

# THE FLANAESS

Crowded with nations and groups of every stamp, and threaded through with roads and waterways, the Flanaess is an object of supreme interest to its inhabitants, who see it as the center of enlightened humanity. Some three thousand miles from east to west, it offers immense variety, and, while there is some interest in what lies beyond its borders, most adventuresome types find ample opportunities for exploration within its many lands.

The variety extends to the area's inhabitants, for there are many demihuman and humanoid races scattered across the Flanaess. Even the humans can be very different, ranging from the native ruddy-skinned Flan, to the olive-skinned Oeridians and pale Suloise who first immigrated, to later immigrants, the gold-skinned Baklunish. A fifth race, the Rhennee, are believed not to be from Oerth at all.

General maps of the Flanaess showing geographic and political features are presented on the wrapper and screen of this book. Details on the regions of the Flanaess are given below.

## CULTURAL AND GEOGRAPHIC DIVISIONS

The lands of the Flanaess are isolated from the larger world or Oerth by geography, hostile nations and monsters: to the east, the Solnor Ocean, filled with sea creatures of every sort; to the south, uncharted jungles and the mystic tyranny of the Scarlet Brotherhood; to the west, mountains and deserts scattered with the remnants of ruined empires: and to the

north, bitterly cold seas and the Lands of Black Ice, as well as the empire of the demigod Iuz.

The Flanaess is home to many nations and peoples. We examine it by dividing it into smaller regions, beginning with the City of Greyhawk and the surrounding lands and features; then circling through the Flanaess. If a location is mentioned but not explained, it will be described later. Major locations within these regions are in **boldface**.

### Western Nyr Dyv ("Old Ferrond")

*Furyondy, Veluna, Verbobonc, Dyvers, Greyhawk, Hardby, Celene, Wild Coast, Highfolk.*

At the center of the Flanaess and the eastern edge of this region is the Nyr Dyv, the Lake of Unknown Depths. This is the largest freshwater lake in the Flanaess, and despite its monsters and pirates it is a major avenue for commerce. The land around it was settled by Oeridians and Suel a millennium ago, but strong strains of Flan (and some Baklunish) occur in the population now, and Rhennee live on the waterways here. The Nyr Dyv is bordered on the north by Iuz's lands and on the east by the two Urnst states. To the south and west are more of the Flanaess's richest independent kingdoms and cities, "free lands" bordered by water, forest and mountain.

Much of the area was once part of the Viceroyalty of Ferrond, a portion of the Great Kingdom which dominated the Flanaess for centuries. Currently, the major threat to this region comes from the Empire of Iuz to the north.

South of the Nyr Dyv, The Free City of Greyhawk lies like a jewel at the heart of the Flanaess — a metropolis of mighty walls and dark alleys, alabaster spires and fetid cellars. Greyhawk's bustling wharf area gives the city its primary claim to strategic significance, lying as it does along the river Selintan, the only water route between the Nyr Dyv to the north and Woolly Bay to the south.

Originally a frontier settlement where traders from around the Flanaess met to exchange goods and buy local wool and woven garments, the town soon expanded and developed strong textile and meat-packing industries. The proximity of the Cairn Hills and other dangerous (but potentially profitable) locations brought adventurers to Greyhawk. Many died; others grew rich and settled here. Powerful wizards began great schools of magic, and now Greyhawk is a center of learning as great as any in the Flanaess.

As Greyhawk has grown in prosperity, it has become necessary to defend it. Centuries ago, the city walls were built and a standing garrison organized. If an outside threat plagues the city, the citizens of Greyhawk are required by law to stand to her defense.

The city prospered during the Greyhawk Wars. Refugees fled here to escape ravaged lands; among these thousands were great scholars, artists and wizards who offered their talents to the city's defense and future. Humans, halflings, dwarves, gnomes and elves live under Greyhawk's banner, shielded by the city's military might and lending their own weapons and skills to the army. At war's end, a sweeping conflagration destroyed areas of

PRONUNCIATION

The proper pronunciation of geographic features and personal names of the Flanaess is usually a matter of regional habit and personal preference. A few standard pronunciations are given below.

Aerdi/Aerdy: AYR dee

Baklunish: bah KLUN ish

Boccob: BAK ab

drow: rhymes with either "how" or "crow"

Erythnul: ee RITH nul

Fharlanghn: far LANG n

Flanaess: flah NES

Flannae: flah NYE

Furyondy: FE ree on dee or

FYOO ree on dee

Heironeous: hayr OH nee us

Incabulos: in KAB yoo lus

luz: i YOOZE or yooz or EE uz

Kelanen: KEL a nen

Mordenkainen: MOHR den kay nen

Nyrond: NYE rond

Nyr Dyv: NEAR div

Obad-hai: oh bad HI

Oeridian: oh RIH dee an

Oerik: OH rik

Oerth: orth (long "o") or oyth

Rauxes: RAH zeez

Rhennee: ren NAY or ren NEE

Selintan: SEH lin tan

Suel: sool

Suloise: soo loh WEEZ

Tharizdun: thar IZ dun

Veluna: veh LOO nah

Zagig Yragerne: ZA gig

ih RA ger nee ("a" as in "bag";

all "g" sounds are hard)

the city, but much of that has been rebuilt, and the city is bursting at the seams. By 591 CY, the city has reached a zenith in its long history, offering stability and security in a world lacking both. Greyhawk's armies hold a fair-sized region south of the Nyr Dyv, called the **Domain of Greyhawk**.

At the westernmost end of the Nyr Dyv is the **Free City of Dyvers**, Greyhawk's primary rival for merchant traffic. South of Greyhawk is **Hardby**, a seaport city-state

traditionally ruled by women, with access to Woolly Bay and the Solnor Ocean beyond.

One of the strongest states in this region is the **Kingdom of Furyondy**, west of the Nyr Dyv. As Ferrond, Furyondy broke from the Great Kingdom three and a half centuries ago. Now, battered by the armies of Iuz since the Greyhawk Wars, it clings to its freedom. Immediately west of Furyondy is the **Archclericy of Veluna**, a theocracy upholding law, order and goodness. Veluna is perhaps stronger than Furyondy, and it supports its eastern neighbor against their mutual enemy — even as it keeps an eye on Ket to the west.

Several smaller independent cities and realms dot this region. Among the most important are the **Viscounty of Verbobonc**, allied with Veluna, and the elf-ruled **Town of Highfolk**, allied with Furyondy. South of Greyhawk's lands are several independent towns on the **Wild Coast**, some of which have fallen to humanoid armies from the Pomarj.

The **Kingdom of Celene** is a powerful elven realm west of the Wild Coast. Long an ally of the Ulek states in their battles against humanoids in the Lortmils, in the recent wars this ancient state chose instead to stay isolated, refusing assistance to even its staunchest allies. Such isolationism angers many elves here. Those who disagree with the policy secretly support Celene's traditional allies with arms and money.

The Sheldomar Valley ("Old Keoland")

*Keoland, Ulek states, Pomarj, Hold of the Sea Princes, Geoff, Sterich, Gran March, Bissel, Valley of the Mage.*

The fertile Sheldomar Valley is almost completely enclosed by mountains, with the Azure Sea coast along the southeast border. Two great rivers, the Sheldomar and the Javan, feed this vast land. The Pomarj peninsula is counted as part of this area. The primary threat here comes from humanoid and giant marauders in the **Crystallmist**, **Hellfurnaces** and **Barrier Peaks** to the west, and the **Orcish Empire of the Pomarj** to the east; several states have been invaded by these forces. The **Hold of the Sea Princes** is in turmoil; parts are under the control of the **Scarlet Brotherhood** in the south.

After the wars that destroyed the Baklunish and Suloise Empires, demihumans and primitive Flan humans were joined here a millennium ago by Suloise and Oeridian humans. At the center of this valley is the **Kingdom of Keoland**, the first major nation established here. East of Keoland are three demihuman states: the **Duchy of Ulek** (populated by elves and humans), the **County of Ulek** (humans, halflings and gnomes), and the **Principality of Ulek** (dwarves and humans). These are currently battling orcs and goblins from the Pomarj.

To the north are the **Gran March** and **Bissel**, once part of Keoland's northern border. Gran March has attracted refugees from Bissel, Geoff and Sterich, and has a strong force of knights supported by a militant philosophy. In recent years, Bissel was conquered by Ket, but has won free. One unusual spot here is the **Valley of the Mage** (or **Vale of the Mage**) in the Barrier Peaks, controlled by the secretive, paranoid wizard Jaran Krimieeah. Gnomes and unusually tall elves live here, supporting the wizard and defending the valley against all visitors.

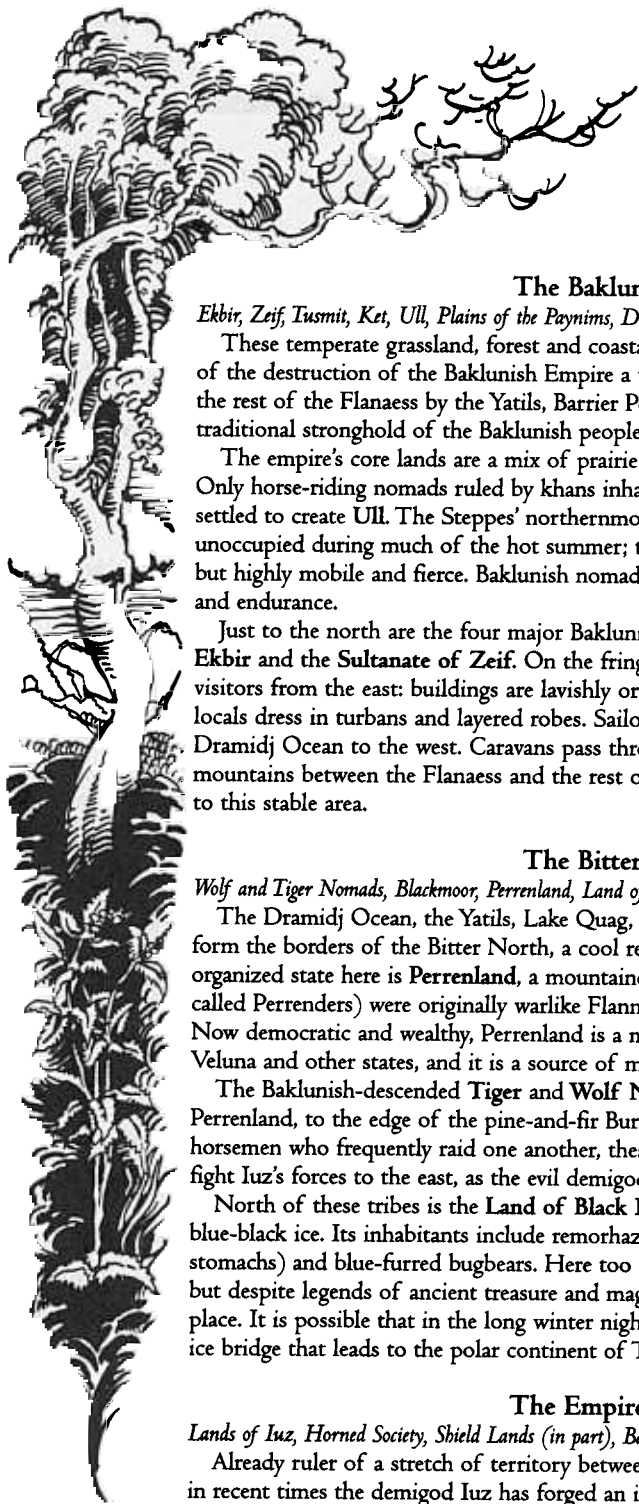
In the east are **Geoff** and **Sterich**, once vassal states of Keoland, more recently overrun by giants and other hostile humanoids. While Sterich has been reclaimed, Geoff still remains a "lost land," and most of the population lives in exile in neighboring kingdoms, preparing for a war that will allow them to return home.

South of Keoland is the **Yeomanry**, a democracy with longstanding military traditions. Almost everyone knows how to fight, which enabled it to ward off an invasion of giants and humanoids during the Greyhawk Wars.

Farther south is the **Hold of the Sea Princes**, once ruled by slave owners and former pirates, now torn by civil rebellion against the **Scarlet Brotherhood**, which invaded in 583 CY.

In this region, Suloise background is dominant among humans, with strong Oeridian influence. Flan blood is strong in certain areas (Geoff, Sterich and the County of Ulek) and strong Baklunish influence appears in Bissel and the Valley of the Mage.





### The Baklunish West

*Ekbir, Zeif, Tusmit, Ket, Ull, Plains of the Paynims, Dry Steppes.*

These temperate grassland, forest and coastal western lands were settled by survivors of the destruction of the Baklunish Empire a thousand years ago. Largely separated from the rest of the Flanaess by the Yatils, Barrier Peaks and Crystalmists, they remain a traditional stronghold of the Baklunish people.

The empire's core lands are a mix of prairie and scrub desert called the **Dry Steppes**. Only horse-riding nomads ruled by khans inhabit the Dry Steppes, though one tribe has settled to create Ull. The Steppes' northernmost extent, the **Plains of the Paynims**, is unoccupied during much of the hot summer; the nomadic residents are poorly armored but highly mobile and fierce. Baklunish nomads breed beautiful horses famed for speed and endurance.

Just to the north are the four major Baklunish states: **Ket**, **Tusmit**, the **Caliphate of Ekbir** and the **Sultanate of Zeif**. On the fringe of the Flanaess, they seem exotic to visitors from the east: buildings are lavishly ornamented with minarets and towers, and locals dress in turbans and layered robes. Sailors from Zeif and Ekbir explore the Dramidj Ocean to the west. Caravans pass through Ket, which is located in a gap in the mountains between the Flanaess and the rest of Oerik. No major external threat exists to this stable area.

### The Bitter North

*Wolf and Tiger Nomads, Blackmoor, Perrenland, Land of Black Ice.*

The Dramidj Ocean, the Yatils, Lake Quag, the Vesve Forest and the lands of Iuz form the borders of the Bitter North, a cool region of steppes and conifers. The only organized state here is **Perrenland**, a mountainous neutral nation. Perrenlanders (also called Perrenders) were originally warlike Flannaes who absorbed all invading peoples. Now democratic and wealthy, Perrenland is a major trading partner of Ket, Furyondy, Veluna and other states, and it is a source of mercenaries across the Flanaess.

The Baklunish-descended **Tiger** and **Wolf Nomads** hold the steppes north of Perrenland, to the edge of the pine-and-fir Burneal Forest and the Cold Marshes. Fierce horsemen who frequently raid one another, these nomad hordes have banded together to fight Iuz's forces to the east, as the evil demigod is now their primary enemy.

North of these tribes is the **Land of Black Ice**, a mysterious peninsula of snow and blue-black ice. Its inhabitants include remorhaz (insectoid monsters with furnacelike stomachs) and blue-furred bugbears. Here too are the ruins and dungeons of **Blackmoor**, but despite legends of ancient treasure and magic, few people come to this frightening place. It is possible that in the long winter night the Land of Black Ice develops a wide ice bridge that leads to the polar continent of Telchuria.

### The Empire of Iuz

*Lands of Iuz, Horned Society, Shield Lands (in part), Bandit Lands, Barrens, Tenh (in part).*

Already ruler of a stretch of territory between the Cold Marshes and Whyestil Lake, in recent times the demigod Iuz has forged an immense and cruel tyranny. His vast armies consist of orcs and hobgoblins, with other humanoids and many evil humans; Iuz's lieutenants are nearly all evil spellcasters. The imperial capital is Dorakaa.

During and following the Greyhawk Wars, he expanded his empire to include the former lands of the **Rovers of the Barrens**, parts of the **Duchy of Tenh**, the **Bandit Kingdoms**, the **Shield Lands** and the **Horned Society**, as well as the bizarre Rift Canyon and parts of the enormous Vesve and Fellreev Forests.

The empire's civilized neighbors all currently follow a policy of strict containment, building up massive defenses along their borders with Iuz. The major threat to this region is not external, despite raids along every border and a major conflict in Tenh. The empire is threatened by manpower and food shortages, poor distribution of what few resources

exist, and a completely chaotic and paranoid chain of command in which high-level commanders hoard *materiel* for their private use while striving to undermine their peers.

For information on Iuz, please see "The High and Mighty" section of this book.

### Thillonrian Peninsula

*Stonehold, Ice Barbarians (Cruski), Frost Barbarians (Fruztii), Snow Barbarians (Schnai).*

The Thillonrian Peninsula to the far northeast is separated from the rest of the Flanaess by a string of mountain chains. The climate is subarctic, with brief growing seasons, poor soil and conifer forests. There are reports of curious lights in the sky like colorful ribbons, stripes or flashes.

The peninsula is claimed by the **Ice**, **Snow** and **Frost Barbarians**, people almost entirely descended from Suloise migrants of a few centuries ago. Strong Flan and minor other elements are present in **Stonehold** (formerly the Hold of Stonefist). All these people live in relative barbarism, putting to sea in longships to raid the coasts of other realms (and one another), or attacking overland in wild hordes. Threats to this area are more often internal than external; currently, the Fists struggle to solidify their borders.

### Old Aerdy West

*Nyronnd, Urnst states, Theocracy of the Pale, Tenh (in part).*

The Old Aerdy region includes the vast temperate, fertile lands that were once a part of the Kingdom of Aerdy, established in the eastern Flanaess seven hundred years ago. As it expanded and evolved and crowned its first Overking, the area was renamed the Great Kingdom.

The western portion of this region is the **Kingdom of Nyronnd**, founded by a branch of the Great Kingdom's royal dynasty just over two centuries ago. Nyronnd has expanded eastward to annex the ruined and depopulated lands of Almor, destroyed by the Great Kingdom in the Greyhawk Wars.

Long ago a part of the Great Kingdom, the **County of Urnst** was governed briefly by Nyronnd but became independent

following the Council of Rel Mord over two hundred years ago. It is allied with but not subservient to the **Duchy of Urnst**. Both states have a mixed population of humans and demihumans.

The **Theocracy of the Pale** is a religious state governed by priests of the lawful deity Pholtus. Once a subject state of Nyronnd, the Theocracy has evolved into a harsh, humorless, intolerant realm with a strong paramilitary presence. Heretics are imprisoned or even slain, and outsiders are unwelcome at best. The Theocracy trades the silver and gems they mine for food from the Urnst states, as their farmland is poor. Currently the border between Nyronnd and the Pale is in dispute.

The **Duchy of Tenh** is ravaged by war and claimed by Iuz, Stonehold, the Pale and others.

Oeridian and Suloise backgrounds dominate the human population in this region, with strong Flan influence in the Pale and Tenh. The area is threatened by Nyronnd's internal weakness and instability, by the Empire of Iuz to the north, by humanoids from Bone March, by the war in Tenh and possibly by raids from the Great Kingdom of Northern Aerdy. The United Kingdom of Ahlissa is viewed with grave suspicion.

### Old Aerdy East

*Great Kingdom of Northern Aerdy, Ratik, Bone March, United Kingdom of Ahlissa, Rel Astra, Rauxes, Onnwal, Irongate, Kingdom of Sunndi.*

Until recently, the Great Kingdom was the largest political entity in the Flanaess. When it collapsed, it gave birth to a number of nations, several of which now vie for the chance to build a new empire on the ashes of the old. The threats here are primarily internal; the **Great Kingdom of Northern Aerdy** has a lingering civil war involving the suppression of an undead wizard and his undead army, and the **United Kingdom of Ahlissa** is barely united at all, with many half-hidden rivalries and conflicts between its nobles. All surrounding states distrust or hate these two successor states of the Great Kingdom, with several being members of the Iron League that opposed the old

imperial regime. The Scarlet Brotherhood is viewed as a background threat. Oeridian influence is dominant here, with minor elements of other human races.

Other states that were part of the fallen Great Kingdom are tiny, independent **Ratik** on the northernmost border; magic-blasted, isolated **Rauxes**, former capital of the Great Kingdom; the newly declared **Kingdom of Sunndi**; **Rel Astra**, ruled by the evil undead tyrant Drax the Invulnerable; the **Free City of Irongate**; humanoid **Bone March**; and **Onnwal**, partially subjugated by the Scarlet Brotherhood.

### Isolated Realms

*Tilvanot Peninsula (Scarlet Brotherhood), Lordship of the Isles, Sea Barons, Spindrifft Isles, Hepmonaland, Amedio Jungle, Sea of Dust, Under-Oerth.*

Most of these geographically isolated areas were settled centuries ago by Suloise peoples fleeing the Oeridians, though the Sea Barons exhibit Oeridian and Flan influence as well. Separated from the southeastern Flanaess by rough hills and the Vast Swamp, the Tilvanot Peninsula is dominated by a plateau about sixty miles wide by two hundred and forty miles long and is home to the mysterious **Scarlet Brotherhood**.

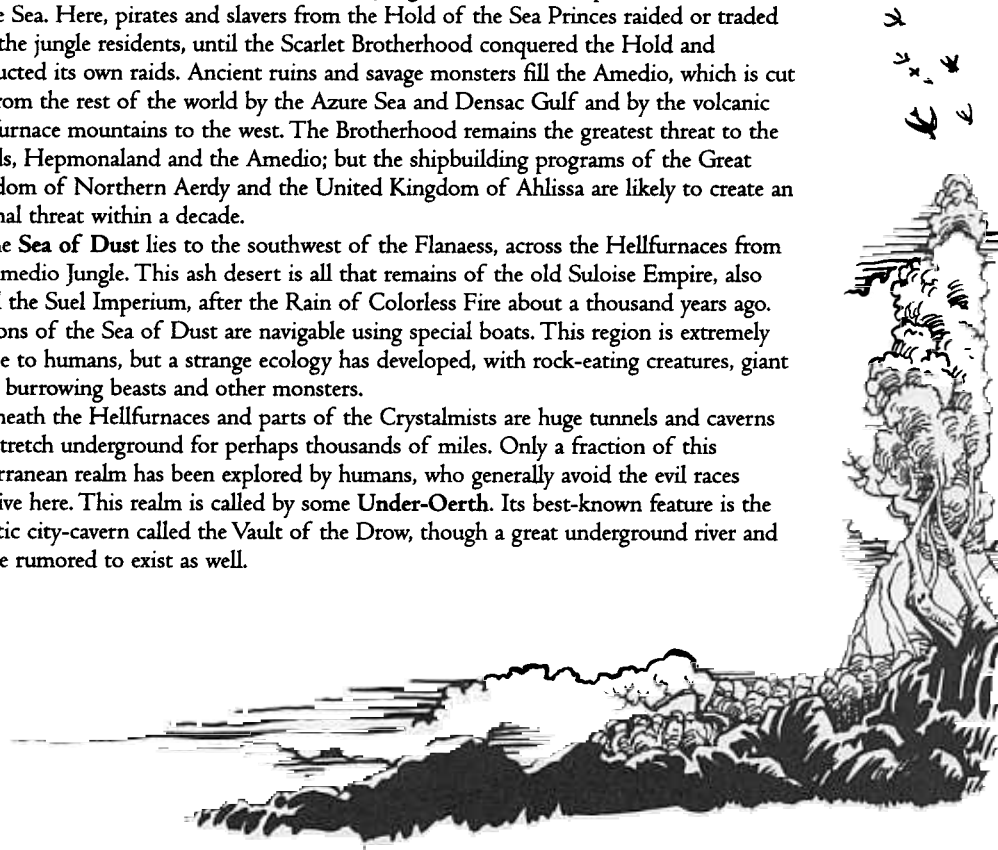
Numerous islands and a minor continent lie off the eastern and southeastern coasts of the Flanaess. The Asperdi Duxchan island chain includes the four major islands of the piratical **Sea Barons**, the **Lordship of the Isles** and the **Spindrifft** (also called the **Lendore**) **Isles**. These last have been taken over by powerful high and aquatic elves who are changing the island into a bizarre land of magical fogs and illusions. As they near the ends of their long lives, aging elves across the Flanaess are drawn to travel to these islands, but what happens there, no mortal can say. The Lordship of the Isles declared for the Scarlet Brotherhood in 584 CY.

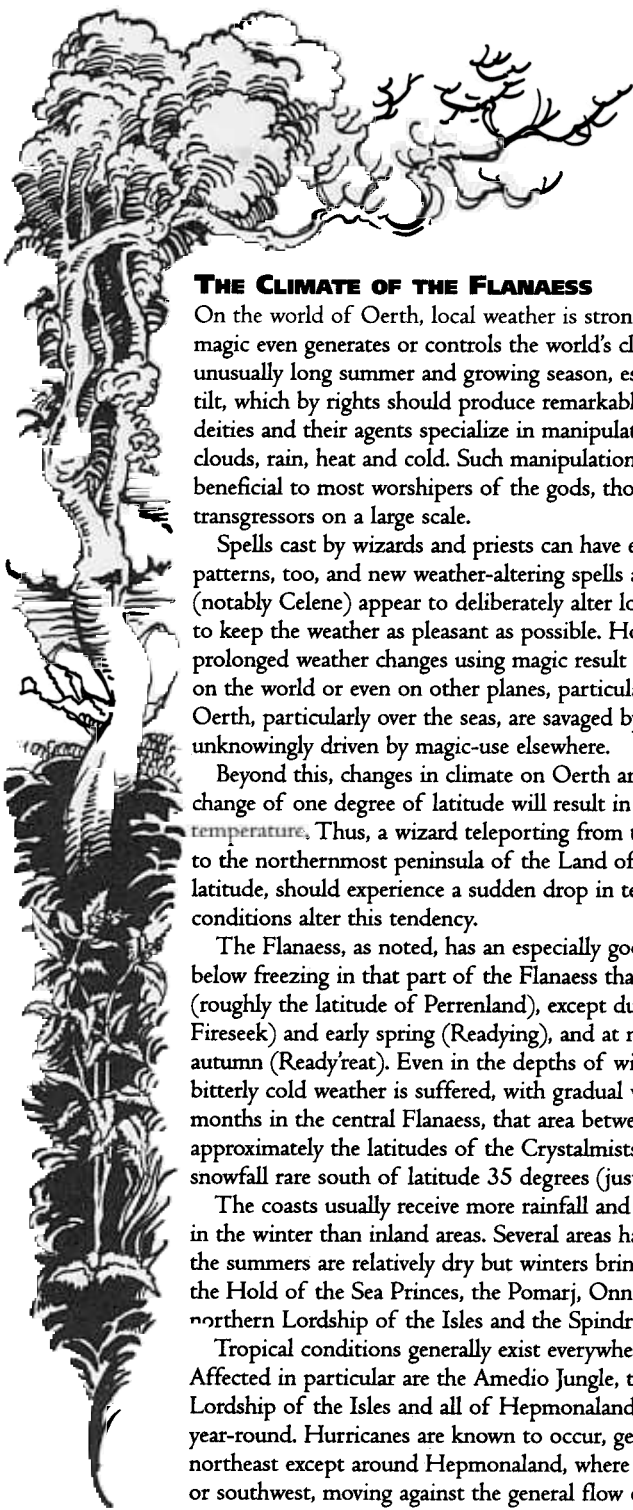
Only a few dozen miles across the Tilva Strait from the Tilvanot Peninsula is the minor continent of **Hepmonaland**. Hepmonaland is almost entirely unexplored, a tropical region where rain forests cloak the land. The Scarlet Brotherhood has conquered part of northern Hepmonaland and imports the warriors it finds there (themselves of Suloise stock) to the Flanaess to fight for the Brotherhood.

A second tropical region lies to the west of Hepmonaland, across the pirate- and monster-infested Densac Gulf. The **Amedio Jungle's** northernmost part reaches into the Azure Sea. Here, pirates and slavers from the Hold of the Sea Princes raided or traded with the jungle residents, until the Scarlet Brotherhood conquered the Hold and conducted its own raids. Ancient ruins and savage monsters fill the Amedio, which is cut off from the rest of the world by the Azure Sea and Densac Gulf and by the volcanic Hellfurnace mountains to the west. The Brotherhood remains the greatest threat to the islands, Hepmonaland and the Amedio; but the shipbuilding programs of the Great Kingdom of Northern Aerdy and the United Kingdom of Ahlissa are likely to create an external threat within a decade.

The **Sea of Dust** lies to the southwest of the Flanaess, across the Hellfurnaces from the Amedio Jungle. This ash desert is all that remains of the old Suloise Empire, also called the Suel Imperium, after the Rain of Colorless Fire about a thousand years ago. Portions of the Sea of Dust are navigable using special boats. This region is extremely hostile to humans, but a strange ecology has developed, with rock-eating creatures, giant slugs, burrowing beasts and other monsters.

Beneath the Hellfurnaces and parts of the Crystalmists are huge tunnels and caverns that stretch underground for perhaps thousands of miles. Only a fraction of this subterranean realm has been explored by humans, who generally avoid the evil races that live here. This realm is called by some **Under-Oerth**. Its best-known feature is the gigantic city-cavern called the Vault of the Drow, though a great underground river and sea are rumored to exist as well.





## THE CLIMATE OF THE FLANAESS

On the world of Oerth, local weather is strongly affected by magic, and it is possible that magic even generates or controls the world's climate as well. Certainly, the Flanaess has an unusually long summer and growing season, especially considering the world's large axial tilt, which by rights should produce remarkable seasonal and climatic extremes. Certain deities and their agents specialize in manipulation of the atmosphere, including winds, clouds, rain, heat and cold. Such manipulations are generally meant to keep the weather beneficial to most worshipers of the gods, though the weather can also be used to punish transgressors on a large scale.

Spells cast by wizards and priests can have extraordinary effects on local weather patterns, too, and new weather-altering spells are developed all the time. Some kingdoms (notably Celene) appear to deliberately alter local conditions on a day-to-day basis to keep the weather as pleasant as possible. However, there is concern that great or prolonged weather changes using magic result in a backlash, altering conditions elsewhere on the world or even on other planes, particularly the elemental ones. Some areas of Oerth, particularly over the seas, are savaged by storms of extreme violence, perhaps unknowingly driven by magic-use elsewhere.

Beyond this, changes in climate on Oerth are closely related to latitude. In general, a change of one degree of latitude will result in a difference of two degrees Fahrenheit in temperature. Thus, a wizard teleporting from the equator in the jungles of Hepmonaland to the northernmost peninsula of the Land of Black Ice, about 60 degrees north latitude, should experience a sudden drop in temperature of roughly 120 degrees. Local conditions alter this tendency.

The Flanaess, as noted, has an especially good growing season. Temperatures rarely fall below freezing in that part of the Flanaess that is below 45 degrees north latitude (roughly the latitude of Perrenland), except during the two winter months (Sunsebb and Fireseek) and early spring (Readying), and at night during late spring (Coldeven) and late autumn (Ready'reat). Even in the depths of winter, rarely more than a week or two of bitterly cold weather is suffered, with gradual warming after. Summer lasts five or six months in the central Flanaess, that area between 45 and 25 degrees north latitude, approximately the latitudes of the Crystalmist. The climate here is temperate, with snowfall rare south of latitude 35 degrees (just south of Greyhawk).

The coasts usually receive more rainfall and remain cooler in the summer and warmer in the winter than inland areas. Several areas have subtropical conditions, during which the summers are relatively dry but winters bring considerable rain. These areas include the Hold of the Sea Princes, the Pomarj, Onnwal, Idee, the Vast Swamp, Dullstrand, the northern Lordship of the Isles and the Spindrift Isles.

Tropical conditions generally exist everywhere south of 20 degrees north latitude. Affected in particular are the Amedio Jungle, the Tilvanot Peninsula, the southern Lordship of the Isles and all of Hepmonaland. Here, it is hot and rainfall is abundant year-round. Hurricanes are known to occur, generally moving from southwest to northeast except around Hepmonaland, where they usually come directly from the west or southwest, moving against the general flow of air.

The arid Sea of Dust is a blast furnace during the summer, but it remains hot in the daytime all year long and rainfall is rare. This area's horrific weather appears to be maintained by the ancient Stone Circles of Tovag Baragu, in a manner that is not well understood.

High elevations in the Yatils/Barrier Peaks/Crystalmist/Hellfurnaces chain and in the Thillonrian Peninsula's Corusks/Griffs/Rakers chain remain snowbound all year long, with glaciers and alpine conditions above the tree line. Parts of the Hellfurnaces remain above freezing all year long, from active volcanism and the influence of what may be numerous gates to the Elemental Plane of Fire. The Lortmils and Glorioles have only a few snow-capped peaks.

Most regions between 45 and 55 degrees north latitude (the latitudes of the Barrens

and the lands of Iuz) count as subarctic, with cool, dry summers during which the ground thaws for only a few months. This region is very close to the Northern Border of Day and Night (as Oerth's arctic circle is called), north of which the length of day and night alter greatly. The Thillonrian Peninsula receives more rain and snowfall than interior areas such as the Barrens, Iuz's homeland and the land of the Wolf Nomads, which are cold steppeland with permafrost tundra farther north. Barbarians of the Thillonrian Peninsula practice limited agriculture.

An exception to the above are those regions adjacent to the Dramidj Ocean, which is known for its unusually warm currents. Zeif, Tusmit, Ekbir and the western half of the lands controlled by the Tiger Nomads are all temperate, with respectable rainfall and the same growing seasons as the central Flanaess. Fog is common in the winter here, as cold air from the north passes over the warm sea. Icebergs are often shrouded in fog.

Prevailing winds in the Flanaess tend to be from the north and northeast in autumn and winter, and from the east and southeast in spring and summer. The wintry north wind is often called "Telchur's breath," after the Oeridian god of the north, and the spring wind from the east is called "Atroa's laugh," for the Oeridian goddess of the east and springtime. Mountain ranges and the like may alter this.

When they flow against high hills and mountains, moisture-laden winds from the east cool, causing rainfall. As the winds cross the hills and mountains, they warm up, retaining their moisture. Thus, the western side of many mountain ranges are dryer than the eastern side. This becomes especially apparent when looking at the west and east sides of the Barrier Peaks/Crystalmist/Hellfurnaces chain, though the western side is also more arid because of magical influences. Elsewhere, the Kingdom of Sunndi is wetter than the Ahlissan Principality of Naerie to the west, thanks to the Hollow Highlands, but is drier than Dullstrand and old Medegia, thanks to the Hestmarks. The natural

depression found at the joining of these two hilly chains just south of Sunndi forms the Vast Swamp. The eastern Abbor-Alz help keep the Bright Desert dry, yet also feed the Gnatmarsh with abundant rain.

**A HISTORY OF THE FLANAESS**

In the past thousand years, the cultural landscape of the Flanaess has evolved from a lightly populated region of primitive human, demihuman and humanoid tribes to its current status: a crowded, war-torn land of civilized feudal states armed with powerful magic and armies.

**Ancient History**

Though little information is available on early times, historians believe that until just over a thousand years ago the Flanaess was uncivilized and relatively peaceful. No high political states unified the inhabitants or gave them a great purpose or broad view of their world. The only humans known to have lived here were the bronze-skinned hunter-gatherer Flannae.

However, to the west two titanic magical empires drifted into war. Southwest of the Flanaess was the evil Suel Imperium; directly west was the Baklunish Empire. As the Baklunish-Suloise Wars stretched over sixty years, both sides employed humanoids as mercenaries; civil order broke down; and increasing numbers of refugees fled to the relative safety of the east. Many ivory-skinned Suloise crossed the great Crystalmist Mountains into the western Flanaess, some passing through the mountains in a magically carved tunnel. The gold-complected Baklunish and a fierce human tribe called the Oeridians crossed the plains to the north of the Crystalmist, moving north along the Dramidj Ocean coast or through the pass between the Barrier Peaks and the Yatils, directly into the heart of the Flanaess.

The war ended with an exchange of sorcerous hostilities that ruined the homelands of both empires. The Suloise cast the Invoked Devastation, laying waste to the whole of the Baklunish lands; in retaliation, Baklunish spellcasters began the



Rain of Colorless Fire, which reduced the Imperium to a desert now called the Sea of Dust. The few Baklunish who survived established new states along the eastern shores of the Dramidj Ocean. Oeridian and Suloise survivors, along with humanoid mercenaries from the wars, spread across the central Flanaess, battling each other and the land's original human and demihuman inhabitants.

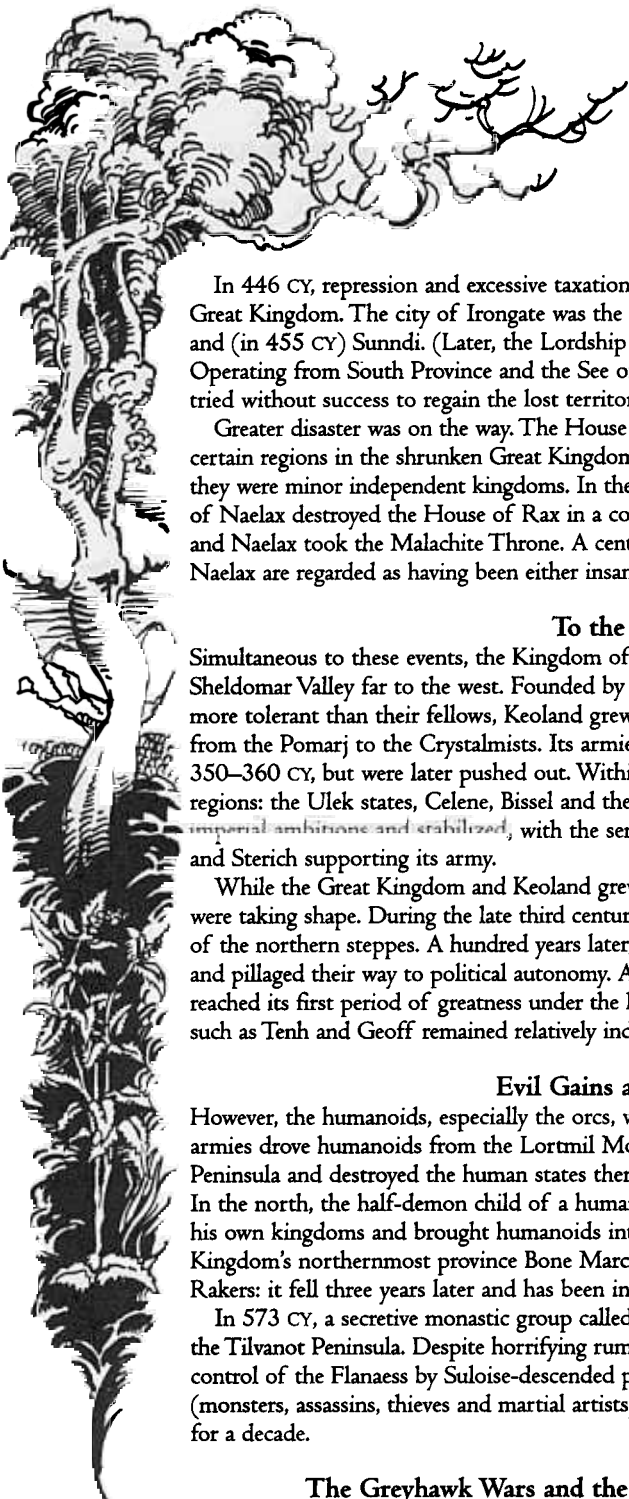
**Rise and Fall of the Great Kingdom**

After two centuries of war, the olive-skinned Oeridians dominated much of the Flanaess, allying with native Flannae and scattered demihuman enclaves against the Suloise and armies of rapacious humanoids, particularly orcs. The Aerdi tribe of Oeridians established the Kingdom of Aerdy in the far east which grew until it controlled most of the Flanaess, from Sunndi in the southeast to Ratik and Tenh in the northeast, and westward as far as what is now Furyondy and Veluna. This vast empire, called the Great Kingdom, lasted for three centuries.

The first major crack in the Great Kingdom was the loss of the Viceroyalty of Ferrond, which became the Kingdom of Furyondy in 254 CY. Ferrond eventually split into the states of Furyondy and Veluna; the City of Dyvers and other areas broke away later.

In 356 CY, internal feuding ripped at the ruling Aerdi dynasty, the House of Rax. The junior branch, Nyronnd, rebelled and declared its lands free of the Overking's rule. A barbarian invasion in North Province prevented the Overking from punishing this, and eventually these lands became known as the Kingdom of Nyronnd. Nyronnd later went through an imperialistic phase, annexing and then losing the County of Urnst and the Pale.





In 446 CY, repression and excessive taxation led to a general rebellion in the southern Great Kingdom. The city of Irongate was the first to secede, joined by the Idee, Onnwal and (in 455 CY) Sunndi. (Later, the Lordship of the Isles joined the Iron League.) Operating from South Province and the See of Medegia, the armies of the Overking tried without success to regain the lost territories for over a century.

Greater disaster was on the way. The House of Rax became decadent and weak, and certain regions in the shrunken Great Kingdom were ruled by nobles of other houses as if they were minor independent kingdoms. In the first half of the fifth century, the House of Naelax destroyed the House of Rax in a conflict called the Turmoil Between Crowns, and Naelax took the Malachite Throne. A century later, the nobles of the House of Naelax are regarded as having been either insane or evil fiend-worshippers - - or both.

### To the West

Simultaneous to these events, the Kingdom of Keoland reached its zenith in the Sheldomar Valley far to the west. Founded by Oeridian and Suloise tribes less warlike and more tolerant than their fellows, Keoland grew rapidly until it ruled the entire region from the Pomarj to the Crystalmists. Its armies pressed into Ket and Veluna around 350-360 CY, but were later pushed out. Within a century, Keoland lost its frontier regions: the Ulek states, Celene, Bissel and the Yeomanry. Keoland relinquished its imperial ambitions and stabilized, with the semi-independent lands of Gran March and Sterich supporting its army.

While the Great Kingdom and Keoland grew and shrank, other parts of the Flanaess were taking shape. During the late third century, Baklunish horse barbarians claimed much of the northern steppes. A hundred years later, the Sea Princes and Bandit Kings looted and pillaged their way to political autonomy. About 375 CY, the Free City of Greyhawk reached its first period of greatness under the leadership of Zagig Yragerne. Some regions such as Tenh and Geoff remained relatively independent for many generations.

### Evil Gains a Foothold

However, the humanoids, especially the orcs, were on the rise. As demihuman and human armies drove humanoids from the Lortmil Mountains, the humanoids fell on the Pomarj Peninsula and destroyed the human states there, taking the land for themselves in 513 CY. In the north, the half-demon child of a human female necromancer, Iuz the Old seized his own kingdoms and brought humanoids into his armies. In 560 CY, the Great Kingdom's northernmost province Bone March was invaded by humanoids from the Rakers: it fell three years later and has been in a barbaric state since.

In 573 CY, a secretive monastic group called the Scarlet Brotherhood was discovered on the Tilvanot Peninsula. Despite horrifying rumors of this group's aims - no less than control of the Flanaess by Suloise-descended peoples - and the forces it utilizes (monsters, assassins, thieves and martial artists), the Brotherhood was virtually ignored for a decade.

### The Greyhawk Wars and the Fall of the Circle of Eight

In 582 CY, a series of conflicts collectively called the Greyhawk Wars began. Iuz had escaped magical imprisonment beneath Greyhawk Castle in 570 CY and returned to his homelands. By pretending to be their god Vatun, he tricked the northern barbarians of the Thillonrian Peninsula into attacking the Hold of Stonefist. He apparently gained magical control over Sevvord Redbeard, the evil Master of the Hold, and used the Fists (as the Stoneholders are called) to sweep into Tenh in 582 CY. When Iuz as Vatun tried to pressure the northern barbarians to attack Ratik, they balked, due to the longstanding alliance between the lands. Iuz then hurled his armies into the Horned Society, Shield Lands, Bandit Kingdoms and even Furyondy. The Great Kingdom, under the insane rulership of Ivid V, chose this time to attack Nyron and Almor. The turmoil in the

Great Kingdom turned into mad chaos, as the realm's own provinces were despoiled and ruined. An army of giants and humanoids conquered Geoff and Sterich. After its beygraf signed a treaty with Iuz, Ket attacked and conquered Bissel. A half-orc named Turrosh Mak arose in the Pomarj and led orc and goblin armies to conquer the southern half of the Wild Coast and half of the Principality of Ulek. Finally, the Scarlet Brotherhood conquered several states from within,

**THE SCARLET BROTHERHOOD**  
For centuries, the human culture of the Tilvanot Peninsula developed in isolation to form the Scarlet Brotherhood, an evil and mysterious group that seeks to make the Suloise race the masters of the Flanaess. For decades, the Brotherhood has worked behind the scenes, using assassins and spies to mold governments. The Greyhawk Wars allowed the Brotherhood to conquer the Hold of the Sea Princes, Onnwal, Idee and the Lordship of the Isles and seize control of the southern waters. Some of this land has since been lost.

The Brotherhood is known to operate on three levels. At the lowest level are thieves, mostly of chaotic evil alignment. Next are the assassins, made up of thieves, warriors, and occasionally mages and thief-mages. At the top of this evil heap are warriors, mages and priests who lead rigidly ascetic lives and practice martial arts.

Their short-term goals are believed to include recruiting Suel people from all parts of the continent to their religious and political agendas, a monster-breeding program resulting in creatures with bizarre features, and a human breeding program to determine what type of offspring certain pairings produce.

adding the Hold of the Sea Princes, Idee, Onnwal and the Lordship of the Isles to its territory. Barbarians from the Brotherhood's holdings in the Amedio Jungle and Hepmonaland were used as soldiers to hold newly captured lands.

For three years, the fires of war raged over the lands. Kingdoms were invaded or thrown down, fiendish monsters from the outer planes were summoned to do battle, and many thousands of humans and demihumans were killed, wounded or driven from their homes. At last, exhausted from their struggles, the surviving states decided to declare peace. The City of Greyhawk was largely untouched by the war and became the site of the peace conference. In the autumn of 584 CY, the Great Council of diplomats from the surviving states convened to sign the Pact of Greyhawk, which would end the war. Strangely, the Pact was suggested and presented by the Scarlet Brotherhood, which may have sought to consolidate its gains from the war.

On the day of the Great Signing, a plot to annihilate the entire attending diplomatic corps misfired. Just minutes before the ambassadors assembled for the day, a great explosion destroyed much of the Grand Hall. A fierce magical battle ensued, spreading havoc through the old city.

When the fire and dust cleared, constables found the smoldering robes of two powerful members of the mysterious Circle of Eight — Otiluke and Tenser. (The Circle of Eight is described on pages 21–24 of this book.) To the astonishment of all, the murderer of these wizards was yet another member, Rary of Ket. Using secrets gained in confidence, Rary not only vaporized his two fellows but had every magical *clone* of the pair destroyed, barring their return. Why of all the Circle these wizards were singled out is unknown, though it is possible the explosion was meant to destroy other members. Fearing further disruptions, the delegates hurriedly signed the Pact of Greyhawk.

Rary and his co-conspirator Robilar escaped into the Bright Desert southeast of the City of Greyhawk, where they conquered the local savages and established



a small kingdom of their own.

When peace came in Harvester 584 CY, the world was weary of war. Many hoped that this marked the end of marching armies, bloody fields and burning cities. But the Pact of Greyhawk marked the end of only the first part of a great conflict that has reached into every part of the known world and affected every being, from the highest prince to the lowest peasant farmer.

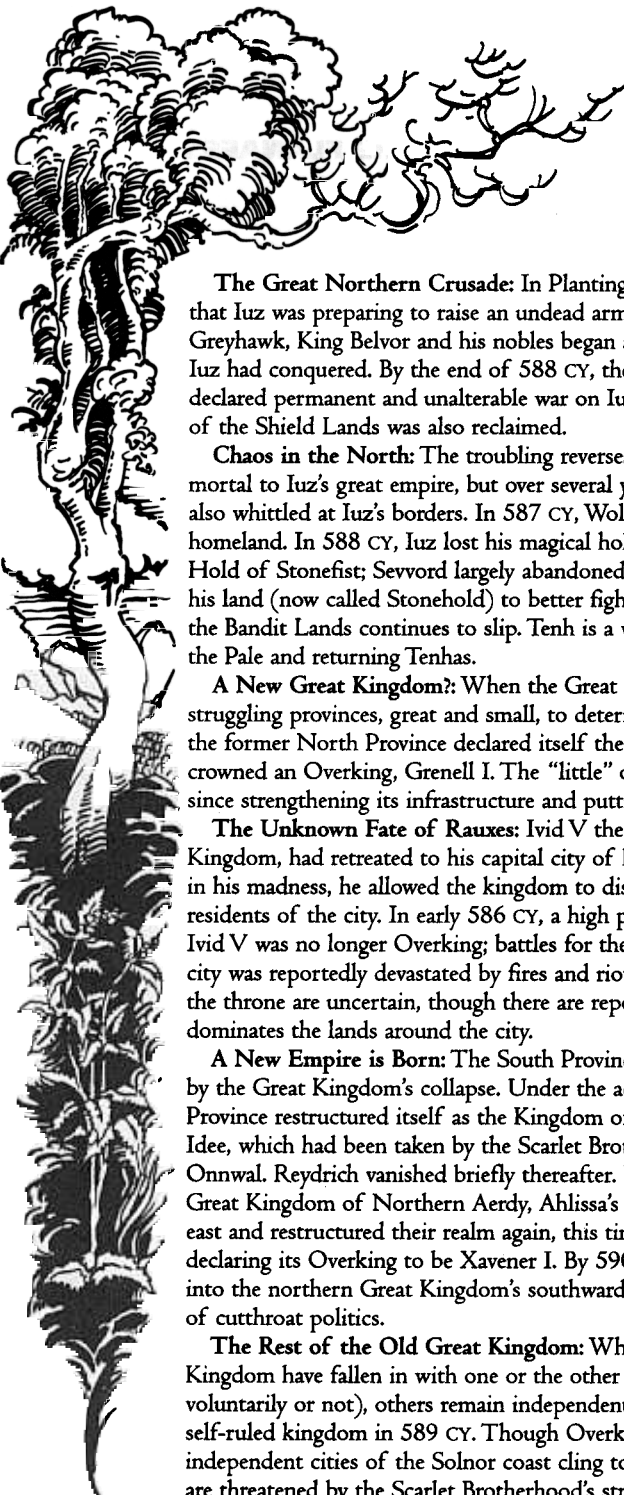
#### From the Greyhawk Wars to the Present

Seven years have passed between the signing of the Pact of Greyhawk and the present day, 591 CY — seven years of change and conflict. While the history of this tumultuous period will be covered in detail in *The Adventure Begins* accessory (#9577, 1998), this book offers a brief catalog of events to bring players up to date.

**The Return of the Eight:** In mid-585 CY, the Circle of Eight was brought back to its full numbers. This brought hope to the hearts of many residents of the Flanaess, as did the news that one of the assassinated members of the Eight, Tenser the Archmage, had been brought back to life. However, Tenser left the Eight and now follows his own course in protecting the Flanaess.

**The Flight of the Fiends:** In Coldeven of 586 CY, many of the demons in the Flanaess were banished by Veluna's Canon Hazen (a priest of Rao), the archmage Bigby and others. They used a powerful artifact known as the *Crook of Rao*, retrieved some years before from a demiplane where it had been lost. This decimated the armies of Iuz, which relied heavily on demons, and gave beleaguered Furyondy the chance for a counteroffensive. A few highly protected fiends resisted the banishment and remain in the Flanaess.





**The Great Northern Crusade:** In Planting of 586 CY, Furyondy discovered evidence that Iuz was preparing to raise an undead army against it. Disregarding the Pact of Greyhawk, King Belyor and his nobles began a crusade to reclaim Furyondian lands that Iuz had conquered. By the end of 588 CY, they had succeeded, but the king nevertheless declared permanent and unalterable war on Iuz. As part of this crusade, a small portion of the Shield Lands was also reclaimed.

**Chaos in the North:** The troubling reverses in the Furyondian lands were hardly mortal to Iuz's great empire, but over several years other counterattacks and rebellions also whittled at Iuz's borders. In 587 CY, Wolf Nomads successfully raided Iuz's homeland. In 588 CY, Iuz lost his magical hold over Sevvord Redbeard, leader of the Hold of Stonefist; Sevvord largely abandoned his occupation of Tenh and restructured his land (now called Stonehold) to better fight against outside threats. Iuz's control over the Bandit Lands continues to slip. Tenh is a war-torn land, invaded by Iuz, Stoneholders, the Pale and returning Tenhas.

**A New Great Kingdom?:** When the Great Kingdom collapsed, it left a number of struggling provinces, great and small, to determine their political state. By mid-586 CY, the former North Province declared itself the Great Kingdom of Northern Aerdy, and crowned an Overking, Grenell I. The "little" or "new" Great Kingdom has spent the time since strengthening its infrastructure and putting down a civil war.

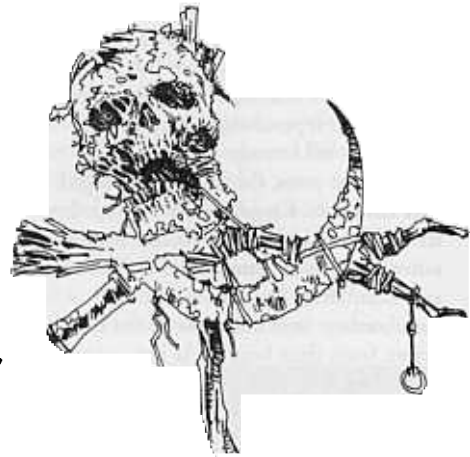
**The Unknown Fate of Rauxes:** Ivid V the Undying, Overking of the former Great Kingdom, had retreated to his capital city of Rauxes during the Greyhawk Wars. There, in his madness, he allowed the kingdom to dissolve, focusing instead on the unfortunate residents of the city. In early 586 CY, a high priest of Hextor mysteriously declared that Ivid V was no longer Overking; battles for the Malachite Throne began immediately. The city was reportedly devastated by fires and rioting. Since then, the status of Rauxes and the throne are uncertain, though there are reports that strong and bizarre magic dominates the lands around the city.

**A New Empire is Born:** The South Province also sought to step into the vacuum left by the Great Kingdom's collapse. Under the aegis of its provincial graf, Reydrich, South Province restructured itself as the Kingdom of Ahlissa. Reydrich conquered much of Idee, which had been taken by the Scarlet Brotherhood, and planned to move into Onnwal. Reydrich vanished briefly thereafter. Partially in response to the founding of the Great Kingdom of Northern Aerdy, Ahlissa's rulers allied it with other provinces to the east and restructured their realm again, this time as the United Kingdom of Ahlissa, declaring its Overking to be Xavener I. By 590 CY, Ahlissa's expansion northward ran into the northern Great Kingdom's southward expansion. Currently, Ahlissa is a hotbed of cutthroat politics.

**The Rest of the Old Great Kingdom:** While some portions of the former Great Kingdom have fallen in with one or the other of the new Great Kingdoms (whether voluntarily or not), others remain independent. The County of Sunndi declared itself a self-ruled kingdom in 589 CY. Though Overking Xavener has invited them to join, the independent cities of the Solnor coast cling to their autonomy, though their economies are threatened by the Scarlet Brotherhood's stranglehold on certain waterways. The Lordship of the Isles remains a puppet of the Scarlet Brotherhood. The realm of the Sea Barons remains largely unchanged, and the elf population of the Spindrift Isles have isolated themselves from larger events.

**The Wounded Giant, Nyronnd:** Gravely weakened by the Greyhawk Wars, Nyronnd suffered further reverses. However, under the guidance of a new king (Lynwerd I), it cleared and claimed the lands of old Almor, and is now rebuilding its war-damaged roads and towns.

**Reversals and Change for the Scarlet Sign:** In the years before the Pact of Greyhawk, the Scarlet Brotherhood focused its attention on two forms of conquest: the subversion of nations using treachery, sabotage and assassination, and domination of the seaways.



Once the Pact of Greyhawk was discarded by Furyondy and Veluna in 586 CY, other nations also disregarded it and began claiming or reclaiming territory they desired. Shortly afterward, the Scarlet Brotherhood lost control of Idee to Ahlissa. The Brotherhood retains control of portions of Onnwal and the Hold of the Sea Princes, but at great cost.

**Victories in the Sheldomar Valley:** By 588 CY, Sterich was freed from the humanoid armies that had overrun it. The battle for the lost land of Geoff continues. Celene remains officially neutral; the Valley of the Mage remains a puzzle. Following the assassination of its beygraf, Ket has largely withdrawn from Bissel, though Thornward now marks Ket's eastern border.



It is now 591 CY. While the Flanaess still suffers from internal disputes and battles, times are slightly more stable than they have been. Nations and individuals still fight for freedom and survival against threats old and new; but some are able to focus their attention elsewhere — even beyond the borders of the Flanaess. Sources of new trade and wealth are needed at all cost for rebuilding, and the age is fired with a spirit of curiosity and exploration.

## THE FLANAESS

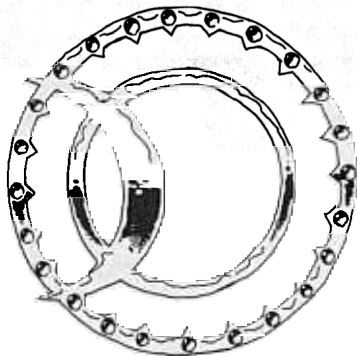
### THE CALENDAR OF THE FLANAESS

The following material describes the standard calendar familiar to the civilized inhabitants of the Flanaess. The calendar used here is very old, much of it predating the founding of the Great Kingdom in the year 1 CY. It is important to note that the Common Year calendar does not have a "zero year." Most historians of the Flanaess use other dating systems when talking about ancient history.

The standard week of seven days has the following days:

Starday	Work
Sunday	Work
Moonday	Work
Godsday	Worship
Waterday	Work
Earthday	Work
Freeday	Rest

A month consists of 28 days, divided into four weeks of seven days each. The month's length is based on the period of Oerth's Great Moon, Luna. A year is divided into twelve months (called a Dozenmonth), further divided into four groups of three months each, separated by weeklong Festivals, for a total of 364 days. The timing of the Festivals is determined by the period of the lesser moon, Celene; the fourth (middle) day of each Festival is when Celene is full. The dates of each full Luna wander through the year as the Festival weeks throw off the calendar cycle, though at least they do so on a predictable basis. The Dozenmonth of the moon and the four Festivals (shown in italics) follow.



COMMON	SEASON	PHASES OF LUNA	PHASES OF CELENE
<i>Needfest</i>	<i>Midwinter</i>	Needfest 4th: ●	Needfest 4th: ○
Fireseek	Winter	4th: ☽, 11th: ○, 18th: ☾, 25th: ●	19th: ☾
Readying	Spring	4th: ☽, 11th: ○, 18th: ☾, 25th: ●	11th: ●
Coldeven	Spring	4th: ☽, 11th: ○, 18th: ☾, 25th: ●	4th: ☽
<i>Growfest</i>		Growfest 4th: ☾	Growfest 4th: ○
Planting	Low Summer	4th: ○, 11th: ☾, 18th: ●, 25th: ☽	19th: ☾
Flocktime	Low Summer	4th: ○, 11th: ☾, 18th: ●, 25th: ☽	11th: ●
Wealsun	Low Summer	4th: ○, 11th: ☾, 18th: ●, 25th: ☽	4th: ☽
<i>Richfest</i>	<i>Midsummer</i>	Richfest 4th: ○	Richfest 4th: ○
Reaping	High Summer	4th: ☾, 11th: ●, 18th: ☽, 25th: ○	19th: ☾
Goodmonth	High Summer	4th: ☾, 11th: ●, 18th: ☽, 25th: ○	11th: ●
Harvester	High Summer	4th: ☾, 11th: ●, 18th: ☽, 25th: ○	4th: ☽
<i>Brewfest</i>		Brewfest 4th: ☾	Brewfest 4th: ○
Patchwall	Autumn	4th: ●, 11th: ☽, 18th: ○, 25th: ☾	19th: ☾
Readyreat	Autumn	4th: ●, 11th: ☽, 18th: ○, 25th: ☾	11th: ●
Sunsebb	Winter	4th: ●, 11th: ☽, 18th: ○, 25th: ☾	4th: ☾

●: new moon ☽: waxing half-moon ○: full moon ☾: waning half-moon

The months of the year have been given other names by the elves (particularly in Celene and the Ulek states) and the Baklunish nomads of the Dry Steppes, the Plains of the Paynims and the Wolf and Tiger Nomads.

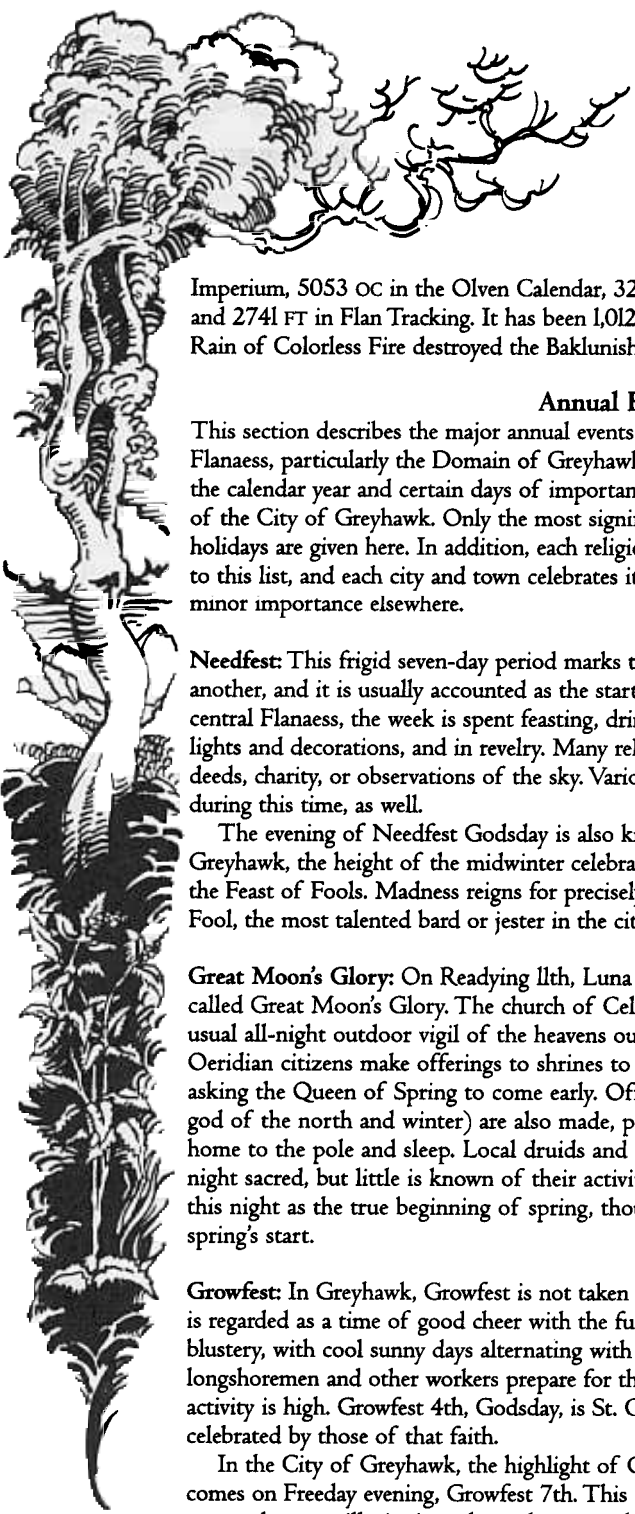
Common	Olven	Nomads
Fireseek	Diamondice	Tiger
Readying	Yellowwillow	Bear
Coldeven	Snowflowers	Lion
Planting	Blossoms	Frog
Flocktime	Violets	Turtle
Wealsun	Berrytime	Fox
Reaping	Goldfields	Snake
Goodmonth	Sunflowers	Boar
Harvester	Fruitfall	Squirrel
Patchwall	Brightleaf	Hare
Readyreat	Tinklingice	Hawk
Sunsebb	Lacysnows	Wolf

### Calendar Years

A year may be written with the calendar system abbreviation before or after the date — for instance, 591 CY or CY 591, according to the writer's whim. Because the Common Year calendar has no zero year, it is very rare to write dates with negative CY numbers, as one year will be missing when calculating the time between a negative and positive CY year (for instance, 19 years, not 20 years, elapsed between the 1st of Goodmonth in -10 CY and the same date in 10 CY). To avoid confusion, another calendar is used for dates before 1 CY, most often the Oeridian Record (OR), as it was widely understood and used long after the founding of the Great Kingdom. Other calendars may be used if the subject matter makes the substitution appropriate.

The game campaign year is now early spring 591 CY. This year is 1235 OR in the Oeridian Record calendar, 6106 SD in the Suloise Dating system of the old Suel





Imperium, 5053 OC in the Olven Calendar, 3250 BH of the Baklunish Hegira calendar and 2741 FT in Flan Tracking. It has been 1,012 years since the Invoked Devastation and Rain of Colorless Fire destroyed the Baklunish Empire and Suel Imperium.

### Annual Events

This section describes the major annual events commonly recognized in the central Flanaess, particularly the Domain of Greyhawk, focusing on the four festival weeks of the calendar year and certain days of importance to the functioning of the government of the City of Greyhawk. Only the most significant and widely celebrated religious holidays are given here. In addition, each religion has its own set of holy days in addition to this list, and each city and town celebrates its own secular holidays, most of them of minor importance elsewhere.

**Needfest:** This frigid seven-day period marks the transition from one calendar year to another, and it is usually accounted as the start of the new year. In many areas in the central Flanaess, the week is spent feasting, drinking, dancing, gift-giving, putting up lights and decorations, and in revelry. Many religions celebrate midwinter with good deeds, charity, or observations of the sky. Various civic government functions take place during this time, as well.

The evening of Needfest Godsdays is also known as Midwinter Night. In the City of Greyhawk, the height of the midwinter celebration is Needfest 7th (a Freeday), known as the Feast of Fools. Madness reigns for precisely seven hours under the leadership of The Fool, the most talented bard or jester in the city.

**Great Moon's Glory:** On Readying 11th, Luna is full but Celene is new. This night is called Great Moon's Glory. The church of Celestian regards this night as holy, with the usual all-night outdoor vigil of the heavens outside the Grey College Observatory. Oeridian citizens make offerings to shrines to the lesser goddess Atroa on this night, asking the Queen of Spring to come early. Offerings to shrines to Telchur (the Oeridian god of the north and winter) are also made, praising his work but suggesting he go home to the pole and sleep. Local druids and their small congregations also hold this night sacred, but little is known of their activities. Many farmers and herdsman mark this night as the true beginning of spring, though Readying 1st is the calendar date for spring's start.

**Growfest:** In Greyhawk, Growfest is not taken as a week-long public holiday, though it is regarded as a time of good cheer with the full arrival of spring. The weather is usually blustery, with cool sunny days alternating with heavy rain. Farmers, herders, longshoremen and other workers prepare for the upcoming busy summer, and merchant activity is high. Growfest 4th, Godsdays, is St. Cuthbert's Day, the largest annual festival celebrated by those of that faith.

In the City of Greyhawk, the highlight of Growfest for the rest of the populace comes on Freeday evening, Growfest 7th. This event is the Desportium of Magick, a contest between illusionists who seek to cast the most magnificent display of illusion/phantasm magic on an established theme, that of a historical attack by monsters and humanoids on the Grand Citadel.

**Richfest:** The hot, breezy week of Richfest is not kept as a public holiday in Greyhawk. Midsummer Day (Richfest 4th) is the only real celebration, when the city takes off to celebrate the height of summer and give thanks to the appropriate gods for any good fortune they've had. Midsummer Day is called the Holy Day of Pelor. Pelor — master of the sun, light, and healing — is beloved of many of Greyhawk's populace, and this day sees the largest religious festival held in the Free City in Pelor's honor.

The evening of Richfest 4th is Midsummer Night. Both moons are full, and at midnight Celene eclipses Luna. This is a portentous evening, sacred to many religions, and sometimes astronomical phenomena are seen that hint at future events, good and ill. This is the best night of all for druids to collect mistletoe, but it is also the night on which the greatest number of werewolves are out, as the combined effect of the two moons makes it nearly impossible for lycanthropes to avoid were-change.

### TIMEKEEPING

Most timekeeping on Oerth is performed by sundials, which indicate not only the time of day but the month and day of the year. This is because Oerth's axial tilt causes the sun's shadow to wander over the ground in a curving pattern that repeats every year; a sundial can track this effect, known as far back as the days of the Suel Imperium. Water clocks and mechanical clocks, powered by coiled wind-up springs or pendulums and weights, are also used, but these are costly and difficult to make, often tastelessly ornamented, and prone to inaccurate readings. Perfectly accurate magical timepieces have been created by priests and wizards, but these are so expensive that guilds for navigators and night watchmen are the primary buyers. Minor spells allow sundials in public areas to register the time even on cloudy days, and these are sufficient for most public needs.

The clerics of those deities concerned with time such as Istus, Cyndor or Lendor, are valued and sought for their timing of ceremonies, complex spells, and military activities, and they are gainfully employed by certain merchants, governments, wizards' guilds, the military and others.

**Dark Night:** Both moons of Oerth are new on the night of Goodmonth 11th (always a Godsdays), which earns this evening various titles such as the Dark Night, Black Night or Star Night. While certain religious groups spend the night observing the skies for portents (or taking advantage of its darkness for acts of evil or thievery), many ordinary folk light all-night bonfires.

**Brewfest:** Only the first and last days of Brewfest (Starday and Freeday) are public holidays in the City of Greyhawk, meaning that no one can be coerced to work, and public revelry is encouraged by the government. However, many citizens take this fall celebration of the last harvest completely to heart, and public intoxication is common. The city takes on a circus atmosphere, and the streets are filled with actors, jugglers, acrobats, animal and monster trainers (with their best "pets"), and grinning adventurers showing off their latest trophies. The festival is celebrated throughout the central Flanaess.

**LANGUAGES**

Despite the great size of the Flanaess, only six tongues are recognized as actual languages: Flan, Suloise, Ancient Baklunish, Old Oeridian, Common and the Rhennee cant. Rhennee is considered less important in the Flanaess than the other five. A number of dialects exist, but these are not considered languages due to their close similarity to the major languages or their limited numbers of speakers.

The foremost authority on languages in northeastern Oerik is Revort Leyhar at the Grey College of the University of Greyhawk. His 44-volume work, *Exegesis of Linguistic Usage by the Flanaess Peoples*, examines each language and dialect in painstaking detail. A brief summary follows.

**Major Languages**

**Flan:** The language of the original nomadic peoples of the Flanaess, Flan is the oldest language still spoken in modern times. The current version of Flan, spoken

by the Tenhas, has changed considerably from the original. Despite these changes, the language is stagnant and inappropriate for describing modern concepts and technology. The vocabulary and syntax are not nearly flexible enough to express ideas and objects that were unknown to the original speakers.

**Suloise:** The tongue of the Suel peoples, this language is all but dead, thanks in large part to the Rain of Colorless Fire. The only known modern speakers of Suloise are the members of the Scarlet Brotherhood (where it is the only language permitted within its hierarchy), and the lawyers of Greyhawk. Others who study Suloise do so primarily as a written language in order to study the ancient tomes of the Suel people.

**Ancient Baklunish:** This language survives among the Paynim tribes and certain clans in Zeif, Tusmit and others. It is always used in formal addresses and commercial dealings. Baklunish is one of the roots of modern Common.

**Old Oeridian:** One of the "younger" languages in the Flanaess, Oeridian was believed to be a pure tongue (having changed very little over the centuries) until Revort Leyhar proved otherwise. In his essays, Leyhar points out that a language as widespread as Oeridian could not have remained free of outside influences. Oeridian is still widely used in the lands of the former Great Kingdom, and is used almost exclusively by scribes, lawyers, clerks and similar professionals. Their critics maintain that the only reason these people still use the old tongue is to exclude speakers of "mere" Common and to maintain a monopoly on their professions. Libraries and archives are filled with official documents and ancient tomes written in Oeridian.

**Common:** The newest language spoken in the Flanaess, Common is a blend of Old Oeridian and Ancient Baklunish. It is the most widely spoken language in Greyhawk, even among native speakers of other tongues. Anyone who plans to travel across national or cultural boundaries understands the need to speak at least some Common. This language evolved, in part, from the need for translations; certain languages cannot be translated directly to other languages. Common forms the bridge, allowing a language to be translated first into Common, then into the target language. It has become the universal language for trade and diplomacy.

**Rhennee Cant:** Though usually ignored in most writings on languages, Rhennee cant was studied by Revort Leyhar in some detail, using means he does not describe. He did not group it with other Flanaess languages, instead stating that its roots were of unknown origin but that it was a complete language, not a true "cant." The private language of the Rhennee has great flexibility and has incorporated many terms and phrases from other Flanaess tongues, particularly Old Oeridian and Common, with many specialized terms borrowed from mariners and thieves. Because this language has so few speakers (only the Rhennee) and may come from another world entirely, it is not considered one of the five "true" tongues of eastern Oerik.

**Minor Dialects**

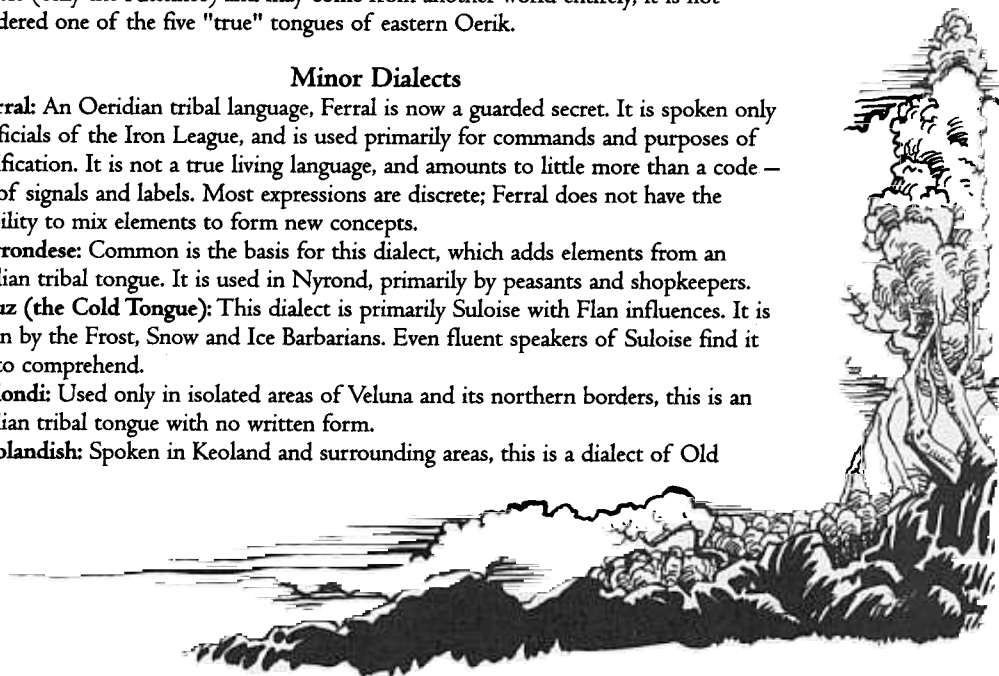
**Ferral:** An Oeridian tribal language, Ferral is now a guarded secret. It is spoken only by officials of the Iron League, and is used primarily for commands and purposes of identification. It is not a true living language, and amounts to little more than a code — a set of signals and labels. Most expressions are discrete; Ferral does not have the capability to mix elements to form new concepts.

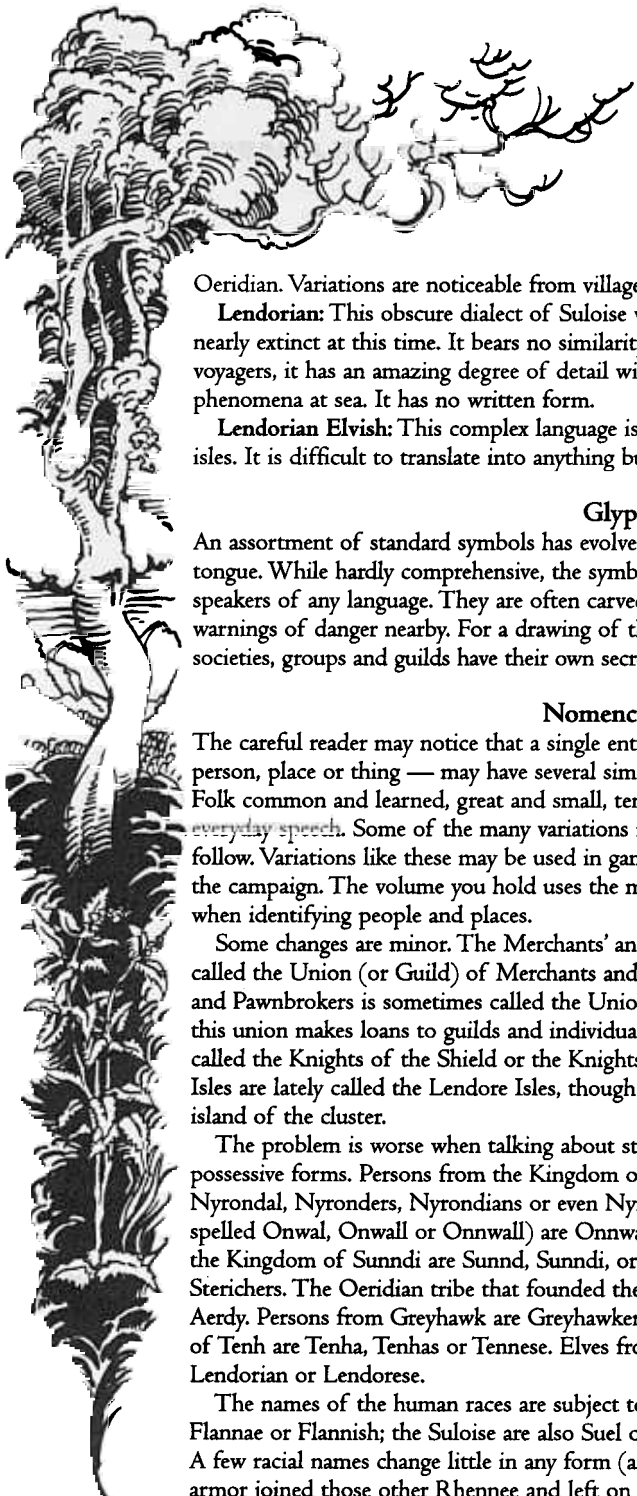
**Nyrontese:** Common is the basis for this dialect, which adds elements from an Oeridian tribal tongue. It is used in Nyron, primarily by peasants and shopkeepers.

**Fruz (the Cold Tongue):** This dialect is primarily Suloise with Flan influences. It is spoken by the Frost, Snow and Ice Barbarians. Even fluent speakers of Suloise find it hard to comprehend.

**Velondi:** Used only in isolated areas of Veluna and its northern borders, this is an Oeridian tribal tongue with no written form.

**Keolandish:** Spoken in Keoland and surrounding areas, this is a dialect of Old





Oeridian. Variations are noticeable from village to village.

**Lendorian:** This obscure dialect of Suloise was used only in the Spindrift Isles but is nearly extinct at this time. It bears no similarity to Fruze. Spoken primarily by seamen and voyagers, it has an amazing degree of detail with regard to weather conditions and phenomena at sea. It has no written form.

**Lendorian Elvish:** This complex language is used by aquatic and high elves of the isles. It is difficult to translate into anything but other elven languages.

### Glyphs

An assortment of standard symbols has evolved as a pictorial analog to the Common tongue. While hardly comprehensive, the symbols convey important information to speakers of any language. They are often carved or scrawled in prominent places as warnings of danger nearby. For a drawing of the glyphs, please see the facing page. Many societies, groups and guilds have their own secret rune or glyph languages, as well.

### Nomenclature

The careful reader may notice that a single entity in the GREYHAWK campaign — be it a person, place or thing — may have several similar-sounding names in different products. Folk common and learned, great and small, tend to disregard linguistic precision in everyday speech. Some of the many variations in nomenclature used across the Flanaess follow. Variations like these may be used in game play by players to give more flavor to the campaign. The volume you hold uses the most commonly accepted nomenclature when identifying people and places.

Some changes are minor. The Merchants' and Traders' Union of Greyhawk is also called the Union (or Guild) of Merchants and Traders. The Union of Moneychangers and Pawnbrokers is sometimes called the Union of Moneylenders and Pawnbrokers, as this union makes loans to guilds and individuals. The Knights of Holy Shielding are also called the Knights of the Shield or the Knights of the Holy Shielding. The Spindrift Isles are lately called the Lendore Isles, though Lendore Isle is actually only the largest island of the cluster.

The problem is worse when talking about states and peoples in singular, plural and possessive forms. Persons from the Kingdom of Nyronde are Nyronde, Nyrondel, Nyrondal, Nyronders, Nyrondians or even Nyrondish. Persons from Onwal (also spelled Onwal, Onwall or Onwall) are Onwalers, Onwalans or Onwalish. People of the Kingdom of Sunndi are Sunnd, Sunndi, or Sunndians; those of Sterich are Sterish or Sterichers. The Oeridian tribe that founded the Kingdom of Aerdy was the Aerdi or Aerdy. Persons from Greyhawk are Greyhawkers or Greyhawk folk; those from the Duchy of Tenh are Tenha, Tenhas or Tennesse. Elves from the Spindrifts are sometimes called Lendorian or Lendorese.

The names of the human races are subject to many variant spellings. The Flan are also Flannae or Flannish; the Suloise are also Suel or Suelites; the Oeridians are also Oerids. A few racial names change little in any form (an example: "A Rhennee wearing Rhennee armor joined those other Rhennee and left on that Rhennee barge").

Certain enhancements, such as adding "Town" after the name of a village or city (for example, Hardby Town), are not uncommon. Terms for communities (hamlet, village, town, city) are casually applied even in formal speech and writing. Safeton, Narwell, Hardby and Elmshire might be called villages by those who hold them in low esteem, or cities by those who think them important. They are in fact towns.

Some "creative spelling" is inevitable in such a massive setting as the Flanaess — or "Flaness," as some write it. Keoland becomes "Keoghland," Urnst becomes "Ernst," and so forth. Personal names are subject to some creative spelling as well. Sevord Redbeard, the grim Master of Stonehold, is "Seuvord" in some sources. Lord Baron Lexnol of Ratik is "Archbaron Lexol" to some. Ewerd Destron, the szek of Onwal before the Greyhawk Wars,

became "Elverd"; Duke Karl of Urnst became "Karl"; and the mysterious Mage of the Vale, Jaran Krimeeah became "Jason Krimeah" in several sources. Misspellings can be repeated unknowingly in later works, causing careful scholars to pull out their hair. The actual name of the Lord Mayor of the City of Greyhawk, for instance, is Nerof Gasgol, but when his last name is pronounced the "o" sounds like an "a" (Gasgal), and that is what everyone thinks his name is when they write it out. He has long ago given up trying to correct the error, so it remains Gasgal herein.

Old names may change, but they never die. Nyronde was once known as "Nehron," after the Oeridian tribe that settled there, and the latter spelling shows up even today. (Nehron eventually became Nyronde, the name of a noble house allied with Rax until Nyronde declared independence.) The Hold of Stonefist is now Stonehold, but many call it by its old name; its inhabitants, once called Holders or Stonefisters, are now Stoneholders (or Fists, though this properly means only the war bands).

Similarly, the Great Kingdom of Northern Aerdy and the United Kingdom of Ahlissa have alternate names; many still call this region "the former Great Kingdom," regardless of the current political situation. No one is sure what to call the regions once known as the Duchy of Tenh and the Hold of the Sea Princes, given their civil chaos and internal military conflicts. The Duchy of Geoff, invaded by giants and humanoids almost a decade ago, is still called that by everyone except the invaders.

Murlynd, the most peculiar hero-god known, was called Merlund or something similar during his mortal life; variant spellings appear in many works. Zagyg the demigod is often called the Mad Archmage or identified by his mortal name, Zagig Yragerne. The castle Zagig built is variously called Castle Greyhawk, Greyhawk Castle, the ruins of Greyhawk, the Greyhawk ruins, the dungeons of Greyhawk, Zagig's Folly and so forth.

In short, the nomenclature of the Flanaess is like everything else in this fascinating land: vivid, varied and full of surprises.