

THE OERTH 4 JOURNAL

The Oerth Journal 4

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The Council of Greyhawk is an informal organization of gamers dedicated to keeping the World of Greyhawk a viable campaign world. At present, this group meets and communicates primarily on America Online. Send inquiries to Iquander@aol.com.

EDITOR'S NOTE

Savant Squander

This issue of the Oerth Journal is notable for a number of reasons. The most important of these, in my opinion, is the inception of a new column, entitled "Dyvers, City of Adventure." To explain the column in three words: we own Dyvers. Those of us who have discussed Greyhawk on America Online and elsewhere have long wished for a project we could all help to develop, and that project is the Dyvers column.

It all started quite a while ago, when Samantha Quest (Qsamantha) posted her very intriguing and unique version of the city in the World of Greyhawk folder on America Online. The response was fantastic and it can truly be said that everyone was impressed. Several months later, I asked Sam to help me edit a section of the journal that would develop a certain city in the Flanaess, adding detail (be it in the form of shops, NPC write-ups, or whatever) with each issue. Her Dyvers, it seemed, was a natural fit.

And so began the Dyvers Project. Contained in this issue is the Dyvers Prospectus, a sort of overview of the Central Flanaess's other Free City. The column is pretty much open after that. This is our chance to develop something together that will be useful to all of us. As a side note, I know there are a lot of people out there who have been interested in contributing something to the Journal, but are unsure if they possess the obscene amounts of Greyhawk knowledge needed to write the kind of material most often found here. The Dyvers project should provide a great access point for everyone to get on board! Needless to say, I'm very excited about the possibilities opened by the project, and with QSamantha's piece in this issue, I think we're off to a great start.

But the Dyvers article is only a part of what makes this issue special. Last issue, Roger Moore outlined the problems of developing Oerth beyond the Flanaess by setting up a number of mathematic models (Oerth from the Ground Up). This issue, Gary Holain addresses a few lingering issues by adding some more mathematics to the fray. He manages to make a rather tedious issue interesting, and, as it truly is necessary to developing the rest of Oerth in a logical manner, this new math should put everyone on track to get started with future developments. Pencils ready?

Speaking of Roger Moore, this issue continues *The Good Oerth*, an open-ended column dedicated to exploring the far reaches of the Flanaess, and, eventually, Oerth itself. Judging by Roger's latest contribution, however, it'll be some time before we move too far off the familiar map. I hope you're ready for the Amedio Jungle, travelers. You can be sure it's ready for you.

Until the Starbreak,

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DYVERS, CITY OF ADVENTURE (I)

WELCOME TO DYVERS!

A Dyvers Prospectus

by Samantha Quest (QSamantha@aol.com)

Introduction

The Oerth Journal will be running a regular feature on the City of Dyvers beginning with this issue. Each feature will expand on the city. Effectively, the contributors to this feature will be creating the city together. You can be one of those contributors by sending anything on the City of Dyvers that you would like to contribute to QSamantha@AOL.com.

Of course, before we begin, we need some idea of just what Dyvers is like. That is what this article aims to do. What follows is the basic makeup of Dyverse society. Add to it. Create exceptions. But keep in mind the basic structure as already developed.

An Overview of Dyvers

Dyvers, situated at the mouth of the Volverdyva River, commands the western approach to the Nyr Dyv. Long a possession of Furyondy, Dyvers won her independence from that nation without incident and remains on deliberately good terms with her former liege. Above all, this is a city of tradesmen and women. Good relations with trading partners is essential.

Dyvers, nicknamed the Western Gate, is just that. Goods travelling to or from Veluna and points west must pass through Dyvers. Even Furyondy, which controls the great naval base at Willip, sends its goods to market through Dyvers down the Att River, which joins the Volverdyva north of Verbobonc. Through the Viscounty of Verbobonc, goods from the gnomes of the Kron Hills, the dwarves of the Lortmil Mountains and even the elves of Celene make their way to Dyvers.

Though Greyhawk is a near rival, it is farther away, beyond the Midbay and leagues down the Selintan, than might be supposed. As Dyvers is the Western Gate, Greyhawk is the Eastern Gate, and Hardby the Southern Gate. But Hardby is too far away to raise many concerns in Dyvers. It is Greyhawk alone that draws the ire of the good folk of the Free City, for Greyhawk's expansionist trade policies are eternally at odds with Dyvers' own plans for hegemony of east/west trade. Each city would usurp the other's position and their trade wars know no peace nor even truce.

The Dyverse are a unique people. The city was originally a Flan trading post and fishing village, taking advantage of both the Nyr Dyv and the Volverdyva. With the Oeridian migrations, the village was conquered and a town begun. A later migration of Bakluni also brought settlers to Dyvers,

first as little more than cheap labor but eventually offering their own unique contribution to the growing metropolis.

The citizenry is a mixture of these peoples. In physical appearance, the Dyverse closely resemble the Flan. They, tend to be somewhat stocky, with a rugged hardiness and a fatalistic bent. However, there are few more energetic people than the Dyverse. The Oeridian wanderlust is transformed in Dyvers into an almost manic preoccupation with hard work and civic pride. The stone walls of Dyvers, its cobbled streets and immense central Keep were not raised by magic but by the sweat of the brow of countless citizens determined to provide for themselves and their city. Much of the labor was freely given. With such a willingness to see a job through to the end, it is not surprising that the Dyverse take pride in their city and enjoy their time off. For all their sturdy determination, the citizenry is exotically flamboyant in a stolid sort of way. Civic display is everywhere, as the people of Dyvers enjoy decorating their city with sculpture, friezes and murals. This impulse is most evident during Dyvers' numerous civic holidays, when great pageants and fairs are held. Even celebrating life in their city, a good Dyverse will not pass up the opportunity to turn a profit.

The Government and Military of Dyvers

Dyvers is governed by an elected Mayor, also known as The Magister. In point of fact, the twelve founding families of Oeridian extraction form an oligarchy that truly governs the city through control of the Dyverse and Sundry Senate. The Senate proposes and passes legislation, while the Mayor governs. Every ward of the city elects a Senator, as does every guild. However, the so-called Sundries, villages within some 20 miles of the city proper, are also allowed to elect at large, or Sundry, Senators, as if they were city wards. Senators are easily identifiable by the white shifts, trimmed in scarlet, and simple filigreed headbands, which they alone may wear. However, few Senators wear this attire on an everyday basis.

The Court system of Dyvers is unique. The Guild Courts have jurisdiction over all matters mercantile, no matter how trivial or attenuated. Non-mercantile matters are governed by dwarven law. The Dyverse, not wishing to worry about the niceties of civil justice, and finding in dwarven temperament something akin to their own, have turned over their civil justice system to dwarven judges specially hired to provide this service. The dwarven judges are known collectively as the Anvil of Justice.

The Constabulary of Dyvers is similarly run on a contract basis by dwarves. Three hundred dwarven constables, turned out in all their finery, make up the city's police force, known as the Tricentury. Along with the dwarven judges, the Tricentury and all of their families reside in the central Keep, which also houses all city offices, the city armory, the city's emergency storehouses and granary and the barracks of the Wall Guard. The Keep was built as a

visible demonstration of Dyvers independence from Furyondy, which had long ruled the city. While the old Furyondian Royal Palace still exists, it now houses the Furyondian embassy, lording it over the other structures on Embassy Row. Beneath the Keep, the dwarves have dug numerous tunnels and are allowed a lucrative monopoly on trade with the Underdark as part of their contract. This trade, however, is the only variety in which a dwarven merchant may legally engage. Nonetheless, the prominent role dwarves play in Dyvers has endeared the city to dwarves across the Flanaess and much dwarven trade flows through the city.

Refugees from the Pomarj following the Hateful Wars, the dwarves who now serve the Free City were more than willing to accept the generous offer of employment made by the Dyverse. The Dyverse share much of the dwarven outlook on life and offered position and friendship, as well as merely a high paying job. But there was another reason the dwarves chose to make the long trek from the Pomarj. In the time before time, demi-humans alone lived in the Flanaess. In this ancient epoch, the dwarves of Nomthandal lived in sea cliffs near present day Dyvers. Long thought lost to tidal waves and seaquakes with the sinking of the Isles of Woe, legend has it that the dwarves of Nomthandal found a way to preserve their home from inundation, though not its descent into the Underdark. Whether this can be true, and if so whether any of these dwarves of yore still thrive, is a matter of much speculation. But the tales of Nomthandal, it's glory and riches, still spark dwarven imaginations, fanned by the skill of bards capable of singing the ancient lays. Thus was the dwarves coming to Dyvers a homecoming and a quest.

The Tricentury is only responsible for providing police protection within the city walls. It is the responsibility of the Wall Guard to secure the gates and man the city's battlements. This job has also been contracted out, to a force of Perrenland mercenaries. These Perrenlanders, 1000 strong, reside in the barracks in the Keep or may secure private lodgings if they wish. Many have done so, having married locals, and are considered full citizens rather than mere mercenaries. The Dyverse can afford the best and that means Perrenland mercenaries. While willing to contract with Shieldlanders or the men of Bissel for odd jobs, the Dyverse have less respect for these worthies. Perrenlanders are mercenaries by choice and have no aspirations connected with their homeland, save to uphold its standards of professionalism and integrity. This is not true of other mercenary forces. The Perranlanders also have an unblemished record of success that others can only envy.

Together, the dwarves and the Perrenlanders combine to provide Dyvers with a high degree of security. That both groups share a love of order has inspired not a little rivalry between the two, a rivalry born of, but one that never transcends the bounds of, professionalism. The Dyverse are comfortable with this situation, for the two groups check any untold ambitions any miscreant members of either

group might harbor. However, the Dyverse trust more to their generosity and genuine offers of friendship and citizenship to ensure that all continues smoothly.

Augmenting the Perrenlanders and the dwarven Constabulary is the Civic Legion. Dyvers' militia, the Civic Legion drills regularly with the usual single mindedness of the Dyverse and should be considered a veteran unit. The Legion can field as many as 3,500 fighters if necessary, most armed with pikes or halberds. The Legion is commanded by a mix of local, Dwarven and Perrenland commanders. Local commanders generally set policy and devise strategy, while tactics are left to the dwarves and Perrenlanders. To say that this makes for an unusual but extremely effective fighting force is an understatement.

The most recent addition to Dyvers' standing forces have been the 1000 strong Naval Marine. Dyver's largest single industry is ship building. Ships are built for export but also for Dyver's own extensive merchant marine fleet. It is the dangers faced by Dyverse captains upon the Nyr Dyv that prompted the city fathers to organize the Naval Marine. Pirates operating out of the Bandit Kingdoms have always been a problem, but the increased tensions to the north instigated by Iuz have spilled over into the Nyr Dyv, forcing the Dyverse to respond. While no where near as large as Furyondy's Willip Fleet, the Dyverse Naval Marines are winning something of a reputation for their ferocity in defense of Dyverse shipping. The Naval Marines, in conjunction with hired adventurers acting as advance scouts, have even conducted punitive raids on pirate bases in the Bandit Kingdoms.

Foreign Relations

The Oligarchs of Greyhawk have nothing against stopping piracy, or starting it so long as their ships go unmolested, but they look upon the Dyverse Naval Marine with nothing less than horror. The Greyhawkers see the Naval Marine as a potential first strike weapon that could pose severe strategic problems in any war with Dyvers. As trade rivals, relations between the two cities have never been good, even in the best of times. However, the specter of an arms race now looms.

Beyond Greyhawk, Dyvers is on good terms with most states. Dyvers maintains trade missions in both of the Urnst states and Hardby, promoting trade and anti-Greyhawk sentiment. Full embassies exist in Furyondy, Veluna and Verbobonc.

Dyvers' only real foreign relations problem, other than the rivalry with Greyhawk, is with the elves of the Gnarley Forest. Dyvers builds ships and needs wood to do so. The Gnarley is close at hand and has excellent timber. Indiscriminate logging by the Dyverse, however, has angered the elves of the Gnarley as well as the Gnarly Men, who would have this trade for themselves. Though open conflict has yet to break out, skirmishes are common and tensions continue to mount.

Mercantile Activity in Dyvers

A city built on trade, Dyvers enjoys an enviable position. Via the Velderdyva, goods from Highfolk, Veluna and Verbobonc reach the city's markets. Via the Att, goods from Littleberg and Furyondy find their way to Dyvers. Thanks to the gnomes of the Kron Hills, the dwarves of the Lortmils and the elves of Celene, Dyvers can boast the largest market in demi-human goods in the Flanaess.

However, none of this can compare to Dyvers' trade through the Thornward Pass. As the Fals river cuts through the northern extent of the Lorridges, it opens the way into Ket and the rich Baklunish lands to the west. Dyverse caravans regularly make this trek, usually twice a year. These caravans bring back goods impossible to find anywhere else in the Flanaess. If there is a single secret to Dyvers' success in keeping pace with the larger, wealthier and more cosmopolitan Greyhawk, this is it.

Dyverse merchants band together to organize these caravans and spare no expense in hiring the best guards money can buy. Adventurers familiar with the terrain or of formidable reputation are all but certain to be approached by merchants from Dyvers seeking caravan escorts or scouts. Many a semi-retired adventurer makes a handsome living in this way, providing escort and maybe even doing a little trading of his own.

Of course, the caravans are tempting targets for bandits and marauding humanoids. Worse are the agents Greyhawk sends to raid the caravans, infiltrate them so as to ruin trade relations with the Kettites or Baklunish, or merely cause devastating rock slides in the Thornward Pass.

Like most cities, Dyvers has a central market, but this market is reserved for itinerant peddlers, caravan merchants and non-domestic merchants. All domestic merchants must establish a shop in Dyvers if they wish to conduct business. By law, all businesses of a kind are located on certain streets and nowhere else, with the exception of inns and taverns. These so called Market Streets have the effect of turning almost all of Dyvers into a single huge market. While exceptions to this rule exist, they are exceedingly rare and there is always a tale to be told that explains the exception.

Because each street chiefly has a but single type of business, the guildhall of the guild for that type of business will always be close by. The Grand Guildhall is located on the central square that surrounds the Keep. This concentration also makes street traffic horrendous because if you need something you do not make, you will not find it on your street. If you are lucky, it will be only one or two streets away but there is no guarantee. That means Dyvers' streets are crowded with merchants, shoppers and business people of all stripe attempting to get needed items.

To accommodate this traffic, Dyvers' streets come in three sizes. Trunks are the largest streets, some 40 feet wide. There is really only one trunk that circumnavigates the city.

It is called the Grand Trunk, though each of the four sides of the city name their extent of the trunk as well. These are the Port Road (north), Long Bow (west), Market Gate (south) and the Processional (east). Highstreets are 30 feet wide and generally run north to south, east to west. Ways are 20 feet wide and run at odd angles, while everything else is named an Alley and is usually no more than 5, at most 10, feet wide. The overall effect is one of organization, the Grand Trunk and the Highstreets, and unfathomable chaos, the Ways and Alleys. Luckily, the Carters and Cabbies Guild specializes in getting people and things where they need to go.

Guilds and Guild Wars in Dyvers

Every occupation in Dyvers has an associated guild. Belonging to a guild is a fact of everyday life in Dyvers. It is also the law: No business, including adventuring and thievery, can be legally conducted without a guild license. The first person to start a business new to Dyvers must file guild incorporation papers and automatically becomes the guildmaster. Each guild, it should be remembered elects a Senator.

Guild Wars are common, usually between guilds that have something in common -- say the Gravediggers Guild and the Morticians Guild. However, these wars are not fought to absorb the other guild but to control it. Thus, if the Gravediggers win, they control the Morticians. This way, the Gravediggers now control two votes in the Dyverse and Sundry Senate. Guild Wars are usually wars of conquest, but are occasionally wars of independence -- say, should the League of Assassins resent taking orders from the Thieves Guild.

Guild Wars can also be competitive. One of the longest standing wars is that between the Thieves Guild and the Society of Courtesans for control of the Fences Guild. To protect their own independence, the Fences Guild attempts to play off the Courtesans against the Thieves. Aware of this, the Thieves, have more than once attempted to take over the Courtesans directly. It was in the middle of this fight that the League of Assassins made their successful bid for independence. They have now joined the fray, seeking to annex all of the other three guilds.

Religion in Dyvers

In Dyvers, money talks. Religion is seen as good business. The city taxes every faith but promotes itself as the best place to establish a temple because of all of the visitors trade brings through the city. Most faiths reluctantly agree. Dyvers is unique in that all faiths are free to establish temples so long as they do not otherwise violate the civil or mercantile law.

The city fathers also see the profit in making Dyvers a pilgrimage site. To this end, they have hired adventurers to recover holy relics for the various faiths. These relics are then freely donated to the appropriate faith with the

proviso that the relic cannot leave the city. This is yet another reason some faiths choose to locate here.

All temples are confined to the religious ward. Businesses that cater to pilgrims or the needs of the temples locate here as a matter of course. Thus, it is possible to enter a tavern in this ward and find priests of Pholtus and St. Cuthbert sharing a table and arguing philosophy, or a follower of Nerull working out an agreement with a priest of Heironeous to sell some unused supplies. The Tricentury maintains heightened patrols just in case.

The people of Dyvers are themselves joyously polytheistic. Patronizing more than one temple is common and religious intolerance is not only unheard of but illegal as an infringement of religious business activity. As a consequence, the temples put on festival after festival, hoping to secure sole possession of their parishioners' devotion, usually to not much affect but a good profit.

The Dyverse also worship a number of minor nature gods, saints and local heroes. These are generally lumped together as the Civic Gods. There is a Civic Temple, but many of the prominent Civic Gods also have individual temples.

The Civic Temple is the only temple not located in the religious quarter. Instead, it is located on the central square surrounding the Keep, along with the Grand Guildhall. It is a jumble of small shrines and altars, choked in the smoke of countless votive candles left by the faithful. This confusion makes it a common site for clandestine rendezvous.

The two most prominent faiths in Dyvers are the worship of the Oeridian gods Zilchus, God of Trade, and Procan, God of the Sea. The reason for their worship is obvious. Their temples have a quasi-official status that other faiths envy. Still, neither temple is an official religion, they merely perform ritual blessings at important civic functions.

Civic Pride and the Sculptors and Mechanics Guild

Dyvers, for all its industriousness, is a very beautiful city. Part of that beauty is a result of the patronage of the arts by wealthy citizens. Sculpture of all kinds is extremely common in Dyvers. Elaborate fountains, waterclocks and aqueducts also grace the city. All of these works are the products of the Ancient and Honorable Order of Sculptors and Mechanics.

The Sculptors and Mechanics Guild is perhaps the most prominent in Dyvers. Its sculptors produce not just sculpture, but numerous golems designed to serve many functions. Similarly, the mechanics produce complicated clockwork mechanisms that rival in function and surpass in flexibility, the sculptors' magic. It is not uncommon to meet with these marvels throughout the city. Greyhawk is justifiably proud of its notable wizards. Dyvers feels much

the same about the Ancient and Honorable Order of Sculptors and Mechanics.

The height of the Mechanics' art is the Dyvers Homunculus. These are clockwork men and women that can perform programmed tasks that are determined upon manufacture. The more complicated or numerous the tasks, the more expensive the Homunculus. Generally susceptible to immediate identification, there are rumors of Homunculi so cunningly constructed as to be able to pass as human. Still, more fantastic are the stories of such creatures that can perform any task or exertion a human being can, more skillfully and with greater strength. Of course, the stories of such creatures that have even begun to think for themselves is utter nonsense.

Summation

These are the basic features of the City of Dyvers to keep in mind. Business is everything to the Dyverse as that is how the city survives. Guilds are enormously powerful. Religious and racial tolerance is good business. Greyhawk is the enemy. Applied magic is more practiced than magic as theory. Civic pride is everywhere and the city is beautifully decorated as a display of this civic pride.

MEASURING UP THE OERTH

by Gary Holian (P Smedger@aol.com,
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So, your campaign has criss-crossed the Flanaess a dozen times and you've defeated the plots of archmages, high-priests, and bandit kings alike.

What's left to do, what's left to explore? The Outer Planes await, of course, as do the reaches of Greyhawk's solar system, or perhaps that alternate Prime that seems to have persistent designs on the World of Greyhawk tickles your fancy. Are they the next logical step? Ready or not, here we come? No, of course not. There is no need to leave the Oerth if you don't really find it necessary. There is a whole world left to discover right in your own backyard, of which but a fraction has scarcely been catalogued.

In his first *The Good Oerth* column entitled "Oerth From the Ground Up," Roger Moore addressed himself to this very endeavour. Untold adventures lie beyond the shores and expanses of Eastern Oerik and all a DM need do is let his imagination run wild. But how to begin? With a map, of course! After all, the most important issue that must be decided by an enterprising DM who wishes to create an extra-Flannish campaign is how large the Oerth is and where all of its other lands and continents lie. This article seeks to address the issue of creating this initial map so that it remains consistent with known facts about the world.

In these matters, we are not completely left in the dark. Let me begin by reiterating some basic facts about the planet, so that we can double check our assumptions and make sure we're all in agreement:

Polar circum. of Oerth: 25200.00 miles (WGCG p. 18)
Equat. circum. of Oerth: 25200.00 miles (by assumption)

It is easiest to assume that the Oerth is nearly a perfect sphere, since such an assumption reduces the complexity of future calculations and as Roger stated, it is in keeping with the numerous instances of perfection evident in the planet and its environs. Point of fact, the Earth's polar circumference and equatorial circumference only differ by order 1%. The reason our earth is an oblate spheroid is not an accident, but is strongly related to the fact that its spinning on its own axis, generating forces that tend to pull it out at the equator and squash it at the poles. Assuming Oerth rotates on its own axis as well, the greater gods must be exerting a massive amount of energy in order to prevent it from deforming from a perfect sphere...enough to make the Invoked Devastation look like a campfire by comparison. Nonetheless, the "perfect sphere" assumption is a good one.

From those numbers we know: Diameter of the Oerth:
8021.41 miles (25200 miles/pi)

Radius of Oerth: 4010.70 miles (1/2 diameter)

Surf. area of Oerth: 202,139,510 sq.miles ($\pi \cdot \text{diam.}^2$)

The east-to-west distance traveled per degree of longitude along the equator is: 70 miles per degree (25200 miles/360 degrees). This number falls trigonometrically (as the sine of residual latitude to be exact) as one travels along a latitude line closer to the poles where it is unambiguously 0 miles per degree since all longitude lines converge at the pole. The north-south distance traveled per degree of latitude is similarly: 70 miles per degree (25200 miles/360 degrees) as is stated in the Glossography.

If we can agree on these basic numbers, then we find ourselves confronted with the problem laid out by Roger Moore in his article. Namely, that if we assume that the scale of Darlene's Flanaess map (30 miles/hex) applies at the equator and of course, by necessity, that the scale must therefore drop trigonometrically from the equator to the poles, we find that the entire map of the Flanaess is out of scale. All of it is smaller than we believe from 25 miles/hex in the vicinity of the City of Greyhawk to almost 15 miles/hex on the Thillonian Peninsula. Unfortunately, as Roger pointed out, this creates significant changes to the scale of existing maps of the Flanaess, which become rather extreme as one approaches the northern verges of the continent.

As I stated, even in the vicinity of the City of Greyhawk, the scale falls to under 25 miles/hex (a drop of over 18%.) That creates significant distortion to local, more detailed maps of the area already in existence. It also seriously impacts the maps in the Marklands and Iuz the Evil supplements. Also from a strictly personal point of view, cutting the Thillonian Peninsula in half, making the Land of Black Ice more like a patch of discolored snow, and giving the Rovers of the Barrens a whole lot less to rove, seem like awful prospects. To some degree it is unavoidable, but it need not be so extreme, nor was it intended to be so. Let's try to preserve some of the awe and grandeur of the far north by offering a potential solution to the problem.

An extremely viable option, then, is to "peg" the scale of the Flanaess not at the equator (itself an arbitrary decision), but at a point at which it makes most sense to do so. I don't believe the scale of 30 miles/hex at the equator was intended by the designers, particularly since none of those lands even appear on Darlene's map (to which the scale was applied in the first place.) Instead, I suggest that one fix the 30 miles/hex scale at a point further north in the Flanaess. My personal suggestion (from which forthcoming calculations will derive) is that of the 35 N parallel. Fortuitously, this is almost exactly along the same line as the Free City of Greyhawk and it falls almost exactly in the center of the Flanaess, allowing the largest possible area to be within a few percent of true scale (particularly those areas which have already been extensively developed and mapped.) Then, we allow the distortions to propagate north and south of this line to determine the scale of all the other

latitude zones. By setting the 30 miles/hex line at 35 N, a great deal of Darlene's map ends up being relatively undistorted, and the distortions propagate away from this line to the north and the south in both directions, being more or less balanced across the sub-continent. This contrasts with the initial methodology, in which all the resulting distortions propagated from the equator northwards, leaving the whole northern hemisphere in "negative distortion", meaning that all distances are smaller than was assumed. Why not choose 40 N or 45 N and increase the degree to which the Northern Flanaess that is in scale? That is also a possibility, but it does not come without a price. There is some give with this take. The further north one brings the 30 miles/hex line, the greater the equatorial scale becomes. You sacrifice more and more territory in which to add oceans, continents, etc. 35 N strikes a good balance, as well as being bolstered by historical reasons, since after all, the Savant-Sage, a resident of Greyhawk and the Campaign Guide's author, probably copied the map from the Free City's Cartographers Guild who no doubt drew it to local scale.

Now, one might ask, why correct at all? Why not assume that the scale is constant everywhere in the Flanaess (30 miles/hex) and simply let the lines of longitude adjust to describe the extent of Oerik? Under that view, the maps (Darlene's and p 18's) are simply a kind of distortion-corrected representation of Oerik. Now, if one's campaign was centered in the Flanaess and never expected to explore beyond those bounds, then fine, this is a viable option. However, the premise of this piece is that of a person who wishes to develop an Oerth campaign, including lands yet to be created and explored. In that light, the reason we can't assume constant scale is actually aesthetic and practical. If that were the case, then the top of the Oerik map would represent well over 200 degrees in longitude! Ack! That would mean that almost two-thirds of the northern hemisphere (at 60 N) would already be represented on the map...with not much room for anything else, eh? Not to mention the fact that we know the Solnor is at least three thousand miles wide, adding further to the space consumed by the know world. Oerik becomes more distorted (on a global scale) than we could possibly imagine. Further, the number of longitude lines represented by the Oerik map would be a function of latitude. In fact, they would no longer be lines at all, but curves. Not only would the creation of such a map be an odious task, but it tends to defeat the purpose of this treatise, namely to create the room needed to generate the other three continents, islands, and vast oceans of the Oerth.

So, taking 30 miles/hex as the true east-west scale at 35 N allows us to calculate the east-west scale as a function of latitude for the globe. More importantly, it gives us the equatorial scale, which will help us to calculate the width of the Oerik map on p.18 of the Glossography in degrees of longitude. Since 30 miles/hex was "pegged" at 35 N, then the equatorial scale is simply:

$$(30 \text{ miles/hex}) / (\sin(90-35)) = 36.62 \text{ miles/hex}$$

All the latitudinal scales can be easily calculated from this equatorial reference number of 36.62 miles/hex, as Roger did for an equatorial scale of 30 miles/hex, and as I summarized for every five degrees in the table below. Notice that the vast majority of the Flanaess (between 25 N-45 N) remains within 10% of the observed scale of 30 miles/hex, now centered around the latitude of the City of Greyhawk. That keeps most of the local, smaller-scale maps pretty decent and close to true. It also has the added benefit of increasing the size of those largely unknown, but already mapped lands to the south of Oerik and Hepmonaland making them even more ripe for development.

THE EAST-WEST SCALE IN THE FLANAESS AS A FUNCTION OF LATITUDE -----

Appar.	Actual	E-W	E-W	LAT	Scale	Features/Locations
90 N	30	0.00				North Pole
85 N	30	3.19				
80 N	30	6.36				
75 N	30	9.48				
70 N	30	12.53				
65 N	30	15.48				
60 N	30	18.31				Northern verges of Oerik map.
55 N	30	21.01				Blackmoor, Land of Black Ice, N. Thillonrian
50 N	30	23.54				Wolf/Tiger Nomads, Rovers, Suel Barbarians
45 N	30	25.90				Ekbir, Dorakaa, Wintershiven, Pale, Ratik
40 N	30	28.06				Chendl, Shield Lands, Urnst, N. Province
35 N	30	30.00				Veluna, Greyhawk, Rel Mord, Sea Barons
30 N	30	31.71				Niole Dra, Highport, S. Province, Rel Astra
25 N	30	33.19				Yeomanry, Sunndi, Spindrift Isles, Lendore
20 N	30	34.41				Hellfurnaces, Tilvanot Penin., Lordship Isles
15 N	30	35.38				Sea of Dust, Amedio Jungle, N. Hepmonaland
10 N	30	36.07				Densac Gulf, Hepmonaland
5 N	30	36.48				
0	30	36.62				Equator
5 S	30	36.48				

So, now that we know the equatorial scale of the Flanaess as a result of our correction (36.62 miles/hex), how wide is the Oerik map on page 18 of the Glossography? Unfortunately, it is not possible to use the known N-S distance from 0 to 60 N (4200 miles), in order to accurately estimate the E-W distance across the map of Oerik. Curved surfaces prove to be more problematic, and one is bound to get a significant underestimate of the distance. So, we need to use another source for the east-west distance in order to estimate the east-west distance of the Oerik map. The most obvious, and fortuitously easy source to use is the ready-made colorful Flanaess map by

Darlene that we all have sprawled across our walls which is simply an inset of the map on p18. (By the way, this methodology has the added benefit of making whatever estimates we come up with inherently consistent with Darlene's map which in the end is what we want.) So, I physically measured the Flanaess map (keeping in mind the inset on page 18) along the 35 N parallel, and came up with the following figures:

- 1) Width (inches): 41.60 inches (remember to ignore the overlap)
- 2) Hexes/inch: 3.12 hex/inch (also determined by measurement)

Therefore,

- 3) Width (in hexes): $1 * 2 = 129.79$ hexes

So, the inset map of the Flanaess is 41.60 inches or 129.8 hexes wide. At a scale of 30 miles/hex along the 35 N parallel, that's a distance of 3893.76 miles (almost 4 thousand miles from the Sea Barons to the lands west of Ull!) That's important to know, but we want the width of the whole Oerik map, not just the inset. So, next I photocopied the map on page 18 and blew it up to 8.5 by 11 inches wide in order to make it easier to measure accurately.

Measuring carefully (east to west), I discovered that the larger map that includes the rest of Oerik was 1.68 times as wide as the inset map of the Flanaess (you can argue proportionality of distances between spans of identical curvature). That result, lets us make the following estimates for the whole map of Oerik:

Width (in hexes): $1.68 * 129.79$ hexes = 218.05 hexes

At 35 N, the map of Oerik is therefore its scale times its length:

30.00 miles/hex * 218.05 hexes = 6541.50 miles, wide.

However, it is more important for us to know how wide it is at the equator (in order to get a correct value for the longitudinal extent of Oerik), so we need to scale up to 36.62 miles/hex:

At 0 (the equator), the map of Oerik is therefore:

36.62 miles/hex * 218.05 hexes = 7984.99 miles, wide

That is a considerable distance at the equator, equivalent to:

7984.99 miles / (70 miles/degree) = 114.07 degrees of longitude

So, the entire map of Oerik covers about 115 degrees of longitude (115 of 360 degrees!) and over 60 degrees in latitude. However, not all of it is 7985 miles wide like it is at the equator. As we noted above, the map is 6541.5 miles wide at 35 N. The following table shows how the width of the Oerik map varies as a function of latitude over the map on p.18:

LAT Actual Width

LAT	Actual Width
60 N	3992.50 miles
55 N	4580.00 miles
50 N	5132.65 miles
45 N	5646.24 miles
40 N	6116.86 miles
35 N	6541.50 miles
30 N	6915.20 miles
25 N	7236.86 miles
20 N	7503.44 miles
15 N	7712.91 miles
10 N	7863.68 miles
5 N	7954.60 miles
0 N	7984.99 miles

So, since the Oerik map covers a little over 60 degrees in latitude and nearly 115 in longitude, we can go ahead and determine how much area it covers.

Measuring Surface Areas on a Perfect Sphere:

The formula which estimates these areas (for quasi-rectangular areas) is actually quite simple:

$$\text{Area} = 2 * \pi * [\sin(\text{lattop}) - \sin(\text{latbot})] * [\text{LW}/360] * \text{radius-squared}$$

lattop is the highest latitude line bounding the area. latbot is the lowest latitude line bounding the area. LW is the longitudinal width, ranging between 0 and 360. The radius of Oerth is the relevant quantity for the last term.

(Note: these values for latitude are in "North" degrees, so don't forget that latitudes to the south of the equator are negative, ie. they run from 0 to -90.)

As a first example (and a quick check), let's use the formula to calculate the surface area of Oerth once again:

The lattop is 90 degrees, of course. Similarly, the latbot is -90 degrees. The longitudinal width is a full 360 degrees. The radius of the Oerth squared is: 16,085,714.49 sq. miles.

$$\text{Area} = 2 * \pi * [\sin(90) - \sin(-90)] * [360/360] * 16,085,714.49 \text{ sq. miles}$$

Answer = 202,139,050 sq. miles. To within rounding error, that is exactly the same result as we had before.

Now, for a more challenging example, the area of the Oerik map on page 18:

The lattop is about 62.0 degrees. (est.) The latbot is about -2.0 degrees. (est.) The longitudinal width is about 115 degrees (as we calc'd before) The radius of the Oerth squared is 16,085,714.49 sq. miles.

$$\text{Area} = 2 * \pi * [\sin(62) - \sin(-2)] * [115/360] * 16,085,714.49 \text{ sq. miles}$$

Answer = 29,633,701.31 sq. miles.

That means our infamous map of Oerik is showing us about 14.66% (29,633,701/202,139,049) of the globe! That's about one seventh of the planet, with six-sevenths to go that are totally unmapped and unexplored! (Alright, with the possible exception of Aquaria).

(FYI, the area from 62 N to 90 N above the Oerik map (across the same width in longitude) is: 3,779,165 sq. miles. Though half as "tall" in degrees, it is only a tenth the size. There is very little else of any significant size that can lie north of Oerik, save perhaps islands and a polar cap, so we must look south, east, and west for our three other mysterious continents.)

So, now that we know more about the Oerth you know, let's tell you a little about the Oerth you don't:

About 85% of the Oerth is unrepresented on the Oerik map of p18. It comprises the entire Southern Hemisphere of the planet, as well as 245 degrees of longitude (over-two thirds) of the area in the Northern Hemisphere under 60 N, and the entire northern polar cap above 60 N. Oerik probably extends some more distance west than is revealed on the map and the Solnor Ocean adds 3000 miles between the Flanaess and its nearest eastern neighbor, so that extends the known borders somewhat farther. As I said before, it would be impossible to fit a sizable continent to the north of Oerik, so we must look east, west, and south for our other three contenders. It seems likely that Hepmonaland is one such place, even if its northern verges only reveal little about its true vastness. Aquaria (or whatever is may called by the natives) lies beyond the Solnor, which is surely one of the four great oceans. Where else then, can the fourth continent lie but far to the West, guarded by lands as mysterious in Oerik than could ever be found there.

There you have it. Draw a map 360 degrees wide and 180 tall, then place the Oerik map between the equator and 60 N, allowing it 115 degrees in width. The rest of the Oerth is for you to create as you wish, giving you a complete and consistent planet ripe for development.

THE GOOD OERTH (EXPLORING BEYOND THE FLANAESS)

GREEN NIGHTMARE: THE AMEDIO JUNGLE, PART I

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This AD&D® game material is presented for gamers who wish to run WORLD OF GREYHAWK® adventures set in the Amedio Jungle. This article offers preliminary information on the Amedio Jungle that player characters should be able to discover given time, money, effort, and the proper contacts. More players' information will appear in a future issue of the Oerth Journal, and information for Dungeon Masters will appear after that. With luck, you might even get a map. (Keep your fingers crossed.)

It is possible that this file will be updated in the future if sufficient corrections and additions are found to warrant it. Comments and questions are welcome; please e-mail them to TSRROGER@aol.com for replies.

The full extent of the Amedio Jungle can be seen on the small Oerik map in the 1983 WORLD OF GREYHAWK boxed set's "Glossography" booklet, at the bottom of page 18. The Amedio Jungle, shown in outline, extends south into Lower Oerik for over 1,000 miles, covering hundreds of thousands of square miles of land and encompassing one large freshwater lake, the fourth largest so far known on Oerik. Roughly a quarter of the jungle's area, with the northern shore of the lake, appears on the large maps of the Flanaess found in the 1983 boxed set or From the Ashes.

General information about the Amedio Jungle can be pieced together by PCs from a variety of sources: retired or active adventurers and explorers, diviner wizards, spelljammer crews, noble or merchant Holders who escaped capture or murder by the Scarlet Brotherhood, slaves taken from the Amedio region by the Sea Princes or Scarlet Brotherhood, libraries and naval chart rooms containing numerous old scrolls, books, and maps, and so forth. Such information is rarely sought these days and is often out of date (wars and rivalries in the Flanaess are lately of much greater concern), thus accurate information is difficult and costly to locate. The best information on the Amedio Jungle to be had in the Flanaess is available at the Matreyus estate near Gradsul, Keoland (see later).

An Overview

The innumerable dangers of the Amedio Jungle have kept its secrets well, yet strange rumors and legends continue to draw adventurers and explorers to its shores. A wealth of

natural resources and manmade treasures is here for the taking, yet the Amedio Jungle is also home to savage peoples, ferocious monsters, poisonous plants, virulent diseases, and the dangerous ruins of at least four fallen cultures. No roads cross the Amedio Jungle, and few allies will welcome outsiders who make their way there. It is an exotic, barbaric region separated from the civilized world by mountain and sea, an unforgiving land that repays error and conceit with anonymous, horrific death.

It is not commonly known that the Amedio Jungle extends south into Lower Oerik for well over 300 leagues, bordered the whole way on the west by the mighty Hellfurnances mountain range, effectively cutting the region off from the rest of the continent. The jungle is further surrounded by the Azure Sea to the north, the Densac Gulf to the west, and the vast, island-dotted Vohoun Ocean to the south. The jungle ends with a small pocket of tall-grass savanna about 200 miles in diameter, near the equator of Oerth, where a little-known human kingdom is said to exist. A number of islands lie just off the eastern central Amedio coast, each about the size of the Olman Islands--100 miles across at most.

The Amedio Jungle is a tropical rainforest of astounding richness and resilience. Winds blow over the Amedio from the seas to the south and east, bringing with them great thunderstorms and heavy rainfall almost every afternoon from Growfest to Brewfest. This half-year period is the monsoon season, which is then followed by a relatively dry period during which rain falls one or two days a week. Daily temperatures during either season run between 85 and 110 degrees Fahrenheit, with extremes about 10-15 degrees beyond either end. Temperatures are lower along the northernmost peninsula of the Amedio (called "the Hook" on maps from the Sea Princes) and the Olman Isles, averaging 75-95 degrees. Ground fog is often present in jungle clearings in the morning. Even after the fog clears, heat waves, thick swarms of insects, and a light haze from the humidity obscure vision over long distances and muffle distant sounds.

The air is always humid and hot, day or night. Metallic armor is extremely uncomfortable to wear; heavy padding worn beneath such armor can induce heatstroke, exhaustion, and dehydration. The padding and most clothing brought into the region also become mildewed and foul without regular washing and airing out. Ferrous armor, weapons, and tools are subject to severe rusting in a few days unless carefully oiled and cared for. Insects, rats, and other vermin in this region are known to carry horrifying diseases that spread rapidly, cause excruciating pain and debilities, and claim many lives. Most natives of the Amedio have developed some immunity to local plagues, which kill many unprepared outsiders.

The monsoon season brings with it the most dangerous form of weather: tropical storms of up to hurricane strength that blast pathways of destruction through the jungle at least once every other year. Such damage is swiftly

regrown, however, and within five years no trace of a storm's passing will be visible even from the air. A rarer danger comes with volcanic eruptions to the west in the Hellfurnaces. Though most of the ash falls westward over the Sea of Dust, occasionally hot ash and poisonous vapors drop from the sky over the Amedio, withering several hundred square miles of greenery at random and slaying many creatures as well. (The large freshwater lake in the northern Amedio is subject to an especially vile form of ashfall with magical side effects, it is reported.)

The huge freshwater lake, which has yet to be fully explored, stands out in wildspace views of the jungle. This feature is known as Storm Lake on some maps, but recently it was tentatively renamed Matreyus Lake, after an explorer described later. Many smaller, unmapped lakes, ponds, and wetlands dot the Amedio. A dozen or more rivers wind their way through the rainforest from the lower slopes of the Hellfurnaces, often ending in wide, stinking swamps as they empty into the sea. Treacherous quicksand pits and small, foul swamps are often encountered in lowlands. Some rivers and a few shallow lakes are invisible from the air, as trees have grown entirely across them.

The Amedio coast itself is sandy but narrow, barely a hundred feet wide in most places, with offshore rocks and reefs claiming a few careless boats and ships every decade. The coast is subject to the same tides as elsewhere around the Flanaess. Silver-white Luna governs the greatest tides, but aquamarine Celene's tides are barely noticeable. Fog is known to form along the coasts on some mornings, creating grave dangers for ships as it hides reefs, pirates, and monsters from view. Certain creatures of the deeps venture ashore in thick fog, retreating to the sea as the fog pulls back or burns off.

Flora and Fauna

Only recently was it determined that some of the flora and fauna of the Amedio Jungle was not originally native to it. It is now known for certain that the Olman peoples, in their migration to the Amedio from Hepmonaland (see later), brought with them many species of plants and animals, introducing these across the region for a variety of purposes. The introduced species reverted to the wild once the Olman Empire began its decline. It is possible that other races that migrated here did the same, creating brutal competition among the various species of flora and fauna for dominance and survival. This has not made the Amedio any friendlier a region to visit, and the jungle is now littered with dangerous plants and animals from many other regions of Oerth.

Trees in the Amedio Jungle are closely spaced, their upper branches forming a continuous canopy of brilliant (some say "eye burning") green 100-130 feet from the ground. A few trees rise even higher, up to 180 feet; many are much shorter, only 60 feet tall, drinking in what little sunlight reaches through the dense canopy. Woody vines (lianas) and creeping plants decorated with enormous flowers of

every color of the rainbow twist around trunks or swing from high limbs. Few plants rise from the dark, earthy ground of the forest floor; light is very dim there even on the brightest days. Given the dimness and the closely spaced trunks, sighting distances on the ground are short, rarely over 90 feet. The air everywhere is thick with odors and scents, from the black soil to the musk of hidden mammals to the perfumes of rare blossoms. Among the valuable trees known in the Amedio are the balsa, banyan, baobab, deklo, mahogany, mangrove, palm, rubber tree, and teak. Ground growth in open glades includes briars, tall grass, wild maize and wheat (once cultivated by the Olman), and--often under rock ledges and rotting logs--numerous types of fungus and slimes, some of them very dangerous: green slime, violet fungus, yellow mold, etc. Some subterranean species like gas spores grow along the rainforest floor beneath the canopy, which keeps the wind away. (This would also make it easy for beholders to roam beneath the canopy, though none have yet been seen in the region.)

One group of plants that has done very well along the dark floor of the Amedio consists of the carnivorous ones that feed upon small animals and insects. There is a profusion of these plants, as many explorers have discovered to their horror and misfortune: giant sundew, giant pitcher plants, giant polyp, thornslinger bushes, choke creeper, yellow musk creeper, kampfult, and over a hundred others. Many of these are suspected of being imported and deliberately planted as military defenses, particularly during the civil wars of the Olman Empire, but have now run wild.

The Amedio is also noted for its variety of poisonous nuts, fruits, berries, leaves, stems, roots, vines, flowers, and even floral scents. An alchemist with one early expedition to the Amedio from Keoland wept openly at the prospect of having to catalog not only the poisons but the medicinal and quasi-magical effects of other plants in the jungle, and claimed that a hundred scribes could labor for a year and not finish the task.

This jungle's dense, lush foliage conceals a staggering variety of wildlife, particularly insects, birds, reptiles, and small mammals such as squirrels and monkeys. The majority of these creatures inhabit the canopy itself, living high among the tree tops their entire lives and moving about by leaping, swinging from limb to limb, gliding, or actual flight. Their wild, unending cries fill the air above and below the canopy, often to a maddening degree. (Sounds from elsewhere on the jungle floor, already muffled by tree trunks, are drowned out by this cacophony, so that explorers are often forced to shout at distances over 30 feet in order to be heard.) Very large ground beasts are often rumored but actually rare, as they can neither negotiate the narrow spaces afforded them by the densely packed trees nor find sufficient food to thrive, except along river banks or in clearings. Ground-dwelling herbivores under the canopy are usually small and eat only seeds, roots, and nuts.

Creatures native to the Amedio include specialized versions of many creatures--often of giant size--known in northern lands. Mice, voles, rats, weasels, and shrews scurry underfoot, preyed upon by constrictor serpents, vipers, and assorted lizards. Scaly anteaters search for ant and termite nests; porcupines gnaw on tree bark. Insects are extremely numerous and appear to be of every shape and color that can be imagined; ants and termites of great size are common dangers. Snails, worms, leeches, and slugs are plentiful; the flail snail and giant slug are often found in caverns here, coming out only at night. High in the branches climb tree shrews, lorises, flying squirrels, tarsiers, boas, marmosets, long-tailed monkeys, and many sorts of huge-eyed lemurs. Gray and black gorillas inhabit the highlands to the west, along the foothills of the Hellfurnaces. Otters play along the river banks as small deer graze nearby. Piranha, river dolphins, water snakes, alligators, crocodiles, crayfish, crabs, frogs, eels (some electric!), turtles, giant leeches, and tropical fish of startling colors and every size swim the freshwater rivers and are also found in Matreyus Lake.

Civets, genets, and mongooses seek small prey; margays, pumas, leopards, jaguars, and carnivorous apes stalk larger prey through the trees; dinosaur-like bonesnappers prowl the clearings, shores, and rivers for leftovers. Overhead fly giant dragonflies, parrots and macaws, birds of paradise, quetzals, eagles, and songbirds and hummingbirds as brightly colored as the local flowers. Fruit- and insect-eating bats wing through the night over the canopy, joined at times by giant and vampiric species that have no fear of civilized folk.

Carnivores are nearly always adept at climbing and rarely grow beyond the size of a leopard, though there are notable exceptions such as the carnivorous ape, giant iguana (all species), and kech. The bonesnapper is the largest major carnivore that cannot climb; as a result, it often subsists on injured prey, carrion, or other bonesnappers. (Rodents and monkeys feast on bonesnapper eggs when their nests are left unguarded, keeping down the numbers of this reptilian brute.) Packs of small, wild dogs are not uncommon on the forest floor and in clearings. Carnivorous serpents, such as the amphisbaena and constrictors, often climb trees to catch prey, content to lie hidden in ambush for unwary victims. Various sorts of carnivorous baboons (mandrills, banderlog, etc.) are sometimes seen in the jungle itself or along the beaches, but they are far more common to the south in the savanna region.

Other monstrous inhabitants of the Amedio include vegetarian fire beetles (once bred by the Olman for their light-producing glands); huge jumping spiders and trapdoor spiders; swamp-dwelling will-o-wisps, algoids, and vampiric mists; and various evil water elementals that appear to have been brought to this region by Olman sorcerers. Ruins and tombs often contain supernatural animals and monsters capable of speech, spellcasting, and devious methods of combat and defense. The gibbering moulder seems to have been a favorite guardian monster of

Olman temples. Known lycanthropes include were-cats such as werejaguars, weretigers, and wereleopards; none of these are friends of humanity, though they may have held important posts (or even originated) under the Olman. Certain cults among the Olman Empire, especially during its decline, spawned monstrosities such as variant forms of vampires, wights, and werebats. Among the very few good-natured monsters here is the couatl, which cannot however be counted upon to aid humans in distress if such an action will not benefit the couatl's higher masters.

What tropical creatures are *not* found in the Amedio? Explorers have yet to find any elephants, rhinoceroses, bears, giraffes, lions, tigers, or hippos. The absence of elephants is puzzling, as carved ivory figures are sometimes found in treasure hoards or kept by tribal chieftains and shamans. It is suspected that all ivory in this region came over with the Olman from Hepmonaland or was introduced from cultures along the southernmost regions of Oerik. The savanna south of the Amedio has a different assortment of wildlife, about which more will be said later.

A History of the Amedio Jungle

Until a decade ago, the only information available about the Amedio Jungle came from slavers and explorers of the Sea Princes, and even that information was not entirely reliable. Exaggerated tales and deliberate lies obscured the truth with great efficiency.

In 575 CY, however, three fugitives from the southern Flanaess, fleeing bounty hunters from Onnwal, crossed into the northern end of the Amedio Jungle and there discovered the ruins of a great city, later found to have been called Tamoachan. The fugitives survived in the ruined city for several weeks before hailing a ship of the Sea Princes and bribing its captain and crew with certain treasures they had found. They were put off-ship in Gradsul, where they told the harrowing tale of their exploits to disbelieving Keoish officials. It was here, too, that the bounty hunters caught up with the trio and demanded that they be turned over for justice in Onnwal.

The fugitives were questioned and released in Gradsul after investigation by local priests showed them to be blameless in warrants brought against them in their home countries; two have since gone their separate ways. (The tireless bounty hunters were promptly paid off and hired anew by the lord of Gradsul to pursue other fugitives.) However, the third former fugitive, an Olman Island barbarian named Rhialle, stayed on and led four subsequent expeditions back into the Amedio Jungle. The first three journeys were made in 578, 579, and 580-581 CY, funded and staffed by Huris Sellark, the younger brother of the lord of Gradsul, who was more interested in selling exotic trinkets for exorbitant prices than any scholarly examination of the region's cultures and wildlife.

The last and most famous of these voyages was funded by a merchant house and made in the company of the famed

explorer Tibarian Matreyus, also of Gradsul, in 582-584 CY. The expedition was in many ways a complete success, reaching the much-rumored freshwater lake deep in the jungle and uncovering many old ruins. It also proved to be the most disastrous expedition into the Amedio, with 34 of the 54 expedition members dying of disease, animal or plant attacks, hostile natives, or various traps or curses. The Greyhawk Wars also occurred during this time, and the expedition was saved at its end only by sacrificing a portion of its magical devices to flee the forces of the Brotherhood. The 20 who survived included Rhialle and Tibarian, though Tibarian had completely lost his memory, a deficit that required a *restoration* spell from the temple of Rao in Gradsul.

Examination of the many artifacts and detailed notes brought out by the Matreyus expedition, tucked safely away in a *portable hole* that Matreyus wisely kept folded up inside his false right leg, reveals a wealth of knowledge about the Olman people and the Suloise Amedians, and additionally reveals much about the nonhuman (perhaps "inhuman" was a better word) races that ruled long before the Hepmonaland Olman beached their great ships on these shores. Divinations on these materials continues unabated at the Matreyus estate at Northending Wood, a village three leagues north of Gradsul. This estate remains the best source of information on the Amedio Jungle, with the most accurate word coming from Tibarian Matreyus, the Olman scout Rhialle, and the sages Svorjer Deol, Hodd of Dyvers, and Klemba the Gray.

The Age of Monsters

What follows is derived from scraps of information found in the ruins of Tamoachan and a few other sites. It can scarcely be regarded as the whole truth, but it undoubtedly lies closer to the truth than any other conjectures about the Amedio's past.

Long before any human knew the Amedio existed, nonhumans of sanguinary disposition fought for control of this tropical land. Several reptilian skulls, which Hodd of Dyvers claims are identical to those of subterranean troglodytes, were found in a secret room within a temple at Tamoachan. Writings and paintings on the walls say that these are the remains of beasts who once ruled the jungle lands, but the high gods found them wanting and threw them down in favor of humanity. The bones of other reptiles were also found here, but they were too large to have come from troglodytes and match no living species. A small green gem was found affixed to one skull, with certain runes carved upon it indicating that the skull was an enchanted device dedicated to the service of a tanar'ri prince; this skull was left behind in Tamoachan, for fear it bore a curse or corruptive powers.

Similar secret rooms within this temple bore other peculiar treasures: the arm and hand bones of large amphibians with manlike fingers; gorilla skulls with enlarged craniums; the claw of a black dragon, dead over 2,000 years. The

mummified bodies of two jungle-dwelling kech, not of the same species as those currently prowling the trees in this region, were discovered in another temple near an altar. Inscriptions in the rooms where these were found all say the same thing: the gods found these once-mighty creatures lacking somehow and had them destroyed in favor of the Olman people. (Given the great disasters that befell the Olman Empire in time, it would seem that the gods--or at least those who oversee the Amedio--found humanity wanting as well, and favor no living thing but the jungle itself.)

It has been tentatively concluded, studying these and other remains, that the Amedio was once home to a vicious reptilian race identical to the troglodytes that dwell beneath the earth's surface. They were governed by tyrannical sorcerer-kings of their own race, and they fought one another endlessly for reasons now lost in time. They seem to have collected each other's skulls and scaled hides as some human barbarians collect the heads of their enemies as war trophies. No aboveground ruins can be attributed to these creatures, but it may be that the remains of their civilization, such as it was, are to be found underground.

Either before or during the reign of these inhuman beings, the jungle was also inhabited by an intelligent amphibian race, somewhat larger than the bullywugs that trouble the Vast Swamp. Certain types of giant reptiles also roamed this jungle, creatures whose carnivorous descendants include the stupid and brutish bonesnapper. What disaster finally destroyed the troglodyte culture is unknown, but evidence shows that these reptiles worshiped tanar'ri princes of many sorts, and one can easily presume their rivalries contributed to their destruction. It is entirely possible that other species of monsters fought or aided the troglodytes, but such knowledge is as yet beyond civilized reach.

The Dakon Kingdoms

The gorilla skulls found in the Olman temple at Tamoachan were unusual for the size of their brain cases. These puzzled explorers of the Matreyus expedition until divination spells were cast upon them, whereupon it was learned that they represented members of a race of intelligent gorillas who called themselves the *d'kana*. These are almost certainly the *dakon*, bestial humanoids of prodigious strength, spoken of in Amedio tribal legends. The skulls were from a more recent period in time than the troglodyte skulls and their associated mundane artifacts, so it may be supposed that the dakon erected their own civilization across the Amedio after the fall of the reptile-folk.

It was not possible for sages to interview the spirits of these beings, as they had been dead for so long, but the scout Rhialle had heard so many legends about the dakon that he was able to make some guesses about the current status of this race. It is almost certain that the dakon still exist, probably in a near-civilized state, in the forested

foothills of the Hellfurnaces. Human tribes fully accept the existence of the dakon, and they take pains not to approach the lands of the "black-hands" too closely.

Several expeditions to the Amedio have acquired items from the human savages there that are reputed to have belonged to the dakon. Many such items are fakes or of questionable origin, but a few are of a consistent design. Certain gold ornaments and jewelry have the same braided or interwoven pattern; several stout war clubs have the same elaborate carvings of trees and jungle animals, inlaid with the teeth of carnivorous apes; and, most astonishingly, there are samples of what appear to be collections of material components for wizard and priest spells (leather pouches containing miniature figures of animals, tiny gems, woven patches of grass, etc.). Some of these items are of recent manufacture--certainly within the last decade. Little is known of what kingdoms, empires, or states the dakon created here in the past, or what their status is now. It is a question that begs for a definitive answer.

Of two other intelligent races known to currently inhabit the Amedio jungle, little prior history can be established. The wicked kech, who hunt among the trees, have no established civilization such as humans and demihumans know it. The two mummified bodies found in Tamoachan were of a species adapted to the broadleaf, temperate forests of the Flanaess, not the local jungle. The kech probably migrated or were forcibly brought to the Amedio after the Olman Empire was established here. These kech then adapted to this tropical setting, with gods or nature changing the texture, appearance, and coloration of their leafy skin to match their surroundings. It is reasonable to assume that the kech decreased in numbers as the Olman Empire waxed, and increased as the empire waned.

The beastmen, who are apparently far more pleasant and peaceful than their name implies, have absolutely no idea of their origins, and nothing as yet can be known about how they came to the Amedio or if this has always been their home. During the Matreyus expedition, the Olman scout Rhialle was able to establish contact with two beastman tribes and question them using magical aid; his discoveries are noted elsewhere. One curious point must be made here: The kech and beastmen do not interact at all, appearing even to ignore one another's presence in the forest. The reason for this is not yet known.

The Olman Empire

The Olman people are now known to have originated from the great southeastern continent that most cartographers and sages of the Flanaess call Hepmonaland. Little is known even now of what civilizations they built in that tropical realm, but a handful of facts have been established, and reasonable guesses can be made to fill in some of the blank spaces.

Many wall paintings and miniature dioramas in the ruins of Tamoachan indicate that long ago the Olman fought a long series of wars with another people, the latter invariably

shown with black or dark brown skin. Though the paintings of course place the Olman in a superior position in every battle, there are numerous clues that the Olman were in fact losing most of these wars and were often in a general state of retreat or siege. The origins of these wars are unknown, though the Olman Empire did have a marked propensity for mass human sacrifice when the moon Celene was new, often involving thousands of prisoners or slaves at once, and this habit may have enraged its neighboring states in Hepmonaland. Further, though the black warriors are similar in appearance and armament to the red (Olman) warriors in the paintings, some remarkably superior weapons have been found in Tamoachan's ruins that were probably taken in battles with the black folk; these weapons are all of advanced designs, made of forged iron, and elaborately engraved. The Olman never mastered ironworking in any form, using bronze instead, and rarely engraved metals, preferring to paint or carve stone and wood.

In time, a mass migration of Olman royalty and citizens took place, including an often-depicted sea voyage that appears to show the Olman crossing the Densac Gulf from Hepmonaland and arriving on the shores of the Amedio. This happened about -1000 CY. From there, they spread throughout the Amedio Jungle, cutting and burning huge pathways through the jungle until they reached certain regions upon which their gods showed favor. In these places, the Olman established great cities, cutting back the jungle around them for farmland. Several highly stylized maps found in the government center of Tamoachan hint that there were seven such cities built in the Amedio, with many smaller villages and farming communities surrounding them. Each city and the land around it was treated as a separate kingdom, the city itself being the capital. All cities were united under one great priest-king in a capitol building, the location of which remains unclear. (It was evidently not in Tamoachan.) The Amedio cities were at first treated as colonies of the old Olman civilization in Hepmonaland, but eventually the Amedio Olman culture declared itself to be the true nation of the Olman. This may have occurred when the old Hepmonaland Olman culture was finally destroyed by warfare, disease, internal strife, or other disasters. Nothing more is known of it, though pockets of this Olman culture may still survive there.

Tamoachan ("the home sought after") was the northernmost capitol of the Amedio's Olman Empire, which spanned all of the Amedio Jungle, reaching as far north as the Olman Islands, the northwest coast of Hepmonaland (one city there was a vassal state), and the Tilvanot Peninsula (the current home of the Scarlet Brotherhood). Details on the empire are many and will be presented later, though it will be noted here that the Olman had a detailed, 13-month calendar based upon the phases of Luna. When either Luna or Celene were new, these were considered holy days and times for live sacrifices from

dawn to dusk (human sacrifices in the case of Celene, animal sacrifices--perhaps with monsters--for Luna).

The Amedio Olman Empire lasted some 500 years before it suffered a devastating series of internal wars. These may have lasted a century, all told, but they ended with the ruin of most of the seven cities. Farming has always been a precarious business in the Amedio, as the jungle constantly and aggressively attempts to reclaim lost land. If most of the peasants of one city were killed in warfare or offered up as religious sacrifices, the jungle moved in all the more swiftly to overgrow unworked fields. Disease and pests, always present in wartime, may have dealt their own blows. Wall paintings and temple carvings in Tamoachan indicate that only that city and one other, far to the south, were known to have survived the wars, which appear to have been spawned by struggles over precious-metal mines and control over the seat of the emperor. Religious disturbances are also suspected, as some writings predict the coming of a many-eyed being or god who casts fiery ruin upon the nation. (Did this refer to one or more beholders? It is as good a guess as any.)

Near the time of the Invoked Devastation and the Rain of Colorless Fire (-422 CY), even Tamoachan was in grave straits. The priests who ruled the city were divided as to future policy, and many assassinations of government officials occurred. Crops were also poor because of bad weather. There are no depicted or written records of what transpired about the year -425, but divination magic has supplied a few answers when cast upon certain bones, tools, and areas. Conflicts within the ruling class led to a great magical battle between priests; the fight lasted only a single day but caused widespread panic within Tamoachan. The city's citizens fled into the jungle to escape the horrors of the fight, and few returned. The jungle was swift to reclaim its old lands, and it is likely that within a decade, most of abandoned Tamoachan had already vanished beneath a living sea of green.

The Suloise Invasion

To complete the destruction of the Olman culture now came the survivors of another time of horror: the Suloise, whose homeland had been utterly burned into ash by the Rain of Colorless Fire. (Some Suel may have fled their repressive, fiend-worshipping empire even earlier than this.) These Suel fled en masse down the coastline of Jeklea Bay, then entered the Amedio Jungle, probably pursued by Oeridian armies. The Suloise immediately began fighting the Olman tribes that had formed after the collapse of their civilization, and the warfare never stopped for the 1,000 years that followed to this day. It is almost certain that neither side took prisoners in their wars, except to serve later as menial slaves, torture victims, or religious sacrifices. The Suloise reached the shoreline of the great freshwater lake that lies within the Amedio about -350 CY, and there they established their own city or took over the ruins of an older Olman city on the northern shore.

Little is specifically known of what the Suel accomplished there at the lake, but there is no doubt that their "culture" was purely wicked. The ruins that stand there now are dangerous in the extreme and almost certainly under a grotesque curse, perhaps more than one. Bestial humanoids akin to gibberlings now inhabit the black, subterranean passages of this city, attacking one and all with wooden clubs, stone knives, or hurled rocks. The body of one was taken following a bitter fight with members of the Matreyus expedition, and later examination stupefied researchers when it was proven that the gibberling was basically a human who had been grossly mutated by magical forces. It is conjectured that the Suloise of this accursed ruin were devolved or twisted by some evil force that they unleashed, but nothing else can be known for sure. The date of the city's fall is also purely conjectural, but -200 to -100 CY is suggested by those researchers familiar with the matter.

One further historical development has come to light, though little is known of it. Many Suel-descended tribes in the Amedio worship the Suel god of strength, Llerg, and legends are told that certain of these tribes were especially favored by their god when giants were born among them. Expeditions to the Amedio have not discovered any trace of these giants, though of course very little of the jungle has actually been explored. These giants are said to be great war leaders with ravenous appetites; some are said to wade out into the sea to do battle with ships or monsters there.

Slavery and War

Forced to consider alternatives to piracy following the battle of Jetsom Island, when Keolandish naval forces destroyed much of the Sea Princes' might, the surviving Sea Princes turned their eyes south across the Jeklea Bay. Sailors of the Hold of the Sea Princes began to explore the northern shores and peninsula ("the Hook") of the Amedio about two centuries ago in search of gems and precious metals. Captains, eager to stake claims over what they believed were poorly defended wilderness regions riddled with gold mines, explored the two Olman Isles and surrounding reefs, blazed trails into mainland jungles up to 20 leagues from the coasts, and dotted the Amedio's beaches with wooden fortresses that doubled as trade outposts. The Sea Princes successfully preyed on human tribes there, whether Olman or Amedian (Suel) in nature, aided by wizards who crudely burned or blasted their way through the jungle and cowed many thousands of natives into submission.

The Sea Princes were at this time establishing great farms and plantations in the fertile soils of their Hold, and soon shiploads of roped and beaten natives were herded down gangways in Monmurg and Port Toli. The slave ships threw Suel Amedians and Olman together into their dank cargo holds, forcing these bitter enemies to consider the possibility that they had a very dangerous common foe. Tribes in the Amedio Jungle, however, were slow to

understand the threat, and many gleefully began capturing their enemies alive to sell them to the Sea Princes in exchange for cheap jewelry, iron weapons, alcoholic drinks, and sometimes minor magical devices. Scarcely luckier were those natives who were kept in the Amedio, as they were quickly forced into slave labor, digging gold mines or gathering fruits for newly founded merchant houses to export.

Many enslaved natives died from disease, overwork, and abuse in the "civilized" Hold lands. Their Sea Prince overlords fared much better, having access to curative spells, ointments, and devices. Some tribal leaders were wise enough to catch on to the danger the Sea Princes presented, and they were sometimes able to mount successful attacks on Holder caravans and camps, though their magical skills were not the equal of those held by Sea Prince wizards. A few Sea Prince captains "went native" or were imprisoned or enslaved in turn by victorious tribes; some of these were able to win better positions in those tribes by revealing the secrets of metalworking. Several tribes in particular made improvements on their blowguns and made metal darts with double-normal ranges; as all such darts were poisoned, these tribes became quite dangerous.

Recently, the Greyhawk Wars threw this situation into turmoil. The Scarlet Brotherhood, discovered in 573 CY, completely took over the lands and government of the Sea Princes in 583 CY, just 10 years later. The Brotherhood assumed control over the slave trade, casting many of the Holders into cargo holds with those they had once enslaved. (Few Holders survived longer than an hour when delivered to the tender mercies of their slaves.) Surprisingly, the Brotherhood then began a special program of enlisting promising slaves into their military, promising (and delivering) freedom in exchange for a chance to gain weapons and brutalize the world that had once brutalized them. Thousands of Amedians leaped at the chance--but Olman slaves were denied this, as they were not of the "proper stock" (i.e., were not Suloise), and their lot worsened, if that is possible to imagine.

The Scarlet Brotherhood has not moved farther into the Amedio Jungle than the Sea Princes did, and in some cases has even pulled back from outposts and encampments that could not be easily defended. However, they have reinforced all positions that they still hold and continue taking slaves and filling the ranks of their savage armies. All of the Hook and northern coastal areas up to 20 leagues inland are in the Brotherhood's control, with a few trails and mining outposts up to 30 miles inland. The Brotherhood has apparently not yet reached the freshwater lake. Only two heavily fortified outposts have been founded on the eastern coast by the Densac Gulf. One outpost existed farther south, but it was destroyed in an unknown manner (rumored as having to do with sea fog) and has not been rebuilt.

Part of the great fleet of ships that the Scarlet Brotherhood captured from the Sea Princes is now based at the small port of Narisban on South Olman Island. This fleet, aided by wizardry and several magically controlled sea monsters, completely blockades all naval traffic between the Azure Sea and the Densac Gulf. Brother Schelepak, Shepherd of the Olman Islands, appears to be turning North and South Olman Island into veritable fortresses; the Olman natives who lived here have been enslaved, and it is rumored they have become the subjects of the Brotherhood's experiments, bred with a local lemurlike creature to create either servants or warriors for the Suloise master race. The Olman explorer Rhialle is said to be seeking aid to return to his homeland and take it back from the Brotherhood, but many feel this to be a doomed enterprise (though none dare say this to Rhialle's face, as he has become legendary for his might and temper).

Little is known of the Densac Gulf or the great Vohoun Ocean farther south. The Vohoun is swept with island chains which appear to be the home of fanatical pirates and raiders as well as true monsters such as dragons. These and a large number of sea monsters keep the ships of the Brotherhood within 10 leagues of the Olman Isles and the northern coast along the Densac Gulf.

Pronunciation Guide

Amedi: ah MEE dih
 Amedio: ah MEE dee oh
 Beltar: BEL tar
 Couatl: koo AHT ul
 Densac: DEN zak
 Flanaess: flah NES
 Gradsul: GRAD zul
 Keoland: KEE oh land
 Llerg: lerg (by Amedians: hlerg, with a hard "h")
 Matreyus: mah TRAY us
 Narisban: nah RIZ bahn
 Oerik: OH rik
 Pyremius: pie REH mee us
 Quetzalcoat: ket SAHL koh AHT ul
 Rhialle: rih AWL leh
 Suloise: soo low WEEZ
 Tamoachan: tah MOH ah chan
 Tibarian: tih BAH ree an
 Tilvanot: til VAN ot
 Vohoun: voh HOWN

Additions to "Characteristics of the Races Inhabiting the Flanaess," page 13, and "Ancient & Current Languages," page 16, in *A Guide to the WORLD OF GREYHAWK Setting*, 1983 WORLD OF GREYHAWK boxed set:

OLMAN. The people known as the Olman are thought by some to be related to the Flannae by some long-distant ancestors, though there is no proof of this. They have a rich red-brown or dark-brown skin, with straight black hair and dark brown eyes. The Olman typically have high cheekbones and high-bridged noses that give them a regal

look. They are found throughout the Amedio Jungle, on the Olman Isles, and (unfortunately) as slaves throughout the Hold of the Sea Princes and other lands occupied or controlled by the Scarlet Brotherhood. They are found in the northern jungles of Hepmonaland as well, though little is yet known of their condition there. Most primitive Olman tend to be neutral in nature, though some have evil or chaotic tendencies. Some tribes collect the heads or hands of slain Amedian warriors as trophies.

A corrupted form of the original Olman language is spoken only by Olman tribesmen, though enslaved tribesmen are often forbidden to use their native tongue. Attempts have been made at the Matreyus estate to translate the original Olman language from carvings at Tamoachan, reconstructing their complex and partially pictographic alphabet as well, with mixed success; magical aid is required.

Olman tribesmen worship a broad pantheon of deities led by an all-powerful, lawful being known as Quetzalcoatl, the Feathered Serpent, whose servants are the couatl. This deity has several divine rivals of shockingly bloodthirsty nature. Each Olman tribe venerates one or two of these deities above all others. Evil tribes appear to be drawn to either a bat deity, various fire gods, or one particular skeletal death god that demands enormous numbers of live sacrifices during the time of a new moon.

AMEDIAN. The term "Amedian" is subject to some abuse. Properly, it refers to any inhabitant of the Amedio Jungle, but colloquially it refers only to those humans inhabitants of the Amedio Jungle who are descended from the Suel. These people have changed in their long sojourn in tropical lands, so much so that some in the Hold of the Sea Princes labelled these folk a new (and degenerate, from the arrogant Sea Princes' point of view) human race. For the purposes of this article, "Amedian" refers only to a Suloise-descended human from the Amedio Jungle.

Amedians are no longer pale in complexion. Most are a dark tan or light brown in color, nearly all with a heavy freckling of dark brown spots over their faces and upper bodies. They usually have dark blue irises and rough, dark-brown hair they often wear in long pony tails. Like their traditional enemies, the Olman, Amedians are found throughout the Amedio Jungle, though mostly in the northern half near the great lake. Many Amedians also labor as slaves or fight freely as soldiers in the Hold of the Sea Princes and all other lands controlled by the Scarlet Brotherhood; some have escaped or otherwise won their freedom, but these are rare. There are Suel-descended savages in the jungles of Hepmonaland. They were once migrants from the Tilvanot Peninsula, but little is known of them now. Amedians are typically chaotic, mostly neutral or evil in nature; many tribes are infamous as cannibals, attacking other Amedian tribes as well as Olman ones.

Amedians speak a very corrupted form of Suloise (usually called Amedi) that has borrowed much from the Olman tongue (animal and place names) and the Sea Princes'

Common (naval and trade jargon, curses). Amedi is only 40% likely to be understood by Suloise speakers. Amedians have no written form of Amedi.

The gods of the Amedians are few. Llerg, god of beasts and strength, is widely worshipped; many tribes honor him to the exclusion of all other gods. Beltar, goddess of malice, and Pyremius, god of fire, poison, and murder, have command of most cannibalistic Amedian tribes. Some particularly vile tribes have turned to tanar'ri princes for leadership.

Additions to "Racial and National Dress," page 14, *A Guide to the WORLD OF GREYHAWK Setting*, 1983
WORLD OF GREYHAWK boxed set:

Olman who have been enslaved by their northern neighbors rarely wear clothing that differs from their hated masters; the Sea Princes typically forced their slaves (of whatever race) to wear white clothing, particularly robes, to increase their visibility when working outdoors. Freed or escaped Olman tend to wear whatever clothing is most fashionable in the area, though jewelry, especially necklaces and bracelets, is popular among both sexes.

Studies show that during the height of their empire, the Olman often wore clothing made from plant fibers and animal skins. Loose, short-sleeved tunics were common, with a robe belt and sandals. Males wore loose-fitting trousers, and females long skirts. Nearly all such clothing was off-white or beige, with elaborately sewn geometric designs along the borders (neckline, sleeves, trouser cuffs, etc.). Important families had large, colorful patterns sewn or dyed on the tunic fronts. Jewelry was commonly seen, even among the poor, who used string, bone, and dyed wood to make necklaces. The ruling families, priest families, and other aristocrats invariably pierced their noses or earlobes to place jewelry there. Their priests wore special costumes during ceremonies: feathered headdresses, massive amounts of jewelry, leopard-skin cloaks, and decorative breechcloths. (Olman tribal priests wear similar clothing today.)

Enslaved and escaped Amedians wear clothing in all ways like that of the Olman under similar circumstances, though free Amedians do not enjoy wearing jewelry as much as the Olman do.

Jungle-dwelling Olman and Amedians seem at first glance to dress in the same savage manner: a simple breechclout for either sex, some body paint, and decorative bits like feather-and-bone necklaces, bone-pierced noses or ears, or braided hair. The Matreyus expedition learned that such simple dress was actually quite complex, with separate but vastly elaborate systems used by the Olman and Amedians signifying tribal rank, victories in combat or hunting, religion and spiritual status, numbers of husbands or wives, and more. An experienced eye can eventually tell members of one tribe from another and even sort out approximate rank, but little more can be told without the use of divination magic.

