

# GREYHAWK PLAYER OPTIONS



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By Joseph Bloch

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## 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.

## CY 576

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 Nyrond 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. Nyrond 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

### 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 easternmost 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.

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?

## CY 585

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This is the period after what was known as "The Greyhawk Wars."

The pendulum has indeed swung, and the lands of Weal are in dire straits. Iuz, having deceived the Suel barbarians in the north, has erupted in an orgy of conquest. Almost all of the lands north of the Nyr Dyv are now under his thrall, part of the Empire of Iuz. Demons roam the lands of the Flanaess by the thousands. The Vesve forest is a battleground, and Furyondy, once the shining hope of Light in the western Flanaess, is beset by enemies without and dissension within.

In the south, the situation is no less dire. Giants have conquered Geoff, and the Scarlet Brotherhood, now springing its trap that was decades in the making, has conquered the Sea Princes and other lands by both assassination and brute force, importing thousands of Olman mercenaries and slaves for their armies.

The East is no better off. The mad Overking's endless wars in all directions have finally cost him his empire. Both South and North

provinces have split off to become their own nations, Medegia and Almor are smoking ruins, and Nyrond and the Iron League are none too healthy themselves.

In the central Flanaess, Turrosh Mak has unified the Pomarj and conquered the southern half of the Wild Coast, while the elven realm of Celene remains in isolation.

Everywhere evil is in ascendancy, and heroes are needed.

## CY 591

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The various demons, daemons, and other evil extra-planar creatures running roughshod over the Flanaess were driven back to their home planes during the Flight of the Fiends. Years of war have left most of the great powers overextended, but six years of relative peace have given them time to rebuild. Many, however, remain riven by internal strife and tension on their borders with hostile neighbors.

The overall mood is one of exhaustion, but with a tinge of optimism. The balance has clearly swung towards Evil lately, but events in recent years have provided a means to provide hope against the final victory of darkness.

## LANDS OF THE FLANAESS

The following represent common knowledge about the various lands of the Flanaess. Of course, characters will know much more about their homeland, and the surrounding territories, than these brief snippets; it is up to the Dungeon Master to provide players with an appropriate level of more in-depth information, as he deems fit, and will tell them where his or her campaign fits into the timeline.

**ALMOR:** In 576 this was a good-aligned clerical state allied with Nyrond against the Great Kingdom. The state religion is the worship of Heironeous. Almorians are generally a peaceful, friendly folk. They were all but destroyed in the Greyhawk Wars.

**BANDIT KINGDOMS:** In 576 this was a collection of petty states, constantly at war with each other, that raid the lands around them. They tend to live up to their name, and people hailing from here are generally shifty types. They were conquered by Iuz during the Greyhawk Wars.

**BISSEL:** A military state that acts as a bulwark against the Baklunish to the west. Bisselites are disciplined, good fighters. Famed for its Border Companies which watch constantly for enemies.

**BLACKMOOR:** A mysterious land. Few people have even heard of it, and fewer still know anything about it. It is a land of weirdos and witches.

**BONE MARCH:** Formerly a northern outpost of the Great Kingdom, it was recently overrun by humanoids. All the people left alive there are either slaves or collaborators.

**CELENE:** A reclusive elvish realm. They keep to themselves and don't like outsiders. Their green wine, however, is said to be exquisite.

**DULLSTRAND:** A tiny backwater, home to exiles, pirates, and landless men. A good place to go to disappear.

**EKBIR:** A Baklunish state. A great rival of their neighbor, Zeif, for dominance in the Baklunish regions.

**FROST BARBARIANS:** One of the three Suel barbarian nations in the far north, both the southernmost and the weakest of the three, having been conquered by the Snow Barbarians. They still raid the lands to the south every year, however.

**FURYONDY:** In 576 this was the bastion of good and justice in the western Flanaess, closely allied with Veluna and the Shield Lands, and a staunch enemy of the evil lands of Iuz and the Horned Society. They were attacked and beaten back, but not defeated, by Iuz during the Greyhawk Wars. By 586 it was ready to contemplate a counter-offensive against the ancient foe, and the Great Northern Crusade was launched. It was successful in many ways, regaining lost territory and pushing back Iuz to his heels, but final victory remained elusive as of 591.

**GEOFF:** A small and isolated land in the western Flanaess, known for the constant menace from humanoids and particularly giants coming in from the mountains to the west. The giants proved victorious around 585 CY.

**GRAN MARCH:** Ruled by a military knightly order, the Gran March is highly regimented, but produces fighters of superior quality. They

are a bastion against the Baklunish peoples to the west.

**GREAT KINGDOM:** Once the Great Kingdom of Aerdy dominated most of the Flanaess outside the Sheldomar Valley, but while it has shrunk over the centuries, it still commands a huge territory in the east. Its leaders are evil and decadent, and its people are oppressed. Nonetheless it is still incredibly powerful. It dissolved into several petty (and not so petty) states in the aftermath of the Greyhawk Wars.

**GREYHAWK, FREE CITY OF:** The Gem of the Flanaess, a large trading city in the central Flanaess just south of the Lake of Unknown Depths. A rich and diverse city, filled with just about anything anyone could desire. After the Greyhawk Wars, it gradually expanded its influence to control all of the surrounding territories as far south as the Woolly Bay.

**HARDBY:** A city-state dominated by women, where men are second-class citizens.

**HIGHFOLK:** An isolated, peaceful realm in the shadow of the Zatil Mountains, with a large olven population.

**HORNED SOCIETY:** An evil land, ruled by the Heirarchs, whose realm is filled with evil men, humanoids, and devil-worshipers. They threaten all of the lands around them, except Iuz, with whom they have a tentative alliance. That alliance was betrayed when Iuz conquered the Society during the Greyhawk Wars.

**ICE BARBARIANS:** The northernmost nation of barbarians, who raid either their barbarian cousins or the fatter lands further south, with impunity.

**IDEE:** One of the members of the Iron League, this small county is under constant threat from South Province, but has a large army and string of stout castles to defend itself.

**IRONGATE:** A wealthy seaport and member of the Iron League, it is continually menaced by South Province, but is protected by tall walls and dwarven allies.

**IUZ:** An evil, despondent land ruled over by a half-demon demigod, Iuz the Old. His realm is one of pain and suffering and oppression, and he has designs on creating an empire. After the Greyhawk Wars, that dream was largely realized.

**KEOLAND:** A large and peaceful realm in the Sheldomar Valley, it was once a haughty imperialistic power, but stepped back from the brink and is now a bastion of good.

**KET:** At the gateway into the Baklunish realms to the west, Ket is a sort of hybrid of cultures both East and West, but politically it can be counted in the Baklunish camp.

**LENDORE ISLE:** Technically part of the Spindrift Isles, this is a bustling place, with towns and ports open to trade. It was settled by Suel humans centuries ago. After 585 CY, it became a haven for the Olvenfolk and largely isolated from the rest of the Flanaess.

**LORDSHIP OF THE ISLES:** In 576 this was another member of the Iron League; these islands are great rivals of the Sea Barons, and compete with them for trade and booty on the high seas. The Scarlet Brotherhood conquered them in the Greyhawk Wars, and made good use of their ships.

**MEDEGIA:** An evil clerical state and a vassal of the Great Kingdom, Medegia's population is ground down by both the priesthood of Hextor and the nobility of the land. It was wrecked at the end of the Greyhawk Wars. By 591 the territory was claimed by the United Kingdom of Ahlissa (the former South Province).

**NORTH PROVINCE:** Another vassal state of the Great Kingdom, North Province is very strong and quasi-independent. The Herzog is continually occupied with dealing with the northern barbarians who raid its coasts and humanoid tribes who threaten its borders. When the Great Kingdom dissolved after the Greyhawk Wars, it became an independent nation.

**NYROND:** Located in the eastern Flanaess, this kingdom is a powerful force for good and law, and serves as a counterweight to the ambitions and power of the Great Kingdom. By 591 it had annexed the former land of Almor, but is still beset by instability and enemies on its borders.

**ONNWAL:** A member of the Iron League, this free state boasts a large navy, which it uses to protect itself from regular raids by South Province. Its marines are noted as excellent soldiers.

**PAYNIMS:** A group of nomadic Baklunish tribes in the west, with reputations as fierce warriors and excellent horsemen.

**PERRENLAND:** A quiet but rich land in the foothills of the Yatil mountains, Perrenland is noted for its mercenary companies that are loaned out across the Flanaess.

**POMARJ:** Previously a wealthy but loose collection of petty lords, the Pomarj was overrun by humanoids driven out of the Lortmil

Mountains. As of 576 it was an oppressed and occupied land, but by 585 it was the seat of an incipient empire.

**RATIK:** A hardy barony caught between humanoids in the Bone March and barbarians in the north. Recently, Ratik has made peace overtures with the barbarians, and seeks to unite with them against the humanoid threat.

**ROVERS OF THE BARRENS:** Once the nomadic tribes of the dog-people were powerful and feared, but their power has been broken in battle, and they are now a shadow of their former selves. Individually they are powerful warriors, but their neighbors now infringe on their territory with impunity.

**SCARLET BROTHERHOOD:** In 576 this was but a secretive order of monks and advisors that only recently made themselves known. They had agents and advisors in many of the royal courts of the Flanaess. During the Greyhawk Wars their real intentions were unveiled, and they ruled an empire stretching from the Sea Princes to Hepmonaland. The Brotherhood has lost some territory by 591, but their naval power remained mostly intact.

**SEA BARONS:** A far eastern naval outpost of the Great Kingdom.

**SEA PRINCES:** A land of former pirates who now command the strongest war fleet, and the largest merchant fleet, in the Azure Sea. Slavery still exists within their lands, and it's rumored that they haven't completely given up their piratical past. They were conquered in the Greyhawk Wars by the Scarlet Brotherhood.

**SHIELD LANDS:** Ruled over by the Knights of Holy Shielding, a military order who protect the west-central lands of the Flanaess from

incursion by the Bandit Kingdoms and the Horned Society. Their lands were conquered during the Greyhawk Wars, but they survived as a knightly order in other lands.

**SNOW BARBARIANS:** The most powerful of the three barbarian kingdoms in the north, the Snow Barbarians regularly harass the rich lands to the south; North Province, the Great Kingdom proper, and even the Sea Barons.

**SOUTH PROVINCE / AHLISSA:** Once the most powerful satrapy in the Great Kingdom, when the lands of the Iron League revolted against the Great Kingdom, all that was left was the Herzog's home fiefdom of Ahlissa. He would do anything to regain his lost territories, wealth, and reputation. In the aftermath of the Greyhawk Wars, he managed to create an independent Kingdom of Ahlissa.

**SPINDRIFT ISLES:** A mysterious group of islands to the east, controlled by the olvenfolk who do not welcome visitors.

**STERICH:** Nestled between Keoland and the Crystalmist Mountains, this land is constantly harassed by humanoids and giants coming out of the mountains.

**STONEFIST:** A collection of outcasts, nomads, and barbarians clinging to the northern shore of the Flanaess. They raid their neighbors, particularly into Tenh. After the Greyhawk wars it became known as Stonehold.

**SUNNDI:** One of the members of the Iron League, this large county lies between South Province, Medegia, and the Great Swamp.

**TENH:** A prosperous, orderly Flan realm. Its proximity to both the northern nomads and the Bandit Kingdoms makes it a prime target for

raids, but its armies are strong. It was overrun by the Rovers of the Barrens during the Greyhawk Wars.

**THEOCRACY OF THE PALE:** An unforgiving theocratic state who worship Pholtus, they are threatened by the Bandit Kingdoms to the west and monsters from the mountains to the east.

**TIGER NOMADS:** Wild barbarians whose nomadic wanderings cover a large swath of the northern Flanaess.

**TUSMIT:** A Baklunish country in the northwest, they survive by playing one neighbor off the others to maintain their own independence.

**ULEK, COUNTY OF:** A humanoid realm dominated by gnomes and halflings, but there are a number of humans who live peacefully under their rule as well.

**ULEK, DUCHY OF:** An elvish realm, but one which has a number of human subjects as well. They are allied with Celene and are at peace with their former masters in Keoland.

**ULEK, PRINCIPALITY OF:** A dwarven realm that broke away from Keoland with the rest of the Ulek states.

**ULL:** A small Baklunish nation, in the west outside the Flanaess, made up of semi-nomadic tribes.

**URNST, COUNTY OF:** A small land on the eastern shore of the Nyr Dyv. It is a small but prosperous land that contributes to Nyrond's efforts to keep the Great Kingdom in check.

**URNST, DUCHY OF:** The "sister state" of the County of Urnst. This land has many demihumans and is rich in precious metals and gems, in the hills to the south.

**VALLEY OF THE MAGE:** A mysterious place in the Barrier Peaks. It is rumored to be ruled by a mighty wizard, and to have wealth in untold amounts, but little is actually known.

**VELUNA:** A clerical state closely allied with Furyondy, and as such a bastion of good.

**WILD COAST:** A collection of free towns and petty lords, known for its lawlessness and chaotic nature. The southern half was conquered by the humanoids of the Pomarj during the Greyhawk Wars.

**WOLF NOMADS:** Wild barbarians in the northern reaches of the Flanaess, their tribal totem is the wolf and can be found in various forms (standards, flags, etc.).

**YEOMANRY:** A free land organized semi-democratically, with warriors and other prominent citizens voting for the members of the ruling council.

**ZEIF:** A Baklunish country on the fringes of the Flanaess, in the West. Its traders will sometimes be found in the Flanaess, as far east as the Nyr Dyv (Lake of Unknown Depths).

# RACES

## DRAGONBORN

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Dragonborn are native only to Dragons Island, far to the southwest of the Flanaess. They are rare enough in the Celestial Imperium, which is the closest civilized land to the island; dragonborn who have ventured as far as the Flanaess are exceedingly rare and will certainly be objects of curiosity and/or hostility, often being mistaken for cambions (half-demons).

There is a draconic ancestry that is unique to Oerth, however; the Greyhawk dragon. They differ from other sorts of dragonborn clans in the following ways:

- Their Intelligence score is increased by 2 instead of Strength. They receive the same Charisma increase of 1 as do other dragonborn.
- Dragonborn tend to be neutral and try to remain aloof in the struggles between good and evil dragonkind, although they can be of any alignment.
- Their breath weapon damage type is poison, and forms a 10 ft. cone.
- They can *polymorph* themselves once per day, with unlimited duration and without the need to concentrate.

## DWARF

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Dwarves as described in the Player's Handbook can be found in many regions of the Flanaess, where they are also known as *dwur*. In some cases, dwarven nobles rule over regular states rather than simply hill- or mountain-based enclaves, such as the Principality of Ulek, and either way they are regarded as fully the equal

of their human or elven counterparts. Both hill dwarves and mountain dwarves can be found.

## ELF

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Elves can be found both in secluded communities deep within forested fastnesses as well as major states where they rule over others, including tens of thousands of humans. In the Flanaess they are often known by the Flan name, *olve*. The elven realms of Celene and the Duchy of Ulek are prominent examples of elven-led states. Elves of various sorts can be found throughout the woodlands and cities of the Flanaess.

## HALF-DROW

The drow of Oerth are both fecund and degenerate, and are not above mating with human slaves (or non-slaves) from time to time. The result of such unions are universally despised by both the drow and human communities, and while they are not uncommon in drow communities, they are exceedingly rare on the surface. Half-drow do not have the magical or training benefits of full-blooded drow.

**Ability Score Increase.** Your Constitution score increases by 1.

**Darkvision.** Your darkvision has a radius of 60 feet.

**Sunlight Sensitivity.** You have the same weakness in sunlight as a full-blooded drow.

## HALF-ELF

Half-elves are common in the Flanaess, owing to the relatively high degree of contact between the elven and human communities.

## **SNOW ELF**

Snow elves are almost only found in the snowy Crystalmist Mountains, although a few tribes have made their way into the Barrier Peaks and the Jotens. There are unconfirmed rumors of snow elf tribes in the distant Griff and Corusk Mountains as well. They are close-knit and fairly isolated from the rest of elvish society, and are known for their scorn of "lowlanders" with the exception of the Valley elves (below) whom they find tolerable and occasionally admirable. They have an abiding hatred of drow that exceeds all the others of their race. They are taller than other elves (and most humans), but rail-thin, with white hair, tanned skin, and silver eyes.

**Ability Score Increase.** Both your Dexterity and Constitution scores are increased by 1, but when dealing with anyone other than snow or Valley elves, your Charisma is effectively 2 less than it would normally be, owing to your condescending attitude. You may remove this penalty any time you would normally be able to increase an ability score or add a Feat. By doing so, you may not also take the increase or Feat.

**Natural Trapper.** While in a woodland environment, you can set snares and deadfalls. You may add your proficiency bonus to any ability checks you make to set a snare, deadfall, etc.

**Friend of Cold.** You get a +1 bonus on all saving throws vs. cold-based damage.

## **VALLEY ELF**

Valley elves are found in only one place on Oerth, known as the Valley of the Mage. Their exact relationship with the Mage of the Valley is unknown, but what is known is that they are implacably loyal to the Mage, and those who

venture outside of their Valley are rare indeed. They function as the main core of the army of this strange and reclusive realm, and little is known about their culture. 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.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Language.** You are proficient in gnomish.

**Elf Weapon Training.** You are proficient with longsword, shortsword, longbow, and shortbow.

## **WILD ELF (GRUGACH)**

Wild elves, as the name implies, dwell in isolated bands, nearly feral, shunning any contact with outsiders, even those of other elvish strains. As a wild elf, you will feel great unease around strangers, and will be completely unfamiliar with civilization and its many social restrictions.

**Ability Score Increase.** Your Strength score increases by 2.

**Elf Weapon Training.** You have proficiency with the longsword, shortsword, shortbow, and longbow.

**Fleet of Foot.** Your base movement rate increases to 35 feet.

**Natural Trapper.** While in a woodland environment, you can set snares and deadfalls. You may add your proficiency bonus to any ability checks you make to set a snare, deadfall, etc.

**Language Restriction.** You do not begin the game proficient in the Common tongue; you only speak Sylvan. You may remove this restriction at any point where you would normally be allowed to increase an ability score or take a Feat. By doing so, you may not also take the increase or Feat. Note that this restriction applies to in-character game communication; out of character communication is unaffected.

## GNOME

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Gnomes are relatively common in the Flanaess and go by the Flan term *noniz*. Some gnomish communities, such as those found in disputed border territories, are independent enclaves, while others are fully integrated into larger realms and make up a significant portion of the population, such as the County of Ulek. Sometimes gnomish contingents will make up large portions of regular armies. However, all gnomes encountered in the Flanaess will be of the forest gnome type. Rock gnomes, as described in the Player's Handbook with their tinkering and inventive ways, are unknown in the Flanaess.

## HALF-ORC

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Half-orcs are common in many areas of the Flanaess. The Pomarj, Wild Coast, Greyhawk, and Dyvers harbor large numbers of them, due to the proximity of orc tribes. They are also quite common in Iuz, the Horned Society, and the Bandit Kingdoms, as well as the Bone March and the Great Kingdom in general. In the more Good-aligned nations, such as Keoland, Furyondy/Veluna, and Nyrond/Almor, they are quite rare and little tolerated.

## HALFLING

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Halflings exist throughout the Flanaess, but are largely content to remain in their quiet agricultural communities alongside their human and demi-human compatriots. They are often referred to as *hobniz*. There are no halfling realms in the Flanaess, although they do make up a large portion of the military auxiliaries in a number of human states' armies, often functioning as scouts or slingers. There are three types of halfling found in the Flanaess; Hairfoots (labeled Lightfoots in the Player's Handbook), Tallfellows, and Stouts (as described in the Player's Handbook).

### TALLFELLOW

As a tallfellow halfling, you are rumored to have a trace of elvish blood in your veins, on your great-grandmother Willow's side of the family, which is rarely talked about in polite company over Elevenses. You're taller than the average halfling, and can ride a pony without difficulty. Your kind are most often found in elvish realms and near elvish communities, for obvious reasons.

**Ability Score Increase.** Your Strength score increases by 1.

**Languages.** You can speak, read, and write elvish as well as halfling and the Common tongue.

**It's as tall as I am.** You have proficiency with spear.

**Naturally stealthy.** Just like a hairfoot halfling, you can attempt to hide even when you are obscured only by a creature that is as at least one size larger than you.

## HUMAN

There are four major human strains to be found in the Flanaess. The Baklunish, Flan, Oeridian, and Suel races, and their various admixtures, form the overwhelming majority of humanity in the eastern portion of Oerik. The Rhennee are concentrated in the central Flanaess around the lands of the Nyr Dyv, while the Olman peoples are rare in the extreme and hail from exotic lands far to the south.

Few lands in the modern Flanaess have pure-blooded majorities of any human racial stock. Characters hailing from one of the nations listed below may choose from any of the major strains found there; minor strains are listed solely for aesthetic reasons; someone of Oeridian stock from Nyrond, for instance, could well have the trademark platinum blond hair from some distant Suel ancestor, although he would still reckon himself as being of Oeridian stock, and gain the abilities and languages thereof. The order of the strains listed indicates the relative strength of their representation, but for game purposes such subtleties have no impact on the choice of human sub-race by a player.

<b>Nation</b>	<b>Major Strains</b>	<b>Minor Strains</b>
Almor	Oeridian, Suel	n/a
Bandit Kingdoms	Oeridian, Flan, Suel	Baklunish
Barbarians, Frost, Ice, or Snow	Suel	n/a
Bissel	Oeridian, Suel, Baklunish	n/a

<b>Nation</b>	<b>Major Strains</b>	<b>Minor Strains</b>
Blackmoor	Baklunish, Oeridian	n/a
Bone March	Oeridian, Suel	n/a
Celene	Suel	n/a
Dullstrand	Suel, Oeridian	n/a
Dyvers	Oeridian, Suel	Flan, Baklunish
Ekbir	Baklunish	n/a
Furyondy	Oeridian	n/a
Geoff	Flan	Oeridian
Gran March	Suel, Oeridian	Flan
Great Kingdom	Oeridian, Suel	n/a
Greyhawk	Oeridian, Suel	Flan, Baklunish
Highfolk	Oeridian	Suel
Idee	Oeridian, Suel	n/a
Irongate	Oeridian	Suel
Iuz	Oeridian, Baklunish	Flan
Keoland	Suel, Oeridian	Flan
Ket	Baklunish, Oeridian, Suel	n/a
Lendore Island	Suel	Oeridian
Lordship of the Isles	Suel	Oeridian
Medegia	Oeridian	n/a
Nyrond	Oeridian	Suel
Onnwal	Oeridian	n/a
Pale	Flan, Oeridian	n/a
Paynims	Baklunish	Oeridian

<b>Nation</b>	<b>Major Strains</b>	<b>Minor Strains</b>
Perrenland	Flan	Oeridian, Suel, Baklunish
Pomarj	Oeridian, Suel	n/a
Ratik	Suel	Oeridian, Flan
Rel Astra	Oeridian	Suel
Rovers of the Barrens	Baklunish, Flan	n/a
Scarlet Brotherhood	Suel	n/a
Sea Barons	Suel	Oeridian
Sea Princes	Suel, Oeridian	Flan
Shield Lands	Oeridian	n/a
South Province / Ahlissa	Oeridian	Suel
Spindrift Isles	Suel	Oeridian
Sterich	Oeridian, Flan, Suel	n/a
Stonefist	Flan, Suel	n/a
Sunndi	Oeridian	Suel
Tenh	Flan	n/a
Tiger Nomads	Baklunish	n/a
Tusmit	Baklunish	Oeridian
Ulek, County of	Oeridian, Flan, Suel	n/a
Ulek, Duchy of	Suel	Flan, Oeridian
Ulek, Principality of	Oeridian- Suel	n/a
Ull	Baklunish	n/a
Urnst, County of	Suel,	n/a
Urnst, Duchy of	Oeridian	n/a
	Suel	n/a

<b>Nation</b>	<b>Major Strains</b>	<b>Minor Strains</b>
Valley of the Mage	Oeridian, Baklunish	Flan
Veluna	Oeridian	Suel, Flan
Verbobonc	Oeridian	Flan, Suel
Wild Coast	Suel	Oeridian, Flan
Wolf Nomads	Baklunish, Flan	n/a
Yeomanry	Suel, Oeridian	Flan
Zeif	Baklunish	n/a

### BAKLUNISH

Baklunish folk have skin with a golden hue, and grey, green, or hazel eyes. They have dark hair and tend towards hirsuteness. Those in the north tend towards brightly colored clothing, often with patterns dazzling to the eye. They wear either robes or short pants with long coats. Those in the south favor pastel parti-colored clothing, with complex stripes, puffs, and slashes.

**Ability Score Increase.** Your Wisdom score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

**Languages.** You are proficient in Low Baklunish. If you are a cleric or come from the Paynims, you also have proficiency in Ancient Baklunish. Paynims do not normally get proficiency in Common or Low Baklunish, but the Dungeon Master may make an exception.

### FLAN

Flannae are generally bronze-hued, ranging from lighter copper to near brown. They have dark eyes, but occasionally an amber-eyed Flan will be found. Hair is dark, ranging from black

to dark brown, and tends to be either wavy or curly. Their dress tends to be modest and of solid and bright primary colors.

**Ability Score Increase.** Your Constitution score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

**Languages.** If you are from Tenh, you have proficiency in Flan.

#### OERIDIAN

Oeridians are dark-skinned, ranging from tan to olive, and have hair color from dark blond to black, but various shades of brown predominate. They can have eyes of just about any color, but grey and brown are most common. Those in the far east tend to wear plaids, with the pattern denoting their clan, while those in the west tend towards checks (although variations from the standard square pattern are most common). Clothing tends to be close-fitting.

**Ability Score Increase.** Your Strength score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

**Languages.** If you are from the Great Kingdom, Medegia, Irongate, Idee, Onnwal, Almor, South Province, or North Province, you also have proficiency in Old Oeridian. If you come from Veluna or Furyondy, you may choose to be proficient in Velondi. If you come from Keoland or one of the lands surrounding it, you are also proficient in Keolandish. If you are from Nyrond, you have proficiency in Nyrondese.

#### OLMAN

Representatives of the Olman people are relatively unknown in the Flanaess in CY 576, but after the Scarlet Brotherhood brought many thousands of them into the lands around the Azure Sea as troops and slaves in CY 585, they became a more common sight. Their skin is a red-brown and their hair is straight and black, and they have dark eyes. It is not unknown for Olman parents to flatten the skulls of their infants, as a high, sloping forehead is highly prized among them. Their clothing tends to simple construction, but is dazzlingly decorated with beads, feathers, and the like. Leaders will have elaborate headdresses.

**Ability Score Increase.** Your Strength score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

**Languages.** You have proficiency in Olman.

#### RHENNEE

The Rhennee are strangers to Oerth, or so their legends say. Inveterate wanderers, they are mostly found as bargefolk in and around the Nyr Dyv, but a branch known as the Attloi undertakes their journeys in wagons rather than on the water. They have skin of olive to tan color, much like Oeridians, and dark curly hair. They tend to be shorter than normal, and have a well-deserved reputation as thieves, con men, and rogues. Only women are ever encountered as spellcasters, and then never as clerics; if the Rhennee have any gods in which they believe, they do not rely on them for magical abilities. Their dress tends to the functional and eschews bright colors, but the quality of their leatherwork is noteworthy.

Rhennee speak their own language, Rhopan, as well as whatever other languages they may happen to speak. They use their language as a sign of recognition among the True Folk, as they call themselves.

Rhennee can be found mostly around the Nyr Dyv and its connecting rivers. Rhennee barges can be found as far upstream as Verbobonc, Molag, Stoink, Trigol, Nellix, and Hardby. Atloï wagon caravans can be found in roughly the same region, although they obviously don't need to remain close to the water.

**Ability Score Increase.** Your Dexterity score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

**Languages.** You have proficiency in Common and Rhopan.

### SUEL

The Suel people are fair-skinned to the point of near-albinism, and their hair color runs from platinum blond to red. Their eyes are some shade of blue or violet, but occasionally grey. They wear solid colors, often wearing two (or occasionally three) colors to denote their house, and tends to be of loose cut.

**Ability Score Increase.** Your Intelligence score increases by 1, to a maximum of 18. This is in addition to the normal human ability score increase.

**Languages.** If you are from the Scarlet Brotherhood, you also have proficiency in Ancient Suloise. If you are from the Cruskii, Fruzii, or Schnai, you also have proficiency in Fruz. If you are from Lendore Isle, you have proficiency in Lendorian.

### TIEFLING

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Tieflings are very rare in the Flanaess, and any tieflings found in a Greyhawk campaign will be regarded by nearly everyone they encounter as cambions (half-demons) at best, or some other sort of creature from the lower planes. They will suffer even more prejudice because of their appearance in most civilized places, with the possible exception of lands such as Iuz and the Great Kingdom, where cambions are relatively common. In such an environment, a tiefling might be less of a novelty, but would still find life difficult at best; certainly more difficult than they would in a world where they were at least native. In campaigns set after CY586, when the Flight of the Fiends caused most of the demons and other creatures from the lower planes to flee the material plane, tieflings will still be confused for demons or semi-demons, but will stand out all the more because of it, and face more suspicion and hostility.

## LANGUAGES

The following languages should be added to the lists of standard and exotic languages listed in the Player's Handbook. Generally speaking,

### STANDARD LANGUAGES

Language	Typical Speakers	Script
Baklunish	Humans (Baklunish)	Baklunish
Common	Humans, demi-humans	Oeridian
Flan	Humans (Flan)	Flan
Keolandish	Keoland	Oeridian
Old Oeridian	Humans (Oeridian)	Oeridian

**Baklunish** is the modern descendent of Ancient Baklunish (see below) which is spoken in those lands to the northwest of the Flanaess and on its western periphery.

**Common** is a new language, a combination of Ancient Baklunish and Old Oeridian with its birthplace in the Great Kingdom, used as a universal trade language. Today anyone who travels even a little must have at least a smattering of Common, and it has become ubiquitous across the Flanaess, at least as a secondary language.

**Flan** is still spoken by many as a primary language, particularly in areas that retain their Flannae character, such as the Duchy of Tenh. It is an ancient language which has retained many of its archaic characteristics, making direct translation into Common difficult at times.

**Keolandish** is a dialect of Old Oeridian, spoken widely throughout the Sheldomar Valley. It is a dialect of Old High Oeridian with admixtures.

**Old Oeridian** is still a living language, especially in areas of thick Oeridian settlement and is relatively young and uncorrupted by other languages. Thus, it is difficult to translate directly into anything except Common. Several other distinct dialects are also still in use (see below).

### EXOTIC LANGUAGES

Language	Typical Speakers	Script
Ancient	Paynims	Baklunish
Baklunish		
Ferral	Iron League	Oeridian
Fruz/The Cold Tongue	Schnai, Fruztii, Cruzki	Suel
Lendorian	Lendore Isle	Suel
Nyrondese	Nyrond	Oeridian
Rhopan	Rhennee	Rhennee
Suloise	Scarlet Brotherhood	Suel
Velondi	Furyondy- Velua	Oeridian

**Ancient Baklunish** is a predecessor of Baklunish and the Common tongue. It is still spoken among the Paynims. Even speakers of modern Baklunish find it nearly incomprehensible.

**Ferral** was a tribal dialect of Oeridian, now extinct except as a code language now used by leaders and operatives of the Iron League, to keep their communications secret and act as a sign of recognition. It is not a living language in the true sense, and the DM is encouraged to

disallow player characters learning it without a compelling reason.

**Fruz**, also known as the Cold Tongue, is spoken by the northern barbarians who inhabit the Thillronian Peninsula. It is a mixture of Suloise and Flan, and bears little resemblance to any other language, including Common.

**Lendorian** is an ancient dialect of Suloise spoken only on Lendore Island. Most speakers also speak Common, but choose to speak Lendorian when among themselves. It is only partially intelligible to speakers of Suloise, and not at all to Fruz speakers.

**Nyrondese** is a dialect of Common, emphasizing its Oeridian roots, which is still spoken by common folk in Nyrond. It is different enough from Common to qualify as a unique language, and those who would appear learned will learn Common as well.

**Rhopan** is a language spoken only by the Rhennee river-folk and their wagon-dwelling cousins. It bears no resemblance to any other language spoken in the Flanaess. It will not be taught to non-Rhennee unless there are very special circumstances involved.

**Suloise** is a language that is all but extinct, having died out when the Suloise Imperium was destroyed by the Rain of Colorless Fire. Some scholars still learn it for research purposes, and it is rumored that the Scarlet Brotherhood maintains it as a living language.

**Velondi** is a tribal dialect of Oeridian, spoken as a primary language by rural folk and peasants along the border between Veluna and Furyondy. It is incomprehensible to speakers of Common.

## CLASSES

All of the character classes listed in the Player's Handbook are available to player characters in a Greyhawk campaign. Greyhawk characters have additional options, however, as detailed below.

### BARBARIAN

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Barbarians hail from either the extreme north or the extreme south of the Flanaess, and come in three general types. Those in the north hail from one of the four groups of horseback-traveling nomads – the Tiger Nomads, Wolf Nomads, Rovers of the Barrens, and Hold of Stonefist. Those in the northeast of the Flanaess – the Fruzii, Schnai, and Cruzkii – are more settled and are excellent seafarers. Those from the steamy jungles of the south are more primitive than their northern counterparts, but no less savage. Many will be of Olman, Suel, or mixed heritage.

In addition to the primal paths listed in the Player's Handbook, barbarian characters in the World of Greyhawk have access to the following additional path.

### PATH OF VATUN

The Path of Vatun is available only to those barbarians who hail from the Thillronian Peninsula; the lands of the Schnai, Fruzii, and Cruzkii. They are dedicated to the Great God of the North, Vatun, god of cold, winter, and arctic beasts. Those barbarians following the Path of Vatun in Stonefist would have originally come from one of the barbarian lands to the east. Those who follow the Path of Vatun are inured to cold and the hardships associated with it.

### RUNE OF FROST

Starting when you choose this path at 3<sup>rd</sup> level, you are resistant to cold when you rage. In addition to the normal resistance to weapons, you also have resistance to all cold-based attacks. In addition, you can spend time in frigid water without penalty.

### RUNE OF SNOW

Starting at 6<sup>th</sup> level, you radiate freezing cold in a 5' radius while raging. Any creature in this sphere (friend or foe) will take 2 points of cold damage at the start of your turn.

### RUNE OF ICE

Beginning at 10<sup>th</sup> level, you can freeze enemies with your icy gaze as your action. To do so, select one creature within 30' who is in line of sight. If the creature can see you, it must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma bonus) or

be paralyzed. If you can keep your gaze fixed on the creature, you can extend the effect until the end of your next turn. The effect ends if you end your turn out of line of sight, or more than 60' from you. If the creature is successful in its saving throw, you cannot use this feature on it for 24 hours.

### RUNE OF SLEET

Beginning at 14<sup>th</sup> level, you can cast the *sleet storm* spell once per day.

### PATH OF THE TOTEM WARRIOR

Those barbarians who choose the Path of the Totem Warrior (as described in the Player's Handbook) are constrained in their choice of animal by their homeland. In addition, four new animal totems are available, and are marked with an asterisk in the table (specifics regarding the new totem animals are given below).

Totem Animal	Tiger Nomads	Wolf Nomads	Rovers of the Barrens	Hold of Stonefist / Stonehold	Ice, Frost, or Snow Barbarians	Hepmonaland or Amedio Jungle
Crocodile*						X
Bear				X	X	
Dog*			X	X		
Eagle				X	X	X
Horse*			X	X		
Jaguar*						X
Tiger*	X					
Wolf		X		X	X	

### TOTEM SPIRIT (3RD LEVEL)

**Crocodile.** While raging, you have resistance to all physical damage except psychic damage. The spirit of the crocodile ensures that your hide shrugs off physical harm like the scaly hide of a crocodile.

**Dog.** While raging, your base speed is increased by 10'. The spirit of the dog allows you to run with the pack and pursue prey.

**Horse.** While raging, your base speed is increased by 10'. The spirit of the horse gives you speed and stamina.

**Jaguar.** While raging, you can make either a standing long jump or standing high jump that covers full distance, rather than half, and if your jump requires a DC check, you have advantage. The spirit of the jaguar allows you to leap into the midst of your prey.

**Tiger.** While raging, your strength is temporarily increased by 1 (maximum 20). You have the strength of the spirit of the tiger.

### ASPECT OF THE BEAST (6TH LEVEL)

**Crocodile.** You gain the patience of a crocodile. You can remain stock-still for hours on end, gaining advantage on any Dexterity (Stealth) checks while so doing, and gaining advantage on your initiative check when attacking a surprised foe after being so concealed.

**Dog.** You have the ferocity of a war dog. You can make an attack as a bonus action on any turn when you have moved, as long as you have not already attacked in that turn.

**Horse.** You have the speed and endurance of a stallion. For up to an hour at a time, you can sprint like a galloping horse, covering twice the

normal distance in that time. Once you have sprinted for an hour, you cannot sprint again until 8 hours have elapsed. Note that this is not the same as moving at double speed in melee; this ability can only be used for long stretches of even-paced movement across country.

**Jaguar.** You have the stealth of a jaguar. You gain advantage on all Dexterity (Stealth) checks, and can use stealth while traveling at normal pace.

**Tiger.** You have the stealthy hunting instincts of a tiger. You have darkvision with a 30' range and advantage on all Dexterity (Stealth) checks.

### SPIRIT WALKER (10TH LEVEL)

This functions as described in the Player's Handbook.

### TOTEMIC ATTUNEMENT (14TH LEVEL)

**Crocodile.** While you're raging, you automatically have advantage on all grappling attacks. You may also grapple a creature up to two sizes larger than you, and may move a grappled creature at normal speed.

**Dog.** While you're raging, you are entitled to make a bonus attack against any creature you have attacked that turn. This bonus attack can only be a shove, however. You have advantage for this attack.

**Horse.** While you're raging, you automatically get advantage on any attack where you are able to move at least 10' prior to attacking. You also get an extra dash action every turn.

**Jaguar.** While you're raging, you get an additional attack each turn, as long as it is with a slashing or piercing weapon.

**Tiger.** While you're raging, you may let loose a snarling growl of challenge that will cause all enemies within 15' to be frightened (as per the condition) if they fail to make a saving throw vs. Wisdom. If you cannot be heard, the growl has no effect. You need a short rest before you can growl again, and the effect lasts for 10 minutes.

## BARD

Bard characters in the World of Greyhawk may choose from the following college, in addition to the choices listed in the Player's Handbook.

### COLLEGE OF BALANCE

Bards in the College of Balance are closely aligned with the Old Faith of Druidry, and are talented performers who are interested in seeing that no side in the cosmic struggle for dominance – law and chaos, good and evil – ever completely dominates the others. Their tales spoken in glades in deep woods, or songs sung in smoky urban taverns, emphasize the eternal nature of struggle, the cyclical nature of history, and how even the most seemingly- invincible foe can be overcome, only to start the cycle anew.

While they may not be always formally recognized as agents of the Cabal (see “factions”), bards of the College of Balance are most certainly informally aligned with the same goals; to prevent the dominance of any extreme alignment over the Flanaess, and ensure that Balance is ultimately restored should any alignment come to ascendancy.

Members of the College of Balance seldom gather in formal settings, preferring to spread news between one another as they wander around the Flanaess, and will also use druid networks of followers, priests, and agents to spread and learn information.

### SONGS OF NATURE

Once you join the College of Balance at 3rd level, you may choose from either the Bard or Druid spell lists when selecting new spells to learn, including the additional cantrip you learn at 10th level. You still use the bard tables to determine cantrips and spells known, and spell slots.

### BONHOMIE

Also at 3rd level, you can project a naturally affable and likeable manner that can have an influence those around you. You automatically have advantage on the first social interaction check you make with any new creature. You only get this advantage once per individual creature, and only on the first social interaction check you make with them.

### MUSICAL KNOWLEDGE

Starting at 6th level, you can use your superior knowledge of music and sound in several different ways. When using any magical item that relies on sound (the *horn of Valhalla*, for instance), you can bring forth the maximum possible effect, and those which recharge at down always gain the maximum number of charges when in your possession. When using your *bardic inspiration* ability, the target creature will have resistance to thunder attacks and sound-based magical effects such as the *luring song* of a harpy, in addition to the other benefits of bardic inspiration.

### CHARMING PERSONALITY

Starting at 14th level, you do not need to prepare the spell *charm person*. You can always cast it as long as you have an available spell slot, and the target creature always has disadvantage when making its saving throw. It

will still have advantage if you or your companions are fighting it.

## CLERIC

There are a wide variety of deities and religions in the Flanaess and its environs. Like much of the history and culture of the Flanaess, its religious makeup has been shaped by the wanderings of the various peoples over its face, particularly after the Invoked Devastation and Rain of Colorless Fire a millennium ago. Many of the deities worshiped in the Flanaess are common, which is to say their worshipers are found in Oeridian, Suel and Flan communities. Others are limited to a single pantheon, and their worship is naturally limited to areas that are populated by the descendants of their original worshipers.

While the deities of the Flanaess are detailed in another section of this book, the domains available to clerics of those deities are detailed below.

### DIVINE DOMAINS

Certain of the gods of Greyhawk can grant their clerics access to a new Divine Domain, as detailed below.

### ANIMAL

Many of the gods associated with nature – Obad-Hail, Ehlonna, Llerg, Phyton, etc. – take an express interest in the beasts of field and forest. Some place great value on leaving such animals undisturbed, so that the processes of nature can proceed unmolested. Others see virtue in achieving a harmonious balance between men and animals, one that includes husbandry and hunting. Still other deities value animals on their own terms, rather than in the broader context of nature. Such deities

can grant their followers access to the Animal domain.

### Animal Domain Spells

Cleric	Level	Spells
	1st	<i>animal friendship, speak with animals</i>
	3rd	<i>animal messenger, beast sense</i>
	5th	<i>conjure animals, phantom steed</i>
	7th	<i>dominate beast, giant insect</i>
	9th	<i>antilife shell, insect plague</i>

### Bonus Proficiency

At 1st level, you gain proficiency in Animal Handling.

### Animal Sense

Starting at 1st level, you can sense when animals are within 30' of you by concentrating. You will know the direction and type of the animal, but not distance or its state of mind. This does not apply to magical creatures or monsters, only to "ordinary" animals such as wolves, snakes, birds, etc.

### Channel Divinity: Animal Ferocity

Starting at 2nd level, you can use your Channel Divinity to imbue yourself with the ferocity of a wild animal. When you make an unarmed attack roll, you can use your Channel Divinity to add an additional 1d10 points of pummeling damage if you hit. You must decide to use this feature before you roll to hit.

### Channel Divinity: Speed of the Cheetah

At 6th level, you can use your Channel Divinity ability to move at double your normal speed until the end of your next turn.

## **Divine Strike**

Starting at 8th level, you gain the ability to imbue your weapons with animal-like strength when they hit. You do an additional 1d8 points of bludgeoning, piercing, or slashing damage, as appropriate for your weapon. This can also be applied to unarmed combat damage.

## **Animal Friend**

At 17th level, non-magical animals will not harm you unless they are under some sort of magical control. This does not apply to monsters or magical creatures, such as trolls or chimeras, nor does it apply to animals with an intelligence of 6 or higher.

## **DRUID**

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The druidical religion is known as the Old Faith. In most places, the followers of the Old Faith and those of the various clerical religions get along at least moderately peacefully, and it is not unknown for certain deities to have priests in both the druid and cleric classes. The druidic hierarchy is strongly maintained in the Flanaess, with each major woodland having its own Great Druid, and a Grand Druid governing over all.

### **DRUID CIRCLES**

Because Oerth has two moons (Luna and Celene), the “Circle of the Moon” as described in the Player’s Handbook is referred to as “The Circle of Luna” in the Flanaess, and there is a separate Circle of Celene, as described below.

#### **CIRCLE OF CELENE**

The Circle of Celene is made up of those druids who see the harmony of all living things, and who seek the balance of wild and civilized, animal and vegetable, dark and light. They see

the great cities of the Flanaess as no more “unnatural” than a beehive or a beaver dam, although they will take steps to make sure that one does not completely overwhelm the other. They are at home either in the deep woods or village greens; barren, isolated hillsides or the small groves that are often maintained within the walls of larger cities.

Druuids belonging to the Circle of Celene see intrusions from the outer planes as inherently unnatural (elementals and creatures from the inner planes are acceptable, however). Whether the intruders are good-natured angels or ravening demons, the Circle of Celene will act to send such beings back to their home planes. This aversion does not extend to elementals, as they are composed of the same sort of matter that ultimately makes up the material world.

Much as blue Celene has a much longer periodic cycle than its counterpart, Luna, so too does the Circle of Celene take a longer-term view of the world, and are generally seen as being more solid and stable than their wild and mercurial fellows. Despite these differences, however, members of both Circles will generally get along, seeing each other as different sides of the same acorn.

#### **Bonus Cantrip**

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

#### **Network of the Old Faith**

Starting at 2nd level, you begin to have greater access to the widespread but thinly populated network of druid communities across the Flanaess. This allows you to send and receive messages relatively quickly, gain access to

news and rumors from afar, and seek advice from higher-level druids and the druidical leadership as needed. Druids of the Circle of Celene are particularly attuned to the larger druidical community, as they are more inclined to cross boundaries between circles, communities, and regions. This is especially useful in learning about incursions into the material plane by creatures from the outer planes.

### Circle Spells

At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected with combatting extra-planar beings. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day, although you still need to expend a spell slot to cast it. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### Druid

#### Level Circle Spells

3rd	<i>detect evil and good, protection from evil and good</i>
5th	<i>dispel magic, protection from energy</i>
7th	<i>banishment, conjure minor elementals</i>
9th	<i>banishing smite, dispel good and evil</i>

### Natural Grounding

Starting at 6th level, you are so attuned to the vibrations of the material plane that you can use them to ward attacks of extra-planar origin. You have resistance to all magical, physical, and mental attacks made by creatures native to the outer planes (fiends, celestials,

elementals, etc.), with the exception of singular powerful creatures such as archdevils and demon princes. This power is only available while you are in the material plane yourself; if you are on another plane, including demiplanes, it will not function.

### Shield of Nature

Once you have reached 10th level, you can use an action to summon a sphere of magical protection against extra-planar creatures. The sphere will extend in a 1' radius from your person per experience level. No missile attacks from non-singular fiends, elementals, or celestials can penetrate the sphere, and any ranged magical attacks that must penetrate the shield have disadvantage, if applicable. Any such creature within the sphere automatically has disadvantage when in melee, but magical attacks are unaffected.

### Force of Nature

Starting at 14th level, extra-planar creatures sense your connection to the natural world and are hesitant to attack you. When a non-singular fiend, elemental, or celestial attacks you, that creature must make a Wisdom saving throw against your Druid spell save DC. On a failed save, the creature must either choose another target or the attack fails. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect prior to making its attack.

### CIRCLE OF THE SUN

The Circle of the Sun is made up of those druids who honor the sun, and tend to be more integrated with human and demi-human communities than other druids might be. Although they are still greatly concerned with

nature, they focus on the role of intelligent creatures within nature, attempting to gently guide people into a harmonious co-existence with nature, rather than either the extremes of absolute reverence or exploitation of nature.

### Bonus Cantrip

When you choose this circle at 2nd level, you learn the *light* cantrip.

### Persuasive Mien

Starting at 2nd level, you have a way of dealing with people that puts them at ease. You may add your proficiency bonus to all Charisma (Persuasion) checks.

### Circle Spells

At 3rd, 5th, 7th, and 9th level, you gain access to circle spells focused on influencing people and protecting them from harm. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day, although you still need to expend a spell slot to cast it. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

## Druid

### Level Circle Spells

3rd	<i>charm person, protection from evil and good</i>
5th	<i>calm emotions, suggestion</i>
7th	<i>daylight, mass healing word</i>
9th	<i>dominate beast, hallucinatory terrain</i>

### Blindness Immunity

Starting at 6th level, you are immune to magical blindness and automatically make

saving throws against any spell or magical effect that would otherwise rob them of their sight. Areas of magical darkness will still be in effect and will block sight, as long as they are not personally centered on you.

### Sunspear

When you reach 10th level, you can generate a magical spear formed of sunlight. Doing so requires an action, and can be done once per long rest. You can only have one spear at a time, and it will last for up to one hour, or until it is used. You can hurl the sunspear up to 100 feet at an enemy, who must be in sight. The sunspear will find its target unerringly, and do 9 (3d6) hit points of radiant damage plus 9 (3d6) hit points of piercing damage.

### Healing Touch

When you reach 14th level, you can take an action to touch one individual, healing them of all injury, wounds up to 90 hit points, and non-magical disease. Insanity will also be thus cured. You can do this once per week, and must take a long rest before you can cast any other spells.

### FIGHTER

It is no exaggeration to say that the Flanaess is constantly at war. Border skirmishes between Iuz and his neighbors to the south; raids by the Bandit Kingdoms into neighboring Tenh, the Pale, or Urnst; incursions by humanoid tribes attempting to overrun civilized lands (and sometimes succeeding!); maneuvers and battles by full-scale armies as the Great Kingdom and the Iron League; the Flanaess produces many fighters, and some of those veterans become adventurers.

## MARTIAL ARCHETYPES

The following additional martial archetypes are available to fighter characters in the Flanaess.

### BRIGAND

Brigands are among the most common types of fighter one is likely to encounter in the Flanaess. Outlaws, living on the margins of society, they operate either singly or in loose gangs, robbing travelers and occasionally undertaking more organized and profitable raids on weakly-defended settlements. They are a constant nuisance, and authorities are constantly having to fight against their deprivations.

### Roguish Ways

When you choose this archetype at 3rd level, you can perform a sneak attack as if you were a rogue. You also will have learned Thieves' Cant by this time.

### Ropework

At 7th level, you gain proficiency with any task involving tying or untying knots. You can also fashion and use a lasso out of any length of rope 20' long or longer. On a successful hit, no damage is done, but the target ends the turn in a grappled state. The state can be removed by cutting the lasso with a blade (the grappled target has disadvantage when doing so, and must already have had the weapon in hand to be able to do so). If more than one lasso has struck the same target, all must be cut individually, at a rate of one per turn. The range of the lasso is the length of the rope minus 15'.

### Hiding

At 10th level, you can hide in plain sight as if you were a ranger. In addition, you may add

your proficiency bonus when attempting to hide normally.

### Intimidating Presence

At 15th level, you have advantage when making Charisma (Intimidation) skill checks, and those under your command get a +2 bonus on all morale checks.

### Seasoned warrior

At 18th level, you get one extra action which can only be used to make a melee or missile attack.

### CAVALIER

Cavaliers are the quintessential “knights in shining armor” of the Flanaess. Dedicated to honor, prickly about the deference due to someone of their social standing, they are yet still the product of intense training that makes them among the deadliest warriors in the realm of horse born combat using heavy weapons and armor. No matter their alignment, Cavaliers follow a code of chivalry that includes hospitality, honor, courtesy, bravery, and pride. As a rule, Cavaliers will wear the heaviest armor available (even if such is not the most efficient, and magical bonuses are not counted), and will seek to attack the most powerful foe available to prove their bravery. Cavaliers never used ranged weapon attacks; such are considered dishonorable. Failure to observe these restrictions may result in forfeiture of half or full experience points and/or renown, at the discretion of the Dungeon Master. Those not in service to some lord, religious cause, or other figure of authority are considered “knights errant” and will have as a primary goal finding service with such a figure.

## **Knighthood**

When you choose this archetype at 3rd level, you automatically gain advantage when using a lance, mace, or flail from horseback. You are also proficient in heavy armor, if you are not already. In addition, you can expect up to three day's hospitality (food and lodging) from any other fighter with the Cavalier archetype, and other characters who would recognize such feudal hospitality obligations as appropriate. You will have a coat of arms which will be flown on a pennant on the Cavalier's lance and/or held by a retainer as a battle flag. If this standard is lost, the Cavalier will make every effort to recover it, or suffer a great loss of personal honor.

## **Retainers**

At 7th level, you will attract a group of retainers like that detailed in the Variant Noble: Knight background in the Player's Handbook. If you have already chosen that background variant, your retainers will follow you into dungeon environments, once you reach this level, but will still expect to be protected and not put in the forefront of danger.

## **Horseman**

At 10th level, you always gain advantage when attacking from horseback. In addition, you are an excellent judge of horses in general, and can always pick the horse with the highest number of hit points from a group, when evaluating them (for instance, when picking one out of a herd to buy or ride). You can ride any ordinary mount without effort, and when attempting to ride special mounts (pegasi, hippogriffs, unicorns, etc.) you have advantage. Finally, you have proficiency in animal handling, when it comes to horses and horse-like creatures.

## **Mastery at arms**

At 15th level, you can take an additional action each round to perform a melee attack. If you are wearing heavy armor when making this attack, you get advantage automatically.

## **Determination**

At 18th level, you are automatically immune to magical fear. In addition, you gain advantage when making saving throw vs. any sort of mind-affecting magic or other effects.

## **MONK**

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While the monks of the Scarlet Brotherhood are probably the most well-known to fans of the World of Greyhawk Fantasy Setting, it should be remembered that they are by no means the only monastic order at work in the Flanaess. Indeed, in CY 576 the monks of the Scarlet Sign had barely been noticed by the world at large, although within a decade that would most decidedly change. The monks of the Scarlet Sign have their own monastic tradition, as described below.

Most monks in the Flanaess will have their initial training in individual monasteries which are ultimately of Baklunish origin, as the devotees of the demigod Zuoken brought the practices of meditation and unarmed combat from the far west of Oerik. Such monasteries will teach any or all of the three monastic traditions described in the Player's Handbook. Player character monks who come from such monasteries need not be of the Baklunish race, as families of any race will send younger children to a nearby monastery with a good reputation, or even one with a poor reputation if there are simply too many mouths to feed.

## MONASTIC TRADITIONS

### WAY OF GLORY EVERLASTING

The Order of Glory Everlasting is a group of monks dedicated to the god of chivalry and justice, Heironeous. The Order is dedicated to the preservation of Oeridian culture and the general welfare of the Oeridian peoples. They are sworn foes of the Order of the Gray Hand, which serves Heironeous' hated half-brother, Hextor, and their pro-Oeridian stance sets them against the mission of the Scarlet Brotherhood, who support the cause of Suel supremacy. Those monks who follow the Way of Glory Everlasting must be of good alignment.

### Servant of the Glory Everlasting

Starting when you choose this tradition at 3rd level, you can cast paladin spells, using wisdom as your spellcasting modifier. The number of spell slots you have depends on your level.

#### —Spell Slots per Spell Level—

Level	1st	2nd	3rd	4th	5th
3rd	2	—	—	—	—
4th	3	—	—	—	—
5th	3	—	—	—	—
6th	4	2	—	—	—
7th	4	2	—	—	—
8th	4	3	—	—	—
9th	4	3	—	—	—
10th	4	3	2	—	—
11th	4	3	2	—	—
12th	4	3	3	—	—
13th	4	3	3	—	—
14th	4	3	3	1	—
15th	4	3	3	1	—
16th	4	3	3	2	—
17th	4	3	3	2	1
18th	4	3	3	3	1
19th	4	3	3	3	2
20th	4	3	3	3	2

### Holy ki

At 6th level, you may spend ki points in order to cast spells as if you were expending a higher level spell slot than you actually are. This cannot be used to increase the number of spell slots you have, but can be used to increase spell effects for those spells whose effects change with the level of the caster, such as *bless*. Each increase in spell level costs two ki points, with a maximum expenditure as follows:

Maximum Ki Points for a	
Monk Level	Spell
3-8	6
9-12	8
13-16	10
17-20	12

### Divine Strike

Beginning at 11th level, when you hit a creature with an unarmed strike or monk weapon, you can expend one of your spell slots to deal radiant damage to the target. This extra damage is  $2d8$  for a 1st level spell slot, plus  $1d8$  for each spell level higher than first. This increases by  $1d8$  if the target is a worshiper of Hextor.

### Improved Divine Strike

At 17th level, your body is infused with ki energy mixed with the holy radiance of Heironeous. You automatically do an additional  $1d8$  hit points of radiant damage when you hit with an unarmed strike or monk weapon. You may use this in addition to your Divine Strike ability.

## WAY OF THE GRAY HAND

The Order of the Gray Hand is dedicated to the god of war, discord, and massacre, Hextor. Members of the Order are devoted to the preservation of Oeridian traditions, history, and culture, and the general well-being of the Oeridian peoples. They are bitter enemies of the Order of Glory Everlasting, and their pro-Oeridian mission puts them at odds with the Scarlet Brotherhood as well. Those who follow the Way of the Gray Hand must be of lawful evil, neutral evil, or lawful neutral alignment.

Monks of the Gray Hand count morningstars, flails, war picks, and scimitars as monk weapons.

### Vicious Strike

Starting when you choose this tradition at 3rd level, you can channel all your fury and love of massacre into your attacks. You may spend a chi point to turn any martial arts attack into a critical hit. You must announce your intention to do so before rolling to hit, and if the attack fails, you still lose the point.

### Assassinate

At 6th level, you are trained to take advantage of any momentary distraction of your enemies. You have advantage when attacking any creature that has not yet taken a turn in the round. In addition, any hit against a surprised creature counts as a critical hit.

### Rage

Beginning at 11th level, you can use a bonus action to rage. While raging, you gain the following bonuses, as long as you are not wearing heavy armor:

- Advantage on all Strength saving throws and ability checks
- When making an attack with either martial arts or monk weapons, you get a +2 bonus to damage
- You have resistance to bludgeoning, piercing, and slashing damage

Your rage lasts for one minute. No spells can be cast during a rage, and if you are knocked unconscious before attacking some creature or taking damage yourself, your rage ends. Between long rests, your first rage costs 1 ki point, your second costs 2, your third costs 3, and so forth. Once you take a long rest, the cost of raging returns to 1 kit point.

### Sixfold Strike

At 17th level, you can channel the essence of the god Hextor and spend 2 ki points to make six melee or missile attacks in a single round. These attacks may be made against the same opponent, or any number of others, as long as they are in range (for missile attacks, you must have enough ammunition to make the attack). As you do so, your body will seem to sprout four extra limbs bathed in glowing red light which immediately disappear as your attack ends. You must take a long rest before doing the Sixfold Strike again.

## WAY OF RAO

The Children of Rao follow the teachings of that gentle and powerful deity. While they are meditative and rather bookish, and may even seem pacifistic to outsiders, once they have made the decision to act, they are quite capable of doing so forcefully to achieve the desired end. Those who follow the Way of Rao emphasize peace and negotiation as long as possible, and then swift decisive action if needed. All monks

who choose the Way of Rao must be of lawful good alignment.

### Avoidance

Starting when you choose this tradition at 3rd level, when you use your ki to perform your Patient Defense, if you are not hit by a melee attack, you may take the Disengage action as a bonus action at the end of the round.

### Calmness

At 6th level, you can spend 2 ki points to cast the spell *sanctuary*, and 3 ki points to cast the spell *calm emotion*.

### Decisiveness

Beginning at 11th level, you can use your Stillness of Mind power as a bonus action.

### Action is wisdom

At 17th level, you may add your proficiency bonus to your Initiative roll.

### WAY OF THE FIST

Those monks who follow the Way of the Fist are followers of the Baklunish god Zuoken. As a disciple of Zuoken, you develop your mental mastery and psionic abilities as well as your physical prowess. Although not as fully invested in the psionic arts as a mystic, you are nonetheless adept at using your mental energy alongside your physical abilities in combat, merging ki and psionic energy in a single flowing gestalt<sup>1</sup>.

### Disciple of Zuoken

When you choose this tradition at 3rd level, you learn psionic disciplines that harness the power of your own mind. A discipline requires that you spend ki points every time you use it. Using a discipline counts as an action, unless noted in the description.

You know the Psychic Attunement discipline and one other of your choice, which are detailed in the “Psionic Disciplines” section below. You learn one additional psionic discipline of your choice at level 6, 11, and 17.

Whenever you learn a new psionic discipline, you may also replace one psionic discipline that you already know with a different discipline.

### Psionic Disciplines

The psionic disciplines are listed in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

**Battle Fist (6th level required).** You can spend 3 ki to channel your mental force into an unarmed melee attack. If the attack is successful, you inflict 3d8 points of thunder damage to all enemies within a 10' radius. Those who fail their saving throw will be thrown back 10' and made prone. You must successfully hit an enemy to activate this effect, and must announce that you are spending the ki prior to rolling to hit.

**Body Equilibrium.** You can spend 2 ki points to adjust the weight of your body so as to

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<sup>1</sup> Note: these rules are partially based on [Unearthed Arcana: The Mystic Class](#), published on the Wizards of the Coast website.

enable you to walk on water, quicksand, etc. You can also use this ability to fall up to 60' without taking damage. The effect lasts for one minute.

**Combat Fist.** You can spend 1 ki to channel your mental force into an unarmed melee attack. If the attack is successful, you inflict an additional 2d6 hit points of bludgeoning damage. You must successfully hit an enemy to activate this effect, and must announce that you are spending the ki prior to rolling to hit.

**Emotional Stability.** You can spend 1 ki and gather control over your own emotions. You are immune to magical effects that cause fear or other emotion-influencing effects for one turn. It has no impact on charm or other mind-controlling magic.

**Far Fist.** You may spend 2 ki to extend the range of your unarmed martial arts attack by 10', plus 10' for every additional ki point you spend, to a maximum of 50'. Your target must be within sight no matter the distance.

**Far-Mindedness.** You may spend 2 ki to cast the spell *clairvoyance*.

**Fist of Zuoken (17th level required).** You can spend 6 ki to channel your mental force into an unarmed melee attack. If the attack is successful, you inflict 8d8 points of thunder damage to all enemies in a 30' radius. All will be thrown back 30' and made prone, with no saving throw. You may activate this effect either by striking an enemy or any solid object (such as the ground, a table, etc.), but if striking an enemy must announce that you are spending the ki prior to rolling to hit.

**Mental Domination (11th level required).** You may spend 4 ki to cast the spell *charm person*.

**Mental Mastery (11th level required).** You can spend 5 ki to become immune to any mind-influencing magic, such as charm, fear, etc. You are also able to see through any illusion.

**Mental Stability (6th level required).** You can spend 3 ki to render yourself immune from any mind-influencing effects, such as charm, fear, etc.

**Mind Thrust (11th level required).** You may spend 4 ki to launch a direct psionic attack on anyone within 30'. Those who fail a saving throw will take 6d6 points of psychic damage and must make an additional saving throw or be stunned for 1d3 turns; those who make their saving throw take half damage and are not stunned. The target must be visible to you. If the target also knows the mind thrust discipline, he may add his proficiency bonus to the saving throw.

**Psionic Attunement.** You may select one psionic talent (listed in *Unearthed Arcana: The Mystic Class*). You can use your action to use your psionic talent. You may learn a new psionic talent at levels 5, 10, and 16.

**Psychic Crush (17th level required).** You may spend 6 ki to launch a psionic attack against some target within 60'. Those who fail an Intelligence saving throw will take 8d8 points of psychic damage and will be stunned for 1d6 turns. Those who make their saving throw take half damage and are stunned for 1d3 turns. If the target also knows the mind thrust or psychic crush disciplines, he may add his proficiency bonus to the saving throw.

**Psychic Wall (17th level required).** You may spend 5 ki to project a wall of mental energy. The wall is translucent but not invisible, is six inches thick and composed of 10' x 10' panels which must be contiguous. If the wall cuts through a creature's space, that creature is pushed to either side of the wall (the side furthest from you, or determined randomly by the dungeon master if there is no clear choice). The wall can have any shape you wish, but cannot co-exist in the same space as some other object or creature. Each 10' x 10' panel has AC 15 and 30 hit points, and the destruction of one panel might, at the DM's discretion, cause others to collapse as well. The whole must be supported at some point by some solid object such as the ground.

**Slow Metabolism.** You can spend 2 ki to cast the spell *feign death*.

**Speed Metabolism.** You can spend 2 ki and increase your normal movement rate by 30' for the turn. You must take a short rest before using this discipline again.

**War Fist (11th level required).** You can spend 4 ki to channel your mental force into an unarmed melee attack. If the attack is successful, you inflict 8d6 points of thunder damage to all enemies in a 30' radius. Those who fail their saving throw will be thrown back 30' and made prone. You may activate this effect either by striking an enemy or any solid object (such as the ground, a table, etc.), but if striking an enemy must announce that you are spending the ki prior to rolling to hit.

#### WAY OF THE SCARLET SIGN

The Brotherhood of the Scarlet Sign, otherwise known as the Scarlet Brotherhood, is an evil organization led by a cadre of warrior monks

trained in the deadly fighting arts. The mission of the Scarlet Sign is world conquest under the rule of the ancient Suel people, and nothing less than the re-establishment of the Suloise Imperium. Non-humans and humans of other than Suel heritage are to be subjugated, in order to finally bring about peace on a worldwide scale, under the leadership of the Chosen People. All those who follow the Way of the Scarlet Sign must be of lawful evil alignment.

#### Shield of Ki

Starting when you choose this tradition at 3rd level, if the monk is attacked by an effect that requires a saving throw, the monk takes no damage if the saving throw is successful, even if he or she would normally take half damage or suffer some other effect. This can be used as a bonus action.

#### Body Mastery

At 6th level, you may regain three hit points per experience level. This counts as an action, and may be done if the character is at zero hit points, unconscious, or both. You must take a long rest before doing this again.

#### Touch of Death

Beginning at 11th level, your mastery of influencing and interrupting others' ki is such that you can strike them dead with a single blow. When you hit an opponent with an unarmed strike melee attack, you may spend 1 point of ki to attempt the quivering palm. The target must succeed on a Constitution saving throw or be immediately reduced to zero hit points.

## Astral Projection

At 17th level, the monk can separate his ki from his body, replicating the effects of an Astral Projection spell with the following differences; 1) the effect takes only a single turn to take effect, 2) it may be done once per week, 3) there is no time limit on how long the monk may be in astral form, but his or her physical body will still require nourishment.

## PALADIN

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The overwhelming number of paladins in the Flanaess will be devotees of Saint Cuthbert, Heironeous, Pholtus, or Rao. Some few will be followers of Mayaheine, but her faith is new and still dependent on that of Pelor for support. Delleb's Knights of the Book are small in numbers but renowned as scholars of the art of war, and Fortubo's few dwarven paladins act as protectors of their chosen communities and rarely, if ever, venture forth as itinerant adventurers.

As a rule, there are no paladins who are dedicated to Nature as there might be in other campaign settings. In the Flanaess, those dedicated to the protection of Nature are champions of balance as a concept, not necessarily as holy warriors against evil. Paladins would not be directly aligned with the Old Faith except under the most unusual of circumstances. Only paladins of elven extraction (such as those found in the courts of the Ulek states or Celene) will take the Oath of the Ancients.

## SACRED OATHS

In addition to the Oath of Devotion and the Oath of Vengeance, paladin characters in Greyhawk may take the Oath of Obedience.

## THE OATH OF OBEDIENCE

The Oath of Obedience is extremely popular among paladins dedicated to Pholtus, although paladins of Saint Cuthbert and (rarely) Heironeous will take it as well. It is taken by those paladins dedicated to those deities who value unwavering loyalty, as well as those in military orders such as the Knights of Holy Shielding and those in the March of Bissel. Often zealous to a fault in the pursuit of the aims of their deity, they are sometimes regarded as intolerant by outsiders, which only serves to reinforce the notion that they are the true bearers of their deity's imprimatur. Note that this oath implies a well-organized religious hierarchy is in place in the campaign, and can give orders to the paladin as needed.

### Tenets of Obedience

The exact wording of the tenets of this oath will vary from deity to deity, but the general sense remains the same among all paladins who take this oath.

**My Honor is Loyalty.** My honor is defined by my loyalty to my god and my church. The instant I disobey, my honor is besmirched.

**My God is Right.** Morality is defined by how my deity defines it. That which is right is right because my god says it is right. Moral relativism has no place in my world, and exists only to weaken the resolve of the faithful.

**Understanding is not Required.** I accept that I do not always know the full picture. My superiors may give me orders that I do not completely understand, but I shall obey nonetheless, trusting in the greater understanding of those who gave the order.

**Lead, Don't Order.** Just as I accept and follow the instructions of my superiors, so too do I demand unflinching obedience from those beneath me in the hierarchy. In so doing, I lead by example, and I never expect an underling to undergo a hardship I am not myself prepared to endure.

### Oath Spells

You gain oath spells at the paladin levels listed.

#### Paladin Level Spells

3rd	<i>charm person, shield</i>
5th	<i>enhance ability, flame blade</i>
9th	<i>send, speak with dead</i>
13th	<i>dominate beast, locate creature</i>
17th	<i>greater restoration, hallow</i>

### Channel Divinity

When you take the Oath of Obedience at 3rd level, you gain the following two Channel Divinity Options.

**Inquisition.** You can use your Channel Divinity to determine the truth of any matter. You may cast the spell zone of truth as an action. For the duration of the spell, any single creature you specify within a 10' radius must not only speak the truth, but is also compelled to speak, and thus cannot remain silent to keep the truth to himself. You must be able to see the object of the inquisition, must have some means of mutual communication, and the target must still fail a saving throw for the inquisition to take effect.

**Chain of Command.** You can use your Channel Divinity to establish control over those around you. Any friendly creature within 30' gets advantage when making saving throws

against any sort of magical mind control effects, including command, charm, and the like.

### Aura of Command

Beginning at 7th level, You may cast the spell *command* as a bonus action, however it will affect up to 10 creatures in your field of vision within 30'.

### Mutineer's Bane

Starting at 15th level, any creature to whom you have issued a command and who disobeys is the subject of your particular ire. Whether it is a subordinate who refused to obey a command you have issued, or an enemy who has ignored a command to surrender, you will get advantage when making melee attacks against that creature. This applies even if you have used magical means to compel obedience, and the subject has successfully made a saving throw.

### Commanding Mastery

At 20th level, you are so used to receiving obedience from those under your command that you exude a natural aura that inclines those around you to obey and defer. Anyone beneath you in your chain of command will obey your orders, unless they make a successful Charisma saving throw. You automatically have advantage when making a Charisma (Intimidation) or Charisma (Persuasion) check, and may use your proficiency bonus when making saving throws against any sort of magical mind control or Charisma-based intimidation (except someone who is your superior in the chain of command, or who outranks you in general).

## RANGER

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Rangers can be found throughout the Flanaess, usually, but not exclusively, in woodlands. In some places, such as the Gnarley Forest, they are organized into a loose but effective organization, while in other places they either remain solitary or operate in small independent bands. It should be noted that Underdark is not an available choice of favored terrain for rangers in the Flanaess.

### RANGER ARCHETYPES

#### GUARDIAN

Those who choose the guardian archetype will select a portion of a specific locale, usually a forest, marsh, group of hills, or other stretch of woodlands with a well-defined geographic limit (no more than 600 square miles, or one hex 30 miles across). Your adopted wilderness should be consistent with your favored terrain. They adopt this wilderness as their own and protect it from intruders and despoilment. They are aligned with the druids of the Old Faith in this work, and the two will often work together in common cause. You may only select this archetype if you follow a deity who has druids as priests (such as Obad-Hai, Beory, etc.), or convert to the worship of one.

#### Homeland Defense

At 3rd level, you must adopt a wilderness area, as described above. When in your adopted wilderness, you gain advantage on all Wisdom (Perception) and Wisdom (Survival) checks. In addition, while in your adopted wilderness, if you are wounded in any round, you can make another attack against the creature that wounded you, as a bonus action.

#### Follower of the Old Faith

Beginning at 7th level, you know the *druidcraft* cantrip (even though rangers do not usually use cantrips). In addition, you can select spells from either the druid or ranger spell lists.

#### Improved Awareness

Starting at 11th level, your primeval awareness feature will work within the entire area of your adopted wilderness area. Organized bands of humanoids 20 or more in number will also be detected. Within a 6-mile radius, you can determine the location of the creature(s) and direction of travel (if any), to within a hundred yards.

#### Animal Defenders

Beginning at 15th level, you can cause a host of small woodland creatures to come to your aid to overcome some enemy of the woodland or wilderness in which they live. Swarming, biting animals such as squirrels, mice, rats, birds, voles, rabbits, and the like will fill a 40-foot-radius area centered on a point you choose within 100 ft. This area can spread around corners, and is considered difficult terrain that lightly obscures sight.

Within the area, each creature must make a DC 15 Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much on a successful one. A creature must make this saving throw when it enters the area of effect for the first time on a turn or ends its turn there.

The effect will remain for 5 minutes or until you are unconscious or will the animals to disburse.

## ROGUE

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Rogues are found across the Flanaess, from its lowest dives to its most refined courts. In some great cities they are organized into powerful guilds, some of which operate so openly that their masters hold seats on the ruling council, such as the City of Greyhawk. In yet other places, thievery is not only legal, but an accepted part of public life, such as in the city-state of Stoink.

### ROGUISH ARCHETYPE

Rogues in the Flanaess have one additional archetype they may select.

### BEGGAR

You are adept at manipulating the emotions of others to get them to help you out of pity. In some cities, including famously the Free City of Greyhawk, there is an organized Beggar's Union which features in the power structure of the government, albeit in a junior position.

### Verbal Patter

Starting when you choose this archetype at 3rd level, you can add your proficiency bonus to any Deception or Persuasion skill checks. If you have already chosen Expertise for Persuasion, you have advantage when making checks against that skill proficiency.

### Tools of the Trade

Also at 3rd level, you gain proficiency with the Disguise Kit.

### Rumor Mill

At 9th level, you gain the ability to hear all the gossip, whispers, and rumors that others speak aloud around you while plying your trade, while appearing to be completely disinterested in the

conversations of others. After all, no one pays any mind to a beggar. You also have a network of other persons of similar status with whom you trade such information in a lively, and completely clandestine, network.

When seeking information about a locality in which you have been operating for at least three days, you may make an Intelligence (History) or Intelligence (Investigation) check with advantage, and discover relevant rumors and other information related to your inquiry.

### Sleight of Hand

Starting at 13th level, you may add your proficiency bonus to any Dexterity (Sleight of Hand) check. If you already have Expertise in Sleight of Hand, you have advantage when making checks against that skill proficiency.

You also have advantage when attempting to cheat using any gaming set with which you are proficient; you can use either your Dexterity (Sleight of Hand) or Gaming Kit proficiencies to attempt to cheat, whichever is better.

### Fast Talker

At 17th level, your ability to convince others of whatever you want them to believe is nothing short of astounding. With a successful Charisma (Persuasion) check, you can take an action at the beginning of a melee to befuddle an enemy to the point where you can whine, wheedle, cringe, and generally disgust an enemy to the point where they will not attack you in that round.

This will not work on mindless creatures against whom a Persuasion check won't work, of course. If you have made an attack within 3 rounds that inflicted damage on the target, you have disadvantage on the roll (this takes

precedence over any skills or abilities that might cancel or mitigate the disadvantage).

## SORCERER

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Sorcerers are rare on Oerth, but not completely unknown. Often, those with innate sorcerous ability will hone their skills with more traditional wizardly study, becoming truly formidable spellcasters combining the learned magic of a wizard with the intuitive understanding of a sorcerer (in game terms, this means that single-class sorcerers are exceedingly rare, and more often those who begin as sorcerers will switch classes to gain levels as a wizard).

### SORCEROUS ORIGINS

Sorcerers in the World of Greyhawk may choose the following alternate origins if they wish.

### BITTEN BY THE SERPENT

The Serpent, known as Mok'slyk to the ancient Ur-Flan, is a creature whose origins are obscured in the mists of time, and whose very existence is doubted by many sages. Some sorcerers, though, know the truth. Mok'slyk does exist, and on very rare occasions, it will come to someone and instruct him or her in ancient and terrible ways of magic. Some say that the Serpent is the very personification of magic, while others believe it to be one of the so-called "Ancient Brethren" who predated the gods themselves. Still others believe the Serpent to be an aspect of Asmodeus, the Arch-Fiend. It is whispered that the arch-lich Vecna was one so Bitten in ages past, and some believe the Serpent to be nothing more than a figment of his twisted imagination, brought to life. Its true nature may never be known.

Mok'slyk is possessed of all the knowledge of those sorcerers in the past whom it has touched in this way, and with good reason. Once someone who has been Bitten by the Serpent dies, the Serpent consumes his or her soul, gaining the knowledge and life experience of that person, and using it to help the next person to be so touched. Still, those who are Bitten deem it a worthy trade in exchange for all the power and knowledge that the Serpent can bring. While not all those who are Bitten by the Serpent begin their sorcerous careers as evil, none who are Bitten can escape that eventual fate.

### Serpent's Tongue

Starting at 1st level, you have better than normal powers of persuasion. Whenever you are making a Charisma check to persuade an NPC of something, you may add your proficiency bonus to the roll. However, if you fail the roll, the NPC has a "bad feeling" about you, and you may never use your proficiency bonus when attempting to persuade that same NPC again.

### Coils of the Serpent

Also at 1st level, you can use your action and expend one Sorcery Point to attempt to wrap an enemy in the coils of the serpent. The target must be within line of sight and no more than 30' away. He must make a Wisdom saving throw. Failure means he becomes *incapacitated* for the remainder of the round. If he succeeds in the saving throw, the intended target cannot be affected by the coils of the serpent for the next 24 hours.

## Serpent's Venom

Starting at 6th level, you can spend sorcery points to spit venom from your mouth like a snake as your action. The venom will have a range of 5', and you must make a successful "to hit" roll. If you successfully hit with your venom, the victim will take 2 points of poison damage for every sorcery point you spent. You must declare how many sorcery points you wish to spend prior to either the "to hit" or saving throw rolls being made.

In addition, anyone of good alignment will by this time be moved to a neutral alignment if they have not already. Thus, lawful good turns to lawful neutral, and chaotic good turns to chaotic neutral.

## Power Locus

At 14th level, you can imbue a part of your body with special magical power. Select exactly 18 spell levels' worth of spells known to you. As long as that body part is available to you (i.e., a hand is not chained, an eye is not covered, an ear is not removed, etc.), you may cast the selected spells without preparing them, as long as you have sufficient spell slots available. Casting the spell expends the slot.

In addition, anyone of neutral alignment will by this time be moved to an evil alignment if they have not already. Thus, neutral turns to neutral evil, and lawful neutral turns to lawful evil.

## Commune with the Serpent

Beginning at 18th level, you are able to summon the Serpent to manifest within you directly; those with *true sight* will see the semi-transparent form of the Serpent wrapped around your body, glowing with a dark

radiance. Doing so costs a number of sorcery points as listed below and counts as your action. Doing so allows you to select one of the following effects:

- You radiate *fear* in a 60' radius until you lose concentration. All non-friendly creatures within the radius of the effect must make a DC 11 Wisdom check or be frightened until the effect ends. Those creatures who make a successful Wisdom check cannot be effected by any *Commune* with the Serpent effect for 24 hours. This effect costs 5 sorcery points.
- You may cast the equivalent of a *commune* spell and ask the Serpent for its wisdom directly. This effect does not use up any spell slots, and only you will hear the Serpent speaking in response to your questions. This effect costs 3 sorcery points.

In addition, the alignment of the sorcerer will change to neutral evil, the purest form of evil, and will not deviate therefrom for any reason, short of the intervention of a deity or the effect of an artifact.

## TOUCHED BY THE WIND DUKES

The Wind Dukes of Aqa are the stuff of legend. Ancient champions of Law native to the Elemental Plane of Air, they battled Miska the Wolf Spider, and it was only through their use of the Rod of Law (now shattered into the Rod of Seven Parts and scattered to the far corners of the multiverse) that Chaos was stopped from conquering all of reality. Since the Battle of Pesh, which took place north of what is now known as the Nyr Dyv at what is now the Riftcanyon, the weird energies released by the

shattering of the Staff of Law still manifest themselves in strange ways that are unpredictable to mortals (there are suggestions that these manifestations follow some incredibly intricate, if unfathomable, regular pattern). While those who are Touched by the Wind Dukes are more likely to hail from that region of the Flanaess, they could conceivably come from anywhere except its most remote regions, as long as an ancestor may have lived, or even passed through, the region. They will all be of Lawful alignment, however, whether they be Lawful Good, Lawful Neutral, or Lawful Evil.

### Predictable Spellcasting

Starting at 1st level, you may choose to avoid random chance when casting any spell that normally requires a die roll to determine damage, duration, etc. Rather than rolling, you use the average possible value, rounding down. For example, if casting the spell *magic missile*, you would not roll 1d4 and add 1 to determine damage. You would take the average roll ( $1+4=5$ , divided by 2 = 2) and add 1, for a consistent damage of 3 with each missile. The average of a d4 is 2, a d6 is 3, a d8 is 4, a d10 is 5, a d12 is 6, and a d20 is 10.

### Light as a Feather

Also at 1st level, you have a natural ability to float slowly down through the air instead of falling. Functionally, this is the same effect as the spell *feather fall* (the ability will not have any effect on others). You must have a short rest between uses of this ability. No metamagic effects can be used on this ability, as you are not actually casting a spell.

### Shield of Law

Starting at 6th level, you have resistance against Wild Magic surge effects and all magical attacks from extra-planar creatures of chaotic evil, chaotic neutral, and chaotic good alignment. You can apply this resistance to a number of attacks equal to your level. Once you have used up this power, it is restored after you have taken a long rest.

### Lifted by the Wind Dukes

At 14th level, you have a flying speed equal to your walking speed.

### Hammer of Law

Beginning at 18th level, you may spend 1 sorcery point to gain advantage on any single attack roll, or to get a bonus of +5 to damage on an attack. You may choose to spend 2 sorcery points to get both advantage and the +5 damage bonus. You may not spend more than 2 sorcery points per attack.

## WARLOCK

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Oerth is a magnet for powerful beings from the other planes, such as demon princes and queens, as well as more esoteric beings.

## OTHERWORLDLY PATRONS

### THE ELDER ELEMENTAL GOD

While there are some who see the Elder Elemental God as an aspect of Tharizdun, the ancient trapped and sleeping god of evil, others see it as a separate entity that also happens to be trapped. Still others think the situation is subtler, with the Elder Elemental God being a fragment of Tharizdun's self that broke away, only to be imprisoned itself. No matter the truth (if there is any single truth where such beings

are concerned), the Elder Elemental God is an immensely powerful being, if constrained by its imprisonment, that can be sought out, and it is able to reply with knowledge and power for those brave or desperate enough to do so.

### **Elder Elemental God Expanded Spells**

#### **Spell**

#### **Level Spells**

1st	<i>Disguise Self, Ray of Sickness</i>
2nd	<i>Blindness/Deafness, Silence</i>
3rd	<i>Bestow Curse, Slow</i>
4th	<i>Evard's Black Tentacles, Confusion</i>
5th	<i>Flame Strike, True Seeing</i>

### **Bondslip**

Starting at 1st level, you can slip out of any non-magical bonds (ropes, chains, manacles, etc.) in a single minute.

### **Elder Reality**

Starting at 6th level, you have glimpsed the true reality of the elder world. As such, you are immune to all forms of insanity, and can apply double your proficiency bonus to saving throws against any mind-affecting spells such as charm or fear.

### **Elemental Resistance**

At 10th level, after each short or long rest, you may select one element (earth, air, fire, water). You will have resistance to any damage based on that element. This does not apply to magical weapons such as frostbrand swords, but does apply to damage from spells and items such as wands. The effect lasts until you choose another element after another rest.

### **Elder God's Prison**

At 14th level, you can open a portal to the same place wherein the Elder Elemental God is imprisoned. Any single creature which you

successfully hit in melee or with magical damage is hurled into the same prison as your God for one minute. At the end of that time, he or she returns from the exact spot whence they came, and will be in a stunned condition for 1d6+1 turns, and must make a successful DC 15 Wisdom check or be afflicted with madness for 1d6 months.

### **REXFELIS**

Rexfelis is one of the Animal Lords, being the Lord of Cats. He dwells in a demi-plane with a variety of cats and cat-like creatures, many of which are intelligent, in a vast palace with chambers such as the Hall of Dappled Sunlight, surrounded by gardens perfect for lazy relaxation, games, and bird-watching, and woodlands where hunting is plentiful. As one of the Animal Lords, Rexfelis can be quite inscrutable to humans and demi-humans, but those warlocks with a particular attraction towards, and fondness for, cats can sometimes forge a connection with this ancient and powerful being.

### **Rexfelis Expanded Spells**

#### **Spell**

#### **Level Spells**

1st	<i>Animal Friendship, Speak with Animals</i>
2nd	<i>Animal Messenger, See Invisibility</i>
3rd	<i>Conjure Animals, Haste</i>
4th	<i>Freedom of Movement, Locate Creature</i>
5th	<i>Dominate Person, Passwall</i>

### **Feline Companion**

Starting at 1st level, the warlock gains a feline companion that functions as if the warlock had cast the find familiar spell, although the companion is neither celestial, fey, nor fiend in

nature. However, the familiar will always have the form of a housecat, will have 4 hit points, and the wizard gains advantage on Dexterity (Stealth) checks while the companion is within 100'. If slain, the companion will re-appear 24 hours later. The spell find familiar is not in your spell list, and if you attempt to cast it through some other means, the spell will fail automatically.

### Cat-Like Reflexes

At 6th level, you add your proficiency bonus to the distance you jump, both long jump and high jump. You can jump just as far from a standing jump as you would from a running jump. When you fall, you will land on your feet, and thus will not be prone after a fall.

### Tiger Form

Starting at 10th level, you can merge with your feline companion to assume the form of a tiger. All of the rules for the druid's Wild Shape ability apply. When you resume your normal form, you and your feline companion become separate entities again, but any hit point loss (if any) apply to you alone. The feline companion's hit points will automatically revert to full upon assuming its normal shape. You can only use this feature once; you must take a short or long rest to be able to use it again.

### Spirit of the Cat Lord

At 14th level, you can summon a ghostly saber-toothed tiger to attack your enemies. The saber-toothed tiger will remain for a maximum of ten turns, or until it is mentally dismissed, whichever comes first. In addition to the normal features of a saber-toothed tiger as described in the Monster Manual, it has **incorporeal movement**. The tiger can move through objects and living creatures as if it were rough terrain. If it ends its turn inside

some object, it will take 1-10 hit points of damage.

## WIZARD

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Wizardly options are covered in their own booklet, Wizards of the Flanaess.

## BACKGROUNDS

### NEW BACKGROUND: AMAZON

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You are a native of the city of Hardby, wherein females dominate and males are subservient. You view this as the most natural state of affairs, and your attitude and philosophy of female supremacy can be off-putting to those who were not raised in such a society. You are aggressive, assertive, and quick to demean males, although those who demonstrate ability can earn your grudging respect.

**Skill proficiencies:** Athletics, Intimidation

**Languages:** Oeridian or Suel

**Equipment:** Riding horse and saddle

**Feature: Bonds of Sisterhood**

As an example of liberated and unfettered womanhood, you exude an aura of self-confidence that other females pick up on naturally. The first time you are making a Charisma (persuasion) ability check with a female member of a human, humanoid, or demi-human species, you gain advantage for the check. This only applies to the first such check made with each individual.

### SUGGESTED CHARACTERISTICS

Amazons truly believe in the inherent superiority of womankind, and their condescending attitude towards males from

lands outside of Hardby can be a negative. That said, their indisputable capableness and self-confidence make them useful, if sometimes annoying, companions.

#### d8 Personality Trait

- 1 I will watch every male attempt some task, and wait for his inevitable failure, at which time I will mock him.
- 2 Males are useful for their muscles and nothing more. I belittle any idea or suggestion from a male.
- 3 There is an unspoken conspiracy among males to impose and maintain a Patriarchy to keep down womanhood. I will expose and fight the Patriarchy at every turn.
- 4 Males are useful for stud, but nothing more. If I see a desirable male, I will seduce him, but hold no true feelings for him.
- 5 The thought of congress with a male is deeply revolting, and anything that is remotely heterosexual makes me agitated and uncomfortable.
- 6 I deeply resent any attempt by a male to place any sort of control over me, no matter what it is.
- 7 I prefer the company of women and will not endure the presence of males for any length of time beyond that which is absolutely necessary.
- 8 I'm something of a philosopher if I do say so myself, and can (and do) speak at length on the virtues of womankind and the failures of mankind.

#### d8 Ideal

- 1 **Sisterhood.** Females are meant to eventually dominate the world.
- 2 **Greater Good.** Since females are self-evidently superior, the world will be better off when we run it. (Good)

#### d8 Ideal

- 3 **Might.** Females are stronger, ultimately, and thus are superior. (Evil)
- 4 **Independence.** It may be a man's world, but I will make my own way in it. (Chaos)
- 5 **Retribution.** Males have oppressed and hurt females throughout history; now it's time they got some of the same.
- 6 **Aspiration.** I'll prove to the world that I'm better than any male.

#### d8 Bond

- 1 All females are my sisters, and I will protect them.
- 2 "Hardby and its Gynarch, right or wrong."
- 3 I was born outside of Hardby, but made it to the city where my sex is an asset, and I am thankful to the city that gave me that freedom.
- 4 I idolize a strong female NPC of my same class
- 5 I'm secretly in love with a male, and would give up my life for him.
- 6 Prostitution is inherently demeaning, and I will try to "save" those who practice it, where I'm able.

#### d8 Flaw

- 1 I can't let any male have the last word.
- 2 Deep down, I don't believe in female supremacy; men and women should be equal.
- 3 I'm not above sabotaging males in their tasks, even if they're allies or friends.
- 4 I don't trust males at all, but I tend to place too much trust in females.
- 5 I'll disagree with and demean any idea that comes from a male.
- 6 It is impossible for me to apologize to a male, even if I am clearly in the wrong.

## CHARLATANS OF THE FLANAESS

The Flanaess is like any other place in the multiverse in one respect; it has people with dreams, and other people willing and able to take advantage of them. As a charlatan, you have a natural ability to get people to trust you, and are perfectly willing to relieve them of some coin as a result. After all, marks for con games are invariably those who are themselves looking for a quick score, or some way to cheat nature; you can never con an honest man. Fortunately, there are hardly any of those around.

While charlatans can be found in any city or town, they are not unknown in the small villages and thorps that are thick in the rural byways of the land. In large cities with well-established Thieves Guilds, one's expertise with confidence games is often kept track of in order to assess one's general level of skill (and therefore rank within the Guild).

### VARIANT CHARLATAN: RHENNEE

The Rhennee have a reputation as thieves, cutpurses, and con men that is not totally undeserved. As a Rhennee charlatan, you treat the gulling of a non-Rhennee mark as more of a sport than a crime, even if the local guardsmen might not agree. You will not, of course, ever practice your skills on another Rhennee.

If you select this variant, you must be of the human Rhennee race.

### Variant Feature: Refuge Among the True Folk

If you select the Rhennee Charlatan variant, you may select the Refuge Among the True Folk feature instead of False Identity. If there is a Rhennee barge or Atloi caravan in the area, you may seek refuge from the authorities there in the sure knowledge that they will cover for you, providing an iron-clad alibi that may include declaring to the city guard that you are the spouse of one of their own who has been there all night watching over your ill grandmother, in front of the entire clan. Of course, you must beat any pursuers to the barge or wagon first.

## CRIMINALS OF THE FLANAESS

Like all places and all times, the Flanaess is home to a criminal element. In any society, there are those who choose not to live by society's rules, or who see those rules as a means to enrich themselves at the expense of others. In the Flanaess, however, such enterprises are often organized into nearly-respectable organizations, some of which actually hold official positions of power in the political structure of a given city or nation.

The Thieves' Guild of Greyhawk is a prime example of the latter. Not only does the Thieves' Guild hold a monopoly on all thievery, burglary, and other various sorts of crime within the city, but the Guildmaster of Thieves holds a permanent seat on the Directing Oligarchy, and the Lord Mayor himself, Nerolf Gasgol, is a member of the guild. As is typical of most such guilds, members are expected to present a tithe (10%) of their earnings gained within the city and its territories to the Guild, in return for protection, training, and occasional opportunities to undertake specific missions on

behalf of the Guild. Unlicensed thieves within the city are dealt with harshly, both by the city watch and the Guild itself.

Greyhawk is also home to an Assassins' Guild, which although small is quite powerful, with its Guildmaster serving as one of the Directing Oligarchs of the city. Player characters could apply for membership in the Guild, but it is a far less automatic process than one might find in the Thieves' Guild. Even contacting the Assassins' Guild will be challenging, and gaining sufficient trust to be admitted as a member will require extensive role-playing.

While the thieves of a large city such as Greyhawk may operate partially in the open, some of the more wild lands, such as those of the Bandit Kingdoms, take the principle to extremes. The city-state of Stoink, for instance, has a Thieves' Guild that operates completely out in the open, with a guild hall adorned with a prominent sign. Thievery there is an open practice, and all of the inhabitants expect it to one degree or another, although the Guild there does a better business in accepting "protection" money from merchants than it does actually engaging in burglary and robbery. In the port town of Scant, the local thieves' guild is known as The Wreckers, and has a much less formal structure.

In more honest lands such as Veluna, Nyrond, and Furyondy, such criminal organizations are forced to operate in much more clandestine modes, as they are vigorously pursued by law enforcement and the local nobles. Even in such places, though, officials can still be bribed to look the other way, and it is often lower-level thieves that are arrested and tried on a regular basis, to show that the crown is "doing

### Variant Feature: Guild Membership

You are a full member of a criminal guild, most likely a thieves' guild. Membership in such guilds is not limited to rogues who take the thief archetype, however. They require muscle and killers, count both burglars and con men in their ranks, and often take on spellcasters for the same reason that any organization does, as long as they ply their magical arts while relieving of others of their wealth.

As long as you are within the geographical range of your Guild, you can count on them for protection against the law, a safe place to lay low, free appraisal of any goods stolen, and access to trusted fences. You will need to turn over 10% of all the wealth you gain while in the area controlled by the Guild.

You may select this feature instead of Criminal Contact if you have a Criminal background.

something" about the problem of organized criminality within its borders.

### NEW BACKGROUND: CULTIST

All your life you have kept your true faith a closely-guarded secret. Most of the time, you wear a carefully-created mask, pretending to follow one of the many infidel faiths of the mainstream world, or perhaps a deliberately world-weary cynicism that dispenses with religion altogether. But deep inside you know the truth; you are a member of the Select Elite, ever working to the dark ends of your true Master. One day the world will pay for its failure to recognize the Ultimate Truth that you serve,

and when that day comes you shall stand as a lord among men, and will be rewarded for your long years of service. Or, if not you, then one day your children, or their children, will know the joy and power that shall come with the final victory for your True God.

As this is a very special background, you should choose a second background as a "cover". To everyone else, including other members of your adventuring party, that should be presented as your background. You should use the suggested characteristics and tool proficiencies of your "cover" background. The skill proficiencies, language, and features below will be in addition to your cover background. Your cult patois is unique to your specific cult, and consists of slang and specific terms and phrases (often quotes from the foundational unholy texts of the cult) that others will be able to use to identify you as a member of the cult. It cannot be used to transmit detailed information outside of theological matters dealing with the object of your worship.

Be sure to discuss the selection of this background with your DM before selecting it. He may not allow it, based on the specific needs of the campaign. Also, in most campaigns, the specific cult should be chosen rather than selected randomly, but again the DM is the final arbiter in this (as in all things concerning his campaign).

**Skill proficiencies:** Deception

**Languages:** You have proficiency in the specific patois of your cult

**Equipment:** (Un)holy symbol, amulet

## Which Cult do I Belong to?

The number of cults that infest the Flanaess is legion, but fortunately their membership is usually small. Some of the most prominent are listed below.

### d6 Cult

- 1 The cult of Asmodeus is dedicated to the Archfiend, and seek to further his complex and inscrutable agenda here on Oerth. They are often given missions that make little sense to those who don't have the "big picture". They wear a red ruby tattoo somewhere on their body. (lawful evil)
- 2 The cult of the Elder Elemental God serves that weird alien deity, who was imprisoned on a distant star many millions of years ago. Although it is trapped, shreds of its consciousness and power can seep into Oerth at certain points. Tentacles form a large part of the cult's iconography. (any evil)
- 3 Iuz, the Old One, is a cambion and demigod who rules over a kingdom in the north with an iron fist, and who is constantly seeking to increase his own power. One day he seeks to conquer all of Oerth, and has hidden minions across the central Flanaess to assist him. (chaotic evil)
- 4 Tharizdun is another trapped god, dedicated to the spread of evil in its purest form. His cultists ever strive to free him and return him to his former station, although the powers that he can manifest on Oerth are very weak, as he sleeps. He is often credited with much more malign activity than he is truly responsible for. (any evil)
- 5 The cult of the arch-lich Vecna seeks the apotheosis of that terrible undead tyrant from ages past. They are

## d6 Cult

constantly seeking the terrible Hand and Eye of Vecna, which they believe will help their god-to-be in his ascension. (any evil)

- 6 The cult of Wastri, the Hopping Prophet, is largely confined to the swamps and wetlands of the Flanaess, and the regions and cities surrounding them. His followers preach the supremacy of humankind over all others, with humanoids destined to be slaves, and demi-humans exterminated. Frogs and other amphibians are favored by the cult, some of whose members also practice the unarmed combat styles of monks. (any chaotic or evil)

## Feature: Dark Devotion

Your fanatical loyalty to your cult imbues you with a sense of surety and confidence that ultimately your dark Master will prevail. You feel His presence in every fiber of your being, always watching, always waiting, sometimes helping. You therefore get advantage whenever you need to make a saving throw against charm or fear. This is over and above any features that being an agent of the cult as a faction may bring (see Factions, below).

## SUGGESTED CHARACTERISTICS

The necessity of cultists to hide their true allegiance in most lands makes them tend towards both secrecy and paranoia. The fact that they are correct in assuming that, if discovered, they would be killed, only heightens this tendency. It is only their fanatical belief in the ultimate victory of their cause that keeps them going.

## d8 Personality Trait

- 1 I always prepare for the worst; I have several bolt-holes and cover stories at the ready in case of discovery.
- 2 I am proud of my membership in my cult, but also aware of the potential harm in letting others know about it.
- 3 I tend to see everything as relating to my cult, whether for or against it.
- 4 Once you have earned my trust, I will try to recruit you into my cult, slowly and subtly.
- 5 I can see the humor in all things, especially when it comes to some of the beliefs of my cult, but that in no way diminishes my loyalty.
- 6 I am distrustful of all authority figures, whether they be civil or religious, because of the persecution of my cult that they perpetrate.
- 7 I will plot and scheme for years to overthrow the enemies of my cult and see their inferior gods cast down.
- 8 I'm not all that interested in the cult itself; I'm really in it for the money and power.

## d8 Ideal

- 1 **Loyalty.** My cult, right or wrong. (Lawful)
- 2 **Superiority.** I am a member of the "alien elite." (Any)
- 3 **Independence.** I value my freedom of action, and my cult is there to enable that freedom. (Chaotic)
- 4 **Destiny.** It is the manifest destiny of my cult to overcome all its enemies. (Any)
- 5 **Power.** I will rise through the ranks and become one of the leaders of my cult someday. (Any)

#### d8 Ideal

- 6 **Glory.** I serve my cult through gaining glory in battle on its behalf. (Any)

#### d8 Bond

- 1 I'm only in this cult because I am in love with another member, and this was the only way to be with them.
- 2 A minor servant of the object of my cult came to me personally and recruited me. I am indebted to that being and will protect and serve it whenever needed.
- 3 A dedicated foe of my cult had me arrested and imprisoned for an extended period. I am determined to exact vengeance.
- 4 The local head of my cult looks on me as a protégé, and I look on them as a mentor.
- 5 I secretly resent and loathe the local head of my cult, and want to see them destroyed, even if it means harming the cult in the process (although I'd prefer otherwise).
- 6 I am in love with someone who not only despises my cult, but actively seeks to harm it. They do not know I am a member, obviously.

#### d8 Flaw

- 1 I used to belong to a faith that persecuted my cult. I am therefore always suspect and constantly have to prove my loyalty.
- 2 I give my loyalty to members of the cult too easily.
- 3 I find it difficult to hold my tongue when given the opportunity to criticize a religion or deity who is opposed to my cult.
- 4 I look down on non-members as pathetic blinded fools.

- 5 When I get drunk, I tend to give hints about my membership in the cult.

- 6 I am in love with someone not in the cult, who would surely leave me if they found out.

### ENTERTAINERS OF THE FLANAESS

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Entertainers of all sorts can be found across the Flanaess. Many are devotees of deities such as Kord (Suel god of athletics and sports), Lirr (goddess of prose, poetry, and art), Lydia (goddess of music), and Olidammara (god of music and revelry).

The temple of Olidammara in Gradsul (Keoland) is a site of pilgrimage for musicians of all sorts. Performers of all sorts are drawn to 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 (in eastern Nyrond) 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.

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.

### FOLK HEROES OF THE FLANAESS

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The Flanaess has a wealth of opportunities for a local “folk hero” to emerge. From those who arise as defenders of their homes against humanoids or bandits, to those who stand up

to oppressive nobles (even in lands that are normally deemed to be “good”, such greedy and unchivalric nobles can be found), there are many opportunities for the meek to rise to local fame.

Such chances are especially ripe along the many borderlands that fall between the civilized states of the Flanaess, where the rule of law is weakest. The northern verges of the Shield Lands or Furyondy, for instance, are often the subject of incursions from the Horned Society, Iuz, or the Bandit Kingdoms. The Pale and Tenh see more than their fair share of bandit and barbarian raiding. Foul creatures lumber out of the wilds of the Vast Swamp to harry the marches in the south of Sunndi, and pirates, brigands, and bandits abound in the Wild Coast, where a surprising number of honest folk still live. The Great Kingdom of Aerdy is famous as a land that has been given over to a shamefully oppressive king, and the attitudes and madness of the Malachite Throne have seeped down to the local level, but there are still pockets of honest landholders who can be roused to anger given sufficient provocation.

## NEW BACKGROUND: FUGITIVE

You are on the run from the authorities. Although you are considered a criminal by default, you have not necessarily committed any crime, save the crime of wanting to be free and to improve your station. Runaway slaves, indentured servants who have left their masters, serfs who have fled their hovels without the leave of their lord, etc. are all fugitives as if they were pursued by soldiers for murder.

**Skill proficiencies:** Deception, Disguise, also see Past Life, below

**Tool Proficiencies:** Disguise kit

**Equipment:** A disguise kit, a set of common clothes, a sign of your former status (your old collar if you were a slave, a tool from your master’s shop if you were an apprentice, etc.), and a belt pouch containing 10 gp.

## Why am I Running?

### d6 I am running because...

- 1 I was a slave, and my former owner is still looking for me
- 2 I was an indentured servant, and my former master would have me back
- 3 I was a serf, tied to the land, and my former lord pursues me because I besmirched his honor
- 4 I was an apprentice and left my master without permission
- 5 I was a bondsman, but never returned to the court to pay my bond
- 6 I poached deer in the game preserve of a nobleman, and his guardsmen want to bring me back for punishment

## FEATURE: PAST LIFE

You have not been a fugitive all your life. Previously, you had a regular role in the order of society; a laborer, serf, etc. As such, you can add your proficiency bonus to your roll when making skill checks relevant to your previous career. You should consult with the Dungeon Master to determine what an appropriate career and concomitant bonus might be. A few suggestions are:

- Laborer, Slave, etc.: Athletics
- Woodsman: Nature
- Serf, Farmer, etc.: Animal Handling

## SUGGESTED CHARACTERISTICS

Most fugitives are relatively normal on the surface, and you'd never know that they were wanted by the law. But their inner selves are usually plagued by guilt and fear of discovery.

### d8 Personality Trait

- 1 I always have a contingency plan in case my past catches up to me.
- 2 I have a deep distrust of anyone like the person(s) who forced me to flee.
- 3 I am suspicious of strangers, thinking they are agents hired to bring me back.
- 4 I am suspicious of authority figures, thinking they know of my outlawry and want to capture me.
- 5 I am proud of my status, and will make a point of mentioning it whenever possible.
- 6 I leave clues for any potential pursuers, just to prove I'm smarter than they are.
- 7 I always make sure to cover any trace of my presence, to foil pursuers.
- 8 I push away those who might become close to me, because sentiment is a liability.

### d8 Ideal

- 1 Guilt. I feel guilt for what I did and who I left behind. (Neutral, Good)
- 2 Freedom. No one should be forced to live on the run the way I must. (Any)
- 3 Manipulation. I use my fugitive status to make others feel sympathy for my plight. (Evil, Neutral)
- 4 People. I will put my life on the line for those who help me foil my pursuers. (Lawful)
- 5 Regret. Sometimes I feel like it's not worth it, and I yearn to return to my friends and family. (Any)
- 6 Power. If I get powerful enough, I won't have to worry about my past. (Evil)

### d8 Bond

- 1 I feel kinship with anyone who is oppressed by the law or authorities.
- 2 I always support the underdog.
- 3 One day I want to be reunited with my family and friends.
- 4 My previous home is the most important place in the world to me.
- 5 I'm committed to my current friends and the life I've made for myself.
- 6 I would do anything for a place or group that has given me shelter.

### d8 Flaw

- 1 I keep drawing attention to myself, which could alert those looking for me.
- 2 I find it very hard to make friendships, because of my suspicious nature.
- 3 I always undermine and demean authority figures; I can't help myself
- 4 My boisterous exterior is a cover for my deep fear that I will be captured.
- 5 Any sort of confinement causes near-panic in me.
- 6 I am too trusting of those who say they want to help.

## GUILD ARTISANS OF THE FLANAESS

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Guilds of both artisans and merchants are common throughout the Flanaess. Greyhawk itself has a multitude of such guilds; apothecaries and herbalists, architects and stonemasons, butchers, cartographers, and even sewer men and street cleaners are all represented by their respective guilds, and many more besides. The Merchants' and Traders' Union is noted as being one of the chief centers of commerce and economic activity in the entire continent, with its members

sponsoring caravans and ships to all corners of the Flanaess. Most other cities, such as Dyvers, Hardby, and Verbobonc, are similarly well-represented both by their guilds of artisans as well as their organized merchants, by whatever name they may go.

### GUILDS OF THE CITY OF GREYHAWK

The following list is given in order to give some idea of what might be an appropriate guild in a typical city. Not all cities will, of course, have each and every one of these guilds, and some cities might have others that are more suited to their needs.

- The Guild of Apothecaries and Herbalists
- The Guild of Architects and Stonemasons
- The Guild of Bakers and Cooks
- The Guild of Barbers and Dentists
- The Butchers' Guild
- The Cartographers' Guild
- The Dockworkers' and Wharfsmans' Union
- The Guild of Embalmers and Gravediggers
- The Guild of Jewelers and Gemcutters
- The Guild of Wizardry
- The Laborers' Union
- The Lamplighters' Guild
- The Guild of Lawyers and Scribes
- The Guild of Leatherworkers, Tanners, Smiths, and Stablers
- The Merchants' and Traders' Union
- The Mintworkers' Guild
- The Union of Moneychangers and Pawnbrokers
- The Guild of Nightwatchmen
- The Osters' and Brewers' Guild
- The Guild of Performing Artistes
- The Union of Sages and Academics

- The Sewermens' and Streetcleaners' Union

Irongate has its Artificers' Union, consisting of wizards and sorcerers who serve the city and who have created at least one permanent magical portal to another city (Mitrik, in Veluna). Loftwick, in the Yeomanry, is noted for its Smiths' Guild.

### NOBLES OF THE FLANAESS

Most of the realms of the Flanaess are based on a feudal system of government, meaning they will have nobles who have higher-ranked nobles as their lieges, who in turn have higher-ranked nobles as their liege lords, and so on up the chain to the king or emperor. Some states are States Palatine, meaning the sovereign holds a rank that in other nations would be subordinate to some other lord, such as the Grand Duchy of Geoff. The general system of aristocratic, noble, and royal titles is as follows:

**Eastern (Aerdy,  
Keoland, Furyondy,  
etc.)**

Overking, Emperor

King, Rhelt

Duke Palatine,  
Grand Duke, Prince  
Palatine, Theocrat,  
Archcleric

Herzog, Duke,  
Fasstal, Prince,  
Count Palatine,  
Censor, Freeholder,  
Prelate, Hierarch,  
Voorman

**Baklunish**

Padishah, Kha-Khan  
Master, Sultan,  
Caliph, Pasha  
Beygraf, Tarkhan,  
Shah, Orakhon,  
Ilkahn

Hetman, Ataman

**Eastern (Aerdy,  
Keoland, Furyondy,  
etc.)**

	<b>Baklunish</b>
Margrave, Marquis, Earl, Count,	Khan, Amir, Emir
Archbaron, Plar, Grandee,	
Despot/Despotrix, Gynarch,	
Commandant,	
Altmeister	
Szek, Viscount,	Mullah
Baron, Lord Mayor,	
Magistrar, Boss,	
Tyrant	
Knight Commander,	
Mayor, Chief, Laird	
Knight, Spokesman	

As might be imagined, being a seated noble leaves little time for a life of adventuring. Noble families tend to be large, however, and there are quite a few “extra” children in any generation that could find themselves left to their own devices and thus indulge some sense of wanderlust. However, there are many more charlatans than genuine members of the nobility who undertake such a calling.

**VARIANT NOBLE: RAKE**

A rake is a lesser scion of an aristocratic family bent on squandering his allowance and inheritance on wine, women, and dueling. While most nobles have at least a slight penchant for such things, the rake takes these and other pleasures to excess, often finding excuses to indulge in dangerous and exciting activities for their own sake. If you select this background, choose the bravos variant feature rather than the privileged position feature common to nobles.

**Variant Feature: Bravos**

If your character has the rake variant noble background, you must select this variant feature rather than privileged position.

You have two retainers with you who accompany you on your nightly debaucheries. They are more akin to thugs spoiling for fights than noble dandies, but they can pass for someone of your class and are loyal to you as long as they remain well-paid (they are skilled hirelings, but their pay usually comes out of gambling winnings and the proceeds from successful duels in back alleyways). They will not remain with you if ill-treated or if opportunities for loot are not forthcoming.

**OUTLANDERS OF THE FLANAESS**

Although the Flanaess is held to be the most civilized continent on Oerth, it is still not without its wild hinterlands that are home to all manner of wild and uncivilized tribes. Although the Suel barbarians in the northeastern Thillonrian Peninsula are relatively civilized in the regions surrounding their cities and towns, the more rural areas are home to some of the roughest and wildest folk known. All are fierce fighters, including the women and children, and will defend their ancestral farms with the same ferocity that they defend their independence. Some of these farmsteads have been in their respective families for centuries, and hold guardian spirits that the clans venerate as near-gods.

**VARIANT OUTLANDER: NORTHERN NOMAD**

The wolf and tiger nomads in the extreme northwest of the Flanaess are heavily influenced by Baklunish culture, but maintain a completely nomadic lifestyle, with the

exception of a few towns and villages in the western portions of the Tiger Nomad territory, where they have been more subject to the civilizing influences of the Baklunish states. The Wolf Nomads have a permanent capital, but are otherwise of nomadic bent. Alternating between warring against one another, Ekbir, Perrenland, and Iuz, the nomads are consummate horsemen, as are the Rovers of the Barrens to the east, who have not adopted any civilized airs and who lack any sort of permanent settlement. All three will have Animal Handling as a skill proficiency instead of Athletics.

#### VARIANT OUTLANDER: TRIBESMAN OF THE ABBOR-ALZ

You hail from the arid hills of the Abbor-Alz, which ring the Bright Desert. The descendant of ancient mixed Suel-Flan tribes, you grew up fighting both the hated Flan tribesmen in the desert proper and the more civilized warriors of Urnst, Hardby, and Greyhawk. If you choose this Outsider variant, use Intimidation and Survival for your skill proficiencies, and do not roll on the Origin table.

#### SAGES OF THE FLANAESS

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The great cities of the Flanaess are not only hubs of commerce and power, but also centers of knowledge as well. Truly great cities are measured by the quality and size of their universities and colleges, and most will have at least one such institution. Many of the largest will have several such places of learning, and competition for both choice students and master instructors can be fierce. In such an environment, sages are a respected part of the community.

#### VARIANT SAGE: SAVANT

The savant is a specialist within the community of sages, dedicated explicitly to the study of arcane knowledge to the exclusion of most other topics. Such specialization carries with it downsides, of course. Your use of the Researcher feature is limited to those topics that deal with magic, the supernatural, other planes, etc. However, you also may use your proficiency bonus whenever making an Intelligence (Arcana) check.

#### VARIANT SAGE: STUDENT

In your youth, you were enrolled in a college or university to take on the life of an academic, but at some point you gave up on that calling to pursue another. You still retain the basic skills of research and literacy, and a better-than-average pool of knowledge, but are not to the level of mastery that a true sage possesses. If you decide to take the student background, you must make a DC 11 Intelligence (Investigation) check to know the location of the knowledge that you seek. You may, however, select an extra skill in which you are proficient.

#### SAILORS OF THE FLANAESS

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The sailors of the Flanaess are as hearty a group of old salts as you will find on any other world. Most of the sailing vessels of Oerth are not built for ocean crossings, however, and most will hug the coasts. River-going traffic is also a critical piece of the network of trade that connects the farthest corners of the Flanaess and allows the cloth of Medgia to be sold in the markets of Urnst. This is not to say that there aren't ships and sailors that do cross the large Azure Sea, or make the perilous trek from the Thillronian Peninsula to distant Fireland, but shorter and less arduous voyages are by far the more common. Someone who is used to sailing

on a river boat or barge will be of much less use on an ocean-going vessel, and vice versa. You should choose the sort of ship you served on—river, lake, coastal, or ocean-going—each of which have their own quirks.

## SOLDIERS OF THE FLANAESS

The Flanaess is a land that is always at war. Whether on a large scale, where mighty armies of tens of thousands clash on vast plains, or skirmishes of a few score men on each side, there are always those who want to take what others have and those who wish to resist them, those who feel they have been wronged, those who fight for power, those who fight for money, those who fight for honor, and those who fight to survive. There is a strange brotherhood among those who make their living from war, even those on opposite sides of a conflict will often feel a certain comradeship with those who share their hardships, even if they know they will try to kill each other if ordered to.

### VARIANT FEATURE: MARTINET

If your character has a soldier background, you may select this background feature instead of Military Rank.

You see discipline, procedure, and etiquette as trumping all other considerations. You will brook no insubordination from those you perceive as your inferiors, no matter the details. It does not matter if a subordinate is right; you, as his superior, cannot tolerate the slightest besmirchment of your authority. This gives you disadvantage with any Charisma (Persuasion) rolls with someone you see as a social or military inferior, but advantage on Charisma (Intimidation) rolls against such individuals.

### VARIANT FEATURE: OLD CAMPAIGNER

If your character has the variant mercenary soldier background, you may select this background feature instead of Military Rank.

You have been in more battles over the years than you can count. You have war stories of every type, and you keep the younger soldiers in awe with the breadth and depth of your experience in battle. If you find yourself in the company of other soldiers, there's a good chance you served with one of them at one time or another, or at the very least on opposite sides in the same war or battle (if one or more of them also has the Old Campaigner feature, the chances are excellent). You will have a shared camaraderie with such people, and can count on them for minor favors. You also add your proficiency bonus to all Intelligence (History) checks when made about events within your adult lifetime.

In the Flanaess there are a number of borderlands that are more or less in a constant state of war, if only at a low level. There are the Shield Lands and the northern border of Furyondy, which are pressed by Iuz, the Horned Society, and the Bandit Kingdoms. Tenh is beset by the Rovers to the north and bandits to the west. Ratik is squeezed by barbarians to the north and the humanoids of the Bone March to the south. The Iron League was formed to resist the oppression of South Province, Medegia, and the Great Kingdom, which in turn seeks to return the lands of the Iron League to its suzerainty. The lands of the western Sheldomar Valley—Geoff, Sterich, and the Yeomanry—are constantly threatened by giants, humanoids, and worse from the mountains to the west. The Pomarj is overrun by humanoids and evil men, and in turn is

more or less constantly sparring with the Prince of Ulek and the southern cities of the Wild Coast. There is indeed war aplenty for a soldier in the Flanaess.

#### VARIANT SOLDIER: MERCENARY

Not everyone fights for honor or duty; many fight for gold and other loot. You are such a person. You are a professional soldier by choice, looked down upon by those nobles who inherit their officer's insignia along with their name, but you know that when push comes to shove, it's the professionals like yourself who really pay the butcher's bill. You could be a

member of a regular mercenary company that sells itself out en masse for a given campaign, or a freelancer who hangs around in dives near likely battlefields, knowing that sooner or later someone will come recruiting, dangling a purse of gold in front of you for the promise of light duty and easy loot. Somehow it never seems to work out that way, however.

If you decide that your soldier character is a mercenary, you may choose the Old Campaigner feature (see sidebar) instead of the Military Rank feature.

### Famous Fighting Units of the Flanaess

**Elite Death Guard (Horned Society).** More of a color guard than an effective fighting force, the Elite Death Guard has a reputation for its men and officers being soft and not very effective fighters, and more at home in court intrigues than the battlefield. In some corners, they are even held up as objects of ridicule. For all this, their members see themselves as an elite, and their expectations can often run afoul of the way they are treated by outsiders who know of their background. The general reputation of the Horned Society as evil Devil-worshipers does nothing to improve this image.

**Free Marines (Dyvers).** An elite force that serves as the main military unit of the city, but which is perfectly at home aboard ship as well as on land. They are not overly fond of either folk from Greyhawk or river pirates.

**Hardby Marines (Hardby).** An all-woman force of warriors that forms the core of the defenses of that city-state.

**The Overking's Heavy Guard (Great Kingdom).** The Overking's Heavy Guard is known for their ferocity in battle as well as their fanatical loyalty to the Overking of Aerdy. Used to guard the person of the Overking as well as to put down rebellions with crushing force, the Overking's Heavy Guard has a reputation as feared, if efficient, killers.

**Steadfast Pike (Veluna).** Noted for both their skill at arms and their resolute morale, the Steadfast Pike are considered the finest infantry in the western Flanaess, and form the personal guard of the Canon himself. Their motto is, "Never retreat in the face of the enemy."

**Tenha Host (Tenh).** Primarily consisting of excellent medium cavalry, this storied army is the primary military arm of the Duchy of Tenh, and commands very high loyalty among the troops.

## URCHINS OF THE FLANAESS

Where there are poor, there are urchins, and there are certainly teeming poor in the great cities of the Flanaess. The stories of the grinding poverty to be found in the Beggars Quarter and Slums of the City of Greyhawk are legendary. But Greyhawk is not the only city with more than its fair share of the poor, and it's not unknown for someone who grew up in the shadows of the slums of the great cities of the Flanaess to haul themselves up to comfort and even wealth through hard luck, risk taking, and more than a little luck.

Urchins could have grown up in nearly any city or town of the Flanaess, but some of the more prominent choices include Greyhawk, Dyvers, Verbobonc, Chendl, Niole Dra, Lopolla, Gradsul, Monmurg, Irongate, Rel Mord, Rauxes, Rel Astra, Eastfair, Zelradton, Mentrey, or any of the towns on the Wild Coast or Bandit Kingdoms.

## NEW BACKGROUND: WOODSMAN

You were born and raised in the deep forest, as have your fathers and mothers for generations before you. You know the ways of the wood; the sounds of the birds, insects, and animals are like a trumpeter's call to you; you can sense when something isn't right in the forest.

As a woodsman, you are more rough-hewn and straightforward than your city-dwelling cousins, but not so unaware of civilization as to count as an outlander (see above). Generally speaking, woodsmen will resent the efforts of the states which neighbor their homelands to bring them under control, but in some cases the people of the forest will welcome such protection, especially in areas that are

themselves under threat from worse powers than human kings.

**Skill proficiencies:** Athletics, Survival

**Tool proficiencies:** Herbalism kit, woodcarver's tools

**Equipment:** A set of traveler's clothes, a handaxe, a hunting trap, and a small pouch with 10 gp.

### Homeland

Not all forests are the same, and so too not all woodsmen are alike. The traits associated with the various major forests of the Flanaess are generalizations, naturally, but will apply in a great number of cases. Woodsmen will also often have a general camaraderie amongst one another, regardless of which forest fastness they call home; a shared bewilderment as to how others don't know that the outer bark of a birch tree is waterproof and can be used to create an improvised canteen, and similar bits of lore that are known to every child back home.

### d10 Homeland

- 1 I am from the Adri forest. I dislike folk from the Great Kingdom as a rule.
- 2 I am from the Celadon forest. I will be inclined to drive away or kill any outlaws or bandits I come across.
- 3 I am from the Dim forest. I am well disposed towards elves.
- 4 I am from the Gamboge forest. I tend to trust Nyrond and its citizens more than the Palish.
- 5 I am from the Gnarley forest. I resent any who would claim suzerainty over my home.
- 6 I am from the Grandwood forest. I dislike Medegians as a rule.

## d10 Homeland

- 7 I am from the Phostwood/Nutherwood. Bandits of any stripe are my foe.
- 8 I am from the Rieuwood. I dislike folk from South Province.
- 9 I am from the Vesve forest. Orcs, hobgoblins, and anyone serving Iuz will not find a friend in me.
- 10 I am from the Welkwood. I am inclined to trust elves and gnomes, but have a stronger-than-normal dislike of humanoids.

## Feature: Woodsense

When you are in a woodland, you can use the subtle cues and clues of the forest to sense the presence of monsters, humanoids, and other creatures which are not naturally forest-dwellers, or which are non-subtle predators such as dragons. Whenever you make a Wisdom (perception) check in a wooded setting, you are considered to be proficient in the skill.

## SUGGESTED CHARACTERISTICS

Growing up in the fastness of a vast woodland leaves a definite mark on anyone. Woodsmen will tend to be mistrustful of outsiders and those they consider “too civilized”, but are downright clannish when it comes to those with whom they are familiar.

## d8 Personality Trait

- 1 I rarely speak unless I'm asked a direct question, and even then, I don't say much.
- 2 I am gregarious and love to hear tales of the wide world beyond the forest.
- 3 Animals you can trust. People, not so much.

## d8 Personality Trait

- 4 I once saw a dryad in the deep woods. I've spent the time since trying to find her again.
- 5 I'm constantly doing bird calls. Most of the time I don't even realize I'm doing it.
- 6 I collect bits of civilized luxuries, even if I don't always know what they're for.
- 7 I think civilized city ways are foolish and effete, and will take any opportunity to point that out.
- 8 I am always polite to city folk, because I think they're somehow better than I am.

## d8 Ideal

- 1 **Freedom.** Every man is his own king, and the woods are their common realm. (Chaotic)
- 2 **Solidarity.** All of the forest-folk should band together for the common good. (Good)
- 3 **Balance.** Life in the forest shows that all things happen in cycles; birth and death, summer and winter, fortune and ill-luck. I take everything in stride, knowing that it won't last. (Neutral)
- 4 **Survival.** Everything I do, I do so that my family and I can survive another season. (Neutral)
- 5 **Adventure.** There's a huge world beyond the verge of the forest, and I want to see all of it. (Any)
- 6 **Greed.** There are wolves in the wood that take what they want. I am one of them. (Evil)

### d8 Bond

- 1 I'll protect my home forest no matter the cost.
- 2 I'll do whatever I can to stop the retreat of the boundaries of the forest.
- 3 All the forest folk are my friends.
- 4 As a woodsman I understand the need for logging. But clear-cutting whole acres at a time is wrong, and I'll take revenge against those who did that to my home forest.
- 5 I once went on a legendary hunt with my friends, and we formed a lifelong bond on the trip.
- 6 I follow the Old Faith and will give up anything to aid it or those who follow it.

### d8 Flaw

- 1 Bathing is for city-folk.
- 2 I'm overly trusting of wood elves.
- 3 I'm overly trusting of gnomes.
- 4 I think I understand elvish ways much better than I actually do.
- 5 I don't really know how to deal with other people.
- 6 I feel anxious when I'm not under a canopy of greenery.

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