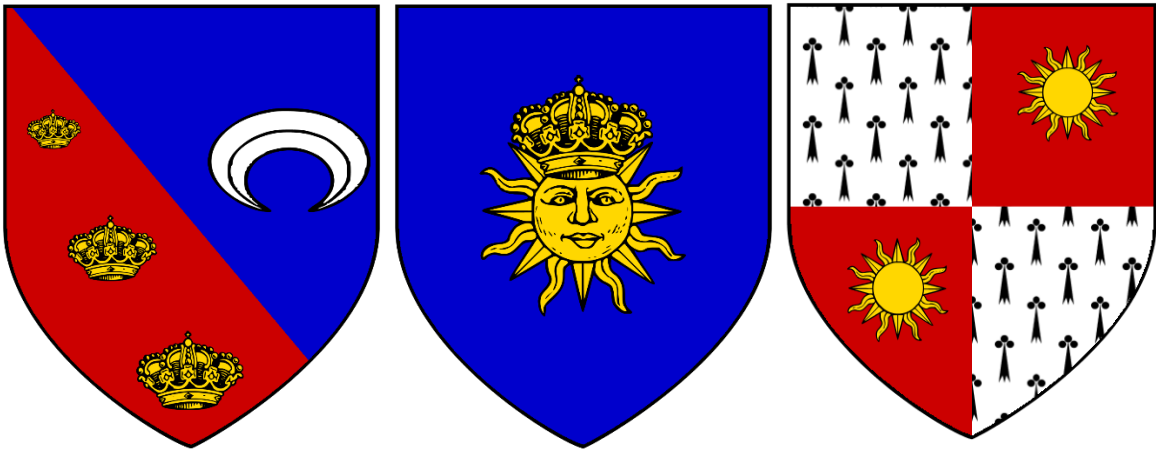


DUNGEON MASTER'S GUIDE TO GREYHAWK 576

CAMPAIGN SUPPLEMENT

BY JOSEPH BLOCH



**Everything a DM needs to run a heroic fantasy campaign in the
World of Greyhawk Fantasy Setting**

Contents

Introduction.....	2
Campaigning in the World of Greyhawk.....	3
History of the Flanaess.....	5
Calendar and Seasons.....	8
Weather.....	9
Cosmology.....	11
Lands and Wildernesses of the Flanaess.....	13
Magic Items.....	106
Monsters.....	130
Appendix A: Calendar.....	242

This work includes material taken from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

The DMs Guide to Greyhawk is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

All other original material in this work is copyright 2023 by Joseph Bloch.

INTRODUCTION

If the World of Greyhawk Fantasy Setting could be summed up in a single word, that word would be “balance.” The pendulum may swing so that evil seems to be on the verge of final triumph, and then back the other way so that the shining forces of law and good will rule forever, but, invariably, the pendulum swings the other way.

Indeed, there are powerful forces at work within the Flanaess and beyond that actively move the pendulum, and who strive to make sure that when it does swing, it doesn't swing too far in either direction. The Archmage Mordenkainen and the Circle of Eight, as well as the higher echelons of the druidical hierarchies, are actively engaged in the pursuit of Balance, and will often work behind the scenes to scuttle the ascendance of either Good or Evil.

The Flanaess, a continent on the world of Oerth, which is the self-defined “major center of the world” and “the center of enlightened humanity,” has gone through many such swings of the pendulum. As of the Common Year 576, it is a land very much on the edge. In the central Flanaess, the evil demigod-king Iuz rules from his demon-haunted capital Dorakaa, and the devil-worshipping Horned Society lies on his southern flank, while the fractious Bandit Kingdoms lie to their east. Opposing these are the good lands of Furyondy and Veluna in the west, and Urnst and Nyronnd in the east.

In the eastern portion of the Flanaess, the Great Kingdom groans under the tyrannical (and, many say, both insane and demon-possessed) Overking, who sends forth his vassals in brutal and ultimately fruitless campaigns to retake those lands which have broken away over the years. Nyronnd and Almor in the north, and the alliance of smaller states known as the Iron League in the south; all stand as defiant bastions of good against the evil of the Great Kingdom.

In the southwestern Flanaess, in what is known as the Sheldomar Valley, all appears peaceful on the surface, but there are troubling stirrings of evil things in the Crystalmist Mountains and Hellfurnaces, the piratical Sea Princes rule to the south, and the humanoid tribes of the Pomarj are more and more aggressive and organized to the northeast.

And everywhere skulk the monks of the Scarlet Brotherhood, a mysterious order whose very existence went unsuspected until a few years ago, but whose members are now found in more and more royal courts as advisors and counselors.

All can sense that the pendulum is about to swing again, but in which direction?

Geographical Nomenclature

Greyhawk is the name of one of the major cities in the campaign setting, often but not exclusively used as the center for campaigns; it is not the name of the world as a whole.

Oerth is the name of the planet on which the City of Greyhawk can be found. There are four continents.

Oerik is the name of the continent on which the City of Greyhawk can be found. It is home to various cultures, including ones similar to Europe, China, Japan, India, Egypt, and more.

The Flanaess is the westernmost portion of Oerik. It can be thought of as analogous to Europe's position on the Eurasian continent (although on the opposite end, geographically speaking). Almost all of the published material regarding the setting to date has been set somewhere in the Flanaess. The Flanaess is considered the “enlightened center” of culture on Oerth, especially by those who dwell in the Flanaess.

CAMPAIGNING IN THE WORLD OF GREYHAWK

THE FLOW OF HISTORY

There is a wealth of official published material detailing the major places, persons, and events of the Flanaess. The published, or canon, material starts in the Common Year (CY) 576, and goes through CY 591. In those 15 years, the setting undergoes enormous changes both in detail and in tone.

The Dungeon Master must answer two fundamental questions in regards to his Greyhawk campaign prior to play. First, what year will the campaign begin? Second, what impact (if any) will the larger events in the Flanaess have on the PCs (and vice versa)?

The three most popular time-periods for starting play are CY 576, 585, and 591. Each has strengths and weaknesses, and each will give a different play experience, as the tenor and tone of the setting changes dramatically as the fortunes of good and evil wax and wane.

CY 576

This is the period detailed in the original World of Greyhawk folio published in 1980 and “gold box” set published in 1983. Evil is on the rise in places like Iuz and the Sheldomar Valley (encompassing Keoland and the states surrounding it), but there seems to be a status quo in place and there are bright places of hope willing to stand against it such as Veluna, Furyondy, Nyrond, and the Iron League. The tone is one of good and evil in balance, with the player characters able either to tilt the balance in the direction of good in their way, or to pursue their own ends without seeming to leave the rest of the world to its fate. *The current work assumes campaigns are set in this time period*, but can be adapted for any other.

CY 585

This is the time of the Greyhawk Wars (1991) and From the Ashes (1992) boxed sets. By this time the Flanaess has undergone enormous turmoil, and the tide has turned most decidedly in favor of chaos and evil. Iuz has conquered the Horned Society and the Bandit Kingdoms, and is putting serious pressure on Veluna and Furyondy the Vesve Forest is a battleground. Almor is ruined, Nyrond is exhausted, and the Great Kingdom itself has fallen into anarchy, ruled by a series of undead, demonic, or otherwise evil-serving warlords. Geoff and Sterich are either lost (or soon will be) to giants and humanoids. The Circle of Eight, those powerful mortals who strove to maintain balance, is gone. The Scarlet Brotherhood has created an empire in the south seemingly overnight, conquering the Sea Princes and establishing outposts throughout the Flanaess, threatening or overturning several members of the Iron League. The tone of the setting is one of evil ascendant, with the player characters there to slow the tide of evil. Reversing it hardly seems possible.

CY 591

This is the period described in the Greyhawk Player’s Guide (1998), The Adventure Begins (1998), and the Living Greyhawk Gazetteer (2000). Some semblance of balance has returned to the Flanaess, but seemingly only because both sides are so exhausted from the fighting that they are hunkering down and rebuilding. Some successor states have arisen in the former Great Kingdom, the demons and other denizens of the lower planes which had been running rampant across the face of the Flanaess were mostly sent back to their home planes. Furyondy and Veluna have dealt checks to Iuz. Sterich has been retaken, and Geoff is not as solidly lost as was once supposed. The Scarlet Brotherhood has been set back on its heels, and Nyrond, though wounded, is regaining its strength. The setting’s tone at this juncture in history is

seemingly one of holding its breath, waiting to see if the pendulum will swing in the direction of order and good, or chaos and evil. The time is ripe for player characters to intervene and influence the swing of that pendulum.

Naturally, these are only the time periods that have been extensively detailed in published products. It's entirely possible for a DM to set a campaign a hundred years before or after these events, allowing him to completely remake the tableau of the Flanaess and chart his own course.

However, for the DM who is desirous of taking advantage of the rich history that has been created, there are two ways to go.

The first is to give the player characters the opportunity to drive major changes in the setting. They could themselves be nobles, commanders of armies, heads of guilds, etc. and influence the course of events on a grand scale. Or, they could be relatively anonymous adventurers, acting at the behest of those grander individuals, helping to stem the tide of evil. Or, as a third possibility, they could simply stumble on opportunities to influence the course of history, simply being in the right place at the right time, and having no more motive than the desire to Do the Right Thing (and get well remunerated in the process!).

The second alternative is to have the well-documented events happening in the background, with no direct input or influence from the player characters. This has the advantage of not being dependent on the actions of the player characters, allowing the Big Events of the campaign tableau happening in the background (and still allowing the PCs to act on the periphery of those events), but the timeline won't be thrown out of whack if the PCs somehow stop Iuz from wiping out the Horned Society in CY583.

On Technology

The Flanaess is a land of contrasts when it comes to technology. On the one hand, the remnants of what modern-day people would recognize as high technology (such as the Machine of Lum the Mad and the Mighty Servant of Leuk-O) exist, bespeaking of a distant past in which the creation of such devices was at least possible. Too, lasers, computers, and robots have, from time to time, found their way to Oerth from other worlds, and figures such as the wizard-gunslinger Murlynd have brought firearms and other technology through magical means. Even the original Castle Greyhawk had levels that were filled with modern machinery and factory equipment.

Thus, the idea of Oerth as a post-apocalyptic place, at least in some semblance, has permeated it from the beginning.

On the other hand, it is also the case that gunpowder (and its variations) will simply not function in Oerth's atmosphere (the afore-mentioned Murlynd having a magical aura that proves the exception to the rule). Thus, its armies, although of the late-Medieval period technologically in many respects, do not have access to firearms. The DM is encouraged to maintain this fine balance, introducing science-fiction technology sparingly, but leaving prosaic gunpowder out of the campaign.

HISTORY OF THE FLANAESS

The history of the Flanaess begins with the ending of two great empires. For centuries the Suel and Oeridian tribes migrated east from their homes west of the Barrier Peaks, Hellfurnaces, and Crystalmist Mountains, fleeing war between the Suloise Imperium and the Bakluinish peoples through the mountain passes. Both the Suel and Baklunish employed humanoid mercenaries, whose rapines drove the more peaceful elements ever eastward. There they encountered the relatively peaceful Flan tribes that had preceded them.

The wars, and the empires waging them, ended with the Invoked Devastation, brought down upon the Baklunish by the mighty war-wizards of the Suloise, possible because of the great heights of civilization and magical knowledge that the ancients possessed. The Baklunish responded with their own Rain of Colorless Fire, which devastated the Suel Empire, burning the very hilltops to ash in flames of pure white.

The Baklunish retained sufficient strength to remain in their homeland, although their civilization was shattered and thrown back into a barbarous state. They were hard-pressed to keep their homes against the ravaging humanoid tribes that had once served them.

The Suel who remained fled their ancient homeland eastwards into the Flanaess and south into Zindia, although there was never much contact between the two groups of migrants. The Suel and Oeridians battled for supremacy over the fertile lands of the Flanaess for more than two hundred years. The Oeridians had the benefit of their wizards, who focused on destructive magic suitable for combat, and their gods, who were energetic and concerned with the survival and growth of the people as a whole. But most of all the Oeridians were driven forward by a belief in their collective destiny. Early Oeridian conquerors such as Andorann, Leuk-O, and Tuerny the Merciless speak to the inherent drive to conquest and growth within the Oeridian stock. The fact that the Oeridians commanded great magical artifacts, such as the Orbs of Dragonkind, the Machine of Leuk-O, and so forth, added to their ability to chase the hated Suel people to the far corners of the Flanaess.

The Oeridians learned the benefit of cooperation with the indigenous demihumans of the Flanaess as well as the native Flan peoples, and the innately wicked nature of the Suel spelled their own doom, as they were generally untrustworthy allies, opportunistic thieves, and practiced slavery as had been done in their lost empire. There were notable exceptions such as the houses of Rhola and Neheli, who were among the last to flee the ruins of the empire and eventually settled in the Sheldomar Valley and peacefully mixed with the Oeridians. Eventually the pure Suel tribes were forced to the fringes; the Thillonrian Peninsula in the far northeast, the Tilvanot Peninsula in the southeast, the Amedio Jungle, Hepmonaland, and as far as the Duxchan Islands.

The Flan peoples were simple folk, native to the Flanaess, not given to dreams of conquest, nor possessed of the material technology to do so. Their lack of sophistication made them indifferent obstacles as the Suel and Oeridians battled for dominance.

The Aerdi were one of the most successful Oeridian tribes, and they founded the Kingdom of Aerdy. After but a few decades of prosperity, the Kingdom of Aerdy turned to dreams of empire, expanding by conquest, culminating in the Battle of a Fortnight's Length, where Aeridian armies fought against Nyronadal cavalry, and were triumphant. That marked the transition from the Kingdom of Aerdy to the Great Kingdom, which endures to this day. It would go on to hold lands as far distant as Sunndi, North Province, Tenh, and even Furyondy. But after three centuries over-reach and complacency would cause their territories to revolt and find their independence, while the Great Kingdom was rapidly reduced to a core territory that is still greater than any other realm in the Flanaess.

While the Kingdom of Aerdy was expanding from east to west, mixed Baklunish-Oeridian nomads were expanding in the north of the Flanaess, from west to east. Eventually these nomads claimed the whole of the north-central Flanaess as their own, even as a line of civilized states immediately to their south halted their advance.

Both Keoland in the west and Nyronnd in the east followed the pattern of a good state that fell to the temptation of imperial conquest, although both of them were able to step back from the brink and end up with former satrapies that are now friendly neighbors and allies.

This, then, is the tableau of history upon which the current state of the Flanaess rests. Rival Oeridian and Suel tribes, warring their way across the Flanaess, the ancient Baklunish enemy to the west still dreaming of expansion, great empires that have risen and fallen, good nations that have bitten the apple of ambition and either failed the test and descended into madness or brought themselves back to sanity through righteousness, nomads and barbarians in the north pressing down, and the mighty but unpredictable Great Kingdom looming over much of the Flanaess.

Large power blocs now dominate the Flanaess. In the west, the Sheldomar valley enjoys a peaceful hegemony under Keoland's influence, with the only threats to that peace being the humanoids, monsters, and giants from the mountains to the west, and the Sea Princes stirring up trouble in the south.

West of the Nyr Dyv, the good states of Veluna, Furyondy, Highfolk, and the Shield Lands stand against the rising evil of Iuz, the Horned Society, and the Bandit Kingdoms. Those self-same Bandit Kingdoms threaten the Pale, Tenh, and Urnst, who are allies of Nyronnd. Nyronnd and Almor are but one enemy the embattled Great Kingdom has to contend with; there are also the Suel barbarians from the Thillronian Peninsula to the north, the Iron League to the south, and ambitious semi-autonomous nobles such as the Szeks of the North and South Provinces, and the Holy Censor of Medegia. Plus there are always quiet conspiracies brewing, so trouble could erupt in any quarter without warning.

TIMELINE OF HISTORY

All years are given in the Common Year (CY) format.

- 484: Baklunish-Suloise Wars begin in what is now the Sea of Dust and Baklunish Basin (the Dry Steppes and surrounding areas).
- 465: Humanoid mercenaries used in the wars between Baklunish and Suloise for the first time.
- 457: Oeridian migration into the Flanaess reaches its peak.
- 446: Suloise begin to migrate into the Flanaess.
- 421: Invoked Devastation destroys the Baklunish. Rain of Colorless Fire destroys the Suel Imperium. Suel refugees escape east into the Flanaess and south into Zindia.
- 216: Kingdom of Aerdy is founded.
- 109: Battle of a Fortnight's Length.
 - 1: Overking of Aerdy is crowned. Great Kingdom's boundaries reach the City of Greyhawk on the southern shores of the Nyr Dyv.
- 75: House Rax-Nyronnd ascends to power in the Great Kingdom, replacing House Cranden.
- c. 100: Aerdy is at the height of its power. Viceroyalty of Ferrond is founded.
- 198: A great ball of fire appears in the sky over the Oljatt Sea, passing over the southern reaches of the Great Kingdom, disappearing after crossing over the Sea of Gearnat. The sage Selvor the Younger pronounces it an omen of "wealth, strife, and living death," but is soon banished once his predictions do not come to pass.
- c. 200: Power of the Great Kingdom of Aerdy begins to wane.
 - 213: Age of Great Sorrow begins.
 - 254: Viceroyalty of Ferrond declares its independence from the Great Kingdom as Thrommel I is crowned King of Furyondy.

- 320: Oeridian-Baklunish Nomads appear in the north, skirmishing with civilized realms to the south. Outermost provinces of the Great Kingdom begin to break away.
- 356: The ruling house of the Great Kingdom, House Rax, is beset by an internal feud. A junior branch of the House breaks away, founding the Kingdom of Nyronnd. The Theocracy of the Pale and the County of Urnst gain autonomy. Kingdom of Keoland reaches maximum territorial extent.
- 357: The Great Kingdom masses a huge army to attempt to force Nyronnd back into the fold. This force is diverted to fend off a coalition of Fruzti and Schnai barbarians who had invaded North Province with the aid of mercenaries. The barbarian incursion is repelled at a great cost, but Nyronnd retains its independence.
- 358: Skirmishes and feints between the Great Kingdom and Nyronnd. Evil begins to grow within House Rax. Remaining outer provinces of the Great Kingdom take on more and more independence as the central rulership becomes weaker and more decadent.
- c. 375: Landgraf of Selintan (combining the cities of Greyhawk and Hardby) reaches great heights under rule of Zagig Yragerne.
- c.400: Perrenland and the March of Bissel are founded.
- c. 430: Hold of Stonefist is founded.
- 437: Turmoil Between Crowns begins.
- 438: Small War is fought between Furyondy and Keoland. Bissel becomes a Furyondian province.
- 446: Lord Mayor of Irongate delivers a list of grievances to the Herzog of South Province. He and his delegation are tortured to death after a mock trial.
- 447: House Rax is destroyed, ending the Turmoil Between Crowns and House Naelax ascends to the Malachite Throne. Iron League is founded as whole of South Province rises in revolt. Trigol sacked by Bandit Kings. Sea Princes begin to gain power.
- c. 450: As of this time, it is generally acknowledged that the rulers of the Great Kingdom are either insane, possessed by demons, or both. Keoland and Geoff fight a brief war.
- 453: Siege of Westkeep. King Tavish III is slain; his son, Tavish IV, reverses Keoland's imperial expansionist policies. This leads to the eventual independence of the Yeomanry and Ulek states.
- 455: Sunndi joins the Iron League.
- 461: The Duchy of Ulek, County of Ulek, Principality of Ulek, and Kingdom of Celene are founded.
- 479: Iuz grows in power. Humanoid invasions occur more often.
- 498: County of Urnst gains independence from Duchy of Urnst. City of Greyhawk gains independence. Hateful Wars begin; demi-humans band together to drive humanoids out of the Lortmil Mountains.
- 510: Hateful Wars end; humanoids are driven out of the Lortmil Mountains and proceed to conquer the Pomarj.
- 513: Horned Society gains power. Pomarj conquered by humanoids.
- 514: Dwarvish sage Jemrek Longsight traces the fireball of CY 198 to an impact point in the Abbor Alz.
- 519: Dwarven clan Highforge discovers the Pits of Azak-Zil and begins mining.
- 524: Clan Highforge abandons the Pits of Azak-Zil amidst attacks by undead creatures.
- 526: Dyvers declares itself a free and independent city. King Thrommell II of Furyondy does not dispute the declaration.
- 554: Ivid V becomes Overking of Aerdy.
- c.556: Snow Barbarians conquer the Frost Barbarians, turning them into a vassal people.
- 560: Large bodies of humanoids begin raiding Bone March.
- 561: Full-scale invasion of Bone March by humanoids begins.
- 563: Bone March conquered by humanoids.
- 569: Battle of Emridy Meadows. Temple of Elemental Evil is sacked.
- 570: Demigods imprisoned beneath Greyhawk Castle for many years are finally freed.
- 572: Battle of Medegia. Sea Barons sink four warships from the Lordship of the Isles and capture three merchant vessels.
- 573: First reports of the existence of the Scarlet Brotherhood. Prince Thrommel of Furyondy is kidnapped by unknown forces.
- 576: Current year. World of Greyhawk Gazetteer published by the Savant-Sage.

CALENDAR AND SEASONS

There are seven days in the week:

- Starday
- Sunday
- Moonday
- Godsdag
- Waterday
- Earthday
- Freeday

Godsdag is generally reserved for worship and contemplation, while Freeday is usually held to be free from labor. The rest of the days of the week are working days.

There are twelve months in the year, each twenty-eight days long, with six-day festivals held every three months. This yields a total of 360 days in a year.

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

Generally speaking, the Flanaess has a mild and pleasant climate. Aside from the northernmost reaches, temperatures rarely go below freezing except for Sunsebb and Fireseek, plus evenings in Readying and Ready'reat. It should also be noted that the Baklunish states along the Drawmij Ocean are an exception, as they enjoy the benefits of its warm currents and are spared harsh winters. Winds will be from the northeast in autumn and winter, and from the east and southeast in spring and summer. The growing season is especially long, and rainfall is sufficient to usually provide more than sufficient crops.

WEATHER

Note that all temperatures are given in degrees Farenheit.

BASIC CLIMATE DATA

	Fireseek	Readying	Coldeven	Planting	Flocktime	Wealsun
Temperature:						
Daytime high	32+1d10	38+1d6	46+1d8	56+1d10	69+1d10	79+1d8
Nighttime low	32-1d20	30-1d10	38-1d10	48-1d8	57-1d10	65-1d6
Sky:						
Clear	01-23	01-25	01-27	01-20	01-20	01-20
Partly Cloudy	24-50	26-50	28-54	21-55	21-53	21-60
Cloudy	51-00	51-00	55-00	56-00	54-00	61-00
Precip. chance	46%	40%	44%	42%	42%	36%

	Reaping	Goodmonth	Harvester	Patchwall	Ready'reat	Sunsebb
Temperature:						
Daytime high	81+1d6	81+1d4	74+1d6	62+1d10	52+1d10	38+1d8
Nighttime low	71-1d6	69-1d6	62-1d8	52-1d10	42-1d10	33-1d20
Sky:						
Clear	01-22	01-25	01-33	01-35	01-20	01-25
Partly Cloudy	23-62	26-60	34-54	36-60	21-50	26-50
Cloudy	63-00	61-00	55-00	61-00	51-00	51-00
Precip. chance	33%	33%	33%	36%	40%	43%

TERRAIN ADJUSTMENT

The Flanaess is very diverse in terms of terrain, each different type has a different impact on climate. The following table should be used to adjust temperature and precipitation, with effects for geography and terrain type being cumulative.

	Desert	Forest	Hills	Jungle	Mountains	Plains
Temperature:						
Daytime high	+10	-5	-	+5	-3 / 1,000'	-
Nighttime low	-10	-5	-	+5	elevation	-
Precip. chance	-30%	-	-	+10%	-	-
	Ocean (cold)*	Ocean (warm)†	Seacoast (cold)	Seacoast (warm)	Swamp	
Temperature:						
Daytime high	-10	+10	-5	+5	+5	
Nighttime low	-10	+10	-5	+5	+5	
Precip. chance	+15%	+15%	+5%	+5%	+5%	

* Cold-current oceans include Grendep Bay, Icy Sea, etc.

† Warm-current oceans include the Dramij Ocean, Solnor Ocean, Woolly Bay, etc.

GEOGRAPHIC ADJUSTMENT

The Flanaess is enormous, and by its very nature covers an enormous swath of latitude, which will necessarily impact climate. The following table should be used to adjust temperature, with effects for geography and terrain type being cumulative. Where applicable, the temperature adjustment is for the capital city; if more precision is needed, simply add 1 degree of temperature for every 2 hexes traveled south, and vice versa. Note that because of the warm currents of the Drawmij Ocean, the lands around its coast are a special case and do not follow the pattern for the Flanaess.

Almor	Bandit K.	Bissel	Blackmoor	Bone M.	Celene
+7	-8	+1	-17	-4	+5
Cruski	Dullstrand	Ekbir	Fruztii	Furyondy	Geoff
-18	+15	±0	-11	-3	+5
Gran M.	Great K.	Greyhawk	Hardby	Highfolk	Horned S.
+4	+7	±0	+4	-2	-5
Idee	Irongate	Iuz	Keoland	Ket	Lendore I.
+17	+13	-8	+7	-3	+18
Lordship.	Medegia	North P.	Nyrond	Onnwal	Pale
+22	+13	±0	+3	+12	-7
Paynims	Perrenland	Pomarj	Ratik	Rel Astra	Rovers
±0	-7	+10	-7s	+10	-12
Scarlet B.	Schnai	Sea B.	Sea P.	Shield L.	South P.
+23	-11	+4	+19	-1	+13
Spindrift I.	Sterich	Stonefist	Sunndi	Tenh	Tiger N.
+14	+10	-13	+15	-10	-13
Tusmit	Ulek C.	Ulek D.	Ulek P.	Ull	Urnst C.
±0	+11	+8	+13	+2	-2
Urnst D.	Veluna	Verbobonc	Wolf N.	Yeomanry	Zeif
+2	±0	+3	-13	+15	±0

COSMOLOGY

PLANES OF EXISTENCE

Oerth knows of the planes of existence in much the same way as other worlds, but there are some unique exceptions that stand out for the student of comparative multiversal studies. The overall structure is the same, with the material plane standing at the center, surrounded by and partially coexisting with the ethereal and astral, with the former leading to the elemental planes, and the latter leading to the outer planes. The positive and negative planes rest atop and below the whole, while the occlusion of light and energy caused by the material plane creates the plane of shadow (known elsewhere as Shadowfell).

One significant difference is that the Feywild, as it is known, does not seem to intersect with the material plane in the vicinity of Oerth or Greyspace in any meaningful way (but there are notable exceptions – see for instance the entry on the Fruztii below). It's possible that portals do exist that haven't yet been discovered, but the whole seems completely alien to Oerth.

The elemental planes seem to be much more robustly charted on Oerth than elsewhere. Not only do they recognize the standard elemental planes (water, earth, fire, and air), but also designate those planes between those main realms (ooze, magma, ash, and ice) as para-elemental planes unto themselves, and deem them just as large and inhabited by just as great a variety of creatures as the “main” elemental planes.

In addition, they recognize that the two polar opposites of energy of life and death are embodied in a positive and negative energy plane. While these are ultimately the source of all light and dark in the multiverse, they are also home to their own weird inhabitants. These positive and negative planes border on the elemental planes, in some weird quirk of the geography of the inner planes, and at these intersections eight more quasi-elemental planes exist; steam, minerals, radiance, lightning, salt, dust, smoke, and vacuum). Just as with the para-elemental planes, each of these is known to be inhabited by throngs of their own native creatures, with powers and abilities to suit their native planes.

The outer planes are much as they are known elsewhere, with simple differences in nomenclature being the major departures. Bitopia is known as the Twin Paradises, the Beastlands are the Happy Hunting Grounds, Arborea is Olympus, Ysgard is Gladsheim, Carceri is known as Tartarus, and Mechanus is called Limbo. One major “structural” change is that Oerth knows of another outer plane, known as the plane of Concordant Opposition, which vibrates and resonates with the alignment of neutrality. Why this plane is not known elsewhere is a mystery, but it might have something to do with the powerful forces at work on Oerth that strive to keep all in balance, and champion the cause of neutrality on a cosmic, historical, and personal level.

This situation is made yet more complex by the fact that in certain lands of Oerth, such as the Celestial Imperium and its neighbors, there are in fact held to be five elements (earth, water, wood, metal, and fire), and each is represented by its own elemental, para-elemental, and quasi-elemental components. When approached from these lands, the elemental plane of air simply doesn't exist, and the para- and quasi- elemental planes are changed accordingly as well. There are even rumors that attempting to summon an air elemental or djinni in these lands will fail, but the same magic can be used to summon one of wood or metal! How these mutually exclusive multidimensional geographies can seemingly co-exist (and co-exist they do, as wizards and savants of each culture who have investigated the question thoroughly can attest), remains a mystery.

STARS AND PLANETS

The planet Oerth rests within a great crystal sphere many millions of miles in diameter. Those stars in the sky that are fixed (i.e., which do not change position from season to season) are, in fact, enormous jewels 10-20 miles across, somehow affixed to the inner side of this crystal sphere, glowing with an intense light strong enough to reach Oerth at night. While bright, they do not radiate heat. It is rumored that, on rare occasions, portals open up in the vast crystal sphere, allowing movement from within to whatever is beyond, which some sages name the phlogiston. Its true nature, and what might lie without, are beyond the scope of the present work, but not completely unknown to the inhabitants of the Flanaess.

Oerth lies at the center of the crystal sphere, and the sun, Liga, orbits around it, as do the other planets, which appear in the sky as the wandering stars. Oerth itself has two moons, Luna and Celene, which circle the world according to precise schedules, showing their phases on a regular basis. Several gods, including Pholtus and Lendor, take credit for the regularity with which the moons travel, but the truth can ultimately never be known. While Luna has a surface that is airless and studded with weird ruins, Celene has vast forests with many beasts and monsters, none of whom are intelligent.

The other wandering stars are, in fact, worlds like Oerth itself, albeit with very different inhabitants, climates, and terrains. They consist of:

- **Edill.** A huge world of clouds, inhabited by dragons and other flying creatures.
- **Gnibile.** Similar in composition and size to Edill, but inhabited by many undead creatures.
- **Conatha.** A water-filled bubble, inhabited by merfolk, sahuagin, and other aquatic creatures.
- **Ginsel.** A world with solid ground, but in the shape of a vast crescent, rather than a sphere. It is inhabited by humans and demi-humans on both the interior and exterior surfaces of “the Bite.”
- **Borka.** A cluster of boulders surrounded by a breathable atmosphere, inhabited by humanoids.
- **Greela.** Similar in make-up to Borka, but much larger. It is inhabited by humans, elves, some other demi-humans, and non-evil giants and giantkin.

In addition, sages are aware of the existence of two other features within the crystal sphere that are not visible from Oerth; a sphere of boulders both enormous and miniscule known as the Grinder, which lies between the sun and Edill, and another wandering star, or planet, named the Spectre, which is too dim to be seen from Oerth.

It is possible to journey beyond the surface of Oerth and into the deeps of the crystal sphere by means of magical ships known as Spelljammers. It is precisely such vessels which allow the sages and savants of the Flanaess to know so much about the conditions on the wandering stars and the nature of the crystal sphere. The existence of such ships is known to many, but is generally met with indifference. Most such craft set down in water, and sail into ports, and so no great fuss is made over them. Ports specifically known for their spelljammer visitors include the Free City of Greyhawk, Dyvers, and Irongate, which has a landing field nearby for the convenience of such visitors.

LANDS AND WILDERNESSES OF THE FLANAESS

The Flanaess is the center of enlightened civilization on Oerth, as its residents will readily assure all questioners. The kingdoms, duchies, and other nation-states and free cities are numerous, as are its many woodlands, mountain ranges, and waterways, and the most significant of these are described below.

A NOTE ON NON-HUMANS

Demi-humans (elves, dwarves, etc.) and humanoids (orcs, goblins, etc.) are referred to herein by their Flan (or in the case of norkers, gnomish) names, which are commonly used throughout the Flanaess by speakers of all languages. For those unfamiliar with this nomenclature, a table of conversion is provided below.

Bugbear	=	Buchveer	Goblin	=	Jebli	Ogre	=	Eiger
Dwarf	=	Dwur	Halfling	=	Hobniz	Orc	=	Euroz
Elf	=	Olve	Hobgoblin	=	Hoch-jebline	Troll	=	Trulent
Gnoll	=	Kell	Kobold	=	Kelbit	Xvart	=	Xivort
Gnome	=	Noniz	Norker	=	Noblink			

NATION-STATES

ALMOR, PRELACY OF

Glass eyes are considered very rude in Almor. Those missing an eye should wear an eye patch.

Ruler: His Venerable Mercy Kevont (12th level cleric)

Capital: Chathold (pop. 4,789)

Population: 150,000+ humans, few demi-humans, few humanoids

Resources: Foodstuffs, cloth, copper

Racial composition: Oeridian with strong Suel strain

Alignment: CN, N, NG

History

The Prelacy of Almor was originally a clerical fiefdom of the Great Kingdom (comparable to the See of Medegia, where the worship of Heironeous' hated brother Hextor predominates). However, as the power and righteousness of Aerdy waned, Almor broke away and became an independent state during the Turmoil Between Crowns, in CY 448.

Politics and Society

The prelacy is but loosely governed and is, in general, a peaceful and pastoral land. The people are mostly farmers and fishermen, with a few foresters in the northern reaches. The local lords and nobles, as well as the powerful Lord Mayor of Innspa, all swear fealty to the prelate.

Almor is a faithful ally of the kingdom of Nyronnd to the west, which sees it not only as a fellow force for good in the region, but also as a useful buffer against the Great Kingdom to the east.

Almor maintains a highly effective spy network within the Great Kingdom.

Religion

Worship of Heironeous is the state religion of Almor, and the prelate is head of state. However, the worship of other certain other good-aligned deities is tolerated, such as Pelor. The capital city of Chathold contains the great Cathedral of Chivalry, with its famed stained glass panels; a very popular place of pilgrimage. There are smaller, but still quite impressive, temples and shrines throughout Almor, including that of Heironeous-by-the-Sea on the coast of the Sea of Gearnat, famed for its powers of healing beyond those of normal priests. Many followers of Lirr attend the biannual contests of poetry, song, and art sponsored by the Seven Shrines of Lirr as a religious festival (sacred to them but open to all) held in Innspa to mark Growfest and Needfest. It is said that Lirr Herself appears there at irregular intervals, and that Her presence is known by the supernaturally excellent performances.

Military

Nyrond makes regular payments to support the maintenance of the Almorian army, which consists of some 5,000 horse and foot, plus the personal forces of the nobility and petty lords. In addition to this core force, local nobles and clerics maintain their own smaller forces, and a militia armed with crossbow, spear, fauchard or glaive in the south, or longbow or battleaxe in the north. The Prelate realizes he is not a military man by any means, and would appoint one more skilled in such worldly matters as overall commander if needed.

Notable Locales

Innspa has famous hot springs and baths, some with purported healing properties. Over the years, the entire economy has taken to revolving around the springs and their associated inns and spas. It is a vacation spot for the well-heeled of the entire north-eastern Flanaess.

BANDIT KINGDOMS

Natives of the Bandit Kingdoms are taught as children to swing a sling counter-clockwise, regardless of what hand the sling is in.

Ruler: None

Capital: None (Rookroost is the largest city, pop. 17,310)

Population: 95,000+ humans, few demi-humans, many humanoids

Resources: Silver (Riftcanyon)

Racial composition: Oeridian with strong Flan and Suel strains, with weak Baklunish mix

Alignment: CE, CN, NE

History

The current loose collection of petty states and independent freeholds that make up the Bandit Kingdoms began to take shape between 300 and 350 CY, part of a conglomeration of such tiny and fiercely independent states that stretched far to the west, into what is now Iuz.

Politics and Society

Each lord styles himself a Boss, Plar, General, Prince, etc., with even a few Kings thrown into the mix, but borders, alliances, and even the existence of various “kingdoms” is constantly in flux. There are currently some 17 states in the region, led by a half-dozen of the most powerful, with the rest scheming and plotting to put themselves into that august

circle. Their instinct towards independence is strong, however, so it's unlikely that any of their number could come to dominate the whole. That same instinct allows them to band together temporarily to resist foreign invaders, such as Tenh or the Horned Society.

There are some seventeen independent lords, princes, dukes, etc. that claim dominion over part of the Bandit Kingdoms. As the borders of these states are constantly changing, the geographical lines are of necessity vague:

- Warfields (around the eastmost bend of the Ritensa River), ruled by Guardian General Hok (11th level fighter).
- Wormhall (north of Warfields, into the southwestern Fellreev Forest east of the Ritensa), ruled by Baron Oltagg (4th level fighter / 9th level thief).
- Freehold (in the "crook" of the Fellreev forest, including up to the bend of the Atonsamay River), ruled by Master Eab Huldor (9th level wizard).
- Kor (northwest of the Tangles), ruled by Rhelt Abbarra (10th level rogue, assassin archetype).
- Tangles (in and around the Tangles), ruled by Earl Reynard (8th level bard).
- Rift (in and around the Rift Canyon), ruled by Plar of the Rift Lintoff (13th level rogue).
- Reyhu (south of the Rift Canyon, from the Artonsamay River to the border with the Shield Lands), ruled by Tyrant Celdro (10th level fighter).
- Redhand (western bank of the Artonsamay where it reaches the Nyr Dyv), ruled by Prince Zeech (5th level cleric / 8th level fighter).
- Artonsamay (east of the Rift Canyon, ironically hardly any territory along the river itself), Duke Nebon Gellor (9th level fighter).
- Stoink (in and around the town of Stoink), ruled by Boss Dhaelhy (8th level fighter / 5th level rogue).
- Dimre (west of the Phostwood), ruled by Szek Winvid (10th level cleric).
- Johrase (northeast of the Tangles), ruled by King Selnon (11th level fighter).
- Midlands (north of the Tangles), ruled by Graf Venholtee (3rd level cleric / 7th level fighter).
- Greenkeep (southeastern Fellreev Forest and surrounding area), ruled by Lord Yanboli (half-elf, 5th level fighter / 5th level wizard / 5th level rogue).
- Rookroost (in and around the town of Rookroost), ruled by Plar Teuod Fent (9th level wizard, illusionist school).
- Fellands (northeast Fellreev Forest into southwest Bluff Hills), ruled by Lord Avaerd (10th level fighter).
- Groskopf (eastern Bluff Hills to the Zumker River), ruled by Baron Skiven (11th level fighter).

Religion

Commonly-worshiped deities in the Bandit Kingdoms include Olidammara, Erythnul, Norebo, Hextor, Nerull, Ralishaz, Kurell, Fharlanghn, Pholtus, Trithereon, and Rudd.

Military

Together, the various states of the Bandit Kingdoms can field more than 10,000 troops. After recruitment within their own territories, and supplemented by mercenaries, it is estimated that potential troop strengths are distributed among the various free lords as follows:

1. Warfields has 300 cavalry and 500 infantry.
2. Wormhall has 150 cavalry, 400 infantry, and 100 kell as shock troops.
3. Freehold has 350 cavalry and 800 infantry.
4. Kor has 400 cavalry and 600 infantry.
5. Tangles has 200 cavalry and 550 infantry.

6. Rift has 150 cavalry and 350 infantry, but is recruiting humanoid troops from the Rift Canyon as well, fielding 200 kell, 50 buchveer, and 10 eiger.
7. Reyhu has 300 cavalry and 700 infantry.
8. Redhand has 100 cavalry and 300 infantry. Prince Zeech also maintains a fairly strong force of ships and galleys on the Nyr Dyv.
9. Artonsamay has 250 cavalry and 250 infantry.
10. Stoink has 200 cavalry and 650 infantry.
11. Dimre has 300 cavalry and 550 infantry.
12. Johrase has 350 cavalry and 550 infantry.
13. Midlands has 200 cavalry and 450 infantry.
14. Greenkeep has 150 cavalry and 600 infantry.
15. Rookroost has 250 cavalry and 450 infantry.
16. Fellands has 300 cavalry, 850 infantry, and 100 euroz that serve as the personal guard of the Lord.
17. Groskopf has 150 cavalry, 300 infantry, and 50 eiroz (eiger-euroz hybrids).

Notable Locales

The famed White Plume Mountain, detailed in adventure modules S2 *White Plume Mountain* and *Return to White Plume Mountain*, is just south of the Riftcanyon, which itself is a natural wonder and full of dangers. The city of Rookroost is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

BISSEL, MARCH OF

Brides in Bissel traditionally wear gowns of red with a veil.

Ruler: His Lofty Grace, Margrave Walgar (15th level fighter)

Capital: Thornward (pop. 3,430)

Population: 35,000+ humans, some demi-humans, some humanoids

Resources: cloth, foodstuffs, gems (10 gp), and gold

Racial composition: Oeridian with strong Suel and Baklunish influence

Alignment: LG, LN

History

The March of Bissel, also known as the Littlemarch, was originally the northernmost region of Keoland, having been established around 400 CY. In the Small War between Keoland and Furyondy, the former was pushed back to within the boundaries of the Sheldomar Valley proper, and Furyondy annexed Bissel as its own. Some decades later, the Littlemarch was granted independence after the then-Margrave saved the life of the Furyondian king from ambush by a horde of goblins. King Hugh III was traveling through the March with a small escort and about to ride into ambush by a horde of jebli, when the humanoids were set upon by Margrave Rollo and routed. Hugh III granted the March palatinate status, and it has been an independent, but friendly, neighbor since.

Politics and Society

Today, the March is on good terms with both Furyondy and Keoland, and is a bulwark against any aggressive Baklunish moves through Ket. Bissel has traditionally warm relations with the Gran March.

Religion

Commonly-worshiped deities in Bissel include Heironeous, Zilchus, Fharlanghn, Geshtai, Rao, and Istus.

Military

Four Border Companies are maintained, plus four reserve companies, each consisting of 1,000 troops; foot, horse, and bowmen, armed with lance, crossbow, pike, fauchard-fork, flail, and sword. All are very well-equipped, and those Border Companies on duty are supplemented by a scout unit of 30-50 men. Many mercenaries and adventurers from across the Flanaess see service in the Border Companies at one time or another.

Notable Locales

The Deepingdelve, a gold mine in the Lorridges, is the deepest known gold mine in the Flanaess.

BLACKMOOR, ARCHBARONY OF

Orange cats are considered bad luck in Blackmoor.

Ruler: His Luminous Preponderancy Bestmo, Archbaron of Blackmoor (15th level fighter)

Capital: Dantredun (pop. 666)

Population: 20,000 – 30,000 humans, few demi-humans (if any), many humanoids

Resources: Copper, gems (100-500 gp), ivory

Racial composition: Oeridian with strong Baklunish influence

Alignment: CN

History

The settlers of this ancient and forgotten land originally fled the Suel-Baklunish wars a millennium ago, opting for a northern route that would take them away from the powerful Suloise. This proved a catastrophe, as they were harried from one land of nomadic barbarians to the next; first the Tiger Nomads, then the Wolf Nomads, and finally they were turned back by the Rovers of the Barrens. Unable to go back into the lands of the Wolves, the ragged refugees went further north still, through the frozen wetlands of the Cold Marshes. There, in the relative safety of the marshes, they settled and founded Blackmoor. The original capital was sacked many years ago, and extensive ruins with dungeons beneath are said to endure, as is an ancient and mysterious “City of the Gods” somewhere within the borders of the Barony.

Politics and Society

Tucked away between the Land of Black Ice, Cold Marshes, Burneal Forest, and the Wolf Nomads is the barony of Blackmoor. This sparsely-populated land is constantly harried by both nomads and monsters, and is said to only be habitable because of volcanic springs and other geothermal sources in the region.

Religion

Both Oeridian and Baklunish gods are worshiped in Blackmoor, but there are also rumors of strange cults that semi-openly worship gods and other entities from far beyond the bounds of Oerth.

Military

The ordinary soldiery employs slings, short bows, and spear; cavalry is only found in the personal guard of the Archbaron himself.

Notable Locales

The City of the Gods lies between Blackmoor and the weird Land of Black Ice to the north. Its towers are made of iron, and the summer is never-ending, despite the weather beyond its walls. What lies within is largely unknown, for few who have ever ventured within, have ever returned.

BONE MARCH

Native humans of the Bone March will say “white pine” upon waking, as a good luck charm.

Ruler: None

Capital: Spinecastle (pop. 6,300)

Population: 30,000 humans, few demi-humans, many humanoids

Resources: Gems (10-50 gp), silver

Racial composition: Oeridian and Suel inmixture

Alignment: CE, CN, N

History

The Bone March was originally founded as part of the Great Kingdom's northward expansion to try to break the power of the barbarians on the Thillonrian Peninsula. Pressing their advantage as land warriors rather than a naval power, Aerdyn sent a series of raiding parties northward to push back the barbarians. After several inconclusive skirmishes, a large Imperial force was destroyed by the barbarians, and the Overking decided full-scale war was in order. The Fruztii barbarians played a game of attack and retreat, but once the Aerdians were seen to send in a full-fledged army, they sent out a call for their fellow barbarian cousins to resist the southern invaders, and they responded in droves, both overland and by ship.

Some ten thousand Suel barbarians massed on the still-under-construction fortress at Spinecastle. While they hurled themselves against the incomplete defenses, a relief force from North Province surprised them in what is called Caldni Vir's Charge, and wiped out almost the entire barbarian horde, taking thousands of casualties themselves in return. It was at this Battle of the Shamblefield that the March got its name, from the field of bones gleaming in the mud after the battle.

However, in 560 CY the humanoid tribes from the southern Rakers began probing into the March. The following year this turned into a full-on invasion, and within two years the whole had fallen, as the Herzog of North Province watched ineffectively. The Marquis, Clement, and his family were slain, his army destroyed, and most of the population was either killed or enslaved.

Politics and Society

The whole of the Bone March is now completely ruled by bands of humanoids, and the few humans that remain are either enslaved by or in league with them. The humanoid rulers of the March send raiding parties through the same ranges of the southern Rakers that they used to invade in the first place, striking into Nyrond, the Pale, and Ratik.

Religion

As the land is mostly under the sway of humanoid tribes, so too has its religious life reflected that change. Among those humans who remain free, those of Oeridian stock mostly worship the Oeridian deities Hextor and Erythnul, while those of Suel extraction (whose ancestors most often hail from the north) call upon Kord and Beltar, as a rule.

Military

The various humanoids who rule the Bone March are outfitted as described in the Monster Manual. The tribes of kell, eiger, and euroz war continuously with the forces of the Great Kingdom across the Tessar Torrent. Given the temperament and history of the Overking, however, it is commonly held that he would rather have the Bone March as an ally, and its humanoids enlisted in his armies.

Notable Locales

Rumors persist of deep caves running beneath the hills from Johnsport to Bellport, through which many thousands of refugees escaped when the March fell to the humanoid hordes. The humanoid rulers of the Bone March are reported to be frantically searching for these caves, through which they hope to launch a sneak attack against North Province. Their failure, and the general amnesia the survivors suffered regarding their journey, have prompted much speculation about the nature of these caves, and their inhabitants.

CELENE, KINGDOM OF

When both moons are full at Midsummer, the entire country of Celene is given to revels and feasting.

Ruler: Her Fey Majesty Yolande, Queen of Celene and Lady Rhalta of all Elvenkind (7th level fighter, 11th level wizard)

Capital: Enstad (pop. 6,950)

Population: 15,000 humans, 9,500 gray olve, 8,000 sylvan olve, 3,500 noniz, some hobniz

Resources: Cloth, foodstuffs, silver

Racial composition: Suel with weak Flan influence

Alignment: LN, N, NG

History

The lands between the Lortmils and the Suss Forest has been ruled by the olvenfolk for more than a century. Together with the Ulek states, they drove out the humanoids infesting the Lortmil Mountains during the Hateful Wars (498-510 CY).

Politics and Society

Celene maintains an isolationist policy, although they are on friendly terms with all three of the demi-human ruled Ulek states. Very little is known about Celene or its internal politics, although there is some trade with its neighbors. It is

known that humans form a minority in the country, although there is a sizeable half-olven population. The kingdom tends towards isolationism.

Religion

Shrines to the olven deities are many and scattered; typically they are small and honor an aspect of one of their Gods associated with a particular natural feature such as a waterfall, spring, or idyllic glade. As such, olven pilgrimages tend to be of shorter length than those of others. Those humans within the realm tend to worship forest and nature-related deities such as Ehlonna, Phaulkon, and Phytan.

Military

Many humans and half-olve serve in Celene's military, under the command of the Luminous Elf-Commander Jevrail. Although it is at peace with its neighbors, continuous raids are carried out in the Suss Forest beyond the Jewel River, against the many humanoids that attempt to use it as a highway to slink northwards from the Pomarj to wreak havoc. Occasional forays into the Pomarj itself are also conducted.

Notable Locales

Enstad is famed for its public gardens, which are specifically designed so that the scents vary with the passing of each hour, as different flower species' pollen alights on the air and mixes with the others.

CRUSKI, KINGDOM OF (ICE BARBARIANS)

Wine is considered a delicacy amongst the Ice Barbarians, often worth ten times its value in warmer climes.

Ruler: His Most Ferocious Majesty Loggoff Bearhair, King of Cruski, Casstal of all the Suelii (14th level fighter)

Capital: Glot (pop. 5,100)

Population: 60,000, some dwarves, some halflings (stout)

Resources: Copper, furs, gems (10 gp)

Racial composition: Suel

Alignment: CN

History

The nation that is now known as the Ice Barbarians was, like much of the Thillronian Peninsula, a collection of petty rulers constantly squabbling and fighting with one another, up until about a century ago, when one Thorvik Ironheart, jarl of a hitherto-unremarkable patch of hardscrabble known as Glot, undertook to conquer all of the surrounding jarls and declare himself king.

Since that time, the kingship has remained hereditary within his expansive family, although not strictly from father to son; anyone who is descended from Thorvik (who himself claimed the god Vatun as his ancestor) is eligible to be elected king at the great Cruskthing.

Politics and Society

The Ice Barbarians do not discriminate when it comes to raiding for loot and blood. They are happy to raid their Frost and Snow Barbarian cousins one season, and then join them to raid Ratik, Stonefist, or North Province. Raids into Stonefist are common during High Summer, and the Fists are seen as hated, but respected, foes. Ships of the Sea Barons, on the

other hand, are attacked on sight, as there is a long-standing hatred between them, but the Sea Barons usually inflict high losses against the Ice Barbarians in turn.

Those kings who would remain on their throne for a long and happy reign tend to exercise their authority but little, and give their jarls much latitude. Exceptions are made when making treaties with neighbors and others, and in the face of invasion from foreign lands, such as the Frost and Snow barbarians, and occasionally when mounting a major foray into southern lands. As noted above, the kingship is not hereditary, and when the throne is vacant, the Cruskthing elects a new king from the pool of eligible candidates, all of whom claim Thorvik Ironheart as their ancestor.

Religion

The Cruski worship the Suel gods, although Vatun is counted as their leader.

Military

The bulk of the warriors are infantry, armed with axe, bow, sword, or spear. Cavalry have spears or scything axes (treat as a battleaxe, but it has the reach property and does 1d8 slashing damage). Since troops can be transported very quickly by ship, they rarely stray too far inland.

Notable Locales

Every spring, the northern coast of the land is struck by a series of icebergs, whose origin remains unknown, all of which are home to a strain of trolls specially inured to the cold. They arrive in great icebergs which are hollowed out with the twisting and turning caverns carved by these trolls, who spill out onto the land as their ice-homes melt and crack, causing no end of chaos. The meeting of these bergs on the beaches is considered a welcome break from the tedium of a winter on the northernmost coast of the Flanaess.

DULLSTRAND, INDEPENDENT TOWN OF

It is considered good luck to have someone of Olman extraction be the first to enter your home on New Year's Day.

Ruler: Their Honors the Masters of Dullstrand, Kroden Bahl (9th level fighter), Wurton Mistveil (10th level rogue), and Poten Gwael (10th level bard)

Capital: Dullstrand (pop. 5,500)

Population: 6,700 humans, few demi-humans, no humanoids

Resources: Few

Racial composition: Suel-Oeridian mix

Alignment: CN

History

The strip of coast known today as the Dullstrand was originally settled some 800 years ago by fleeing Suel refugees, hard pressed by Oeridian tribes and orc warbands that drove them ever onward. With the establishment of the Great Kingdom, this place was seen as a likely place for smuggling and similar activities, taking illicit goods into the County of Sunndi through secret passes in the Hestmark Highlands. It was formally claimed by Medegia in 199 CY, in an attempt to bring in some much-needed revenue and stamp out the smuggling, banditry, and piracy that flourished here. The place draws its name from a Medegian map made in CY 211, naming it the Dull Strand ("strand" meaning beach). These efforts only lasted until 245 CY, when the Censor deemed the place more trouble and cost than it was worth, and withdrew to leave it

to its own devices. While the district remains officially Medegian territory to this day, neither Medegia nor the inhabitants recognize it in practice, and many don't even realize the historical connection. Occasional forays by mercenaries to root out the worst of the bandits and smugglers, and sporadic patrols of the coast by Medegian galleys to deter piracy, met with mixed results.

With the withdrawal of Medegian authority the region flourished. A settlement was established at a well-used pirate and smuggler base on an inlet, with the town taking its name from the region as a whole; Dullstrand. The town quickly became much more diverse than its surrounding territory, welcoming newcomers from all the lands surrounding the Aerdi Sea, Spindrift Sound, and beyond.

In CY 356, when Nyronnd seceded from the Great Kingdom and the reaction in Medegia and South Province was ever-increased oppression, a new wave of Oeridian refugees from those lands made their way here. Later, after Sunndi seceded from the Great Kingdom and joined the Iron League in CY 455, a number of humanoid refugees from the now-routed Imperial armies found themselves in Dullstrand and the Hestmark Highlands. Most were exterminated, but some managed to lay low enough to find homes in caves and the like in the hills. They are forced to remain in hiding, as the Dullstranders have a great loathing of humanoids of every sort. With the shaking of the Imperial yoke, ties have grown friendlier and stronger between Dullstrand and Sunndi, especially as many Dullstranders are originally of Sunnd stock.

Politics and Society

Dullstrand is a haven for disaffected, and provides aid to the rebels against Aeridian and Medegian rule in the Hestmark Highlands to the north, despite its official policy of neutrality. It is a known pirate haven, and has little love for the Great Kingdom, and especially Medegia.

The town is ruled by the three Masters of Dullstrand, who elect their own members, and whom are regarded as corrupt, but not outside the bounds of reasonableness. The families of the Masters are very interconnected by this point. Humanoids are not tolerated within the town or its environs, and the inhabitants have a shared distaste for any intrusion into "their" land. Settlers are welcome, however, especially those who are outcast from other lands, and the intermarriage within the place gives the whole a feel of a great extended family. Newcomers usually adopt new names and obtain papers confirming their new identity.

There are no actual laws in the town; everything functions pretty well by common sense. Intolerable acts are dealt with by summary execution, usually by drowning. Lesser offenses are handled through beatings and fines, as there is no jail or constabulary. Since it is the victims of said crimes or their families that usually administer these punishments, long-standing feuds have developed. Open violence is not tolerated by the majority however, and that serves to keep everything in the town running smoothly.

The many wild dogs that roam the coastal region are held in high regard by the fisherfolk and farmers that populate the area. This is because they have become a first beacon of warning and line of defense against incursions from the Vast Swamp of giant frogs, trolls, and worse. The Dullstranders have learned to trust and even care for the wild dogs because of their usefulness, and as a result they have become semi-domesticated over time.

Over the last century or so, Dullstrand has achieved prominence as an important (legitimate) port, with goods being taken into Sunndi from the Lordship of the Isles, Lendore Isle, and further far afield.

Religion

Nearly every god in the Flanaess has some sort of worshiper here, owing to Dullstrand's varied populace. Actual shrines are few and far between, however, and are always privately maintained. Shrines to Zilchus and Xerbo are most prominent.

Military

There is no organized military or militia in Dullstrand. At need, the populace would rise as one to repel any outward invasion.

DYVERS, FREE AND INDEPENDENT CITY OF

The lord mayor of Dyvers wears three crowns on formal State occasions, hence the three crowns on the city's arms.

Ruler: His Excellency Margus, Magister of Dyvers (17th level rogue)

Capital: Dyvers (pop. 36,000+)

Population: 44,000 humans, some demi-humans, few humanoids

Resources: Shipbuilding supplies

Racial composition: Baklunish

Alignment: LG, NG

History

The city at the mouth of the Volverdyva, where it empties into the Nyr Dyv (Lake of Unknown Depths) was originally part of the Viceroyalty of Ferrond, and was instrumental in the foundation of the Kingdom of Furyondy. Once the kingdom began to have close ties with the Archclericy of Veluna (whose religious policies were deemed restrictive by the leaders of the city), it declared its independence in 526 CY, and King Thrommel II did not gainsay their decision. Even so, Dyvers continues to pay tithes and some taxes to their former Furyondian lords.

Politics and Society

Dyvers is an important trading port, drawing in vessels from diverse lands such as Perrenland, Bissel, Nyrond, Urnst, the Pale, Tenh, and even Iuz. It claims some 2,000 square miles south of the Volverdyva as its own, and remains on good terms with Furyondy. It has a great rivalry with the free city of Greyhawk to the east, but this has rarely escalated to open war.

Religion

While a wide variety of religions are practiced in Dyvers, the worship of Zilchus, god of merchants, predominates.

Military

Dyvers maintains a force of some 2,000 soldiers and 1,000 marines, all of whom are well-equipped. Its marines in particular are noted as superior warriors.

Notable Locales

The second half of adventure module WG11 *Puppets* takes place in Dyvers.

EKBIR, CALIPHATE OF

In Ekbir, the letter “s” is pronounced as “sh”, and this habit can identify them unless great pains have been taken to correct it.

Ruler: His Sublime Magnificence Xargun, Caliph of Ekbir (16th level cleric)

Capital: Ekbir (pop. 29,400)

Population: 100,000+ humans, no demi-humans, few humanoids

Resources: Cloth, foodstuffs

Racial composition: Baklunish

Alignment: LG, NG

History

Founded in the years immediately following the Invoked Devastation, this former nomad trading village has grown over the centuries into the strongest Baklunish city in the Flanaess. Approximately 100 years ago, there was a vicious struggle for the succession, as the previous Caliph died without an heir. This struggle lasted for 9 years, during which time the lands of Tusmit declared and were able to keep their independence. That has not been forgotten, and since then the Caliphs have made it their policy to try to re-acquire Tusmit by any means necessary.

Politics and Society

The Caliph is an absolute ruler, and the court is a hive of intrigue and political infighting, as various factions vie for influence with the Caliph and those who can influence him. Traditionally, Ekbir's ruler claims suzerainty over all of the Baklunish lands, although as a practical matter that has never really been the case. Ekbir prides itself on being the most civilized of the Baklunish states, and as such the art of assassination has been developed to a high art.

Religion

Only the Baklunish religion is practiced here, and visitors are forbidden from carrying on worship of foreign deities, or even wearing their holy symbols, in public. Lawful good pilgrims will invariably be heading to one of the many small shrines of the Lost Imam Al'Akbar, whose reputation for miraculous healing powers is famed throughout the Flanaess and beyond; such shrines may be found in all of the cities and most of the villages of the region, including Zeif and Tusmit, each specializing in some particular ailment. Caravans of pilgrims will spend years visiting each and every one in an effort to heal the afflictions of all the seekers present among their ranks.

Military

Ekbir maintains an army of some 5,000, including 1,000 heavy foot with the rest being mostly light and medium cavalry. It maintains a strong warfleet in the Dramij Ocean, as well.

Notable Locales

In the heart of the Udgru Forest is the fabled Tower of Melesh Tur, with its djinn-powered machines and its efreet-driven weapons. The place is said to date back to the Invoked Devastation, and is rumored to be the source of the true power of the Caliphs of Ekbir, whence their claim to authority over all Bakluni derives.

FRUZZII, KINGDOM OF (FROST BARBARIANS)

It is considered unlucky to strike a new fire during the day with flint and tinder; one should either use a bow or take fire from an already-existing source.

Ruler: His Most Warlike Majesty Ralff, the King of the Fruzzii (15th level fighter)

Capital: Krakenheim (pop. 3,300)

Population: 50,000 humans, few demi-humans, some humanoids

Resources: Foodstuffs, furs, gold, silver

Racial composition: Suel

Alignment: CN

History

Fruzzii has always been the weakest of the three Suel kingdoms on the Thillonrian Peninsula (also known as Rhizia). They took enormous losses at the battle of Shamblefield in the Bone March, and have been under the rule of the Schnai for the past twenty years, with a figurehead king. Ralff has proven himself more than a mere figurehead, however, and has cleverly strengthened the Frost Barbarians until now they are sovereign in all but name. Most recently they allied with Ratik in a foray into the Bone March, followed by a campaign to clear the mountain passes of the Fists from Stonefist.

Politics and Society

The Frost Barbarians and the Barony of Ratik recently concluded a pact, which was symbolized by a consecrated parchment that is currently held in the baronial vaults.

Religion

The Fruzzii worship the Suel deities, although Vatun is reckoned as their leader.

Military

The bulk of the warriors are infantry, armed with axe, bow, sword, or spear. Cavalry have spears or scything axes (treat as a battleaxe, but it has the reach property and does 1d8 slashing damage). Since troops can be transported very quickly by ship, they rarely stray too far inland.

Notable Locales

Krakenheim boasts the largest graveyard in all of Rhizia. Consisting of innumerable grave mounds and ship burials, it has been the repository for kings, jarls, and ordinary folk for generations. It is rumored that some of the graves are actually portals to the Feywild. If true, this would mark one of the few instances where the Feywild touches on Oerth.

FURYONDY, KINGDOM OF

It is customary for the inns and taverns in Furyondy to serve watercress with meals as a garnish or small salad.

Ruler: His Pious Majesty Belvor IV, King of Furyondy (14th level paladin)

Capital: Chendl (pop. 15,600)

Population: 350,000 humans, some demi-humans, no humanoids

Resources: Cloth, foodstuffs, gold

Racial composition: Oeridian with weak Suel influence

Alignment: LG

History

Around 100 CY, the Viceroyalty of Ferrond was formed with the intention of giving the Great Kingdom of Aerdy a western center of power, and which could serve as a base for further conquest. At its beginning, Ferrond's borders were defined by the Lortmils in the south, the Clatspur Mountains to the west, Whyestil Lake in the north, and the Nyr Dyv in the east. Within a century, the Viceroyalty had become hereditary and its rulers more and more independent of an ever-weaker Overking in the distant East. In 254 CY, Viceroy Stinvri of Ferrond was crowned Thrommel I of Furyondy in the great city of Dyvers (whose leaders had strongly supported the bid for independence from the Malachite Throne). At the time, Thrommel I bore a number of titles in addition to King of Furyondy; he was Prince of Voll (modern-day Veluna), Provost of the Northern Marches, Warden General of the Vesve Forest, Marshall of the Shield Lands, and Lord of Dyvers. Most of those surrounding lands would soon become independent themselves.

It speaks to the good nature of the leaders of Furyondy, and their self-confidence and trust in their excellent army and fleet in Whyestil Lake, that losing these lands did not create a panic. Indeed, these developments were seen as a positive event; after all, if Furyondy could shake off the distant rulership of Rauxes, why shouldn't its own client states be free to pursue their own destiny? Better a friendly neighbor than a resentful vassal, it was reasoned. In turn, Furyondy enjoys a reputation as a most enlightened land.

Although Iuz began his seizure of power in CY 479, Furyondy only became aware of the growing threat starting around 490 CY, as the cambion aggressively grew his own realm between Whitestyl Lake and the Howling Hills. By 505, then-king Avras III was forced to shift his attention from an attempt to annex the Shield Lands to the northern border to check the growing menace. This move was unpopular with the powerful Great Lords of the south of the country, who used the opportunity to press for concessions, fewer taxes, and greater independence. In response, the northern lords on the borders turned the Order of the Hart to their cause. The realm was thus split into three competing factions; the Great Lords of the south, the Marcher Lords of the north with the Order of the Hart as their ally, and King Avras III the least of the three, caught between the two competing factions of nobles.

It was precisely at this point that Furyondy was saved by the sudden disappearance of Iuz himself. With the cambion-master of the lands gone, the humanoid troops left the border with Furyondy to fight each other and the human lords scrambling for power, and the threat from the north evaporated. Unfortunately, the divisions within Furyondy persisted, and so Avras was unable to launch an invasion to quiet the threat forever. His son, Prince Belvor III, was adept at politicking, and brought the Order of the Hart into the king's faction, and once he assumed the throne, was able to press the Great Lords back into line and firmly under the royal wing. When Belvor III died in CY 537 (of natural causes, but the Heirarchs claim credit for his death to this day), his son, Belvor IV, was too young to assume the throne, and rule temporarily passed to the regent, Lord Throstin, until the king came of age five years later. During this time, however, the southern lords balked at paying for extensive fortifications on the northern border, believing the threat from Iuz to be gone forever.

The belief that the true threat comes from the south was reinforced when Furyondy marched against the Temple of Elemental Evil at the Battle of Emridy Meadows in 569 CY. Soon thereafter, the heir to the Furyondian throne, Prince

Thrommel, disappeared. His fate remains unknown, but there is no shortage of suspects to blame for the presumed kidnapping. The fact that Iuz returned but a year later is seen by many as too much of a coincidence.

Politics and Society

Six major noble families dominate Furyondian politics. As the king has no lands of his own outside the capital, and the provinces have grown used to ruling themselves, this balance of power has caused some instability of late. The provinces of the kingdom are (not including Chendl, which is ruled directly by the king):

- Barony of Kalinstren
- County of Crystalreach
- Viscounty of the March
- Barony of Littleberg
- Duchy of the Reach
- The Gold County
- Barony of Willip

The chief nobles and others meet in the Knightly Conclave, an assemblage of lords who can and often do offer their opinions on a variety of subjects, and who in turn must support the king's decisions for them to be implemented. The Knights of the Hart have a strong voice in the Conclave, as do some of the most influential guilds and priesthoods. The Conclave is run with great formality and pomp; for instance, it is chaired by a berobed official called the Cerise Pursuivant Dragon, who takes his duties with the utmost seriousness.

Belvor IV faces many challenges. Although the regent maintained the coalition that Belvor III crafted, Belvor IV has undone much of that work with his aggressive plans to destroy both Iuz and the Horned Society. The old factions (together known as the Seven Families) are weakened but still endure, and the crafty and capable Lord Throstin has become ever-more ensconced within the leadership of the Order of the Hart, leaving the running of the kingdom to others. This has had the effect of removing the Order as a political instrument of the royal house, thus weakening the king's position among the nobles. Iuz is now as much a threat, if not more, than he ever was before, and the aging king sorely misses the presence of his young and energetic son.

Furyondy is closely allied with the clerical state of Veluna, and there is perennial talk of a reunion between the two states. Both Iuz and the Horned Society are seen as deadly enemies, and skirmishes along the frontier on that quarter are frequent, and the kingdom strongly supports the Shield Lands against the Bandit Kingdoms as well. Relations with the Shield Lands are cool, despite the kingdom's support for their cause, as the knights believe Furyondy aims to annex their lands into his own realm, as they were aiming to do in the past. Perrenland has long distrusted Furyondy, but needs the trade routes that traverse the kingdom.

Civil offenses are settled by dueling; a class of professional champions has emerged to fight for either side in such a dispute. Heironeous is said to watch over such cases, ensuring the guilty party loses. While serious injury does sometimes occur in such duels, it is uncommon. Criminal cases are judged by magistrates, or a trio of such in the case of Grievous Crimes such as murder, sedition, and treason. Magical truth-finding is used only in the case of such Grievous Crimes.

Furyondy is also noted for its mail riders, who bear letters across the country. For a few silver coins, letters can be reliably sent from town to town, and even to remote villages. The distance traveled determines the fee – 1 sp per hex traveled, plus 5 cp for each hex traveled by river. They are especially prevalent between Chendl, Libernen, and Willip.

Religion

Good and strong faiths predominate in Furyondy; Heironeous, Rao, and St. Cuthbert being prominent examples. Others, such as Trithereon and Zilchus also have some influence. One prominent religious locale is the temple of the beautiful Myhriss, whose temple at Willip has seen the weddings of nobility from across the Flanaess for many years (25% chance the pilgrims encountered are specifically on their way to attend such a wedding as a holy obligation).

Military

Furyondy's standing army is only a six thousand strong, but when the militia is called up and the troops of the nobility are summoned, that number grows to more than 20,000 troops. However, legally the king can only demand troops from the nobles for two months, after which time he must pay for them out of the royal treasury. Each province provides its own contingent of troops, and many provinces are specialized in the type of troops they provide:

- **Barony of Kalinstren:** Produces heavy missile infantry armed with bows and crossbows.
- **County of Crystalreach:** Fine archers form the core of this province's army.
- **Viscounty of the March:** Known for its knights, armed with lance, sword, and axe if mounted, and swords, axes, and pole-arms when afoot.
- **Barony of Littleberg:** The light infantry of Littleberg are noted as being excellent.
- **Duchy of the Reach:** Also known for its light infantry, specifically the Bootmen, who are famed for being able to march long distances without tiring.
- **The Gold County:** Not particularly known for its soldiery, the Gold County does boast the Greenjerkins, a force of several dozen ranger-archers who patrol the northern Gnarley forest.
- **Barony of Willip:** Most of the military power of the Barony is focused in Willip, to support the squadron of ships that patrols the Nyr Dyv.
- **Chendl:** The king's own House Regiment in Chendl is but 150 strong, but they are excellent heavy cavalry, while the town Watch-militia can also function as light infantry.

Furyondy is noted in general for its heavy cavalry and light infantry woodsmen. In addition, Whyestil Lake remains a Furyondian pond, thanks to the strong warfleet based out of Crockport, and another squadron sails the Nyr Dyv, based out of Willip.

Furyondian Coinage

Platinum paladin (round, obverse Furyondy's coat of arms, reverse portrait of Belvor IV)

Gold wheatsheaf (round or oval, obverse sheaf of wheat, reverse blank)

Electrum knight (oval, one of several knightly coat of arms on each side depending on when and where it was minted)

Silver sheridan (round, obverse tower, reverse crown)

Copper common (round, obverse horse's head, reverse crossed staves above a sack)

Notable Locales

The city of Chendl is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576. Chendl is famed for its sculpture gardens, including masterpieces by Yvin Patro, Jerrold Chargas, and Rogar. The above-mentioned temple of Myhriss in Willip is also widely renowned.

GEOFF, GRAND DUCHY OF

In Gorna, street food vendors must wear a green sash, which indicates that they have paid for a license. Patronizing a vendor without a sash is punishable by imprisonment.

Ruler: His High Radiance Owen I, Grand Duke of Geoff (13th level fighter, 15th level wizard)

Capital: Gorna (pop. 4,800)

Population: 30,000 humans, 6,000 high olve, some other demi-humans, some humanoids

Resources: Cloth, copper, gems (10 gp), gold, silver

Racial composition: Suel with a strong Oeridian strain, and a weak Flan influence

Alignment: CG, N, NG

History

Geoff has benefited from its geographical isolation since its inception, although it did fight a brief war with neighboring Keoland around 450 CY. Its history has largely been shaped by the threat from the omnipresent giant clans in the mountains to the north and west. To date, they have been mostly kept under control, but raids have been constant.

Politics and Society

Although Geoff is isolated from most human politics and conflict, it more than makes up for this through the perils it faces due to constant incursions of giants and ogres from the nearby Crystalmist Mountains. The human and olven populations are friendly, and cooperate to protect the duchy from these threats. Geoff is otherwise on good terms with its neighbors Keoland and Sterich.

Religion

The Grand Duchy of Geoff is host to a large number of followers of Lirr, Goddess of poetry and art. The great Theater in Gorna is host to a never-ending series of productions, readings, and exhibitions, to which the faithful make pilgrimage at least once in their lives. Caravans of such worshipers are lively and beautiful things, almost pageants in their own right. Pilgrims of either chaotic or lawful good alignment will be of such sort, and can originate from as far away as Medegia or the Thilronian Peninsula. Neutral or evil pilgrims within the Grand Duke's lands are usually en route to smallish countryside shrines dedicated to Ralishaz or Erythnul. The Grand Dukes have, over the years, persecuted these shrines with greater or lesser verve (physical harassment or greater taxes, respectively); their worshipers, however, are no small source of revenue for the Ducal coffers, and economics has won out over righteous zeal over the years.

Military

The army of Geoff consists of cavalry, archers, and pikemen from the mountain villages. There is a song, “The Archers of Geoff” which extols the prowess of the bowmen of this land, which has spread throughout the western and central Flanaess.

Notable Locales

Three cloud giant clans – Azeil, Miress, and Tageer – have castles established in the nearby Barrier Peaks. Mount Rungnirheim is a peak in the northern Crystalmists, and is primarily known for the whistling sounds it makes from the winds whipping through its many caves and caverns. Multi-headed true frost giants are said to inhabit the place. The town of Pregmere, located in the heart of the Duchy, is noted for its many hot springs, which bring tourists and health-seekers, looking for healing from the waters.

GRAN MARCH

Those in the Gran March have an affinity for rats as pets, but only if they're white.

Ruler: His Most Resolute Magnitude Petros, Commandant of Gran March (15th level fighter)

Capital: Hookhill (pop. 4,500)

Population: 40,000 humans, some demi-humans, few humanoids

Resources: Cloth, copper, gems (100-500 gp), foodstuffs

Racial composition: Suel with strong Oeridian strain, and a weak Flan influence

Alignment: LN, N

History

The Gran March was established by Keoland to subdue the fractious peoples living between the Lortmils and the Dim forest, north of the Sheldomar river. A military-religious knightly order was established which quickly established order by forming the whole male populace into worker and military “battles” (units of organization similar to regiments), but their rule was harsh and discipline demanding.

During the Small War between Keoland and Veluna in 438 CY, then-Commandant Berlikyn was slain in battle, and the populace rose in celebration, which the rulers in Keoland took as a cue to reconsider their policies in the March. From then on, the Commandant was elected from among the nobility in the March, and discipline was relaxed overall (but the regimented nature of society still remains).

Politics and Society

The whole male population is divided into worker and military “battles.” The Knights of the Watch and the leadership of the Gran March work closely together. The March has traditionally warm relations with Bissel.

Religion

Militaristic deities predominate here, such as Heironeous, St. Cuthbert, and Pholtus. Others, such as Fharlanghn, Zilchus, and the nature/agricultural gods such as Phyton, Obad-Hai, and the Oeridian gods of the winds and seasons, are also widely honored.

Military

The forces of the March are made up mostly of medium cavalry armed with lance, crossbow, and sword. Levies from the “battles” provide screening troops. Military service is compulsory for all males at age 15, while females serve at their own option.

GREAT KINGDOM (KINGDOM OF AERDY)

Farmers in the Great Kingdom always yoke their oxen four abreast.

Ruler: His Celestial Transcendency Ivid V; Overking of Aerdy; Grand Prince of the North; Archduke of Ahlissa, Idee, and Sunndi; Suzerain of Medegia; Commander of the Bone March; Lord of the Sea Barons; Protector of Almor and Onnwal; Hetman of all the Aerdi, etc. (7th level cleric, 12th level sorcerer)

Capital: Rauxes (pop. 41,000)

Population: 5,000,000 humans (inc. North and South Province and Medegia), some demi-humans (on the periphery of the kingdom), some humanoids

Resources: cloth, copper, foodstuffs, gems (1,000-5,000 gp), gold, silver

Racial composition: Oeridian with strong Suel influence

Alignment: CN (with evil tendencies)

History

The Kingdom of Aerdy was founded in -216 CY by Oeridian tribes fleeing the catastrophic wars in the West, and became the Great Kingdom in 1 CY, when the first Overking, Nasran of House Cranden, was crowned and its borders reached the city of Greyhawk. At its height, the Great Kingdom stretched from the Sea Barons to Perrenland. After many centuries as a bastion of good and order across much of the Flanaess, the Great Kingdom has declined over the last century or so into a den of debauchery and evil, with its nobility caring more for its own pleasures and power than the well-being of their people.

The ruling dynasties of the Great Kingdom (or “celestial houses” as they style themselves) drive its history. Nasran’s grandson, Tenmeris, died in CY 75, and was succeeded by the only Overqueen in the history of the Great Kingdom, Yalranda. It was during her reign that the wizard Schandor established the Court of Essence in Rauxes and initiated the legal reforms that endured until very recently. The death of the Overqueen at the young age of 40 marked the end of House Cranden and the ascension of House Rax-Nyrond, as Yalranda’s son styled his new house, breaking with previous tradition that those who were socially inferior to their spouse would take the name of their betters in a marriage, regardless of sex. The Great Kingdom had already seen its high-water mark, however, and the realm began a long, slow, decline.

The first sign of this decline was the declaration of independence by the Kingdom of Furyondy in CY 254, followed quickly by Veluna, Tenh, and Perrenland. These losses, and the ones that followed, demonstrated the general weakness of the ruling dynasty.

The weakened state of the Imperial House contributed to the ability of Nyrond (the cadet branch of the house of Rax-Nyrond) to wrest its independence on the very doorstep of the ancestral lands of Aerdy in CY 356. Just as Overking Portillan had massed a great army to bring the truculent Nyrondese to heel, a great army of northern barbarians attacked, and the army was forced to swing to the northwest. The barbarians were laid low, but the moment was lost, and Nyrond remained independent forevermore, despite constant low-level warfare consisting of skirmishes and raids along the border. The Pale and the Urnst states followed suit soon thereafter, and the decline of the Great Kingdom proceeded apace.

The House of Rax itself suffered as greatly as the realm. Portillan’s son Galren was dim-witted, and his son Sonnend was a sot who cared not a whit for the administration of the kingdom, and none of their descendants were any better rulers. Weakness of the Imperial house meant that the other houses in the Great Kingdom felt freer to press their own advantages; the title “prince” was used with more vigor, local rulers began to assume more and more authority as the Overking grew ever-more distant and uninterested in the goings-on of the realm, and open warfare erupted in some cases.

Even at this late date in the decline of Aerdy, it was a tolerant and cosmopolitan place, with the churches of deities such as Heironeous and Pholtus commanding power and respect.

Eventually the House of Rax became so weak that a civil war erupted to see which powerful prince would snatch the title of Overking from its then-current holder. Thus began the Turmoil Between Crowns. The last scion of House Rax, one Nalif, fell victim to the assassin's art after the rest of his kin had been slaughtered by House Naelax. Numerous claimants to the throne quickly arose, but were ultimately overcome by Prince Ivid Naelax of North Province through a combination of war, assassination, bribery, and diplomacy.

Ivid I of the Celestial House of Naelax declared himself Overking in 447 CY. With that event the whole of the southern portion of the kingdom rose in revolt against the Malachite Throne. Only the central core of South Province, Ahlissa, remained loyal; almost all of the rest of the territories it once encompassed – Onnwal, Irongate, Sunndi, and Idee – eventually joined in a pact known as the Iron League. The League is supported by the enemies of the Overking, Almor and Nyrond, and others. A new round of civil war erupted, but the newly-minted Overking found himself unable to bring the rebellious province back in line, as his armies and lands had been thoroughly degraded during the Turmoil Between Crowns. Things were so bad that Rauxes itself was attacked and the University burned in 449 CY.

Reputable histories of the period are rare, not only because of the destruction of the university library, but also that of Duke Astrin in Eastfair. Only Medegian sources remain, and those are known to be very biased. What is known for certain is that the steward of North Province, Ivid's nephew, rebelled and declared his charge independent. Medegia and almor similarly declared their own independence, as did the Sea Barons, but the latter were forced to capitulate when all mainland ports were closed, and they had nowhere to ply their goods. A retributive strike into rebellious Almor, complete with diabolical aid and the Overking's Companion Guard, could only be fended off by the intervention of Nyrond on the field; the two sides fought to a standstill thereafter. With the support of House Darmen in 449, Prince Ivid was able to finally solidify his hold on the throne by the following year, with the remaining princes of the Great Kingdom acknowledging him as their Overking.

Since the assumption of House Naelax to the throne it is generally agreed that all of the Overkings have been insane, possessed by demons, or both; "fiend-seeing" is a phrase often heard to describe them (albeit not very loudly, lest an informant be within earshot). Ivid I ruled for 48 years, his son Ivid II taking the throne in CY 495. Ivid II fell to madness as soon as the Imperial regalia was his*, and a mere three years later he was assassinated by his son, Ivid III. The new Overking quickly secured his own position by having all of his relatives slain, thus ensuring no rival claimants to the throne would emerge. His own children were imprisoned (albeit in a gilded cage) and left to want for nothing save their liberty. Tutors, luxuries, and every debauchery imaginable were made available to them, until he declared that the sole survivor among them would inherit his throne. A brief but bloody struggle took place in the children's palace, and Ivid IV was declared the heir apparent.

It was Ivid III that created the Web, a network of informers and spies who serve the Overking, even if they aren't directly aware of it because of the nature of its independent cells. Indeed, the Web has gotten somewhat out of control, and

* It should also be noted that the imperial regalia, usually reserved for state occasions, are magic items. The Crown of Aerdy is a *helm of brilliance*, the Staff of Naelax is a *staff of thunder and lightning*, the Orb of Rax is detailed below. The Malachite Throne itself is a minor artifact, granting the one who sits upon it an impenetrable orb of protection, *true sight*, and the ability to open a *gate* to the Nine Hells once per week. It does take a toll, however, and each use has a 5% chance of causing insanity. It was carved from a great crystal found in the Cauldron of Night between CY 443 and 446, and great enchantments were laid upon it.

sometimes two cells will even work at cross purposes! Members are often well-equipped with magical protections against detection. It's all the current spymaster, Remaelak, can do to keep the network even somewhat on-point; mostly the cells merely run on their own initiative.

Ivid IV emulated his father and imprisoned all of his 124 children in the same prison-palace where he and his siblings grew up. The children, knowing their likely ultimate fate, not only plotted against one another, but practiced their arts of seduction, torture, and assassination on the many nursemaids, handmaidens, grooms, and so forth that staff the palace. Ivid's second son ended up the victor in the vicious game of duplicity and murder that ruled in the prison-palace, and ultimately had his father killed by his then-favorite, with a vial of acid in his ear. The Malachite Throne itself was weak during his rule, and Ivid's word extended no further than the Royal Demesne around the capital Rauxes and the Grandwood. Beyond that, his word must be backed either by threats, cajoling, or bribery of the nobles and peers who make up the bulk of the realm. The outlying provinces; North and South Province, Medegia, and the Sea Barons were nearly independent, but still owed fealty to the Overking in name. Ivid was a poor administrator, and a worse strategist. He sent his armies against the old rebellious provinces like clockwork, and succeeded in little except moving a border a league or so in either direction, and providing a spectacle for him and his summer court to enjoy from afar while thousands of his troops die for their amusement. The less said about Ivid's private life, and the fate of his many concubines, the better.

In 554 CY Ivid the V assumed the Malachite Throne. Unlike his predecessors, he was capable as well as insane, and not only brought the wayward provinces of North Province and Medegia back under the Imperial yoke, but has made firm strides in retaking the Bone March from the humanoids who infest it. His political skill is unrivaled among the Overkings of the last century, although the Imperial armies have still not proven invincible in the field. His designs on Almor and Nyronnd are plain, and success has even emboldened the Herzog of South Province and the Censor of Medegia to greater action against the Iron League to the south.

For the last twenty years, a secret society known as Midnight Darkness has been slaying prominent non-evil folk within the kingdom. Although their membership is small, they are greatly feared as they primarily target priests of Pholtus and St. Cuthbert. It is thought they are cultists dedicated to Nerull, and priests of the god of death make up the second echelon of the society.

Politics and Society

There are a number of Celestial Houses that form the highest levels of the aristocracy within the Great Kingdom. Many hundreds of people are entitled to call themselves prince or princess, but it is the scions of these houses that truly wield power. Of course, the fortunes of each have waxed and waned over the years, but these are the most notable:

- **House Cranden.** A former royal house. Centered in Ahlissa and Almor, their fortunes have suffered with the secession of the latter. They are a moderating force within the kingdom, and some of its lesser princes even have ties to the Iron League.
- **House Darmen.** The wealthiest of the Celestial Houses, House Darmen has extensive landholdings spanning from eastern Ahlissa to North Province. They specialize in trade and commerce, and lead the Royal Guild of Merchants.
- **House Garasteth.** Known for its long line of skilled wizards and sorcerers, and proud of their great learning, they see themselves as the guardians of Oeridian culture.
- **House Naelax.** Currently the royal house. They are large landowners and builders of great castles and other works, and known for their vanity.

- **House Rax-Nyrond.** Officially extinct. The cadet branch, Nyrond, forms the royal house in the neighboring kingdom of the same name.
- **House Torquann.** Their power is centered in the eastern coastal region, and they dominate commerce in that region and beyond.

The Royal Guild of Merchants is also a powerful force within the Great Kingdom. Allied with the church of Zilchus, they are dominated by the House of Darmen, and licenses all other trade and craft guilds within the Great Kingdom.

Ivid V of House Naelax is said to be mad like his line, but vested with a deep cunning nonetheless. Although Medegia and North and South Provinces have been brought back under the Imperial authority, they still chafe at their status and push as far as they dare. Recent reverses in both North and South Province have caused their inclinations to independence to weaken, as they both suffer from loss of prestige and require military aid from the throne. The Overking has also made overtures to the humanoid and human rulers of the Bone March, thusfar without much success.

A veritable civil war is also brewing within the capital, as the Secret League of Pholtus tries desperately to turn Aerdy away from the path of evil that it has embraced, and which is opposed by the Midnight's Darkness Clan, led by the fanatically loyal Demonic Knights of Doom who form the Overking's elite officer corps. Things have not yet come to a head, but it is said that the agents of the Overking are closely watching the activities of the sage-patriarch of Pholtus, Emasstus Carcosa, whose displeasure with Ivid's excesses is becoming more and more known.

It would be impossible to discuss the current state of the Great Kingdom without at least acknowledging one of the central players in the spider's nest that is the politics of the capital; Xaene the Accursed. This immensely powerful wizard is court mage to Ivid (himself a wizard of no little power), who has long been at odds with the Mages's Guild at Rauxes, and who has seen both exile and the heights of power more than once. What his real plans are remains unknown, but his shadow looms large over the Overking's court.

Religion

Although it presently enjoys a great reputation for wickedness, the Great Kingdom was not always so, and it remains to this day a very cosmopolitan and relatively tolerant land. Pholtus is well-represented in the Great Kingdom, as is Zilchus. Peasants overwhelmingly honor Beory the Oerth Mother. There is a large cathedral dedicated to Hextor in Rauxes that serves as a place of pilgrimage for devotees of that grim deity, although it is not as famous as the Blood Chapel in Medegia, which chafes the Overking no end. Oeridian gods are found here, as a rule. The Censor of Medegia is a high advisor to the Overking, and thus the cult of Hextor has great favor within the realm, although certainly not to the exclusion of all others.

Military

Notable units include the Overking's Companion Guard, which consists of ten elite companies; one each of heavy, medium, and light cavalry, one of crossbowmen, one of archers, and five of infantry armed with polearms. Also of note is the Overking's Heavy Guard, consisting of cavalry armed with lance, axe, and sword; and infantry armed with polearm, sword, spears, axe, and blow-pipe. The Imperial armies can call on militia contingents from his vassals, but actually getting such troops can be somewhat unreliable. More and more, humanoid troops are being used to augment the regular army.

Several churches of militant bent (Heironeous, Hextor, etc.) maintain their own armies. That of Hextor is the largest, especially owing to the power of the Censor of Medegia.

Finally, the Demonic Knights of Doom must also be noted, a group of powerful warriors who are said to have been created by Xaene and Ivid, and who are under their command. The Knights form the core of the officer corps, and their true nature is unknown. The armies of the Overking are ultimately commanded by two Marshalls, each of whom has powerful magical attributes at his command.

Notable Locales

The city of Rauxes is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576. Rauxes has, in addition to its fabulous and famous Oeridian architecture, exemplified by its soaring cathedrals and palaces, its famous Night Gardens, filled with plants that bloom only at night.

GREYHAWK, FREE CITY OF

Magic cannot be used to solve capital crimes within the city limits.

Ruler: His Solemn Authority Nerof Gasgal, Lord Mayor of Greyhawk (10th level rogue)

Capital: Greyhawk (pop. 53,000)

Population: 70,000 humans, some demi-humans, some humanoids

Resources: Electrum, gems (10-1,000 gp), gold, platinum, silver

Racial composition: Oeridian with strong Suel influence, plus weak Flan and Baklunish strains

Alignment: LG, LN

History

In the earliest period after the Baklunish-Suloise wars, Greyhawk was established as a trading post on the Selintan River, where it took advantage not only of the river traffic, but also the east-west land routes along the southern coast of the Nyr Dyv as well. The trading post soon grew into a village, growing fat on taxes on merchants passing through, as well as the ingots of silver constantly being recovered from tombs in the nearby Cairn Hills. A castle was built, and a petty noble declared himself Landgraf of Selintan. The Landgraf's son, Ganz, was wed to the female heir to Hardby (herself a powerful sorceress), and the combined realm flourished.

Eventually, their domain passed to their descendant Zagyg Yragerne (the so-called "Mad Archmage") around 375 CY, who was determined to turn the thriving trading town into the "Gem of the Flanaess," and who also caused the massive Castle Greyhawk to be built, along with its seemingly-endless dungeons and labyrinths. After a long reign in which he seemed not to age, Zagyg disappeared mysteriously, and his castle, thought to be cursed, was abandoned and left to ruin.

In 498 CY the city declared its independence, but in the intervening years has lost many of its outlying lands; Hardby is once again an independent state, the Gnarley Forest is ruled by its woodsmen, and its former lands in the northern Wild Coast are once again independent.

Several years ago, treasure both monetary and magical began to be discovered in the ruins of Castle Greyhawk, and the influx of wealth once again turned around the city's fortunes.

Politics and Society

Greyhawk is ruled by a Directing Oligarchy, who chooses the Lord Mayor. The Oligarchy's size ranges from 12-18, depending on the vicissitudes of politics, but generally consists of the Captain-General of the Watch; the Constable; the

Master of the Thieves Guild; the Master of the Assassins Guild; representatives from the Society of Magi, the Merchant and Trader's Union, the Artisans League; and clerics from the leading temples in the city.

Greyhawk today claims all the land from the Nyr Dyv to the Neen River, including the valuable Cairn Hills with their many mines whence come gems and precious metals of all descriptions. The Despotrix of Hardby pays a tribute to maintain her city's independence.

Religion

Greyhawk is extremely religiously diverse, and temples and shrines of deities of all sorts can be found within its walls. The Free City of Greyhawk is, of course, one of the most cosmopolitan places in the Flanaess. Faiths of every description can be found there openly, with the exception of the most foul sects of demon- and devil-worshippers. Despite this, there exist within the lands claimed by the City no destinations for pilgrimage save those sacred to the demigod Zagyg, and those on such journeys are not often found within its domains. Those that are encountered there will be passing through, with a 50% chance of being destined for nearby Verbobonc.

Military

The city maintains several different military forces. There is a modest garrison in the Cairn Hills, consisting of 180 halberdiers and pikemen, 100 longbowmen, and 55 medium cavalry; the force is small because the city hasn't been threatened from this quarter in many years. The city itself has a City Watch, headquartered in the Grand Citadel and with Watch Houses in every quarter of the city. These are armed with club, longsword, and light crossbow. There is also an independent force of Nightwatchmen, privately funded, which supplements the city watch's forces. Together these provide most of the standing military force available to the city, which relies on mercenary troops in case of more active war.

Notable Locomes

The number of adventure locations inside the city of Greyhawk and in its immediate environs is too large to fully list. The ruins of Castle Greyhawk are quite near the city walls, and still attract adventurers seeking fame and wealth. They have been detailed in the published adventures WGR1 *Greyhawk Ruins*, EX1 *Dungeonland*, EX2 *Land Beyond the Magic Mirror*, WG6 *Isle of the Ape*, and *Expedition to the Ruins of Greyhawk*. Many adventures take place within the city itself, as detailed in the *City of Greyhawk* boxed set.

HARDBY, GYNARCHY OF

Women in Hardby always lead when dancing (and in just about everything else!).

Ruler: Her Most Gracious Femininity, Despotrix Illena Norbelos (13th level sorcerer)

Capital: Harby (pop. 5,100)

Population: 6,800 humans, few demi-humans

Resources: Gems (10-500 gp), silver

Racial composition: Suel with weak Oeridian and Flan strains

Alignment: LN

History

The city was founded in -278 CY by Ena Norbe, who intended that women should rule there in perpetuity. Originally the city was under the control of the Six Families (Norbelos, Gerneskir, Jonnosh, Havelos, Maynem, and Yragerne), who formed a council known as the Gynarchy, the eldest woman of which would become Despotrix. Hardby became part of the territory of the Landgraf of Selintan in 33 CY, which spanned the length of the river and which was the result of the joining of Hardby with Greyhawk.

Starting in CY 254, the title of Despotrix became the sole right of the Yragerne family, thanks in part to the presence of Aerdi troops at the invitation of Despotrix Varasia Yragerne. The last of that line to rule (and the only male in the city's history), Zagig Yragerne, renounced the title in 351 CY, and the custom of female rule returned, with the Longland family replacing the Yragernes when that family died out in 421 CY with the disappearance of Zagig.

The city achieved independence once more in 498 CY with the dissolution of the Landstadt of Selintan. A mere 19 years later, however, the Hardby Merchants' Alliance staged a coup and the Trade Council of the Alliance became the true rulers of the city. The Despotrix remains as a figurehead to this day.

Politics and Society

Hardby is a completely female-dominated society. In politics, religion, commerce, and the military, all important posts are filled by women, with men being naturally subservient. Hardby pays tribute to Greyhawk in order to maintain its independence, but is keenly watching to see if its rich northern neighbor stumbles, for the Despotrix would like nothing more than to see that arrangement ended or reversed. Much of the city's wealth comes from its position at the mouth of the Selintan, making it an ideal port to pass goods from the lands around the Azure Sea into the north and central Flanaess, via the Nyr Dyv.

The city is also home to the Order of the Throne of Wood, and boasts that order's Chapterhouse. The order is dedicated to the furtherance of the cause of womankind in general, and to spread the (to their minds, natural) idea that woman are the superior sex. Originally known as the Order of True Womanhood, the name was changed after the Merchants' Coup to seem less provocative. The Order is dedicated to Ehlonna, but has strong ties to Wee Jas as well (that faction being known as the Coven of the Stern Lady). Membership is by invitation only, and is not restricted to citizens of Hardby. The Order is a powerful force in Hardby's politics, behind the scenes.

Religion

Many female deities are worshiped here, especially those of Suel extraction. There are temples to Ehlonna, Joramy, Lirr, Myrhiss, Pelor, and Wee Jas, along with smaller shrines to Norebo, Osprem, St. Cuthbert, Procan, Xerbo, and Zilchus.

Military

The military is made up exclusively of women, as men are not trusted with such an important task as the defense of the city. Infantry will be armed with swords, battleaxes, flails, bows, or pole-arms. Cavalry has spears, bows, swords, or axes. The Hardby Marines are a famed group of elite warriors that form the core of the city's standing defense force. There is also a force of 150 infantry and 100 cavalry who guard the northern approaches to the city.

Notable Locales

The Palace of the Gynarchs sits in the middle of the Northend district of the city. It houses the Throne of Wood, an artifact that is said to have come from Ehlonna herself, and which serves as the traditional throne of the Despotrices.

HIGHFOLK

Most of the homes in Highfolk are of timber-frame construction, with intricate patterns of dark brown beams against whitewashed walls of wattle and daub.

Ruler: The Worthy Sir Loftin Graystand, Mayor of Highfolk (12th level druid)

Capital: Highfolk (pop. 2,000)

Population: 3,170 humans, 14,000 high olve, 17,000 sylvan olve, some other demi-humans, no humanoids

Resources: Gold

Racial composition: Oeridian with weak Suel mix

Alignment: CG

History

Nestled between the southernmost Yatil mountains and the immensity of the Vesve Forest, Highfolk more properly consists of the town of Highfolk itself and the narrow strip of land that follows the path of the Velverdyva river between the Yatils and the Vesve forest. The High Vale, which includes the narrow strip north of the river that runs between the forest and the Clatspur Range, is also included within the general definition of Highfolk. Elves of various sorts had established themselves here long before the coming of men, but welcomed the newcomers, who were especially tolerant and embracing of liberty for individuals.

The land was formally part of the Viceroyalty of Ferrond, and when that district declared independence from the Great Kingdom, Highfolk went along with it. Technically, both the town and the High Vale are part of the territory of Furyondy, but no Furyondian king would think of exercising his authority there, even though the kings of Furyondy remain its *de jure* rulers.

Politics and Society

The quasi-independent town of Highfolk guards the Quagflow Valley (the Fairdells in the olven tongue), which is quite idyllic and home to many small olven settlements. The high olven lord dwells here, and some 10,000 of the high olve pay him direct homage, while their sylvan cousins dwell under the leafy protection of the Vesve on the east bank of the river. They are peaceful, and on friendly terms with their neighbors to both the north and south. Sometimes adventurers from Highfolk can be found in Perrenlander mercenary companies.

The Lord Mayor of Highfolk is elected by the citizenry of the town itself. Other villages and areas of the vale have their own leaders, of whom the mayor is only first among equals. It is only after much arguing, politicking, and debate that the mayor is authorized to speak for the district as a whole on any matter.

The region is rich in metals, which are mined by gnomes, as well as livestock who graze in the valleys and dales of the Yatils. Timber and game from the edges of the Vesve also form profitable exports, and there is a large tanning industry as well. Coins minted here from the gold veins in the mountains never bear the face of a ruler, for that would be too close to the monarchical ways of their neighbors to the south, not to mention the tyrannical ways of the enemy to the northeast. Cloth, fruit, grain, and tools of iron and steel are imported.

Religion

Worship of Ehlonna, the Oeridian wind gods, Phyton, and Fharlangn predominate, although the gods of the Seldarine are also worshiped here by the olven folk in great numbers.

Military

Since there is no central authority, and the people hereabouts have a distinct mistrust of organization as a whole, there is no standing military force. Militias abound, however, with every village and thorp having a well-trained body of men they can throw into the defense of the whole of the district, should it be threatened. Their woodsmen and hill fighters especially are very effective fighters. The town of Highfolk itself does maintain a standing body of soldiers, mostly elite veterans from Veluna, consisting of 150 heavy infantry and 50 heavy cavalry.

Notable Locales

The Carnalion Mines are in the southernmost tip of the Yatils. The mines are worked by gnomes and carefully guarded by Highfolk and Nyrond, who also split the revenues in a very complex way.

HORNED SOCIETY

None of the houses in the Horned Society have access to their attic from the interior rooms; evil spirits would be able to enter the home.

Ruler: Their Dread and Awful Presences, the Hierarchs (true identities unknown)

Capital: Molag (pop. 16,200)

Population: 45,000 humans, 12,000 hobgoblins, many other humanoids

Resources: None

Racial composition: Oeridian with strong Flan mix, plus weak Suel and Baklunish influence

Alignment: LE

History

The lands between the Veng and Ritensa rivers used to be ruled by humanoid tribes and petty nobles, the same as most of the other lands in the region. But in 513 CY, a group of evil humans took over, possibly with the aid of one or more of the Bandit Kings, and now the sinister Horned Society rules over the area with an iron fist.

Politics and Society

The Society combines the best of humanoid manpower with human intelligence and organization, presenting a formidable enemy to the good lands around. The Society is known to worship the infernal rulers of Hell, and their agents can be found throughout the central Flanaess region. The Society is on good terms with both Iuz and the Bandit Kingdoms to its east, while Furyondy and the Shield Lands remain its implacable foes.

While their identities remain a closely-guarded secret, the Hierarchs are said to be led by an 18th level cleric, three other lesser clerics, and others of their number include a 12th level wizard, a 13th level rogue, and three 11th level fighters. They are always nine in number.

Religion

Devil-worship is the official religion of the Horned Society, although the cult of Nerull is also powerful within its boundaries.

Military

The most feared unit of the Horned Society's army is the Elite Death Guard Cavalry, who are heavily armored lancers.

Notable Locales

Molag has a Museum of Torture, in which, it is rumored, live demonstrations of the exhibits are a regular occurrence.

IDEE, COUNTY OF

It is illegal for anyone to sell oranges in Idee; the fruit is considered an exclusive franchise of the Count.

Ruler: His Brilliant Lordship Fedorik Eddri, Count of Idee (14th level fighter)

Capital: Naerie (pop. 4,900)

Population: 50,000 humans, some demi-humans, no humanoids

Resources: Copper, foodstuffs, gold

Racial composition: Oeridian with strong Suel influence

Alignment: CG, CN

History

When South province revolted against Aerdy in 447 CY and fractured, Idee was among the leaders of the movement.

Politics and Society

Idee is a member of the Iron League, along with Irongate, Sunndi, and Onnwal. It maintains a strong trading relationship with Onnwal and Nyrond.

Religion

The Thin Vale in Idee is home to a miraculous shrine dedicated to the Goddess Wenta. Farmers visiting the shrine are said to have their next harvest blessed by supernatural abundance.

Military

Because of its long, exposed border with South Province, Idee maintains a string of fortifications along the northern frontier, manned by permanent garrisons. In addition, large militia forces can be summoned on short notice to bolster those defenses in case of attack by the Herzog.

Military

Thanks in large part to the years of prosperity and peace which have blessed Idee, most things military have been somewhat neglected of late. There is a series of fortifications on the northern border which are in disrepair, but not hopelessly so. Ideally, the Count would be able to field upwards of 14,000 troops, including levies. In reality, however, it

is unlikely he could raise more than 6,000 as things currently stand. Of these only about a thousand would be horse, with the rest being infantry, and of those the majority being peasant levies.

IRONGATE, FREE CITY OF

A handshake accompanying an agreement is considered legally binding in Irongate, but only if both parties spit into their palms prior.

Ruler: His Resolute Honor Cobb Darg, Lord High Mayor of Irongate (race and class unknown)

Capital: Irongate (pop. 43,700)

Population: 55,000 humans, many demi-humans, no humanoids

Resources: Gems (50-500 gp)

Racial composition: Oeridian with weak Suel mix

Alignment: LN

History

Known as the City of Stairs, Irongate had its start as a major trading port in Onnwal, and developed a culture of tolerance and independence as a result of its many visitors. When Aerdy found itself sliding into oppression, unease grew within the city, and an envoy headed by the Lord High Mayor traveled to the court of the Herzog of South Province to present their grievances in 446 CY. The deputation was arrested, given a perfunctory trial, and sentenced to death by ritual torture for the amusement of the Overking's court. This was the spark that caused all of South province to rise in revolt the following year, which saw the fracturing of the province, the formation of the Iron League, and the creation of yet another thorn in the side of the Overking. Independence was not certain by any means, however, as Irongate was soon besieged by the forces of the Great Kingdom. The invading force was driven off by a clever ruse, known as the Battle of a Thousand Banners, which panicked the besieging army, which was then cut to pieces by Iron League human and gray olve units as it retreated in disorder.

Politics and Society

Irongate retains the spirit of rebelliousness and tolerance that led it to revolt against the Great Kingdom in the first place. The city is a member of the Iron League, along with Idee, Sunndi, and Onnwal.

Religion

It is said that Zilchus Himself was present at the laying of the foundation for the great walls of Irongate, as a sign of the commercial success the city would enjoy in years to come. For that reason alone it has become a destination for those who seek the favor of the God of Business.

Military

Irongate maintains a large squadron of ships and a standing force of armored crossbowmen to bolster the defenses of any League member threatened by Aerdy. A militia of 2,000 heavy infantry can also be raised within a day if needed.

Notable Locales

There is a deep Undercity, said to extend twice as far beneath the ground as the towers and walls of the city extend above it. This is a place largely inhabited by dwarves, gnomes, and some halflings. However, the Deep Doors are something special, separating the city from what is reputed to be an entrance to the Underoerth realm of drow, illithids, and worse.

These doors are constantly guarded by a contingent of dwarven troops and human wizards and sorcerers, but a small village has sprung up in the 300 feet that separates the doors, which acts as a sort of trade town between Irongate and its deeper neighbors. One notable establishment is Helkam's Pit, an inn of old provenance and weird reputation. Not only is it a haven for beings both of the surface world and the Underoerth, but even stranger beings from other worlds are whispered to be among its clientele.

IUZ

Saying the name of Saint Cuthbert in public is punishable by imprisonment within the lands of Iuz.

Ruler: Iuz, Lord of Evil (demigod)

Capital: Dorakka (pop. 10,000)

Population: 40,000 humans, no demi-humans, many humanoids

Resources: Electrum, furs

Racial composition: Oeridian with strong Flan mix, plus weak Suel and Baklunish influence

Alignment: CE

History

Iuz (pronounced "EYE-ooze") is the name both of the realm and of its fell leader, a half-demon, half-human cambion who started as ruler of but one petty kingdom among dozens in that area of the Flanaess. All the lands in the area were ruled by petty lords and robber barons, one of whom died soon after recognizing a "son" as his heir to his lands in the Howling Hills. That son was Iuz. By 479 CY Iuz had grown his realm to encompass the lands from the Howling Hills to Whyestil Lake through clever playing of his neighbors off one another, militarization of his own lands, and his use of humanoid troops. His might grew, and he began to be seen as a great threat to Furyondy to the south, fueled by tales of his cruelty and power.

In CY 505, the demigod-cambion was imprisoned for some years in a secret chamber beneath the ruins of Castle Greyhawk by the droll and deranged Zagig, along with eight other powerful deities so imprisoned. During this period the good lands around breathed easy, for without their fell leader Iuz' minions worked but little mischief. In 570 CY all of those deities released by a group of adventurers, and Iuz returned to his throne of bone, where he gathers his forces and dreams of conquest and vengeance.

Politics and Society

The land of Iuz is evil in the extreme, to the point that the nomads to the north refuse to step upon its fell soil, traveling through the Cold Marshes rather than risk its miasma. A road of skulls goes from Dorakka to the Howling Hills, humanoids roam freely, and human peasants are reduced to slavery or worse. Iuz feigns friendship towards the Horned Society, but secretly covets their lands, which he deems were once his, and has nothing but contempt and hostility for the good nations to the south.

Much of the land is still ruled by human vassals of Iuz, some still descended from the petty nobles that ruled before the coming of Iuz, some renegades from Furyondy or further afield. Others are firmly under the grip of humanoid tribes who delight in bringing pain and suffering to the human serfs who still work the land to feed the Lord of Evil's armies.

Religion

The worship of the ruler of this land is the only permitted religion, although certain orc and goblin tribes are said to have backslid to the worship of their racial deities.

Military

Many humanoid tribes have grown in strength under the leadership of Iuz and his lieutenants, which includes evil clerics, rogues, fighters, sorcerers, and wizards. Losels (ape-orc hybrids) are known to be used as scouts for the Orcish units in and around the Fellreeve Forest. These are in addition to his human and undead troops, which are numerous and rumored to be supported by demonic forces. Iuz also maintains an elite force of Woodsrunners; brigands and outlaw woodsmen from the Vesve, who serve as his scouts and light infantry forces in that vast forest.

Notable Locales

The various prisons and dungeons of Dorakaa are well-known and infamous, but several other locations within this dread realm are worth noting. Kendragund, on the southern edge of the Howling Hills, was the site of Iuz's first conquest, impressing the Urzun orcs enough with his display of power to serve him. The Groaning Mines, also in the Howling Hills, are an ancient dwarven mine noted for the weird moaning sounds that come from their depths. The Soul Husk Caverns are said (by those very few who even suspect such a thing) to contain the secret of Iuz's ascension from mere cambion to demigod. The published supplement *WGR5 Iuz the Evil*, and the adventure *WGR6 City of Skulls*, can be of use, although they are set in a later period and some corrective changes will have to be made by the DM.

KEOLAND, KINGDOM OF

Someone from Keoland will always enter a house on his left foot, and will always leave it on his right.

Ruler: His Peerless Majesty Kimbertos Skotti, King of Keoland, Lord of Gran March, Plar of Sterich, Protector of the South, etc. (14th level ranger)

Capital: Niole Dra (pop. 21,600)

Population: 300,000 humans, many sylvan olve, noniz, hobniz, no humanoids

Resources: cloth, foodstuffs, gems (100-500 gp), gold

Racial composition: Suel with strong Oeridian strain, plus weak Flan influence

Alignment: LG, N, NG

History

The first major kingdom founded in the wake of the destruction of the Suloise Imperium, Keoland was in its infancy a tolerant and peaceful realm, noted for its cosmopolitan nature and inclusion of non-humans. After several centuries, however, Keoland veered onto a path of imperial conquest which led it to rule over the entire Sheldomar Valley and into the Pomarj. By 450 CY Keoish armies were marching into Ket, Verbobonc, and Veluna. This expansion was halted in Ket at the battles of Lopolla and Molvar, while the Short War against the new Veluna-Furyondian alliance halted expansion in that quarter. At this time as well, the olvenfolk rose up against the warlike expansionist policies of Niole Dra and drove out the royal garrisons from the towns in the shadow of the Lortmils. At the same time, the freedom-loving folk in the valleys of the Crystalmists asserted their rights, and raiders from the Sea Princes took advantage of the situation to harry the Keoish coast.

It was in 453 CY that the Keoish king, Tavish III, was slain in the Siege of Westkeep, and succeeded by his son, Tavish IV. He immediately reversed Keoland's expansionist policies, and entered into talks with the breakaway states to the east and west. These negotiations led to the independence of Celene and the Ulek states as well as the Yeomanry, while recognizing Keoish suzerainty over Gran March and Sterich, which remain semi-independent to this day.

Politics and Society

Keoland is once again a tolerant and peaceful society, one of the leading lights on the side of Good in the Flanaess.

Niole Dra is a center of sculpture, with no fewer than three distinct "schools" of sculpture being represented. Proponents of each constantly strive to outdo the others, with the backing of important patrons from amongst the aristocracy of Keoland.

Gradsul has, according to the whims of fashion, become the center of a new style of dress that entails wide ruffs at the neck. To have such a ruff made in Gryrax itself is counted as a coup among the fashion mavens of the south-central Flanaess.

Religion

While the kingdom as a whole is on the side of good, diverse religious worship is tolerated. Holy sites within the once-imperial and still-grand kingdom of Keoland and its neighbors are many and splendid. Lawful Good pilgrims in Keoland will either be devotees of St. Cuthbert (40% chance) bound for the great healing shrine in Shibolet, followers of Heironeous (50% chance) en route to the Temple of Heironeous Triumphant in Niole Dra, or followers of Delleb (10%) bound for Niole Dra and the great library-cathedral the church maintains there as a holy duty.

Chaotic good pilgrims in these lands will almost always be followers of Kord, who travel to the various temples to that deity in the Sheldomar Valley to participate in the sacred contests of strength and combat that are held throughout the year. The most famous of these are held in Hookhill and Gradsul, with more modest affairs in Flen, Cryllor, and Niole Dra as well. Victory in the contests is said to be a sign of the God's favor for the coming year.

Neutral pilgrims will of a certainty be devotees of Olidamarra, bound for that God's temple in Gradsul. Touching the marble statue within is said to grant good fortune and on occasion the gift of glibness of speech to professional musicians, bards, etc.

Evil pilgrims will maintain a low profile in Keoland, which has little tolerance for such cults. Those of lawful bent will be on their way to visit the pair of shrines to Hextor which are tolerated in Flen and Cryllor, neutral evil will patronize the temple of Syrul in the thieves' quarter in Niole Dra, while those of chaotic demeanor will be bound for the hidden shrine to Erythnul said to exist hidden deep beneath Niole Dra.

Military

Keoland is known for its light cavalry with javelin, crossbow, and lance, while the main body of the army consists of infantry with pole arms and long spears. Contingents of troops supplied by the nobility round out the force with heavy cavalry. Both Gran March and Sterich supply troops as well, and demi-human units can be found throughout. Keoland maintains a small but capable fleet which mostly sees action against the Sea Princes to the southwest.

Notable Locales

The village of Saltmarsh is located in the southernmost tip of Keoland, between the Dreadwood and the Hool Marshes. It is detailed in adventure module U1 *The Sinister Secret of Saltmarsh*. Some of the events of module U2 *Danger at Dunwater*, and U3 *The Final Enemy*, take place here as well.

KET

There are no barbers in Ket. One must go to a masseuse to get a haircut or a beard trim.

Ruler: His Illustrious Glory Zoltan, Beygraf of Ket, Shield of the True Faith (3rd level cleric / 14th level fighter)

Capital: Lopolla (pop. 23,400)

Population: 50,000 humans, few demi-humans, few humanoids

Resources: Gems (10 gp and 1,000-5,000 gp), silver

Racial composition: Baklunish with Oeridian strains

Alignment: LE, LN, N

History

At the eastern edge of Baklunish territory, Ket has been both menace and target of the Oeridian and Suloise nations on the western end of the Flanaess. In CY 450 Ket drove out an invading army from Keoland at the battles of Lopolla and Molvar.

Politics and Society

While the people of Ket are of mixed stock racially, Ketite culture is, for the most part, Baklunish. One exception to this is the court of the Beygraf himself, which displays a curious mixture of eastern and western styles (the title of the Beygraf not least among them).

Despite its often antagonistic relationship with its neighbors, Ket is a thriving transit point for trade between the east and the west, with products from as far afield as the Pale and Zeif being transported on caravans passing through the country. Ket is also threatened constantly by raiders from the Paynims, who consider the frontier lands west of the Tuflik river fair game for raiding.

Religion

The Baklunish religion is the official religion of Ket, although other faiths are tolerated, as Eastern faiths have made inroads over the centuries. There is, for instance, a holy shrine of Beory in the northeastern tip of the Bramblewood forest.

Military

The army of Ket is another example of a mixture between east and west. While the bulk of the troops are the same sort of light cavalry (archers and lancers) seen in most Baklunish armies, they also field considerable numbers of well-drilled pikemen and crossbowmen.

LENDORE ISLE

Ruler: The Council of Seven

Capital: Lo Reltarma (pop. 10,000)

Population: 30,000 humans, 1,500+ high elves, some dwarves, some humanoids (mostly orcs and kobolds)

Resources: Rare wood, mithril (in small quantities)

Racial composition: Oeridian with Flan strain, plus weak Suel influence

Alignment: CG, N, NG

History

Lendore Island was first settled by the Suel, following the legendary Suloise archmage Lendore, who gave the island its name and ruled it for many years, beyond the span of a normal life. Technically, the island is part of the Spindrift Isles chain, but as it is the only island in the chain that is under human rule, it is treated as a separate state.

Politics and Society

The island is ruled by the Council of Seven, but much latitude is given to the local villages and towns to run their own affairs.

Religion

Suel gods are worshiped here exclusively, especially Lydia, Norebo, Phaulkon, Wee Jas, and the creator-god Lendor. It is unknown whether the Suel wizard who founded this land was named after the god, or whether there is some more intimate connection between the two, but the similarity in names (not counting the extra “e” in the name of the wizard) is certainly no accident. The current high priest of the church of Fortubo, Dobfur, dwells in the enclave of Dwarfhaven on the island. Among the elvenfolk, the worship of the elven moon goddess Sehanine predominates.

Military

There is no overall military force on the island. Each settlement has its own small militia contingent, usually consisting of spearmen or swordsmen.

Notable Locales

The town of Restenford, as detailed in adventure module L1 *The Secret of Bone Hill*, is on Lendore Isle, some 60 miles east of the capital Lo Reltarma, as is the village of Garrotten, detailed in module L2 *The Assassin's Knot*. The lost dwarven mind near Restenford is detailed in module L3 *Deep Dwarven Delve*. There is also an ancient legend of a city of glass that will be used to save the population in a time of great peril.

LORDSHIP OF THE ISLES

The cuisine of the Lordship of the Isles features hot and spicy food; especially that made with the hottest pepper known in the Flanaess, the morto chile.

Ruler: His Exalted Highness Latmac Ranold, prince of Duxchan, Lord of the Isles, Scourge of the Waves (16th level fighter)

Capital: Sulward (pop. 5,500)

Population: 80,000 humans, few demi-humans, no humanoids

Resources: Rare woods, spices

Racial composition: Suel with weak Oeridian influence

Alignment: CN, N

History

The Lordship of the Isles started as a group of pirates, preying on shipping through the Tilva Straight, but who later settled down and engaged in the more legalized piracy of taxation and imposing tariffs and duties on goods.

The Lordship recently lost the Battle of Medegia against the Sea Barons in 572 CY, when the Sea Barons sank four warships and seized two merchantmen filled with goods.

Politics and Society

The Lordship is a thriving transit point for goods coming up from Hepmonaland, as well as those coming through the Tilva Straights. It is a member of the Iron League.

There is great animosity between the Lordship and the Sea Barons.

Religion

Worship of the Suel deities predominates here.

Military

The Lordship of the Isles maintains a strong navy to both protect its own shipping interests, and collect the many tariffs and tolls imposed by the rulers.

MEDEGIA, SEE OF

Long mustachios are currently in style in the See, amongst the upper classes and those of the middle class who seek to emulate them.

Ruler: His Equitable Nemesis Spidasa, Holy Censor of Medegia (15th level cleric)

Capital: Mentrey (pop. 39,800)

Population: 200,000 humans, many sylvan olve, some humanoids

Resources: Cloth, foodstuffs

Racial composition: Oeridian with strong Suel influence

Alignment: NE

History

Medegia was originally the clerical fief of the spiritual head of the Great Kingdom, including a swath of the Grandwood Forest (where many sylvan olve lived and live today). With the establishment of the Kingdom of Nyron in CY 356, the reaction in the remaining lands loyal to the Malachite Throne was one of repression and coercion. The Herzog in

particular made use of humanoid and mercenary armies to force the peasantry to participate in the rites and rituals of Hextor, which was the state religion, as well as to collect the ruinous taxes that were demanded by the Overking to both make up for the lost revenues to the west, as well as to raise armies to bring the rebellious states to heel. This did little but to make the human populace resentful, and cause the elves, dwarves, and gnomes retreat to the woods and hills.

As the central authority of the Overking waned, the Holy See became more and more independent, until today it is an independent state in all but oath.

Politics and Society

Although the See has grown in independence in recent years, the Holy Censor retains his position as one of the chief advisors of the Overking in Rauxes. The See is an oppressive place, with the ruling nobles and clerics grinding the peasantry down without a thought and growing wealthy on their misery. The Censor's troops harass the olvenfolk in the Grandwood as well as the dwur and noniz in the Glorioles and Hestmark Highlands, into which the See has expanded its reach.

Mentrey is home to the three most acclaimed painters of the age. Portraits by them hang in capitals across the Flanaess. Works by their apprentices go for astronomical sums; works by the masters themselves are literally priceless. This has made Mentrey something of a hub among the artistic world of the eastern Flanaess.

Religion

The worship of Hextor is the official faith of the See, and the church is the state, although faiths of other similarly-aligned deities are tolerated. Worshipers of Hextor will most likely be making for the capital of Mentrey with its maleficently magnificent Blood Chapel, supposedly the first place the God was seen after His re-appearance around 570 CY. A no less imposing (but, much to the chagrin of the Overking, less revered by the faithful) Cathedral of Hextor exists in Rauxes as well. The fact that this fattens the coffers of the Censor rather than those of the Overking is something that has not gone unnoticed by either.

Military

The See relies heavily on mercenary troops, although the nobles and clerics maintain their own personal forces as well. The Censor's forces are fairly evenly divided between heavy and light cavalry and infantry (including levies), with thousands of orcs, goblins, and the like which can be called up for service. These would be supplemented by mercenary troops.

Notable Locales

A major temple and scriptorium dedicated to the goddess Wee Jas can be found in Pontylver.

NORTH PROVINCE

Clowns and jesters in North Province traditionally dress in motley of gray and green.

Ruler: His Radiant Grace Grenell, Herzog of the North Province (15th level rogue)

Capital: Eastfair (pop. 29,100)

Population: 750,000

Resources: cloth, electrum, foodstuffs

Racial composition: Oeridian with weak Suel influence

Alignment: NE

History

Until the ascension of Ivid V to the Malachite Throne, North Province enjoyed a status as a quasi-independent state that began during the Turmoil Between Crowns, when the regent appointed by Ivid I betrayed him and declared the province would go its own way. Ivid V has brought the province back in line as a staunch, if somewhat unwilling, supporter of the Overking in Rauxes.

Recently the Herzog sent a force of mercenaries into the lower reaches of the Bone March in order to punish the humanoids who were raiding into the province from across the Teesar Torrent, but they were annihilated in the hills above Belport.

Politics and Society

The Herzog, who happens to be a cousin of the Overking in Rauxes, is as debauched and evil as his cousin, but is quite sane by comparison. His court in Eastfair is said to rival that of Rauxes in its depravity and wickedness.

The Herzog's troubles are many. Not only do the humanoids from the Bone March continue to raid into his territory, and Nyron recently captured Knurl from them, but his own defeat at their hands, and the loss of so many mercenaries has led him to admit weakness (unthinkable!) and ask for a large Imperial army to do the job. The situation is especially vexing, as it is rumored that Grenell would much rather have those humanoids in the Bone March on his side and in his armies.

Religion

Worship of the Oeridian gods is most common here, but those with northern blood will honor Suel deities as well. Hextor's faith is strong here, and indeed is the official church, such pre-eminence having been granted by Ivid I, but this is more ceremonial than anything else. Procan, god of the sea, is widely worshiped in the east, while Fharlanghn and Zilchus are honored by travelers. Peasants and farmers worship a combination of Berei, Zodal, and Beory.

Kurell, god of jealousy and thieves, is particularly honored in the city of Atirr, where the College of Endings and Beginnings, the formal name of the Assassin's Guild there, operates openly. The temple and the College are closely linked. Its members are known either as Black Shirts or Dark Blades.

Military

North Province relies heavily on mercenaries for its military strength, but there are some regular units of note. The Army of the North is 35% heavy infantry and 55% light infantry, with only 5% each of cavalry and bowmen. They are armed with longsword, dagger, and mace, and wear chainmail to improve their mobility. They fight much better on flat terrain than hills or wooded areas. They are not an elite unit, and take a certain pride in their "common footsoldier" reputation.

The Rakersmen are recruited from the hillmen of the Blemu Hills, the hills north of Bellport, and the Rakers themselves. Troops wear studded leather and chainmail, and are armed with short bow or sling, flail or mace, spear, and short sword. As might be imagined, they specialize in hill and mountain warfare.

Finally, the Imperial Highlanders are adept at fighting in both hills and woods. Fully 80% of the unit is light infantry with studded leather armor, pikes or spears, and short swords, excellently suited for such close-in fighting, with 10% light cavalry (chainmail, lance, longsword, and mace) and 10% longbowmen to support them. The longbowmen in particular are notable, as their weapons can be murderous even at very long ranges. Among the infantry, 20% are also trained in the crossbow, and this can come as a great surprise to an unprepared enemy. The Imperial Highlanders have an excellent *esprit de corps*, and their loyalty to the unit is beyond question.

The Herzog has made overtures to the local humanoid tribes, and orcs under the banner of North Province have begun to be seen in large numbers. The officers in the regular army hold their ranks and positions based on birthright; command of regiments and other units is hereditary. This does not always produce the most effective commanders, as might be imagined.

Notable Locales

The Isle of Cursed Souls is not far off the coast, connected by the Causeway of Fiends. The Causeway is made of ancient stone that has evil and magical properties, and can be used for the creation of magic items. Some believe they are connected to the Ur-Flan. On nights when Celene is full, the Causeway will be filled with fiends of all sorts; demons and devils will tear into one another as well as any mortal foolish enough to get within a half-mile of the place. Both are described in *Ivid the Undying*, as are some other local places of bizarre nature.

Eastfair features a fabulous market fair every spring, said to attract merchants from all over North Province and even the Thillronian Peninsula. The Brewfest Great Fair, also in the capital city of Eastfair, is a week-long celebration that attracts visitors from the entire province.

NYROND, KINGDOM OF

Bacon is never served in Nyronnd without honey as a condiment.

Ruler: His August Supremacy Archbold III, King of Nyronnd, Duke of Flinthill, Altmeister of All the Aerdi, etc. (16th level fighter)

Capital: Rel Mord (pop. 46,500)

Population: 1,375,000 humans, sylvan olve, noniz, hobniz

Resources: cloth, copper, foodstuffs, gems (10-50 gp), silver

Racial composition: Oeridian with weak Suel influence

Alignment: LN

History

After breaking away from the ever-waning Great Kingdom of Aerdi in CY 356, Nyronnd went into a period of aggressive expansion, conquering the Pale, Almor, and Urnst. King Dustan I ("the crafty") saw the folly of such policies, however, and convened the Great Council of Rel Mord, at which Urnst, Almor, and the Pale were given their independence, and firm treaties were made with them and the Iron League. This has helped cement its reputation as an outpost of good, and provided Nyronnd with a network of friendly allies, rather than resentful foes, on its western and northern frontiers.

Recently Nyronde sent a force into the southwest portion of the Bone March and captured Knurl.

Politics and Society

Nyronde stands as a bulwark against the evil of the Great Kingdom, enjoys trade and mutual defense agreements with its neighbors, and underwrites their militaries with monetary aid. It is renowned as a haven for artists, a bastion of good and fairness, and for the wealth and tasteful wealth of its court. It is also known as a home of many wizards and sorcerers of great power.

The royal power is nearly absolute, in large part because of the king's authority to strip nobles of their lands. Thus, rebellion is nearly unheard-of, especially with the ever-present threat from Aerdy to the east. The king sets maximum rates of taxation, and has a veto power over any nominations to his advisory council. To date, these powers have not been used corruptly, but they have served to keep the royal family firmly on top in the kingdom.

The Sagacious Society is a network of sages, scholars, and the like, dedicated to the spread of knowledge for its own sake.

Religion

Oeridian deities are most-often worshiped in Nyronde, and while Heironeous has a following, more peaceful gods such as Beory, Rao, and Pelor are quite strong here. Pholtus also has a large following, as does Zilchus.

Military

Nyronde maintains units of demi-human scouts in addition to their formidable human heavy cavalry and armored foot regiments. Bowmen and light infantry made up of hillmen make up the remainder of the army. Garrisons are maintained strategically so forces can be sent to aid Almor or the Pale swiftly. Nyronde has its army divided into two; the main body is commanded by King Belvor himself, based in Rel Mord, consisting of 10,000 cavalry, 12,000 infantry, 3,500 light bowmen, and can be reinforced by up to 9,000 peasant levies. There is also a more mobile strike force, under the command of Earl Harhing, based in Innspa (with the permission of the Prelate of Almor) to deter any aggression from the Great Kingdom to the east. It consists of 2,000 heavy cavalry, 7,000 infantry, and 2,000 light bowmen, and can be reinforced by as many as 4,500 levies. These are, of course, in addition to the regular garrisons of forts and castles throughout the realm and along the border.

Nyronde's fleet, based in Oldred and Mithat, is similarly powerful, patrolling and controlling Relmor Bay and the Sea of Gearnat, much to the consternation of the Herzog of South Province, who finds his own desire to raid Onnwal often

Nyrontese Coinage

Platinum sterling (round, king's face on the obverse, Nyronde's coat of arms on the reverse)

Gold noble (round, spear and sword on the obverse, Nyronde's coat of arms on the reverse)

Electrum shinepiece (round with a hole in the center, the motto "Faithful and Honest" in Old Oeridian on the obverse, two intertwined snakes on the reverse)

Silver shield (shield-shaped, a great helm on the obverse, Nyronde's coat of arms on the reverse)

Copper common (round, a leafed stave on the obverse, a pair of sacks and stalks of wheat on the reverse)

thwarted by the Nyronese fleet. Skirmishes between the two forces are not uncommon.

Notable Locales

Rel Mord is noted for two separate museums; the Brick Palace, noted for its collection of Oeridian full-body friezes; and the Royal Museum, which features the largest collection of paintings east of the Nyr Dyv. Rel Mord's Royal Library is also one of the finest in the Flanaess, hosting over fifty thousand volumes.

Troubled Darkshelf Quarry, on the southern coast of Nyron, is detailed in the adventure book *Against the Slave Lords*.

The city of Rel Mord is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

ONNWAL, FREE STATE OF

Nodding one's head up and down in Onnwal means "no". Shaking it side-to-side means "yes".

Ruler: His Noble Authority Elverd Destran, Szek of Onnwal (12th level fighter)

Capital: Scant (pop. 3,800)

Population: 25,000 humans, 2,000 dwur, no humanoids

Resources: Gems (100-500 gp), platinum

Racial composition: Oeridian with weak Suel influence

Alignment: LG, LN

History

Originally Onnwal was a vassal of South Province, being a reward passed around by the Herzog's loyal retainers. Once the oppression of the Great Kingdom could be born no longer, and the whole of South Province rose in revolt, Onnwal gained its independence and joined the Iron league in 447 CY.

Politics and Society

Onnwal is a member of the Iron League, along with Idee, Sunndi, and Irongate, supplying much of the sea power under the League's command. Although it has never been invaded overland (due in large part to the Free City of Irongate acting as a defensive shield), Onnwal is raided constantly from the sea by ships loyal to South Province. Pirates and buccaneers on the Sea of Gearnat and the Azure Sea are also a constant hazard.

Religion

The people of Onnwal worship mostly Oeridian deities.

Military

The port of Scant is heavily fortified against attack, and serves as the home base for Onnwal's considerable fleet. However, Onnwal maintains few land troops, having only 1,600 men in its regular army, relying mostly on peasant levies in time of war. Onnwal does maintain an excellent force of marines, however.

PALE, THEOCRACY OF THE

If a man swears in front of a woman or child of the Pale, they will say “Light!” to expunge the transgression.

Ruler: His Worshipful Mercy Ogon Tillit, Supreme Prelate of the Pale (14th level cleric)

Capital: Wintershiven (pop. 21,500)

Population: 200,000 humans, some demi-humans, few humanoids

Resources: copper, foodstuffs, gems (1,000-5,000 gp)

Racial composition: Suel with strong Oeridian influence

Alignment: LN

History

The Pale escaped the yoke of the Great Kingdom at the same time Nyrond and Urnst did, in 356 CY. It was quickly brought under the control of Nyrond until the Great Council of Rel Mord, where it gained its independence and signed treaties of friendship, trade, and support with its former master.

Politics and Society

The Pale is completely ruled by the Church of the Blinding Light, which holds Pholtus above all other deities. The folk are extremely religious and conservative, but industrious and peaceful. The Supreme Prelate is elected for life from among the clerical leadership, on the death of the previous holder of the office.

While the Pale is constantly threatened by raids and skirmishes with barbarians from the north, bandits from the west, and humanoids from the east, it does have a treaty of mutual protection with Nyrond, and can call upon its strong neighbor in times of peril. They distrust the Tenhas as heretics, and rivals for power in the area.

Religion

The Church of the Blinding Light is the only religion allowed within the Pale. Visitors may not practice their own faiths, or display holy symbols of gods other than Pholtus, in public. Various shrines to Pholtus are to be found in the Pale. There are a number of smaller shrines to which pilgrimages are often made by the faithful, including the shrine of the Heavenly Courses (in the headlands of the Rakers), where some believe Pholtus Himself commanded the sun and moons in their orbits, as well as the Temple of Doubting Folly a few days' ride northwest of Ogburg, where those who have doubts concerning the iron-clad certainty of the faith are often found to seek the removal of such stains from their souls.

Military

The Pale maintains a standing force of 2,000 horse and 2,000 foot, but can raise 10,000 peasant levies within a week if needed.

Notable Locales

The city of Wintershiven is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576. The greatest of Pholtus' temples is the Grand Cathedral of the Light in Wintershiven, a fantastic amalgamation of glass and stone whose sheen can be seen for miles from the walls of the city.

PAYNIMS, PLAINS OF THE

Among the Paynims, only those directly descended from Al'Akbar may wear a red turban.

Ruler: No single ruler

Capital: None

Population: 500,000 humans?

Resources: None

Racial composition: Baklunish

Alignment: All

History

It is speculated, based on language and the use of noble titles, that the nomads known as the Paynims are related to the more northerly Tiger and Wolf nomads (who also use the titles Khan, etc.), who were later separated by a migration of other nomads using titles such as Amir, etc.

Politics and Society

The territory known in the Flanaess as the Plains of the Paynims is part of the greater territory of a number of nomadic tribes, each of which is independent of the others. They will come to the plains in the summer season, and retreat into the Dry Steppes during and after the rainy season, when it becomes much more hospitable. Tribes from the northern and western areas favor titles such as Amir, Shah, Padishah, etc., while those from the Dry Steppes prefer titles such as Khan, Il-Khan, etc.

They raid into the more civilized lands surrounding them, but are also used as mercenaries by neighboring Baklunish states such as Ket, Tusmit, and Ekbir, who employ the excellent Paynim light cavalry against one another or even against other nomads.

Religion

The Paynims practice the Baklunish religion. Pilgrims in this land will be *en route* to one of the great monasteries found on the edges of the Plains of the Paynims, in which are taught not only the arts of physical self-mastery but philosophical enlightenment under the tutelage of the famed mystics of the mysterious West.

Military

The Paynims are always mounted, and are but lightly armored, making them highly mobile. Three-quarters will be armed with short bows of horn and curved scimitars, while the remainder will be armed with lance and mace or flail.

PERRENLAND, CONCATENATED CANTONS OF

Dogs with eyes of different colors are considered extremely lucky in Perrenland.

Ruler: His Gravity Franz, Voormann of All Perrenland (15th level ranger)

Capital: Schwartzenbruin (pop. 25,000)

Population: 200,000 humans, some demi-humans, some humanoids

Resources: copper

Racial composition: Flan with strong Oeridian and Suel strain and weak Baklunish influence

Alignment: LN, N

History

The original Flan tribes dwelling in the peaks and valleys of the Yatil Mountains suffered far less from the invasion of the Oeridian and Suel following the Invoked Devastation, owing to their warlike nature and fiercely independent spirit. Invaders were simply absorbed into the Flan tribes, creating a hearty folk still true to their independent natures. Originally part of the Viceroyalty of Ferrond, after Furyondy declared its independence from Aerdy, Perrenland became governed by it in name only. Invasions by Furyondy and Ket were both repulsed, and convinced the tribes to come to a loose association around the year 400 CY, under the leadership of the strongest tribal leader, Perren. The land was under the thumb of the witch-queen, Iggwilv, for several decades, but has since regained its independence.

Politics and Society

Each of the traditional clan's traditional land was declared an independent canton, and each leader (titled hetmen, voormenn, etc.) serves to elect one of their number as voormann for the whole land for an eight-year term. The head voormann's powers are limited, however, according to law.

Perrenland serves as an important trading center between the northern nomad tribes, the Baklunish lands, and Furyondy, using the Quagflow river as a vital trade artery. Much money is generated through the hiring out of its excellent mercenary companies (see below). High olve and adventurous humans from Highfolk and the Quagflow valley are often found in such companies, even though those lands are not, strictly speaking under Perrenland's control. The repute of Perrenlander mercenaries is such that even Ket has been known to use them in war against its neighbor, Tusmit. Perrenland strictly controls and patrols its borders against incursion.

Schwartzenbruin is noted for its singular style of music, which is rarely performed outside of Perrenland, and which is seen as a great tourist attraction. It is a type of vocal performance done a capella, based on the cattle calls of the herdsmen in the hills and mountains called "jodeln."

Religion

Schwartzenbruin sports an enormous market-shrine dedicated to the god Zilchus, but the cantons are religiously diverse.

Military

Aside from its mercenary companies, which are extensive (but all too often abroad and thus unable to defend Perrenland itself), small garrisons of troops are stationed throughout the frontiers. These can be supported by excellent militia units, however, which can be raised in but a single day. Perrenland does maintain a squadron of warships on Lake Quag, and claims that body of water as its own. The squadron is also used to escort merchant cogs and barges heading south.

The mercenary units Perrenland hires out to all comers is typically half mountaineers (30% pikemen and 20% other pole arms) and nearly half lowlanders (30% crossbowmen, 10% other infantry), with the remaining 10% being cavalry; 5%

heavy horse from Schwartzenbruin and 5% medium horse archers from the Clatspurs. Such units are often supported by an additional 10% of light infantry from the high olvenfolk, which are used as scouts and armed with bows).

Notable Locales

The ruins of Iggwilv's empire can be found in the Yatil mountains. Especially coveted are the lost caverns of Tsojcanth (detailed in adventure module S4), which were a vital location in her rule and magical experiments.

POMARJ, THE

Throwing food at one's host is a sign of gratitude and an indication that the food is appreciated and well-liked.

Ruler: None

Capital: None

Population: 20,000 humans, no demi-humans, 15,000 uruz, 10,000 jebli, many other humanoids

Resources: electrum, gems (10-50 gp), gold, silver

Racial composition: Suel-Oeridian inmixture

Alignment: CE

History

This rich province was originally a collection of small nobles under Keoland, and later under the Principality of Ulek, but finally the rulers made a play for complete independence and expelled the Ulek garrisons, taking the series of royal castles and forswearing their oaths to the Prince. This proved beneficial for several decades, with mining and sea trade bringing prosperity to the whole peninsula.

However, in the wake of the Hateful Wars (498-510 CY), where Celene and the Ulek states combined with Veluna and the dwarves and gnomes of the Kron Hills to drive the humanoid tribes from the Lortmil Mountains, all this changed. While some of the defeated jebli and euroz made their way north to the Yatil Mountains, most made their way southeast, through the Suss forest and into the rich and slothful Pomarj. The castles were overrun, the towns captured, and the population enslaved by the new humanoid masters of the Pomarj. The invaders were aided by renegade humans and mercenaries. In the aftermath of the invasion, the Prince of Ulek sent a force of dwur and humans across the Jewel River, but these were turned back at a fierce battle below the Hilly Pastures. Numerous attempts to retake at least part of the Pomarj have occurred since, with little success.

Politics and Society

The Pomarj remains rich in mineral wealth, although the mines are worked by slaves rather than freeholders as in the past. Raiders from the Pomarj are cowed from entering into Ulek, but they raid deep into the Wild Coast, using the Suss Forest as a highway, despite the best efforts of woodsmen and olvenfolk from Celene. The whole can best be said to be in a state of anarchy, with petty lords, humanoid tribes, and various others claiming suzerainty over various bits and pieces. A well-organized slaver ring is said to operate from the Pomarj, and the pirate king Blidg Fanger is based in the city of Blue.

Prominent humanoid tribes in the region are as follows:

Tribal name	Race	Warriors
Black Tongue	Gnolls	600
Bleeding Moon	Gnolls	850

Bloody Axe	Gnolls	700
Bluebottle	Hobgoblins	500
Blue Eye	Gnolls	900
Cracked Skull	Orcs	800
Crooked Claw	Orcs	700
Dead Rat	Kobolds	650
Dripping Eye	Hobgoblins	700
Fell Ichor	Kobolds	800
Flaming Skull	Orcs	900
Green Meat	Kobolds	350
Hill Beater	Goblins	850
Jagged Blade	Orcs	750
Meat Eater	Hobgoblins	550
Ochre Tooth	Kobolds	600
Purple Squid	Hobgoblins	700
Puss Dropper	Hobgoblins	750
Red Fang (aka Nedla)	Orcs	950
Red Nails	Gnolls	800
Rotting Kraken	Hobgoblins	700
Saltburner	Orcs	500
Shadowdoom	Orcs	250
Victorious	Flinds	800
Vile Epithet	Gnolls	650
Wicked Eye	Goblins	400
Wolfbrother	Goblins	700
Wormridden Tree	Goblins	600
Tribal name	Gnolls	600

Religion

The worship of humanoid deities such as the uruz-god Gruumsh predominate, but evil deities, demons, and other powerful evil creatures can all find adherents to their various cults.

Military

There is no single organized military. Each tribe and warlord maintains a separate force of soldiers, with their own arms and armor.

Notable Locales

Adventure module A1 *Slave Pits of the Undercity* takes place in Highport, A2 *Secret of the Slavers' Stockade* takes place a few miles south of Highport, and A3 *Assault on the Aerie of the Slave Lords* and A4 *In the Dungeons of the Slave Lords* both take place in the hidden city of Suderham, in the Drachensgrab mountains.

RATIK, ARCHBARONY OF

It is illegal to put tomatoes into fish stew in Ratik; the national dish is a cream-based stew.

Ruler: His Valorous Prominence Lexnol, Lord Baron of Ratik (13th level ranger)

Capital: Marner (pop. 3,240)

Population: 30,000 humans, 8,000 mountain dwur, 3,000 noniz

Resources: furs, gems (1,000 gp), gold, shipbuilding supplies

Racial composition: Suel with weak Oeridian and Flan strains

Alignment: CN, N

History

Ratik forms the northernmost boundary of Aerdian expansion into the barbarian lands in the northwest Flanaess, formed after the successful establishment of the Bone March. The commanding general of the Aerdian force was both a wise leader and able tactician, and quickly made allies of the local dwur and noniz in the mountains and hills. Not only did he begin to send southward large pines from the Timberway for use in shipbuilding, but also glowing reports of military actions against the Fruztii barbarians. The steady successes, and in particular a spectacular defeat of a barbarian raiding fleet, were noticed by the Malachite Throne, the general was created the first Baron Ratik, and his descendants have held the title since.

When the Bone March was overrun by humanoids, the Barony was spared through its fierce resistance, made possible by the early warnings the Ratik forces received from the friendly dwur and noniz in the mountains. Ratik was bypassed, but the Bone March could not be saved, even though a force from Ratik did attempt to help its southern neighbor.

Politics and Society

With the barony cut off from the rest of the Great Kingdom, it has been ruled as a sovereign territory since, although the archbaron technically owes a feudal oath to the Overking. It has undertaken a policy of diplomacy with its fierce barbarian neighbors, and the Fruzti have joined with Ratik in two expeditions; one against the Bone March, and another to clear the mountain passes of the hated Fists. It is rumored that the Baron has sent envoys to the barbarian nations with a grand scheme to give Glot and Krakenheim to the Schnai, divide the Hold of Stonefist between the Fruzti and Cruski, give the Fruzti back part of the Timberway, and conquer the Bone March to be ruled by Ratik. Responses to this proposal cannot be guessed. What is certain is that the Fruzti and Ratik have concluded a pact that was consecrated with a Seal held in the Baronial vaults. The humanoids of the Bone March would love nothing more than to see that pact dissolved.

Religion

The Suel gods are mostly worshiped in Ratik, but the worship of Vatun is relatively unknown (although that is starting to change as relations with the northern barbarians begin to improve).

Military

The regular army consists of men-at-arms, crossbowmen, and mounted sergeants, but the baron can raise levies consisting of spearmen organized into tight units known as schilltrons and a small unit of light cavalry. The friendly dwur and noniz can be counted on at need, and woodsmen bowmen patrol the northern forests, while sling-armed hillmen do the same in the south.

REL ASTRA, CITY OF

Schools in Rel Astra follow a “trimester” schedule, rather than four semesters.

Ruler: His Most Lordly Nobility Drax, the Constable Mayor of Rel Astra (6th level rogue, 9th level wizard)

Capital: Rel Astra (pop. 58,700)

Population: 90,000 humans, very few demi-humans, some humanoids

Resources: None

Racial composition: Flan

Alignment: LE

History

The city of Rel Astra has long been ruled as a fiefdom under an Aerdian noble house with a long history of rivalry with the House of Naelax that currently sits on the Malachite Throne in Rauxes.

Politics and Society

The city of Rel Astra itself is divided by thick walls into three parts; the Old City, Common City (named after the copper coin), and Barbarian Quarter. Visitors are restricted to the Barbarian Quarter, which also includes the docks and wharves.

The territory of Rel Astra extends far beyond the city itself, as far north as the banks of the Mikar River where it flows through the Lone Heath. The town of Ountsy is also part of its domain. The current rulers of Rel Astra conspire against the hated House Naelax in Rauxes, seeking allies among the Sea Barons and Medegia to counterbalance the power of North and South provinces, whose herzogs are cousins to the Overking. Meanwhile, the Constable Mayor seeks to check the power of Medegia even as he seeks alliance, and rumors continue to swirl of plotting between Rel Astra, South Province, and the woodsmen of the Grandwood. This tangled political intrigue delights the Overking, who sees it as an effective way to keep his potential rivals conspiring and plotting against one another, rather than him directly. For all his demon-haunted insanity, Ivid is a consummate political schemer.

Rel Astra is home to a queer form of fighting which uses only short sticks, which, with training, can be used to disarm and even cripple opponents. The fighting masters of this art can be persuaded to teach students, for a price.

Religion

As Rel Astra is an outpost of Flannae folk, so too is it a bastion of Flan religion, although shrines to Oeridian deities have a pro forma presence, in deference to their Aerdian overlords. The faiths of Hextor, Nerull, and Wee Jas predominate, although the nearby village of Farlen boasts an enormous cathedral dedicated to Pholtus. There is also a strong presence of the church of Hextor, with Patriarch Krennden in charge. The worship of Syrul is forbidden.

Military

The city boasts a stronger military than might seem warranted on the surface. There are 100 knights (the Iron Nation Knights) and other heavy cavalry, plus some 400 medium horse (squires and sergeants) drawn from the local lords, plus a further 1,000 light horse. 800 infantry round out the standing forces in and around the city, and double as a city watch. A further 1,000 horse and 6,000 infantry can be called up from the city and surrounding territory as levies and militia very quickly. These forces are rounded out by mixed scouting units of men and orcs, used both on the Lone Heath and in the Grandwood.

The city also has a full squadron of warships which patrol the seas nearby and escort merchants sailing to and from the city.

Notable Locales

The guildhall of the Sorcerer's Nexus is a sight to behold. It is a sprawling, twisting collection of towers and lower buildings of odd design and uncertain angles, interconnected by flying bridges and underground tunnels, dominating Stannic Hill in the city itself.

ROVERS OF THE BARRENS

Three is considered an unlucky number among the Rovers of the Barrens.

Ruler: His Mighty Lordship Kishwa Dogteeth, Ataman of the Standards, Chief of the Wardogs (11th level fighter)

Capital: None

Population: 50,000 humans, few demi-humans, many humanoids

Resources: furs, gold

Racial composition: Flan

Alignment: CN

History

Once the Rovers of the Barrens were numerous and mighty, largely staying within their own lands, with only occasional raids into the lands to the south. While they were sorely pressed by the Relentless Horde that combined the Wolf and Tiger Nomads under the rulership of Kha-Khan Ogobanuk from 320-345 CY, they were never conquered by them. The Great Horde was, in fact, ultimately beaten off by the fast-learning Rovers, who adjusted their own battle tactics to match those of the more powerful Horde. The threat ended with the Kha-Khan's death in 345 CY.

At their height, the numerous and powerful Rovers went where they willed between White Fang Bay and the Dulsi, Veng, and Zumker rivers, the sound of their approach alone being enough to send Wolf and Tiger nomads into retreat. While the growing strength of the Bandit Kingdoms and ever-increasing numbers of humanoids contributed and accelerated their decline, it was the bloody Battle of the Opicm River in 515 CY that broke the once-mighty dog warriors. A vast host of the Rovers came together to war against Iuz and the young Horned Society, but were massacred. Only a handful of clans, and those consisting only of a few tribes each, survived to slink back across the river to their greatly-reduced homeland. Since then, however, their numbers have once again been on the increase, and their power is once again growing sufficiently to challenge their emboldened neighbors. They still fear the might of Iuz, however.

Politics and Society

The people that the world calls the Rovers of the Barrens call themselves the People of the Plentiful Huntinglands. They are completely nomadic, and have no permanent settlements. There are eight clans, each broken into a number of sub-tribes:

1. Great Stags (east), 11 tribes, 5,200 warriors
2. Bear Paws (southeast), 4 tribes, 1,100 warriors
3. Red Horses (northwest), 6 tribes, 2,700 warriors
4. Black Horses (northwest), 8 tribes, 3,300 warriors
5. Gray Lynx (north, in the woods), 5 tribes, 1,400 warriors
6. Wolverines (north-central), 7 tribes, 700 warriors
7. Horn Bows (west-central), 4 tribes, 1,800 warriors
8. Sly Foxes (south, in the woods), 4 tribes, 800 warriors

In addition, there are two elite fighting societies. The wardogs number 3,100 and are drawn from among all the clans and tribes. The white wardogs hold themselves to be the superior fighting society, and are drawn from among the northern tribes only. They number 950 at this time.

Religion

The Rovers religion is a simplified worship of the Flan deities, mixed in with animistic beliefs.

Military

Light cavalry is armed with lance and javelin, with many also carrying short bows. Traditionally some tribes train medium horsemen to use as shock troops in battle. Some are chosen to use the lariat to yank enemies from their saddles. Special infantry, known as wardogs, can keep up with the cavalry simply by running, and are used to hamstring enemy horses and otherwise disrupt their formations.

SCARLET BROTHERHOOD

Wearing the color red is forbidden to all who are not initiates of the Brotherhood itself.

Ruler: His Peerless Serenity Korenth Zan, the Father of Obedience (17th level monk)

Capital: Hesuel Ilshar (pop. 6,600)

Population: 20,000 humans, some humanoids

Resources: gems (10 gp and 100-1,000 gp), gold, rare woods, spices

Racial composition: Suel

Alignment: E

History

The full history of the Brotherhood is unknown to all but a few of their own leaders, and outsiders can only guess at its broadest strokes. It was founded in 5091 SR by Kevelli Mauk, three years before the ultimate fall of the Suloise Imperium itself, in the Rain of Colorless Fire. Since then it has survived by stealth, finding their way to the remote Tilvanot Peninsula where they drew other Suloise colonists and refugees to their cause. Taking cover behind the name “Shar” as a realm behind several trading posts on the Azure Sea coast, they remained hidden in both their true size and mission. Spies crisscrossed the Flanaess for centuries, bringing intelligence back for the leaders of the Brotherhood to consume and use in their millennium-long plot for vengeance and ultimate supremacy. They finally revealed their existence publicly (but not their true mission) in 573 CY, when ambassadors and advisors presented themselves in the courts of the Iron League, bearing gifts, knowledge, and counsel.

Politics and Society

The Scarlet Brotherhood, also known as the Monks of the Scarlet Sign, control the lands from the Great Swamp to the westernmost tip of the peninsula on which their closed and rumor-laden plateau rests. The city of Kro Terlep is closed, and few who attempt to make port uninvited there return to tell the tale. The Scarlet Brotherhood has insinuated agents into many lands of the Flanaess as advisors, and steer the policies of many otherwise-good lands into unwittingly supporting the plans of the Brotherhood.

The ultimate goal of the Brotherhood is Suloise supremacy; they see themselves as fulfilling the racial mission of the Suel people to rule the world. Their society is threefold, with monks at the top of their social order, followed by a caste of assassins, and then a ring of rogues at the bottom. Rumors tell of secretive missions into the southern jungles.

Religion

Only the Suel deities are worshipped in the Brotherhood.

Military

All officers are of course dedicated members of the Brotherhood. Mass troops consist of slave conscripts from the Amedio Jungle and Hepmonaland, and even further south into the lands of the Touv people. These mostly consist of poorly-trained infantry of marginal quality. The Brotherhood relies on diplomacy and subtle arts such as assassination, extortion, and quiet whispers in the right ear in any case, rather than straight-up combat. Their forces are also bolstered, it is rumored, by bred monsters, apes, and specialized war-thralls bred as hybrids to provide shock troops for the Order's armies.

Notable Locales

The island of Lof Brosok is the site of the monster and hybrid breeding program; just in case something goes awry, it is felt that the island's isolation will provide a modicum of protection. The hidden city of Hesuel Ilshar itself is noteworthy, and is detailed in both WG9 *Fate of Istus* and TSR11374 *The Scarlet Brotherhood*, although that product is set in a later time period and adjustments will likely have to be made.

SCHNAI, KINGDOM OF THE (SNOW BARBARIANS)

It is considered a grave insult to start eating amongst the Snow Barbarians before one's host.

Ruler: His Bellicose Majesty Orvung, King of the Schnai (16th level fighter)

Capital: Soull (pop. 5,400)

Population: 90,000 humans, some demi-humans, many humanoids (in the mountains)

Resources: copper, gems (10-50 gp)

Racial composition: Suel

Alignment: CN

History

Several decades ago the Schnai managed to capture the eastern tip of the peninsula south of Glot from the Cruskii, and had conquered the Fruztii to their west. Recently, however, the Fruztii have grown strong enough to be free in all but word. The Great Kingdom and the Sea Barons have been traditional prey for Schnai raiders for centuries.

Politics and Society

The three barbarian nations of the Thillronian peninsula have traditionally been on friendly terms, and remain so despite occasional tugs of war between them. Although severely threatened by humanoid invasions from the Corusk Mountains, they still mount raids against the fat lands to the south every summer.

It is known that the king of the Schnai has been keeping a close eye on the cooperation between his nominal vassal the Fruzti and Ratik of late.

Religion

The Schnai honor the Suel deities, and count Vatun as their leader.

Military

The bulk of the warriors are infantry, armed with axe, bow, sword, or spear. Cavalry have spears or scything axes (treat as a battleaxe, but it has the reach property and does 1d8 slashing damage). Since troops can be transported very quickly by ship, they rarely stray too far inland.

SEA BARONS

Every ship of the Sea Barons has a small bag of silver pieces tied to the top of the tallest mast, as an offering to Procan, should the ship go down.

Ruler: His Noble Prominence Sencho Foy, Lord High Admiral of Asperdi, Commander of the Sea Barons (13th level fighter)

Capital: Asperdi (pop. 7,100)

Population: 40,000 humans, few demi-humans, few humanoids

Resources: None

Racial composition: Suel with weak Oeridian influence

Alignment: NE

History

The Great Kingdom projected its authority past the Gull Cliffs onto the four major islands just off the coast (Oakenisle, Fairisle, Asperdi, and Leastisle), and appointed four nobles to hereditary baronies. A contest was declared, with the four instructed to construct squadrons of ships and compete to see who excelled at sea warfare. The baron of Asperdi won the contest, and his descendants have held the position of Lord High Admiral ever since.

Politics and Society

With the decline of central authority in the Great Kingdom, the four baronies are nearly independent, although they maintain technical allegiance to the Malachite Throne. The Sea Barons pay a symbolic tribute to the Overking in Rauxes and get letters of marque in return, which they use to legalize their pirating. Their ships are used to protect the coast from northern barbarian raiders as well as to disrupt the shipping of the Lordship of the Isles.

Religion

Suel gods are mostly worshiped in the Sea Barons, but temples to Oeridian deities are not uncommon.

Military

There is no standing ground force, but each of the four barons maintains a squadron of ships.

Notable Locales

The Cauldron of Night can be found deep under Tar Hill on Asperd Isle. It is a source of weird corrupted metals that are used in the construction of some magic artifacts, and the stone that was eventually worked into the Malachite Throne itself was mined here. Few know of its actual location, and it is well-guarded. Tar Hill itself is an excellent source of adhesive and weatherproofing material, whence it gets its name.

SEA PRINCES, HOLD OF THE

The sailors of the Sea Princes believe that wearing an earring will prevent them from drowning.

Ruler: His Royal Highness Jeon II, Prince of Monmurg, Ruler of the Azure Sea, Captain of all Fleets, etc. (17th level fighter)

Capital: Monmurg (pop. 14,200)

Population: 100,000 humans, few demi-humans, some humanoids

Resources: Foodstuffs

Racial composition: Suel with strong Oeridian strain, plus weak Flan influence

Alignment: CN, N

History

The southwesternmost portion of the Flanaess was settled by pirates and privateers early on, who took advantage of the distraction of Keoland during its phase of imperial expansion to establish themselves as the pre-eminent seagoing force. Setting up bastions on the islands and shores of the territory south of the Hool Marshes, they raided along the coast up to the Pomarj and even beyond into the Sea of Gearnat and across the Densac Gulf into the Tilva Straight.

Once Keoland turned away from its imperial ambitions, however, it set about setting its southern house in order, and rebuilt its fleet with an eye towards checking the “Sea Princes” as they were now called, after one of their early number who was in fact a member of the nobility of some far-off land now forgotten. The reavers were dealt a body blow at the Battle of Jetsom Island, and turned from piracy to trade and agriculture on great plantations. Where before they raided shipping from the north, now they turned to the south to bring back rare woods, spices, ivory, and gold.

Politics and Society

The former sea-captains took broad estates inland, and these plantations are worked by legions of slaves, the institution of which is much hated and protested by the Yeomanry to the north. This, combined with robust trade over the seas, makes the Sea Princes an economic force to be reckoned with.

The Prince of Monmurg is more first-among-equals than absolute ruler. The other great nobles – the Prince of Toli, Plar of Hool, Grandee of Westkeep, and the Commodores of Jetsom, Fairwind, and Flotsom – all engage in a delicate political balance. It is said that Jeon II would prefer to end slavery, but cannot muster the political will to make it happen.

Religion

From far and wide, those who favor the Goddess Joramy visit Her great temple complex in the westernmost parts of the lands of the Sea Princes, at the very foothills of the Hellfurnaces. Vast volcanically-fed hot springs and subterranean lava flows are the centerpiece of the spectacle. Pilgrims of lawful evil alignment will be bound for the shrine of Syrul in Westkeep, or they will be among the devil-worshippers who bear the ruby tattoo on their persons and make for the great Infernal Temple that dominates the skyline of Hokar. Other Suel deities are the focus of worship throughout the hold.

Military

The Sea Princes remain the strongest sea power in the Flanaess. In addition, they have a small but effective land force.

Notable Locales

The entire town of Westkeep is built entirely on stilts, with platforms surrounding each building connected by elaborate bridges, because of the intruding marshlands of the Hool Marshes. The island of Sybarate, about a mile off of Fairwind Isle, home of Propherio's Garden, is detailed in adventure module UK1 *Beyond the Crystal Cave*. The region known as Berghof, around the headwaters of the Hool River, is described in module UK2 *The Sentinel* and UK3 *The Gauntlet*.

SHIELD LANDS

Peasants in the Shield Lands almost invariably wear a scally cap in colors representative of those of their liege lord.

Ruler: His Most Honorable Lordship Holmer, Earl of Walworth, Knight Commander of the Shield Lands (7th level cleric / 10th level fighter)

Capital: Admundfort (pop. 15,800)

Population: 60,000

Resources: Foodstuffs

Racial composition: Oeridian with strong Flan strain

Alignment: LG

History

As was the case with most of the lands north and west of the Nyr Dyv, the Shield lands were comprised of many petty nobles lacking a single leader. As the Bandit Kingdoms became stronger, however, the need for mutual protection was obvious, and the lands brought together under the command of a holy order of knights; the Knights of Holy Shielding. Walworth was chosen as capital of the new land, and its lord appointed as Knight Commander of the order, by virtue of its strategic island possession, and the single large city in the area.

Politics and Society

The position of Knight Commander is hereditary, being passed down with the title Earl of Walworth. Although both Furyondy and Veluna provide support for its activities, and many good knights and warriors flock there to serve, the Shield Lands have recently been menaced by the rise of the Horned Society to its west. Relations with King Belvor of Furyondy in particular are rather strained, as the knights believe he aims to annex their lands into his own realm, as his ancestor Avras III intended to do.

Religion

Oeridian deities are mostly worshiped here.

Military

The Knights of Holy Shielding make up the bulk of the armies of the Shield Lands, although the individual freeholders still maintain levees and personal forces of their own that can be added in time of need.

SOUTH PROVINCE (AHLISSA)

Someone from South Province will invariably try to decline a gift the first time it is offered. Normal etiquette is to offer it a second time, at which time the recipient will reluctantly accept.

Ruler: His High and Radiant Grace Chelor, Herzog of the South Province, Fasstal of Ahlissa, Idee, and Sunndi; Overlord of Onnwal (5th level rogue / 11th level fighter)

Capital: Zelradton (pop. 7,000)

Population: 400,000 humans, no demi-humans, few humanoids

Resources: Foodstuffs, silver

Racial composition: Oeridian with strong Suel influence

Alignment: NE

History

The history of the South Province is bound into the history of the lands of the Iron League, which have been presented elsewhere. Suffice to say that the cruelty and indolence of the rulers of South Province have led to their decline and loss of most of their territory through revolt, and they greedily eye their former possessions, and would do nearly anything to gain them back, as they were rich indeed and the loss of revenue has been sorely noted. Several attempts to do so by force have already been rebuffed, but there always seem to be more troops to raise for yet another attempt.

Politics and Society

Once ruler of all the southwestern Flanaess to the edges of the Vast Swamp, the Herzog now controls only the fiefdom of Ahlissa (whose capital is Kalstrand) and his personal lands around Hexpools. His lands around the Thelly River have been encroached by the Holy Censor of Medegia, sensing weakness, and indeed South Province has been too distracted to do more than protest.

Needless to say, the Herzog does not hold the favor of the Overking in Rauxes. His continual failures to bring the lands of the Iron League to heel have shown him to be incompetent in his cousin's eyes, as well as those of his rival lords in the Great Kingdom. To that end, the Herzog has sworn to risk all in a final attempt to reconquer the lost lands of the South Province, throwing his entire personal fortune into the campaign. It is a high-risk move, to be sure, but the rewards are astronomical; favor, power, and of course enormous wealth. Of course, the price of failure is equally high. Either way, Nyron and Almor would certainly intervene on behalf of their allies in the League, leading to a broader conflict.

Religion

Many followers of Trithereon make pilgrimages to the famed Free Falls marking the headwaters of the Gray Flood in Hexpools. The worship of Oeridian deities is the rule. The worship of Zilchus is the state religion of Ahlissa, which makes up the vast majority of South Province today. The Grand Cathedral of Zilchus in Kalstrand is a wondrous sight indeed.

Military

Traditionally, South Province's troops have been formed into two great armies. The Glorioles Army consists of excellent heavy and light cavalry (wearing plate and chainmail, respectively, and both wielding shortsword and either flail or mace), with regular infantry troops (wearing leather or chainmail, and armed with spears and short swords) to support them. A third of the infantry are either archers or pikemen, drilled to fight in close formation. A full quarter of the force is infantry levies, which are used to garrison rear areas, protect baggage trains, etc. The army's name comes from history,

when South Province controlled the Glorioles, and many of its troops came from those rough hills. Today, 20% of the force is formed of orcish troops.

The Army of the South is the other great force fielded by the Herzog. Their composition is roughly the same as the Glorioles Army, but with considerably fewer humanoid troops among its ranks. It is based in Ahlissa, and is noted for its adeptness at skirmish-type attacks.

Local troops, being mostly peasant levies, are unreliable and ineffective, despite their great numbers. South Province mostly relies on troops drawn from noble contingents, mercenaries, and the excellent heavy cavalry for which South province is noted.

Notable Locales

The Grand Cathedral of Zilchus in Kalstrand is a huge and beautiful structure, rumored to have cost a half million gold pieces to build and decorate. Its centerpiece is an enormous solid gold statue of the god, but rich ornamentation can be found throughout.

SPINDRIFT ISLES

Punctuality is highly prized in the Spindrift Isles. Those who are habitually tardy are considered social misfits.

Ruler: The Council of Five (real names unknown)

Capital: None

Population: 1,000 humans, 15,000 elves (all types), few halflings and gnomes, no dwarves or humanoids

Resources: None

Racial composition: Oeridian with Flan strain, plus weak Suel influence

Alignment: CG, N, NG

History

Technically, the Spindrift Isles include both the four smaller islands to the north as well as the large Lendore Isle to the south. However, the four islands have a very different society and government than Lendore Isle, and so are treated separately herein. The four northernmost Spindrift islands are believed to have been inhabited by elves for thousands of years.

It is known that both the Lordship of the Isles and the Sea Barons have designs on the Spindrift Isles for themselves. Each has, over the years, sent several expeditions to explore them. However, none has been successful, and most of them have never returned.

Politics and Society

The elven-controlled Spindrifts are an enigma, as they are closed to all visitors save the olvenfolk, and they are closed-lipped about what goes on here. Human sailors who venture too close or, even worse, attempt to land on any of the islands, are almost always never seen again.

Religion

The gods of the elves are worshiped exclusively here, with the faith of the moon goddess Sehanine predominating. The current high priest of Sehanine is the Most Radiant Bow of Sehanine, Orb of the Heavens, Anfaren Silverbrow,

Military

There are approximately 3,000 elven troops on the four islands. The majority are spearmen with fine mail coats, but the some 500 longbowmen are counted as among the finest in the world.

STERICH, EARLDOM OF

Owls are considered omens of death in Sterich.

Ruler: His Magnitude Querchard, Earl of Sterich (9th level bard, 7th level fighter, 8th level rogue)

Capital: Istivin (pop. 5,000)

Population: 35,000 humans, 4,000 mountain dwur, some noniz and hobniz

Resources: Electrum, gems (50-500 gp), gold, silver

Racial composition: Oeridian with Flan strain, plus weak Suel influence

Alignment: CG, N, NG

History

Sterich has been part of Keoland since its earliest days, although now it enjoys semi-autonomy.

Politics and Society

Much of Sterich's policies are defined by the constant threat of raid and invasion by humanoids and giants from the west, as they are wont to follow the Davish River towards what they regard as weaker targets for loot. Sterich maintains good relations with his cousin the Grand Duke of Geoff, and trade with the Yeomanry along the Javan River is regular. The loyalty of the Sterichers to Keoland is unquestioned.

Religion

As a rule, Oeridian deities are honored here, but the whole is religiously tolerant.

Military

Sterich is known for its light cavalry and light infantry armed with swords. In addition, the Earl is on good terms with the various dwurfolk in his lands, and companies of such bolster these forces, which can be sent to Keoland on short notice. Most of the army, consisting of medium cavalry and halberd-armed infantry, is deployed on the western frontiers, however, to deal with the humanoid and giant threats.

Notable Locales

The first chapter of the combined mega-module GDQ1-7 *Queen of the Spiders* takes place in Sterich.

STONEFIST, HOLD OF

Refusing an offer of an alcoholic drink is considered to be very insulting in Stonefist.

Ruler: His Most Grim and Terrible Might Sevvord Redbeard, Master of the Hold (18th level fighter)

Capital: Vlekstaad (pop. 2,100)

Population: 60,000 humans, no demi-humans, some humanoids

Resources: Furs, gems (10 gp), ivory, silver

Racial composition: Flan and Suel strains

Alignment: CE, N

History

In 430 CY one Vlek Col Vlekzed was exiled from the Rovers of the Barrens for banditry and dishonesty, taking with him a small number of warriors and their families. Immediately thereafter, he raided the fringes of his former homeland indiscriminately, gaining repute and more followers as he did so, drawing bandits, brigands, and outcasts from across the north. A daring raid into Tenh, swinging through the Bandit Kingdoms, which resulted in the sacking of a bandit castle and the defeat of a Tenha army sent against him, only added to his renown and the number of his followers.

Eventually Vleksted set his eye upon the small Coltens Feodality, on the eastern shore of White Fang Bay. First establishing a small fortified encampment, then tricking the Coltenders into negotiating, the whole of the Coltens envoy and its escort was slaughtered to a man, and the rest of the Coltens forces handily defeated. Vleksted then declared himself ruler of the whole territory, taking the name Stonefist to denote his personal ferocity and unbending nature. Once thus ensconced, his realm continued to attract criminals and outlaws, and does so to this day. He went on to have 219 wives and 351 male children survive into adulthood, whose descendants went on to be the candidates in the biannual Rite of Battle Fitness.

Politics and Society

Two-thirds of the population is semi-nomadic, moving from the relative warmth of the southern portion of the land towards the coastal tundra in the summer, and reversing the process in the fall.

Central to the political structure of the Hold is the biannual Rite of Battle Fitness, open to those who can trace their lineage back to Stonefist himself (and there are many thousands at this point). Those who do well become the leaders and chiefs of the raiding Fists (warbands), while the winner may challenge any of the Atamen who rule the three towns in the Hold, or lead a Fist of his own. The remainder go on to join various Fists, who raid into the Fruztii, Tenh, and the Rovers to the west.

Religion

What religion exists within the Hold is a jumble of Flan tribal beliefs, Suel barbarian worship, and other bits and pieces brought by the various inhabitants over the years.

Military

Most of the Fists are made up of horsemen, but light infantry are used as well.

SUNNDI, COUNTY OF

Farmers in Sunndi will never stack their hay higher than eye level.

Ruler: His Brilliant Lordship Hazendel, Count of Sunndi, Olvensteward of the South (5th level cleric, 8th level fighter, 8th level wizard)

Capital: Pitchfield (pop. 3,600)

Population: 50,000 humans, 7,000 gray olve, 3,000 mountain dwur, 2,000 noniz, some humanoids from the Vast Swamp

Resources: Electrum, gems (50 gp and 1,000-5,000 gp), platinum

Racial composition: Suel with Oeridian influence

Alignment: N, NG

History

Originally one of those fiefdoms that the Herzog of South Province handed out to his retainers as rewards for loyal service, Sunndi joined in the general revolt against the oppression of both the Herzog and the Overking in 447 CY. Eight years later, in the face of irascible hostility from its former lord, Sunndi joined the Iron League.

Politics and Society

Sunndi is a member of the Iron League, along with Idee, Irongate, and Onnwal. Although it enjoys natural defenses such as the Rieuwood and Glorioles to the north, and the Hestmark Highlands to the northeast, it is still under constant threat from both Medegia, South Province, and the Sea Barons. Having the Vast Swamp covering its southern flank is a mixed blessing. While it does afford nearly complete protection from invasion or raids along that quarter, the swamp itself is home to a myriad of hostile monsters which plague the southern border area of the County.

Sunndi enjoys a thriving trade with both Idee and the Lordship of the Isles, and produces ample agricultural products.

Religion

Suel deities are the rule here. The great and tranquil Gardens of Chellester in the eastern side of the County, sacred to Delleb, attract a great many worshipers of that deity. It is said that, while walking through the peaceful and immaculately trimmed paths, even the most difficult problem of philosophy or logic will reveal its answer. Pilgrims of lawful good alignment will have that as their destination. Those of neutral or chaotic good alignment will surely be bound for the Four Airs Tor; a singular mesa northwest of Pitchfield which is sacred to the four Gods of the Winds of Oeridian religion; Atroa, Sotillion, Telchur, and Wenta. Particularly favored are those four days of the year when the winds change their direction around the tor, marking the official change of season. Those present for the event are considered to have the blessings of the winds and seasons for an entire season, until the winds once again change.

Military

Because of the constant threat, Sunndi's army is both alert and well-trained. Sunnd hillmen prefer slings and morning stars, while the men from the interior prefer crossbows and bardiches. Only noble contingents produce heavy cavalry, and but few light and medium horse units are part of the regular army. These forces are reinforced by ample numbers of dwur and noniz from the surrounding hills and mountains, as well as elves from the Rieuwood.

TENH, DUCHY OF

You can always tell a horse that has been shod in Tenh; the shoe will have nine nails (six are most common elsewhere).

Ruler: His Radiance Ehyeh, Duke of Tenh (12th level fighter)

Capital: Nevond Nevnend (pop. 23,800)

Population: 200,000 humans, some demi-humans, numerous humanoids in the mountains

Resources: Foodstuffs, platinum

Racial composition: Flan

Alignment: LN

History

During the migrations of the Oeridians and Suel people into the Flanaess, some Flan tribesmen found themselves in the fertile lands at the headwaters of the Artonsmay River south of the Griff Mountains. This Flan enclave has never been conquered, and maintains a fierce tradition of independence. The state was formally invested at the same time the Great Kingdom began its own expansionist policies, with the strongest noble being made Duke.

Over the years, Tenh has been subject to raids from the Hold of Stonefist, often coming through Thunder Pass. These raids usually take the same pattern; after initial success, the barbarians fall to rancor as they loot towns and villages, giving the Duke sufficient time to muster his forces and attack the barbarians in their camps.

In 575 CY, the Duke began a concerted effort to clear the Troll Fens and those lands west of the Yoll River of humanoids and other fell creatures, including the construction of a number of fortifications to reinforce the eastern border. That effort continues today, and has generally been successful thusfar.

Politics and Society

The Duke is absolute ruler, although there is a Council of Lords who advise him.

Tenh is continuously harassed by raiders from all quarters; the Bandit Kingdoms to the west, the Rovers and Stonefist to the north, humanoids coming down from the mountains to the east, and occasional border skirmishes with the Pale to the south. The Suel barbarians in the Thillronian peninsula, however, are the beneficiaries of the Duke's dislike of the Great Kingdom. The Duchy has long turned a blind eye to the caravans bearing weapons and armor from Rookroost to Krakenheim, knowing they will be put to good use in the barbarians' raids against Aerdy and its satellites.

Religion

Just as the people are overwhelmingly Flan in ancestry, so too do the Flan deities predominate here.

Military

Tenh fields medium cavalry, and infantry that favors short bow and pole arms. Both have excellent reputations on the field, and is known collectively as the Tenha Host. Militia units can be raised in every hamlet and village as well.

Patrols guard the Thunder Pass that crosses into the land of the Hold of Stonefist, and raids from that quarter are either turned back or delayed to give sufficient time for reinforcements from the walled city of Calbut to arrive. No major

incursions have occurred for more than twenty years, and the Tenhites have become somewhat complacent. The garrison at Calbut is not at full strength, with troops drawn off to help with the effort in the Troll Fens.

Notable Locales

Rookroost has a museum that boasts the largest collection of coins and other instruments of currency in the Flanaess.

TIGER NOMADS (CHAKYIK)

The Tiger Nomads consider opals to be unlucky, except for those born in the month of the snake, for whom they are a lucky sign.

Ruler: The Unvanquishable Tiger Lord Cligit, Ilkhan of the Chakyik Hordes (3rd level wizard, 11th level fighter)

Capital: Yecha (pop. 3,800)

Population: 70,000 humans, few demi-humans, few humanoids

Resources: Furs, gems (10 gp), silver

Racial composition: Flan

Alignment: CE, CN

History

The Chakyik Horde has dwelt in its hereditary lands for longer than recorded history. Dwelling as they do in something of a backwater, the only real disruption in their idyllic life of raiding the fat Baklunish lands to the southwest, and fighting against their ancient foemen the Wolf Nomads to the east, was the invasion by the more civilized Baklunish and Oeridian tribes in the wake of the Suel-Baklunish Wars a millennium ago. Those who did choose the northern route were savagely attacked by the Tiger Nomads and driven into the lands of the Wolves. After that, they disappear from the oral histories of the Chakyik, but ultimately went on to found Blackmoor far in the north. The Tiger Nomads were part of the Relentless Horde under Kha-Khan Ogobanuk, but regained their independence after his death in 345 CY.

Politics and Society

The Chakyik are divided into nomadic and more stationary sorts, as they have established some villages for trade, and mine silver and gems from the hills under their domain. Most are still at home on the open steppe, however, and are equally at home raiding Ekbir and Perrenland as they are trading with them. Low-level war with their neighboring tribesmen in the Boreal Forest and the Wolf Nomads to the east is constant, however. The nomads move about on horseback (they do not ride tigers, despite wild legends in the south to the contrary), and carry their possessions with them in carts.

The iconography of the tiger is seen everywhere. Military and clan standards are tiger skins, heads, tails, and representations of tigers, the robe of state of the Ilkhan is a sabre-tooth tiger pelt, while lesser khans wear ordinary tiger skins.

Religion

The nomad religion is a mix of Flan and animistic beliefs, with a few Baklunish ideas having penetrated over the years as well.

Military

The vast majority of the nomad army is light cavalry armed with horn bow and lance. A small force of medium cavalry exists, and infantry is limited to town and mine garrisons and security when the entire nomad horde is moving.

TUSMIT

One should never give flowers as a gift in Tusmit. Flowers are reserved for funerals, the ill, and weddings.

Ruler: His Exalted Splendor Jadhim Oremm, Pasha of Tusmit (15th level fighter)

Capital: Sefmur (pop. 18,500)

Population: 150,000 humans, few demi-humans, few humanoids

Resources: Foodstuffs, gold, silver

Racial composition: Baklunish

Alignment: LN

History

Tusmit was one of the original lands founded on the ruins of the Baklunish Empire. Until approximately a century ago, it was under the control of Ekbir, but the then-Pasha, Omar Nuunn, took advantage of the struggle for control of the Caliphate and declared his lands to be independent. Since then there has been an uneasy truce between the two, punctuated by occasional outbreaks of open war.

Politics and Society

Tusmit is in a delicate position politically, being forced to play one powerful neighbor off the others to maintain its own independence. It is only in this way that the Pasha can hold onto the rich lands south of the Tuflik river short of open warfare, which none see in their best interests. Small border clashes with Ekbir, Ket, and the Paynims are constant, however. Above all, the Pasha knows that Ekbir would annex his state if it could, and this drives his policies. The Pasha is rumored to be hiring mercenaries from Perrenland and Ull to force a resolution to the issue of Ekbiri designs.

Religion

Only Baklunish deities are worshipped in Tusmit. See the entry under Ekbir for more information on the great pilgrim caravans that travel through the region.

Military

The army numbers 1,000 heavy foot plus an additional 4,000 light and medium cavalry.

ULEK, COUNTY OF

Cow milk is not used within the county of Ulek. They drink goat's milk instead.

Ruler: His Noble Majesty Lewenn, Count Palatine of Ulek (13th level druid)

Capital: Jurnre (pop. 10,900)

Population: 25,000 humans, 5,000 noniz, 4,000 hobniz, other demi-humans, no humanoids

Resources: Copper, gems (10-50 gp), silver

Racial composition: Oeridian with strong Flan influence, plus weak Suel strain

Alignment: LG, N, NG

History

The western foothills of the Lortmil Mountains have long been a haven to demi-humans of all sorts, and have born the name of Ulek for a considerable time. They were swept under the rule of Keoland during its period of imperial expansion, but with independence in 461 CY came strong ties of friendship and trade with all of its neighbors. The prince supplied many troops for the Hateful Wars (498-510 CY) and has enjoyed the fruits of prosperity that have come since the humanoids were driven out of the mountains.

Politics and Society

The County Palatine is on good terms with the other Ulek States and Celene, as well as Keoland.

Religion

While humans within the County tend to worship Oeridian or Flan deities, and demi-humans will worship those gods appropriate to their heritage, religious tolerance is the rule.

Military

Medium infantry of the County predominates, made up of mixed companies of humans and demi-humans, while humans make up the medium cavalry and heavy infantry. Light infantry and scouts are usually exclusively demi-human in composition.

Notable Locales

The city of Jurnre is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

ULEK, DUCHY OF

Fortifications in the Duchy of Urnst will almost always have seven sides; seven is a lucky number.

Ruler: His Noble Radiance Grenowin, Duke of Ulek (7th level fighter, 11th level wizard)

Capital: Tinglee (pop. 13,800)

Population: 15,000 humans, 12,000 high olve, 4,000 sylvan olve, some noniz, no humanoids

Resources: cloth, electrum, foodstuffs, gems (10-50 gp)

Racial composition: Suel-Oeridian inmixture

Alignment: LG, N, NG

History

Almost immediately after gaining its independence from Keoland, the Duchy of Ulek made treaties of aid and friendship with not only the other Ulek States, but Celene as well.

Politics and Society

The Duchy is on amicable if not warm terms with Keoland and the Gran March. Most trade crosses the Lortmils into either the Kron Hills or Celene. Many of the humans in the Duchy have at least some olven blood in their veins, and all treat demi-humans as equals.

Religion

While humans within the Duchy tend to worship Oeridian or Suel deities, and demi-humans will worship their own gods, religious tolerance is the rule.

Deep in the heart of the Silver Wood there lies a large glade. On its surface, it does not appear special in any way, but to the followers of Ehlonna of the Forests, it is known to be a place of special holiness and magic. Pilgrims will often be headed there, to simply take in its quiet beauty and sacred energy in silence.

Military

The duke maintains an army of a thousand, consisting mostly of crossbowmen, infantry armed with bills, and olven archers. The remainder are three squadrons of cavalry; one heavy, one medium, and one light squadron manned entirely by the olvenfolk.

ULEK, PRINCIPALITY OF

Green Man motifs are found on most pottery, cups, etc. made in the Principality of Ulek.

Ruler: His Serene Highness Olinstaad Corond, Prince of Ulek, Lord of the Peaks of Haven (9th level fighter/12th level rogue)

Capital: Gryrax (pop. 17,200)

Population: 30,000 humans, 18,000 hill dwur, 9,000 mountain dwur, some noniz, some hobniz, no humanoids

Resources: foodstuffs, gems (50 gp and 1,000-5,000 gp), silver

Racial composition: Suel-Flan-Oeridian inmixture

Alignment: LG, N, NG

History

After it gained its independence from Keoland, the Principality of Ulek controlled the lands from the Sheldomar river to the tip of the Pomarj. However, the human lords of that region revolted, unwilling to accept one of the dwurfolk as master, but any hard feelings were forgotten when, in the wake of the Hateful War, the surviving humanoids overran the Pomarj. Indeed, the Prince sent a relief force to try to assist the human lords, but to no avail. Since then, the Prince of Ulek has made several attempts to retake even a portion of the lands lost, but to no avail.

Politics and Society

This is one of the few nations of the Flanaess where demi-humans outnumber humans. Outside of the capital city (where humans outnumber their smaller cousins 2:1), the dwurfolk are most common, although hobniz and noniz enclaves are fairly well distributed as well. The principality is friendly towards the County of Ulek to the northwest, and trades with both Keoland and the Sea Princes.

Religion

Just about any sort of worship, save that of humanoid or explicitly evil deities, can be found within the principality.

In the hills north of Havenhill, there is a temple built on the spot where, it is said, the God Fortubo taught the art of metalsmithing to both dwarves and men. Lawful good and neutral pilgrims will be bound for that sacred smithy. Those of chaotic good alignment will have as their destination the shrine of Llerg of the Hills, at the headwaters of the Old River. There, it is said, the God of Beasts gathered the Lords of all animals in special conclave at the beginning of the world. Those who hold the Beastmaster in reverence hold the spot in special regard.

Military

The bulk of the army is made up of dwur infantry, supplemented with companies of noniz. Hobniz scouts and human cavalry round out the army. Humans man the ships of the prince's navy, based out of Gryrax. The dwarven Lord Augustos Clinkerfire serves as Warden of the Jewel, in command of the easternmost forces of the principality.

Notable Locales

Gryrax has a pair of enormous statues flanking the entrance to its harbor; "Vigilance" and "Liberty."

ULL

It is considered rude to kiss in public in Ull.

Ruler: His Illustrious Ferocity Draske, Orakhan of Ull (13th level fighter)

Capital: Ulakand (pop. 6,000)

Population: 100,000 humans, no demi-humans, some humanoids

Resources: Gems (50 gp), silver

Racial composition: Baklunish

Alignment: CE, CN

History

The lands known today as Ull were originally the homeland of the Oeridian tribes, before they migrated eastwards during and after the Suel-Baklunish war. Their lands were invaded more than a thousand years ago when the tribe known as the Uli, who once numbered among the Paynims, split off to settle the fertile land between the Barrier Peaks and the Ullsprue Mountains. Eventually some of them gave up their nomadic lifestyle to found the caravan town of Ulakand and other villages throughout the territory.

Politics and Society

While the majority of the Uli retain their semi-nomadic lifestyle, a significant fraction have settled down in towns and villages that service caravans passing through the area, especially in the southern portion of the land. Their culture is otherwise much like that of their Paynim cousins; fierce, warlike, and difficult to predict.

Religion

The Uli practice the Baklunish religion.

Military

The majority of the Uli army is cavalry, but the towns and villages are protected by infantry armed with bows, two-handed maces, and pole arms of designs unknown in the East.

URNST, COUNTY OF

You can always tell someone from the County of Urnst; they put their forefinger along the dull side of the knife when cutting meat.

Ruler: Her Noble Brilliancy Belissica Gellor, Countess of Urnst (16th level fighter)

Capital: Radigast City (pop. 39,100)

Population: 200,000 humans, 3,000 hobniz, few other demi-humans, few humanoids

Resources: Cloth, foodstuffs, gold

Racial composition: Suel with strong Oeridian influence

Alignment: LG, NG

History

Originally under the control of the Kingdom of Nyronnd after it broke away from the Great Kingdom, the County of Urnst itself broke away from Nyronnd at the same time Urnst and the Pale did so, in 356 CY, encouraged and abetted by the Duchy to the south. Thereafter, the County was under the control of the Duchy until it gained true palatinate status in 498 CY.

Politics and Society

The County of Urnst is allied with the Duchy to its south, but not subservient to it.

Religion

Temples of both Suel and Oeridian deities can be found here.

Military

The County has a standing army of 2,000 infantry and cavalry stationed at various garrisons throughout the country, and can raise an additional 20,000 troops from noble levies within a fortnight. It also maintains a small squadron of warships on the Nyr Dyv.

Notable Locales

Radigast City has scores of brilliant mosaics set into the streets at odd intervals, depicting various scenes from mythology and history, originally designed by the famed artist Joru Thillpot, and maintained at the city's expense.

URNST, DUCHY OF

No one in the Duchy of Urnst will use a broom after dark. It sweeps away the luck of the house.

Ruler: His Most Lordly Grade Karll, Duke of Urnst, Warden of the Abbor-Alz (12th level ranger)

Capital: Leukish (pop. 20,900)

Population: 200,000 humans, 5,000 hobniz, 3,000 noniz, 3,000 dwur

Resources: Electrum, foodstuffs, gems (10-5,000 gp), gold, platinum, silver

Racial composition: Suel with strong Oeridian influence

Alignment: LG, NG

History

Urnst never fell under the sway of either the Great Kingdom or the Kingdom of Nyronde, although after the latter gained its independence in 356 CY, the newly-minted kingdom attempted to add the mineral-rich duchy to its domains. A Nyronde expedition attempted to cross the Nesser river, but was thwarted by the Duchy's river galleys, and no further attempts were made. After the County of Urnst gained its own independence from Nyronde, the Duke managed to bring the Count under his feudal lordship. That state of affairs lasted until 498 CY, when the County gained real independence.

Politics and Society

The Duchy of Urnst is both wealthy and successful, with many mines in the Abbor-Alz, thriving trade, and friendly relations with its civilized neighbors. It does suffer from raids from the desert nomads in the hills to the south, and its relations with the Rhenee bargefolk have never been warm, however. Too, the Duke has an historic distrust of Nyronde, and remains both suspicious and vigilant in that sector.

The Duke is presently trying to marry his son to the young Countess of Urnst, thus uniting the two states into a single powerful and wealthy nation.

Religion

The religious landscape follows that of the racial landscape; both Oeridian and Suel deities are worshiped in Urnst.

Military

The duchy has a standing army of infantry which is based in the many border fortifications it maintains, supported by a centrally-based cavalry force that can be sent out at need.

Notable Locales

The famed ruin Maure Castle is on the southwest frontier of the duchy. The module *WG5 Mordenkainen's Fantastic Adventure* is located within the ruins. The city of Leukish is detailed in *WG8 Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

VALLEY OF THE MAGE

Don't go into the Valley of the Mage, because no one comes out.

Ruler: His Most Magical Authority Jason Krimeah, the Black One, the Exalted Mage of the Valley and the Laird of the Domain (18th level wizard)

Capital: None (the mage's citadel is abandoned, and he rules from another plane)

Population: 10,000 humans, many valley olve, many noniz, some mountain dwarves

Resources: Furs, gems (100-10,000 g.p.)

Racial composition: Oeridian, slight Flan mix

Alignment: Unknown (but tends towards evil)

History

For many centuries this place was simply called The Vale, and was known to trappers and hunters in the Dim Forest, Geoff, and Bissel for the fine furs that could be obtained there. Krimeah, an exile from the Great Kingdom after a failed attempt to seize the Malachite Throne from his cousin the Overking, claimed the place in CY 549 and soon impressed the local gnomes, valley elves, and men with his magical prowess. The crowned him the Exalted One and made him their ruler, and now serve him enthusiastically, maintaining the borders of the Valley in return for his protection.

Politics and Society

Each community within the Valley – the elves, gnomes, and men – are allowed relative freedom to manage their own affairs, as long as they recognize the Exalted One's rulership. His policy of hands-off rulership has gained him the trust and love of his subjects, and he is careful never to abuse it. The Mage himself is completely uninterested in the goings-on in the Flanaess, except for his continual paranoia regarding supposed plots by the agents of the Overking to find and assassinate him. The Grand Duke of Geoff remains disinterested in the goings-on in the Valley, although the Gran March sent an expedition several years ago, never to return.

Religion

There is no formal or official religion within the Valley. Each race worships those gods which it wishes.

Military

The elves, humans, gnomes, and dwarves each provide patrols to ensure the security of the Valley and the privacy of the Mage. There are only a few hundred of these, and they serve more as a border patrol than a true army. It is certain that the Black One would lend his considerable magical prowess to repelling a full-fledged invasion.

Notable Locales

The Valley of the Mage was extensively detailed in module WG12 *Vale of the Mage*.

VELUNA, ARCHCLERICY OF

Hunting on Godsdays is forbidden in Veluna.

Ruler: His Venerable Reverence Hazen, Canon of Veluna, Shepherd of the Faithful (19th level cleric)

Capital: Mitrik (pop. 12,600)

Population: 250,000 humans, 10,000 high olve, 7,000 noniz, other demi-humans, few humanoids

Resources: Copper, foodstuffs, gold, silver

Racial composition: Oeridian with weak Suel and Flan influence

Alignment: LG, LN

History

Originally part of the Viceroyalty of Ferrond and known as Voll, Veluna gained its independence shortly after the declaration of the Kingdom of Furyondy, and this religious state has been a shining example in the Flanaess since. It was involved in the Short War against Keoland around 450 CY, and sent forth its armies against the Temple of Elemental Evil at the Battle of Emridy Meadows in 569 CY, but other than that has had a relatively peaceful history.

Politics and Society

The Canon is advised by a council of seven nobles, plus the Viscount of Verbobonc, who is a willing semi-independent vassal of the Canon. The Archclericy is on good terms with its neighbors Bissel, Highfolk, and the noniz inhabiting the Kron Hills, and is formally allied with Furyondy (indeed, plans for a formal merger of the two states were put on hold after the disappearance of the Furyondian heir).

Religion

Canon Hazen is high priest of Rao, and thus the worship of Rao is the state religion. Other good-aligned faiths are tolerated within the borders of the archclericy, however.

Military

Veluna maintains a standing army consisting mostly of medium cavalry. There are heavy cavalry units, as well as light cavalry used for scouting purposes. The whole is supplemented by pikemen, units of noniz, and olven archers.

Notable Locales

Veluna City boasts the tallest tower in the entire Flanaess, graced with sculptures of angels and devas that wind around the outside into the clouds. It is currently used as the city mint.

VERBOBONC, VISCOUNTY AND TOWN OF

Giving a gift of anything sharp (including knives, swords, scissors, etc.) is considered a final good-bye gift, symbolic of cutting a relationship. If such a gift is presented, the recipient should “pay” for it symbolically with a copper coin.

Ruler: His Noble Lordship Wilfrick, Viscount of Verbobonc (10th level fighter)

Capital: Verbobonc (pop. 8,100)

Population: 30,000 humans, 4,000 noniz, 2,500 sylvan olve

Resources: Copper, gems (10-5,000 gp)

Racial composition: Flan

Alignment: CN

History

Originally settled by the elves, and later by humans, the Viscounty was officially brought into Veluna and the then-Viceroyalty of Ferrond in 119 CY. Since then it prospered in relative obscurity, before the rise of the Temple of Elemental Evil to the southeast. The Viscounty is noteworthy primarily for its role in helping put down the Temple in 569 CY, as many of its troops participated in the Battle of Emridy Meadows, and it was among the leaders among those tasked with keeping watch to ensure the Temple did not rise again.

Politics and Society

The Viscount is a willing vassal of the Archclericy of Veluna to the northwest, although on a practical level the land is ruled as if it was an independent state. The Viscount sits on the advising council of Veluna. Relations with both of those much more powerful states are excellent. The gnomes and elves are well-integrated into the society of Verbobonc, and the gnomes especially contribute greatly to the economic life of the city, bringing in raw goods and finished products for sale in its markets.

Religion

Verbobonc itself is a stronghold of the faith of St. Cuthbert, which is unsurprising given its strong ties to Veluna and Furyondy to the north. Several shrines to the Saint exist within the Viscounty, marking several minor events during Cuthbert's mortal life including the Church of the Holy Cudgel, marking the spot where Cuthbert first cut and hefted the wooden bludgeon for which he would become so famed. Other deities are found here as well, though, particularly Rao. The Old Faith of the druids is also strongly represented here.

Evil aligned pilgrims found in Verbobonc will sometimes (25% chance) be seeking the ruins of the Temple of Elemental Evil in the Kron Hills. Otherwise, they will simply be on their way to some other unholy shrine in the Flanaess, most probably one of the several well-hidden temples of Nerull in Furyondy and Veluna.

Military

The mayor of the town of Verbobonc proper maintains trained local levies, and the Viscount has personal retainers and command of the militia. The Viscount has a standing force of 150 heavy cavalry, spearmen, and light crossbowmen, and can raise three times that many in but a week, if needed. Further, 1,200 militia can be raised in three weeks, at a rate of 400 per week. The militia is under the command of the Lord Mayor, Velysin.

Notable Locales

The city itself is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

WILD COAST

Seeing a wyvern is considered good luck in the Wild Coast.

Ruler: None

Capital: None (Eldredd is the largest town, population 8,400)

Population: 150,000 humans, many demi-humans, many humanoids

Resources: None

Racial composition: Suel with weak Oeridian and Flan strains

Alignment: All

History

The Wild Coast has long been a loosely governed land, carved up between dozens of petty rulers. It has a history of being a haven for lawless and masterless men, and parts of it over the course of time have been under the control of Celene, Greyhawk, and Hardby.

Politics and Society

The Wild Coast is not a unified polity, but rather a collection of independent towns and villages, petty nobles, lesser warlords, and the like. The whole is a haven for bandits, brigands, pirates, slavers, mercenaries, outlaws, and exiles. With no resources to speak of, and a not-particularly valuable location, few of its neighbors have been inclined to bother with the place, other than to control portions of it for the sake of maintaining their own borders and the safety of their own citizens. There are five major towns in the region:

- Narwell (pop. 2,900)
- Safeton (pop. 4,600)
- Fax (pop. 6,700)
- Badwall (pop. 5,200)
- Elredd (pop. 8,400)

Intrigues and petty plots between the rulers of this land are commonplace, and alliances come and go with the tides. If a foreign invader really did have designs on the Wild Coast, its rulers might well band together to deal with it, but short of some external threat it seems unlikely, and no such threat currently exists. Hardby and Greyhawk are not in any expansionist phase, Celene is isolationist, the Pomarj is in anarchy itself, and the Principality of Ulek has its hands full dealing with the humanoids in the Pomarj.

Religion

The Wild Coast is home to just about every religion in the Flanaess, good, evil, and in-between.

Military

Each petty lord and free town maintains its own military, but none has a truly formidable or effective army.

Notable Locales

The city of Elredd is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

WOLF NOMADS (WEGWUIR)

If a Wolf Nomad is killed, his or her relations going out to the 7th degree can claim the right of vengeance, on a first-come, first-served basis.

Ruler: The Fearless Wolf Leader Bagru, Tarkhan of all the Wegwuir, Commander of the Relentless Horde (5th level wizard, 12th level fighter)

Capital: Eru-Rovar (pop. 4,000)

Population: 80,000 humans, few demi-humans, few humanoids

Resources: Copper, furs

Racial composition: Flan

Alignment: CN

History

Before the defeat of the Rovers of the Barrens, they were the preferred foe of the Wolf Nomads for control of the Howling Hills and the surrounding lands. Lately, however, with their defeat and the resurgence of Iuz, the Wolf Nomads have largely given up the hills to the humanoids and human armies of the Lord of Evil, and are themselves the targets of raiding forces. The Wolf Nomads were part of the Relentless Horde under Kha-Khan Ogobanuk, but regained their independence after his death in 345 CY.

Politics and Society

Like their cousins the Tiger Nomads, the Wolf Nomads have adopted some of the trappings of civilization, even founding a capital city and engaging in peaceful trade with Perrenland. They are still wild nomads at heart, however, and their banners and standards feature wolf heads and stream tails of gray fur. They are constantly at war, albeit on a low and steady level, with the Tiger Nomads and the tribes inhabiting the Burneal forest. The once-mighty Rovers of the Barrens are too few and weak to provide good sport any more.

Religion

The religion of the wolf nomads is a mix of Flan and animistic beliefs.

Military

The vast majority of the nomad army is light cavalry armed with horn bow and lance. A small force of medium cavalry exists, and infantry is limited to the towns and villages, as well as providing security when the entire nomad horde is on the move.

Notable Locales

The western half of the Howling Hills has long been sacred to the Wolf Nomads, who bury their dead in its many ravines and tors.

YEOMANRY, THE

Men don't shake hands in the Yeomanry; they hug.

Ruler: His Steadfastness Crispin Redwell, Freeholder, Spokesman for the Yeomanry League (10th level fighter, 5th level cleric)

Capital: Loftwick (pop. 6,000)

Population: 100,000 humans, 2,000 high olve, some dwur and hobniz, few humanoids

Resources: Cloth, foodstuffs, gems (50 gp), silver

Racial composition: Suel with strong Oeridian influence, plus weak Flan strain

Alignment: LG, LN

History

The Yeomanry has a strong democratic tradition that goes back far beyond its founding, to the days when mixed tribes of Flan and Suel stock mingled with newer Oeridian travelers. Early on meetings of all the tribes were held to resolve disputes and make deals between the groups, with groups of twelve warriors electing one of their number as spokesman. Eventually sheer population demanded that this be increased to one per dozen dozen, and the tradition was strong enough to last into the era when Keoland conquered the region. Even then, the freeholders of the Yeomanry were recognized as gentlemen within the Kingdom, and the spokesmen as lesser nobility.

With the end of Keoish imperial ambitions came the shedding of its possessions along the periphery, and the Yeomanry shook off its overlords once and for all in 453 CY.

Politics and Society

The Yeomanry retains its strong democratic tradition, although the franchise to vote has been extended from the warriors exclusively to anyone who has borne arms as well as artisans and craftsmen, as do the demi-humans within its borders. There is a Freeholder who acts as head of state, who is elected from the ranks of greater landowners numbering some 60 or so, but his power is greatly curtailed by the Council of Common Grossspokesmen, who themselves are elected by the populace.

The Yeomanry is displeased in the extreme with the institution of slavery in the Sea Princes to the south, and regularly makes protests to no avail. They are on good terms with Keoland, however, and a good amount of trade between the two takes place.

Religion

Temples and shrines to both Suel and Oeridian gods can be found here, and the people are generally religiously tolerant.

Military

Most of the Yeomanry soldiery is spearmen and crossbowmen, but those in the mountainous regions provide heavy pole arm infantry and light slingers. The greater landowners provide cavalry, albeit in small quantities. Demi-humans also round out the military forces available to the Free Captains of the Battles, who act as leaders of the army; mailed infantry from the dwur, light skirmishers and scouts from the hobniz, and spearmen and archers from the olvenfolk.

Notable Locales

In the central square of Loftwick there is an enormous meteor the size of a small house. It is said to have mystical properties, but this is a local superstition unsupported by magical investigation. There is also Kendall Keep in the southwestern portion of the land, on the edge of the mountains where the Crystalmists and Hellfurnaces meet, established

to protect from incursions of monsters, such as those who have set up in the nearby Caves of Chaos. See the adventures *Keep on the Borderlands* and *Return to the Keep on the Borderlands* for details. The adventure *The House of the Brothers*, from *Dungeon* magazine #6, is located 60 miles north of Loftwick, on the edge of the Jotens.

ZEIF, SULTANATE OF

Those in Zeif have a distinctive method of wrapping a turban which is immediately identifiable by any other Bakluni.

Ruler: His Omnipotence Murad, Glory of the West, the Sultan of Zeif (4th level rogue, 13th level fighter)

Capital: Zeif (pop. 40,300)

Population: 200,000 humans, no demi-humans, no humanoids

Resources: Foodstuffs, gems (100-500 gp)

Racial composition: Baklunish

Alignment: LN

History

An ancient realm founded in the wake of the fall of the Baklunish Empire, Zeif at one point ruled over all of the eastern Baklunish nations; Ekbir, Ket, and Tusmit. Over the centuries that power was lost, especially with the ongoing threat of the Paynim raiders to the south, and continuous pressure from rival states on the Drawmij Ocean to the west.

Politics and Society

Although it is technically in the Flanaess, at least partially, Zeif remains little-known outside of the Baklunish basin. The warm currents of the Dramidj Ocean give the Sultanate an excellent climate, but it is known for its spectacular chrysoberyl and period gemstones which are highly sought-after in the western portions of the Flanaess and even further.

Religion

The Baklunish religion is the only faith permitted within the Sultanate, except for visitors (who must not worship their deities, or even display their holy symbols, in public). See also the entry on Ekbir for more information on pilgrim caravans.

Military

The army of the Sultan contains mostly mailed cavalry, supported by infantry bearing two-handed swords. These forces are supplemented by Paynim mercenaries, who are happy to fight on all sides in any conflict.

HILLS AND MOUNTAINS

ABBOR-ALZ

The extensive range of hills and peaks varies greatly in character at its geographical extremes. In the north and west, where the hills are claimed and mined by the Duchy of Urnst (including those portions within the Celadon forest), they are relatively gentle, lacking hostile natives and producing rich deposits of gems and precious metals. As the hills go southward, however, they not only become more physically impassable; so rough in fact that troops and even single mounts are completely unable to pass, and arid to the point of inhospitality, but also become more and more inhabited by

fierce Flan dervisehes who are insular and fierce to the point of xenophobia. It is rumored they are also implacable foes of the Suel tribesmen in the Bright Desert to their south.

The haunted Tower of Inverness, described in the adventure module *The Ghost Tower of Inverness* is situated in the Abbor-Alz, on a rocky promontory overlooking Woolly Bay. Too, the Pits of Azak-Zil ("Pureheart" in the dwur tongue), cursed mines at the site of a fallen star, are detailed in both the *Greyhawk Adventures* book and the *TSR Jam 1999 compilation*, in the adventure *The Return of the Pick-axe*. A number of tombs can be found in the place, including the Star Cairns and the Crypt of Lyzandred the Mad, both detailed in the two adventure modules of the same names.

BARRIER PEAKS

These mountains are inhabited by scattered dwur communities, who mine the many precious gems and metals found within. They are noted, however, for the particularly fierce and strange monsters which inhabit the region, many of which are not found elsewhere.

Part of a strange wrecked spaceship is buried under the mountains, and is detailed in adventure module S3 *Expedition to the Barrier Peaks*. There is also a site holy to the god Celestian, to which his followers sometimes make pilgrimages.

BLEMU HILLS

There used to be large populations of dwur, hobniz, and noniz in these hills, but with the coming of the humanoid invasion that overran the Bone March in 563 CY, they are now home to celbit, jebli, and euroz tribes.

BLUFF HILLS

Formerly the sporting grounds of the Rovers of the Barrens, the Bluff Hills are now firmly under the control of the Bandit Kingdoms. They contain some gold and copper, but the many monsters in the region, including a large number of eiger clans, make mining difficult.

Near where the hills meet the Griff Mountains is a lost temple of Hextor known as the Shadow Caverns. This dungeon is detailed in adventure module WGS1 *Five Shall be One*.

CAIRN HILLS

This stretch of hills rims the Midbay, and goes down to meet the Abbor-Alz where the two meet in actual mountains. It is home to hobniz along its northern strip, dwur in the mountainous southernmost region, and noniz throughout. The Cairn Hills form the border territory between Urnst and Greyhawk, but in practical terms is under the control of neither. The hills are named for the many ancient burial sites found within its range, many of which contained both deadly peril and wondrous treasures when discovered. The origin of these burial mounds remains a mystery, however; not even the demi-humans who dwell here know of the people who created them.

The famed Maure Castle can be found in the southern portion of this rough range. Details of one level of the deadly dungeon can be found in the adventure module *Mordenkainen's Fantastic Adventure*. In addition, the castle of the famed wizard Tenser can be found on the shores of the Midbay of the Nyr Dyv, which is described (in a state a few years after 576 CY) in the adventure *Return of the Eight*. Finally, at this point in history, the Doomgrinder, a magical engine of destruction long forgotten, would be lying in a cave system beneath the hills, perhaps already discovered by the Derro who will examine and eventually repair it to return it to its destructive mission, as described in the adventure *The Doomgrinder*.

CLATSPUR RANGE

This small group of mountains is inhabited by humans from Perrenland in its lower valleys. There are some valuable mineral deposits here, but few demi-humans.

CORUSK MOUNTAINS

This range of mountains is poor in precious gems and metals, but is inhabited by Suel barbarians from the Fruztii, Cruskii, and Schnai in its lower reaches. In the interior, many bands of humanoids and other hostile creatures dwell.

CRYSTALMIST MOUNTAINS

This is the highest mountain range in the Flanaess. Within its reaches many humanoids, monsters, and giants dwell, but also a high number of mountain dwur, for the range is rich with gems and precious metals. A vast glacier caps the middle of the range, whose runoff gives rise to the Davish River.

Legend tells that the last Mage of Power of the Suloise, one Slerotin, created a passage through the mountains to allow the Suel tribes to flee into the Flanaess more easily. What is not widely known is that one tribe, the Lerara, were caught in the tunnel when it was magically sealed a thousand years ago. Now, however, those seals are gone, and it is possible to encounter the Lerara and their weird subterranean culture and ecology. The Lerara themselves have evolved into albinos, degenerate and inbred, using phosphorescent fungi for both light and food, and having tamed giant millipedes to use as draft animals. They have some contact with other subterranean races such as the drow, but their culture is centered on the worship of the Mother, a vast protoplasmic creature of ineffable evil that they worship as a deity.

Adventure module G2 *Glacial Rift of the Frost Giant Jarl* takes place in the Crystalmists.

DRACHENSGRABS

This group of hills which build to mountains in their middle are rich in gems and precious metals, as well as being home to many monsters. When the Pomarj was under the control of human petty states, those monsters were harried, but now that the Pomarj is under humanoid control, those self-same monsters are enlisted as allies. Tribes of uruz, high-jeblic, eiger, and bugbears can be found throughout. Legends tell of one or more sleeping figures that will come to life again, ready for vengeance for disturbing their slumber. Almost all of the dragonnells in the world are to be found here, as they have been brought to near-extinction everywhere else.

Adventure modules A3 *Assault on the Aerie of the Slave Lords* and A4 *In the Dungeons of the Slave Lords* both take place in the hidden city of Suderham, in the Drachensgrab mountains.

FLINTY HILLS

Many hobniz dwell in the southern arm of these hills, while Noniz dwell in the north. Many refugees from the Blemu Hills dwell here as well, and it is said that a demi-human state that would include the Gamboge Forest may be in the offing, although Nyronnd claims the hills today. The whole is home to many deposits of precious metals.

GLORIOLES

As many as 10,000 mountain dwur reside within this small range of mountains. They distrust elves, but have allied themselves with the Iron League against South Province.

GOOD HILLS

These hills are well-endowed with precious metals, and are also home to many noniz and hobniz communities.

GRIFF MOUNTAINS

This mountain range is home to many monsters, including the magnificent griffons and hippogriffs which give it its name. There are some small scattered human settlements in this rich group of mountains, but the imagination of many is captured by the legend of a small valley within the heart of the mountains that is ruled by a prince, guarded by magical wards against invasion, and so rich that the roads are cobbled with gems and roof tiles are made of copper and silver.

Beneath the mountains in the western portion of the range lies an enormous subterranean orc city, Garel Enkdal, as detailed in adventure module WGS1 *Five Shall be One*.

GULL CLIFFS

The Gull Cliffs take their name from the many thousands of sea gulls that nest along the hills and the steep cliffs overlooking the sea. Roland is a major trading port for Rauxes, with goods traveling along the Imeda River.

HELLFURNACES

This volcanically-active branch of the Crystalmist Mountains is riddled with monsters, humanoids, and giants, especially fire giants who enjoy the warmer clime. The range is riddled with a veritable underworld of tunnels, galleries, caverns, rivers and even great cysts capable of supporting entire cities beneath the ground.

Adventure modules G3 *Hall of the Fire Giant King*, and D1-3 (*Descent into the Depths of the Earth*, *Shrine of the Kuo-Toa*, and *Vault of the Drow*) all take place in or beneath the Hellfurnaces.

HESTMARK HIGHLANDS

The inhabitants of the Highlands are known for their free spirit and resistance to Aerdian rule. There are humans, noniz, and dwur here aplenty, and the hills themselves are rich in gems and precious metals. The oppressive nations to the north often send forays into the Highlands to attempt to bring them under control, but are fought off by the ever-improving fighting skills of the humans and demi-humans, who have recently been aided by troops from Sunndi, who have started making reprisal raids into South Province and Medegia, beyond the Highlands. Dullstrand is also known to give the inhabitants aid, despite its protestations of official neutrality.

THE HEADLANDS

These hills not only block the peninsula whereon Irongate and Onnwal are situated, but are home to many dwur and some noniz. The dwur are led by a king of great age.

HOLLOW HIGHLANDS

These Highlands take their name from the centuries-old mining and burrowing activities that take place here. The mines are mostly tapped out, but large communities of dwur, noniz, and hobniz remain here, supported by the rich agricultural produce. The inhabitants are not friendly towards South Province, and military forays thereby must be in force and relatively quick.

HOWLING HILLS

The western half of this range of hills has long been sacred to the Wolf Nomads, who bury their dead in its many ravines and tors. The eastern portion is firmly under the control of Iuz, and it is reported to swarm with humanoids and other fell creatures. Although Iuz has attempted to bring the whole range under his sway, the Wolf Nomads have resisted, and several pitched battles have taken place, all of which left the Old One empty handed.

The Howling Hills are thick with notable locales. The orcish fortress of Kendagrund lies in the Howling Hills, and houses over 5,000 orcs belonging to the Urzun tribe. Urzungard is another Urzun orcish citadel, on the northern edge of the hills. Drenghez used to be another of their lairs, but was taken over by a shadow dragon and its minions imported from the Plane of Shadow. The Groaning Mines are a source of electrum and copper, and are worked by dwur and noniz slaves; the mines get their name from the low rumbling which emanates from the lower levels. The Spear Tor is an artificial mound some 400 feet high in the northwest portion of the hills; it is a long-lost Flan burial complex held in superstitious awe by the local burzun orcs, and said to contain many magical treasures. The Swirlers is the whimsical name given to a large cavern complex originally carved by dwarves and now occupied by a clan of giants and the Maglaret goblin tribe. An important Wolf Nomad burial complex is on the western edge of the hills. Finally, one of the greatest secrets of the entire land of Iuz are the Soul Husk caverns, which may hold a key to the cambion's rise to demigodhood, but few are even aware of their existence.

IRON HILLS

Inhabited by noniz and dwur, the Iron Hills take their name from the many excellent iron mines that are found within. They are under control of the Iron League, for the most part. The dwurking, Holgi Hirsute, rules the hills on behalf of the dwarven folk, and can call up a large number of well-armed infantry at need.

JOTUNS

This mountain range is known to be thick with hill, stone, mountain, and cloud giants, who often raid into the lowlands below.

Adventure module G1 *Steading of the Hill Giant Chief* takes place in the Jotuns.

KAMPF MOUNTAINS

This is the name given to the range of low mountains running perpendicular to the Hellfurnaces, along the northern shore of Kerlea Bay. The mountains trail off into rugged hills as they reach eastward towards Port Joli.

KRON HILLS

These hills are very rich in gems and precious metals, and are inhabited mostly by noniz (as many as 30,000). Dwur live in the uplands near the Lortmil Mountains, and wood olve where the hills are covered by the Gnarley Forest. Humans dwell in scattered communities in the hills, except in the wooded areas. The noniz here were part of the great army that drove the humanoid tribes from the Lortmils, as well as being part of the alliance that overthrew the Temple of Elemental Evil.

The village of Hommlet, as detailed in adventure module T1 *The Village of Hommlet*, is located in the eastern portion of the Kron Hills, near the Welkwood.

LITTLE HILLS

These hills take their name from comparison with the mighty Crystalmists and Jotuns mountains which are nearby. They are inhabited by large numbers of dwur, hobniz, and noniz, as well as human hill-folk. All are known to be fierce warriors.

LORRIDGES

Some dwur and noniz dwell here and maintain mines, but the Lorridges are split between Veluna, Bissel, and the Gran March. The northern section of this range, which runs into the Yatil Mountains, is known as the Northern Lorridges, but the region is most notable for the pass that splits the hills, following the Falz River, which serves as the major route of travel between the eastern Flanaess and the Sheldomar Valley to the southwest and Baklunish Basin to the northwest.

LORTMIL MOUNTAINS

This range of mountains has the richest deposits of gems and precious metals known in the Flanaess. In years past, it was a hive of humanoid tribes of all sorts, but these were driven out during the Hateful Wars (498-510 CY), and demi-humans of all stripes have taken their place, digging new and productive mines throughout. The whole range is under the control of the Ulek states and Celene.

Mount Raster, on the edge of the mountains where they meet the Kron Hills, is a water-filled volcanic cone that happens to bear diamonds of mineable quality. The dwarves were driven away by cultists of Tharizdun called doomdreamers, and their Temple of All-Consumption in the mountain is described in the adventure *Return to the Temple of Elemental Evil*.

THE RAKERS

These mountains are inhabited not only by large numbers of hill and mountain dwur, but also humanoid tribes of all types in great numbers, as well as monsters of various types.

SEPIA UPLANDS

These hills are mostly claimed by Perrenland, although the Wolf Nomads roam the northern portion, and the portion within the Vesve Forest remains unclaimed. There are some precious minerals within, but little mining takes place.

SPINE RIDGE

Forming the "spine" leading to the Tilvanot Peninsula, these hills are rich in gems and precious metals, but swarm with fell creatures that make mining nearly impossible. That, and the proximity of the Vast Swamp, has left them largely unexplored and uninhabited.

STARK MOUNDS

Some dwur dwell in the western portions, but noniz are found in most of the hills. They are half claimed each by Geoff and Sterich.

SULHAUT MOUNTAINS

Aside from the knowledge of a pass through these mountains connecting the Dry Steppes and the Sea of Dust, little is known about these mountains, other than the fact that they are almost certainly arid in climate. They are known for their fierce thunderstorms, which roll in from the Sea of Dust, where they gather static electricity as they pass over the dunes.

THE TORS

Many monsters and humanoids live in these small hills, and they constantly find their way into the Yeomanry, where they cause no end of trouble. The town of Rockburg-on-the-Marsh, as detailed in adventure module WG9 *Gargoyle*, is located on the edge of the Tors, at the edge of the Hool Marshes.

TUSMAN HILLS

These hills are inhabited by fierce and independent Baklunish tribesmen who sell their swords as mercenaries to both Tusmit and Ket.

ULSPRUE

This range of mountains takes its name from the Uli who dwell in the bowl formed by this range and the Barrier Peaks to the east.

YATIL MOUNTAINS

There are large deposits of gems and precious metals in this range of mountains, but mining is quite difficult. Perrenlanders and Highfolk dwell in the valleys in the eastern portions of the range, but the interior is inhabited by many monsters as well as tribes of humanoids, dwur, and noniz. The Glittering Cathedral of Ulaa is situated on a commanding height overlooking the pass between Molvar in Ket and Krestible in Perrenland.

The witch-queen Iggwilv ruled her empire from a hidden fortress within these mountains. One ruin of her reign is the cavern complex known as Tsojcanth, as detailed in adventure module S4 *Lost Caverns of Tsojcanth*. It is located in the heart of the southeastern portion of the Yatils, west of the Volverdyva. Nearby there is a ruined temple to the forgotten god of evil, Tharizdun, as detailed in module WG4 *The Forgotten Temple of Tharizdun*.

YECHA HILLS

There are rich deposits in these hills, and certain of the Tiger Nomads have taken to mining activities to increase their wealth. Their flocks can also be found on these hills, which are otherwise unclaimed.

RIVERS

ARTONSAMAY RIVER

This waterway is navigable from Redspan in Tenh to the Nyr Dyv.

ATT RIVER

This river is navigable past Littleberg, for smaller vessels with shallow draft.

BLACKWATER

This is a small tributary of the Dulsí River. Xanxeven Point, a 300-foot sheer hill, marks the point where the two meet.

BLASHIKMUND RIVER

This waterway currently forms the border between Ekbir and Tusmit.

COLD RUN

This is a small tributary of the Artonsamay River.

DEEPSTIL RIVER

This is a small tributary of the Dulsí River.

DULSI RIVER

This waterway flows south from the Cold Marshes, cutting through the Howling Hills, and eventually spilling into Whyestil Lake. Xanxeven Point, a 300-foot sheer hill, marks the point where the Dulsí and Blackwater rivers meet.

DUNTIDE

This is a tributary of the Nesser River.

ERY RIVER

This is a tributary of the Selintan River.

FALS RIVER

This serves as the border between Furyondy and Veluna.

FLANMI RIVER

This important waterway is navigable by ship up to Rauxes, and by shallow draft vessel far past the city.

FLER RIVER

Most of this river is navigable.

FRANZ RIVER

This serves as the border between Nyronnd and the County of Urnst. There are river pirates and raiders on the river, but these are kept in check by armed patrols sent by the Duke of Urnst to support the dwellers of the Celadon Forest.

FROZEN RIVER

This small river is swift-flowing.

GRAYFLOOD

This currently serves as the boundary of the Iron League.

HARP RIVER

This long river is navigable up to Innspa.

HOOL RIVER

This is a broad, slow, and marshy waterway.

IMEDA RIVER

This is a tributary of the Flanmi.

JAVAN RIVER

This long river is navigable by ship only up to Cryllor in Keoland.

JEWEL RIVER

This river serves as the border between the Pomarj and the Principality of Ulek.

KEWL RIVER

This river serves as the border between the County and Duchy of Ulek.

LORT RIVER

This serves as the border between the Gran March and the Duchy of Ulek.

MIKAR RIVER

This is a tributary of the Flanmi River.

NESSER RIVER

The Nesser River is enormously wide; three miles on average. Because of this, it is navigable by deep-hulled vessels, although there are shoals and sandbars that must be avoided.

NEEN RIVER

This is a broad but shallow watercourse.

OLD RIVER

This serves as the border between the County and Principality of Ulek.

OPICM RIVER

This forms the eastern border of Iuz.

REALSTREAM RIVER

This is a tributary of the Javan River.

RITENSA RIVER

This forms the eastern border of the Horned Society.

SELINTAN RIVER

This heavily-trafficked waterway connects the Nyr Dyv with Woolly Bay.

SHELDOMAR RIVER

This major waterway forms the border between Keoland and the Ulek States. It is navigable up to Nirole Dra.

TEESAR TORMENT

This is an exceptionally fast-moving river.

THELLY RIVER

This river is navigable as far as Nulbish.

TRASK RIVER

This river is a major transportation artery through North Province. At its mouth, the town of Atirr is a busy seaport, whence ships onload the fine cloth produced in the area.

TUFLIK RIVER

This river serves as the border between Ekbir and Zeif.

VELVERDYVA RIVER

This major river is navigable by large vessels as far as Veluna City, and by shallow draft vessels can go as far as Thormward or even Lake Quag (although portage might be required, depending on the season and the amount of rain).

VENG RIVER

This river is deep and broad, and thus navigable throughout its entire length. It serves as the border between Furyondy and the Horned Society, and is patrolled by both states, both on its banks and by ship.

YOL RIVER

This river serves as the border between Tenh and the Pale. It is navigable by barge throughout its length.

ZUMKER RIVER

This river serves as the border between Tenh and the Bandit Kingdoms.

WASTELANDS, DESERTS, AND SWAMPLAND

BRIGHT DESERT

The Bright Desert is an extremely hostile place for a variety of reasons. Temperatures soar during the day and plunge to near freezing at night, and hostile Suel tribesmen make the place difficult to traverse indeed. However, the place is known to be rich in precious stones and metals, and so there is a never-ending number of prospectors heading into the desert to seek their fortune. Few return. Those few military expeditions that have attempted to penetrate the Bright Desert have been obliterated, discouraging other, similar, adventures.

COLD MARSHES

The Cold Marshes are noted chiefly for the fierce beasts that dwell within their boundaries, and serves chiefly to add to the isolation of the Archbarony of Blackmoor.

DRY STEPPES

The Dry Steppes are the result of the Invoked Devastation, which turned the once-fertile plains into an arid waste where little rain ever falls. Many Baklunish nomads still call the place home, however, divided into tribes ruled by khans. The central region is said to be the most hospitable.

The mysterious stone circle of Tovag Baragu lies near the shores of Lake Udrunkankar, deep in the heart of the steppes. It is known to exhibit many magical effects dealing with scrying and weather, but it baffles most scholars. It is described in detail in the adventure modules *Vecna Lives!* and *Die Vecna Die!*

GNATMARSH

The gnatmarsh takes its name from the millions of swarming insects that foul the air in summer. It is home to but few humans, with monsters, fell beasts, and yet stranger things believed to dwell within. It is rumored that a whole village of witches and hags exists somewhere within the marsh.

HOOL MARSHES

This wide and broad mire marks the boundary between the Sea Princes and the Yeomanry, and is home to renegades, brigands, humanoids, and many monsters. The lizard man lair described in module U2 *Danger at Dunwater* is located here, as is the sahuagin lair in module U3 *The Final Enemy*.

LAND OF BLACK ICE

The ice in this region defies explanation, for it is cast of a deep blue-black hue, rather than the normal stark blue-white. Weird arctic monsters roam the drifts, and it is believed to be entirely uninhabited. What few rumors exist concern another land even further to the north, where it is warm and sunny, with weird creatures and jungles.

LONE HEATH

This marshy area is inhabited by humans and demi-humans fleeing the oppression of the Great Kingdom. These renegades sometimes strike out at passing patrols of Imperial soldiery, but try not to attract too much attention to themselves. These worthies have driven out most of the fell monsters from the region.

PELISSO SWAMPS

This stinking collection of marshes is dangerous indeed. Giant insects, strange birds, larger-than-usual crocodiles, carnivorous plants, venomous reptiles, and weird plant-men are thought to be found therein. At least nine black dragons make the swamps their home, ruled by a matriarch named "Quagmire."

RIFTCANYON

This enormous gash in the surface of the earth is nearly a mile deep, and its walls and floor are riddled with tunnels and caves, which in turn are home to monsters of every description. The canyon is regularly cleared of monsters and humanoids, whether by slaying them or enlisting them in the forces of the Plar of the Rift (see Bandit Kingdoms, above), but the tunnels seemingly refresh the supply on a regular basis. The western end of the canyon defies all attempts to clear it of monstrous habitation, however, and both bandit and Knight of Holy Shielding shun that end of the canyon as impassable.

Just south of the Riftcanyon is the volcano known as White Plume Mountain, detailed in adventure modules C2 *White Plume Mountain* and *Return to White Plume Mountain*.

RUSHMOORS

These marshes, which form the northern boundary of Keoland, are unclaimed by any nation. They are inhabited by a variety of monsters, renegades, and humanoids.

The village of Orlane (detailed in adventure module N1 *Against the Cult of the Reptile God*) is on the edge of the Rushmoors, near the Dim Forest, and the tunnel complex of the cult is in the swamp itself.

SEA OF DUST

This vast arid desert covers what was once the Suel Imperium. Created by the Rain of Colorless Fire, the whole is covered in fine dust that makes travel nearly impossible, is whipped into ferocious dust storms on a regular basis, and which is fed by ash blowing in from the Hellfurnaces, propelled by ocean-born winds. The whole resembles a vast ocean with swells and waves, hence the name given to the place.

There are no inhabitants dwelling here, although Baklunish tribesmen occasionally penetrate the mountains to the north and explore along their edge. Extensive ruins have been reported in the east, near the Sulhaut Mountains, and the lost

capital of the Suel, the Forgotten City, is said to exist in the interior. The whole is home to weird desert dwelling creatures that have specifically adapted themselves to the fine powder that makes up the Sea of Dust.

Large expeditions sent into the Sea of Dust invariably fail, although small groups claim to have explored its vastness. A large expedition from the Sea Princes is said to have disappeared into the fastness in search of the Forgotten City, never to return. A smaller expedition from the Yeomanry is said to have made it out alive with ancient and weird treasures from just the fringes of the place, but they suffered heavy losses for their loot.

TROLL FENS

These swamps take their name from the many trolls and trollkin who dwell here in great numbers. The Pale has erected a series of watchtowers and fortifications, and maintains regular patrols, in order to keep the fell creatures within from wreaking havoc in the peaceful lands beyond, with moderate success.

VAST SWAMP

The Vast Swamp is a semi-salt marsh. It is thought that it must drain somehow to the south, but the lack of any sort of river in that quarter leads to the conclusion that the outflow must be underground somehow. The place is home to many monsters and humanoids, but there are native human swamp-folk and outlaws and outcasts from the surrounding civilized lands as well. Sunndi patrols the edge of the swamp closely, so that the fell things that dwell within, stay within.

The lost tomb of the lich Acererack, who ruled the region in ages past, is said to lie within the Vast Swamp. It is detailed in adventure module S1 *Tomb of Horrors*.

Somewhere within its trackless mires and pools is also said to be the lair of the demigod Wastri Himself, and those who are attracted to His bizarre faith must needs use Sunndi as their highway to so do (often, they will disguise themselves as pilgrims of some other bent, to avoid the attention of the authorities, who find the growing power of Wastri to their south to be inimical to the interests of the County).

WATERS

AERDI SEA

This stretch of water is well-traveled, but is also home to many monsters.

AZURE SEA

This sea is the main artery of commerce between the central and western lands of the Flanaess. Piracy abounds, and the savages on the islands off the Amadio Jungle will also attack passing ships, as well as occasional forays into their ancestral habits by the Sea Princes.

DENSAC GULF

Little is known about this gulf that extends south from the southernmost portion of the Flanaess, save that it eventually meets the Pearl Sea, about which even less is known. There are rumors of thousands of islands dotting its surface more than a thousand miles to the south of Oerik, but what or who might be there remains a mystery.

DRAMIJ OCEAN

This ocean is dotted with thousands of islands, and extends far to the west. Its waters are quite warm, giving the lands that surround it gentle temperatures, but in winter its great fogs and icebergs are legendary.

The fabled Pinnacles of Azor'alq are to be found in the Dramij Ocean, barely 50 leagues from the mainland, north of Zeif and west of Ekbir. Known to Baklunish legend for three millennia, rumors concerning these strange spires jutting out of the sea are legion; they are variously said to be the home of the gods, the towers of some lost sunken city, the tombs of the First Bakluni Dynasty, but what is known for certain is that today they serve as the rookery of phoenixes, rocs, and dragons of all sizes. Sighting the spires of stone in the midst of the ocean is difficult at best because of the fogs and mists that surround them even in the summer, which is all to the good, as seeing them is regarded as a bad omen by sailors.

The Pinnacles themselves are some 40-100 spires of stone emerging from the water, each no more than two miles from its nearest neighbor (many much closer), standing a thousand feet or more above the surface of the sea, and some quarter mile in diameter at sea level, rising up in a series of steep cliffs, giving the impression of some sort of telescoping rod. There are almost never shelves at sea level itself; one must climb directly from the sea to the first landing. At lower altitudes they are covered with trees (themselves freakishly tall) and other greenery that impedes climbing. At their heights, they swarm with gulls and other sea-birds. Close inspection reveals the Pinnacles to be made of enormous stone blocks, and occasional entrances to the interior can be found, with broad stairs leading both up and down.

SEA OF GEARNAT

This is one of the busiest bodies of water around the Flanaess, with shipping coming through here en route between the Azure Sea, Woolly Bay, and Relmor Bay, and all the points beyond. In spring and autumn the sea is criss-crossed by storms, and in summer pirates from the Wild Coast are thick upon its waters.

GRENDAP BAY

This is essentially a great highway along which the barbarians from the north sail to raid the rich lands of North Province and even more southern lands. During the summer months, however, even those worthies are hesitant to sail these waters, as that is the season that great sea monsters come up from the Solnor Ocean and are prone to attacking ships.

ICY SEA

This sea is rarely traveled. It is frozen solid most of the year save high summer, and even then it is foggy and riddled with icebergs. Sometimes barbarians will travel upon it though, in search of walrus ivory and loot from raiding.

JEKLEA BAY

This is essentially owned by the Sea Princes, who mainly use it to send ships to the Amedio Jungle in search of loot and slaves.

OLJATT SEA

While there isn't much shipping on this particular sea, what vessels do ply its surface do so carefully, as it is home to many great sea monsters, some of which can grab ships and pull them under. Fleets of merchant ships traveling to and from Hepmonaland sometimes chain their ships together, and will have marines aboard with bows and pikes in case of attack.

Far to the east of the Lordship of the Isles there lies a jungle of lost ships, a miles-wide stretch of seaweed, choked with ships of all descriptions, slowly rotating around a central whirling ocean current. The seaweed-covered ships trapped there are truly a marvel, with examples of nearly every type known in the Flanaess for the last few centuries, and many more that remain completely unknown, including one made completely of metal, with no mast or oars to be seen. Many of these ships are inhabited, either by monsters or men, the descendents of the original sailors who were trapped here, who have developed a strange cult that believes the rest of the world was drowned in a great flood. Of great interest to many, at least two ships of the fabled lost Treasure Fleet of the Sea Princes have been reported to be among those trapped within, leading the greedy and gullible to try to find the seaborne jungle.

LAKE QUAG

This fruitful lake is the exclusive playground of Perrenland, which maintains a small squadron upon its surface. The fishermen on this lake take in great catches, although there are enough monsters dwelling within to make the lake exciting.

NYR DYV (“LAKE OF UNKNOWN DEPTHS”)

This is the most traveled body of water in the Flanaess, connecting commerce from east and west, north and south. The surrounding states (Greyhawk, Dyvers, Urnst, the Shield Lands, and Furyondy) all patrol the lake, helping stem both monsters and piracy. Such monsters are commonplace, especially after a storm, for they are clever enough to pick the surface for survivors of shipwrecks. Many ships that sail the Nyr Dyv are heavily armed, specifically to deal with such pests.

The Rhennee make the Nyr Dyv and the surrounding lands their home, dwelling on their clan barges and engaging in trade and other, less savory, pastimes. They range up and down the various rivers that feed into the Nyr Dyv, and winter on the southern shores of the great lake, particularly the Midbay.

The sunken Isles of Woe are also said to lie beneath the waters of the Lake of Unknown Depths.

RELMOR BAY

Most shipping on this bay will be merchantmen traveling between Almor, Nyrond, and Onnwal. Privateers with letters of marque signed by the Overking or the Herzog of South province, based in Prymp, will often prey upon them.

SOLNOR OCEAN

The easternmost reaches of this ocean have never been charted, although the Sea Barons have tried. The place is home to great sea monsters, who will go northwest into Grendep Bay during the summer.

SPINDRIFT SOUND

This is best known as the battlefield of choice between the Sea Barons and the Lordship of the Isles. A large number of pirates can also be found here.

TILVA STRAIGHT

As any shipping from the east coast of the Flanaess to the interior must come through here, it is a well-known haunt of pirates. Squadrons of ships from civilized states such as the Lordship of the Isles and the Spindrifts will patrol here during the merchant season.

WHITE FANGED BAY

Whether this bay is named for the fang-shaped pinnacles of ice and rock that line its shores, or for the ivory tusks of walruses that hunters gather in the summer, is unknown. What is known is that the place is fairly desolate, save for the cold-water marine mammals such as walruses, seals, and whales that frequent it, especially in the summer months.

WHYESTIL LAKE

Prior to the ascendancy of the cambion Iuz, there was considerable merchant traffic on this lake between Furyondy and the petty lordships that bordered its eastern shore. Now, however, trade is threatened by Iuz and the Horned Society, and it's only the presence of the Furyondian fleet based out of Crockport that makes even some small level of trade, down the Veng River to the Nyr Dyv, possible.

WOOLLY BAY

The Woolly Bay, which borders the Wild Coast, is one of the busiest waterways in the central Flanaess, connecting the Sea of Gearnat with the Nyr Dyv and the many inland nations whose trade passes over those and connecting waterways. There is a line of small ports along the Wild Coast, allowing the small cogs frequent landfall in safe harbors, plus the humanoid-held town of Highport. This is needed, because the bay itself is as thick with pirates as it is with merchant vessels.

WOODLANDS

ADRI FOREST

The vast Adri Forest is home to some 25,000 humans and a scattering of humanoids and wood-elves, plus a handful of wood gnomes. It is almost entirely within the boundaries of the Great Kingdom, although the portion west of the Harp River falls within the borders of Almor. The woodsmen tend the forest, which has abundant game and wood suitable for shipbuilding and weapon-making. The woodsmen are generally armed with longbow, battle axe, and short spear. The faith of Ehlonna is strong here, but many druids of Obad-Hai can be found as well. A magical portal to the ruins of a Gray Elf city can be found in the deepest heart of the forest; see *Ivid the Undying* for details.

AMEDIO JUNGLE

The steaming Amedio Jungle is inhabited by savage cannibal tribes, some of Suloise origin, some of Olman stock, and many mixed. It is also a trove of natural wealth; fruits, rare woods, elephant ivory, rare spices, and even platinum and gems (100-5,000 gp) from mines of unknown origin. The tribes gather at the huge inland lake when they war and raid, and tend to use darts, javelins, spears, clubs, and shortbows. They have blowguns that shoot poison darts of varying strength, but some can be quite deadly.

A lost city is said to exist deep within the jungle, hidden in an enormous ravine, inhabited by the yuani-ti.

Module C1 *The Hidden Shrine of Tamoachan* is located in the eastern portion of the jungle, near the coast.

AXEWOOD

The olvenfolk are said to dwell here, as do many treants.

BRAMBLEWOOD FOREST

This dense forest is largely impassable, save for the single great road that runs roughly east-west, with only a few secondary tracks.

BURNEAL FOREST

This vast stretch of pine and fir trees is cold and inhospitable. There are Flan tribes within the forest, related to the Tiger and Wolf Nomads, all of whom war with the others on occasion. The Burneal tribesmen are fierce warriors, breeding wolf-dog hybrids as companions and beasts of war, hunting by means of pits and snares, expert with bow and spear. They are said to dwell in small camouflaged huts in the summer, and deep underground burrows in the harsh winters.

CELADON FOREST

This vast woodland consists mainly of oak and elm, with great stretches of ancient ash and yew found along both sides of the Franz River. Although it is officially divided between Urnst and Nyrond, neither state effectively rules within, and mostly leaves the forest and its inhabitants to their own devices, although game is plentiful and hunting is commonplace. The Celadon is inhabited by human woodsmen, wood olve, and treants, as well as other sylvan creatures. In exceptional times companies of excellent archers and light infantry can be raised among the woodsmen, and they will serve either temporal lord in time of need. As a rule, the inhabitants effectively ward the southern and southwestern flanks of Nyrond and Urnst against invasion through its leafy precincts.

DIM FOREST

This largely trackless wood is gloomy but not necessary oppressive. The western portion, past the Javan River, is inhabited by the olve, but monsters and humanoids thrive in the rest of the wood.

DREADWOOD

The Dreadwood is home to some 5,000 humans, 8,000 wood olve, and more than a thousand noniz and hobniz. The place is under constant threat from humanoids and monsters, who are kept at bay only by the valiant efforts of the humans and humanoids to stem the flow, with the support and protection of Keoland. Concerted efforts to clear the Dreadwood are ineffective and temporary, as the undesirables simply disappear into the Hool Marshes until it is safe for them to return. It is suspected that the Sea Princes are behind at least some of the instability within the forest, as they are known to be on good terms with some of the bandit forces causing trouble therein.

FELLREEV FOREST

This large woodland was once the province of the Rovers of the Barrens, but is now divided between the Bandit Kingdoms and the Horned Society. The interior is home to many weird beasts, as well as several wood olve groups.

FORLORN FOREST

This lonely pine forest marks the boundary of the territory claimed by the Rovers of the Barrens.

GAMBOGE FOREST

The Gamboge Forest is home to some 7,000 humans, 11,000 wood olve, 3,000 noniz, 1,500 high olve, and hobniz as well. It lies officially unclaimed by either the Pale or Nyrond, although the latter is more favored than the former, which is seen as intolerant. On occasion, Nyrondese troops will enter the forest as a show of force to stave off any Palish designs on the place. The mountains do sometimes spill fell creatures and humanoids into the forest, whence they raid the surrounding territories. It is rumored that those within the Gamboge are seeking to form a demi-human realm in association with the dwur and noniz of the hills and mountains to the east, along the same lines as Ulek, but the extent to which this is a serious plan and not just tap-room talk is unknown.

GNARLEY FOREST

The Gnarley Forest is home to 12,000 humans, 7,000 wood olve, 3,000 noniz, and other demi-humans. The wood is divvied up between surrounding states; Greyhawk, Dyvers, Verbobonc, and Celene. The place is generally free and ungoverned, however, and most is usually considered part of the Wild Coast. Humanoids and human bandits, as well as monsters of many types, can be found within, coming up through the Suss Forest, or from the mountains to the northwest on the far side of Veluna.

The first half of adventure module WG11 *Puppets* takes place in the Gnarley forest. The orc-infested cavern complex known as Blackthorn is located on the edge of the forest, as detailed in the *City of Greyhawk* boxed set.

GRANDWOOD FOREST

The Grandwood is home to 25,000 human woodsman, plus 7,000 wood olve, a thousand halflings, and 700 gnomes who work a gold mine in a section of the forest called Gaborren's Rift. The overwhelming majority of those who dwell here favor the Iron League over either the Great Kingdom or Medegia. Those who dwell within covet their freedom, and are expert at both ambush and deception, sometimes tricking their enemies into attacking one another by wearing false livery. They are aided in this by the rivalries of those who would subjugate them, as Rel Astra, The Overking, and Medegia all engage in various political feints and thrusts in a never-ending dance designed to raise themselves and lower the others, with the freedom of the Grandwood the only consistent result.

The western region, which is heavily patrolled by the Overking's troops, is almost deserted, but the rest of the forest is the woodsmen's domain. Medegia does sometimes attempt over military action to suppress the free folk, but always comes out the lesser for it. Rel Astra occasionally makes half-hearted forays into the wood as well. The elves and woodsmen are able to field more than 3,000 troops themselves, but their effectiveness is greatly magnified by their guerilla tactics and familiarity with the terrain.

There are also some 700 wild elves in the forest, which the human population knows to keep well away from, but which has some interaction with their wood elf kin.

HEPMONALAND

Despite being less than a hundred miles from Oerik at their closest point (along the Tilvanot Peninsula), Hepmonaland remains almost completely unknown to the peoples of the Flanaess. Some expeditions from the Spindrift Islands and

Lordship of the Isles have explored something of the nearer coastline (especially the eastern coast), but little of substance has been explored. Trade goods move into the Flanaess at a steady pace, however, mostly through Scarlet Brotherhood-aligned merchants.

Hepmonaland is, in fact, a continent unto itself, with many kingdoms and several cultures, much like the Flanaess, although on Flanaess maps it is simply marked “savages dwell here”, if it is marked at all. The Olman and a debased branch of the Suel people inhabit the northern part of the continent, while the Touv people inhabit the southern portion. Neither is seen in the Flanaess except extremely rarely.

The strange city of the yuan-ti, described in adventure module I1 *Dwellers of the Forbidden City*, is in the jungle some 60 miles south of the edge of the Pelisso Swamp.

HORNWOOD

This forest is noted for its hornwood trees, which produce a rare and wonderful wood used to make elven bows, although the process and materials are difficult and rare. Many wood olve dwell within. The forest is also one of the favorite hunting spots of the Grand Duke, for it is both rich with game as well as fearsome beasts that come down from the Crystalmists.

HRAAK FOREST

This woodland is made up of pine and fir trees.

LOFTWOOD

The tall trees of this forest were once used for shipbuilding, for they made excellent masts for ships. Today, under the rule of the humanoids of the Bone March, little timber production takes place.

MENOWOOD

This woodland is home to wood olve and treants, but almost no humans dwell within its boundaries, and certainly no hunting or logging by the men of Idee is tolerated. Recently a band of werewolves is believed to have taken up residence here.

NUTHERWOOD

The southern boundary of this forest marks the border of the Pale, but the forest itself is home to many monsters and bandits.

OYTWOOD

Many olvenfolk dwell within this small forest.

PHOSTWOOD

The Grand Duchy of Tenh claims the whole of the Phostwood, although it is inhabited by many bandits and the Duke’s law is rarely enforced here. It is noted for the phosphorescent glow that certain tree limbs give off when they die and rot; sufficient to give light in a 5’ radius.

RIEUWOOD

This forest is continually patrolled by forces of Sunndi as well as the native olvenfolk, who keep bandits and humanoids to a minimum. Despite this, marauders are not unknown within its precincts, as the defenses are continually tested and probed.

SABLE WOOD

This forest is noted for the rare wood it produces, which, if harvested in winter and rubbed with hot oils, produces a lustrous black wood that the Suel barbarians highly prize. They value it to the point that they will not export it under any circumstances.

SILVERWOOD

This small forest is inhabited by many wood olve. It is home to certain trees which the locals value more than silver, hence the name of the place.

SPIKEY FOREST

This forest is home to great straight trees which the barbarians use for ship masts.

SUSS FOREST

While the Suss Forest is wholesome where it climbs the tail end of the Lortmil Mountains, its nature is decidedly evil and foreboding east of the Jewel River. The trees themselves seem to oppress and even speak with one another, the whole is thick with briars and brambles, and strange sounds can be heard. The effect is worse the more southward one travels, and the whole is used as a highway for the humanoids and other creatures from the Pomarj to travel northward to wreak havoc on the Wild Coast, Celene, and beyond. The whole was pushed back several miles by woodsmen from the Wild Coast armed with axe and flame, but too many such parties disappeared, and now such efforts are limited to closely watching the verges of the wood for hostile or suspicious creatures emerging.

Legends tell of a lost city of the Suel people on the banks of the Jewel River, which supposedly gave the latter its name due to the incredible treasures within.

TANGLES

This woodland is roped with vines, thick with underbrush, and generally difficult to traverse.

TIMBERWAY FOREST

The pines and firs of this vast forest are valuable for their use in shipbuilding.

UDGRU FOREST

This thick woodland is home to plentiful game, deadly beasts, and political outcasts and other disaffected folk from both Tusmit and Ekbir.

VESVE FOREST

The Vesve is home to some 20,000 human woodsmen, 10,000 wood olve, 6,000 noniz, 3,000 high olve, and many hobniz as well. The southern half of the wood is generally free of monsters and humanoids, kept that way by the vigilance of its inhabitants aided by Furyondy and Highfolk. There is game as well as non-monstrous predators. The northern half, however, is claimed by Iuz, and his humanoid and monstrous troops are thick upon the land. Major orc tribes include the Vrunik, Faarsh, Jukko, Haggnah, and Karaki, but some of those also have contingents in Iuz proper.

Skirmishes and larger fights between the two groups are ever-increasing, and both sides believe a decisive campaign is looming. Iuz has the advantage of nearly-unlimited troops, as his humanoids breed in numbers that cannot be matched by the civilized folk in the southern reaches of the forest. The northern Vesve is known for an immense cavern system known as Waterwall, which features a magically-generated waterfall coming out of thin air. The ruined castle of Delvenbrass is also in the heart of the northeastern quarter of the forest, said to have extensive dungeon levels that extend a mile beneath the surface. Legend has it that this was an ancient Baklunish fortress, long abandoned, but still containing many riches and magical treasures.

WELKWOOD

Even though it directly abuts both the Gnarley and Suss Forests, the boundary of the Welkwood is obvious, for the trees within are all of unusual size. Many humans dwell within it, many in the eastern reaches deemed part of the Wild Coast, and are noted as woodsmen and adventurers.

The village of Nulb and the Temple of Elemental Evil, detailed in adventure module T1 *The Temple of Elemental Evil*, are in the western portion of the Welkwood.

MAGIC ITEMS

AMULET OF SUPERSTITION

Wondrous item, rare

This curious object was created in the Kingdom of Aerdy during its wars against the Suel barbarians to the north. It is specifically keyed to be effective only against the Snow, Frost, or Ice Barbarians, or those who are descended therefrom (thus, many of those from Stonefist, and some from Ratik, will also be effected). It was presumed lost when Spinecastle fell to the humanoid hordes, but rumors persist of its existence.

Once per hour, when the proper command word is spoken, the amulet creates an aura of intense superstitious dread in those effected. Those potentially effected who are within 30' of the amulet must make a DC 12 Wisdom check or feel an overwelling desire to retreat outside the area of effect. Those who fail must make an additional DC 12 Wisdom check or suffer disadvantage on all attack rolls and Charisma checks for 10 minutes due to the intense nervousness.

AMULET OF UNDEAD RESISTANCE

Wondrous item, very rare

This amulet provides protection against any special attack actions from undead creatures, such as a specter's life drain, a vampire's bite, a ghost's horrifying image and possession, etc. It has no impact on physical attacks; the vampire's bite still does piercing damage, but fails to impact your maximum hit point total. It has 3 charges, and will regain 1d3 charges at dawn.

ANVIL OF THE DWUR-SMITHS

Wondrous item, very rare (requires attunement)

This enchanted item is a product of the priests of Moradin, the chief dwur deity, and legends say that it was used to create the first dwarven magic items. When used in conjunction with smith's tools, this magical anvil allows you to craft armor and weapons of extraordinary quality. On a successful DC 20 check, any weapon or armor created will have a gp value equal to 100 times normal. Doing so takes twice as long as an ordinary item would take to make.

You may also use this anvil to create a magical weapon, armor, or shield. Doing so will only take half the time that would normally be needed to craft an item of the appropriate rarity (thus, you could craft an uncommon item in only 10 days, rather than 20). The cost is unaffected.

AXE OF SULWARD +2

Weapon (axe), very rare

This axe was originally enchanted to aid foresters in cutting the rare woods that serve as a primary export from the Lordship of the Isles. Against most enemies, the axe gets a +1 bonus to hit and to damage. Against plants and objects made of wood, the bonus is +2. If used against an enemy with a wooden shield, the shield will be destroyed if the axe hits with a roll 4 or more higher than the required roll to hit.

BIGBY'S BOTTLED BREATH

Wondrous item, rare

This item appears as an ordinary potion bottle with a stopper sealed with an elaborate "B" in wax, but otherwise appears to be empty. If the stopper is loosed, a powerful blast of wind will be loosed for 1 segment, which can be aimed by whomever is holding the bottle. Any creature in a path 5' wide and 20' long must make a CR 15 Strength saving throw or be pushed back 10 feet and take 1d6 hit points of bludgeoning damage. All small fires (torches, candles, etc.) in the area of effect will be extinguished.

BLACK SAILS OF THE SCHNAI

Wondrous item, very rare

These religious artifacts are in fact powerful magical items, unique to the Snow Barbarian priests. Used only on funeral ships of great Schnai heroes, a small square of the sail is retained before the ship is sent into the sea and burned. Once the body has been sent to the afterlife in this way, the soul of the deceased is linked to the remnant of the sail, and can be called upon by burning the remaining fragment of the sail. These undead warriors are called einherjar, and are detailed below. Many Schnai villages will have up to ten such sails that they can use to summon einherjar protectors. They will obey the orders of the one who burned the sail for up to 1 week or until they are slain, after which time they will leave the material plane forever.

EINHERJAR

Einherjar ("ayn hair yar") are a special kind of undead summoned by the burning of a Black Sail of the Schnai (see magic items, above). They are never encountered outside of the use of a Black Sail. It appears as a semi-translucent version of its living self, although its weapons will feel substantial enough to an enemy.

Undead Nature. An einherjar doesn't require air, food, drink, or sleep.

The spirit appears as a spectral einheriar (spirit warrior) and fights on the side of the tribe until destroyed. These einheriar will usually have 4 to 12 hit dice and will require + 1 weapons to hit. They will bear the equipment they used in life. Such creatures can be turned as special undead. X.P. value: 1,000 x.p. G.P. value: 5,000 g.p.

EINHERJAR

Medium undead, neutral

Armor Class 13

Hit Points 54 (6d10+24)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +3, Cha +3

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life (likely Fruz and possibly Common)

Challenge 3 (700 XP)

Incorporeal Movement. The einherjar can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8) piercing damage.

BOWL OF STORMS

Wondrous item, very rare (requires attunement)

When filled with sea or fresh water which is then thrown up in the air, this enchanted bowl can be used to summon a fierce but short-lived tempest. The storm will be only 100 yards in diameter, and can be centered anywhere up to a half-mile away. Any ships caught within the storm will take 50 (10d10) damage and will be blown in a random direction to the perimeter of the storm. The storm will last but 10 minutes, and the bowl can be used only once per week.

BRACELET OF LOST SHIPS

Wondrous item, very rare (requires attunement)

Originally found in Medegia, this magical bracelet has subsequently been noted in various lands around the Aerdi Sea. The bracelet sports a silver disk with a zircon embedded within it. When within one mile of a sunken ship, the stone will glow red on the side facing the wreck; if there are more than one within a mile, it will indicate the closest one. When the bracelet is within 50' of the wreck (horizontally, not vertically or at an angle), the stone will glow blue. At that point, when the command word is spoken, the bracelet will cause the sunken ship to rise to the surface for 20 minutes. Only one ship can be raised per use, but if a ship has been broken into several distinct pieces, each piece must be raised separately (the DM should determine the appropriate charges spent doing so, based on the size of the pieces). It is possible for a wreck to be so old and battered that raising it using this device is impossible.

The bracelet has 25 charges and cannot be recharged. Detecting wrecks does not drain any charges, but raising a ship costs charges as indicated:

Ship	Charges
Rowboat	1
Keelboat	2
Rhennish barge	3
Longship	4
Sailing ship	5
Galley, warship	6

If a sunken vessel is located, there is a 25% chance that there will be 1-6 other wrecks of various types in the same area. Wrecks have a 75% chance of being inhabited; roll on the random encounter table appropriate for the locale. Such ships are usually little more than rotting wood, mud, and seaweed; for every 10 minutes spent on board, there is a 20% chance of falling through a rotten deck or floor and taking 1d6 hit points of damage (a successful DC 11 Dexterity (acrobatics) check will prevent damage).

CAP OF DREAMING

Wondrous item, rare (requires attunement)

This small leather cap is designed to be worn while sleeping. While sleeping with the cap on, you will dream of an upcoming dangers, but always in an abstract manner (a dragon could be represented by roaring wind, a fall into a pit trap could be represented by a “flying dream”, etc. You will remember the dreams, but will only recognize the significance when the danger is upon you. Once per long rest where you are wearing the cap, you may choose one dangerous situation and make a DC 13 Wisdom check. Success means you get a +2 bonus on all saving throws, ability and skill checks, and rolls to hit against that danger. A danger could be a specific battle against a group of orcs, but not an entire adventure through an orc-infested dungeon; the effect will never last more than 10 minutes.

If you are not aware of the cap’s powers when you first wear it to sleep, you will still have the dreams, but will not realize the connection unless you make a successful Intelligence roll after a dangerous situation has passed. Once that happens, you will realize the connection between the dream and the danger, and can then try to use the dream to get the bonus, as detailed above.

CAP OF HEALING

Wondrous item, uncommon

This small cloth cap was created by the Velunese as part of their mandate to aid those who require healing. When you cast the spell *cure wounds* while wearing this cap, you will cure double the number of hit points that would normally be healed.

CARPENTER’S TOOLS OF DYVERS

Wondrous item, rare (requires attunement)

This enchanted set of carpenter's tools was originally created for a master craftsman in the city of Dyvers, and proved well worth the expense of commissioning it. Any structure or siege equipment built with the aid of the *carpenter's tools of Dyvers* will have 150% of the normal listed hit points, but will not take any longer to construct. When used for downtime activity of running a (carpentry) business, this means you add 2 to your die roll for every day spent running the business.

CASKET OF PRESERVATION

Wondrous item, uncommon

First enchanted by clerics in Furyondy and Veluna, this finely-engraved wooden coffin is used to protect the bodies of the deceased from decay. If a lawful good cleric places a body within the casket, and then casts a *bless* spell upon the body, the casket will preserve the body indefinitely, as long as it remains in the casket. The body cannot be more than nine days dead when the *bless* spell is cast. If the deceased is returned to life via resurrection, he or she will suffer none of the usual penalties on attack rolls, saving throws, and ability checks. In addition, the newly-returned character will receive the benefits of a *heal* spell, once the *resurrection* is complete. Finally, the character performing the resurrection will have no penalties no matter how long the deceased has been dead.

CAVE BEAR CLOAK

Wondrous item, very rare (requires attunement)

Enchanted by tribal shamans of primitive Baklunish tribes far to the west, this magical item was stolen from them long ago, and has made its way across the Flanaess for many years. The current location is not known. The wearer has the following powers:

- *Speak with animals* twice per long rest
- *Hold beast* once per day (as hold monster, but only works on beasts)
- Strength score is increased to 19
- Advantage on all saving throws vs. fear effects
- Transform into a cave bear (as a brown bear, but with 44 (6d10+2) hit points) for 3 hours, once per week

CHALICE OF QUESTING

Wondrous item, very rare

Originally created by the Knights of Holy Shielding, this magic item allows a lawful good fighter to temporarily become a paladin, with all of the powers and restrictions thereof. If activated by a lawful good cleric by casting the *geas* spell upon it with a willing lawful good fighter adjacent, the fighter will take on all of the powers of a paladin of equal level for the duration of a specific quest specified at the time of the transformation. Any deviation from the strict terms of the quest, or the tenets of lawful good, will result in instant loss of all acquired paladin powers. If the quest itself is a failure, the chalice will break into flinders.

CIRCLET OF THIEVES

Wondrous item, very rare (requires attunement)

This golden circlet, designed to be worn on the brow, was originally created for the Lord Mayor of Greyhawk in years past by wizards in the employ of the powerful Thieves Guild, and is still in his possession. The circlet allows the wearer

to summon a band of rogues, similar to how a Horn of Valhalla summons berserkers. The number of rogues summoned, and their archetype, depends on the level of the wearer:

Level of Wearer	Thieves Summoned	Archetype
1-4	1d4 4th level rogues (thief archetype)	Thief, acrobat
5-8	1d4 8th level rogues	Thief, acrobat, assassin
9-12	1d4 12th level rogues	Any
13+	1 18th level rogue (all ability scores are 18)	Any

The summoner may choose which archetype the summoned rogues will follow, but all must be of the same type. The summoned rogues are well-disposed towards the summoner, but will not follow any obviously reckless or foolhardy instructions. All wear leather armor and bear short swords, and will have standard equipment. The 18th level rogue has a short sword +3, and has a 30% chance of stealing the choicest magical item for himself. The rogues will vanish after eight hours, along with anything they may be carrying. It can only be used once per week.

CLOAK OF THE PANTHER

Wondrous item, rare (requires attunement)

This primitive, yet effective, magical item was originally created by the savage medicine men of the Amedio Jungle. While worn, the wearer's Dexterity score is three points higher than it normally is. Once per round, the wearer can make a Dash action as a bonus action. It also allows the wearer to transform himself into a panther for up to 6 hours each night. The transformation can only take place at night, and only when there is no moonlight.

CLOAK OF VOLCANIC RESISTANCE

Wondrous item, rare (requires attunement)

This rather specialized magical item was originally created for use in the fiery Hellfurnaces, but has since been found to have application elsewhere. The wearer only takes half damage from natural fire damage, and when the hood is worn gets a +3 bonus to all saving throws against poison gas and vapor. Against magical fire damage, the wearer gets a +2 bonus to all saving throws, and damage which is measured in dice (for instance, a 6d6 die *fireball*) will do 1 point of damage less per hit die, with a minimum of 1 per die.

COIN OF ALMS

Wondrous item, uncommon

It should be noted that this cursed coin was created not to harm its possessors, but to help the poor. When you come into possession of this ordinary-looking platinum coin, you must make a Wisdom saving throw. Failure means you are overcome with feelings of generosity, and will start giving away your cash and other possessions to the needy and destitute. You will not give away magic items, but will not keep more than 50 gp at any given time. You will not give away the coin itself, however. Only a remove curse spell will cancel the effect; if the coin is taken from you without your consent, it will return magically within 24 hours (your urge to generosity will not abate during that time, however).

CORD OF EKBIR +1

Weapon (garrote), rare

This innocent-looking weapon was developed in the Baklunish realm of Ekbir, but can sometimes be found in the eastern Flanaess as well. When attacking from the rear, this weapon will do 1d3 hp of bludgeoning damage per turn; you only need to hit once. The magic of this weapon gives you a +1 bonus to hit, and the victim must make a DC 15 Constitution save or be stunned for the next minute.

DISK OF FAIR TRAVELS

Wondrous item, rare

This enchanted disk is a protective holy object of Fharlangn, the god of travelers, specifically geared towards those who travel by sea. It was originally created in the lands around the Azure Sea. It is a wooden disk as broad as a handwidth, with a small gold circle in the center. To be activated, the disk must be mounted on the prow of the ship and a brief prayer to Fharlangan spoken aloud. For the next 24 hours, the ship will be protected from pirates and other sea raiders. If such attempt to attack the ship, there is a 75% chance that a thick fog will suddenly rise, enabling the ship to escape unscathed. Otherwise, the raiders are able to attack the ship as they normally would.

DRAWMIJ'S DAGGER

Weapon (dagger), rare

This weapon is normally treated as a dagger +2. If the wielder is in a position where he cannot move 100 ft. in any direction without encountering either an enemy creature or an unmovable object, however, it will become a dagger +4. Once an escape route presents itself, the dagger will revert back to its +2 status.

DURA'S DEADLY POISON

Potion, very rare

This most potent potion is renowned for its deadly effects. Anyone who ingests a vial of the poison must make a DC 20 Constitution saving throw or be slain instantly. Even worse, however, is that within 1d6 rounds, the body itself becomes so toxic that anyone coming into contact with the flesh must themselves make a DC 15 Constitution saving throw or also die 1d4 rounds later (although their flesh will not have the same toxic effect on others). It is thus useful for wiping out entire groups, as even an innocent check of a victim's pulse can spell doom.

DUST OF DISPELLING AIR ELEMENTALS

Wondrous item, rare

This small packet contains enough dust for but a single use. When thrown onto a creature originating from the elemental plane of air (which requires an action, and has a range of 10 feet), that creature will immediately be forced back to its home plane. The powder can also be used to create a *magic circle* (as per the spell) that is effective against creatures from the elemental plane of air alone. There is enough dust to create a circle 10 feet in diameter, or a line 50 feet long, which would have the same effect. Only creatures that are compelled to be on the material plane, such as djinn and elementals, will be affected.

EDGE OF CORUSK

Weapon (longsword), very rare (requires attunement)

This singular blade was created in the heart of the Corusk mountains to aid a Frost Barbarian in a quest to find the Five Blades of Corusk and free the imprisoned god Vatun. That quest failed, but his blade lives on. It is a longsword +3, and can summon an *ice storm* (as per the spell) once per week.

EQUALIZER OF GRAN MARCH

Weapon (long sword), legendary

This bright silver enchanted blade, sometimes known as the Sword of Neutrality, was forged by the forces of Balance in order to trim back the power of extreme alignments (those without any neutrality in their composition) by removing them from the material plane with extreme prejudice. In the hands of any creature whose alignment is other than true neutral, it will only act as a longsword +1. In the hands of a true neutral character, the bonuses to hit and to damage depend on the alignment of the target:

Alignment	Bonus to hit	Bonus to damage
Neutral	+1	+1
Lawful neutral, chaotic neutral	+1	+2
Neutral good, neutral evil	+2	+4
Lawful good, chaotic good, lawful evil, chaotic evil	+3	+6

If a creature is struck whose alignment is lawful good, chaotic good, lawful evil, or chaotic evil, that creature must make a DC 15 Intelligence saving throw or be utterly disintegrated.

EYEPATCH OF SEEING

Wondrous item, uncommon

This spell allows you to have *true seeing* (as per the spell) when the eyepatch is worn over an undamaged eye. It can only be used by the same person for 10 minutes out of every hour, or three times per day total, due to the strain it places on the eye and the brain. It must be worn atop an undamaged, fully functioning, eye.

FLYING SCIMITAR OF TUSMIT + 3

Weapon (scimitar), very rare

This weapon was created by Tusmit in preparation for a challenge to the authority of the Caliph of Ekbir, and is passed down from one of the Pasha's war ministers to the next. In melee it gives a +3 bonus both to hit and for damage. You may also opt to hurl it at an enemy (range 10/30). When thrown, it will whirl like a pinwheel, and if you roll a natural 20 to hit, the target will take an additional 14 points of slashing damage. If that happens, roll again. On another natural 20, you will lop off a limb (DM's choice as to which). If the target has no limbs, a suitable chunk of the creature's body will be cut off instead. It will then return to your hand. Anyone other than the person who threw it, who is foolish enough to try to grab

the scimitar, must make a successful DC 20 Dexterity check or lose the hand that made the attempt. Nothing short of a magical barrier can prevent the flying scimitar returning to the one who threw it.

GLOVES OF THE PALADIN

Wondrous item, uncommon (requires attunement)

These enchanted gloves allow the wearer to heal wounds by laying on hands, as if he or she were a paladin. Once per long rest, the gloves can heal five hit points of damage for every level of the wearer. You do not have to heal all your available points at once, but healing does require an action. The wearer must be of Good alignment; if someone of Evil alignment attempts to wear them, that person will take 12 (4d6) hp of radiant damage. Neutral characters simply cannot activate the gloves' magic. They will magically adjust in size to fit anyone from the size of a gnome to an ogre.

GOBLET OF PURITY

Wondrous item, uncommon

One of the many magical items that were created specifically for use in the Overking's court, where the art of poisoning was brought to a high level, this magical goblet appears to be a normal oaken cup. However, any poisonous liquid left within it for one minute will be completely neutralized and rendered safe for consumption.

HASTY BARGE

Wondrous item, very rare

This enchanted vessel was created for, and remains in the possession of, the Rhennee folk of the Nyr Dyv. In form and size, it appears as any ordinary barge used by the Rhennee, being 14' wide and 35' long, with 4 heavy crossbows mounted on each side, as is typical for such a craft. If the proper command word is spoken (and such command words are among the most closely-guarded secrets of any Rhennee hetman), the barge will be able to speed along at 60 miles per day, regardless of the wind, currents, or tides. It is rigged with a lugsail to hide the barge's magical propulsion.

In addition, the barge radiates a magical field that prevents any freshwater sea creature with an intelligence of 6 or less from attacking. This, perhaps more than its speed, makes it a highly prized vehicle.

HEADBAND OF WHITE DRAGON DOMINATION

Wondrous item, legendary (requires attunement)

This headband is carved from the skull of a white dragon, and was created by a powerful wizard who desired to drive out the mountain dwarves and claim their treasures for his own. He was slain by the self-same dwarves he sought to overcome, but his headband has survived. When worn, you gain the following effects:

- *Dominate monster* (as per the spell, but only effective against white dragons, and target has disadvantage on its saving throw)
- Immunity to cold damage
- Advantage on all die rolls related to flying mounted on a white dragon

HEADBAND OF GIANT MANIPULATION

Wondrous item, rarity varies (requires attunement)

This magical elk-hide headband was originally crafted so that travelers in the Jotens might be safer against the depredations of the hill giant tribes there. The idea proved so successful that other types of headband were eventually created.

While none of these headbands provides the means to communicate with the appropriate sort of giant, it does provide an insight into the particular psychology of the giants, allowing them to be more easily influenced and manipulated. If the means of communications is available (such as the wearer being able to speak giant), wearing a headband allows you to choose whether the initial reaction from any given giant is friendly, indifferent, or hostile. It also provides advantage when making any Charisma (Persuasion) or Charisma (Deception) rolls. No saving throw is allowed against this effect.

Once per long rest, the headband also allows you to directly influence the emotions of giants of the appropriate type (the maximum number depends on the type of giant; see below), as long as they are within 60 feet and you can see them. The giants are entitled to a Wisdom saving throw against this effect. The effect lasts 1 hour, and you can choose from the following:

- Fear: The giants are frightened.
- Courage: The giants have advantage on all saving throws against fear and all morale checks.
- Rage: You set the object(s) of the giants' anger. Against that target, they get advantage on all saving throws against Charisma checks, and a bonus of +2 to hit and to damage.

Type	Giants Affected	Rarity
Hill	12	Rare
Frost	10	Very rare
Stone	8	Very rare
Fire	6	Very rare
Cloud	4	Legendary
Storm	2	Legendary

HORN OF THE DEAD

Wondrous item, legendary (requires attunement)

This enchanted horn of bone is well-known and dreaded by sailors across the Flanaess, to the point where they will refuse to sail with anyone carrying the horn. Indeed, innocent passengers have been known to have been tossed overboard on mere suspicion of its presence.

Once per week, at night on the open sea, if the horn is blown it will summon a spectral ship crewed by noncorporeal undead. A tense 5 minutes after the horn is sounded, the ghost ship will materialize from its normal home in the Ethereal Plane to the Border Ethereal, where those on the Material plane can see its translucent glowing visage. The ship itself is large, multi-decked and three-masted, with sails tattered with the passage of years. The ghost ship will heave to next to the summoner's ship for one hour, silently waiting. All those (other than the one who sounded the horn) who see the ship are afraid for the duration of its stay, unless they make a successful DC 20 Wisdom check.

During this time, the ghost ship appears to take no action, but in reality one of its undead crew will board the summoner's ship if the one who sounded the horn makes a successful DC 15 Wisdom check. If that happens, the undead creature will obey the orders of the summoner for the rest of his life, reluctantly. The horn can only be used once by any given individual, whether or not the attempt to gain an undead servitor is successful. The type of undead creature is determined randomly:

Die Roll	Undead Type
1-2	Ghost
3-5	Shadow
6-8	Specter
9-10	Wraith

After the hour has passed, the ghost ship will slip once again into the depths of the Ethereal Plane.

HORN OF THE EAGLE

Wondrous item, very rare (requires attunement)

This great iron horn was created by dwarf smiths out of friendship with and respect of giant eagles, who are traditionally friendly towards demihumans. It is not used often, but only out of desperation, and can only be used once per week in any case, and then only in areas where giant eagles are found, such as mountains. Sounding the horn will summon 1d6+6 giant eagles, who will carry any dwarves, elves, or halflings (and any companions) away from whatever danger they face. The eagles will not attack any enemies. In return, those carried by the eagles must agree to perform a service for them (same effect as the spell *geas*). Failure to agree to the eagles' request will cause the horn to shatter.

HORN OF TOAD SUMMONING

Wondrous item, rare

Associated with the evil demi-god Wastri, this conch shell was created by a renegade wizard from Sunndi who found himself in the Great Swamp, well known as the domain of the frog-god Wastri, who caused the horn to have unanticipated side effects. Sounding the horn will summon 1d6+6 giant toads for ten minutes. The toads will obey an evil character who summons them, but good or neutral summoners must make a DC 13 Wisdom check in order to control them, otherwise they will attack him.

Regardless of the summoner's alignment, each use of the horn will cause him to lose 3 points of Wisdom and slowly transform into a giant toad himself, although the nature of the enchantment is such that he will not notice the transformation, nor even acknowledge it if pointed out to him. As soon as the summoner reaches a Wisdom of 0, the transformation will be complete, but before then the progress of the transformation is as follows:

- Glassy eyes and warts
- Hair turns light green
- Voice becomes croaking, facial features become batrachian
- Skin turns dark green
- Body becomes bloated and the back becomes hunched

IRON GAUNTLET OF URNST

Weapon (special), very rare

This weapon was originally created more than a hundred years ago by a wizard who felt the symbolism of an iron fist was in keeping with his philosophy and style as a ruler. It appears as any sort of gauntlet that would be part of a suit of plate mail. However, it can be used in combat to make unarmed strikes with a +2 bonus to hit. If the attack is successful, roll on the following table to determine damage and other effects.

Die Roll (d20)	Effect
1-12	Glancing blow: 1d10 points of crushing damage
13-16	Solid punch: 2d10 points of crushing damage
17-19	Hard punch: 3d10 points of crushing damage, target is stunned until the end of your next turn
20	Crushing blow: 4d10 points of crushing damage, target is stunned until the end of your 3rd next turn

If you stun an enemy and make another attack with the gauntlet against it on your next turn, you get an additional +2 bonus to hit.

JEWELER'S TOOLS OF SUNNDI

Wondrous item, uncommon (requires attunement)

This enchanted set of hammers, chisels, magnifying lenses, and the like was created by the dwarfolk who dwell in and around Sunndi, the Hollow Highlands, and the Glorioles. If you are proficient with jeweler's tools, if you make a successful roll to modify a gem's appearance (DC 15), you increase the stone's value by 20-50% (roll 1d4 and add 1).

LANTERN OF ZAGYG

Wondrous item, very rare

This enchanted lantern is but one of the dozens of magic items that have been found in the dungeons beneath the ruined Castle Greyhawk over the years. Once per day, the hooded lantern can be opened to shine a magical light lasting 10 minutes. Any invisible, out-of-phase, or ethereal creature within a 50' radius of the lantern will be rendered visible, appearing as a semi-translucent, light gray figure. Any undead (corporeal or non-corporeal) within the radius will also be affected, being turned as if by a 15th level cleric.

MIRROR OF FLAME

Wondrous item, very rare

Like most enchanted mirrors, this one is some 6' by 3', and is mounted in a wooden frame. It begins with 10 charges, and recovers 1d4+1 charges each day at dawn. If the last charge is used, it will crumble into ash.

When the command word is spoken, a charge is used and the mirror becomes a magical *gate* to the elemental plane of fire. Each minute it is kept open, another charge is used, and there is a 10% chance that a fire elemental will come through the

gate, and will seek to destroy everyone and everything in sight. An action is required to both activate and deactivate the mirror.

NECKLACE OF VENGEANCE

Wondrous item, rare (requires attunement)

This enchanted piece of jewelry appears as a rusted and worthless bit of chain. It is cursed, and cannot be removed once worn as a necklace, save by use of the spell *remove curse*. Ironically, the wizard who first crafted it died a peaceful death, and thus did not engage its powers.

If you while wearing the necklace, your corpse will rise from the dead nine days later as a walking corpse, and your singular mission will be to slay those who were responsible for your death. You will ignore anyone and anything that is not directly involved with that mission, except if they attempt to interfere with you. In that case, you will fight to remove such interference, but once it is removed, you will return to your original mission. Once you have slain the creature that slew you, there is a 50% chance you will continue your campaign for revenge, in the following order:

1. Your slayer's companions at the time you were killed
2. Your slayer's companions at the time you killed your slayer
3. Whomever killed your slayer before you did, thus depriving you of your vengeance

While walking the earth in search of vengeance, your corpse cannot be turned and regenerates all but fire damage, but still shows signs of decay. Only immolation will destroy the corpse. 15 days after rising from the dead, your spirit departs your body, even if your mission of vengeance has not yet been completed. Your body will collapse where it stands, and you can never be *raised*, *resurrected*, or *reincarnated* after that point.

WALKING CORPSE

Medium undead, neutral

Armor Class As in life (13 if unknown)

Hit Points 40 (8d10)

Speed 30 ft.

STR
16 (+3)

DEX
13 (+1)

CON
15 (+2)

INT
7 (-2)

WIS
12 (+1)

CHA
6 (-2)

Senses passive Perception 13

Languages As in life

Challenge 1/2 (100 XP)

Regeneration. The walking corpse regains 10 hit points at the start of its turn. Taking damage from fire will prevent regeneration on the following turn. The corpse is only destroyed if it starts its turn with 0 hit points and doesn't

regenerate.

Immune to turning. The walking corpse is unaffected by the turn undead, destroy undead, or command undead powers of clerics.

ACTIONS

Strangle. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+3) bludgeoning damage.

NEEDLE OF DIRECTION

Wondrous item, common (requires attunement)

Originally forged by an Ice Barbarian shaman for use during their voyages through the dense fogs in the Icy Sea during the summer, this is an iron needle set in a vessel of transparent crystal. If one command word is used, the needle will point due east. A second command word will cause the needle to point towards the desired destination. In addition, any magical forces are being used to impact navigation, the crystal itself will emit a soft yellow glow. The needle, being iron, will be affected by strong magnetic fields, and is simply a directional indicator; it affords no sorts of protection from perils at sea.

ORACLES OF GREYHAWK

Wondrous item, very rare (requires attunement)

These seven colored translucent spheres, each about 8” in diameter, were created years ago by the Society of Magi in the Free City of Greyhawk. Their current disposition over the years is unknown, but what is known is that they are useful in learning more about the region in and around Greyhawk and its neighbors. Each oracle can be asked one question per day, with the color of the orb determining its geographic area of expertise:

Color	Area of Knowledge
Red	Horned Society
Orange	Wild Coast
Yellow	Kingdom of Furyondy
Green	Gnarley Forest
Blue	Shield Lands
Violet	City of Greyhawk
Brown	Cairn Hills

The orbs are not omniscient, however, and can only answer questions relating to the populations of humans, humanoid, demi-humans, animals, monsters, and plants within its particular geographic area. Questions can include history, legends, lore, art, demographics, religion, mythology, law, etc. Thus, it would be possible to ask the Green Oracle how many wood elves there are in the Gnarley Forest, or the Orange Oracle what is likely to become of a pickpocket who is arrested in Narwell.

The more specific the question, the more difficult it will be to obtain an answer; general questions require a DC 10 Intelligence check on the part of the user, specific questions require a DC 15 check, and exacting questions require a DC

20 check. For instance, “do hobgoblins live in the Cairn Hills?” is a general question. “Do hobgoblins live in the Cairn Hills on the peninsula that juts into the Midbay?” is a specific question. “Do the hobgoblins on the peninsula in Midbay possess the Iron Gauntlet of Urnst?” is an exacting question.

The alignment of the questioner will also impact the chance of success (modifiers are cumulative, so a neutral evil character gets a +2 bonus):

- Neutral characters get a +5 bonus to the roll
- Lawful characters get a +2 bonus to the roll
- Chaotic characters get a -2 penalty to the roll
- Good characters get a +2 bonus to the roll
- Evil characters get a -3 penalty to the roll

ORB OF RAX

Wondrous item, legendary (requires attunement)

Originally borne by the scions of the House of Rax when they sat on the Malachite Throne, the Orb of Rax has passed down to the current line of Overkings in Rauxes and is carried on state occasions as a symbol of their victory in the Turmoil Between Crowns. It provides the wearer with resistance against force damage and immunity to the spell *magic missile*.

PHYLACTERY OF ACTION

Wondrous item, uncommon

This arm-wrapping provides immunity to being paralyzed, as well as rendering *hold person* spells unusable upon you.

POTION OF PROTECTION FROM DRAGON'S BREATH

Potion, uncommon

This potion makes you resistant to all dragon breath weapons, including those from chimeras, undead dragons, and the like. It has no effect on physical, magical, or other forms of attack the dragon might have. The effect lasts for 10 rounds.

RARY'S BULLSEYE BOW

Weapon (short bow), very rare (requires attunement)

This enchanted shortbow has a normal +2 bonus to hit and to damage, but three times per day, on utterance of the command word (which is engraved on the bow in Baklunish), it will automatically hit one target, as small as a coin, as long as it is within long range. If the target is a living creature, the shot will count as a critical hit.

RAZOR CLAWS OF CHAKYIK +2

Weapon (special), very rare

These metal claws attached to leather gauntlets are always found in pairs. They were originally crafted for the Tiger Lord of the Chakyik by a powerful wizard. When worn, they do 1d6 points of slashing damage, and allow you to make attacks with a magical bonus of +2 both to hit and to damage. Attacks made with the razor claws are considered unarmed strikes, even though they do 1d6 points of base damage. In addition, you can make 2 strikes on each of your turns, one with each claw, with no penalty.

REL ASTRAN SWORD OF ENMITY +1, +3 VS. RACIAL ENEMIES

Weapon (long sword), very rare

This long sword was originally crafted for a paladin who hailed from Rel Astra. It has a +1 bonus on all rolls to hit and for damage. However, when used against a racial or otherwise special enemy, this bonus is raised to +3.

- Paladins gain the bonus against chaotic evil creatures
- Rangers gain the bonus against their favored enemy
- Elves gain the bonus against drow and driders
- Drow gain the bonus against all other types of elves

The Dungeon Master may determine that the sword's racial enemy bonus applies in other cases, at his discretion.

RING OF FAUX PAS

Ring, common

This cursed magic item was created at the command of the Overking and inserted into the ranks of the diplomats of the Iron League to wreak havoc on a low scale. Once put on your finger, you must make a successful DC 15 Charisma save. Success means you are unaffected by the ring's curse. Failure means you will almost invariably make some sort of faux pas in any social interaction. You might yawn, burp, sneeze, let your attention wander, etc., at some critical juncture. In game terms this means you have disadvantage on all Charisma skill checks. Note that the ring itself can be removed, but the curse will endure until a remove curse spell has been cast upon you; this means that the curse of the ring can be laid upon several creatures simultaneously.

RING OF GAMBLING

Ring, uncommon (requires attunement)

These rings are highly prized among gamblers and rogues throughout the central Flanaess. When engaged in a game of chance involving dice, the wearer can cause the dice to roll one pip higher or lower than the actual roll, so a 2 becomes a 3 or a 1, a 5 becomes a 4 or a 6, etc. More than one die can be influenced, as long as they are thrown together. The user must specify whether the dice will be higher or lower than the actual roll; they cannot be mixed and matched to obtain a particular result. The ring cannot be used to influence game mechanics such as to hit or damage rolls; it is strictly useable for in-game gambling.

RING OF LEADERSHIP

Ring, rare (requires attunement)

These silver rings are traditionally gifted from a Knight of Holy Shielding to a boon companion (usually a fighter, paladin, or ranger of 9th level or above) in return for loyalty or some special favor. Their number is severely limited. If using the optional rules for loyalty in the *Dungeon Master's Guide*, the wearer of the ring gets a +5 bonus to the loyalty of all NPCs (maximum 20). Those NPCs loyal to you also get a +2 bonus to all morale checks.

ROBE OF NOBILITY

Wondrous item, uncommon (requires attunement)

This enchanted garment was created by a wizard who enjoyed the finer things, and resented the fact that wizards are often not at the top of the social pyramid. When worn, this purple robe gives you an upper-class appearance; you are well-groomed and your clothes appear of silk and the finest wool and fur.

While worn, your Charisma is raised by 2 points (maximum 20), and you will be looked on favorably by anyone from a civilized society, however, these bonuses are purely based on appearance. Anything that requires knowledge (etiquette, persuasive abilities, etc.) are unaffected and must be handled through the appropriate role-playing, skill, or ability check.

ROD OF DIPLOMACY

Wondrous item, rare (requires attunement)

This magic rod was originally crafted for the personal use of Prince Thrommel of Furyondy, but with his disappearance a few years ago, it has been pressed into service by several other members of Furyondy's nobility.

Simply possessing this rod while negotiating or debating with some other intelligent creature will give you a +1 bonus on all Charisma (Persuasion) checks. Once per day, you may also opt to spend a charge and cast a *suggestion* spell. The *suggestion* must involve benign things such as peace, cooperation, and the like; if not, the target gets a +1 bonus to its saving throw. Once used, you may not use this function until the following dawn.

ROD OF WINDS

Wondrous item, rare (requires attunement)

When the command word is spoken while holding this rod, you can still any winds within a 50 foot radius of yourself for one hour. All wind is reduced to 0 miles per hour. This effect can be used to protect objects and structures from damage from high winds, becalm ships, and even the whirlwind attack of an air elemental. It will not stop anything with its own momentum entering the area; thus, snow and rain will still fall (although they will not be buffeted by any winds), arrows will still fly, etc. The effect remains for one hour, or until you deactivate it. Once used, this rod cannot be used again until the following dawn.

ROD OF THE WOODLANDS

Wondrous item, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

You can use this rod as a +1 club, doing 2d4 points of damage if it hits. By expending charges, you can create the following magical effect: *entangle*, *plant growth*, and *wall of thorns*.

Each effect can be used once until the next dawn, when the rod recharges itself.

SILVER CROWN OF VELUNA

Wondrous item, legendary (requires attunement)

Only but recently seen in Veluna, this enchanted headpiece is sometimes worn by the Canon of Veluna, and sometimes by his agents when they embark on important missions for the state or the church. The exact effect when worn depends on the alignment of the creature wearing it. The effects are cumulative, if applicable.

- Lawful good, lawful neutral, or lawful neutral: You are protected by a *protection from good and evil* spell.
- Lawful good or lawful neutral: You get a +4 bonus to Wisdom (maximum 20).
- Lawful evil: You get a -4 penalty to Wisdom (minimum 3).
- Neutral evil: You get a -2 penalty to Wisdom (minimum 3).

SKULL-STAFF

Wondrous item, rare (requires attunement)

First discovered in the steaming jungles of Hepmonaland years ago, this fell item found its way into the southwestern Flanaess, and could be in the hands of anyone by this point. It is a 7' high staff with a demonic-looking skull, complete with a mane of white hair, at the top.

The staff has 25 charges. By expending a charge you can cause fear in any creature within 30 feet who is able to see the skull, and who fails a DC 14 Wisdom saving throw. Unless surprised, a creature in range can avert its eyes at the beginning of every turn, but doing so means the creature has disadvantage when attempting to attack you while you hold the staff.

While holding it, you generate a *protection from evil and good* effect (as per the spell), and displacement (as per a *cloak of displacement*) against any fiend.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses all of its magical properties permanently.

STAFF OF ANIMAL WARDING

Wondrous item, uncommon (requires attunement)

This staff was originally created by a wizard who was accustomed to walking in the Hornwood, in order to make his jaunts less perilous. It has 10 charges. When the command word is uttered 20 foot aura of unease and antipathy is created around the holder of the staff. No beast will willingly pass into the aura, but those with an intelligence of 4 or higher are entitled to a DC 13 Intelligence save to ignore the effect. Fey creatures feel a sense of irritation when the staff is activated, but can enter its field if desired, and will either leave its vicinity willingly, or (25% chance) attempt to drive it and its wielder away.

If used as a melee weapon, you can use a charge when striking a beast. If successful, those with an Intelligence of 3 or less will immediately move as far away from the staff as possible for 10 minutes. Those with an Intelligence of 4 or higher are entitled to a DC 13 Intelligence save to avoid the effect.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff splinters into shards.

STAFF OF INSECTS

Staff, uncommon (requires attunement)

The staff has 25 charges. By expending 1 charge, you can cause it to shoot forth a death ray that will slay any single insect or insectoid creature that fails a DC 15 Dexterity check. The beam has a range of 30 feet.

If you expend 2 charges, you can bring back to life all insects within a 10 foot radius of yourself. They will not necessarily obey you unless you have some other means of speaking with or controlling them.

If you expend 3 charges, you can summon 1d4+2 friendly aspis drones to fight for you for 8 hours or until they are slain. If you attempt to summon additional drones before they are gone, they will disappear and be replaced by the new drones.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses all of its magical properties permanently.

STAFF OF STRIKING

Staff, uncommon (requires attunement)

This magical staff has 25 charges and functions as a *quarterstaff* +3 by expending a charge (otherwise it functions as a mundane quarterstaff). By expending two charges, you can double the staff's magical bonus to +6. By expending three charges, you triple the bonus to +9. No more than three charges can be used per strike. You must decide whether or not to expend charge(s) prior to rolling to hit. If you miss, the charges are lost.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters into flinders.

STONEFIST SWORD OF RAGE +2

Weapon (two-handed sword), legendary

This two-handed sword was originally crafted during the time of Vlek Col Vlekzed, but it is not certain whether Vlek actually wielded it himself, although those in the Hold of Stonefist cling to the legend fiercely. If you are a barbarian, you can rage once per long rest without it counting against your normal rage limit. If you are any class other than barbarian, you can rage (as per the barbarian class effect) once per long rest, but lose all dexterity bonuses to your armor class (if any).

STORM RIDER

Wondrous item, very rare

This sailing ship was commissioned by a group of merchants in Onnwal to withstand the fierce and sudden storms that plague the Sea of Gearnat. They fell out amongst one another when the deed of ownership went missing, and now the

Storm Rider belongs to whoever can hold it. The magic vessel ignores all weather, including waves, storms, and rain, sailing as if it were in a brisk breeze.

SWORD OF THE WILD COAST +3

Weapon (any sword), rare

Originally created by a wizard who loathed fighters and wanted to “expose their true inner personalities”, this cursed weapon will only work its magic on fighters, rangers, paladins, and thieves. If you are a fighter, you must make a DC 15 Wisdom saving throw the first time you grasp it. Your class determines what sort of adjustment you get to your saving throw:

- Paladin +6
- Ranger +3
- Fighter or thief -3

Failure indicates your alignment is permanently changed to neutral evil, and your personality becomes that of a thug who cannot resist the urge to fight. Once changed, you must make a DC 15 Wisdom check to avoid plunging into any battle that even seems to be threatened; a fight or drawn blade will naturally trigger a similar reaction. Only a remove curse spell can free you of the influence of the blade, and if you die while under its influence, your soul will travel to Acheron upon your death.

If you are of lawful good, neutral good, or chaotic good alignment and make your initial saving throw to avoid the curse, you can still use the sword as a +3 weapon. However, you will take 1d4 points of lightning damage every time it scores a successful hit on an enemy.

TAPESTRY OF THE BLEAK RIVER

Wondrous item, very rare

This magical tapestry was created in Ekbir, originally designed as a means to dispose of criminals. The tapestry portrays a dark, sluggish river flowing through a blasted and rocky landscape. When the command word is spoken, the river in the tapestry will begin to flow into the material plane, 10’ wide and 5’ deep, running for 50’ until it disappears into a magical vortex that brings it back to the strange plane depicted on the tapestry. The current is strong, but the water itself is metallic tasting and foul. Anyone entering the river must make a DC 15 Strength (athletics) check or be swept up in the strong current. One check is needed every 5 minutes if attempting to stand still in the flow, or for every 10’ traveled (every segment) if caught in the current. If the check is failed in the last 10’ of the river, the individual will be swept into the other plane, never to return. The river will remain on the material plane for 30 minutes before the tapestry returns to normal.

TIGER CLOAK OF THE CHAKYIK

Wondrous item, very rare (requires attunement)

This magical garment was once the favored garment of the Ilkhan, but was stolen some years ago. The Tiger Nomads would pay handsomely for its return, as well as for the identity of the thief. It is made from the hide of a single adult tiger, with the head and claws intact. When worn, it gives you an automatic favorable reaction from, and advantage on any

Charisma checks dealing with Tiger Nomads, and an automatic negative reaction from, and disadvantage on Charisma checks, when dealing with any Wolf Nomads.

If worn in melee, you will enter a berserk rage, gaining +3 strength (maximum 20), but losing any Dexterity bonus to armor class. In addition, if you wish to stop fighting while there are still enemies in view, you must make a DC 20 Wisdom check.

TIMEGLASS OF THE MAGE

Wondrous item, legendary (requires attunement)

This ordinary-appearing hourglass was originally brought out of the Valley of the Mage by an adventurer who invaded that shadowed vale. He returned with his life, wild tales of unimaginable perils, and the *Timeglass*. It has been sighted in many places across the Flanaess, and is sought not only by various wizards and sorcerers, but the priests of Cyndor and Lendore as well. The *Timeglass* has 25 charges, which do not recharge, but it is rumored there is a secret way to recharge the device. In fact, one of the rumors surrounding the Timeglass is that it is of extra-planar origin, and it is simply impossible to construct a replica on the material plane. If the last charge is used, the timeglass will revert to an ordinary hourglass. It has the following powers, which are activated by taking an action:

Vanish time. Time will be diverted around a cube 30 feet on a side, centered on the hourglass. Those creatures within the cube will appear to simply blink out of existence. In reality, they are still in the same space, and will seem to reappear 1 hour later per charge expended. The exact time period must be specified when the *Timeglass* is activated. To those within the cube, no time at all will seem to pass, and thus they are immune to any and all events that take place while time does not pass for them.

Reverse aging. By expending 2 charges, any single instance of magical aging (such as a ghost's horrific visage attack) can be instantly reversed.

Restore youth. For every charge used, 2 years of age are restored to the holder of the Timeglass, or any creature he touches at the time.

It is possible that other powers also exist, should the Timeglass be used on some other plane.

TRIDENT OF THE OLJATT SEA +2

Weapon (trident), very rare

This weapon is rumored to have been constructed by sahuagin priests originally, but has found its way onto dry land. Normally it gives you a +2 bonus on all rolls to hit and damage. Once every ten rounds, the weapon can send forth a jet of superhot steam in a cone 60 feet long and 20 feet wide at the base. Any creature caught in the steam jet must make a successful Dexterity save or take 6d6 points of fire damage and 6d6 points of bludgeoning damage. Those who save take half damage.

When used underwater, the jet of steam is half as large, and causes half the normal damage (a successful save does quarter damage).

TURBAN OF GENIE SUMMONING

Wondrous item, rarity varies (see below)

These colorful headpieces have their origin in the Baklunish west, but have been known to be found in the central Flanaess as well. Each can be used once per week, by using an action. Each turban is linked to a particular genie; if the genie is slain, the turban becomes useless. When summoned, the genie will have an initially neutral reaction, but that can and will change as you interact with it. Imperious, haughty, and greedy actions will result in a negative reaction, while sympathetic, generous, and sincere words and actions will cause a friendly reaction. The type of genie associated with the turban depends on its color:

Color	Genie Type	Rarity
Brown	Jann	uncommon
Grey	Djinni	rare
Black	Dao	rare
Red	Efreeti	rare
White	Marid	very rare

The summoned genie will obey the first command it is given automatically. For every command that is issued afterwards, there is a 5% cumulative chance that the genie will break free of its enchantment and attack the user (if hostile) or simply disappear (if friendly). The DM will determine the proper reaction based on the previous interactions between you and the genie. There is no way to tell how many commands have been given to a particular turban's genie; even a legend lore spell will prove useless in that regard.

TUSMIT'S BATTLE CRESCENT

Wondrous item, very rare

This crescent-shaped necklace is made of gold and studded with precious gemstones. Once per long rest, it enables the wearer to get an additional +2 bonus on any single roll to hit or damage. You must specify the roll it is to be used on prior to making the roll. In addition, if worn, you are immune to all non-magical missile weapons, and enemies get a -1 penalty on all rolls to hit when using a melee weapon against you. It will not work against natural weapons such as claws and teeth.

WAND OF COLORLESS FIRE

Wondrous item, legendary (requires attunement)

It is believed that this ancient magic wand was used to somehow harness the incredible power of the Rain of Colorless Fire that the Baklunish wizards inflicted upon the Suel Imperium. Other theories imply that the wand was itself of Baklunish origin rather than Suel, and employed the same sort of magic that was used to destroy the empire of the Suloise. Either way, it is both ancient and powerful.

The wand has 7 charges, and 1d6+1 charges are regained every dawn, but only on the quasi-elemental plane of ash.

By speaking the command word, the wand can summon forth a cube of colorless fire 60 feet on each side, centered on a point up to 480 feet from the caster. Any creature in the area of effect will take 10 points of fire damage per round, which

will affect even those creatures which are resistant or even immune to fire damage. Nothing less than a *heal* or *mass heal* spell will cure such damage. Any structures of less than stone construction will be rendered into ash in but a single round, and open water will evaporate at a rate of 1 foot per round. All objects of wood, cloth, leather, etc. will be destroyed. All things destroyed by the colorless fire are turned to a fine gray ash.

The wand requires 3 charges to activate, and the colorless fire will remain for at least 6 rounds. After that point, you must make a DC 13 Wisdom check in order to halt the fire. If you fail, the fire will remain for another round, and another charge is used up. You may then attempt to halt the fire again with a saving throw, and so on, until the fire dissipates. If the last charge is used, however, the wand will explode, engulfing you and everything within a 10' radius in a blast that causes 5d10 points of fire damage, with the same effects as noted above for colorless fire.

WAND OF PEACE

Wand, rare (requires attunement)

First invented in Bissel in order to smooth interactions between the Balunish and other peoples, this wand has been found in many other lands. This wand has 1 charge, which is regained every day at dawn, if expended. By expending this wand's charge, you can cause all living creatures in a 50 foot radius to make a DC 15 Wisdom saving throw. Failure means they will not attack any other creature or take any other hostile action, although they will defend themselves if attacked. It should be noted that non-hostile does not necessarily mean friendly. This effect lasts for 30 minutes.

WAND OF STORMS

Wand, very rare (requires attunement)

This wand was originally created in Scant, in order to protect Onnwal against raiders from South Province. It has 7 charges, and 1d6+1 charges are regained every dawn. If the last charge is used, the wand will turn into water and dribble away to nothingness. You have the choice of the following effects when you expend a charge:

- *Chain lightning* (5 charges) as per the spell, plus a 30% chance for a lightning storm in a half-mile radius for 10 minutes
- *Cloudburst* (4 charges) as per the spell, plus a 20% chance for a hailstorm or heavy snow in an area a half-mile in radius for 1 hour
- *Gust of wind* (4 charges) as per the spell, plus a 20% chance of gale force winds in a half-mile radius for 1 hour
- *Influence weather* (5 charges) as per the spell *control weather*, but precipitation, temperature, and wind can only be moved up, never down.
- *Wall of fog* (3 charges) as per the spell, plus a 10% chance that thick and persistent fog covers an area a half-mile in radius for 1 hour

All effects operate as per the appropriate spell description, except for influence weather, which is similar to the spell control weather, but which can only increase clouds, rain, or snow, never decrease it.

WAND OF ZOOMING

Wand, very rare (requires attunement)

This wand has its origins among the craggy pinnacles of the Yatil Mountains, where the mountain folk there use it to speed their journeys through the vales and peaks. It can, however, be used as a weapon, and the potential for accidental

death through miscalculation is great. It has 7 charges, and 1d6+1 charges are regained every dawn. If the last charge is used, the wand will fly out of your hand and smash on the nearest hard object, destroying itself.

This wand allows you to cause any single creature or object within 60 feet of you to “zoom” in one direction, up to 100 feet (your choice as to exact distance and direction). If they are unwilling, they are entitled to a DC 12 Strength saving throw. Up to 200 pounds can be moved per charge expended. Ordinarily the speed at which the creature or object moves isn’t enough to cause injury. However, if twice the number of charges are expended, the speed will accelerate greatly, and the creature or object will take 1d6 points of bludgeoning damage for every 10 feet moved.

WARLORD BLADE OF THE SHIELD LANDS

Weapon (any sword), very rare

This enchanted blade was crafted by the Knights of Holy Shielding to aid their commanders in the field. While carried on your person, it gives a +2 bonus to all rolls to hit and to damage, and increases your Charisma to 18. In addition, all troops under your command get a +2 bonus to all morale rolls while they are within 120 feet of you.

WHIP OF ZEIF

Weapon (whip), very rare

When wielded by someone proficient in martial weapons, this *whip* +3 can be cracked in the air in such a way as to leave all creatures within a 20’ radius stunned for one round, and deafened for 3 rounds unless a DC 15 Wisdom saving throw is successful. The wielder is, of course, immune to the effect. The sound can be heard up to a thousand feet distant.

WOLF CLOAK OF THE WEGWIUR

Wondrous item, very rare (requires attunement)

This magical cloak is the personal property of the Tarkhan, although he will sometimes loan it to one of his chiefs or other great warriors to aid them in a particular task. It was crafted from a winter wolf pelt, and includes the head and claws. When worn, it gives you an automatic favorable reaction from, and advantage on any Charisma checks dealing with Wolf Nomads, and an automatic negative reaction from, and disadvantage on Charisma checks, when dealing with any Tiger Nomads or Rovers of the Barrens.

If worn in melee, you gain a +3 bonus to Wisdom and a +4 bonus to Dexterity, to a maximum of 20. Finally, if worn at night when moonlight is visible, you can change shape into a winter wolf for a maximum of 6 hours. You can change back only once per long rest, however, so you can’t change back and forth multiple times in the same evening.

MONSTERS

ASPIS

Aspis are an insectoid race who usually keep to themselves, except when food shortages require they raid human settlements to maintain the hive's food sources.

Insectoid caste system. There are three forms of aspis; the drones, the larva, and the cows. They dwell underground, but near the surface, and completely lack individuality, with each hive completely controlled by the cow. They are true omnivores, able to consume almost anything living. Aspis are also known to domesticate other giant insects to use as guards, such as giant ants, though manipulation of their chemical pheromone cues.

Alien language. There is no aspis language *per se*; they communicate through a complex series of pheromones which humans and other humanoid creatures are completely unable to fathom. Only 5% of aspis drones can manage even a rough pidgin of the Common tongue.

DRONE

The overwhelming number of encounters with aspis outside their lairs will be with the vaguely-humanoid drones. They seem like nothing more than large upright weevils, with six clawed limbs, bodies covered in white or gray chitin, and a head featuring a long proboscis, a pair of feathery antennae, and large multifaceted eyes. They are clever in battle, and will use sophisticated tactics to defeat enemies. When forced to retreat when defending the nest, they will set numerous deadly traps in their wake to confound invaders. When defending the cow directly, drones will fight to the death.

LARVA

Aspis larvae are only found in their lairs. They resemble large white or pale pink grubs, two or three feet long, with soft skin. They are blind and deaf, and have only their jaws to feed or attack others whom they mistake for food. They eat voraciously, and the chief activity of the hive (outside of defense) is to gather nourishment for the larvae. All drones and cows begin as larvae; rarely one is selected to be groomed into a cow and start a new colony. Larva chambers exude a massive stench that is difficult for most non-aspis to endure.

COW

The cow is the mind of the colony, issuing orders that ensure the smooth functioning of the hive. Without specific orders from the cow, the drones can take no action. They secrete an acidic bile that is quite dangerous, and which coats not only themselves but their chambers as well. This acid is prized by alchemists not only for its value as a solvent, but also for its utility in creating magical inks. They resemble grubs of enormous size, 15 feet in length.

ASPIS DRONE
<i>Medium humanoid, neutral</i>
<hr/>
Armor Class 16 (natural armor; 17 with shield) Hit Points 32 (8d8) Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	13 (+1)	13 (+1)	14 (+2)	9 (-1)	5 (-3)
Condition Immunities blinded Damage Immunities cold, electricity Damage Resistance fire Senses blindsight 60 ft., passive Perception 9 Languages Aspis Challenge 2 (450 XP)					
Defense of the Cow. When in a situation where an aspis drone is defending the cow, it will automatically succeed on all morale checks.					
ACTIONS					
Multiattack. The aspis drone makes two melee attacks.					
Short Sword. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.					
Handaxe. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage.					
Shield Bash. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) bludgeoning damage. If the target is Large or smaller, it must make a DC 14 Strength save or be knocked prone.					
Javelin. <i>Melee or Ranged Weapon Attack:</i> +6 to hit, range 30/120 ft., one target. Hit: 6 (1d6+3) piercing damage.					

ASPIS LARVA					
<i>Small beast, neutral</i>					
Armor Class 13 Hit Points 12 (3d8) Speed 10 ft., swim 50 ft.					
STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	7 (-2)	4 (-3)	4 (-3)	1 (-5)

Condition Immunities blindness**Senses** tremorsense 20 ft.**Challenge** 0 (0 XP)

ACTIONS**Bite.** *Melee Weapon Attack:* reach 5 ft., one target. Hit: 5 (1d6+4) points of slashing damage.

ASPIS COW*Large monstrosity, neutral***Armor Class** 12**Hit Points** 55 (10d10+5)**Speed** 20 ft.

STR
17 (+3)**DEX**
6 (-2)**CON**
16 (+3)**INT**
18 (+4)**WIS**
19 (+4)**CHA**
1 (-5)

Damage Immunities acid**Condition Immunities** blinded**Senses** blindsight 60 ft., tremorsense 60 ft., passive Perception 14**Languages** Aspis**Challenge** 3 (700 XP)

Acidic Secretion. The cow secretes an acidic mucus that covers its body and the walls and floor of its chamber in the nest. Any creature that touches the secretions will take 3 (1d6) points of acid damage per turn unless they make a DC 10 Dexterity check. Making a successful unarmed attack against the cow means the damage from the acid is automatic.

ACTIONS**Bite.** *Melee Weapon Attack:* reach 5 ft., one target. Hit: 18 (3d6+9) points of slashing damage.

BEASTMAN

Beastmen are gentle forest dwellers who maintain primitive tribal societies. If forced to fight to defend themselves, they prefer to capture enemies rather than kill them. Due to their natural resistance to magic, they do not believe in the unseen,

so spirits, magic, and the like are not generally part of their world-view unless they can see it manifest physically in their presence.

Natural camouflage. Beastmen resemble humans, but their bodies are covered in green fur of varying hues, beneath which is an undercoat of black fur. This fur allows them to naturally create camouflage on their bodies that helps them blend in with their natural forest habitat. They seldom wear clothing or decoration, so as not to interfere with this ability. While they are not normally aggressive, they will fight to defend themselves and their tribe, utilizing their natural camouflage ability to ambush invaders.

Non-verbal communication. The language of beastmen is complex, and involves not only verbal sounds, but changes in the patterns of their fur, which makes comprehension by outsiders very difficult, except for the most basic concepts.

Egalitarian tribal structure. Tribes will consist of some 40-60 individuals. Homes are woven from living tree branches, high above the forest floor. Their society is quite egalitarian, with no discrimination between the sexes, and no set leader. The chief of the tribe will be the one best suited for the tribe's immediate need; in time of war, the chief will be the best warrior, in time of famine it will be the best hunter, etc. Being chief is seen not as an honor, but as a necessary burden.

BEASTMAN

Medium humanoid, neutral

Armor Class 11

Hit Points 18 (3d8+6)

Speed 30 ft.

STR
15 (2)

DEX
16 (+3)

CON
14 (+2)

INT
10 (+0)

WIS
11 (+0)

CHA
10 (+0)

Saving Throws Wis +5

Skills Stealth +6 in wooded terrain

Senses passive Perception 15

Languages Beastman (see above)

Challenge 1/2 (100 XP)

Magic Resistance. Beastmen have advantage on saving throws against spells and other magical effects.

Camouflage. While in wooded terrain, beastmen can take the Hide action as a bonus action.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) points of slashing damage.

Stone Spear. *Melee or Ranged Weapon Attack:* +4 to hit, range 20/60, one target. *Hit:* 3 (1d6) or 4 (1d8) piercing

damage.

Stone Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 2 (1d4) piercing damage.

Blowgun. *Ranged Weapon Attack:* +4 to hit, range 25/100. *Hit:* 1 point piercing damage, plus 6 (2d6) poison damage unless the target makes a DC 10 Constitution check.

BEETLE, GIANT

Beetles of the giant variety are as varied as their normal-sized cousins.

DEATH WATCH BEETLE

Camouflage. The death watch beetle is clever enough to secure leaves, sticks, and the like to its carapace, in order to disguise itself until it strikes. Beneath this covering it has a carapace of black, with a single skull-like patch of white on the back.

Death rattle. The death watch beetle's most feared ability is its so-called "death rattle", an incredibly loud clickling made by its carapace which can slay creatures close by. Fortunately, this ability wearies the creature, and can only be done once every hour.

SLICER BEETLE

Deadly mandibles. Although small and lacking the wings on their carapace that many other beetle species enjoy, has enormously powerful pincers that are capable of lopping off a hand or foot if one is not careful.

DEATH WATCH BEETLE

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 44 (11d8)

Speed 30 ft.

STR
14 (+2)

DEX
9 (-1)

CON
11 (+0)

INT
1 (-5)

WIS
2 (-3)

CHA
3 (-3)

Saving Throws Wis +7

Senses passive Perception 14

Challenge 2 (450 XP)

Camouflage. The death watch beetle can take the Hide action as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (3d4) points of slashing damage.

Death Rattle. The death watch beetle can cause its carapace to ring out like a great metal gong, sending forth sonic vibrations that can kill. Any creature within 30 feet of the beetle when it begins its death rattle must make a DC 20 Constitution save or suffer 100 points of thunder damage. Those who save only take 50 points of damage. This action can only be used once per hour.

SLICER BEETLE

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (8d8)

Speed 60 ft.

STR
12 (+1)

DEX
16 (+3)

CON
10 (+0)

INT
1 (-5)

WIS
2 (-3)

CHA
3 (-3)

Senses passive Perception 7

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d8) slashing damage, on a roll of 19 or 20, it inflicts an additional 16 points of damage and must roll another d20. On a roll of 19 or 20, it has sliced off one of the enemy's limbs. If the enemy has no limbs, it slices off a piece of the body.

BONESNAPPER

Bonesnappers are descended from the ancient dinosaurs that once ruled the world. They have a leathery hide that is dark or olive green, and have incredibly powerful jaws. They dwell underground.

Stupid dinosaurs. Bonesnappers will always fight to the death, no matter the tactical situation. However, they are also easily tricked and distracted.

BONESNAPPER

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 36 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	3 (-4)	3 (-4)	5 (-3)

Languages None

Senses passive Perception 6

Challenge 3 (700 XP)

ACTIONS

Multiattack. The bonesnapper makes two attacks on its turn, one with its bite, and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) points slashing damage and 3 (1d6) points bludgeoning damage.

Tail Sweep. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) points bludgeoning damage.

BOOKA

Bookas are tiny (1 ft. tall on average) fey creatures that dwell with humans and other humanoids, living unobtrusively among them and paying for their shelter with small favors such as doing the sweeping and dusting. They do value their anonymity, however, and if discovered while doing their chores, or if their nest is uncovered, they will quickly relocate to some other home.

Harmless Fey. Bookas are innocuous creatures, more interested in gathering wildflowers than harming others. They can bite, but such doesn't even inflict a single point of damage. They do not use weapons, and their only means of offensive action is the setting of traps.

Invisibility. Bookas can naturally become invisible, and remain that way no matter what other activities they are engaged in.

Wrathful Fey. On the whole bookas are harmless and friendly creatures. However, if one is harmed or captured, it will not rest until the insult is repaid tenfold, by the setting of traps, tricks, slipping poison into a drink, etc. The lethality of the response depends on the original offense; for minor offenses, an offering of gold can placate them (after they have engaged in some harmless pranks around the house). If it is more serious, or involves physical harm, then their wrath will be equally serious.

BOOKA

Small fey, neutral

Armor Class 12

Hit Points 4 (1d8)

Speed 30 ft., fly 60 ft.

STR

6 (-2)

DEX

16 (+3)

CON

10 (+0)

INT

14 (+2)

WIS

13 (+1)

CHA

7 (-2)

Skills Stealth +4

Languages common, fey, elvish

Senses passive Perception 11

Challenge 0 (0 XP)

Set Traps. Bookas are experts at setting traps and snares. Doing so takes 1 minute, and will invariably be mechanical, rather than magical, in nature. The exact nature of the trap will depend on the severity of the offense made to the booka, but can range from a simple trip-wire to an extensive crossbow-bolt trap.

ACTIONS

Invisibility. Bookas can become invisible by taking an action or bonus action, and can maintain that status indefinitely, without needing to maintain concentration, unless it becomes unconscious.

BOOKWORM

Bookworms are greatly feared by wizards, sages, scribes, and librarians of all kinds, for they infest books, scrolls, and other printed material, devouring such in almost no time. They are fully capable of destroying a wizard's spell book in minutes, and magic scrolls are also at risk with these creatures about. They are otherwise harmless to living creatures and will flee to their lairs if attacked.

BOOKWORM

*Tiny beast, unaligned***Armor Class** 17**Hit Points** 2**Speed** 40 ft.**STR**

2 (-4)

DEX

19 (+4)

CON

7 (-2)

INT

1 (-5)

WIS

10 (+0)

CHA

1 (-5)

Skills Stealth +7**Saving Throws** Dex +4**Senses** passive Perception 10**Languages** -**Challenge** 0 (10 XP)

Paper Sense. Bookworms can sense paper, papyrus, and vellum in a 60 ft. range. They will make for the largest concentration of such items.

Burrow. Bookworms can bore through 3" of dead wood or leather in but a single round. Leather scroll cases or backpacks present almost no obstacle for a bookworm.

ACTIONS

Eat. Once a bookworm has made contact with paper, vellum, or papyrus, it will begin to feed upon it. Scrolls and spell books will be devoured at a rate of 1 spell level per round. Thus, a scroll containing a 3rd level spell will be destroyed in 3 rounds. Protection scrolls take 4 rounds to destroy. The creature's eating is quite noisy, however; there is a 50% chance of its chewing being heard, although it might not be obvious at first as to the cause.

Jump. If discovered or attacked, the bookworm will jump 10 ft. and head back to its lair. After jumping, it can use its stealth skill to avoid detection.

BOREAMANDRILL

Boreamandrills are a species of ape found in the great forests of the north such as the Fellreeve and the Burneal forests. They are larger than regular mandrills, and while they share their tropical cousins' facial coloration, their fur is white and light gray in color. They are quite vicious and possess an evil cunning. They are sometimes crossbred with orcs to create losels (q.v.).

BOREAMANDRILL

Medium beast, neutral evil

Armor Class 14 (natural armor)

Hit Points 19 (3d8+6)

Speed 30 ft., climb 30 ft.

STR
16 (+3)

DEX
14 (+2)

CON
15 (+2)

INT
6 (-2)

WIS
12 (+1)

CHA
8 (-2)

Skills Athletics +6, Perception +3

Damage Resistances frost

Senses passive Perception 14

Languages -

Challenge 1/2 (100 XP)

Pack Tactics. The boreamandrill has advantage on an attack roll against a creature if at least one of the boreamandrill's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multitattack. The boreamandrill makes two fist attacks and a bite attack. If it successfully hits with both fist attacks against the same target, it gets advantage when making its bite attack against the same target.

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Rock. Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Bite. Melee Weapon Attack: +5 to hit, 5 ft. reach, one target. *Hit:* 5 (1d3+5) slashing damage.

BROWNIE

Brownies are distant cousins of both halflings and pixies. They are quite shy, but friendly towards humans and demi-humans. It is entirely possible to pass within 2 feet of a brownie home and never realize it. With their innate power of camouflage, brownies are effectively invisible, and rarely appear unless they wish to be seen. They tend to dwell in quiet, rustic settings. They will often (50% chance) assist lawful good folk and are excellent guides to the woodlands surrounding their homes.

Clever Tinkers. Brownies are very clever with their hands, and can create or repair small items of wood, leather, metal, and so forth with little effort (DC 10 Dexterity check).

BUCKAWN

Buckawns are related to regular brownies, but are much more xenophobic and distrustful of others. Their skin tends to be darker, but are otherwise similar in appearance to their friendlier cousins. They are approximately two feet tall and tend to dress in browns and greens.

Clan Organization. Buckawns dwell in extended families, with up to 20 being found in a single group.

QUICKLING

These evil brownies were once much like their benign kin, but have been warped by exposure to malevolent magic. Because of their highly accelerated metabolisms, they have a very short life-span. They are 2 feet in height, have very long ears, and tend to dress in blacks and silvers. Their skin is blue or blue-white, and their hair is white.

Clan Organization. Buckawns dwell in extended families, with up to 16 being found in a single group. Each clan will be led by an elder (see below).

BROWNIE

Tiny fey, lawful good

Armor Class 16 (natural armor)

Hit Points 6 (1d10)

Speed 45 ft.

STR

3 (-4)

DEX

22 (+6)

CON

8 (-1)

INT

13 (+1)

WIS

14 (+2)

CHA

15 (+2)

Skills Stealth +6

Saving Throws all +4

Senses passive Perception 14

Languages Common, Sylvan, Halfling

Challenge 1/4 (50 XP)

Innate Spellcasting. The brownie's spellcasting ability is Charisma (spell save DC 16). Each can innately cast the following spells, requiring no material components:

1/day each: *confusion*, *continual flame*, *dancing lights*, *dimension door*, *mirror image*, *protection from evil and good*

Clever Tinkers. Brownies are proficient with carpenter's tools, cobbler's tools, glassblower's tools, leatherworker's tools, potter's tools, tinker's tools, and woodcarver's tools. They will usually have such tools available in their lairs, or know where they can access such quickly from a neighbor.

Ventriloquism. Brownies can throw their voice to make it seem as if it is coming from anywhere within 30 ft. of their actual position.

ACTIONS

Short Sword. *Melee Weapon Attack:* +0 to hit, 2 ft. reach, one target. *Hit:* 1d3 slashing damage.

BUCKAWN

Small fey, neutral

Armor Class 16

Hit Points 6 (2d8 - 2)

Speed 60 ft.

STR

9 (-1)

DEX

17 (+3)

CON

9 (-1)

INT

10 (+0)

WIS

14 (+2)

CHA

13 (+1)

Saving Throws Dex +3, Wis +3

Senses Superior hearing, sight, smell; passive Perception 15

Languages fey

Challenge 1/8 (25 XP)

Improved Senses. Buckawns have superior hearing, sight, and smell. They are never surprised.

Innate Spellcasting. The buckawn's spellcasting ability is Wisdom (spell save DC 16). The buckawn can innately cast the following spells, requiring no material components:

At will: *alter self*, *dancing lights*, *minor illusion*

Once per long rest: *entangle*, *grasping vine*, *pass without trace*

ACTIONS

Knife. *Melee Weapon Attack:* +1 to hit, reach 2 ft., one target. *Hit:* 2 (1d4) points of slashing damage.

Dart. *Ranged Weapon Attack:* +1 to hit, range 20/60, one target. *Hit:* 2 (1d4) points of piercing damage.

Invisibility. The buckawn can magically become invisible until it attacks or loses concentration (as if it had cast a spell). Any equipment or other items worn or carried become invisible as well.

QUICKLING*Small fey, chaotic evil*

Armor Class 22**Hit Points** 4 (1d8)**Speed** 240 ft.**STR**

8 (-1)

DEX

30 (+10)

CON

10 (+0)

INT

13 (+1)

WIS

12 (+1)

CHA11 (+0)

Saving Throws Dex +4, Wis +2**Senses** passive Perception 13**Languages** fey**Challenge** 1/4 (50 XP)

Innate Spellcasting. The buckawn's spellcasting ability is Wisdom (spell save DC 16). The buckawn can innately cast the following spells, requiring no material components:

Once per long rest: *alter memory*, *dig*, *hypnotic pattern*, *levitate*, *minor illusion*, *shatter*

ACTIONS

Multiattack. Quicklings make three melee attacks.

Dagger. *Melee Weapon Attack:* +2 to hit, reach 3 ft., one target. *Hit:* 2 (1d4) points of piercing damage.

Invisibility. The quickling can magically become invisible until it attacks or loses concentration (as if it had cast a spell). Any equipment or other items worn or carried become invisible as well.

QUICKLING ELDER*Small fey, chaotic evil*

Armor Class 22**Hit Points** 24 (6d8)**Speed** 240 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	30 (+10)	11 (+0)	18 (+4)	16 (+3)	14 (+2)
Saving Throws Dex +4, Wis +2 Senses passive Perception 15 Languages fey Challenge 1/4 (50 XP)					
Innate Spellcasting. The buckawn's spellcasting ability is Wisdom (spell save DC 16). The buckawn can innately cast the following spells, requiring no material components: Once per long rest: <i>alter memory</i> , <i>dig</i> , <i>hypnotic pattern</i> , <i>levitate</i> , <i>minor illusion</i> , <i>shatter</i>					
ACTIONS Multiattack. Quicklings make three melee attacks. Dagger. <i>Melee Weapon Attack:</i> +2 to hit, reach 3 ft., one target. <i>Hit:</i> 2 (1d4) points of piercing damage. Invisibility. The quickling can magically become invisible until it attacks or loses concentration (as if it had cast a spell). Any equipment or other items worn or carried become invisible as well.					

CHANGE CAT

Changecats have two forms; they can appear as either a housecat or a large predator cat native to the plains, such as a cheetah or wildcat. In housecat form, they can have any coloration possible to such creatures. In plains cat form, they have tawny fur like that of a lion.

Friendly to Big Folk. Changecats are well-disposed towards humans, elves, and half-elves. Demi-humans are treated with suspicion, and humanoids are seen as enemies, including half-orcs. If a human, elf, or demi-human treats the changecat well in housecat form, there is a 75% chance it will “adopt” that person, not revealing its true nature until absolutely necessary (50% chance if the person it has adopted is threatened).

Magical Experiments. Changecats are not natural creatures. The original changecat was the result of experiments by a Rel Astran wizard whose name is lost to history. He was attempting to create the perfect companion and guardian, and succeeded in creating a new species which is both fecund and capable of mating with almost any other sort of feline. The results of such unions are, of course, changecats. Over the intervening years, they have spread across Oerik.

CHANGE CAT (HOUSECAT FORM)

Tiny beast, neutral

Armor Class 12**Hit Points** 36 (6d12)**Speed** 40 ft., climb 30 ft.

STR

3 (-4)

DEX

15 (+2)

CON

10 (+0)

INT

3 (-4)

WIS

12 (+1)

CHA7 (-2)

Skills Perception +3, Stealth +4**Senses** passive Perception 13**Languages** -**Challenge** 1/4 (50 XP)

Keen Smell. The changecat has advantage on Wisdom (Perception) checks that rely on smell.**ACTIONS****Claws.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.**Transformation.** The changecat can use its action to transform into plains cat form. The change is nearly instantaneous.

CHANGE CAT (PLAINS CAT FORM)*Medium beast, neutral*

Armor Class 12**Hit Points** 13 (3d8)**Speed** 50 ft., climb 40 ft.

STR

14 (+2)

DEX

11 (+2)

CON

10 (+0)

INT

3 (-4)

WIS

14 (+2)

CHA7 (-2)

Skills Perception +4, Stealth +6**Senses** passive Perception 14**Languages** -**Challenge** 1/4 (50 XP)

Keen Smell. The changecat has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the changecat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the changecat can make one bite attack against it as a bonus action.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Transformation. The changecat can use its action to transform into housecat form. The change is nearly instantaneous.

CRYPT THING

Crypt things are undead creatures that are drawn to protect tombs, graves, and the dead. They appear as skeletal figures in dark hooded robes, with pinpoints of light in their eyes. They arise spontaneously in tombs and crypts.

Defender of the Dead. Crypt things exist for but one purpose – to protect the dead in their lairs. To this end, they will use their powerful teleport ability to remove intruders. Often this teleportation will be used to place grave robbers in a more dangerous situation, such as above a chasm to fall to their deaths, or in a completely sealed room, left to starve to death.

CRYPT THING

Medium undead, neutral

Armor Class 16

Hit Points 54 (9d8+18)

Speed 30 ft.

STR
11 (+0)

DEX
14(+2)

CON
14 (+2)

INT
16 (+3)

WIS
15 (+2)

CHA
9 (-1)

Saving Throws Wis +4

Damage Resistances cold, lightning, necrotic

Damage Immunities poison, non-magical weapons

Damage Vulnerabilities holy water

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages none

Challenge 3 (700 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +8 to hit, 5 ft. reach, one target.

Teleport (Recharges After a Long Rest). Before resorting to combat, the crypt thing will first attempt to teleport any intruders away. All creatures within 30 feet must make a DC 18 Wisdom check. Failure means they are teleported 100-1000 feet in a random direction laterally (80% chance) or one dungeon level up or down, if applicable (20% chance).

CRYSTALMIST

Crystalmists are tiny crystalline creatures that are entirely harmless individually. They float in the air, sparkling in the sunshine like snowflakes.

Swarming creatures. When threatened, 50 or more crystalmists will form a swarm, and then they become quite dangerous, able to focus light into a powerful heat beam. They are very difficult to destroy entirely, and will keep reforming until the threat is removed. When they swarm, crystalmists form a sphere approximately one foot in diameter that thrums ominously and pulses with a white glow.

CRYSTALMIST SWARM

small swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 100 (20d10)

Speed 0 ft., fly 30 ft.

STR

3 (-4)

DEX

13 (+1)

CON

3 (-4)

INT

0 (-5)

WIS

3 (-4)

CHA

11 (+0)

Saving Throws Constitution +3

Condition Immunities charmed

Languages none

Senses passive Perception 6

Challenge 1 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm cannot regain hit points or gain temporary hit points.

Swarm reform. When the crystalmist swarm takes 20 points of damage, the remaining individuals will dissipate and scatter, reforming in 5 rounds.

ACTIONS

Heat Beam. *Ranged Weapon Attack:* +14 to hit, range 20 ft, one target. Hit: 6 (2d6) fire damage. Any flammable objects on the target creature will be ignited (wooden or leather shields, books, clothing, etc.), inflicting an additional 1d6 points of fire damage until the target or a friend takes an action to extinguish the flames.

DRAGONS

In addition to the metallic and chromatic dragons described in the Monster Manual, there are several new species of dragon which are native to the Flanaess. It is highly recommended that the Dungeon Master use the Dragons as Innate Spellcasters variant described in the Monster Manual, under the "Dragons" entry, for all dragons found in the Flanaess. It is, in fact, required for the Greyhawk Dragon described below.

CLOUD DRAGON

Cloud dragons are reclusive loners who are aloof at best. Their arrogance knows no bounds, and any creature incapable of flight without magical assistance is beneath their contempt. When they do deign to speak to others, they are generally haughty and taciturn, making no secret of the fact that they prefer their own company to that of anyone else.

Cloud dragons have thick bodies without wings, but with a short fan running from its shoulder to the end of its long tail. Their heads have large backswept fins on either side, and they sport long drooping cheek frills that resemble mustaches. A cloud dragon wyrmling's scales are silver-white edged with red. As they grow older, the red spreads and turns to a burnt orange. Finally, the scales settle into a red-gold color once the dragon is mature.

Masters of the Clouds. Cloud dragons are most often found in magical cloud islands, although occasionally they will lair on inaccessible mountain peaks shrouded in cloud. They tend to lair in the same ranges as white dragons, and will sometimes use the latter as a first line of defense against intruders, playing on the fact that their breath weapons are somewhat similar in order to gain their allegiance.

A CLOUD DRAGON'S LAIR

Cloud dragons almost always lair in magical cloud islands, the secret of whose creation is closely guarded by themselves and other creatures, such as cloud giants, who make use of such structures. The cloud island will be shrouded in mist with a solid floor on which eggs can be laid and treasure stored. They will be slightly bowl-shaped, with an uneven floor and occasional solid outcroppings of cloud-stuff analogous to rocks, boulders, and stalagmites. These features slowly change over time, as the cloud-stuff moves in eddies and whirls.

On rare occasions, a cloud dragon will make its lair on an inaccessible mountain peak, as long as it is continually covered in clouds and mist.

A legendary cloud dragon's magic intensifies the cloud and mist cover surrounding its lair, making it nigh-impossible to blow away with magical wind and the like. Cloud dragons will hunker low to the "ground", allowing themselves to be completely obscured by the clouds, but they themselves are able to sense an intruder's movements simply by observing the swirls and eddies of the cloud cover.

Cloud islands will sometimes have crevasses, chimneys, and chutes, completely covered by cloud cover, which are used to drop incautious intruders many thousands of feet to the ground below. Cloud dragons especially relish watching such falls, as it reinforces their natural inclination to view all non-flying creatures as inferior.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon cannot use the same effect two rounds in a row.

- The dragon creates a bank of fog as if it had cast the spell *fog cloud*. The fog lasts until initiative count 20 on the next round.
- A 5 ft. hole opens in the floor of the cloud island, plunging a single medium-sized creature through the bottom, to fall to their deaths below, unless they make a DC 20 Dexterity check.
- All magic items and spells that enable flight (fly, levitation, feather fall, etc.) are blocked within 100 ft. of the dragon's cloud-island lair.
- The cloud dragon can create a bank of solid cloud some 20 ft. on a side, up to 100 ft. distant. Only a very strong wind will dissipate it (*gust of wind* will not, for instance); the block of fog will obscure vision (including darkvision), and moving through it costs 2 feet for every foot moved.

REGIONAL EFFECTS

The region containing a legendary cloud dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Thick fog covers the land within 6 miles of the dragon's lair
- Within 1 mile of the cloud dragon's lair, the dragon can control the weather, usually causing precipitation of some sort to deter intruders. If it has advanced warning of intruders, it can cause anything from deep snowdrifts and ice to gale force winds beneath its lair.

If the dragon dies, the weather around its lair will return to normal in 1d10 days.

ANCIENT CLOUD DRAGON

Huge dragon, neutral

Armor Class 21 (natural armor)

Hit Points 487 (25d20 + 225)

Speed 40 ft., fly 80 ft.

STR

DEX

CON

INT

WIS

CHA

30 (+10)

11 (+0)

29 (+9)

18 (+4)

15 (+2)

23 (+6)

Saving Throws Dex +10, Con +17, Wis +10, Cha +14**Skills** Perception +16, Stealth +11**Damage Immunities** cold**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22**Languages** Draconic, Common**Challenge** 23 (32,500 XP)

Innate Spellcasting. The cloud dragon's spellcasting ability is Charisma (spell save DC 16). In addition to the normal spells allowed for a dragon using the Dragons as Innate Spellcasters variant, it can innately cast the following spells, requiring no material components:

2/day each: *call lightning*, *control weather*, *create or destroy water* (create only), *nondetection*, *stinking cloud*, *wind wall*

Magic Resistance. The cloud dragon has advantage on all saving throws versus spells and other magical effects.

ACTIONS

Multiattack. The dragon makes three attacks on its turn; one bite and two claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 22 (2d12 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. The dragon may choose any creature or creatures within 120 feet of it, that are aware of its presence, who must then make a DC 21 Wisdom saving throw. Failure indicates they become frightened for 1 minute. At the end of each of its turns, a frightened creature may make another attempt to make its saving throw. The same creature can only be affected by the same dragon's frightful presence once per 24 hours.

Icy Blast (Recharge 5-6). The cloud dragon exhales an icy blast of air in a 30-foot cone. Each creature within the cone must make a DC 13 Constitution saving throw. Failure means they take 60 (15d8) points of cold damage, and must make a DC 13 Strength saving throw or be pushed back 10 feet and made prone. Those succeeding on their saving throws take half damage, and must make a DC 10 Strength saving throw to avoid being pushed back (but will not be made prone).

Cloud Form. The cloud dragon can assume the form of a dragon-shaped cloud, or turn itself back into its regular material form. In this form, they have an AC of 25, fly 60 ft., can cast spells and use other magical effects, but cannot engage in melee attacks or use their icy blast. While in cloud form they have advantage when attempting to blend in with other clouds, such as when hiding, etc.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used

at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT CLOUD DRAGON

Large dragon, neutral

Armor Class 19 (natural armor)

Hit Points 234 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +8, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +11

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Draconic, Common

Challenge 16 (15,000 XP)

Innate Spellcasting. The cloud dragon's spellcasting ability is Charisma (spell save DC 16). In addition to the normal spells allowed for a dragon using the Dragons as Innate Spellcasters variant, it can innately cast the following spells, requiring no material components:

2/day each: *call lightning*, *create or destroy water* (create only), *nondetection*, *stinking cloud*

Magic Resistance. The cloud dragon has advantage on all saving throws versus spells and other magical effects.

ACTIONS

Multiattack. The dragon makes three attacks on its turn; one bite and two claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 8) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 14 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. **Hit:** 17 (2d8 +8) bludgeoning damage.

Frightful Presence. The dragon may choose any creature or creatures within 120 feet of it, that are aware of its presence, who must then make a DC 18 Wisdom saving throw. Failure indicates they become frightened for 1 minute. At the end of each of its turns, a frightened creature may make another attempt to make its saving throw. The same creature can only be affected by the same dragon's frightful presence once per 24 hours.

Icy Blast (Recharge 5-6). The cloud dragon exhales an icy blast of air in a 30-foot cone. Each creature within the cone must make a DC 13 Constitution saving throw. Failure means they take 52 (13d8) points of cold damage, and must make a DC 13 Strength saving throw or be pushed back 10 feet and made prone. Those succeeding on their saving throws take half damage, and must make a DC 10 Strength saving throw to avoid being pushed back (but will not be made prone).

Cloud Form. The cloud dragon can assume the form of a dragon-shaped cloud, or turn itself back into its regular material form. In this form, they have an AC of 23, fly 40 ft., can cast spells and use other magical effects, but cannot engage in melee attacks or use their icy blast. While in cloud form they have advantage when attempting to blend in with other clouds, such as when hiding, etc.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG CLOUD DRAGON

Large dragon, neutral

Armor Class 18 (natural armor)

Hit Points 160 (16d10 + 80)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +8, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Draconic, Common

Challenge 9 (5,000 XP)

Innate Spellcasting. The cloud dragon's spellcasting ability is Charisma (spell save DC 16). In addition to the normal spells allowed for a dragon using the Dragons as Innate Spellcasters variant, it can innately cast the following spells, requiring no material components:

2/day each: *create or destroy water* (create only), *stinking cloud*

ACTIONS

Multiattack. The dragon mages three attacks on its turn; one bite and two claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 6) slashing damage.

Icy Blast (Recharge 5-6). The cloud dragon exhales an icy blast of air in a 30-foot cone. Each creature within the cone must make a DC 13 Constitution saving throw. Failure means they take 18 (4d8) points of cold damage, and must make a DC 13 Strength saving throw or be pushed back 10 feet and made prone. Those succeeding on their saving throws take half damage, and must make a DC 10 Strength saving throw to avoid being pushed back (but will not be made prone).

CLOUD DRAGON WYRMLING

Medium dragon, neutral

Armor Class 16 (natural armor)

Hit Points 46 (6d8 + 18)

Speed 30 ft., fly 60 ft.

STR
19 (+4)

DEX
11 (+0)

CON
17 (+3)

INT
12 (+1)

WIS
11 (+0)

CHA
15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +4

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Icy Blast (Recharge 5-6). The cloud dragon exhales an icy blast of air in a 15-foot cone. Each creature within the cone must make a DC 13 Constitution saving throw. Failure means they take 18 (4d8) points of cold damage, and must make a DC 13 Strength saving throw or be pushed back 10 feet and made prone. Those succeeding on their saving throws take half damage, and must make a DC 10 Strength saving throw to avoid being pushed back (but will not be made prone).

GREYHAWK DRAGON

Greyhawk dragons are gregarious and enamored of human and demihumankind. Unusually for dragons, they will seek out human companionship and establish their lairs in cities, posing as artists, scholars, sages, and other intellectually-minded individuals.

In their natural form, Greyhawk dragons' heads have small, rearward-facing frills, and they sport a mane from their head to the base of their neck. Their scales begin as deep blue-gray with steel highlights, but this lightens as they age to the general luster of burnished steel. While in human form, they will always have some bit of steel gray on their person, whether it be an eye, hair, or something artificial such as a ring or pendant.

Deep cover shapeshifters. Greyhawk dragons will spend most of their lives in human or demi-human form, only reverting back to their true draconic form if absolutely necessary (as they must every fortnight in order to feed to sustain their bulk). In their human or demihuman guise, they will establish elaborate backstories and live out a normal lifespan, then assume a new identity once the old one is no longer viable. When they must revert to their true form to feed, they will use excuses consistent with their assumed form; a wizard will go off on a quest for spell ingredients, a scholar will take a trip to visit a colleague or library, etc.

Lovers of humankind. Greyhawk dragons vastly prefer the company of humans and demi-humans to anyone else's. They are most likely found in large cities, where they can enjoy the press of humanity, and will set themselves up over time as great scholars, patrons of the arts, wizards, and the like. They enjoy endless discussions and discourses on subjects relating to demihumans and humans, including history, art, politics, culture, and the like.

Civilized negotiators. Even when cornered, a Greyhawk dragon will prefer to talk its way out of a dangerous situation than to fight. They are experts at witty repartee, and most are also skilled negotiators. They will make the fullest use of local law enforcement, however, and will almost always call the city watch to deal with intruders if possible.

A GREYHAWK DRAGON'S LAIR

Greyhawk dragons dwell in densely populated urban centers, disguised as sages, wizards, scholars or students, and other intellectual-type members of society, keeping their true draconic nature a closely-guarded secret. Thus, their lairs are

similar in all respects to those of humans, but most will usually sport a library of some sort, and will always include a strong room to secure its wealth. They are furnished for comfort and for the entertainment of guests, in whose company the dragon revels.

LAIR ACTIONS

On initiative round 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- A troop of the local city watch arrives at the front door, asking if everything is all right. If you don't have specific statistics for the city guard prepared, use an appropriate number of guards and veterans from the back of the Monster Manual. One veteran leading six guards would be typical.
- One single creature the dragon can see within 120 feet of it must succeed on a DC 15 Constitution check or find itself teleported just outside the dragon's front door.
- Various inanimate items in the dragon's lair come to life and attack its enemies. In one round, a single sword, rug, or suit of armor can be animated. Up to 5 books or other small objects can be made to fly off the shelves (treat as improvised missile weapons), but once hurled cannot be re-used.

REGIONAL EFFECTS

The region surrounding a legendary Greyhawk dragon's lair is warped by the dragon's magic, which creates one or more of the following effects.

- All libraries within 6 miles of the dragon's lair will be exceptionally well-organized and well-stocked, making research easier.
- City watch patrols within a 1 mile radius will be efficient and run on a regular schedule. Within 4 blocks of the dragon's lair, city watchmen get a +2 bonus to all Intelligence (Investigation) and Wisdom (Perception) rolls.
- The dragon is aware of all creatures (number and type, plus specific individuals if they are already familiar to it) within 100 ft. of its lair.

If the dragon dies, these effects will fade after 1d10 days.

ANCIENT GREYHAWK DRAGON

Gargantuan dragon, lawful neutral

Armor Class 20 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 40 ft., fly 80 ft.

STR

9 (+9)

DEX

10 (+0)

CON

27 (+8)

INT

19 (+4)

WIS

18 (+4)

CHA

21 (+5)

Saving Throws Dex +7, Con +15, Int +10, Wis +10, Cha +12

Skills Insight +10, Perception +17, Stealth +7, History +8, Religion +6, Arcana +5

Damage Immunities poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 24

Languages See Great Communicator, below

Challenge 22 (30,000 XP)

Great Communicator. The dragon can speak with any creature with an intelligence of 4 or higher.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The cloud dragon's spellcasting ability is Charisma (spell save DC 16). In addition to the normal spells allowed for a dragon using the Dragons as Innate Spellcasters variant, it can innately cast the following spells, requiring no material components:

2/day each: *charm person*, *enthrall*, *friends*, *suggestion*

ACTIONS

Multiattack. The dragon can use its Frightful Presence, then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. The dragon may choose any creature or creatures within 120 feet of it, that are aware of its presence, who must then make a DC 20 Wisdom saving throw. Failure indicates they become frightened for 1 minute. At the end of each of its turns, a frightened creature may make another attempt to make its saving throw. The same creature can only be affected by the same dragon's frightful presence once per 24 hours.

Toxic Breath (Recharge 5-6). The dragon exhales a cloud of toxic gas in a 60-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed saving throw, or half as much damage on a successful one. The cone of gas will remain in place until the end of the dragon's next turn, unless there is a strong breeze.

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, innate spellcasting, lair actions, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT GREYHAWK DRAGON

Huge dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	17 (+3)	17 (+3)	19 (+4)

Saving Throws Dex +5, Con +11, Int +7 Wis +7, Cha +9

Skills Insight +7, Perception +12, Stealth +5, History +6, Religion +4, Arcana +3

Damage Immunities poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 20

Languages See Great Communicator, below

Challenge 15 (13,000 XP)

Great Communicator. The dragon can speak with any creature with an intelligence of 4 or higher.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The cloud dragon's spellcasting ability is Charisma (spell save DC 16). In addition to the normal spells allowed for a dragon using the Dragons as Innate Spellcasters variant, it can innately cast the following spells, requiring no material components:

2/day each: *charm person*, *friends*, *suggestion*

ACTIONS

Multiattack. The dragon can use its Frightful Presence, then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. The dragon may choose any creature or creatures within 120 feet of it, that are aware of its presence, who must then make a DC 18 Wisdom saving throw. Failure indicates they become frightened for 1 minute. At the end of each of its turns, a frightened creature may make another attempt to make its saving throw. The same creature can only be affected by the same dragon's frightful presence once per 24 hours.

Toxic Breath (Recharge 5-6). The dragon exhales a cloud of toxic gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed saving throw, or half as much damage on a successful one. The cone of gas will remain in place until the end of the dragon's next turn, unless there is a strong breeze.

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, innate spellcasting, lair actions, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG GREYHAWK DRAGON

Large dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	15 (+2)	15 (+2)	17 (+3)

Saving Throws Dex +3, Con +7, Int +4 Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3, History +2, Religion +1

Damage Immunities poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Flan, Keolandish, Old Oeridian, Elvish, Dwarvish

Challenge 8 (3,900 XP)

Innate Spellcasting. The cloud dragon's spellcasting ability is Charisma (spell save DC 16). In addition to the normal spells allowed for a dragon using the Dragons as Innate Spellcasters variant, it can innately cast the following spells, requiring no material components:

2/day each: *friends*

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 +5) slashing damage.

Toxic Breath (Recharge 5-6). The dragon exhales a cloud of toxic gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed saving throw, or half as much damage on a successful one. The cone of gas will remain in place until the end of the dragon's next turn, unless there is a strong breeze.

Change Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, innate spellcasting, lair actions, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

GREYHAWK DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +2, Con +4, Int +2 Wis +2, Cha +4

Damage Immunities poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Toxic Breath (Recharge 5-6). The dragon exhales a cloud of toxic gas in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed saving throw, or half as much damage on a successful one. The cone of gas will remain in place until the end of the dragon's next turn, unless there is a strong breeze.

MIST DRAGON

Mist dragons are solitary by nature, preferring their own company and favoring philosophizing to themselves. They resent intruders and those who seek to engage them in conversation. They want nothing more than to be left alone with their thoughts, and of course their treasure.

Mist dragons have long sinuous bodies and are wingless. Their heads sport long backward-sweeping cheek frills and mustache-like frills on their lips. They have a short spinal ridge that reaches from the top of their head to the tip of their long tail. At birth, their scales are a milky blue-white, the scales get darker, finally becoming blue-gray with shimmering silver flecks. Even in their solid material form, they are semi-translucent.

Lone Philosophers. The chief aspiration of a mist dragon is to be left alone. Because of this, they will make their lairs in wild, hard-to-reach locales. Their favorite pastime is to quietly ruminate on some philosophical question or other. As such, they will use their power to assume a mist form to avoid encounters, if possible.

Their Patience Has Limits. Mist dragons are content to avoid conflict as long as they are able. However, there will come a point where repeated attempts to interrupt or dominate the mist dragon will cause its patience to suddenly snap, at which

point they will stop at nothing to destroy the irritation once and for all. For instance, if a green dragon were to settle nearby and begin to try to dominate the mist dragon, such attempts would be rebuffed and ignored for months on end. There would come a time, however, when the mist dragon would suddenly decide that enough was enough and launch an all-out assault on the green dragon, quite unexpectedly. It is often possible to mistake a mist dragon's patience for weakness.

A MIST DRAGON'S LAIR

Mist dragons will always make their lair in warm, out of the way places very close to water, or places where rain is abundant. Typical lairs are shorelines, along rivers, rapids, lakes, and swamps. The lair itself will be a large cave or grotto, dripping with moisture, mists, and dampness. The whole place will be filled with the sounds of water; drips, echoes, and gurgles, and will smell musty and humid in the extreme. Puddles, streams, and pools can be found on the floor of the cavern in abundance.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon cannot use the same effect two rounds in a row.

- The dragon creates fog as if it had cast a *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- A sudden stream of water pours from the ceiling in a 5 foot area, putting out any open flames of torch size or smaller.
- Any one pool of water within 120 feet of the dragon that it can see erupts with a great splash. Any creature within 10 feet of the pool must make a DC 15 Strength roll or be knocked prone.

REGIONAL EFFECTS

The region containing a legendary cloud dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The dragon's lair is surrounded by thick fog and mists in a 1 mile radius.
- Once per day, the dragon can control the weather in a 6 mile radius of its lair, as if it had cast a *control weather* spell, usually causing precipitation of some sort.

If the dragon dies, the weather around its lair will return to normal in 1d10 days.

Zephyr

1st level evocation

Casting time: 1 action

Range: 0 feet

Components: V, S

Duration: Instantaneous

This spell creates a short puff of wind that will move in the direction you're facing, in a 30 foot cone. Any small open flames such as torches and candles will flicker, but larger flames will be flamed to greater brightness and heat. The zephyr will hold back magical clouds and vapors (such as the *cloud kill* or *fog cloud* spell) for 1 round and cut their duration in half, and move back non-magical clouds (including any clouds created by dragon's breath) 10 feet.

ANCIENT MIST DRAGON*Huge dragon, neutral***Armor Class** 21 (natural armor)**Hit Points** 487 (25d20 + 225)**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	29 (+9)	16 (+3)	17 (+3)	23 (+6)

Saving Throws Dex +10, Con +17, Wis +8, Cha +14**Skills** Perception +16, Stealth +11**Damage Immunities** fire**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21**Languages** Draconic, Common**Challenge** 23 (32,500 XP)

Innate Spellcasting. The cloud dragon's spellcasting ability is Charisma (spell save DC 16). In addition to the normal spells allowed for a dragon using the Dragons as Innate Spellcasters variant, it can innately cast the following spells, requiring no material components:

2/day each: *create or destroy water* (create only), *fog cloud*, *gust of wind*, *predict weather*, *water breathing*, *wind wall*, *zephyr*

Magic Resistance. The cloud dragon has advantage on all saving throws versus spells and other magical effects.

ACTIONS

Multiattack. The dragon mages three attacks on its turn; one bite and two claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 22 (2d12 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 +10) bludgeoning damage.

Frightful Presence. The dragon may choose any creature or creatures within 120 feet of it, that are aware of its presence, who must then make a DC 21 Wisdom saving throw. Failure indicates they become frightened for 1 minute. At the end of each of its turns, a frightened creature may make another attempt to make its saving throw. The same creature can only be affected by the same dragon's frightful presence once per 24 hours.

Scalding Vapor (Recharge 5-6). The mist dragon exhales a cloud of scalding vapor in a 15-foot cone. Each creature within the cone must make a DC 20 Constitution saving throw. Failure means they take 60 (15d8) points of fire damage. Those succeeding on their saving throws take half damage. On the round following the round in which it was used, the cloud will condense into a thick fog that completely obscures vision, including darkvision. Any air-breathing creature still in the cloud must make another DC 18 Constitution check or take 30 (10d6) points of cold damage from the condensing mist.

Mist Form. The dragon can assume a cohesive mist-like form, or turn itself back into its regular material form. While in this form, they have advantage on all Dexterity (Stealth) rolls while in foggy or misty conditions, have an AC of 23, a flying speed of 40 ft., and can use spells but not make any melee attacks or use their Scalding Vapor.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT MIST DRAGON

Large dragon, neutral

Armor Class 19 (natural armor)

Hit Points 234 (18d12 + 126)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	25 (+7)	15 (+2)	14 (+2)	21 (+5)

Saving Throws Dex +8, Con +16, Wis +8, Cha +14

Skills Perception +16, Stealth +11

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Draconic, Common

Challenge 16 (15,000 XP)

Innate Spellcasting. The mist dragon's spellcasting ability is Charisma (spell save DC 16). In addition to the normal spells allowed for a dragon using the Dragons as Innate Spellcasters variant, it can innately cast the following spells, requiring no material components:

2/day each: *create or destroy water* (create only), *fog cloud*, *gust of wind*, *water breathing*, *wind wall*, *zephyr*

Magic Resistance. The cloud dragon has advantage on all saving throws versus spells and other magical effects.

ACTIONS

Multiattack. The dragon makes three attacks on its turn; one bite and two claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. The dragon may choose any creature or creatures within 120 feet of it, that are aware of its presence, who must then make a DC 18 Wisdom saving throw. Failure indicates they become frightened for 1 minute. At the end of each of its turns, a frightened creature may make another attempt to make its saving throw. The same creature can only be affected by the same dragon's frightful presence once per 24 hours.

Scalding Vapor (Recharge 5-6). The mist dragon exhales a cloud of scalding vapor in a 15-foot cone. Each creature within the cone must make a DC 20 Constitution saving throw. Failure means they take 58 (13d8) points of fire damage. Those succeeding on their saving throws take half damage. On the round following the round in which it was used, the cloud will condense into a thick fog that completely obscures vision, including darkvision. Any air-breathing creature still in the cloud must make another DC 16 Constitution check or take 24 (8d6) points of cold damage from the condensing mist.

Mist Form. The dragon can assume a cohesive mist-like form, or turn itself back into its regular material form. While in this form, they have advantage on all Dexterity (Stealth) rolls while in foggy or misty conditions, have an AC of 22, a flying speed of 40 ft., and can use spells but not make any melee attacks or use their Scalding Vapor.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG MIST DRAGON*Large dragon, neutral***Armor Class** 18 (natural armor)**Hit Points** 160 (16d10 + 80)**Speed** 30 ft., fly 60 ft., swim 30 ft.**STR**
23 (+6)**DEX**
11 (+0)**CON**
20 (+5)**INT**
15 (+2)**WIS**
12 (+1)**CHA**
19 (+4)**Saving Throws** Dex +4, Con +8, Wis +3, Cha +9**Skills** Perception +8, Stealth +4**Damage Immunities** fire**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 14**Languages** Draconic, Common**Challenge** 9 (5,000 XP)

Innate Spellcasting. The mist dragon's spellcasting ability is Charisma (spell save DC 16). In addition to the normal spells allowed for a dragon using the Dragons as Innate Spellcasters variant, it can innately cast the following spells, requiring no material components:

2/day each: *create or destroy water* (create only), *fog cloud*, *water breathing*

ACTIONS

Multiattack. The dragon mages three attacks on its turn; one bite and two claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 6) slashing damage.

Scalding Vapor (Recharge 5-6). The mist dragon exhales a cloud of scalding vapor in a 15-foot cone. Each creature within the cone must make a DC 13 Constitution saving throw. Failure means they take 18 (4d8) points of fire damage. Those succeeding on their saving throws take half damage. On the round following the round in which it was used, the cloud will condense into a thick fog that completely obscures vision, including darkvision. Any air-breathing creature still in the cloud must make another DC 11 Constitution check or take 6 (3d4) points of cold damage from the condensing mist.

Mist Form. The dragon can assume a cohesive mist-like form, or turn itself back into its regular material form. While in this form, they have advantage on all Dexterity (Stealth) rolls while in foggy or misty conditions, have an AC of 21, a flying speed of 30 ft., and can use spells but not make any melee attacks or use their Scalding Vapor.

MIST DRAGON WYRMLING*Medium dragon, neutral***Armor Class** 16 (natural armor)**Hit Points** 46 (6d8 + 18)**Speed** 30 ft., fly 60 ft., swim 30 ft.**STR**
19 (+4)**DEX**
11 (+0)**CON**
17 (+3)**INT**
11 (+0)**WIS**
12 (+1)**CHA**
15 (+2)**Saving Throws** Dex +2, Con +5, Wis +1, Cha +5**Skills** Perception +4, Stealth +4**Damage Immunities** fire**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 12**Languages** Draconic**Challenge** 2 (450 XP)**ACTIONS****Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Scalding Vapor (Recharge 5-6). The mist dragon exhales a cloud of scalding vapor in a 15-foot cone. Each creature within the cone must make a DC 13 Constitution saving throw. Failure means they take 18 (4d8) points of fire damage. Those succeeding on their saving throws take half damage. On the round following the round in which it was used, the cloud will condense into a thick fog that completely obscures vision, including darkvision. Any air-breathing creature still in the cloud must make another DC 11 Constitution check or take 6 (3d4) points of cold damage from the condensing mist.

DRAGONFLY, GIANT

Giant dragonflies are aggressive hunters, willing to attack any creature not larger than itself.

ADULT

Giant dragonflies have four translucent wings shot through with black veins. Their bodies can be a staggering variety of colors, from a metallic multicolored sheen to black and yellow stripes, and scores of other designs. They are very swift and agile fliers.

NYMPH

The giant dragonfly nymph is the larval form of the creature. They are completely aquatic, but spend most of their year-long period in this form crawling on the bottom of lakes or rivers, as they are poor swimmers. They can, however, shoot a jet of water to move at very fast speeds, and will camouflage themselves in burrows, under weeds and debris, coming out to ambush prey at astonishing speed.

GIANT DRAGONFLY ADULT

Medium beast, unaligned

Armor Class 16

Hit Points 56 (8d10 + 16)

Speed 10 ft., fly 90 ft.

STR
10 (+0)

DEX
18 (+4)

CON
14 (+2)

INT
1 (-5)

WIS
10 (+0)

CHA
3 (-4)

Saving Throws Str +7, Dex +6

Senses passive Perception 10

Challenge 3 (700 XP)

Darting movement. On initiative count 1 (winning any ties) the dragonfly can move up to half its flying movement rate. This does not count as an action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (4d4) points piercing damage.

Basket. When facing a tiny or small enemy, the dragonfly can attempt to grasp it in its legs, forming a basket from which the prey cannot escape. Any creature so caught is subject to a bite attack on every round which hits automatically, and attacks with disadvantage.

Dart. The dragonfly can move up to half its flying movement rate as a bonus action. If the dragonfly has chosen to dart, any ranged weapon attacks against it are made at disadvantage until the beginning of its next turn.

GIANT DRAGONFLY NYMPH*Medium beast, unaligned***Armor Class** 16**Hit Points** 35 (7d8 + 7)**Speed** 30 ft., swim 10 ft.**STR**

10 (+0)

DEX

11 (+0)

CON

12 (+1)

INT

1 (-5)

WIS

10 (+0)

CHA

3 (-4)

Skills Stealth +7**Saving Throws** Str +4**Senses** passive Perception 10**Challenge** 3 (700 XP)**ACTIONS****Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (4d6) piercing damage.**Jet (Recharge 3-6).** The nymph is able to shoot a jet of water from its abdomen, allowing it to move through the water in a straight line 90 ft. in a single turn.**DRAGONNEL**

Dragonnelles are distant cousins of both true dragons and ancient flying dinosaurs. They have the same body type as a true dragon (four legs, webbed wings, and long tails), and the leathery hide and toothy maw of a dinosaur, but lack both intelligence and the magical qualities of dragons, including breath weapons. They are easily mistaken for dragons, especially at a distance, but have narrower heads and mouths that are almost beak-like. Adults have gray underbellies and dark purple-red hides, with scarlet spines running down the length of their back, and white frills on the head. Although they are mostly found in the Pomarj today, they can survive in all but the hottest and coldest climates.

Social Hunters. Dragonnelles will gather together in packs of up to four for mutual hunting and defense. Only one male will be in such a pack at a time, as they are jealous and tend to kill each other for the opportunity to mate. The males thus accumulate small “harems”.

Semi-trained Mounts. Dragonnelles are most often found in the Pomarj, where the local humans and humanoids have learned to tame and ride the beasts. They must be raised from hatchlings to be so trained – wild-caught dragonnelles are

impossible to break to the saddle. The training period requires five years. Even then, however, they are ornery and riders and trainers must take great care, and approach the creature armed with long goads, lest they be attacked.

AQUATIC DRAGONNEL

As the name implies, aquatic dragonnels are much like their land-based cousins, but dwell in the oceans. Where the dragonnel is related to true dragons, the aquatic dragonnel appears to have more in common with dragon turtles, but again lack the intelligence and breath weapon of the latter. They are sleeker in appearance than dragon turtles, with heavy armor plates along their back, a body that tapers abruptly, an almost pterodactyl-like head, and four short flippers, two of which are at the very rear of the beast. They are found along the coasts of the Pomarj coasts and throughout the shallows of the Sea of Gearnat and the Woolly Bay.

MAGNUS DRAGONNEL

Magnus dragonnels are larger and more intelligent versions of the regular dragonnel. They are otherwise alike in most respects, but will only serve powerful masters as steeds. They are found only in the highest peaks at the center of the Drachensgrabs.

DRAGONNEL

Huge dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 216 (18d12+108)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+8)	11 (+0)	22 (+6)	4 (-3)	12 (+1)	10 (+0)

Saving Throws Str +2, Dex +3, Con +9, Wis +4

Senses darkvision 120 ft., passive Perception 15

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The dragonnel makes three attacks per round: one with its bite and two with its claws.

Bite. *Melee weapon attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+6) piercing damage.

Claw. *Melee weapon attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+6) slashing damage.

AQUATIC DRAGONNEL*Huge dragon, unaligned***Armor Class** 23 (natural armor)**Hit Points** 176 (16d10+96)**Speed** swim 40 ft.**STR**
22 (+6)**DEX**
11 (+0)**CON**
22 (+6)**INT**
4 (-3)**WIS**
12 (+1)**CHA**
10 (+0)**Saving Throws** Str +4, Dex +5, Con +9, Wis +3**Senses** darkvision 120 ft., passive Perception 14**Challenge** 17 (18,000 XP)**Amphibious.** The aquatic dragonnel can breathe both air and water.**ACTIONS****Multiattack.** The aquatic dragonnel makes two attacks per round: one with its bite and one by ramming its body into the target.**Bite.** *Melee weapon attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+6) piercing damage.**Body Slam.** *Melee weapon attack:* +6 to hit, reach 5 ft., up to 4 creatures within range on the same side of the dragonnel or one target. *Hit:* 24 (3d12+6) bludgeoning damage. Any creature taking damage must make a DC 18 Strength check or be pushed back 10 feet and is knocked prone. If there a solid object such as a ship or a rock obstructs this movement, the creature will take an additional 50(10d10) points of bludgeoning damage from being crushed between the dragonnel and the object. Ships rammed by this attack are pushed 10 ft. away from the dragonnel automatically.**MAGNUS DRAGONNEL***Huge dragon, neutral evil***Armor Class** 20 (natural armor)**Hit Points** 299 (23d12+161)**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	25 (+7)	6 (-2)	12 (+1)	12 (+1)

Saving Throws Str +5, Dex +3, Con +12, Wis +6
Senses darkvision 120 ft., passive Perception 17
Languages draconic
Challenge 16 (13,000 XP)

ACTIONS

Multiattack. The magnus dragonnel makes three attacks per round: one with its bite and two with its claws.

Bite. *Melee weapon attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d12+7) piercing damage.

Claw. *Melee weapon attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+7) slashing damage.

DRAGONNETTE

Dragonettes are cousins of true dragons, never getting larger than horses, but having the characteristic wings, ridged back, and spade tails of red dragons. They are usually of a brown or red-brown hue, with lighter scales on their undersides. They lack the breath weapon and magical powers of a true dragon, and though they are not intelligent they can be trained as mounts. Flying on such a creature requires special training for the rider, however. True dragons regard them as humans might apes.

Dragonettes are usually found in rough or wooded terrain.

DRAGONNETTE					
<i>Huge dragon, unaligned</i>					
Armor Class 15 (natural armor) Hit Points 120 (15d10+45) Speed 40 ft., fly 80 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	2 (-4)	12 (+1)	7 (-2)
Senses darkvision 60 ft., passive Perception 11 Languages -					

Challenge 4 (1,100 XP)**ACTIONS**

Multiattack. The dragonnette makes three attacks per round: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+4) slashing damage.

ELEMENTAL**TIME ELEMENTAL**

Time elementals are thought to come from a hypothetical “time plane” that regulates, or perhaps allows or creates, the flow of time throughout the multiverse. They may be found in the company of certain deities such as Istus, Cyndor, and Lendor on occasion; they otherwise refrain from traveling outside of the time plane, for they feel the flow of time as a mortal creature standing in the ocean might feel the tide, and must constantly push against it. If attacked, they will usually use their time movement abilities to avoid the encounter before it even began.

As they exist in more than one point in time simultaneously, they appear to mortal eyes as clouds of fine dust or vapor. Encounters with them are almost always mind-bending exercises, as time does weird things in their vicinity.

Three types of time elemental, the regular, the noble, and the royal, are known to exist.

Elemental Nature. An elemental doesn’t require air, food, drink, or sleep.

TIME ELEMENTAL, REGULAR

Small elemental, neutral

Armor Class 17 (natural armor)

Hit Points 112 (16d10+32)

Speed 10 ft. (but see below)

STR
10 (+0)

DEX
20 (+5)

CON
15 (+2)

INT
15 (+2)

WIS
10 (+0)

CHA
6 (-2)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Chronic
Challenge 3 (700 XP)

Time Stable. No spells or magic items that affect time will operate within 30 ft. of a time elemental. This includes *haste*, *time stop*, etc. No divination spells will function when inquiring about a time elemental.

Movement in Time. Time elementals can move forwards, backwards, or sideways in time. It can move 15 rounds per round, giving the creature an effective movement rate of 150 ft. They can also pursue fleeing creatures, often ending up in front of the creature being pursued!

Multiple Selves. If needed, a time elemental can summon 1d4 other versions of itself by taking an action. However, each will have the same number of hit points as all the others, and as one is injured, the others will lose hit points as well.

ACTIONS

Cellular aging. Time elementals can project a field of fast-flowing time up to 10 ft. that causes any cellular tissue touched to age, taking 8 (4d4) points of damage. Only a single creature can be affected each round, but damage is automatic. This will not affect undead or constructs.

TIME ELEMENTAL, NOBLE

Small elemental, neutral

Armor Class 17 (natural armor)

Hit Points 180 (20d12+60)

Speed 10 ft. (but see below)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	18 (+4)	13 (+1)	8 (-1)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Chronic

Challenge 5 (1,800 XP)

Innate Spellcasting. The time elemental's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spell, requiring no material components:

1/day: *time stop* (will also affect common time elementals)

Time Stable. No spells or magic items that affect time will operate within 30 ft. of a time elemental. This includes *haste*, *time stop*, etc. No divination spells will function when inquiring about a time elemental.

Movement in Time. Time elementals can move forwards, backwards, or sideways in time. It can move 20 rounds per round, giving the creature an effective movement rate of 200 ft. They can also pursue fleeing creatures, often ending up in front of the creature being pursued!

Multiple Selves. If needed, a time elemental can summon 1d4 other versions of itself by taking an action. However, each will have the same number of hit points as all the others, and as one is injured, the others will lose hit points as well.

ACTIONS

Cellular aging. Time elementals can project a field of fast-flowing time up to 10 ft. that causes any cellular tissue touched to age, taking 10 (5d4) points of damage. Only a single creature can be affected each round, but damage is automatic. This will not affect undead or constructs.

Time Control. A noble time elemental can cause any single creature within 30 ft. to age or become younger up to 20 years. Plants can be aged or made younger up to 200 years, while up to 1,000 cubic feet of inert mineral matter can be aged or made younger up to 2,000 years. This can be done once per day, by taking an action.

Move Others in Time. Up to 4 creatures can be moved backwards, forwards, or sideways in time to any desired locale, or a random one. If they are willing, such movement happens automatically. If they resist, each must make a DC 20 Wisdom save to avoid being moved. This can be done once per day, taking an action to do so.

TIME ELEMENTAL, ROYAL

Small elemental, neutral

Armor Class 17 (natural armor)

Hit Points 364 (28d12+84)

Speed 10 ft. (but see below)

STR
10 (+0)

DEX
20 (+5)

CON
16 (+3)

INT
22 (+6)

WIS
17 (+3)

CHA
11 (+0)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Chronic

Challenge 7 (2,900 XP)

Innate Spellcasting. The time elemental's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spell, requiring no material components:

2/day: *time stop* (will also affect common time elementals)

Time Stable. No spells or magic items that affect time will operate within 60 ft. of a royal time elemental. This includes *haste*, *time stop*, etc. No divination spells will function when inquiring about a time elemental.

Movement in Time. Time elementals can move forwards, backwards, or sideways in time. It can move 40 rounds per round, giving the creature an effective movement rate of 400 ft. They can also pursue fleeing creatures, often ending up in front of the creature being pursued!

Multiple Selves. If needed, a royal time elemental can summon 2d4 other versions of itself by taking an action. However, each will have the same number of hit points as all the others, and as one is injured, the others will lose hit points as well.

Summon Elementals. Once per day, a royal time elemental can summon 1d4 common or 1d2 noble time elementals, which will serve it to the death, if needed.

ACTIONS

Cellular aging. Time elementals can project a field of fast-flowing time up to 10 ft. that causes any cellular tissue touched to age, taking 14 (7d4) points of damage. Only a single creature can be affected each round, but damage is automatic. This will not affect undead or constructs.

Time Control. A noble time elemental can cause any single creature within 30 ft. to age or become younger up to 20 years. Plants can be aged or made younger up to 200 years, while up to 1,000 cubic feet of inert mineral matter can be aged or made younger up to 2,000 years. This can be done twice per day, by taking an action.

Move Others in Time. Up to 4 creatures can be moved backwards, forwards, or sideways in time to any desired locale, or a random one. If they are willing, such movement happens automatically. If they resist, each must make a DC 20 Wisdom save to avoid being moved. This can be done twice per day, taking an action to do so.

ELVES

The Flanaess boasts at least two unique varieties of elves; the Valley elves, and the wild elves, or grugach.

VALLEY ELVES

Those elves of the sub-race known as Valley elves are found only in the large valley nestled in the Barrier Peaks known as the Valley of the Mage. Other elves will shun them, not considering them to be truly elvish, which they consider a fine arrangement, as they have largely eschewed elvish culture as a whole. They are taller than regular elves, some being equal

to human height, and can even pass for human if they wish. Their features are sharp, and their hair changes from a pale yellow in the summer to rich gold in winter. They tend to dress in loose-fitting clothing of blues and greens.

Servants of the Mage. Their exact relationship with the Mage of the Valley is unknown, but what is known is that Valley elves are implacably loyal to the Mage, and those who venture outside of their Valley are rare indeed. There are also rumors of a Valley Elf king, but what relationship he might have with the mage, if any, remains a mystery. They function as the main core of the army of this strange and reclusive realm, and little is known about their culture, but they are known to work in concert with the gnomes that also populate the valley, as well as some of its many monsters.

WILD ELVES (GRUGACH)

The wild elves, or grugach, dwell in the deepest parts of the woodlands, far away from civilization, and even away from their elf cousins. They are shorter than most other elves, with pale skin. They dress in rough leather or rawhide, decorated with leaves and branches for camouflage.

Xenophobes. Wild elves are intensely distrustful of strangers, even those that are normally considered friendly to woodland creatures, such as druids. Innocent intruders will be captured, drugged, and deposited well away from the wood-elf lands. Intruders with evil intentions will not be treated so gently. Thieves are especially loathed, and the wild elves will go to any lengths to track down and kill anyone who dares steal from them.

Trap Setters. Wild elves are experts at setting traps, deadfalls, snares, and the like. The woods around a wild elf village will be well-protected by such features.

VALLEY ELF

Medium humanoid, chaotic neutral

Armor Class 17 (chainmail)

Hit Points 10 (2d10)

Speed 30 ft.

STR
11 (+0)

DEX
15 (+2)

CON
11 (+0)

INT
14 (+2)

WIS
12 (+1)

CHA
12 (+1)

Skills Perception +2, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 1/4 (50 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

Spellcasting. The elf is a 1st level wizard. His spellcasting ability is Intelligence (DC 10, +2 to hit with spell attacks). The elf has the following spells prepared:

Cantrips: (at will): *friends, message, ray of frost*

1st level (1 slot): *color spray*

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8) slashing damage.

Longbow. *Ranged Weapon Attack.* +5 to hit, range 150/600, one target. *Hit:* 5 (1d8) piercing damage.

WILD ELF

Medium humanoid, chaotic neutral

Armor Class 13 (leather armor)

Hit Points 18 (3d8+6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+2)	13 (+2)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Str +2, Con +2

Senses darkvision 60 ft., passive Perception 12

Languages Elvish, Sylvan

Challenge 1/4 (50 XP)

Fey Ancestry. The elf has advantage on saving throws against being charmed, and magic can't put the elf to sleep.

Set Woodland Traps. A grugach can create several types of traps when in a wooded setting:

- **Snare.** Mechanical Trap. An area 5 ft. in diameter is encircled by a vine. The tripwire for the snare can be detected by a DC 15 Perception check. A successful DC 15 Dexterity check with any short blade will disable the snare. A failed check triggers the snare. Any creature smaller than huge entering the area will trigger the trap and be jerked off its feet and hung 10' off the ground, upside-down and becomes restrained. The vine can be severed by taking 5 points of slashing damage, but the creature caught will take 1 (1d4) points of bludgeoning damage from the fall unless assisted down. Requires 3 minutes to set.
- **Deadfall.** An area 10 ft. across is set with a tripwire. The tripwire for the snare can be detected by a DC 15 Perception check. A successful DC 15 Dexterity check with thieves' tools will disable the tripwire. Doing so with a blade rather than thieves' tools means the check is made with disadvantage. Any creature crossing the line will be hit by rocks, a tree log, etc. for 20 (4d10) bludgeoning damage. A successful DC 20 Dexterity save means the creature takes half damage. Requires 6 minutes to set.

- **Covered Pit Trap.** A hole 10 ft. by 10 ft. by 10 ft. is dug into the ground and concealed with a thin cover. It may or may not have spikes or poisoned spikes at the bottom. A successful DC 15 Perception check will identify the pit trap. No disarming of the trap is possible; it can only be avoided if detected. Those falling in will take 4 (1d6) points of bludgeoning damage from the fall, plus 6 (2d6) points of piercing damage from spikes, if any, plus the effects of whatever poison they may be coated with, if any.

ACTIONS

Spear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d6) piercing damage.

Longbow. *Ranged Weapon Attack.* +5 to hit, range 150/600, one target. *Hit:* 5 (1d8) piercing damage.

GIANTS

Oerth is home to many special sorts of giants not found elsewhere.

WOOD GIANT (VOADKIN)

Wood giants, also known as voadkin, are among the smallest of the true giant races. They resemble giant wood elves, and frequently associate with them. They are generally some 9 ½ ft. in height, and do not have the thick proportions of most giants. They dwell in the same sort of temperate and tropical woodlands where wood elves are found. They are often found in the company of wood elves, treants, and/or dire wolves.

Flighty but friendly. Wood giants are generally of friendly dispositions, but are considered flighty by those who interact with them (except wood elves, who themselves are often considered flighty as well). They do not usually hurry to do anything, nor show much interest in achieving goals, except drinking wine and seeking enjoyment.

WOOD GIANT

Large giant, chaotic good

Armor Class 14 (leather armor)

Hit Points 80 (10d8 + 40)

Speed 40 ft.

STR
19 (+4)

DEX
14 (+2)

CON
18 (+4)

INT
10 (+0)

WIS
11 (+0)

CHA
14 (+2)

Skills Stealth +5

Saving Throws Dex +3

Senses passive Perception 13

Languages Common, Giant, Elvish

Challenge 5 (1,800 XP)

Fey Ancestry. The giant has advantage on saving throws against being charmed, and magic can't put the giant to sleep.

Innate Spellcasting. The giant's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spell, requiring no material components:

At will: *alter self* (**change appearance** option only)

ACTIONS

Longbow. *Ranged weapon attack:* +7 to hit, range 150/600, one target. *Hit:* 6 (1d10) piercing damage.

Greatsword. *Melee weapon attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+4) slashing damage.

GREMLINS

Gremlins are nasty pieces of work, cowardly by nature but lovers of detestable pranks. They travel in packs of up to six, and will usually infest buildings or groups of buildings, such as farms or abandoned forts. They flee combat at the first opportunity, and use their skill at stealth to greatest advantage. Often those plagued by a pack of gremlins has no idea what the real problem is. They look like small imps, with batlike wings and tiny sharp fangs. They never wear clothing, and their skin can run from slate gray to black to drab green, often striped or mottled. They are approximately a foot and a half in height.

Obnoxious pranksters. Gremlins eschew combat, preferring to humiliate, infuriate, and otherwise annoy anyone around them. They will set up tripwires, destroy property, and harass anyone that comes within their orbit. Usually such pranks are non-lethal, but a gremlin won't scruple against harming or even killing someone.

FREMLIN

Fremmlins are akin to gremlins, but are friendlier and will sometimes attach themselves to a person or group. They are also pranksters, but will be tolerable if they are well-treated. They will also never engage in combat, and their chaotic nature makes them unreliable at best, and they will often prove more trouble than they're worth through clumsy mistakes and accidents that can cause real trouble for their "companions." They are approximately a foot in height.

GALLTRIT

Galltrits are much like their ordinary gremlin cousins, but are smaller and possess an anesthetic saliva. Their favored tactic is to sneak up on a victim and bite them, drinking blood from the wound like a vampire bat. They will attack anything that disturbs their lair, and are approximately six inches tall.

GREMLIN

Tiny humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 25 (5d8 +5)

Speed 20 ft., fly 60 ft.

STR

8 (-1)

DEX

16 (+3)

CON

12 (+1)

INT

12 (+1)

WIS

10 (+0)

CHA

9 (-1)

Saving Throws Dex +3

Skills Stealth +4

Damage Immunities non-magic weapons

Senses passive Perception 13

Languages Common

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee weapon attack:* +2 to hit, reach 2 ft., one target. *Hit:* 3 (1d4) points of piercing damage.

FREMLIN

Tiny humanoid, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 12 (3d8)

Speed 20 ft., fly 40 ft.

STR

7 (-2)

DEX

16 (+3)

CON

10 (+0)

INT

9 (-1)

WIS

9 (-1)

CHA

7 (-2)

Saving Throws Dex +3

Skills Stealth +4

Damage Immunities non-magical weapons

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee weapon attack:* +2 to hit, reach 2 ft., one target. *Hit:* 3 (1d4) piercing damage.

GALLTRIT

Tiny humanoid, chaotic evil

Armor Class 17 (natural armor)

Hit Points 4 (1d6)

Speed 20 ft., fly 60 ft.

STR

5 (-3)

DEX

18 (+4)

CON

10 (+0)

INT

8 (-1)

WIS

9 (-1)

CHA

6 (-3)

Saving Throws Dex +5

Skills Stealth +5

Damage Immunities non-magical weapons

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Stealthy Attack. The galltrit will only attack if it is unnoticed and can do so unobtrusively. The target creature must make a Wisdom (Perception) check with disadvantage. If successful, the galltrit is noticed before it can attack. If not, the galltrit will make its attack with advantage.

ACTIONS

Bite. *Melee weapon attack:* +2 to hit, reach 1 ft., one target. *Hit:* 1 point piercing damage. Once it has bitten a victim, the galltrit will remain attached, draining 1 hit point at the beginning of its turn automatically. Once the victim has lost 4 hit points this way, it will lose 1 point of Constitution (minimum 1). If the creature loses 3 or more points of Constitution, it will faint, becoming Unconscious for ten minutes. Lost Constitution points will be regained at a rate of one per long rest.

GRIPLI

Grippli (the name is both single and plural) are a race humanoid tree frogs found in tropical swamps and jungles. They are non-aggressive, but will sometimes attack passersby in order to steal some colorful knickknack or bit of clothing. If threatened, they can execute complex tactics, including ambushes, using nets to trap enemies and then shower them with missile weapons, etc. They will fight fiercely to protect their young. They have frog-like bodies, and stand some two and a half feet tall.

Natural Camouflage. Grippli have green-grey skin with an array of swirling patches that provide excellent camouflage. They do not wear clothing except as decoration or to hold weapons or tools.

GRIPLI

Small humanoid, neutral

Armor Class 10

Hit Points 10 (2d8 +2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

Skills Stealth +5

Senses darkvision 30 ft., passive Perception 14

Languages Grippli

Challenge 1/4 (25 XP)

ACTIONS

Leap. The grippli can leap up to 60 feet forward or in a 90-degree angle in the direction it is facing. It can leap over any creature of large size or smaller, as long as there is a total of 10 ft. of clearance.

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) piercing damage.

Dart. *Ranged Weapon Attack:* +2 to hit, range 20/60, one target. *Hit:* 3 (1d4) piercing damage.

Net. *Ranged Weapon Attack:* +2 to hit, range 5/15, one target. *Hit:* large or smaller creatures are restrained until freed. Creatures can make a DC 10 Strength check, or inflict 5 points of slashing damage on the net (AC 10), to free themselves or others trapped by the net.

GRUE, ELEMENTAL

Grues are evil elemental spirits that inhabit the various elemental planes. They are universally looked down upon by genies, but their evil cunning often makes them sought after as guards and servants.

Corrupted Creatures of the Elements. A grue is born when an ordinary elemental strays too close to the negative material plane and becomes infused with its dark energy (often by straying onto one of the quasi-elemental planes). Only under such rare circumstances does such an elemental-infused spirit coalesce into a manifest form and create a grue.

Such grues inevitably assume certain predetermined forms, as described below. It should be noted that, unlike regular elementals, grues are not bound into a particular shape as a result of their summoning to the material plane. They have a number of shapes that they can naturally assume, as noted below.

When a grue perishes, it leaves nothing behind except what it was carrying, along with a small trace of its native element: a pile of dust, a gust of wind, a flash of fire and smoke, or a burst of water and foam.

Conjured by Magic. Certain spells and magic items can conjure a grue, summoning it from the Inner Planes to the Material Plane. Grues instinctively resent being pulled from their native planes and bound into service. A creature that summons a grue must assert force of will to control it.

Elemental Nature. A grue doesn't require air, food, drink, or sleep.

CHAGGRIN

A chaggrin, or soil beast, is native to the elemental plane of earth. In its native form, it appears as a humanoid lump of wet clay, but its preferred form on the material plane is that of a dull yellow hedgehog with a skeletal face. Although they are small, they are very heavy for their size. Chaggrin are sadistic creatures, and their powerful claws can inflict great harm on victims.

HARGINN

A harginn, or flame horror, is native to the elemental plane of fire. In its native form, it appears as pure flame, but its preferred form on the material plane is that of a skeletal humanoid figure with flames where its lower body should be. They are noted for their cruelty.

ILDRISS

An ildriss, or wind terror, is native to the elemental plane of air. In its native form, it appears as a fog-like cloud with tendrils of vapor and three red eyes, which form it also favors when on the material plane. They can also be as invisible as a breeze, which makes them very difficult to detect.

VARRDIG

A varrdig, or fluid brute, is native to the elemental plane of water. In its native form, it is a gelatinous blob with heavy claws and a series of hose-like protrusions that it uses to force jets of water out for propulsion and attack. They are fond of drowning their victims by thrusting one or more of these hoses into some orifice.

CHAGGRIN (SOIL BEAST)

Small elemental, neutral evil

Armor Class 15

Hit Points 70 (10d10+20)

Speed 40 ft., tunneling 10 ft.

STR
9 (-1)

DEX
8 (-1)

CON
15 (+2)

INT
9 (-1)

WIS
10 (+0)

CHA
6 (-2)

Skills stealth +9 (only in humanoid form, and only when on natural soil or stone)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

Spell Immunity. Earth-based spells such as *earthquake*, *stone shape*, *wall of stone*, etc. will not have any impact on a chaggrin. If the chaggrin is within 40 ft. when the spell is cast, it will automatically fail and have no effect. If the chaggrin moves within 40 ft. of an effect wrought by such a spell, the spell will be dispelled automatically. Magic items are unaffected.

Shapeshifter. A chaggrin can assume the following shapes by taking an action:

- A vaguely humanoid lump of clay, with small glowing eyes (its native form, which can meld into stone or earth, using its stealth skill)
- A mole
- A yellowish hedgehog with a skull-like face (its favored form on the material plane)

Earth Glide. In humanoid or mole form, the elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

ACTIONS

Multiattack. The chaggrin makes two attacks per round with its claws.

Claws. *Melee weapon attack:* +7 to hit, 5 ft. reach, one target. *Hit:* 5 (2d4) slashing damage. On a successful hit, the chaggrin will cling to the victim, automatically inflicting 6 (1d10+5) points of slashing damage as it digs into the flesh of the victim. Only available in hedgehog mode

HARGINN (FLAME HORROR)*Medium elemental, neutral evil***Armor Class** 16**Hit Points** 48 (8d10+8)**Speed** 50 ft.**STR**
10 (+0)**DEX**
17 (+3)**CON**
12 (+1)**INT**
14 (+2)**WIS**
10 (+0)**CHA**
7 (-2)**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** fire, poison**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious**Senses** darkvision 60 ft., passive Perception 10**Languages** Ignan**Challenge** 2 (450 XP)

Spell Immunity. Fire-based spells such as *fireball*, *meteor swarm*, *wall of fire*, etc. will not have any impact on a harginn. If the harginn is within 20 ft. when the spell is cast, it will automatically fail and have no effect. If the harginn moves within 20 ft. of an effect wrought by such a spell, the spell will be dispelled automatically. Magic items are unaffected.

Shapeshifter. A harginn can assume the following shapes by taking an action:

- A humanoid form with glowing black eyes and flames where the lower half of the body should be (its native form)
- A bonfire
- A column of flame 8 ft. high
- A bronze statue of a human

Fire Form. The harginn can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the harginn or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the harginn can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

ACTIONS

Gout of Flame. *Ranged weapon attack:* +6 to hit, range 6 ft., targets all creatures in a 6 ft. cone. *Hit:* 7 (1d4+4) fire damage.

ILDRISS (WIND TERROR)*Medium elemental, neutral evil***Armor Class** 17**Hit Points** 40 (8d10)**Speed** 10 ft. (as rolling fog), fly 60 ft.**STR**
14 (+2)**DEX**
20 (+5)**CON**
11 (+0)**INT**
12 (+1)**WIS**
10 (+0)**CHA**
6 (-2)**Skills** stealth +7**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** poison**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious**Senses** darkvision 60 ft., passive Perception 10**Languages** Auran**Challenge** 2 (450 XP)

Spell Immunity. Air- or electricity- based spells such as *lightning bolt*, *fog cloud*, *wind walk*, etc. will not have any impact on an ildriss. If the ildriss is within 50 ft. when the spell is cast, it will automatically fail and have no effect. If the ildriss moves within 50 ft. of an effect wrought by such a spell, the spell will be dispelled automatically. Magic items are unaffected.

Shapeshifter. An ildriss can assume the following shapes by taking an action:

- A fog-like cloud with tendrils and three glowing red eyes (its native form)
- A completely *invisible* (as per the spell) air-form (cannot attack in this form)

Air Form. The ildriss can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Tendrils. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (3d6) slashing damage.

VARRDIG (FLUID BRUTE)*Medium elemental, neutral evil*

Armor Class 14**Hit Points** 84 (12d10+24)**Speed** 20 ft., swim 50 ft.**STR**
18 (+4)**DEX**
14 (+2)**CON**
15 (+2)**INT**
9 (-1)**WIS**
10 (+0)**CHA**
8 (-1)**Skills** stealth +7 (only when part of a larger body of water)**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** poison**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious**Senses** darkvision 60 ft., passive Perception 10**Languages** Aquan**Challenge** 3 (700 XP)

Spell Immunity. Water-based spells such as *ice storm*, *water walk*, *wall of ice*, etc. will not have any impact on a varrdig. If the varrdig is within 30 ft. when the spell is cast, it will automatically fail and have no effect. If the varrdig moves within 30 ft. of an effect wrought by such a spell, the spell will be dispelled automatically. Magic items are unaffected.

Shapeshifter. A varrdig can assume the following shapes by taking an action:

- A gelatinous blob with bird-like claws and hoses radiating from the middle (its native form)
- A pool of water
- A fountain
- Part of a larger body of water

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The varrdig makes two attacks per round with its hoses.

Water Gush. *Ranged weapon attack:* +8 to hit, range 6 ft., one target. *Hit:* 4 (1d6) bludgeoning damage, plus the target must make a successful DC 10 Dexterity save or be blinded until the beginning of the varrdig's next turn. Can only be done out of water.

Ram. *Melee weapon attack:* +8 to hit, range 6 ft., one target. *Hit:* 10 (4d4) bludgeoning damage. Can only be done in water.

Drowning. If any creature within 6 ft. of the varrdig is incapacitated, paralyzed, restrained, or unconscious, the grue can kill it in a single round by thrusting one of its tubes down the throat or in a nostril and forcing water into the lungs.

HOBGOBLIN

NORKER

Norkers are a sub-race of hobgoblins. Smaller than their cousins, norkers are generally more primitive and chaotic than regular hobgoblins. They rarely wear armor because of their tough hides, and are capable of inflicting nasty wounds with their oversized fangs. They are often used as skirmishers or scouts by hobgoblin armies. They rank just above goblins in the strict hobgoblin hierarchy.

NORKER

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (natural armor)

Hit Points 8 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	9 (-1)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1/4 (50 XP)

ACTIONS

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage.

HORGAR

Horgar are subterranean tunnelers, using a combination of a powerful acid and extreme heat to bore through solid rock as easily as humans walk through the air, leaving behind mazes of large tunnels. They are themselves fairly innocuous

creatures, and usually only cause destruction or other mayhem by accident. They don't even realize that most creatures are actually alive, let alone bear them any malice.

Tunnel Makers. The tunnels left behind by a horgar are extremely hot for three hours; the walls will cause 10 (2d10) points of fire damage if touched by bear flesh. Flammable objects will immediately burst into flame upon contact. They will remain hot to the touch, but not dangerous, for a full 24 hours after the horgar passes. In addition, there will be pools of highly corrosive acid left behind, each some 5 ft. in diameter. Any creature coming into contact with this acid will take 20 (10d4) points of acid damage per round.

HORGAR

Gargantuan monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 330 (30d10 + 180)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (-2)	22 (+6)	5 (-3)	7 (-2)	4 (-3)

Saving Throws Con +12

Damage Immunities acid, fire, lightning

Damage Resistance piercing, slashing damage

Senses blindsight 30', passive Perception 8

Languages -

Challenge 19 (22,000 XP)

Stony Hide. The hide of a horgar is both hard as granite and dripping with the acid it uses to burrow through the earth. Any weapon that does piercing or slashing damage must roll a d20. On a 1-10, the weapon is ruined.

ACTIONS

Squirt Acid. The horgar squirts acid in a 30 ft. cone. Any creature in the area must make a DC 25 Dexterity save or take 40 (20d4) points of acid damage. Those who save take half damage.

INGUNDI

Ingundi are reptilian humanoids that stalk their prey using a combination of illusion, charm, and ESP powers. In their natural form, they resemble lizardfolk with long tails. They will appear as a desirous member of the opposite sex, use their

telepathic powers to establish a rapport, and then dominate the prey to render it vulnerable to attack. If the prey is part of a group, the ingundi will convince it to go off alone, where it can be finished off.

INGUNDI

Medium humanoid (lizardfolk), chaotic evil

Armor Class 13 (natural armor)

Hit Points 30 (5d8 + 10)

Speed 30 ft.

STR
14 (+2)

DEX
10 (+0)

CON
14 (+2)

INT
7 (-2)

WIS
12 (+1)

CHA
17 (+3)

Senses passive Perception 13

Languages Common, Draconic

Challenge 1 (200 XP)

Innate Spellcasting. The ingundi's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spell, requiring no material components:

At will: *alter self* (**change appearance** option only), *dominate beast*, *dominate person*.

ACTIONS

Multiattack. The ingundi makes three attacks per round; two with its claws, and one with its bite.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) piercing damage.

KECH

Kech are tree-dwelling simians that prey on human and demi-human alike. Rather than fur, their green skin is covered in folds and wrinkles that look just like the leaves of the forest canopy they inhabit, making their camouflage nearly unmatched.

KECH

Medium humanoid, neutral evil

Armor Class 15 (natural armor)

Hit Points 42 (7d10 + 7)

Speed 60 ft., climb 30 ft.

STR
11 (+0)

DEX
17 (+3)

CON
12 (+1)

INT
9 (-1)

WIS
12 (+1)

CHA
10 (+0)

Saving Throws Dex +4, Wis +2

Senses passive Perception 13

Languages Common

Challenge 1/2 (50 XP)

Pass Without Trace. Any attempt to track a kech through woodlands is made at disadvantage.

ACTIONS

Multiattack. The kech makes three attacks per round; two with its claws, and one with its bite.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 1) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d6) piercing damage.

LICH

SUEL LICH

Suel liches are ancient and powerful undead creatures, survivors of the lost Suel Imperium, and among the few creatures to have survived the Rain of Colorless Fire. Few scholars have even heard of these creatures, and the secret of their transformation from life to unlife was lost with the destruction of the Suloise realm. It is believed that only a handful of these malign creatures still exist. Note that the stats below could easily be modified by having a host that is more robust, and 15th level is only a minimum for such creatures. Adjust the hit points and spellcasting ability accordingly.

Ancient Survivors. Suel liches endure by transferring their consciousness and life force from body to body, and by their strong ties to the negative energy plane. They have survived for eons by being almost indestructible and by their careful and subtle natures. As a rule, their first goal is to remain undetected for what they really are.

Magical Parasites. In their true form, Suel liches are humanoid blobs of dark energy with two burning red eyes. They inhabit the bodies of living creatures, which are quickly transformed by the malign power of the lich into a gaunt creature with leathery skin, skull-like features, and glowing eyes. Their host creatures age at three times the normal rate, and will be completely burned out if the lich gains a new level or is brought to zero hit points.

SUEL LICH*Medium undead, neutral evil***Armor Class** As host (13 is typical)**Hit Points** 150 (15d12+60)**Speed** 30 ft.**STR**
14 (+2)**DEX**
15 (+2)**CON**
18 (+4)**INT**
20 (+5)**WIS**
16 (+3)**CHA**
16 (+3)**Saving Throws** Con +10, Int +13, Wis +10, Cha +7

Skills Arcana +18, History +12 (Suel-specific history +18), Insight +9, Perception +11

Damage Resistances cold, lightning, necrotic**Damage Immunities** poison; bludgeoning, piercing, and slashing damage from non-magical weapons**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned**Senses** darkvision 60 ft., passive Perception 18**Languages** Common, Suloise, plus up to four other languages**Challenge** 22 (41,000 XP)

Magic Immunity. Cantrips and 1st and 2nd level spells will not affect a Suel lich. Enchantment type spells, regardless of level, are also completely ineffectual against a Suel lich.

Inhabit Body. When the body of a Suel lich is brought to zero hit points, or when it is burned out through age or level gain of the lich spirit as described above, the lich must occupy a new body. The transference must be done within one hour of the death of the host body, or the lich-spirit will be forever destroyed. The new host must be no more than 11 levels below the lich – thus, a 17th level Suel lich must have a host that is at least 6th level. If the new host is willing to accept the transference (and finding such a willing host will be a primary task of a Suel lich), no saving throw is required, and the transference simply happens. If the new host is unwilling, it is entitled to a DC 25 Wisdom save. Failure means the life force of the host is completely destroyed with absolutely no means of recovery, even if a *wish* spell is used.

Spellcasting. The Suel lich is a 15th level spellcaster. Its spellcasting ability is intelligence (spell save DC 20, +12 to hit with spell attacks). The Suel lich has the following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, message, minor illusion, ray of frost*1st level (4 slots): *charm person, chromatic orb, magic missile, sleep*2nd level (3 slots): *crown of madness, detect thoughts, ray of enfeeblement*3rd level (3 slots): *fireball, major image, slow*4th level (3 slots): *dimension door, greater invisibility, wall of fire*5th level (2 slots): *cloudkill, dominate person*6th level (1 slot): *disintegrate*7th level (1 slot): *prismatic spray*

8th level (1 slot): *dominate monster*

Death Gaze. When a creature with a challenge rating of 3 or less, or a character of level 3 or less that can see the Suel lich's eyes starts its turn within 30 feet of the medusa, the lich can force it to make a DC 14 Wisdom saving throw if the lich isn't incapacitated and can see the creature. If the saving throw fails, the creature takes 30 (6d10) necrotic damage. If the saving throw is successful, the creature is affected as if under the effect of a *fear* spell for 1 minute, but the lich need not concentrate to maintain the effect.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the lich until the start of its next turn, when it can avert its eyes again. If the creature looks at the lich in the meantime, it must immediately make the save.

ACTIONS

Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d10+2) necrotic damage. Creature touched must make a DC 20 Wisdom save or be paralyzed for 24 hours. When attacking, the Suel lich ignores all armor.

LOSEL

Also known as “lost ones,” losels are foul cross-breeds of orcs and boreamandrills. At home either on the ground or in the trees, they are often used as scouts for orc armies. They will wield crude weapons such as clubs and spears, and although they are less intelligent than orcs, they can speak a rough, guttural pidgin Orcish. They are known to collect the fingers of their victims as grizzly trophies. They are found in the northern forests, such as the Fellreve, Vesve, and occasionally the Borneal, and are often used as troops for the demigod Iuz.

LOSEL

Medium humanoid, chaotic evil

Armor Class 13 (natural armor)

Hit Points 13 (2d8+4)

Speed 30 ft., climb 30 ft.

STR
16 (+3)

DEX
14 (+2)

CON
14 (+2)

INT
5 (-3)

WIS
12 (+1)

CHA
8 (-1)

Skills intimidation +2

Senses darkvision 30 ft., passive Perception 11

Languages Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the losel can move up to its speed toward a hostile creature that it can see.

Pack Tactics. The losel has advantage on an attack roll against a creature if at least one of the losel's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage or 7 (1d8+3) piercing damage when used with both hands.

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+3) bludgeoning damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+3) piercing damage.

MANSCORPION

Manscorpions are hideous cursed creatures, a mixture of man and scorpion, filled with hatred and malice for all other creatures. They are a constant threat to travelers in and around the desert, including the native Flan tribesmen.

Remnants of Sulm. Manscorpions are the last living survivors of the ancient kingdom of Sulm, which rose to power nearly twenty-five hundred years ago in what is today called the Bright Desert, and fell after twelve hundred years of conquest and glory. The race of manscorpions arose as a result of the last king of Sulm using the powerful Scorpion Crown, which doomed himself and his people to their horrific existence. Since then, they have resented other peoples, and will seek to slay other creatures on sight.

MANSCORPION

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 84 (12d12+36)

Speed 60 ft.

STR
16 (+3)

DEX
14 (+2)

CON
17 (+3)

INT
10 (+0)

WIS
10 (+0)

CHA
13 (+1)

Saving Throws Str +2, Dex +2

Senses passive Perception 12

Languages Ancient Sulm-Flan (unintelligible to anyone else)

Challenge 8 (3,900 XP)

Stinging Frenzy. If the manscorpion finds itself reduced to 10 hit points or fewer, it will go into a frenzy of stinging with its tail, striking whatever creatures are closest and in range, favoring striking multiple creatures if applicable. During this frenzy, they get one additional tail attack, in addition to their normal multiattack sting and weapon attacks.

ACTIONS

Multiattack. The manscorpion makes two attacks per round: one with its sting and one with its weapon.

Glaive. *Melee Weapon Attack:* +8 to hit, 10 ft. reach, one target. *Hit:* 9 (1d10+3) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, 10 ft. reach, one target. *Hit:* 10 (2d6+3) piercing damage, plus victims must make a DC 15 Constitution save or take an additional 25 (5d10) poison damage, or half that on a successful save.

MIST WOLF

Mist wolves are magical cousins of regular wolves. More intelligent, and champions of law and good, they frequently appear only when evil is ascendant as they are implacable foes of evil. Unfortunately, this is often misinterpreted by onlookers, believing that the mist wolves are on the side of evil, when in fact they are there to combat it. They will, in fact, give up their lives protecting the innocent against evil forces. They can be found everywhere except the most extreme arctic and desert environments.

MIST WOLF

Medium beast, lawful good

Armor Class 13

Hit Points 35 (5d10+10)

Speed 60 ft.

STR
12 (+1)

DEX
15 (+2)

CON
14 (+2)

INT
10 (+0)

WIS
12 (+1)

CHA
10 (+0)

Skills Perception +5, Stealth +3

Senses passive Perception 13

Languages Common (understand only, no speech), Mist Wolf

Challenge 100 (100 XP)

Innate Spellcasting. The wolf's spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spell, requiring no material components:

Continuous (no action required): *detect evil and good*

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, 5 ft. reach, one target. *Hit:* 5 (2d4+1) piercing damage.

Wall of Fog. Twice per long rest, a mist wolf can create a magical cloud of fog ten feet on a side (1,000 cubic feet) centered on itself, which will obscure normal vision. It will naturally dissipate after 5 rounds. Note that the wolves themselves cannot see through this fog; it is often used to conceal a retreat.

MITE

Mites are tiny mischievous creatures that scurry forth from their tiny tunnels to waylay travelers and explorers. They will use traps such as tripwires, nets, and so forth to incapacitate victims, and then swarm atop them to stun them and drag them back to their lair, where they are kept for up to 4 days before being deposited naked in some larger corridor. Mites are humanoid, approximately 2 ft. in height, with skin that ranges from violet to gray. They have large, bat-like ears and large, hooked noses. They dress in rags, and are bald, but sport beards.

SNYAD (PESTIE)

Snyads, or pesties, are related to mites, but rather than engaging in hit-and-run attacks, they use their incredible speed and dexterity to snatch valuables from victims, often from their very hands. They are slightly taller than mites (2 ½ ft.), and have hair on their heads.

MITE

Tiny humanoid, lawful evil

Armor Class 11

Hit Points 8 (2d8)

Speed 20 ft.

STR

8 (-1)

DEX

10 (+0)

CON

10 (+0)

INT

7 (-2)

WIS

8 (-1)

CHA

7 (-2)

Skills Stealth +2

Senses passive Perception 11

Languages Mite

Challenge 1/4 (25 XP)

ACTIONS

Padded Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) bludgeoning damage, plus target must make a DC 10 Constitution save. Failure means the target is stunned until the end of its next turn. Rolling a 1 on the saving throw means the target is unconscious.

SNYAD

Tiny humanoid, neutral

Armor Class 23

Hit Points 8 (2d8)

Speed 90 ft.

STR

8 (-1)

DEX

20 (+5)

CON

10 (+0)

INT

7 (-2)

WIS

8 (-1)

CHA

7 (-2)

Skills Sleight of Hand +5, Stealth +2

Saving Throws Dex +4

Senses passive Perception 11

Languages Mite

Challenge 1/4 (25 XP)

ACTIONS

Steal. The snyad will use its sleight of hand skill to attempt to take some valuable. It can attempt to take something from a creature's grasp, but has disadvantage on the roll when doing so.

NECROPHIDIUS

A necrophidius is a magical construct, resembling a snake skeleton topped by a fanged humanoid head. The “ribs” are used as a myriad of legs, much like a centipede. The necrophidius is completely silent in all circumstances, plus it has no scent, making it very difficult to detect.

To create a necrophidius, a magical tome may be used (similar to a *manual of golems*), or a long and complex combination of spells and actions, plus materials costing 500 gp per hit point of the construct.

Single-Purpose Creations. Each necrophidius is created with a single goal in mind. If at any time this purpose is fulfilled, the magic animating the construct will instantly fade away. The necrophidius has enough intelligence to achieve its goal with subtlety, but will never waver from that goal. It will also not attempt to twist the meaning of the instruction it has been given; it will honor the true intent of its creator. No more than one necrophidius can be created by the same person with the same goal at the same time; the creation of the second will instantly cancel the magic animating the first.

Constructed Nature. A necrophidius doesn't require air, food, drink, or sleep.

NECROPHIDIUS

Large construct, unaligned

Armor Class 17

Hit Points 16 (4d8)

Speed 30 ft.

STR
10 (+0)

DEX
10 (+0)

CON
10 (+0)

INT
10 (+0)

WIS
10 (+0)

CHA
10 (+0)

Skills Stealth +4

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 1/4 (50 XP)

Silent. The necrophidius never makes any noise while moving; even traveling across a floor covered with dried leaves would not make any sound.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8) piercing damage. Any creature hit must make a DC 20 Constitution save. Failure means it is paralyzed for 10 minutes. Note that this is not poison damage; the paralyzation is magical in nature, not venomous.

NEEDLEMAN

Needlemen are intelligent, mobile plants that closely resemble humans. Their coloring depends on the season; they go from green in the spring and summer, to red-brown in autumn, and black in winter (they do not hibernate in the winter, however). What is outstanding about their appearance, however, is the thousands of sharp needles that cover their skin, which can be fired out as missiles at prey.

Haters of elves. Needlemen have an inexplicable hatred of elves of all types, and will attack them in preference to any other creature. They can detect elves by scent within a quarter mile. Legend has it that the original needlemen were ordinary humans who were attacked by wood or wild elves. Calling upon Ralishaz, the god transformed them into needlemen to more effectively deal with their situation.

NEEDLEMAN

Size type, alignment

Armor Class 13 (natural armor)

Hit Points 28 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills stealth +4 (in woodland only)

Saving Throws Dex +2

Senses passive Perception 13

Languages Needleman

Challenge 1/4 (50 XP)

Vulnerable to Magic. Spells which cause damage do triple damage to needlemen. Spells which do not cause damage are three times as effective against needlemen as they might otherwise be, if applicable. Needlemen will still have normal saving throws, if any. Magic weapons will have their magic bonus tripled against needlemen; thus, a +2 sword is treated as being +6 against a needleman.

ACTIONS

Slap. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) points of bludgeoning damage plus 5 (2d4+1) points of piercing damage.

Volley of Needles. *Ranged Weapon Attack:* +4 to hit, range 20 ft., 1d6 targets (if fewer targets are in range, multiple attacks against the same target are possible). *Hit:* 2 points of piercing damage.

NIMBUS

Nimbuses are native to the quasi-elemental plane of lightning (between the elemental plane of air and the plane of positive energy). They will sometimes visit the material plane through naturally-occurring gates that appear during the most violent of thunderstorms where they dance and play among the mountain peaks. When they do appear on the material plane, they are solitary, although on their home plane they are gregarious. They are rare, but more often seen in the Sulhaut mountains, the Crystalmists, and other high mountain ranges.

A nimbus is composed of living electricity, and thus has no fixed form.

A Totally Alien Concept of Life. Nibuses do not have any idea that animals and plants are even alive. They consider such life impossible to consider, and are much more likely to view phenomena that are made of energy and plasma (such as lightning and fire) as living creatures. They are thus not aggressive towards living creatures, but will defend themselves if attacked, the same way a human might beat out an ember that happened to land on his cloak.

Elemental Nature. A nimbus doesn't require air, food, drink, or sleep.

NIMBUS

Small elemental, neutral

Armor Class 17

Hit Points 70 (10d10+20)

Speed 0 ft., fly 120 ft. in bolt form, fly 60 ft. in all other forms

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	3 (-4)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons

Damage Immunities poison, lightning, acid

Damage Vulnerabilities water-based magical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Fulmen

Challenge 1 (200 XP)

Lightning Form. The nimbus can appear as a ball of crackling lightning, a sheet of lightning resembling an aurora, bolts of lightning arcing from one object to another, or St. Elmo's Fire (a flickering glow surrounding some object). It can change from one such form to another at will. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the nimbus or hits it with a metal weapon takes 1d6 points of lightning damage. The nimbus can enter a hostile creature's space and stop there. Ferrous metal objects within 10 feet of the nimbus will take on

a glow of St. Elmo's fire, while living creatures within 30 ft. will feel their hair stand on end.

ACTIONS

Engulf. If the nimbus ends its move in the same space as an enemy, it may roll to hit as a bonus action. If the target is wearing ferrous metal armor or has more than 25 pounds of ferrous metal on its person, the nimbus has advantage to hit. If it is successful, it has engulfed the creature. If engulfed, the nimbus can shock the creature for 15 (5d6) points of lightning damage.

Lightning bolt. *Ranged weapon attack:* +7 to hit, range 60 ft., one target. *Hit:* 7 (2d6) lightning damage.

PARA-ELEMENTAL

Para-elementals hail from those regions that lie between the traditional elemental planes; known elsewhere as Frostfell, the Swamp of Oblivion, the Fountains of Creation, and the Great Conflagration, the sages and savants of Oerth collectively label these the “para-elemental” planes, and have noted four distinct native elemental spirits native thereto.

Para-elementals are incarnated fusions of the elements that make up the universe: air, earth, fire, and water. Though little more than animated energy on their own planes of existence, they can be called on by spellcasters and powerful beings to take shape and perform tasks.

Living Elements. On its home plane, a para-elemental is a bodiless life force. Its dim consciousness manifests as a physical shape only when focused by the power of magic. A wild spirit of hybrid elemental force has no desire except to course through the mixture of elements of its native plane. Like beasts of the Material Plane, these para-elemental spirits have no society or culture, and little sense of being.

Conjured by Magic. Certain spells and magic items can conjure a para-elemental, summoning it from the Inner Planes to the Material Plane. Like their elemental cousins, para-elementals instinctively resent being pulled from their native planes and bound into service. A creature that summons an elemental must assert force of will to control it. Some spells and magic items can specifically summon para-elementals of various kinds. The spell *conjure elemental* can be used to summon a para-elemental as well, but a DC 10 spellcasting check must be made. If it fails, a regular elemental of a type belonging to one of the adjacent elemental planes to the para-elemental you were trying to conjure will appear instead. For instance, if you attempt to conjure a magma para-elemental and fail, there is a 50% chance that either an earth or fire elemental will appear in its place.

Elemental Nature. A para-elemental doesn't require air, food, drink, or sleep.

ASH PARA-ELEMENTAL

Ash para-elementals are native to the plane of ash, also known as the Great Conflagration, between air and fire. They resemble clouds of ash and soot, flecked with red-hot embers, with portions thick and black, and others glowing orange from the heat. If using a *conjure elemental* spell, a bit of ash is needed as the material component when attempting to summon one.

ICE PARA-ELEMENTAL

Ice para-elementals are native to the plane of ice, also known as Frostfell, between air and water. They resemble tall, semi-translucent humanoids sculpted from living ice, and are coated with frost. If using a *conjure elemental* spell, a

The Para-Elemental Planes

- Ash, between elemental Fire and Air (aka the Great Conflagration)
- Ice, between elemental Air and Water (aka Frostfell)
- Ooze, between elemental Water and Earth (aka the Swamp of Oblivion)
- Magma, between elemental Earth and Fire (aka the Fountains of Creation)

pinch of ice or snow is needed as the material component when attempting to summon one.

MAGMA PARA-ELEMENTAL

Magma para-elementals are native to the plane of magma, also known as the Fountains of Creation, between earth and fire. They resemble humanoid forms made of stone from the waist up, but their bottom halves are pillars of molten rock. They are sometimes called heat elementals. If using a *conjure elemental* spell, a burning coal is needed as the material component when attempting to summon one.

OOZE PARA-ELEMENTAL

Ooze para-elementals are native to the plane of ooze, also known as the Swamp of Oblivion, between earth and water. They are semi-solid masses of muck with dark writhing tentacles. They are sometimes called mud elementals. If using a *conjure elemental* spell, a small amount of mud is needed as the material component when attempting to summon one.

ASH PARA-ELEMENTAL

Large elemental, neutral

Armor Class 17

Hit Points 84 (12d10+24)

Speed 0 ft., fly 70 ft. (hover)

STR
12 (+1)

DEX
19 (+4)

CON
15 (+2)

INT
6 (-2)

WIS
10 (+0)

CHA
7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Auran

Challenge 5 (1,800 XP)

Ash Form. A creature that touches the para-elemental or hits it with a melee attack while within 5 feet of it takes 4 (1d6) fire damage. In addition, the para-elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 4 (1d6) fire damage; exposed flammable objects will catch fire, but the creature itself will not unless it is vulnerable to fire damage. Such creatures will take 4 (1d6) fire damage at the start of each of its turns until someone takes an action to douse the fire. It can move through a space as narrow as 1 inch wide without squeezing.

Water Susceptibility. For every 5 feet the para-elemental moves in (not over) water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The para-elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d8+3) bludgeoning damage.

Fiery Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC Strength saving throw. On a failure, a target takes 10 (2d8+2) bludgeoning damage and 7 (1d8+3) fire damage and is flung up to 10 feet away from the para-elemental in a random direction and is knocked prone. Exposed flammable objects will catch fire, but the creature itself will not unless it is vulnerable to fire damage. Such creatures will take 4 (1d6) fire damage at the start of each of its turns until someone takes an action to douse the fire. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning and fire damage and isn't flung away or knocked prone.

ICE PARA-ELEMENTAL

Large elemental, neutral

Armor Class 17

Hit Points 126 (12d10+60)

Speed 30 ft., burrow (in ice/snow) 30 ft.

STR
16 (+3)

DEX
17 (+3)

CON
20 (+5)

INT
6 (-2)

WIS
10 (+0)

CHA
7 (-2)

Damage Susceptibilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Aquan

Challenge 5 (1,800 XP)

Ice Glide. The para-elemental can burrow through nonmagical, unworked ice and snow. While doing so, the elemental doesn't disturb the material it moves through.

Fire Susceptibility. For every 5 feet the para-elemental moves in fire, it takes 1 fire damage.

ACTIONS

Multiattack. The para-elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage plus 4 (1d6) cold damage.

MAGMA PARA-ELEMENTAL*Large elemental, neutral***Armor Class** 15**Hit Points** 114 (12d10+48)**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	22 (+4)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** poison**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10**Languages** Ignan, Terran**Challenge** 5 (1,800 XP)

Magma Form. The para-elemental can move through a space as narrow as 1 ft. wide without squeezing. A creature that touches the para-elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Illumination. The para-elemental sheds dim light in a 30 feet radius.

Water Susceptibility. For every 5 feet the para-elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The para-elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage plus 4 (1d6) fire damage.

OOZE PARA-ELEMENTAL*Large elemental, neutral*

Armor Class 15**Hit Points** 114 (12d10+4)**Speed** 30 ft.**STR**
19 (+4)**DEX**
11 (+0)**CON**
19 (+4)**INT**
5 (-3)**WIS**
10 (+0)**CHA**
6 (-2)**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** poison**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10**Languages** Terran, Aquan**Challenge** 5 (1,800 XP)

Mud Form. The para-elemental can enter a hostile creature's space and stop there. Once stopped, the para-elemental's space is considered difficult terrain; every foot moved costs an additional foot. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the para-elemental takes cold damage, it partially freezes; its speed is reduced by 10 feet until the end of its next turn.

ACTIONS

Multiattack. The para-elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage

PLANT, CARNIVOROUS

Like many lands, the Flanaess is infested with a variety of plants that feed on animals. Some are semi-intelligent, while others are completely mindless, operating entirely on reflex. Some are ambulatory, while others are rooted to the ground like conventional plants. A few such varieties are detailed below.

GIANT POLYP

The giant polyp is a cousin of the ordinary sea anemone, and can be found in subterranean locales, usually in pools of stagnant water. They have 24 tentacles evenly spaced around their semi-spherical body, but no more than 3 can attack a single man-sized creature at once. Each tentacle bears a spine at the tip that injects victims with a paralyzing venom.

KAMPFULT (SINEWY MUGGER)

Kampfults are semi-mobile, resembling dead tree stumps with long branches which are actually prehensile vines used to attack prey. They are small, and usually feed on small animals such as mice, rabbits, squirrels, etc. It relies on its non-threatening appearance to entice prey to come within range, but rarely attacks medium or large creatures.

VAMPIRE CACTUS

Vampire cacti dwell in deep deserts where they obtain moisture from animals that they attack. They have 12 broad leaves that it can move in such a way as to deflect attacks against the body, and each leaf also has a barbed needle at the tip. They can fire their needles into prey, and then drain the blood through narrow connecting tubules. They are most commonly found in the Bright Desert, but specimens have been found in the Dry Steppe and the Sea of Dust.

GIANT POLYP

Large plant, unaligned

Armor Class 13

Hit Points 70 (10d10+20)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-4)	15 (+2)	6 (-3)	10 (+0)	3 (-5)

Saving Throws Wisdom +4

Damage Vulnerability fire damage

Senses tremorsense 30 ft., passive Perception 12

Languages -

Challenge 6 (2,300 XP)

Independent Body. The tentacles of the giant polyp each have 8 hit points, and are resistant to bludgeoning and piercing damage. Once destroyed, they regenerate in 4 days. Tentacles' hit points do not count against the hit point total of the creature.

ACTIONS

Multiattack. Normally, the giant polyp can attack up to 8 creatures at once, each with 3 tentacles. Bear in mind the even placement of tentacles around the polyp's body when determining whether a creature is in range. Any creature attempting to attack the central trunk will also be attacked by 4 spikes, which cover the trunk, as well as attacks by the tentacles.

Tentacle. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. **Hit:** 3 (1d4) points piercing damage. Any creature hit must make a Constitution save or become paralyzed for 10 rounds. Paralyzed victims will be carried to the polyp's maw

in two rounds, and will be slain by the digestive juices 5 rounds after that.

Spike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8) points piercing damage.

KAMPFULT

Small plant, unaligned

Armor Class 15

Hit Points 20 (4d8+4)

Speed 10 ft.

STR
16 (+3)

DEX
9 (-1)

CON
12 (+1)

INT
6 (-2)

WIS
10 (+0)

CHA
3 (-5)

Skills Stealth +6

Senses blindsight 60 ft., passive Perception 12

Languages -

Challenge 1 (200 XP)

Independent Body. The tentacles of the kampfult each have 4 hit points, and are resistant to bludgeoning and piercing damage. Once destroyed, they regenerate in 4 days. Tentacles' hit points do not count against the hit point total of the creature.

ACTIONS

Multiattack. A kampfult can attack up to 4 creatures at once with its vines. Bear in mind the even placement of vines around the kampfult's body when determining whether a creature is in range.

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 6 feet, one target. *Hit:* 2 points bludgeoning damage, plus the target must make a DC 15 Strength check or be grappled. Grappled creatures take 2 points of bludgeoning damage at the start of the kampfult's turn automatically, with no roll to hit required, until the grapple is ended.

VAMPIRE CACTUS

Medium plant, nonaligned

Armor Class 13
Hit Points 42 (6d8+18)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	1 (-5)

Saving Throws Dex +4
Damage Immunities lightning
Damage Vulnerabilities fire
Senses blindsense 60 ft., passive Perception 13
Languages –
Challenge 3 (700 XP)

Independent Body. The leaves of the vampire cactus are used to defend the body. Each leaf is AC 12 and has 8 (2d8) hit points. Each tubule has 8 hit points, and they are resistant to bludgeoning and piercing damage in addition to the attributes listed above. Once destroyed, each will regenerate in 4 days. Leaves' and tubules' hit points do not count against the hit point total of the creature. If a leaf is destroyed, the tubule that sprouts from it will also cease to function.

Blood Draining. The vampire cactus lives by draining blood from its victims. Once it has drained a total of 100 hit points from its victims, it becomes sated and will draw in its tubules and not attack anything else for 48 hours.

ACTIONS

Multiattack. A vampire cactus can attack up to 12 creatures at once with its tubules, and up to 6 can be shot at the same target. In addition, each of the 12 leaves can deflect a blow made against the body.

Blood Drain. Ranged Weapon Attack: +4 to hit, reach 20 ft., one target. Hit: 2 points of piercing damage. Any creature hit is connected to the vampire cactus by the tubule. As long as that is the case, the target cannot move more than 20 ft. from the cactus. Creatures struck by the tubule can take an action to remove it, but the wicked barbs on the end will inflict 6 (2d6) points of slashing damage in the process. At the start of the vampire cactus' turn, each creature struck will automatically lose 4 (1d6) hit points due to blood loss. The tubule itself is severed if it takes 8 points of slashing damage. Once a victim dies, the vampire cactus can detach the tubule and pull it back in but a single round, ready to attack some other prey if needed.

Leaf. The cactus has 12 leaves. In each round, any attack made against the body of the plant can be deflected by one of the 12 leaves. The plant must make a DC 10 Dexterity saving throw. If it is successful, the leaf will take the damage from the blow, rather than the body of the plant. As long as the leaf is not destroyed (each has 10 (2d8+2) hit points), the functioning of its associated tubule is unaffected.

QUASI-ELEMENTAL

Quasi-elementals are those creatures native to the quasi-elemental planes that border between the elemental and either the negative or positive energy planes. Thus, there are four kinds of positive-energy quasi-elementals, each aligned to one of the main elements, and four kinds of negative-energy elementals, similarly aligned.

Quasi-elementals are incarnated fusions of the physical elements that make up the universe – air, earth, fire, and water – and the incarnated energies of positivity and negativity. Though little more than animated energy on their own planes of existence, they can be called on by spellcasters and powerful beings to take shape and perform tasks.

Living Elements. On its home plane, a quasi-elemental is a bodiless life force. Its dim consciousness manifests as a physical shape only when focused by the power of magic. A wild spirit of hybrid elemental force has no desire except to course through the mixture of elements of its native plane. Like beasts of the Material Plane, these quasi-elemental spirits have no society or culture, and little sense of being.

Conjured by Magic. Certain spells and magic items can conjure a quasi-elemental, summoning it from the Inner Planes to the Material Plane. Like their elemental and para-elemental cousins, quasi-elementals instinctively resent being pulled from their native planes and bound into service. A creature that summons an elemental must assert force of will to control it. Some spells and magic items can specifically summon para-elementals of various kinds. The spell *conjure elemental* can be used to summon a quasi-elemental as well, but doing so is a very dangerous prospect. First, a DC 20 spellcasting check must be made. If it fails, a regular elemental of a type belonging to one of the adjacent elemental planes to the quasi-elemental you were trying to conjure will appear instead. For instance, if you attempt to conjure a mineral quasi-elemental and fail, an earth elemental will appear in its place. However, if you fail the spellcasting check with a natural 1, you will instead summon a xag-ya (if attempting to summon a positive quasi-elemental) or a xeg-yi (if attempting to summon a negative quasi-elemental). The xag-ya or xeg-yi will instantly attack at the affront.

Elemental Nature. A quasi-elemental doesn't require air, food, drink, or sleep.

*** Begin Sidebar ***

*** End Sidebar ***

DUST QUASI-ELEMENTAL

Dust quasi-elementals are native to the plane of Dust, between elemental Earth and Negative energy. They resemble great clouds of swirling dust. If using a

The Quasi-Elemental Planes

The following planes are adjacent to the positive energy plane:

- Lightning (Air + Positive energy)
- Mineral (Earth + Positive energy)
- Radiance (Fire + Positive energy)
- Steam (Water + Positive energy)

The following planes are adjacent to the negative energy plane:

- Dust (Earth + Negative energy)
- Salt (Water + Negative energy)
- Smoke (Fire + Negative energy)
- Vacuum (Air + Negative energy)

conjure elemental spell, a pinch of dust is needed as the material component when attempting to summon one. Failure on your saving throw while attempting to conjure one will instead summon a hostile xeg-yi.

LIGHTNING QUASI-ELEMENTAL

Lightning quasi-elementals are native to the plane of Lightning, between elemental Air and Positive energy. They resemble crackling orbs surrounded by discharges of electricity. If using a *conjure elemental* spell, a glass rod and a bit of wool are needed as the material component when attempting to summon one. Failure on your saving throw while attempting to conjure one will instead summon a hostile xag-ya.

MINERAL QUASI-ELEMENTAL

Mineral quasi-elementals are native to the plane of Mineral, between elemental Earth and Positive energy. They are vaguely humanoid in appearance, consisting of a shining complex of crystals, many with razor sharp edges, in a swirl of colors. If using a *conjure elemental* spell, a bit of mica, quartz, or other crystalline mineral is needed as the material component when attempting to summon one. Failure on your saving throw while attempting to conjure one will instead summon a hostile xag-ya.

RADIANCE QUASI-ELEMENTAL

Radiance quasi-elementals are native to the plane of Radiance, between elemental Fire and Positive energy. They resemble solid balls of flame that are unnaturally bright. If using a *conjure elemental* spell, a red-hot ember is needed as the material component when attempting to summon one. Failure on your saving throw while attempting to conjure one will instead summon a hostile xag-ya.

SALT QUASI-ELEMENTAL

Salt quasi-elementals are native to the plane of Salt, between elemental Water and Negative energy. They are massive humanoid consisting of rock salt. If using a *conjure elemental* spell, a pinch of sea salt is needed as the material component when attempting to summon one. Failure on your saving throw while attempting to conjure one will instead summon a hostile xeg-yi.

SMOKE QUASI-ELEMENTAL

Smoke quasi-elementals are native to the plane of Smoke, between elemental Fire and Negative energy. They resemble sentient clouds of dark smoke. If using a *conjure elemental* spell, back smoke or incense is needed as the material component when attempting to summon one. Failure on your saving throw while attempting to conjure one will instead summon a hostile xeg-yi.

STEAM QUASI-ELEMENTAL

Steam quasi-elementals are native to the plane of Steam, between elemental Water and Positive energy. They resemble organized clouds of vapor. If using a *conjure elemental* spell, boiling water is needed as the material component when attempting to summon one. Failure on your saving throw while attempting to conjure one will instead summon a hostile xag-ya.

VACUUM QUASI-ELEMENTAL

Vacuum quasi-elementals are native to the plane of Vacuum, between elemental Air and Negative energy. They are rippling voids that radiate cold. If using a *conjure elemental* spell, a small glass vial from which the air has been alchemically removed (cost 50 gp) is needed as the material component when attempting to summon one. Failure on your saving throw while attempting to conjure one will instead summon a hostile xeg-yi.

DUST QUASI-ELEMENTAL

Large elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR
14 (+2)

DEX
20 (+5)

CON
16 (+3)

INT
5 (-3)

WIS
10 (+0)

CHA
5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, necrotic

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Dust Form. The quasi-elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The quasi-elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (1d8+5) bludgeoning damage and 10 (1d8+5) necrotic damage.

Suffocation (Recharge 4-6). Each creature in the quasi-elemental's space must make a DC 14 Strength saving throw. On a failure, a target is considered to be suffocating and must either take an action to move out of the quasi-elemental's space or continue being suffocated. Note that the quasi-elemental could follow along and continue to suffocate its victim, without interruption, as a reaction.

LIGHTNING QUASI-ELEMENTAL*Large elemental, neutral good***Armor Class** 18 (natural armor)**Hit Points** 90 (12d10 + 24)**Speed** 0 ft., fly 90 ft. (hover)**STR**
14 (+2)**DEX**
20 (+5)**CON**
14 (+2)**INT**
7 (-2)**WIS**
10 (+0)**CHA**
7 (-2)**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** poison, lightning, radiant**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious**Senses** darkvision 60 ft., passive Perception 10**Languages** Auran**Challenge** 5 (1,800 XP)

Lightning Form. The quasi-elemental appears as a ball of crackling lightning. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the quasi-elemental or hits it with a metal weapon takes 1d6 points of lightning damage. The quasi-elemental can enter a hostile creature's space and stop there. Ferrous metal objects within 10 feet of the nimbus will take on a glow of St. Elmo's fire, while living creatures within 30 ft. will feel their hair stand on end. Lightning damage will heal instead of harm the quasi-elemental, up to hits normal maximum hit points.

ACTIONS

Lightning Blast. *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target. *Hit:* 14 (2d8+5) lightning damage.

Ball Lightning (Recharge 4-6). The lightning quasi-elemental releases a globe of ball lightning which immediately moves at a speed of 30 ft. towards the largest concentration of ferrous metal within 60 ft (this will typically involve figures in metal armor). Once per round, the ball lightning will discharge a bolt of lightning towards the largest concentration of ferrous metal within 10 ft., causing 4 (2d6) points of lightning damage to those who fail a DC 13 Dexterity save, and half damage to those who save. Each lightning quasi-elemental can only have one ball lightning at any given time, but once discharged, requires no further actions to direct it – the ball lightning is self-directing.

MINERAL QUASI-ELEMENTAL*Large elemental, neutral good*

Armor Class 16 (natural armor)**Hit Points** 114 (12d10+48)**Speed** 30 ft., burrow 30 ft.**STR**
18 (+4)**DEX**
14 (+2)**CON**
18 (+4)**INT**
7 (-2)**WIS**
10 (+0)**CHA**
9 (-1)**Damage Vulnerabilities** thunder**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** poison, radiant**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious**Senses** darkvision 60 ft., passive Perception 10**Languages** Terran**Challenge** 5 (1,800 XP)

Earth Glide. The quasi-elemental can burrow through nonmagical, unworked earth and stone. While doing so, the quasi-elemental doesn't disturb the material it moves through.

Prism Form. The quasi-elemental's body is made up of semi-translucent, sharp facets. Any creature making a bare-handed attack against it, including attacks using claws, talons, fists, bites, etc., will take 3 (1d4) points of slashing damage. In addition, any Radiant damage taken by the quasi-elemental will be refracted by its body and disbursed evenly among all creatures within a 20 ft. radius, while the quasi-elemental itself takes none.

ACTIONS

Multiattack. The quasi-elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8+4) points of slashing plus 9 (1d8+4) points of radiant damage.

RADIANCE QUASI-ELEMENTAL*Large elemental, neutral good***Armor Class** 13 (natural armor)**Hit Points** 114 (12d10 + 48))**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	7 (-2)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons; fire, lightning
Damage Immunities poison, radiant
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 5 (1,800 XP)

Radiant Form. The quasi-elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space and stops there, that creature takes 5 (1d10) radiant damage, and the same damage at the beginning of the quasi-elemental's turn until they no longer share the same space. It can move through a space as narrow as 1 inch wide without squeezing.

Illumination. The quasi-elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

ACTIONS

Multiattack. The quasi-elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) radiant damage.

SALT QUASI-ELEMENTAL					
<i>Large elemental, neutral evil</i>					

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	20 (+5)	4 (-3)	10 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison, necrotic
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Aquan

Challenge 5 (1,800 XP)

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The quasi-elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage, plus 10 (1d8 + 5) necrotic damage.

SMOKE QUASI-ELEMENTAL

Large elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR
14 (+2)

DEX
19 (+4)

CON
14 (+2)

INT
5 (-3)

WIS
10 (+0)

CHA
5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, necrotic

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Smoke Form. The quasi-elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. The space where the quasi-elemental is, is heavily obscured. Any other creature therein is blinded.

ACTIONS

Multiattack. The quasi-elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 8 (1d8+3) bludgeoning damage plus 8 (1d8 +3)

necrotic damage.

STEAM QUASI-ELEMENTAL

Large elemental, neutral good

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	14 (+2)	6 (-2)	10 (+0)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons, fire

Damage Immunities poison, radiant

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Steam Cloud Form. The quasi-elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, or at the beginning of the quasi-elemental's turn, that creature takes 3 (1d10) fire damage. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The quasi-elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 7 (1d6+3) fire damage plus 7 (1d6+3) radiant damage.

VACUUM QUASI-ELEMENTAL

Large elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 0 ft., 120 ft. (hover)

STR
10 (+0)

DEX
20 (+5)

CON
14 (+2)

INT
5 (-3)

WIS
10 (+0)

CHA
5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, necrotic

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Vacuum Form. The quasi-elemental can enter a hostile creature's space and stop there. Any creatures in that space immediately begin to suffocate and take 6 (1d6 +2) necrotic damage on the first round the quasi-elemental enters the space, and at the beginning of each of its turns thereafter. One of the quasi-elemental's favorite tactics is to move along with an encircled victim, forcing it to keep moving while it tags along continuing the suffocation. It can move through a space as narrow as 1 inch wide without squeezing. Wherever it is, the equivalent of a *gust of wind* spell will be in effect in a 20 ft. radius, always blowing in towards the quasi-elemental.

ACTIONS

Chill of Space (Recharge 3-6). *Ranged Weapon Attack:* +7 to hit, range 10 ft., all targets in range. *Hit:* All creatures in range take 6 (1d6 + 2) cold damage.

RAT

At least two special species of rat exists in the Flanaess; the voracious camprat, and the cloud-dwelling vapor rat.

CAMPRAT

Camprats are small rats noted for their voracious hunger and incredible perseverance in obtaining anything remotely edible. They are a plague on travelers in the Kron Hills, the Hestmark Highlands, the Abbor-Alz, and most other hills and highlands. They will often strip an area bare of vegetation, and will stop at nothing to steal food from travelers, without the most stringent of precautions (such as placing it in a locked iron box).

VAPOR RAT

Vapor rats are akin to giant rats, but are known to inhabit magical cloud islands as well as normal places a giant rat might be expected. If wounded or seriously threatened, a vapor rat will use its *gaseous form* ability to escape.

CAMPRAT

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4-1)

Speed 50 ft.

STR

2 (-4)

DEX

13 (+1)

CON

9 (-1)

INT

2 (-4)

WIS

10 (+0)

CHA

4 (-3)

Senses passive Perception 10

Languages -

Challenge 0 (10 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Voracious. Any foodstuffs in the space occupied by a camprat will be devoured at a rate of 1 day's worth of rations per round. Only food protected by containers made of stone, metal, or magical force will be protected. A camprat will chew through wood, leather, wicker, etc. in their quest to eat.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

SWARM OF CAMPRATS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 24 (7d8-7)

Speed 60 ft.

STR

9 (-1)

DEX

13 (+1)

CON

9 (-1)

INT

2 (-4)

WIS

10 (+0)

CHA

1 (-5)

Damage Immunities bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages -
Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Voracious. Any foodstuffs in the space occupied by a swarm of camprats will be devoured in but a single round. Only food protected by containers made of stone, metal, or magical force will be protected. The rats will chew through wood, leather, wicker, etc. in their quest to eat.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

VAPOR RAT

Small beast, unaligned

Armor Class 13
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (-2)	11 (+0)	7 (-2)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages -
Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Death Vapor. If killed, the vapor rat will release a cloud of gas similar to a stinking cloud spell. The gas will only affect a 5 ft. radius from the creature's body, and will only last for 2 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Gaseous Form. The vapor rat can assume the form of a rat-shaped bit of cloud, or turn itself back into its regular material form. In this form, they have a flying move of 10 ft., but cannot bite. While in gaseous form they have advantage when attempting to blend in with other clouds, such as when hiding, etc. In this form the rat can occupy the space of another creature, is immune to all non-magical damage, has advantage on all Strength, Dexterity, and Constitution saving throws, can pass through small holes and cracks, but treats liquids as if they were solid.

SHADOW

Shadows of the normal sort detailed in the Monster Manual are of course known on Oerth, but another variety, the slow shadow, is also known.

SLOW SHADOW

Slow shadows are similar to their regular shadow cousins, but the two are known to despise one another.

Dark Disposition. Slow shadows hate life and everything that reminds them of their previous existence as living beings, even treasure which they will destroy or hide. If a creature is killed by a slow shadow, its shadow breaks free, becoming a new undead slow shadow hungry for more life to consume.

If a creature from which a slow shadow has been created somehow returns to life, its undead shadow senses its return. The slow shadow might seek its “parent” to vex or slay. Whether the shadow pursues its living counterpart, the creature that birthed the shadow no longer casts one until the monster is destroyed.

Undead Nature. A shadow doesn’t require air, food, drink, or sleep.

SLOW SHADOW

Medium undead, chaotic evil

Armor Class 11

Hit Points 28 (4d8+12)

Speed 40 ft.

STR
7 (-2)

DEX
14 (+2)

CON
15 (+2)

INT
7 (-2)

WIS
10 (+0)

CHA
7 (-2)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant**Damage Resistances** acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons.**Damage Immunities** necrotic, poison**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** darkvision 60 ft., passive Perception 10**Languages** -**Challenge** 1/2 (100 XP)**Amorphous.** The slow shadow can move through a space as narrow as 1 inch wide without squeezing.**Shadow Stealth.** While in dim light or darkness, the shadow can take the Hide action as a bonus action.**Sunlight Weakness.** While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.**Haste Aversion.** If a *haste* spell is cast, it will cause all slow shadows within 30 ft. to move as far away from the caster as possible for 5 rounds.**ACTIONS****Attach.** Upon making a successful attack roll, the slow shadow will attach itself to its victim's shadow. While so attached, the victim will function as if it were under a *slow* spell (as per the spell description). In addition, the victim will take 5 (2d4) points of cold damage each round. If the victim dies, a new slow shadow will rise from the corpse in 1d4 hours, unless a *remove curse* spell is cast upon the body before then.**SEA SNAIL**

Sea snails are gigantic behemoths who dwell on shallow sea bottoms. Relatives of the conch, they are prized for their hard and beautiful shells, which can fetch many thousands of gp, especially if they are undamaged. If attacked, they will retreat into their shells and release their toxic fluid to deter attackers. If the attackers persist, they will begin to wail, summoning merfolk to their defense. Merfolk have a strong relationship to sea snails, and will sometimes tame the snails and use them as mounts.

NAME*Gargantuan beast, unaligned***Armor Class** 13 (natural armor)**Hit Points** 150 (15d12+60)**Speed** 20 ft.**STR****DEX****CON****INT****WIS****CHA**

23 (+6)	10 (+0)	22 (+6)	1 (-5)	10 (+0)	3 (-4)
<p>Saving Throws Str +8, Con +6 Damage Immunities Poison Condition Immunities Poisoned Senses darkvision 60 ft., passive Perception 10 Languages - Challenge 8 (3,900 XP)</p>					
<p>Water Breathing. The sea snail can only breathe underwater.</p>					
<p>ACTIONS</p>					
<p>Bite. <i>Melee Weapon Attack:</i> +9 to hit, reach 10 ft., one target. Hit: 12 (3d8) piercing damage.</p>					
<p>Shell Defense. The sea snail withdraws into its shell, gaining a +8 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.</p>					
<p>Viscous Poison. The sea snail releases a cloud of poison in a viscous gel in a 20 ft. radius around itself. Any creature in range must make a Constitution save with a -3 penalty. Failure indicates the creature is paralyzed for 3 hours. It will only do this after it has withdrawn into its shell.</p>					
<p>Wail. The sea snail emits a high-pitched wail which alerts any merfolk in the vicinity that the creature is in trouble. On the round following the start of the wail, 1d10 merfolk will arrive and will fight to defend the sea snail. On each round thereafter, 1d10 additional merfolk will arrive, until a total of 50 have come to the snail's defense.</p>					

SPRIGGAN

Spriggans are cousins to gnomes. They are ugly and misanthropic by nature, with thick bodies, bulbous noses, and skin of dull yellow hue. They are all skilled thieves, and spriggan bands are frequently encountered as bandits. Spriggans despise gnomes and will seek to harm them if at all possible.

Size Changers. Spriggans have the ability to change in size from their normal 3 ft. high stature to giants 12 ft. tall. While small, they have a variety of magical abilities, but while large their fighting prowess improves dramatically.

SPRIGGAN, SMALL

Small humanoid, chaotic evil

Armor Class 20 (chain mail)

Hit Points 30 (6d8+6)

Speed 30 ft.

STR
10 (+0)

DEX
17 (+4)

CON
12 (+1)

INT
14 (+2)

WIS
14 (+2)

CHA
13 (+1)

Saving Throws Dex +2

Skills Sleight of Hand +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnomish

Challenge 4 (1,100 XP)

Innate Spellcasting. The spriggan's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

1/day each: *fear*, *produce flame*, *shatter*

Thieves' Tools. Spriggans are proficient with thieves' tools.

Cunning Action. Spriggans may take a bonus action at the end of any round. They may use this to take the Dash, Disengage, Hide, or Use and Object actions; to make a Dexterity (Sleight of Hand) check; or to use their thieves' tools to disarm a trap or open a lock.

Second-Story Work. Spriggans may climb at the same rate as moving normally.

Uncanny Dodge. When an attacker the spriggan can see hits it, the spriggan can use its reaction to only take half damage.

Evasion. When subjected to an effect or attack that requires a Dexterity saving throw to take half damage, spriggans take half damage normally, and no damage at all if the Dexterity check is successful.

ACTIONS

Enlarge. The spriggan magically increases in size, along with anything it is wearing or carrying. The transformation takes until the start of the spriggan's next turn, during which time it can only move 10 ft., and can neither attack nor cast spells. See below for the stats of the spriggan in giant form.

Halberd. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Attacks are made with disadvantage due to the weapon being heavy. *Hit:* 6 (1d10) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. (range 20/60), one target. *Hit:* 3 (1d4) piercing damage.

SPRIGGAN, GIANT

Large Humanoid, chaotic evil

Armor Class 18 (chain mail)

Hit Points 108 (12d10+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	14 (+2)	14 (+2)	13 (+1)

Saving Throws Dex +2

Skills Sleight of Hand +4, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnomish

Challenge 4 (1,100 XP)

Thieves' Tools. Spriggans are proficient with thieves' tools.

Cunning Action. Spriggans may take a bonus action at the end of any round. They may use this to take the Dash, Disengage, Hide, or Use and Object actions; to make a Dexterity (Sleight of Hand) check; or to use their thieves' tools to disarm a trap or open a lock.

Second-Story Work. Spriggans may climb at the same rate as moving normally.

Uncanny Dodge. When an attacker the spriggan can see hits it, the spriggan can use its reaction to only take half damage.

Evasion. When subjected to an effect or attack that requires a Dexterity saving throw to take half damage, spriggans take half damage normally, and no damage at all if the Dexterity check is successful.

ACTIONS

Shrink. The spriggan magically decreases in size, along with anything it is wearing or carrying. The transformation takes until the start of the spriggan's next turn, during which time it can only move 10 ft., and can neither attack nor cast spells. See above for the stats of the spriggan in small form.

Halberd. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Attacks are made with disadvantage due to the weapon being heavy. *Hit:* 11 (1d10+5) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. (range 20/60), one target. *Hit:* 8 (1d4+5) piercing damage.

SPRITE

Oerth is home to several sub-species of sprite. They all share the same attributes of their better-known kin, but have certain specific qualities as noted below.

ATOMIE

Atomies are tiny fey who dwell in the limbs of oak trees and the like. They are not as serious-minded as their sprite cousins, but have been known to help human and demi-human children who become lost in their forest homes. They are nocturnal creatures, flitting out into the moonlight to collect nuts and berries, and to dance among the moonbeams. They have dragonfly wings and are quite beautiful, with their skin having a slight greenish tint. Their clothing is inherently magical, at the same time bright and colorful, as well as blending into their forest surroundings with ease. They are great enemies of orcs, but most other intruders will be lured away with lights and noises, or warned with a crossbow bolt landing an inch from their nose, if they are too persistent.

GRIG

Grigs are mischievous fey that are nocturnal like their atomie cousins. They have a great love of pranks, especially when the “big people” are the butt of the joke. They are more bold and warlike than any of their sprite cousins, and have a great love of music, especially the fiddle. They are humanoid, but have legs like those of crickets, blue skin, and a pair of antennae on their forehead. They have only tiny wings and cannot fly, but can jump great distances. They do not have permanent dwellings, but rather wander the forest, sleeping in tree limbs or near unicorns. Unicorns and grigs have a special relationship, and the latter will protect grigs unto death.

SEA SPRITE

As the name implies, where the sprites are protectors of the woodlands, sea sprites are the protectors of the bright coral reefs in which they make their homes. They have no wings, but their hands and feet are webbed, allowing them to swim with great speed. Their gills allow them to breathe either water or air, and their skin is light blue. They are great enemies of sahuagin, whom they both hate and fear. They keep carnivorous fish of varying types as guards for their reef homes.

ATOMIE

Tiny fey, chaotic neutral

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 30 ft., fly 60 ft.

STR

4 (-4)

DEX

20 (+5)

CON

10 (+0)

INT

14 (+2)

WIS

13 (+1)

CHA

12 (+1)

Skills Perception +4, Stealth +8

Senses passive Perception 13

Languages Common, Elven, Sylvan

Challenge 1/4 (50 XP)

Innate Spellcasting. The atomie's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *blink*, *invisibility*, *conjure animals* (1 swarm of insects only), *speak with animals*, *speak with plants*, *transport via plants*

Blinding Speed. An atomie can always make an Attack or Sprint action as a bonus action, unless its condition prevents movement or fighting.

Diving Attack. If an enemy is surprised, an atomie in the air can make a diving attack at it, causing double damage if it hits. The diving attack can only be done once per encounter.

ACTIONS

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) piercing damage.

Sword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage.

Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320, one target. *Hit:* 2 (1d3) piercing damage.

GRIG

Tiny fey, neutral good

Armor Class 17 (leather armor)

Hit Points 2 (1d4)

Speed 20 ft.

STR
4 (-3)

DEX
18 (+4)

CON
10 (+0)

INT
11 (+0)

WIS
13 (+1)

CHA
9 (-1)

Skills Perception +5, Stealth +8

Senses darkvision 120 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Innate Spellcasting. The grig's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *entangle*, *grease*, *invisibility*, *pyrotechnics**

1/day: *Otto's irresistible dance*

Superior Hearing. Grigs get advantage on all Perception checks that involve hearing.

Ventriloquism. Grigs can throw their voice to make it seem as if it is coming from anywhere within 30 ft. of their actual position.

ACTIONS

Sword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60, one target *Hit:* 3 (1d4) piercing damage.

Jump. A grig can use its powerful legs to jump 60 ft. in any direction. Doing so costs an action.

SEA SPRITE

Tiny fey, chaotic neutral

Armor Class 13 (shell armor)

Hit Points 4 (2d4)

Speed 20 ft., swim 80 ft.

STR

4 (-3)

DEX

18 (+4)

CON

10 (+0)

INT

12 (+1)

WIS

14 (+2)

CHA

11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Innate Spellcasting. The sea sprite's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the

* See the **PLAYER'S GUIDE TO GREYHAWK 576** for details on this spell.

following spells, requiring no material components:

At will: *invisibility*, *detect evil and good*

3/day: *slow*

1/day: *water breathing*

Amphibious. Sea sprites can breathe air as well as water.

ACTIONS

Sword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d3) piercing damage.

Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80, one target. *Hit:* 2 (1d3) piercing damage, and the target must make a DC 12 Constitution save or fall asleep for 1d6 hours.

TAER

Taer (the name is both singular and plural) are shaggy ape-like carnivores that inhabit arctic and sub-arctic mountainous lands. They exhibit a great deal of cunning and ferocity, and are intelligent enough to create ambushes, avalanches, deadfalls, and engage in similar tactics to attack enemies. In battle they will hurl their stone spears and then attack with claws and teeth. They are smart enough to create crude jewelry of polished teeth and bones, but have nothing in the way of more advanced technology. They are usually found in great swarms of up to 40 individuals.

Superstitious Savages. Taer have a deep distrust of metal of all sorts. They also avoid any creature that uses clothing to keep warm, believing that contact with such creatures other than defense against them violates one of their deeply-held taboos. Each band of taer has an enormous stone idol of their protective snow god, which can require several adult males to lift.

TAER

Medium humanoid, neutral

Armor Class 15 (natural armor)

Hit Points 40 (5d10+15)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	7 (-2)	10 (+0)	9 (-1)

Saving Throws Str +2, Con +2**Damage immunities** Frost**Senses** passive Perception 12**Languages** Taer**Challenge** 1 (200 XP)

Rancid Stench. Taer fur is coated with a rancid fatty substance exuded by the creature itself. Any creature other than a taer within 10 ft. must make a DC 10 Constitution save or be nauseous and disoriented for 1d4+1 hours. Disoriented creatures suffer a -2 penalty on all attack rolls, and a -1 penalty on all damage rolls.

ACTIONS

Multiattack. The taer makes three attacks per round: one with its bite and two with its claws. It cannot hurl a spear and perform its multiattack in the same round.

Spear. *Hurled Weapon Attack:* +5 to hit, range 20/60, one target. *Hit:* 4 (1d6+3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+3) slashing damage.

TENTAMORT

Tentamorts are unintelligent horrors that attach themselves to ceilings and dungeon walls in well-traveled areas, which they attack with their two great tentacles.

TENTAMORT*Large monstrosity, unaligned***Armor Class** 16 (natural armor)**Hit Points** 36 (6d10+6)**Speed** 5 ft.**STR**
17 (+3)**DEX**
15 (+2)**CON**
12 (+1)**INT**
3 (-4)**WIS**
11 (+0)**CHA**
3 (-4)**Senses** darkvision 60 ft., passive Perception 12**Languages** -**Challenge** 3 (700 XP)

Independent Body. The tentacles of the tentamort each have 14 hit points, are AC 18, and are resistant to bludgeoning and piercing damage. Once destroyed, they regenerate in 7 days. Tentacles' hit points do not count against the hit point total of the creature. If one tentacle is lost, the tentamort will almost always cease attacking and withdraw.

ACTIONS

Multiattack. The tentamort makes two attacks per round: one with its constrictor tentacle and one with its needle tentacle. If two enemies are in range, it will attack both. If only one is in range, it will use both tentacles against that target.

Constrictor Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage and target is grappled (escape DC 19). Unless this grapple ends, the creature is restrained, and the tentamort's constrictor tentacle cannot attack another creature. Until the grapple is ended, hits are automatic on subsequent rounds.

Needle Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* The target is grappled (escape DC 19). Unless this grapple ends, the creature is restrained, and the tentamort's needle tentacle cannot attack another creature. On the tentamort's next turn, it will use the hollow bone needle at the end of its tentacle to inject an enzyme into the victim that will cause its muscles and organs to liquefy, reducing its Constitution by 1d6 each round. If the victim's Constitution is lowered to 0, it dies unless a *heal* spell is cast upon it within 1 round, or a *regenerate* spell followed by *cure wounds*.

TURTLE, GIANT

The Flanaess is home to many species of giant turtle, two of which are described below.

GIANT SEA TURTLE

These gentle giants ply the warm waters of the largest oceans and seas. They are not aggressive unless threatened, but once alarmed can be formidable foes. The biggest danger from these creatures is the possibility that they will unwittingly surface beneath a ship, which can be catastrophic. They are found in large bodies of salt water and will not come onto land unless absolutely necessary.

GIANT SNAPPING TURTLE

While one species of giant snapping turtle was detailed in the Tomb of Annihilation book, those in the Flanaess are much larger, and often grow up to 40 ft. in diameter. Their behavior is much as their smaller cousins, but they are obviously much more powerful (and dangerous) due to their size. They are found in large bodies of fresh water, where they lurk on the bottom waiting to strike at prey. They are quite aggressive predators.

GIANT SEA TURTLE

Gargantuan beast, unaligned

Armor Class 17 (natural armor)

Hit Points 320 (20d20+110)**Speed** 20 ft., swim 90 ft.

STR
23 (+6)**DEX**
10 (+0)**CON**
20 (+5)**INT**
3 (-5)**WIS**
13 (+1)**CHA**
13 (+1)

Saving Throws Str +5, Con +5, Wis +5**Senses** darkvision 60 ft., passive Perception 13**Languages** -**Challenge** 15 (13,000 XP)

Hold Breath. Although they breathe air, giant sea turtles are able to remain underwater for up to 12 hours at a time before needing to surface to breathe.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+6) piercing damage.

GIANT SNAPPING TURTLE*Gargantuan beast, unaligned*

Armor Class 19, 14 while prone**Hit Points** 225 (15d20 +75)**Speed** 30 ft., swim 20 ft.

STR
25 (+7)**DEX**
12 (+1)**CON**
20 (+5)**INT**
3 (-5)**WIS**
13 (+1)**CHA**
12 (+1)

Skills Stealth +5**Saving Throws** Str +3, Dex +7**Senses** darkvision 30 ft., passive Perception 13**Languages** -**Challenge** 8 (3,900 XP)

Hold Breath. Although they breathe air, giant snapping turtles are able to remain underwater for up to 24 hours at a time before needing to surface to breathe.

Stable. Whenever an effect knocks the turtle prone, it can make a DC 10 Constitution saving throw to avoid being knocked prone. A prone turtle is upside down. To stand up, it must succeed on a DC 10 Dexterity check on its turn and then use all its movement for that turn.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, 10 ft. reach, one target. *Hit:* 25 (6d6+7) piercing damage.

TYRG

Tyrgrs are a cross between a tiger and a dog, covered with white splotched fur and with a mouth full of large fangs. They are excellent hunters as well as watchful guards. Typically a pack of tyrgrs will use their howl, and then attack their stunned prey. They inhabit hills and mountainous regions.

TYRG

Medium beast, unaligned

Armor Class 14

Hit Points 54 (8d12+8)

Speed 60 ft.

STR

16 (+3)

DEX

18 (+4)

CON

15 (+2)

INT

7 (-2)

WIS

17 (+3)

CHA

12 (+1)

Senses passive Perception 15

Languages -

Challenge 1 (200 XP)

ACTIONS

Howl. All creatures within 30 ft. must make a DC 15 Wisdom save or be disoriented for the next 3 rounds. Disoriented creatures suffer a -2 penalty on rolls to hit and a -2 penalty on initiative rolls.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+3) piercing damage.

VAMPIRIC MIST

Vampiric mists appear as thick black clouds. They subsist on the blood of creatures that they envelop with their tendrils, and the more blood they drain from their victims, the stronger they become. They are made entirely of mist, and thus can flow through the smallest cracks and holes to get at their prey.

VAMPIRIC MIST

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 24 (6d8)

Speed fly 40 ft.

STR
12 (+1)

DEX
18 (+4)

CON
11 (+0)

INT
10 (+0)

WIS
14 (+2)

CHA
3 (-4)

Saving Throws Dex +4, Con +4

Damage Immunities non-magical weapons

Condition Immunities blinded, deafened, grappled, petrified, poisoned, prone, restrained

Senses blindsight 50 ft., passive Perception 14

Languages -

Challenge 3 (700 XP)

Feed on the Blood of its Victims. For every 2 hit points that the vampiric mist drains from a victim, its own hit point total will increase by 1, to a maximum total of 48. It can still attack an enemy if it is at maximum hit points; the drained blood will simply fall to the ground. If the mist is wounded, its maximum possible hit points is decreased by the amount of damage taken; it must heal wounds normally, like any other creature. They lose 1 hit point every 12 hours they go without feeding on the blood of some creature; if they reach 0 hit points, they die.

Substantial When Sated. When the vampiric mist is at its maximum hit points, its form becomes more substantial. Its AC becomes 11, its movement is halved,

ACTIONS

Tendril. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 5 (1d8) points necrotic damage. Shields of any sort are ignored when calculating the target's armor class. If the vampiric mist rolls 4 or more higher than needed to hit, it will have enveloped its prey. Enveloped prey are hit automatically in each succeeding round, and any hits against the vampiric mist will affect both the mist and the enveloped prey for half damage (the damage is split evenly between the two).

WRAITH

While the common wraith as described in the Monster Manual is well known in the Flanaess, two related creatures are also found there. All of the general information regarding wraiths also applies to the soul beckoner and the swordwraith, unless specifically stated otherwise.

SOUL BECKONER

These terrible creatures attempt to lure the very soul of their victims out with cruel and enticing whispers, growing stronger as they drain the life from their prey. As they gain more strength and their victims weaken, the wraith comes to resemble the creature being slowly devoured.

SWORDWRAITH

These creatures are the spirits of indomitable warriors, keeping final death at bay by sheer force of will. They retain much more of their original personality and memories than do ordinary wraiths, and can even be approached and parleyed with, if treated like the great warriors they still believe themselves to be. They appear as normal warriors wearing armor, but their flesh is insubstantial and their eyes glowing red, giving them a fearsome appearance as their armor appears normal (it is as insubstantial as the rest of the creature, however). They are treated as 7th level fighters, with all the powers associated with such a character. The example below uses the Battle Master archetype, but if the Dungeon Master wishes to create custom swordwraiths using other martial archetypes, that would be quite encouraged. (Note that swordwraiths do not have the Second Wind feature, due to their undead nature.)

Swordwraiths are especially common in the Stark Mounds, but can be found anywhere where old battlefields and the graves of ancient warriors can be found.

SOUL BECKONER

Medium undead, neutral evil

Armor Class 17

Hit Points 48 (6d12+12)

Speed 30 ft.

STR

6 (-2)

DEX

16 (+3)

CON

15 (+2)

INT

14 (+2)

WIS

14 (+2)

CHA

15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 6 (2,300 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Baleful Whisper. The soul beckoner will utter a whisper that can be heard by all creatures within 30 ft. who are not deafened. All creatures hearing it must make a DC 15 Wisdom save. Success means a second DC 12 Wisdom save must be made; failure of that save means the creature hears a fearful howl and is affected as if by a *fear* spell. If that second save is made, there is no effect.

If the first saving throw fails, the creature has become enthralled by the soul beckoner, and will move towards it each round. Enthralled creatures can be attacked by the soul beckoner with advantage. Once the victim is struck by the soul beckoner, however, the effect ends.

ACTIONS

Multiattack. The soul beckoner makes two attacks per round, both of which can drain life from a victim.

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. For every hit point drained from the victim, the soul beckoner gains 1 temporary hit point. This reduction, and the soul beckoner's temporary increase, last until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SWORDWRAITH

Medium undead, lawful evil

Armor Class 16

Hit Points 56 (7d10+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +3, Con +2

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 7 (2,900 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fighting Style. The swordwraith knows one fighting style as described in the Player's Handbook under Fighters.

Action Surge. The swordwraith can take one additional action on top of its regular action and a possible bonus action. It must make a short rest before using this ability again.

Extra Attack. Whenever the swordwraith chooses the Attack action, it gets two attacks, rather than one.

Combat Superiority. The swordwraith knows five maneuvers, as described in the Player's Handbook under Fighters. In addition, it has 5 superiority dice. Saving throws against maneuvers are made at DC 14.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (1d10+3) piercing, bludgeoning, or slashing damage depending on the weapon used (damage is consistent regardless of weapon type). In addition, the target loses 1 point of Strength. The target dies if its Strength is brought to 0. Lost strength points are regained at a rate of 1 per long rest.

XAG-YA

Xag-Ya are native inhabitants of the Positive Energy plane, and as such are extremely rare on the material plane. They are silvery spheres that float in mid-air with six tentacles with glowing gold eyes. They are composed of the positive radiant energy of their home, and thus find interaction with mortal creatures difficult at best. They are sometimes accidentally summoned to the material plane in a failed attempt to summon a quasi-elemental (q.v.).

Guardians of Magic. Xag-ya are sometimes intentionally summoned to the material plan and linked to a place or item in order to act as a guardian. While the exact spell, or combination of spells, required to do this remains a closely-guarded secret, it is known that if the object or place is disturbed, opened, torn, etc., without the proper negating incantation, the xag-ya will immediately attack any creatures within 30 ft. of the triggering object.

Elemental Nature. A xag-ya doesn't require air, food, drink, or sleep.

XAG-YA

Medium aberration, neutral good

Armor Class 19**Hit Points** 50 (10d10)**Speed** 0 ft., fly 60 ft.**STR**
10 (+0)**DEX**
10 (+0)**CON**
10 (+0)**INT**
15 (+2)**WIS**
10 (+0)**CHA**
10 (+0)**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons; poison, radiant**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious**Senses** passive Perception 10**Languages** -**Challenge** 5 (1,800 XP)**Spell Immunity.** A xag-ya is immune to all magical spells, effects, and items except the following:

- Spells, magical effects, and items which cause cold damage
- The spells *disintegrate*, *magic circle*, and *magic missile*
- *wand of absorption*

In addition, the following spells will force a xag-ya back to its home plane:

- *banishment*, *dispel magic* (DC 20), *unholy word*, *plane shift*

Mortal Enemy. If a xag-ya is ever within sight of a xeg-yi, the two will rush towards each other at maximum speed. When they meet, the resulting explosion will cause 31 (2d6 + 24) points of radiant damage and 31 (2d6 + 24) points of necrotic damage to all creatures within a 30 ft. radius.**Final Energy Discharge.** If a xag-ya dies, it will explode, causing 26 (2d6 + 12) points of radiant damage to all creatures within a 10 ft. radius. All such creatures must also make a DC 15 Dexterity save. Failure indicates they are affected by the equivalent of a *heat metal* spell (not the spell itself, but the discharge mimics its effects).**ACTIONS****Touch.** *Melee Weapon Attack.* +4 to hit, 5 ft. reach, one target. *Hit:* 10 (1d6+6) radiant damage.**Energy Bolt (Recharge 4-6).** *Ranged Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* 10 (1d6+6) radiant damage. In addition, the target is subject to the equivalent of a *heat metal* spell (not the spell itself, but the bolt mimics its effects).

XEG-YI

Xeg-Yi are native inhabitants of the Negative Energy plane, and as such are extremely rare on the material plane. They are black spheres that float in mid-air with six tentacles with dull metallic eyes. They are composed of the negative necrotic energy of their home, and thus find interaction with mortal creatures difficult at best. They are sometimes accidentally summoned to the material plane in a failed attempt to summon a quasi-elemental (q.v.).

Guardians of Magic. Xeg-yi are sometimes intentionally summoned to the material plan and linked to a place or item in order to act as a guardian. While the exact spell, or combination of spells, required to do this remains a closely-guarded secret, it is known that if the object or place is disturbed, opened, torn, etc., without the proper negating incantation, the xeg-yi will immediately attack any creatures within 30 ft. of the triggering object.

Elemental Nature. A xeg-yi doesn't require air, food, drink, or sleep.

XEG-YI

Medium aberration, neutral evil

Armor Class 19

Hit Points 50 (10d10)

Speed 0 ft., fly 60 ft.

STR
10 (+0)

DEX
10 (+0)

CON
10 (+0)

INT
15 (+2)

WIS
10 (+0)

CHA
10 (+0)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons; poison, necrotic

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Spell Immunity. A xeg-yi is immune to all magical spells, effects, and items except the following:

- Spells, magical effects, and items which cause fire damage
- The spells *disintegrate*, *magic circle*, and *magic missile*
- *mace of disruption*

In addition, the following spells will force a xeg-yi back to its home plane:

- *banishment*, *dispel magic* (DC 20), *holy word*, *plane shift*

Mortal Enemy. If a xeg-yi is ever within sight of a xag-yai, the two will rush towards each other at maximum speed. When they meet, the resulting explosion will cause 31 (2d6 + 24) points of radiant damage and 31 (2d6 + 24) points of necrotic damage to all creatures within a 30 ft. radius.

Final Energy Discharge. If a xeg-yi dies, it will explode, causing 26 (2d6 + 12) points of necrotic damage to all creatures within a 10 ft. radius. All such creatures must also make a DC 15 Dexterity save. Failure indicates they are affected by the equivalent of a *chill touch* spell (not the spell itself, but the discharge mimics its effects).

ACTIONS

Touch. *Melee Weapon Attack.* +4 to hit, 5 ft. reach, one target. *Hit:* 10 (1d6+6) necrotic damage.

Energy Bolt (Recharge 4-6). *Ranged Weapon Attack:* +4 to hit, range 10 ft., one target. *Hit:* 10 (1d6+6) necrotic damage. In addition, the target is subject to the equivalent of a *chill touch* spell (not the spell itself, but the bolt mimics its effects).

ZOMBIE

SEA ZOMBIE (DROWNED ONE)

Legend says that these undead creatures, formed from the corpses of those who have drowned at sea, are created directly by Nerull himself. Unlike regular zombies, these creatures are free willed, and will often shamble into coastal towns to wreak revenge on those who wronged them in life, or merely to destroy the living, whom they loathe.

Drowned Ones live up to their name in appearance; they are bloated and hideous, dripping water and leaving clumps of sea-mud in their wake. They give forth an unbearable stench of decay and the sea, and the water that oozes from their bodily orifices bears disease. They wield the same weapons as are commonly used by sailors; short swords, daggers, longshoreman hooks, and the like.

SEA ZOMBIE

Medium undead, chaotic evil

Armor Class 13

Hit Points 20 (5d8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	9 (-1)	8 (-1)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned, afraid

Senses darkvision 60 ft., passive Perception 8

Languages whatever languages it knew in life

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the drowned one to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Stench of Decay. Any creature coming within 20 feet of a sea zombie must make a DC 15 Constitution saving throw. Failure means the creature is nauseated, and will suffer a -1 penalty on all rolls to hit and damage for the next 5 minutes.

Putrid Water. Any successful hit on a sea zombie with a melee weapon could cause its disease-ridden liquids to infect the attacker with disease. There is a 10% chance that any attacker who strikes a blow will become infected with a blood-borne disease. One long rest after being infected, the character will gain 1 level of exhaustion and lose 1 point of Strength and Constitution. At the next long rest, if a successful DC 11 Constitution check is made, the exhaustion is removed, and Strength and Constitution return to normal. If the check fails, another point of exhaustion is gained and another point each of Strength and Constitution are lost. This continues until either all points are regained, in which case the creature is healed, or until Strength or Constitution drop below 3, in which case the infected creature dies. A *cure disease* spell will cure an infected creature instantly.

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5', one target. *Hit:* 6 (1d6+3) slashing damage.

APPENDIX A: CALENDAR

Needfest

--	--	--	--	--	--	--

Fireseek

Readying

Coldeven

Growfest

--	--	--	--	--	--	--

Planting

Flocktime

Wealsun

Richfest

--	--	--	--	--	--	--

Reaping

Goodmonth

Harvester

Brewfest

--	--	--	--	--	--	--

Patchwall

Ready'reat

Sunseb66

SPECIAL THANKS TO MY PATREON AND YOUTUBE SUPPORTERS...

Ogres: Adam Brown, Antony McEwan, Baerd cyn, Brian Heiberger, Charley Phipps, GoB Izdubar, Jeremy Coffey, JJ Johnson, Joe Kinlan, Joseph Hepler, Myelin Klobert, Patrick Mullen, Peter Dorney, Rich Spainhour, Terry Taylor, Thorsten Schubert

Bugbears: casl Entertainment, Christian Lindke, David van Hoose, Ellery Gibbs, John Garlick, OerthScribe, Terry R. Barnette, Von Beck

Orcs: Adrian C Hatfield, Allen McNight, Angelo Chiriaco, Anna B. Meyer, Blair Nelson, Boris J. Cibic, Carlos Mondragón, Chris Jones, Cutter Jocky, Diederik van Arkel, Earl Rumburg, Erin Holmes, Federic Schaff, Gregory Williams, Jared Milne, Jay Glenn, Joethelawyer, John, John Case Tompkins, John Lee Boswell, Jose Perez (Bromos Sunstar), Lawrence Allen Edger, Mark Vernon, Martin Rynoson, Michael Beeson, Niels I Adair, Paul Sanford, Phillip Teare, Pierre Staron, Rich Householder, Richard Smith, Richard Whitehead, Sanpat Suvarnadat, Thalmin, Thom Taylor, Thomas Kelly, Timotheos, Trevor McWilliams, Troy Alleman, Z Van

Goblins: A.M. Valentine, Adam Pender, AstroCat, BW022, Carl Hess, Chris Pilkington, Daniel Waugh, David Babbitt, David Dierks, Dr. David Howard, Gordon Woods, Herb Nowell, James Conaway, Jamison of Onnwal, Kurt Stringfield, Laura Twardy, Michael Conroy, Michael Rooney, Morten Trydal, Rich Franks, Robert Tashjian, Rod Batten, Ryan McCoy, Satori, Sven Svenson, Todd Meaker, Yolande d'Bar, Gabriel Perez