for repairs, so they have teamed up with the Sulward Assassins' Guild, whose leader was once a pirate himself. The Guild put up the money for the mission, having just been paid a large sum by the Sea Barons for assassinating the Lordship's Grand Admiral. For this deed the Prince of Duxchan is attempting in earnest to destroy the Guild, so most of the assassins (including the Guildmaster) are going on the voyage, hoping the heat will have cooled down by the time of their return. The ship the adventurers are to meet down the coast is actually the refurbished pirate craft, disguised as an armed merchant vessel.

The Merchant/Guildmaster's job offer to the party is quite real. However, he has neglected to mention that, once the raid on the treasure ships has been successfully completed, the assassins (disguised as sailors) will attempt to do away with the party. The assassination attempt will come under the most favorable conditions, i.e., at night, when all or most of the party is asleep.

The pirates and assassins are all under orders to pretend to be nothing more than normal rough-and-tumble sailors, and have been threatened with dire punishments should they give away their true natures. If the ship is attacked by sea monsters on the way to the weed-sea, the crew is to let the adventurers do the bulk of the fighting.

The seaweed jungle is at the center of a giant, slow, whirling pool of ocean currents; when the ship reaches its destination, it will not be able to find the treasure ships immediately, due to the slow rotation of the colossal weedpatch. The weed-mat is navigable around the fringes, but the sailors will have to work very hard to avoid being trapped. Most of the trapped ships were originally crippled by storm damage, and a healthy ship should be able to keep out through hard work, although oars will help.

The first thing the characters will notice

about the seaweed jungle is that it is swarming with life of all sorts: fish, birds, crustaceans, eels. It is a floating reef, a haven for all sorts of creatures. This includes predators such as octopi and squids (some quite large), portuguese men-of-war, barracudas, giant sea snakes, sharks, sea crocodiles, etc. The seaweed itself is dangerous, as strangle weed abounds, always ready to trap the unwary.

Over an area of several square miles, there are dozens of the great weed-mounds that mark the corpses of trapped ships. All of them look roughly similar, so the sailors and characters will probably have to search at least several of them before finding the lost treasure ships. Getting into the center of the weeds will be a problem, since no ship's boat can push its way through the matted plants. When they do get in, they will find that many of the ships are inhabited!

The inhabitants found here are varied and strange. There is a ship occupied by a hunting band of lizard men, a ship haunted by lacedons (sea ghouls) and drowned zombies, and a ship that serves as a kelpies' lair. Kopoacanth lurk just under the surface, waiting to snatch the unwary straggler. There is a ship made of metal, with no mast or oars, and charts of unknown seas. Finally, there are eight ships that are home to a strange society of half-mad humans, a mongrel group of remnants from centuries of shipwrecks. Now they survive by fishing through holes cut in the seaweed. They travel by walking across the matted plants on snowshoe-like footgear made of light planks. Most are armed with spears. They worship a spirit of the ocean, and believe that all the land beyond the horizon has sunken beneath the waves, leaving a world covered by seas. All newcomers must swear the truth of this doctrine or be slain as blasphemers.

The leader of the seaweed-tribe is their high priest, Narawa, whose most notable attributes are intolerance and insanity (as well as high charisma).

How much treasure remains on the Lost Treasure Fleet is up to the individual DM. The reward should be commensurate with the difficulty of the adventure.

THE COPPER RAIDER

The Voormann of Perrenland is worried. The Cantons export a great deal of copper to the south, but for ten weeks no copper caravan has reached the town of Highfolk safely. Three caravans were completely destroyed, the caravaneers slain, and the copper and other wealth stolen. The third caravan was protected by 24 men-at-arms, but all were killed and looted. Much other trade has passed between Schwartzzenbruin and Highfolk without a sign of trouble, but the copper trade has ground to a halt. None of the locals are willing to risk taking a copper shipment through, so the Voormann is looking for a group of outside adventurers. Their mission will be to take the copper through to Highfolk. If they are able to destroy whatever has been attacking the copper caravans, they will reap a rich reward. (And if they find and keep some of the loot stolen from the previous caravans, no one will complain.)

The road from Schwartzzenbruin to Highfolk follows the Velderdyva River, winding through a deep canyon where it pierces the Yatil Mountains. Travelers will occasionally be attacked by humanoid raiders in this area, but the Perrenlanders have driven most of these groups away.

Progress through the canyon is slowed by the occasional rockfalls and landslides that block the road. The river flows sometimes on the east side of the canyon, sometimes on the west, so the road bridges the river here and there, and sometimes passes through runnels in the canyon walls.

As the party will discover, the creature responsible for the attacks on the copper caravans is Clonoc, a large, old copper dragon. Clonoc lost a duel with a demon, and is now possessed. However, the dragon's body and brain were too large for the rather small demon to possess completely, so the demon's attempts at control have resulted in a somewhat deranged, split personality. The demon's plans to make the dragon attack all passing trade have been mostly circumvented, except when a copper caravan passes, a thing which the dragon's tortured brain somehow perceives as a deliberate insult. Then the demon takes control, and the caravan is

assaulted. Once the caravaneers are all slain, the dragon's natural greed (enhanced by demonic avarice) takes over, and the loot is hauled back to the dragon's lair. Somewhere inside him, the dragon regrets his actions, but can do nothing about it.

When he is about to attack a caravan, Clonoc (who is a magic-using dragon) casts invisibility on himself, and then glides down from the canyon heights to the attack, becoming visible only when he rakes the party with his first acid breath. From this point until the battle is over, the demon is in full control of the dragon's fighting faculties. This loosens its control of other areas, allowing Clonoc's personality some leeway, so that as the dragon is trying to slay everyone in the caravan, it will be roaring, "Help me! Save me! I'm possessed!," etc., in Common. The dragon cannot be subdued while demon-possessed, but if it is captured or incapacitated, the demon will assume control over the dragon's speech center and respond to questions with insults and threats. If the demon is exorcised from the dragon, Clonoc will gratefully give up the copper caravans' loot, perhaps even with something extra added from his own hoard.

As with the other adventures, the DM must decide on the amounts of treasure, to best suit his or her individual campaign.

THE STOLEN SEAL

The successful alliance of the Barony of Ratik and the Frost Barbarians has caused much consternation in Bone March (and among the Baron of Ratik's political enemies in Rauxes). The tribes of the Bone March are still smarting from the drubbing they received last year from the combined Ratik-Fruztii armies, so the evil leaders of the humanoids have determined that the northern alliance must be dissolved. Certain espionage elements in Marner that usually work for the Overking were contacted, and an agreement was reached. In a daring raid, the Seal of the Alliance was stolen from the Baronial Vault. This symbolic parchment was endorsed and blessed by the gods of both Ratik and Fruztii, and the superstitious Frost Barbarians place

great store in its continued safety. Once it is learned that the men of Ratik were unable to keep it safe, the alliance will probably fall apart, or at least be greatly damaged. The Seal is now being taken to Spinecastle, where it will be displayed and its theft publicly announced.

The above information was obtained (under duress) from one of the spies who was captured in the raid on the vault. The player characters have been asked by the Baron to accompany a platoon of troops in pursuit of the thieves. Their purpose is to capture the conspirators and retrieve the Seal, following them into Bone March, if necessary.

The party will be provided with fast horses (if they have none of their own) and hurried along to join up with the platoon. On the road, a group of bandits hired by the conspirators will delay the pursuers just long enough to enable the thieves to get across the border. The road at the border (high in the hills) is guarded by two companies of orcs, too much for the platoon to handle. The officer of the platoon will suggest the party abandon the road and sneak across the border to the east or west, while the horsemen set up a diversion for the orcs. From here on, it is up to the party to catch the conspirators, retrieve the Seal, and bring it back to Marner.

Despite the diversion, the party will encounter a few orc guards. If these are not silenced properly, they could bring many reinforcements. Once they get over the border and back to the road, the party should be able to catch up with the now slow-moving conspirators after a couple of hours of hard riding. However, regaining the Seal will not be easy, for the thieves and assassins from Marner are now riding with an armed group that was waiting for them with the border guard. This group includes:

- 24 orcs, including some leader types.
- An evil human magic-user of high level, with appropriate magic items. (He now carries the Seal.)
- 5 ogres, all well-armed and armored.
- A charmed minotaur which protects and obeys the magic-user.

The DM should add or subtract enemies where necessary for balance.

The minotaur is very alert, so the group will not be easy to surprise. In fact, if the monsters hear the horses of their pursuers at a sufficient distance, the hunters may themselves be surprised by an impromptu ambush.

If the party is successful in regaining the Seal, they must still escape back through the enslaved countryside to Ratik. In particular, the orcs at the border could be a lot of trouble. They are by this time aware that somebody has sneaked past them, and they will be waiting for similar tricks from either direction. They are commanded by a half-orc fighter/assassin, who will make clever use of his savage troops.

The reward for the retrieval of the Seal is of course up to the Dungeon Master.

ADVENTURE LOCALES

Many famous adventures have occurred in the World of Greyhawk, and much remains for the intrepid adventurer. Many of these heroic exercises have been published, and are available for those who wish to study the exploits and evils of the Flanaess. The locations of these adventures are listed below.

Slave Pits of the Undercity (A1): This adventure occurs at Highport, in the Pomarj, in hex A4-101.

Secret of the Slavers' Stockade (A2): The slavers' stockade is somewhat south of Highport, at the southern edge of hex A4-102.

Assault on the Aerie of the Slave Lords (A3): The aerie of the slave lords is hidden in the heights of the Drachensgrab, in hex A4-104.

In the Dungeons of the Slave Lords (A4): The culmination of this thrilling series is set in the same mountain crater lake as the aerie, hex A4-104.

The Hidden Shrine of Tamoachan (C1): These distant ruins are located at the very edge of the map, in hex A4-137.

The Ghost Tower of Inverness (C2): The Ghost Tower is located in the foothills of the Abbor-Alz, on a rocky outcropping overlooking Woolly Bay, in hex A4-92.

Descent Into the Depths of the Earth (D1-2): This maze of tunnels and evil

monsters is located under hex M5-138, beneath the Hellfurnaces.

Vault of the Drow (D3): The land of the black elves is under hex N5-138, in the Hellfurnaces.

Against the Giants (G1-2-3): These adventures occur in several different locations throughout Crystalline Mountains and Jotens. The Steading of the Hill Giant Chief is in hex P5-129; The Glacial Rift of the Frost Giant Jarl is in hex S5-134; and the Hall of the Fire Giant King is in hex M5-138.

Dungeonland (GC1): This strange land of talking animals and giant plants is in hex D4-86.

The Land Beyond the Magic Mirror (GC2): This equally-confusing region is adjacent to Dungeonland, in hex D4-86.

Dwellers of the Forbidden City (I1): The weird city of the Yuan-Ti can be found in hex Y-109.

The Secret of Bone Hill (L1): The city of Restenford is on Lendore Isle, in hex B-78.

Against the Cult of the Reptile God (N1): The village of Orlane is settled between the Dim Forest and the Rushmoors, in hex K5-113. The cult's tunnel complex is in the Rushmoors, in hex H5-112.

Queen of the Demonweb Pits (Q1): The abode of Lolth exists on another plane of existence, which connects to the Prime Material Plane only under hex N5-138, in the Vault of the Drow.

Tomb of Horrors (S1): This ancient tomb is most probably located at the heart of the Vast Swamp, in hex K2-97.

White Plume Mountain (S2): The ancient volcano fortified by Keraptis is near the Riftcanyon, in hex T3-70.

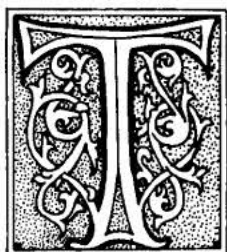
Expedition to the Barrier Peaks (S3): This most unusual of adventures takes place deep in the Barrier mountains, in hex A6-119.

The Village of Hommlet (WG1): The legendary village is located in hex 04-98 near Verbobonc.

The Lost Caverns of Tsojcanth (WG3): This strange magical hoard is hidden somewhere on the border between Perrenland and Ket, in hex E5-88.

The Forgotten Temple of Tharizdun (WG4): This desolate and forbidding edifice can be found near the lost caverns, in hex F5-88.

DETERMINING A CHARACTER'S PLACE OF BIRTH



HERE MAY BE times when a Dungeon Master will want to know where a particular non-player character was born and

raised. The tables in this section can be used to assign native regions randomly. Player characters can use these charts as well, if their places of origin are not limited to some specific area for campaign reasons. The human charts favor those political divisions that are primarily non-evil, as the origin of evil characters is likely to be more obvious than that of non-evils.

The tables list major locations. The DM (or player) can select an exact site within this area, if this is desirable. The Most Common Alignment(s) and Primary Language(s) information are suggestions, not rigid determinators. There are numerous reasons why either might be different, if the DM feels the listed alignments and languages are inappropriate.

BIRTHPLACES FOR HUMAN CHARACTERS

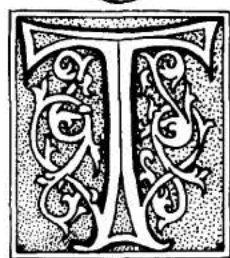
Dice Roll	Place of Birth	Most Common Alignments(s)	PRIMARY LANGUAGES
01-03	Prelacy of Almor	LN, LG	Common
04-05	Bissel	NG, N, LG, LN	Common
06-07	Ekbir	LN, N	Baklunish
08	Frost, Ice or Snow Barbaians	CN	Suloise (the Cold Tongue)
09-18	Furyondy	LG, NG, LN	Common (5% Velondi)
19-20	Geoff	CG, CN, NG	Flan, Common
21	Gran March	LN	Common (10% Keolandish)
22-29	Great Kingdom	Any	Common, Oeridian
30-32	Greyhawk	Any	Common
33	Idee	N, CN	Common
34	Irongate	LN	Common
35-37	Keoland	LN, NG, CG, CN, N	Common (15% Keolandish)
38	Ket	CN, N	Baklunish, Common
39-40	Lordship of the Isles	LN	Common
41-50	Nyrond	LN, LG, NG, CG	Common (15% Nyrondese)
51-52	Onnwal	LN	Common
53-54	Theocracy of the Pale	LN, LG	Common
55-57	Perrenland	LN, LG, N	Common
58-59	Plains of the Paynims	CN, N	Baklunish
60	Ratik	N, CN, CE	Common, Oeridian
61	Rovers of the Barrens	CN, N	Flan
62	Sea Barons	CN	Common
63-64	Shield Lands	LG, NG, N	Common
65-66	Sterich	CN	Common
67-68	Sunndi	LN, CG, N	Common
69	Duchy of Tenh	LN, N	Flan, Common
70	Tiger and Wolf Nomads	N, CN	Baklunish
71	Tusmit	N	Baklunish
72	Tri-States of Ulek	LN, LG, CG, CN, N	Common
73	Ull	CN, N, CE	Baklunish
74-78	County or Duchy of Urnst	N, NG	Common
79-88	Veluna	LG, NG	Common (10% Velondi)
89-94	Wild Coast	Any	Common
95-96	Yeomanry	LG, LN	Common (5% Keolandish)
97-98	Zeif	LN, N	Baklunish
99-00	Elsewhere, or choose	—	—

All Player characters speak Common, at least.

BIRTHPLACES FOR DEMI-HUMAN CHARACTERS

Area	Elves*	Dwarves	Gnomes	Halflings	Half-Orcs
Bandit Kingdoms	—	—	—	—	01-06
Bissel	01-02	01-04	01-02	01-02	07-09
Bone March	—	—	03	—	10-14
Celene	03-09	—	04-05	03-05	—
Dyvers	10-11	05-06	06-07	06-07	15
Furyondy	12-13	07-08	08-09	08-11	16
Geoff	14-17	09-12	10-11	12-13	17-19
Gran March	18-19	13-16	12-13	14-16	20-21
Great Kingdom	20-21	17-18	14-15	17-19	22-24
Greyhawk	22-24	19-20	16-17	20-22	25-27
Highfolk	25-28	21-24	18-19	23-25	—
Horned Society	—	—	—	—	28-32
Idee	29-30	25-26	20-21	26-27	—
Irongate	31-33	27-28	22-25	28-32	—
Iuz	—	—	—	—	33-37
Keoland	34-35	—	26-27	33-35	38
Nyrond	36-37	—	28-29	36-38	39
Onnwal	—	29-34	—	—	—
Theocracy o/t Pale	38-39	35-38	30-31	39-40	40
Perrenland	40-41	39-42	32-33	41-42	41-44
Pomarj	—	—	—	—	45-49
Ratik	—	43-46	34-37	—	50-54
Shield Lands	42	—	38	43	55-58
Spindrift Isles	43-44	47-48	39-40	44-45	59-60
Sterich	—	49-54	41-42	46-47	61-63
Sunndi	45-48	55-59	43-45	—	64-65
Tenh	49-50	60-63	46-47	48-49	66-70
County of Ulek	51	64-66	48-52	50-57	—
Duchy of Ulek	52-58	—	53-54	—	—
Principality of Ulek	—	67-78	55-56	58-60	—
County of Urnst	59	79-80	57	61-66	71
Duchy of Urnst	—	81-83	58-61	67-74	72
Valley of the Mage	60-62	—	62-63	—	—
Veluna	63-66	—	64-68	75-76	73
Verbobonc	67-68	—	69-73	—	74
Wild Coast	69-72	84-90	74-78	77-83	75-79
Yeomanry	73-74	91-94	—	84-87	80-81
Dreadwood	75-78	—	79-80	88	82-84
Gamboge Forest	79-82	—	81-84	89-90	85-87
Gnarley Forest	83-86	95	85-88	91-92	88-90
Grandwood Forest	87-90	96	89-90	93-94	91-94
Vesve Forest	91-96	—	91-95	95-96	95-96
Welkwood	97-00	97-00	96-00	97-00	97-00

PERSONAGES & QUASI-DEITIES



THROUGHOUT the world of Greyhawk are quite a number of characters that have risen above the status of heroes, but who are not quite demi-gods. These personages are 'quasi-deities.' Among those contemporary in the World of Greyhawk are Daern, Heward, Johydee, Kelanen, Keoghtom, Murlynd, Nolzur, Quall, and Tuerny. Of these, only Heward, Keoghtom, and Murlynd are currently placed so as to interact with player characters. Other well-known personages, such as Bucknard, Mordenkainen, Otiluke, and Tenser, are not as powerful and broadly endowed as are the quasi-deities.

COMELINESS

Quasi-deities have a seventh character ability, Comeliness. Comeliness is a measure of physical attractiveness. It is distinct from charisma. Charisma, however, can affect comeliness. After the six normal attributes of a character are determined, a comeliness roll (on 3d6) will determine the character's looks. The number rolled is modified as follows:

Charisma	Comelines Modifier	Comeliness Range
2 or less	-8	-5 to 10
3	-5	-2
4-5	-3	0 to 15
6-8	-1	2 to 17
9-12	0	3 to 18
13-15	+1	4 to 19
16-17	+2	5 to 20
18	+3	6 to 21
19+	+5	8 to 24

These charisma adjustments to comeliness apply only as regards other members of the character's race. When meeting

members of other races, comeliness is adjusted temporarily as follows:

Half-orcs	-3
Dwarves, gnomes	-1
Halflings, humans*	0
Half-elves*, sylvan elves*	+1
Gray elves*, high elves*	+2

* Treat these as the same race.

Comeliness will have the following effects on creatures of human sort. (This category includes, but is not necessarily limited to, humans; demi-humans; humanoids; giant-class creatures; and bipedal creatures of human-like form and motivation.)

-20 to -16: Those viewing a character with comeliness this low are repulsed and horrified, so as to turn away or attempt to destroy the creature so offensive to the sight. If the individual with low comeliness is powerful, the reaction will tend toward escape, or reinforcement of previously determined awe (horror) reaction. With creatures of like and evil alignment, the effect is that of a positive comeliness of the same total.

-15 to -9: Disgust, evidenced by a tendency to look away, revile the individual, and act hostile in general. Under no circumstances will this character be accepted by the viewers unless all are of evil alignment, so that the negative comeliness can be regarded as positive.

-8 to 0: Aversion and a desire to be away from so ugly a creature will be evidenced by all viewers. If given an excuse, those near the individual will be hostile and openly aggressive; otherwise they will merely tend toward rejection.

+1 to +6: As such an individual is simply ugly, the reaction evidenced will tend toward unease and a desire to get away from such brutishness as quickly as possi-

ble. If given the opportunity, the character's charisma can offset ugliness, but this requires a fair amount of conversation and interaction to take place.

+7 to +9: The homeliness of the individual will be such that initial contact will be of a negative sort. This negative feeling will not be strongly evidenced. High charisma will quickly overcome it if any conversation and interpersonal interaction transpires.

+10 to +13: Plain to average comeliness; no effect on the viewer.

+14 to +17: Interest in viewing the individual is evidenced by those in contact, as he or she is good-looking. The reaction adjustment is increased by a percentage equal to the comeliness score of the character. Individuals of the opposite sex will seek out such characters, and they will be affected as if under a charm spell unless wisdom of such individuals exceeds 50% of the character's comeliness total.

+18 to +21: The beauty of the character will cause heads to turn and hearts to race. Reaction for initial contact is at a percent equal to 150% of the character's comeliness total. Individuals of the same sex will do likewise unless wisdom totals at least two-thirds of the other character's comeliness score. Rejection of harsh nature can cause the individual rejected to have a reaction as if the character had a negative comeliness of half the actual (positive) score.

+22 to +25: The stunning beauty and gorgeous looks of a character with so high a comeliness will be similar to that of those of lesser beauty (17-21), but individuals will actually flock around the character, follow him or her, and generally behave foolishly or in some manner so as to attract the attention of the character. The reaction adjustment is double the score of comeliness; i.e., 22 equals 44%. Charm-like power will affect all those with wisdom of less than two-thirds the comeliness score of the character. If an individual of the opposite sex is actually consciously sought by a character with comeliness of 22-25, that individual will be effectively charmed unless his or her wisdom is 18 or higher. Rejection is as above.

+26 to +30: Unearthly beauty of this sort can be possessed only by creatures from other planes — demi-gods and demi-

gods and demi-goddesses and deities of unusual sort. Reaction adjustment is double comeliness score. Charm-like power is effective on all save those with wisdom equal to 75% of comeliness, save that 19 or higher wisdom always allows saving vs. the power. An individual of the opposite sex who is consciously sought by the possessor of such unearthly beauty and comeliness will always be under the spell of the individual with such beauty unless he or she had wisdom of 20 or more.

Charm from attraction due to comeliness does not affect the abilities of the individual with respect to fighting, spell casting, etc. It could, however, affect alignment.

HEWARD (QUASI-DEITY)

Armor Class: -3
Move: 15"
Hit Points: 96
No. of Attacks: 2
Damage/Attack: By weapon type
Special Attacks: see below
Special Defenses: see below
Magic Resistance: 50%
Size: M (6' tall)
Alignment: Neutral (good)
Worshippers' Alignment: N/A
Symbol: N/A
Plane: Prime Material (principally)
Cleric/Druid: nil
Fighter/Paladin/Ranger: nil
Magic-user/Illusionist: 10th level in each
Thief/Assassin: nil
Monk: nil
Bard: 20th level
Psionic Ability: VI
attack/defense modes: nil/nil
S:18 I:20 W:8 D:17
C:18 CH:11 CO:11

Heward is of indeterminate age — appearing both young and old at the same time. He is athletic and strong, quick and lively. Although his pate is bald, Heward has a luxurious moustache and small beard of sandy-brown. His forehead is wrinkled but his cheeks are rosy and fresh. Heward always wears shabby garb or finery which is old and out of fashion (thus actually creating a style all his own and quite remarkable). Although distinctive, Heward has the power to be quite unnoticeable when he so desires, simply by willing it, so no magic aura betrays this anonymity.

Because of his non-aggressive philosophy, Heward seldom carries any major weapon. Usually he will have only a horn-blade knife +3 and possibly a magical quarterstaff +6. He is able to use any weapon permitted to magic-users, illusionists, or bards without non-proficiency penalty, but Heward dislikes so doing, for he favors passive defense unless severely threatened.

Similarly, Heward is uncomfortable with protective devices, although he does employ a special herbal mix which bestows an armor class of 0 to his body, which, coupled with his dexterity, gives his usual AC -3 rating. In addition, Heward possesses a Luckstone +3 which has the usual benefits on dice rolls.

In addition to his magical powers, Heward is able to employ any standard musical instrument to enhance his bard skill. Obvious exceptions are single-note horns and drums, but other brass, percussion, or woodwind instruments are included with the typical stringed instruments of bardic nature.

Heward's magical resistance is applicable evenly to all sorts of spells. Heward understands the arcane art of technology, and is particularly adept with mechanical items of this nature. His domicile is reputed to have many devices of this occult nature: engines, clockworks, etc. Heward dislikes incomprehensible things, however. These devices, as well as golem-machines, are reputed to serve in many capacities at Heward's bizarre stronghold.

The domicile of Heward is non-descript on the exterior. It extends into many extra-dimensional spaces, so its interior actually contains all manner of rooms and spaces — from cramped lofts to a grand auditorium with a great organum, including open gardens and spacious parks. This domicile is a nexus which touches parallel worlds, many planes, and the dimension of time.

Heward will always have various pitch pipes and tuning forks with him. The powers of these instruments are basically twofold: one will provide defensive magical effects, the other is for movement to other planes. By using any two or more in combination, he is able to create music of bardic sort which can charm and cast various druid-type spells.

Although most probably encountered

alone, there is a 20% chance that Heward will be in company with one (80%) or two to three of the following individuals:

Celestian
Fharlanghn
Keoghtom
Mordenkainen
Murlynd
Zagyg

KEOGHTOM (QUASI-DEITY)

Armor Class: -8
Move: 24"
Hit Points: 77
No. of Attacks: 4
Damage/Attack: by weapon type
Special Attacks: see below
Special Defenses: see below
Magic Resistance: 77%
Size: M (5' 6" tall)
Alignment: Neutral (Good)
Worshippers' Alignment: NA
Symbol: NA
Plane: see below
Cleric/Druid: 14th level cleric
Fighter/Paladin/Ranger: nil
Magic-user/Illusionist: 18th level/16th level
Thief/Assassin: nil
Monk: 10th
Bard: 12th
Psionic Ability: VI
attack/defense modes: nil/nil
S:12 I:19 W:18 D:20
C:15 CH:16 CO:13

Keoghtom appears as a young, slightly-built man, typically arrayed in green garb of elven sort or else resplendent in silken finery. Of course, he can use magic to alter his appearance, but he seldom does so.

Being quick of movement and deadly of aim, Keoghtom usually bears a short bow and a short sword. He is adept with and has the following bonuses "to hit" and damage:

	Dexterity	Expertise	Total
Short Bow*	+3/-	+2/+2	+5/+2*
Short Sword	-	+2/+4	+2/+4

* Bonus applies at all ranges; Damage at point blank and short range is doubled.

Although Keoghtom does not use spells as a deity does, he is not subject to the

usual restrictions of class, either. He is able to use weapons, spells, and various abilities of professional sort in complete freedom. Thus, Keoghtom combines the abilities of many classes, and he can employ whatever weapon suits him without proficiency penalty. Likewise, any sort of armor can be worn, although Keoghtom typically wears magical Bracers (AC 2), a cloak of Blending and Displacement, and a Ring of Protection +4. (This gives AC -4 sans dexterity bonus, -8 when dexterity is included.)

It need not be said that Keoghtom knows virtually all spells, and in addition he has several unique to himself.

One of the major powers of Keoghtom is his uniform magic resistance. That is, the 77% applies to all spells, whether cast by a 1st level individual, an arch-mage, or some deity.

Keoghtom seldom, if ever, sets foot on the Prime Material Plane, although he once dwelled there. He now roams the Astral and similar planes or visits the extra-dimensional planes which are home to certain of his associates, such as Murlynd. Keoghtom is also on good terms with such deities as Celestian and Zagyg and will occasionally be found in their company.

The number of usual and special magical items and devices possessed by Keoghtom is vast. He will usually be equipped with the following things in addition to the items mentioned previously:

arrows +3	device for planar travel
Arrows of Slaying	device to warn of danger
sword +5	device to hold many spells
magical ring	device to speak and read
magical rod or staff	many tongues

As Keoghtom is basically non-hostile, the items he carries are usually used for self-protection or beneficial reasons. Keoghtom does not initiate aggression, although he is not loathe to answer in kind if attacked.

Those persons particularly interested in associations and relationships have noted the following interrelationships between Keoghtom and certain others:

Zagyg and Keoghtom are great friends, as are Keoghtom and Murlynd. Zagyg is related to Heward by some distant kin-

ship, and Heward and arch-mage Mordenkainen are likewise kin. Heward often visits Mordenkainen, who, in turn, is known to be close to both Keoghtom and Murlynd. Celestian is an associate of Keoghtom and on good terms with Zagyg. This gives the following groupings:

Zagyg and Keoghtom
Keoghtom and Murlynd
Zagyg, Keoghtom and Murlynd
Keoghtom, Murlynd and Mordenkainen
Zagyg, Keoghtom, and Mordenkainen
Keoghtom, Heward and Mordenkainen
Zagyg, Keoghtom and Heward
Celestian and Keoghtom
Celestian, Keoghtom and Murlynd
Celestian, Zagyg and Keoghtom

If one assumed that Keoghtom would be encountered alone half of the time, the probability of group encounter fills the balance, with accompanying deities being less likely than other associate groups.

MURLYND (QUASI-DEITY)

Armor Class: -2
Move: 12"
Hit Points: 135
No. of Attacks: 2 (both hands)
Damage/Attack: by weapon type
Special Attacks: see below
Special Defenses: see below
Magic Resistance: 35%
Size: M (6' tall)
Alignment: Lawful Good
Worshippers' Alignment: NA
Symbol: NA
Plane: Special, see below
Cleric/Druid: nil
Fighter/Paladin/Ranger: 12th level
Paladin
Magic-user/Illusionist: 12th level in each
Thief/Assassin: nil
Monk: nil
Bard: nil
Psionic Ability: I or VI
attack/defense modes: all/all
S:18/76 I:18 W:15 D:16
C:18 CH:14 CO:17

Murlynd is a true character. His face is bold and handsome, his eyes deep and

penetrating. His nature is seemingly rugged, independent, taciturn. His broad, muscular frame is typically clad in garments of another time and world, that of the "Old West." His waist is girded by a leather belt containing weapons of technology as well as a dagger +6. Although appearing aloof and aggressive, Murlynd is actually quite gregarious, loquacious, and gentle . . . unless provoked.

As noted, Murlynd is prone to carry technological weapons (variously called "45s," "six-shooters" and "hog legs") which he is able to employ in both left and right hands. His special aura enables these devices to function even on Oerth, for instance. Each weapon sends forth three missiles per round, if he so desires. These projectiles will strike even the most powerful of magical creatures and inflict 2-8 points of damage when they hit. The range of these arcane weapons is the same as the range of a light crossbow. Murlynd has a Dancing Holy Sword +4 (broad) which he usually carries on his warhorse or strapped on his back. He is able to use a weapon in either hand, so in combat Murlynd might use his arcane projectile weapons one round, then draw sword and dagger, and eventually cast a spell or use some other device while his broadsword "dances."

Murlynd's basic magic resistance (35%) is constant, applying equally to spells or spell-like powers of 1st level casting, 21st level casting, or even deity sort.

When casting spells, Murlynd is prone to intermix technological terminology with his incantations, sometimes with surprising results. Thus, in casting a Stinking Cloud or Wall of Fog spell he might conjure into being a strange engine which gushes forth the desired result, but for far longer and over a greater area than desired. He is known to have cast Burning Hands which brought a device which spewed forth liquid fire, but at another time conjured up a fireball of paper which burst with totally harmless effect. As he is insensitive to color differences, Murlynd's color based/employing spells are often quite bizarre in effect, and are known to be linked with technological devices which send forth the hues. Because of this technological admixture, it is sometimes possible for Murlynd to cast more than one spell in a round, as the initial dwomer is provided, in part, by the art of science!

Because of dabbling in science and technology, Murlynd is often unsure of his psionic abilities. Therefore, there is a 50% likelihood that he will be unable to use his abilities. In this case he is totally immune to such attacks from others. When in form, Murlynd has the following disciplines:

Animal Telepathy	Aura Alteration
Clairvoyance	Dimension Walk
Hypnosis	Energy Control (fire)
Molecular Agitation	Etherealness
Object Reading	Probability Travel
Precognition	Shape Alteration
Sensitivity to	Telekinesis
Psychic Impressions	

Each minor power is used at 12th level, major ones at 10th level.

Being rather unusual, and dabbling in questionable areas, Murlynd is rather unpopular with those of his sort. He is, in fact, shunned by most. His abode is divided between several special dwellings on various planes or extra-dimensional areas. He moves about from place to place on a whim, staying for days or years as suits his mood.

Murlynd is alone about 60% of the time. He otherwise will be in the company of one or more of the following:

Heironeous
Heward
Keoghtom
Mordenkainen
Zaggy

KELANEN (THE PRINCE OF SWORDS)

Armor Class: -5
Move: 18"
Hit Points: 159
No. of Attacks: 2
Damage/Attack: by sword type (and see below)
Special Attacks: see below
Special Defenses: see below
Magic Resistance: 100%
Size: M (6' tall)
Alignment: Neutral
Worshippers' Alignment: Any
Symbol: Nine swords in starburst
Plane: see below
Cleric/Druid: nil
Fighter/Paladin/Ranger: 20th level fighter

Magic-user/Illusionist: 5th level in each
Thief/Thief-acrobat: 10th level

thief-acrobat
Monk: nil
Bard: nil
Assassin: nil
Psionic Ability: VI
attack/defense modes: nil/nil
S:18/00 I:17 W:15 D:21
C:18 CH:19 CO:15

Kelanen, Sword Lord, is one of the very powerful individuals who might, or might not, be a true deity. Thus he is known as a 'Hero-Deity,' and some who live by the sword pay him homage.

Although his true form is commanding, Kelanen usually takes the guise of a beggar, thief, mercenary, or rogue. In any of these disguises he will appear to be unremarkable, sometimes young, sometimes of middle years. He has the power to Alter Self at will, so Kelanen seldom appears in the same form twice, except when he chooses to show his true form. Each of his forms always bears a scar on face or neck — for the reason which will be revealed later. In any form, Kelanen prefers garments of gray or blue-gray and ornaments of silver or platinum.

The true form of Kelanen is that of a youngish, quite handsome man, fair of complexion with silvery-grey eyes and coal-black hair. It is said that he was once as comely as any deity, but in order to become the Prince of Swords, Kelanen had to undergo a series of challenges and tests which resulted in his disfigurement. His visage bears a long, silvery scar from eye to chin on the right side of his face. Those who know of the Sword Lord recognize Kelanen immediately when this mark is revealed. His form is slender and sinewy, his height just under 6 feet. He is unnaturally quick and fleet due to enchantments placed upon him.

Kelanen wears Elfin Chain and a Ring of Protection +5. He employs few other protections.

The sword is Kelanen's only weapon. He is expert with any form of blade, from short to two-handed, cutlass to scimitar. His expertise is such that any sword he wields is equal to a +3 magical weapon. He is able to use a bastard sword to full effect (as used with both hands) in either hand while the other wields another sword. Kelanen has two special swords which are

never far from his person. These weapons are:

Swiftloom: Bastard sword +6, made of Glassteed adamantite. Upon command this weapon will become a Flaming Brand as well. When not aflame, Swiftloom is impossible to parry and always strikes first. It has a vampiric power which restores 1 hit point lost by Kelanen for every 6 points of damage it inflicts on his adversaries. The weapon is endowed with 17 intelligence and has an ego of 25, yet it never seeks to do aught but its master's will. It speaks eight languages and has the following powers:

Read Languages	Detect Illusions
Read Magic	Detect Magic
Teleportation	
Detect Invisible Objects	

The special purpose of Swiftloom is to preserve the Prince of Swords, so the weapon adds 2 to Kelanen's saving throws and reduces damage sustained by -1 per die. Swiftloom is of absolute neutral alignment.

Sureguard: Broadsword +6, also of Glassteed adamantite. This weapon is also a Frostbrand type sword. It will perform as a Defender. It will Dance for three rounds if Kelanen wills it. Sureguard is impossible to parry, and its own defensive power is always available to Kelanen. The weapon is endowed with 17 intelligence and has an ego of 19. It speaks six languages and has the following powers:

Read Languages	Detect Evil/Good
Read Magic	Detect Secret Doors
Telepathy	Detect Traps
Duo-Dimension (at 17th level)	

Sureguard has no special purpose, but it faithfully serves Kelanen in all respects.

It is reputed that Kelanen has no friends or confidants other than his two swords. It is certain that he is 90% likely to be able to Summon either, one attempt per day being possible.

When armed with any sword, Kelanen has the following "to hit" and damage bonuses:

	"to hit"	damage
expertise	+3	+3
strength	+3	+6
total	+6	+9

The special powers of Kelanen are:

Charm Sword: If the opponent bears a sword with an ego, it will recognize the Sword Lord and refuse to harm him.

Immunity to Special Powers: Although Kelanen can be harmed by swords, nothing other than the normal effects of the blade can affect him. Thus, cold, flame, magical pluses, or magical powers of swords have no action upon Kelanen. A Vorpal Blade, for example, will not sever Kelanen's head under any circumstances.

Multiplication: When Kelanen bears a non-intelligent, non-magic sword, he is able to cause it to duplicate itself. After one round of combat, a second sword, exactly like the one Kelanen wields, will materialize in the air and combat his enemies as if Kelanen himself were using the weapon. This duplication continues each round until as many as nine such swords fight against Kelanen's foes. On the 11th round, and each round thereafter, one disappears until none remain. This power can be used but once per day.

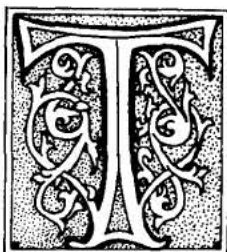
Sword Blessing: Kelanen can Bless any sword so that it gains a magical +1 ("to hit" and damage) for 10 rounds. He can do so for as many as 20 blades per day. The effect adds to weapons which are already enchanted.

Sword Control: Unless the wielder of a sword is successful in a saving throw vs. Spell, Kelanen can cause that individual's sword to turn against its wielder and strike that individual rather than Kelanen or his allies. This power is employable in addition to normal attacks by Kelanen. It can be used but once per turn, twice per day.

Sword Summoning: In addition to the command of his two personal swords, Kelanen is able to Summon any sword in sight if it is not in the possession of some individual, i.e., in hand or worn. This he can do but once per day.

Kelenen has a stronghold in an extra-dimensional partial plane. He usually travels on the Prime Material Plane, however, be it Oerth or another parallel world, seeking adventure and engaging in actions of warlike sort which promote the balance of neutrality.

DEITIES OF THE WORLD OF GREYHAWK



HE following sketches detail a portion of the suspected attributes and powers of the deities mentioned in the Guide as

active and/or known to adventurers and those who travel the reaches of the Flanaess. While the Savant-Sage's descriptions are valuable, more information is needed if the deities are to be included in simulations of events affecting the countries and adventurers of the Flanaess.

In general, all deities have certain spell-like powers in common. The Standard Divine Abilities of deities presented here are divided into three groups according to the general power of the deity: demi-god, lesser god, or greater god.

STANDARD DIVINE ABILITIES

All deities have the following powers and abilities in common, each usable at will.

Astral and ethereal travel
Comprehend Languages
Continual darkness/light
Cure blindness, deafness, disease, feeblemind, insanity
Detect charm, evil, good, and illusion
Detect invisibility, lie, magic, and traps
Geas
Infravision and Ultravision
Know alignment
Levitate
Mirror Image

Polymorph self
Read languages and magic
Teleport (no error)
Tongues

INDIVIDUAL ABILITIES

In addition to the common abilities, the three types of gods have the following separate powers. A number in parentheses indicates the number of times per day the power can be used. No number means the power is usable as often as the deity desires.



GREATER GODS

Anti-magic shell (2)
Command, 4 rounds (2)
Control Environment*
Cure Critical Wounds (3)
Death spell (2)
Dispel evil/good, illusion, magic (8 each)
Fly
Gate (3)
Globe of invulnerability (1)
Heal (3)

Holy/unholy word (3)
 Improved invisibility
 Improved phantasmal force
 Polymorph any object (1)
 Polymorph others (3)
 Protection from evil/good, 30'
 radius (3)
 Quest (2)
 Remove curse
 Remove fear
 Regenerate
 Restoration (3)
 Resurrection
 Shape change (3)
 Summon**
 Symbol (3)
 Time stop (1)
 Trap the soul (2)
 True seeing (5)
 Vision (1)
 Wish (2)

LESSER GODS

Anti-magic shell (2)
 Command, 3 rounds (1)
 Control temperature, 10' radius
 Cure serious wounds (3)
 Death spell (1)
 Dispel evil/good, illusion, magic (4 each)
 Gate (2)
 Heal (2)
 Holy/unholy word (2)
 Improved invisibility
 Improved phantasmal force
 Minor globe of invulnerability (1)
 Polymorph others (2)
 Protection from evil/good, 20' radius (2)
 Quest (1)
 Remove curse
 Remove fear
 Restoration (1)
 Resurrection (3)
 Summon***
 Symbol (2)
 Trap the soul (1)
 True seeing (3)
 Wish (1)

DEMIGODS

Anti-magic shell (1)
 Command, 2 rounds (1)
 Cure light wounds (3)
 Dispel evil/good, illusion, magic (2 each)
 Finger of death
 Gate (1)
 Heal (1)
 Holy/unholy word (1)
 Invisibility
 Limited wish (1)

Phantasmal force
 Protection from evil/good, 10' radius
 Raise dead (3)
 Remove fear
 Summon****
 Symbol (1)
 True seeing (2)
 Wall of force

* Control environment subsumes both control temperature and control weather. It actually allows the greater god to adjust the surroundings of his or her immediate environment to suit his or her desire, even if the change is radical. The area of control extends in radius from 120 to 720 feet, depending on how radical the change required is.

** A greater god can summon from one to six creatures of the same alignment as the god, and all of the same type, with the total hit dice of the creatures so summoned not to exceed 40.

*** The summon power of a lesser god can bring from one to three creatures of the same alignment as the lesser deity. Each must be of the same sort as the others summoned. No more than 25 total hit dice of creatures can be so called.

**** For demigods, the summon power is limited to one or two creatures of not more than 20 total hit dice. Again, creatures must be of the same alignment and (if more than one is summoned) of the same type.

Note that the psionic disciplines possessed by deities are not given. Each Dungeon Master must decide what these are to be, keeping in mind the other powers and general bent of the deity in question.

CLERICAL POWERS AND BONUSES

Clerics of some of the gods delineated herein receive unique special abilities not usual to members of their class. Clerics of these deities must pay for these powers through an additional experience point cost for level advancement. These deities and the necessary percentage experience addition for their clerics are listed above:

Celestian	+10%	Obad-hai	+ 5%
Ehlonna	+ 5%	Olidammara	+10%
Erythnul	+ 5%	Pholtus	+ 5%
Heironeous	+10%	Trithereon	+ 5%
Hextor	+15%	Wastri	+ 5%
Incabulos	+ 5%		

B OCCOB (THE BUNCARING)

ARMOR CLASS: -8
 MOVE: 18"
 HIT POINTS: 354
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: By weapon type
 +2 (strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL/DEFENSES: +5 or better
 weapon to hit
 MAGIC RESISTANCE: 100%
 SIZE: M
 ALIGNMENT: Neutral
 WORSHIPPERS' ALIGNMENT: Any
 (clerics, neutral)
 SYMBOL: Eye in a pentagram
 PLANE: Concordant Opposition
 CLERIC/DRUID: Nil
 FIGHTER: Nil
 MAGIC-USER/ILLUSIONIST:
 24th level each
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: I
 Attack/Defense Modes: All/all
 S:18 I:26 W:20 D:22 C:20 CH:20

Boccob's staff of the magi can always absorb 24 spell levels, regardless of its charge.

Boccob can cast his Disc of Concordant Opposition once per round. It will blast into nothingness any creature with fewer than 13 hit dice or levels, or less than 50% magic resistance. Those with fewer than 13 levels or hit dice (96 or fewer hit points if dice are not known) or less than 50% magic resistance are destroyed by the 1" square force web. Those above 12 hit dice take 100 points of damage, less their magic resistance doubled. Those above 12 levels of experience take 50 points of damage, less their magic resistance, less 10 times their magical protection bonuses. Creatures with 50% magic resistance or more are unharmed.

Boccob can be hit only by +5 or better weapons. He has double normal vision into all spectrums. He can regenerate 1-4 hit points per round.

CELESTIAN (THE FAR WANDERER)

ARMOR CLASS: -5

MOVE: 18"

HIT POINTS: 242

NO. OF ATTACKS: 3

DAMAGE/ATTACK: By weapon type
+6 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 90%

SIZE: M

ALIGNMENT: Neutral Good

WORSHIPPERS' ALIGNMENT:
Good

SYMBOL: Black circle with seven stars

PLANE: Astral

CLERIC/DRUID: 4th level cleric

FIGHTER: 15th level ranger

MAGIC-USER/ILLUSIONIST:

14th level magic-user

THIEF/ASSASSIN: Nil/nil

MONK/BARD: Nil/Nil

PSIONIC ABILITY: II

Attack/Defense Modes: All/all

S:18/00 I:20 W:18 D:20

C:20 CH:19

Celestian typically carries one or more of the following magical weapons:

- a magical long bow +3 with 20 arrows +3
- a spear +4 which appears to be but 5 feet in length but darts out to 10 feet in length
- a short sword +5 (no special abilities)
- a battle axe +3 which can be hurled up to 40 feet
- a dagger +6 of unbreakable metal

Celestian has, in addition to magic spells usual to a 14th level wizard, the following singular powers:

Aurora Borealis: A spell-like power which causes a sheet of dancing, shifting light to encircle Celestian, or as many creatures as will fit within its 1 to 7 foot radius. The aurora borealis can be cast up to 70 feet distant. It lasts for 7 full turns (or until Celestian chooses to dispel it). The 7-foot-high sheet of fiery light will cause 3-24 points of damage to any creature touching it, save its caster who is immune to its force.

Comet: This power brings a flaming missile which will strike one individual target, up to 70 feet from Celestian,

igniting all combustible substances on the subject and inflicting 5-30 points of damage from flaming and poisonous gasses.

Heat Lightning: A bolt of lightning is called down instantly by this power. It will strike an individual target up to 70 feet from Celestian, causing all non-magical metal to fuse and inflicting 5-50 points of damage.

Meteors: By use of this power, Celestian causes 2-5 (1d4+1) stone spheres of about one-half foot diameter to shoot from his hand up to a distance of 70 feet. Two to five targets will be struck (at Celestian's option) for 5-8 points of damage per meteor.

Space Chill: A spell-like power which enables Celestian to bring a wave of cold, 40 feet wide, rolling from him to a distance of 70 feet. Its cold vacuum kills all vegetation in the affected area. Other living things will take 2-8 points of damage from the vacuum condition and 2-8 additional points of damage from the chill, if applicable.

Star Shine: When cast, a blazing white sheet of light issues from Celestian's eyes, enveloping up to four creatures as far away as 70 feet. This sheen blinds the subjects for up to 1 full turn. (See power word, blind, for the process usable to cure the blindness prior to expiration of the effect).

Thunder: This power causes a great, rolling thunder-clap to sound directly over Celestian's head. All creatures, save the deity himself, within a 30-foot radius are stunned for one round and deafened for 2-5 rounds, with no saving throw. Those at a distance of 30 to 70 feet will be deafened only (saving throw applicable).

All powers take but one segment to employ. Each is usable once per day. Celestian must be under the open sky to use any of these powers, however. Magic resistance checks are applicable. Saving throws vs. Spells also apply (except for thunder, as noted), but they are made at -3.

In addition to his seven powers, and magic spells applicable to 14th level, Celestian can employ any magic spell of movement/travel on an unlimited basis. These spells are:

dimension door
feather fall
fly
jump

levitate
spider climb
teleport

He can travel astrally. Celestian can gate in 2-5 astral devas under the starry sky (only 1-3 otherwise). He has other powers typical of a lesser god.

By paying an additional 10% of their experience points, clerics of Celestian gain special spells, as shown below:

Order	Level	Special Spell
1st	1st-2nd	feather fall
2nd	3rd-4th	jump
3rd	5th-6th	levitate
4th	7th-8th	spider climb
5th	9th-10th	fly
6th	11th-15th	dimension door
7th	16th & up	teleport

* Each special spell is gained immediately upon entering a different order, is in addition to all other normal clerical spells, and can not be used more than once per day. Thus, a priest of the 1st Order has one special spell, while one of the 7th order has seven different special spells.

S.T. CUTHBERT (OF THE CUDGEL)

ARMOR CLASS: -3 (-8 if in his plate mail)

MOVE: 21"

HIT POINTS: 224

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon type
+8 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better
weapon to hit

MAGIC RESISTANCE: 80%

SIZE: M

ALIGNMENT: Lawful good (Neutral)

WORSHIPPERS' ALIGNMENT:

Lawful good/lawful neutral

SYMBOL: Wooden Billet, Starburst,
Crumpled Hat

PLANE: Arcadia

CLERIC/DRUID: 22nd level cleric/8th
level druid

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST:

Nil/Nil

THIEF/ASSASSIN: Nil/Nil

MONK/BARD: 7th level monk

PSIONIC ABILITY: VI

Attack/Defense Modes: All/all
S:20 I:10 W:23 D:19 C:25 CH:19

St. Cuthbert wears plate mail +5.

St. Cuthbert's bronzewood cudgel is actually a +3 weapon, equal to a morningstar in St. Cuthbert's grasp. Any human touched by this weapon must save vs. Spell or be beguiled for 5-20 turns. The Mace of St. Cuthbert is a mace of disruption +5, and any "to hit" roll of a natural 20 permanently reduces by one point the intelligence of the creature struck (magic resistance check withstanding). This mace also has the following powers: bless (by tapping touch), know alignment (once/day), tongues, exorcise (once/month), and remove curse (7/week).

Chapeaux gain the ability to cast one shillelagh spell per day at 3rd level. Stars gain the ability to cast one ESP spell per day at 4th level. Billets gain the ability to cast one friends spell per day at 2nd level. These abilities are gained at no cost in additional experience points.

EHILONNA (OF THE FORESTS)

ARMOR CLASS: -6

MOVE: 32"

HIT POINTS: 180

NO. OF ATTACKS: 3

DAMAGE/ATTACK: By weapon type, +5 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: 75%

SIZE: M

ALIGNMENT: Neutral Good

WORSHIPPERS' ALIGNMENT:

Neutral good, any good, neutral

SYMBOL: Unicorn horn

PLANE: Prime Material

CLERIC/DRUID: 11th level druid

FIGHTER: 12th level ranger

MAGLC-USER/ILLUSIONIST:

10th level magic-user

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:18/99 I:19 W:18 D:21

C:18 CH:21

Ehlonna has adamantite bracers which give her protection equal to armor class 0 and, in addition, bestow a bonus of +2 on all saving throws. An arrow fired from her longbow always will strike its target, even at its maximum range of 21". Her quiver holds 40 arrows. Those which are not arrows of slaying for various woodland creatures are arrows +3. She has a longsword +6 which is equal to a Defender, and a dagger +4.

If Ehlonna requests service from brownies, elves, gnomes, or halflings, it is 90% likely that such races will aid her in any manner she asks.

Clerics of Ehlonna are able to track as if they were rangers, at a level of ability equal to that of their level of experience, i.e., 1st level clerics track as 1st level rangers. At 5th level they gain a spell equal to the animal friendship spell of druids. This is in addition to their normal clerical spells, usable once per day, at a level equal to the cleric's level of experience. These bonuses cost the cleric an additional 5% in experience points.

ERYTHNUL (THE MANY)

ARMOR CLASS: -3

MOVE: 18"

HIT POINTS: 320

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12 +10

(strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better

weapon to hit

MAGIC RESISTANCE: 75%

SIZE: M (7' tall)

ALIGNMENT: Chaotic evil

WORSHIPPERS' ALIGNMENT:

Chaotic evil

SYMBOL: Red blood drop

PLANE: Pandemonium

CLERIC/DRUID: 5th level cleric

FIGHTER: 15th level fighter

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:22 I:16 W:16 D:19 C:22 CH:4

The stone-headed mace is not a magical weapon, per se, but any creature hearing its ghastly keening must save vs. paraly-

zation or drop whatever he holds, turn, and run screaming from the area. The area of affect is a 10' radius, wisdom bonuses apply to saving throws, and creatures above 12 hit dice or experience levels are not affected. Panicked creatures will flee until exhaustion causes them to fall senseless. If they fail to make a roll with 3d6 which is equal to or less than their constitution score, they die of fatigue and shock. (Where constitution is unknown, there is a 1 in 4 chance of death.)

If Erythnul is stabbed or cut in battle, the following creatures will spring forth from the blood:

1st Wound: 5-20 1st level human fighters armored in red metal (AC 5) and wielding footmen's maces. Each has 10 hit points, never checks morale, and fights until slain.

2nd Wound: 4-16 gnolls clad in red-lacquered armor (AC 4) and wielding morning stars. Each has 16 hit points, never checks morale, and fights until slain.

3rd Wound: 3-12 bugbears adorned in plates of red enameled iron (AC 3) and wielding flails. Each has 25 hit points, never checks morale, and fights until slain.

4th Wound: 2-8 ogres wearing pelts and hides of red fur and hair (AC 2) and wielding huge clubs (2-8 points of damage 6 points strength bonus). Each has 33 hit points, never checks morale, and fights until slain.

5th Wound: 1-4 trolls whose coppery skin indicates unusually high armor class (AC 1). Each has 48 hit points, never checks morale, and fights until slain.

These creatures appear only once in a given combat and never more than once per day.

In addition to normal clerical spells, Erythnul can cast a fear spell exactly as if he were a 12th level magic-user, except that the spell-like power issues from Erythnul's eyes. The spell can be cast once per round. If it is used, he cannot attack otherwise, although the spell-like power cannot be interrupted. He is also able to take the form of a human, gnoll, bugbear, ogre, or troll at will, changing form in one segment. Erythnul otherwise

has all of the powers typical for a lesser god.

Each cleric of Erythnul above 3rd level is able to cast a scare spell just as if he or she were a magic-user. This spell is in addition to normal cleric spells.

FHARLANGHN (DWELLER ON THE HORIZON)

ARMOR CLASS: -6

MOVE: Any

HIT POINTS: 262

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 5-20 +2 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 80%

SIZE: M

ALIGNMENT: Neutral

WORSHIPPERS' ALIGNMENT: Any
(Neutral preferred)

SYMBOL: Disc with a curved line across it (the horizon)

PLANE: Oerth (Prime Material Plane)

CLERIC/DRUID: 9th level cleric/9th level druid

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: 9th level/9th level

THIEF/ASSASSIN: 20th level thief

MONK/BARD: Nil

PSIONIC ABILITY: I

Attack/Defense Modes: All/all

S:18 I:18 W:20 D:20 C:20 CH:19

Fharlanghn always moves as if he wore boots of striding and springing.

The various forms of the ray which can be shot from the Oerth Disc have the following effects:

Pale yellow — This ray is equal in brightness to continual light. The beam has a diameter of 6 feet, and can be projected up to 660 feet.

Brilliant gold — This intense beam is bright enough to cause any creature struck in the eyes to be permanently blinded (save vs. Spell applies). The ray's diameter is just under 8 inches, and it can be projected out to 66 feet. Even those who save when struck full in the eyes, as well as creatures within 3 feet of its shaft, will be dazzled by its brilliance and unable to see for 1-10 segments.

Burning, fiery golden light — This coruscating rod lances forth to slice through virtually anything, out to a distance of 16 feet, 6 inches. The ray will cut through 1/2 inch of stone or 1/24 inch of steel in one blast. Creatures struck by this pencil-thin ray suffer 10-60 points of damage (save vs. Spell negates all damage). The intense heat of this beam instantly sets aflame any combustible objects it touches.

In addition to the spells commensurate to his level of expertise as a magic-user, illusionist, cleric, and druid, Fharlanghn also has the following spells available on an unlimited basis:

dig	polymorph self
dimension door	pass without trace
dispel magic	plant door
earthquake	rock to mud
find the path	stone tell
fly	stone to flesh
improved	transport via
invisibility	plants
move earth	wall of thorns
pass plant	wind walk
pass wall	

He also has the following spells on a limited basis, as indicated:

duo-dimension	1 per day
phase-door	2 per day

If desired, Fharlanghn can summon any one of the following types of earth elementals:

Dust Elemental: A 16-hit-dice earth elemental doing only 2-12 points of damage per attack, but able to form a choking, blinding cloud of dust which covers an area of 9,000 cubic feet. In the latter form, the elemental does not strike, but it obscures the vision of all within it to a 1-foot range and causes 1-4 points of suffocating damage each round. In the latter state, the elemental can be harmed only by magic, but it can stay in a cloud only three rounds. (It can be summoned only in dry, dusty areas such as deserts, prairies, etc.).

Earth Elemental: Typical, 16-hit-dice elemental.

Magma Elemental: A 20-hit-dice earth elemental doing 6-36 points of damage per attack (summoned only in underground areas).

Mud Elemental: A 12-hit-dice earth elemental doing only 3-18 points of damage per attack, but also able to spread itself over an area of up to 400 square feet and slow creatures to one-half their normal movement, in addition to its normal attack (summoned only in wet areas where mud already exists).

Fharlanghn uses all spells and powers at 18th level proficiency, even though he is actually 9th level. Special powers take but one segment of time to use, save for the summoning of an earth elemental, which requires one round. The elemental comes willingly and serves without duress for up to one turn.

Fharlanghn can be hit only by +3 or better magical weapons. He is never surprised on the Prime Material Plane. Spells of earth do not affect him. He regenerates 1 hit point per round.

HEIRONEOUS (THE INVINCIBLE)

ARMOR CLASS: -4 (plus armor bonus, typically 5 for -9 Ac)

MOVE: 21"

HIT POINTS: 217

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-8+4 (magical weapon bonus) +8 (strength bonus) per attack

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 80%

SIZE: M (6 1/2' tall)

ALIGNMENT: Lawful good

WORSHIPPERS' ALIGNMENT:

Lawful neutral/neutral good

SYMBOL: Silver lightning bolt

PLANE: Seven Heavens

CLERIC/DRUID: Nil

FIGHTER: 17th level paladin/12th level ranger

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: II

Attack/Defense Modes: All/all

S:20 I:18 W:19 D:20 C:20 CH:19

Heironeous always wears a suit of fine, magical chainmail with a bonus of +5. At his birth, Heironeous had his skin imbued with a secret solution. Weapons under +2 value cause him no harm, shattering upon contact (scoring a hit). Magi-

cal +2 weapons score only 25% normal damage, while +3 score 50%. Only +4 or greater value weapons cause full damage. Weapons whose magical power would normally sever body parts will not do so to Heironeous, although they will inflict full damage.

In addition to his normal attacks, Heironeous can loose a bolt of energy drawn from the Positive Material Plane. He can draw and loose such lightning-like strokes as frequently as once every 7 rounds, but he can cast no more than seven such bolts in any given week of time. Creatures of the Prime Material Plane suffer 5-30 points of damage from a stroke, those of the Elemental Planes suffer only 5-20 points of damage, as do those of the lateral neutral planes (lawful neutral-chaotic neutral). The energy bolt does no harm to inhabitants of the Positive Material Plane or those of the Upper Planes. It causes 10-60 points of damage upon those native to the Lower Planes (lawful evil-chaotic evil), and to all undead creatures as well. Denizens of the Negative Material plane suffer 15-90 points of damage from a stroke. (A wand of negation or a sphere of annihilation can effectively discharge the stroke without harm.) The bolt strikes but a single target. It is not magical in nature. It always hits its target. Range is 70 feet. Casting time is one segment. Duration is instantaneous.

At 11th level, clerics of Heironeous can, in addition to their normal spells, use a bolt of energy once per week.

HEXTOR

ARMOR CLASS: -5 (plus armor bonus, typically 3, for -8 AC)

MOVE: 24"

HIT POINTS: 200

NO. OF ATTACKS: 2, 4, or 6 (see below) +6 (strength bonus)

DAMAGE/ATTACK: By weapon type (see below)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better weapon to hit

MAGIC RESISTANCE: 90%

SIZE: M (6' 6" tall)

ALIGNMENT: Lawful evil

WORSHIPPERS' ALIGNMENT: Lawful neutral-neutral evil

SYMBOL: Six red arrows fanned to point outward

PLANE: Acheron

CLERIC/DRUID: Nil

FIGHTER: 16th level

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: 12th level assassin

MONK/BARD: Nil

PSIONIC ABILITY: II

Attack/Defense Modes: All/all

S:18/00 I:18 W:16 D:19

C:20 CH:18 (-2)

In battle, Hextor draws two great bows (24" range) which fire iron-barbed shafts of +3 quality which inflict 10-15 points of damage (d6+9) per hit. At close range he employs two spiked bucklers and four weapons. The former defensive devices can be employed as weapons if his opponents have 13 or fewer levels or hit dice; otherwise, Hextor attacks four times per round. His typical weapons are:

2 Bucklers:	7-10 (d4 +6) each
1 fork +2:	9-16 (d8 +8)
1 scimitar +3:	10-17 (d8 +9)
1 flail +2:	7-15 (d6 +9)
1 morning star +3:	11-17 (2d4 +9)

Hextor's armor is +3.

Hextor is able to arouse discord in a 60-foot radius. Characters with 7 or more levels or hit dice may save vs. Spells. The effect lasts six rounds. Without his symbol of Hate and Discord, Hextor does not have such power, although he is also able to use a symbol (discord) as if he were a magic-user (once per day). He lays the dweomer by merely tracing the symbol with his finger.

The trumpet of Acheron calls forth 6-60 skeletons. Once every six years it can summon a horde of 60-600 skeletons and 30-300 zombies.

Priests of Hextor are trained in assassination, so that at the gain of six levels of clerical ability, one of assassin's skill is gained. Thereafter, every two levels of clerical skill gains one of assassin's ability:

Cleric Level	Assassin Level
6	1
8	2
10	3
12	4
14	5
16	6 (maximum)

INCABULOS

ARMOR CLASS: -9

MOVE: 15"/45"

HIT POINTS: 383

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon type +2 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 95%

SIZE: M

ALIGNMENT: Neutral evil

WORSHIPPERS' ALIGNMENT: Evil

SYMBOL: Eye of possession

PLANE: Hades

CLERIC/DRUID: 18th level cleric

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: 18th level illusionist

THIEF/ASSASSIN: 13th level thief

MONK/BARD: Nil

PSIONIC ABILITY: II

Attack/Defense Modes: All/all

S:18 I:20 W:20 D:25 C:21 CH:-3 (24 on Hades)

Incabulos' permanent sleep spell requires but a single segment and can be removed only by exorcism. He also has a double-strength sleep spell requiring two segments to cast. Either spell is usable by him once per day. His normal weapon is a staff of wounding (the reverse of curing) and withering, both of these functions affecting even demons, devils, vegetation, etc. The device has no fewer than 60 charges.

Incabulos can gate in four night hags or eight hordlings, but not both. These arrive at the rate of one per round, beginning the round the gate is opened. This summoning of aid can be done once per day for either sort, night hags or hordlings.

Incabulos can be hit only by +4 or better weapons. He regenerates 2 hit points per round.

Faithful clerics of 5th and higher level have the ability to cast hypnotism as if they were 3rd level illusionists. At 8th level they can cast a sleep-like spell by touching the single intended victim.

I STUS (LADY OF OUR FATE)

ARMOR CLASS: -8
 MOVE: 12"
 HIT POINTS: 377
 NUMBER OF ATTACKS: 1
 DAMAGE/ATTACK: 3-12
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 100%
 SIZE: M
 ALIGNMENT: Neutral
 WORSHIPPERS' ALIGNMENT: Any
 (neutral preferred)
 SYMBOL: Golden spindle with three strands
 PLANE: Uncertain
 CLERIC/DRUID: 14th level/14th level
 FIGHTER: Nil
 MAGIC-USER/ILLUSIONIST: 24th level/14th level
 THIEF/ASSASSIN: Nil/nil
 MONK/BARD: Nil/nil
 PSIONIC ABILITY: I
 Attack/Defense Modes: All/all
 S:15 I:23 W:25 D:21 C:17 CH:19

When Istus attacks with any item, she always hits her target, as she controls fate. The damage inflicted, however, is variable, due to the immediacy of such an encounter.

Istus can create and cast her webs, at will, one per melee round. The exact effects and limitations of these strands and webs are:

Strand of Binding: Any creature failing to save vs. Spell will be confined as if wrapped in iron chains. This effect lasts for 100 rounds, minus the level or hit dice of the creature affected, strength notwithstanding. This power is usable three times per day.

Strand of Cancellation: This strand causes the object struck to become as if it never existed. Only non-living things are affected. Magical items are entitled to a save at 5% per magical "plus" or equivalent. Artifacts and relics save at 50% and 75%, respectively, exclusive of the percentage chance indicated above (an artifact sword +4 would have at least a 70% chance to save). This web is usable twice per day.

Strand of Death: The creature (or even deity) struck by this strand is dust and

forever gone unless a successful saving throw vs. Spell is made. Magic resistance is also applicable, of course. This power is usable once per day.

Strand of Hostility: This strand affects any creature failing its saving throw vs. Spell. This power is usable twice per day.

Strand of Passage: This glowing strand lasts for +3 rounds time, and is usable twice per day.

Strand of Sending: Any creature touched must save vs. Spell or be sent to the time and place in the near future which poses the greatest threat to its freedom or existence. Willing creatures need not save. This power is usable three times per day.

Web of Enmeshment: Besides confining all creatures caught inside its 30-foot-square net to a maze, this 30-foot-square net fills victims with apprehension, making them 50% likely to attack another creature, friend or foe, upon sight. Victims must make a saving throw vs. Spell to be free of the web on the following round. This applies to magic resistance as well, but the latter is checked only initially. Thus, all creatures will be affected for one full round, at least. This power can be employed once per day.

Web of Entropy: This invisible web is 30' square and affects all magical energy which is within it or enters it. Each round all magic items so exposed must save as if struck by a strand of cancellation or become magicless. Spells attempted from outside or inside the web have all power drained in the area of the web. This web can be cast once per day.

Web of Stars: This web immediately transports Istus and all within a 15-foot radius of her to a time-space of unknown type and boundless proportions. Creatures of supra-genius intelligence can return to their point of origination. Those with greater than supra-genius intelligence can determine the actual location of other points along the web, having a 10% chance per point of intelligence above 20. The web lasts for one hour of actual time or 600 "steps" of traveling time. There is a 1% chance per point of intelligence that any creature with genius intelligence will be able to discover the nature of the time/plane, but it will require one turn (100 steps of

movement time) to study the portal. Only one attempt per individual is possible for any portal. Istus is able to cast this web once per day.

Istus can cast her strands out to 60 feet, and webs to 30 feet. The Web of Stars, however, is limited to a 15-foot radius. These strands and webs, as well as all spell-like powers of Istus, are cast at 24th level.

If Istus loses her spindle, she must return immediately to her own plane. The lost spindle crumbles into powder, and Istus cannot control fate, et al., for 30-300 days, while she remakes her magical spindle.

Istus can be hit only by +4 or better weapons. She can never be surprised. Istus can move into the future and back, instantly, once per day. Such movement will restore 30-300 hit points. All time-related spells (such as augury, divination, and time stop) are totally useless when applied to Istus in any manner. She has all of the attributes and powers typical of a deity of great stature. Istus' strange servitor is, in fact, a time elemental.

Eighty percent of the clerics of Istus are female. Those of 3rd or higher level have the ability to cast one augury spell per day. This spell is known in addition to all other spells, and does not count against the cleric's normal total of spells. Clerics of 7th or higher level gain the ability to cast a strand of binding, once per day, in a 10 foot range, with a binding duration of one round per level of the cleric. The binding can be broken only as a function of strength, with a chance equal to the character's Bend Bars percentage.

IUZ (THE OLD)

ARMOR CLASS: -4 (-8 with cape)
 MOVE: 18"
 HIT POINTS: 165
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK: By weapon type or 2-5/2-5 (+9 strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +1 or better weapon to hit
 MAGIC RESISTANCE: 45% (65% with cape)
 SIZE: M

ALIGNMENT: Chaotic Evil
 WORSHIPPERS' ALIGNMENT: Evil (any)
 SYMBOL: Grinning human skull
 PLANE: Prime Material (Oerth)
 CLERIC/DRUID: 16th level cleric
 FIGHTER: Nil
 MAGIC-USER/ILLUSIONIST: Nil/Nil
 THIEF/ASSASSIN: 16th level assassin
 MONK/BARD: Nil/Nil
 PSIONIC ABILITY: III
 Attack/Defense Modes: All/all
 S:21 I:18 W:20 D:18 C:18
 CH:18 (-4)

In his demoniac form, Iuz wields a two-handed sword +3. If Iuz strikes with his hands twice in one round, the victim is being strangled and will die in 2-5 rounds unless freed. Iuz' can expectorate once per round, in his mannikin-like form. The spittle ages the victim 1-6 years (no saving throw) and withers the area struck, numbing a member and making it useless for 2-5 rounds. His wrinkled visage has a negative charisma (-4). This causes awe (revulsion) of -55% and affects creatures with up to 6 hit dice.

Iuz's cape conveys an additional 20% magic resistance and serves as +4 protection as well.

Clerics of Iuz gain the ability to change self once per day at 3rd level.

NERULL (THE REAPER)

ARMOR: -6
 MOVE: 15"/45"
 HIT POINTS: 400
 NUMBER OF ATTACKS: 1 (10' swath)
 DAMAGE/ATTACK: 5-30 (save vs. Death Magic)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 100%
 SIZE: M (7' tall)
 ALIGNMENT: Neutral evil
 WORSHIPPERS' ALIGNMENT: Any evil
 SYMBOL: Skull and scythe
 PLANE: Tarterus
 CLERIC/DRUID: 16th level cleric
 FIGHTER: Nil
 MAGIC-USER/ILLUSIONIST: 16th level magic-user
 THIEF/ASSASSIN: 16th level assassin
 MONK/BARD: Nil/nil

PSIONIC ABILITY: VI
 Attack/Defense Modes: Nil/nil
 S:14 I:21 W:21 D:21 C:21 CH:-7

Nerull's scythe is equal to a +5 weapon as to hit probability. It causes instant death unless the victim struck saves vs. Death Magic. Even so, the weapon still inflicts 5-30 points of damage which cannot be magically cured save by a heal spell or similar high-level curative. Double damage is inflicted on creatures which draw energy from or are of the positive Material Plane (magic resistance, if applicable, withstanding). The scythe sweeps a path 10 feet long and 2 feet broad in an arc of about 180 degrees before Nerull. All creatures there, including those in astral, ethereal, or even gaseous form, are subject to death or damage. Undead creatures struck by the scythe blade have their negative energy drained unless they also save vs. Death Magic. Damage is inflicted if a save is made. If the saving throw fails, the undead turns to powder and its force goes to Hades, Gehenna, Hell, etc., as appropriate.

Nerull can summon three demodands in only one segment, and the demodands will appear 1-8 segments thereafter. Nerull's ebony tendrils spell creates a 10-foot diameter clump of blackness within 20 feet of Nerull. From this shoot forth 1-4 tendrils which elongate 10 feet per round. Each covers a quadrant and will grasp any creature within range. Touch causes death unless a saving throw vs. Spell is successful. Magic resistance must fail first, of course, if applicable. Each surviving victim will still be grasped and entwined by a tendril. Corrosive damage (3-18 points) will be inflicted each round until the tendril is destroyed. The ebony tendrils spell lasts one turn. Nerull is able to employ it once per day.

All of Nerull's senses, including infravision and ultravision, are of double human (or standard) norm, so Nerull cannot be surprised except by some extraordinary means. He can be struck only by +5 or better magical weapons.

Clerics of 1st through 4th level are trained to use sickles as weapons (equal to dagger in damage). Fifth and higher level clerics can employ scythe-like pole arms (treat as hook-fauchard). All of Nerull's clerics are trained so that they can be surprised only one-half as frequently as

other persons (1 or 2 on d12 equals surprise).

OBAD-HAI (THE SHALM)

ARMOR CLASS: -2
 MOVE: 21"
 HIT POINTS: 140 (see below)
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 3-12 +5 (+3, +2 strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 100%
 SIZE: M
 ALIGNMENT: Neutral
 WORSHIPPERS' ALIGNMENT: Neutral
 SYMBOL: Oak leaf and acorn
 PLANE: Prime Material
 CLERIC/DRUID: 9th level cleric/15th level druid
 FIGHTER: Nil
 MAGIC-USER/ILLUSIONIST: Nil
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: I
 Attack/Defense Modes: All/all
 S:18 I:17 W:20 D:18 C:21
 CH:19 (24 to forest creatures)

Obad-hai can assume any form instantaneously, each once per week. When he leaves a creature form, the hit points of the creature accrue to Obad-hai if he is at fewer than 140 hit points. Such transferral never exceeds his 140 point total.

The Shalmstaff delivers a blow as if it were a +3 magical weapon. It returns as if it were summoned by Drawmij's Instant Summons spell. In any form Obad-hai can be harmed only by +3 or better magical weapons. He regenerates 2-8 points of damage per turn when in his own form.

At 3rd level clerics of Obad-hai may substitute one 1st level druid spell for a cleric spell; at 6th level one 2nd level druid spell for a like level cleric spell; and at 9th level, the same is true of 3rd level spells. Thus, at 9th level, a cleric of The Shalm can have one 1st, one 2nd, and one 3rd level druid spell (in place of like levels of cleric spells). At 12th level, such clerics gain the ability to take the form of any small woodland animal or bird. They may

use druidical as well as clerical weapons. Druidical clerics likewise get clerical spells/weapons.

The Shalm regenerates 2-8 hit points per turn when in his own form.

OLIDAMMARA

ARMOR CLASS: -9

MOVE: 18 (special, see below)

HIT POINTS: 199

NO. OF ATTACKS: 3

DAMAGE/ATTACK: By weapon type
+4 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better
weapon to hit

MAGIC RESISTANCE: 65%

SIZE: M (5' 6" tall)

ALIGNMENT: Neutral (chaotic)

WORSHIPPERS' ALIGNMENT:

Neutral, chaotic neutral,
chaotic good, neutral good

SYMBOL: A laughing mask

PLANE: Prime Material

CLERIC/DRUID: Nil

FIGHTER: 8th level fighter

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: 12th level thief

MONK/BARD: 24th level bard

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:18/76 I:18 W:17 D:23

C:20 CH:19

Olidammara's ring is a ring of protection +6.

The Kanteel has the following magical powers which are usable once per day:

- Adds 30% to the holder's charm ability (85% for Olidammara)
- Allows a charm monster ability of 25%
- Allows the holder to cast a fog cloud spell
- Allows the holder to cast a dispel illusion spell
- Allows the holder to cast an emotion spell
- Allows the holder to cast a major creation spell
- Allows the holder to cast a programmed illusion spell
- Allows Olidammara to cast a vision spell

In addition to the spells normal to his level as a bard, Olidammara can cast the

following spells as if he were a 14th level magic-user:

passwall, thrice per day
transmute rock to mud, twice per day
telekinesis, once per day

The carapace which Olidammara leaves behind is armor class +3. It can take 50 points of damage before being destroyed. Passwall spells cast under the carapace shell are 2.5' x 2' x 40.'

Olidammara's clerics hide in shadows as thieves one level lower than their clerical level. They are taught musical skills equal to those of the 1st level bard when at 3rd level, 2nd level bard at 4th level, and 3rd level bard at 6th and higher clerical levels. Finally, clerics of Olidammara gain the ability to change self at 8th and higher levels, the duration being as if the caster were an illusionist of the same level.

PHOLTUS (OF THE BLINDING LIGHT)

ARMOR CLASS: -5

MOVE: 21"

HIT POINTS: 286

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-12 +2 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better
weapon to hit

MAGIC RESISTANCE: 85%

SIZE: M

ALIGNMENT: Lawful good (neutral)

WORSHIPPERS' ALIGNMENT:

Lawful (neutral, evil, good)

SYMBOL: Silvery Sun

PLANE: Arcadia

CLERIC/DRUID: 20th level cleric

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: 12th
level illusionist

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:18 I:17 W:23 D:19 C:23 CH:20

The Staff of the Silvery Sun strikes as a +6 weapon, and causes 3-12 points of damage (plus wielder's strength bonus, if any).

The spectrum beam which shoots from the top of the staff is 8 feet wide and 80 feet long. Any creature struck by it must save vs. Spell or be unable to remove its

gaze from the Staff of the Silvery Sun and be subject to each and every command uttered by the holder of the device. Anyone within the brilliant globe produced by the staff (except Pholtus himself) must save vs. Spell or become permanently blind. The spectrum is usable four times per day, the globe but once per day.

In addition to the usual spells known to a cleric/illusionist of the same level, Pholtus has the following spell-like powers:

Dispel darkness: By merely touching any area of magical darkness Pholtus is able to cause it to instantly dissipate and be unable to return/reform for 8 full turns. (As a cleric spell, it is necessary to have Pholtus' holy symbol and speak his name when using the power. Duration is 4 rounds plus one round per level of the cleric).

Glow: By pointing, any creature within 80 feet of the caster will be caused to glow brightly, shedding radiance equal to light in a 100-foot radius for eight rounds, no saving throw. If the caster chooses, the glow can spring forth from his (or her) own body as follows:

face +2 charisma
eyes = light beams 40" long with a 4" base diameter

(As a cleric spell, Pholtus' holy symbol and a one-segment prayer to the Blinding Light are required. Casting time is two segments, and duration is one round per level of the caster).

Reflect: By means of a mystic pass and reference to the Blinding Light, Pholtus can cause his body to reflect all forms of radiation. Creatures using infravision or ultravision will be struck sightless for 1-8 segments after looking upon Pholtus, unless they save vs. Spell. If light conditions are very bright, such as in full sunlight, sightlessness will last 2-16 segments. (As a cleric spell, reflection has a duration of one round, requires three segments to cast, and requires a holy symbol of Pholtus plus use of crystal prayer beads).

Pholtus can employ each of these powers four times per day. He can gate from 1-4 monadic devas to do his bidding.

There are three ranks of the priesthood of Pholtus. These ranks are achieved in

steps of four levels. Upon attaining rank, the ability to cast the following special spells is gained:

Rank	Vestment Colors	Special Spell
Glimmering	White	dispel darkness
Gleam	White & Silver	glow
Shining	White & Gold	reflect

The special spells of lower ranks are retained upon reaching a new rank: a shining cleric can use each of the special spells once per day.

RALISHAZ (THE UN-LOOKED FOR)

ARMOR CLASS: 0 to -6 (check each appearance)
 MOVE: 15'-30" (check each appearance)
 HIT POINTS: 140 +5-50 (check each appearance)
 NO. OF ATTACKS: 1-4 (varies each round)
 DAMAGE/ATTACK: 1-20 +2 (strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 71%-90% (check each time)
 SIZE: M (5' tall)
 ALIGNMENT: Chaotic (evil)
 WORSHIPPERS' ALIGNMENT: Any, but usually chaotic
 SYMBOL: Three bone sticks
 PLANE: Limbo
 CLERIC/DRUID: 18th level cleric
 FIGHTER: Nil
 MAGIC-USER/ILLUSIONIST: 9th level illusionist
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: II
 Attack/Defense Modes: All/all
 S:18 I:20 W:20 D:19 C:20
 CH:8 (-1)

Ralishaz' weapon is the equivalent of a +3 weapon, but it causes 1-20 points of damage when it hits. In addition to the powers normal to an 18th level cleric and 9th level illusionist, Ralishaz has the following powers (no saving throw applicable, but magic resistance withstanding):

Gaze: sleep for 1-20 rounds (one creature/round, 10-foot range)
 Touch: ages subject 1-100 months (once per day)

Curse: variable (affects one creature, once per day)
 — Always lose games of chance.
 — Miss next luck (save or similar) chance.
 — Two abilities of unequal rating change places with each other.
 — Always surprised during the next 1-20 encounters

Ralishaz can be hit only by magical weapons. The strength of the necessary enchantment varies from day to day by chance:

1. +1 or better
2. +2 or better
3. +3 or better
4. +4 or better

In addition, Ralishaz can sometimes reverse the effects of attacks. There is a 1 in 20 chance that an attack affecting the deity will actually affect the attacker, and there is a 1 in 20 chance that both Ralishaz and the attacker will be affected equally.

At 3rd-6th level (roll d4), clerics of this deity gain the ability to sleep by gaze, one use/day, saving throw applicable.

RAXIVORT

ARMOR CLASS: -1
 MOVE: 12"/15" (as mobat)
 HIT POINTS: 246
 NO. OF ATTACKS: 4
 DAMAGE/ATTACK: By weapon type +6 (strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 40%
 SIZE: S (4' tall)
 ALIGNMENT: Chaotic evil
 WORSHIPPERS' ALIGNMENT: Chaotic evil (xvarts)
 SYMBOL: Hand of flames (blue)
 PLANE: Pandemonium
 CLERIC/DRUID: 8th level cleric
 FIGHTER: 12th level fighter
 MAGIC-USER/ILLUSIONIST: 6th level magic-user
 THIEF/ASSASSIN: 10th level assassin
 MONK/BARD: Nil/nil
 PSIONIC ABILITY: VI
 Attack/Defense Modes:
 S:18/00 I:18 W:18 D:20
 C:18 CH:-4

Raxivort can hurl any knife, dagger, short sword, or similar small, bladed weapon with great accuracy (+4 "to hit"). When hurled by him they strike as if a +4 magical weapon. Raxivort's falchion also acts as a +5 weapon in his hands. The sword can be commanded to paralyze one specific type of creature. Once activated, the weapon remains active for 1-6 hours, then it is dormant for one day.

The blue flame which Raxivort can project from his left hand fans out from his palm to a distance of 20 feet, with a maximum width of 20 feet at its terminus. Creatures caught in this magical acid flame must save twice or take the full 5-20 points of fire damage. Raxivort can use this blue blaze but once every four rounds and no more than six times per day. It takes but one segment to employ the power, and it reduces his attacks by only one-half, i.e., to two rather than four.

TRITHEREON (THE SUMMONER)

ARMOR CLASS: -4
 MOVE: 24"
 HIT POINTS: 163
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: By weapon type +7 (strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +3 or better weapon to hit
 MAGIC RESISTANCE: 80%
 SIZE: M
 ALIGNMENT: Chaotic good
 WORSHIPPERS' ALIGNMENT: Chaotic neutral/chaotic good
 SYMBOL: Rune of pursuit
 PLANE: Gladsheim
 CLERIC/DRUID: 9th level cleric
 FIGHTER: 11th level fighter
 MAGIC-USER/ILLUSIONIST: 10th level illusionist
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil
 PSIONIC ABILITY: I
 Attack/Defense Modes: All/all
 S:19 I:19 W:19 D:20 C:19 CH:19

Trithereon's spear, the Harbinger of Doom, is a spear +7. It can be hurled 9" and will return in the same round. The sword, "Freedom's Tongue," is a broadsword +6 which causes fear (cf. fear spell) in a 30-foot radius to all opponents

of its wielder unless a saving throw vs. Spell is successful.

The three creatures which can be summoned by Trithereon are:

Nemoud the Hound: AC 0; move 21"; HD 8; hp 64; #AT 1; D 4-16; SA fastens bite until destroyed; SD struck only by magical weapons; MR 30%; I 5; S/M. Nemoud is an iron-jawed creature which tracks prey as if it were a 20th level ranger. When it attacks successfully the hound locks its jaws and automatically causes 16 points of damage to its opponent each round thereafter. This creature is 80% likely to be undetected. It is never surprised.

Harrus the Falcon: AC 2; move 3"/30"; HD 9; hp 72; #AT 2 or 1; D 5-8/5-8 or 3-12; SD struck only by magical weapons; MR 40%; I 6; SL. Harrus is a huge bird-like creature with vision greater than that of an eagle. It can plummet at twice flying speed, and such attacks add +4 to its "to hit" probability and talon damage. After its initial talon attack, the creature uses its beak (one attack causing 3-4 points damage).

Ca'rolk the Sea Lizard: AC-1; move 3"/27"; HD 10; hp 80; #AT 1 or 1; D 3-30 or 2-16; SA overturns small craft; SD struck only by magical weapons; MR 20%; I 4; SL. Ca'rolk is a crocodilian reptile some 40 feet long. Its normal attack is by tail smash, although biting is quite dangerous and often done. The creature has a 25% chance to upset vessels up to its own length, a 50% chance to upset 30-foot vessels, a 75% chance to upset 20-foot vessels, and upsets 10-foot or smaller vessels 100% of the time.

Each creature can be summoned by Trithereon in one round, once per day. If slain in the course, it will take one week to reform on its own plane and so cannot be summoned during that period.

Trithereon can gate in one of each type of deva, one per round. The summoning also requires one round. It can be performed once per day.

Priests of Trithereon have tracking ability as if they were a ranger one level below their cleric level, to a maximum of 8th level.

ULAA

ARMOR CLASS: -7

MOVE: 9" (18")

HIT POINTS: 321

NO. OF ATTACKS: 2 (or 1 using hammer)

DAMAGE/ATTACK: By weapon type +12 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 90%, special

SIZE: S (4' 6" tall)

ALIGNMENT: Lawful good

WORSHIPPERS' ALIGNMENT:

Lawful good, lawful neutral, neutral good, neutral

SYMBOL: Mountain with ruby heart

PLANE: Seven Heavens — Concordant Opposition

CLERIC/DRUID: 12th level cleric

FIGHTER: 14th level

MAGIC-USER/ILLUSIONIST: 10th level illusionist

THIEF/ASSASSIN: Nil/nil

MONK/BARD: Nil/nil

PSIONIC ABILITY: I

Attack/Defense Modes: All/all

S:24 I:18 W:20 D:18 C:20

CH:20 (24 to dwarves and gnomes)

Ulaa arms herself with a military pick +5 and a hammer of thunder bolts. The hammer can be hurled every other round to a distance of 14," for 2-8 +5 +12 (19-25) points of damage. This weapon will kill as many hit dice worth of small or man-sized humanoids as it would otherwise inflict points of damage upon large-sized opponents.

Ulaa may use the following spell-like powers, one at a time, at will, once per round:

earthquake*	glassee***
transmute rock to mud**	move earth*
stone shape***	stone to flesh**
dig***	statue*
passwall***	glassteel*
wall of stone**	summon earth elemental*

* once per day (elemental will have 24 hit dice)

** twice per day

*** thrice per day

When able to touch earth or stone, Ulaa regenerates one hit point per round. Only

+5 or better magical weapons can hit Ulaa. Her hearing is double normal, likewise her infravision (240 feet). She can see into the ultra-violet spectrum as well.

Clerics of Ulaa at all levels have extraordinary powers in addition to normal clerical spells:

Level	Ability
1st-3rd	infravision spell (doubles normal infravision capability).
4th-6th	dig spell
7th-9th	passwall spell
10+	stone to flesh spell

Spells are cast at the level of the cleric, only Ulaa's holy symbol and a prayer being necessary to effect them.

WASTRI (THE HOPPING PROPHET)

ARMOR CLASS: -3

MOVE: 18", 3" hop

HIT POINTS: 129

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon type +2 (strength bonus)

or 2-12/2-12 (open hand)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +1 or better magical weapon to hit

MAGIC RESISTANCE: 50%

SIZE: M

ALIGNMENT: Lawful neutral (evil)

WORSHIPPERS' ALIGNMENT:

Lawful neutral/lawful evil

SYMBOL: Gray toad

PLANE: Prime Material

CLERIC/DRUID: 15th level cleric

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: 7th level assassin

MONK/BARD: 8th level monk

PSIONIC ABILITY: VI

Attack/Defense Modes: Nil/nil

S:18 I:10 W:20 D:22 C:19

CH:2 (20 to amphibians)

Wastri's famous weapon is a glaive-guisarme +4. It causes 2-8 +4 +2 points of damage against small or man-sized targets, and 2-12 +4 +2 against large targets.

Wastri's croak will confuse (as a confusion spell) all creatures within 40 feet who hear the sound, unless a save vs. Spell is made. Wastri's warts enchantment will cover the victim with huge, knobby warts unless a save vs. Spell is made. The warts make it difficult to grasp any weapon (50% chance per round to drop the weapon) and the victim's charisma drops to 3. The affected individual must also save vs. Poison or fall into a dejected state similar to paralysis for 2-12 rounds.

The dampness created by Wastri reduces the effects of magical fires by 50%, and lasts 5-60 rounds. Each of his spell-like powers — croak warts, dampness — can be used once per day.

When Wastri summons creatures, the following numbers appear:

- 10-40 bullywugs, or
- 5-20 giant toads, or
- 2-8 poisonous toads, or
- 1-4 ice toads

He can summon any or all of these groups, one per turn, once per week. The creatures will appear one round after being summoned. Each will have +1 hit probability and cause an additional 1 point of damage.

The huge toads which usually accompany Wastri are AC 5, HD 5, hp 40, D 4-16.

Clerics of Wastri above 4th level are able to use a jump spell (cf. magic-user spells) once per day. Use is at a level equal to that of a magic-user of the same level. All these clerics can speak with amphibians as well.

Clerics of the goddess gain monk abilities as follows:

Cleric Level	Effective A.C.*	Move**	Open Hand Damage***	Special Abilities
1st - 3rd	10	13"	1 - 2	-
4th - 6th	9	14"	1 - 3	A
7th - 9th	8	15"	1 - 4	B
10th - 12th	7	16"	1 - 6	C
13th - 16th	6	17"	2 - 7	D
17th & up	5	18"	2 - 8	G

* assumes the cleric is otherwise unarmored and has no dexterity bonus, for the latter does apply to clerics of Xan Yae.

** assumes only normal garments and no considerable load carried.

*** damage only, no stunning or other special effects.

XAN YAE

ARMOR CLASS: -4
 MOVE: 34"
 HIT POINTS: 172
 NUMBER OF ATTACKS: 2
 DAMAGE/ATTACK: By weapon type +6 (strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: 50% + monk's special resistances
 SIZE: M
 ALIGNMENT: Neutral
 WORSHIPPERS' ALIGNMENT: Neutral, any neutral
 SYMBOL: Lotus bloom (black)
 PLANE: Concordant Opposition
 CLERIC/DRUID: Nil/nil
 FIGHTER: Nil
 MAGIC USER/ILLUSIONIST: Nil/nil
 THIEF/ASSASSIN: 14th level thief-acrobat (4th level thief)
 MONK/BARD: 18th level monk
 PSIONIC ABILITY: 1 (see below)
 Attack/Defense Modes: All/all
 S:18/00 I:19 W:19 D:22
 C:18 CH:20

Xan Yae can attack once per round with each of her magical falchions. On the initial round the right sword is a +6 weapon, the left but +1. This imbalance becomes +5 and +2 on the next round, then +4 and +3, then +3 and +4, etc. Damage inflicted is weapon damage, plus strength bonus, plus the obverse of the "to hit" bonus of the sword — +1 damage if +6 "to hit," +2 damage if +4 "to hit,"

etc. Of course, Xan Yae can attack as a monk, the "Supreme Mistress of Petals," with five open hand attacks causing 6-36 points of damage and all other effects typical of such an attack.

Xan Yae has 344 psionic strength points, plus the ability to instantly restore 6-36 lost points once per day. Her psionic disciplines are:

body equilibrium energy control
 cell adjustment mass domination
 molecular agitation molecular
 object reading manipulation
 precognition probability travel
 suspend animation telepathic projection
 aura alteration

All disciplines are practiced at the 16th level of mastery.

ZAGYG

ARMOR CLASS: -2
 MOVE: 18"
 HIT POINTS: 121
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: By weapon type +6 (strength bonus)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: +2 or better weapon to hit
 MAGIC-RESISTANCE: 70%
 SIZE: M
 ALIGNMENT: Chaotic neutral (good)
 WORSHIPPERS' ALIGNMENT: Any (none known)
 SYMBOL: Rune of madness (insanity)
 PLANE: Prime Material/Concordant Opposition
 CLERIC/DRUID: Nil
 FIGHTER: 8th level fighter
 MAGIC-USER/ILLUSIONIST: 18th level/10th level
 THIEF/ASSASSIN: Nil
 MONK/BARD: Nil/nil
 PSIONIC ABILITY: III
 Attack/Defense Modes: All/all
 S:18/00 I:23 W:17 D:22
 C:19 CH:18



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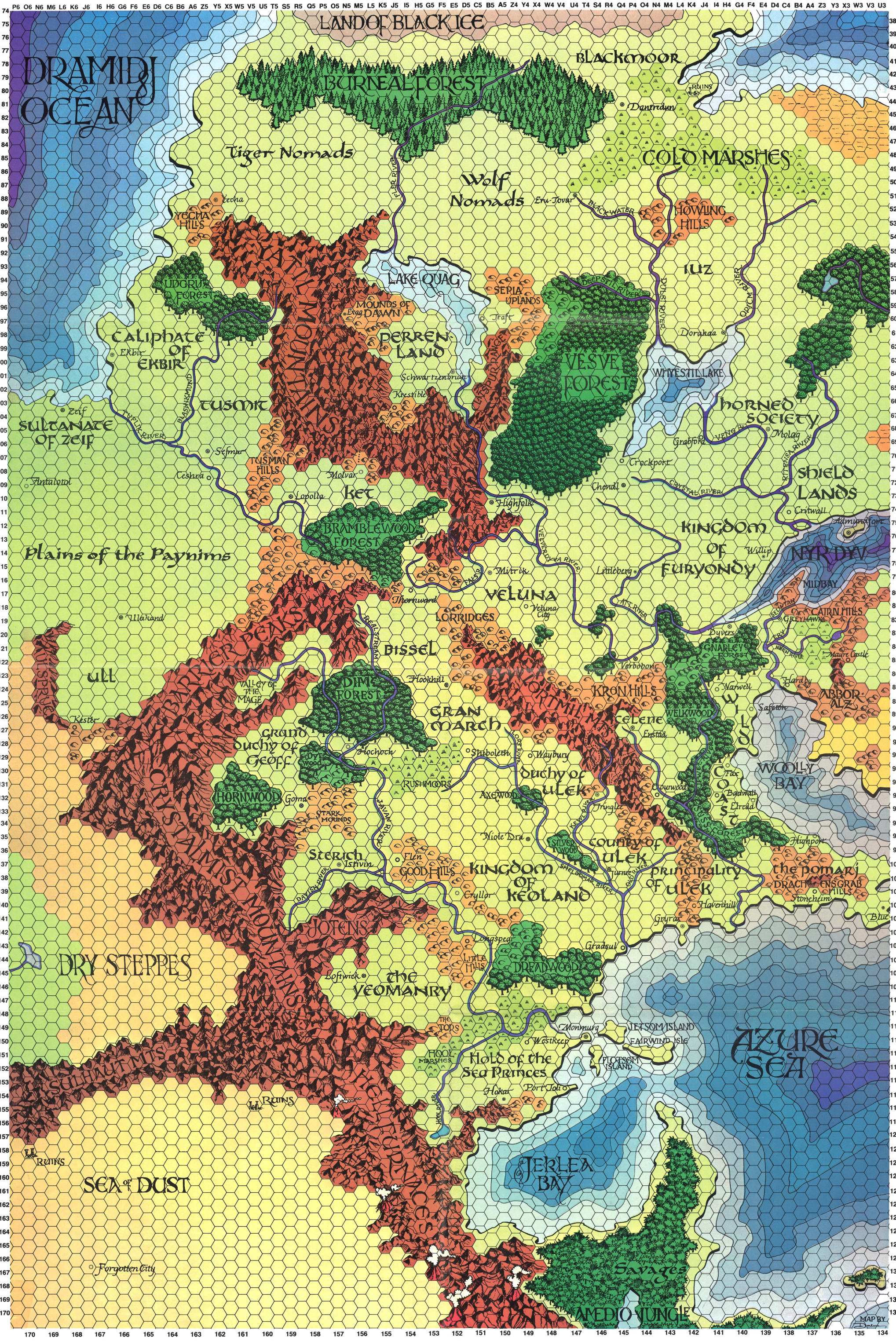
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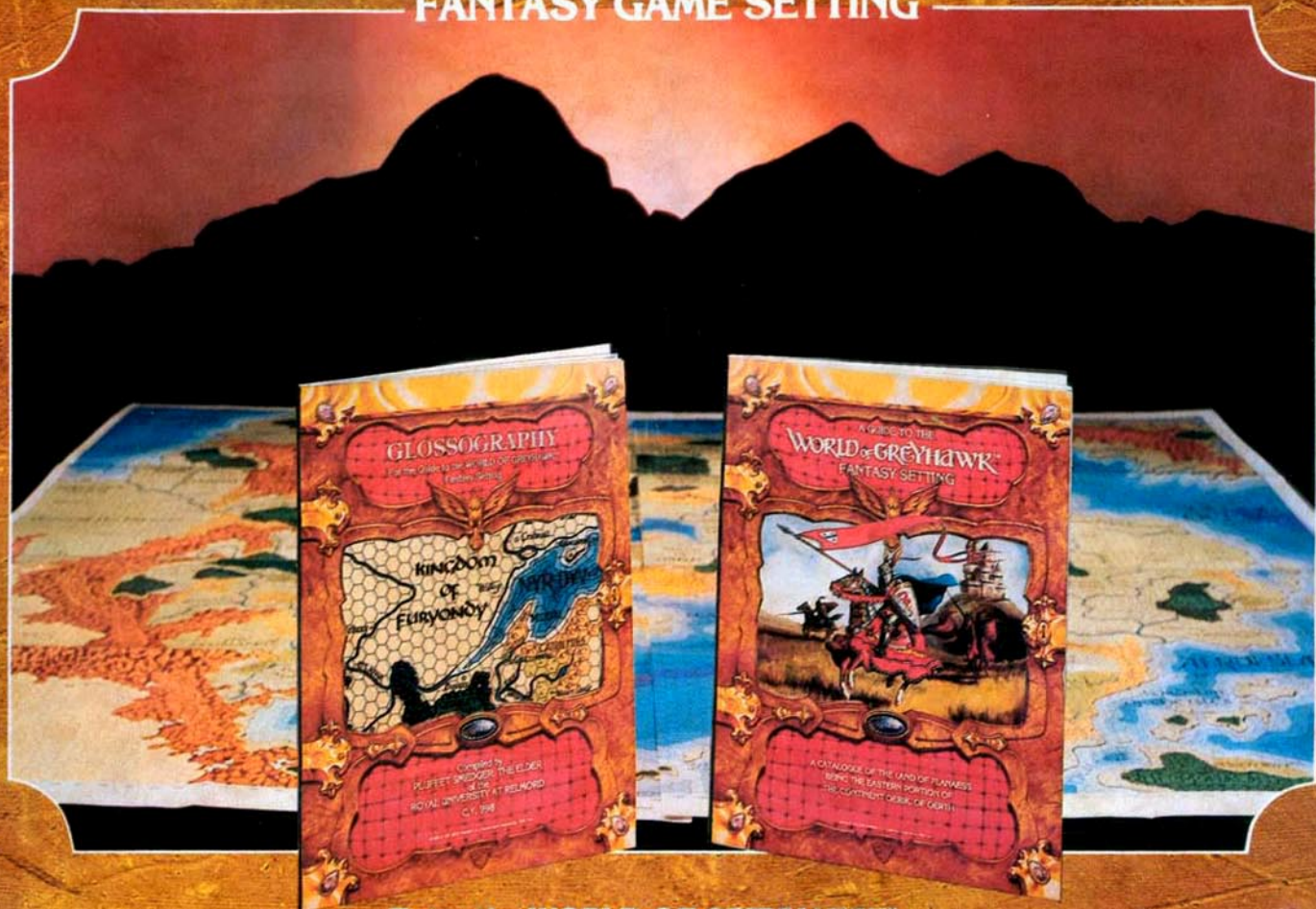


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