



FURYONDY GAZETTEER



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Introduction

What is a Living Campaign™?

In August 2000 at the GenCon™ Game Fair, Wizards of the Coast released the Dungeons & Dragons® 3rd Edition role-playing game system and simultaneously the RPGA® Network introduced the LIVING GREYHAWK™ campaign. The LIVING GREYHAWK campaign is the first international Dungeons & Dragons tournament campaign.

Players' design their own characters and can play them in RPGA Network sanctioned Living Campaign tournaments across the world. Their characters will advance in power, prestige and wealth just like a normal campaign. A Living Campaign can be your home campaign when you can't find people who play role-playing games in your neighborhood.

In the LIVING GREYHAWK campaign the real world has been divided into regions based on player activity. The state of Michigan has been given its own region and the corresponding campaign nation of the Kingdom of Furyondy. This means that most players in Michigan will have D&D characters that live in Furyondy. Michigan has three local administrators (called a "Triad") that are here to help players, oversee the local plot lines, and manage the local tournament events.

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Furyondy at a Glance:

Proper Name: Kingdom of Furyondy

Ruler: His Pious Majesty, the King of Furyondy, Belvor IV

Government: Feudal monarchy, hereditary Kingship (no current heir) limited by Noble Council

Capital: Chendl

Kingdom Alignment: Lawful Good, with strains of Neutral Good and Lawful Neutral

Allies: Veluna, Shield Lands, Highfolk, the Ulek States, Verbobonc, Dyvers

Enemies: Empire of Iuz, Scarlet Brotherhood, Horned Society, Ket (distrusted), Rhennee (distrusted)

Population: 1 ½ million—Human 79%, Elf 9%, Halfling 5%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%

Languages: Common, Velondi (in the west), Elvish, Halfling.

Provinces: Eight major provinces ruled by hereditary nobility ("the Seven Families")— Chendl and the Fairwain Province, Barony of Kalinstren, Barony of Littleberg, Barony of Willip, County of Crystalreach, Duchy of the Reach, The Gold County, Viscounty of the March

Major Towns: Baranford, Caronis, Chendl, Crockport, Free Borough, Gorsend, Grabford, Greatwall, Kisail, Libernen, Littleberg, Pantarn, Redoubt, Willip

Resources: Foodstuffs, cloth, gold, wines, fish, shipbuilding supplies

Welcome to Furyondy, one of the oldest and most noble Kingdoms on Oerth. This nation forms the backbone for the forces of good in the lands and is the stalwart enemy of Iuz the Evil. The nation is battle weary and is slowly recovering from the ravages of two great wars. Many of its once great roads and castles are badly damaged, and the royal coffers are nearly empty from the war effort. Noble King Belvor IV rules the land, however seven noble houses also hold considerable power in the realm. The people of Furyondy are strong and they continue to rebuild their cities and towns, knowing that the battle with the great evil is far from over.

Furyondy stretches across the western half of the Flanaess, from the Nyr Dyv in the east, the mighty Volverdyva River in the south and west, north to the Vesve Forest and the shores of Whyestil Lake. The Kingdom is divided into smaller provinces, each ruled by a noble house. These include the County of Crystalreach, the Barony of Kalinstren, the Viscounty of the March, the Barony of Littleberg, the Gold County, the Duchy of the Reach, and the Barony of Willip.

History

The area that is now Furyondy began as unsettled grass and forestland populated by the nomadic Flan. The first outside settlers in the region were Oeridian and Suloise survivors of the Baklunish-Suloise Wars, driven out of their homelands by the Rain of Colorless Fire several centuries past.

The Oeridians and the Suloise were far from peaceable, and what followed were some two centuries of petty border wars, followed by a gradual dominance of the Oeridians across the continent. This dominance eventually solidified into the Great Kingdom of the Aerdi, the first truly political superpower the Flanaess had ever seen. It was during the time of the imperialist, expansionist Great Kingdom that our region became the Viceroyalty of Ferrond, circa 100 CY; a definite boon, for under the rulership of the Aerdi Ferrond became one of the richest and most powerful regions on the continent. As the Great Kingdom grew, their ability to govern all their lands from a distance became weaker, and Ferrond was able to gain more and more control over its own fate. Before long, Ferrond was moving to declare its independence, and in 254 CY it became the free Kingdom of Furyondy, under the rulership of hereditary Viceroy and newly-crowned King Thrommel I.

The Kingdom was larger, then; the Viceroyalty had encompassed much of modern day Veluna, Verbobonc, Dyvers, Highfolk, Perrinland, and the old Shield Lands (hence the modern regional moniker “Old Ferrond”). In the years after Furyondy broke free, these states also declared their independence, following the Kingdom’s admirable lead but doing so much more peaceably than Ferrond had, and keeping close ties to the Kingdom itself. Indeed, nearly everything about the years between our independence and last years of the 5th century CY was peaceful, allowing Furyondy to build a powerful navy on both Whyestil Lake and the Nyr Dyv, to forge diplomacy and trade with countless nations, and to become one of the richest centers of culture and trade on Oerth.

Our fate took a drastic turn after the rise of Iuz the Evil, beginning in 479 CY. At first the mysterious new ruler was an enigma, a dark rumor that had little to do with Furyondy’s day-to-day affairs, and we ignored it. We were powerful, we were wealthy; we commanded Whyestil Lake and shone in the eyes of the Flanaess. Iuz seemed a trifle. And just as then-King Arvas began to recognize the potential threat he posed, Iuz disappeared in 503 CY—never, we presumed at the time, to be seen again.

Sadly, that was not the case.

Iuz—whose disappearance stemmed from being magically imprisoned—returned in 570 CY and reclaimed the lands he ruled in the north. By 582 he had amassed an army of evil humanoids, faithful clerics, and worse, and the waging of the Greyhawk Wars began in earnest. Battles broke out across the entire Flanaess. Iuz seized the opportunity and took Furyondy by surprise, and for three years our meritorious armies clashed with his forces. Our noble leader, King Belvor IV, fought valiantly against Old Wicked, but our losses were many; stalwart Crockport was lost in 583 CY, and the terrible siege of Chendl occurred the following year, crippling our nation for many months. Indeed, there are those to this day who wonder what would have happened in Furyondy, had the mysterious Scarlet Brotherhood not organized the pact of Greyhawk, which Furyondy and all the warring nations signed in 584 CY, thus ending the Wars.

The years immediately following the Pact were hard ones for the Kingdom. Our resources were tapped, our people weary, and our Kingdom violated. But the people of Furyondy are a hardy lot, and there wasn’t a good back in the entire Kingdom that didn’t lend a hand in repairing the damage we’d suffered. The spirit of the nation was renewed in 586 CY, when Belvor declared a Great Northern Crusade to reclaim that which was rightfully ours—the northern lands that Iuz had occupied since the Wars. Our army pushed north, its success bolstered by Iuz’s recently weakened armies (many of his fiend generals were banished by the powerful Crook of Rao in Coldeven of that same year), and by 588 CY they had reclaimed virtually all of Furyondy’s lost lands, including the city of Crockport.

Now, three years after the Great Northern Crusade, we stand in a state of unending war with Iuz and his forces. The country itself is only now fully recovering from the effects of the Wars, though many scars still remain. But Chendl is whole once again; Crockport is being rebuilt, stronger and better than ever; and thanks to the tireless toil of the shipyards in Willip, a new Furyondian Navy will soon command Whyestil lake the way it once did.

There are still concerns. Our King is a strong, good man, but he is getting old, and even the potion of longevity he imbibed some years ago is wearing off. The rise of a new King is inevitable, and the heir apparent—Prince Thrommel IV, who was once set to not only take the throne of Furyondy but to marry Jolene of Veluna and forge even stronger ties between our two nations—has been missing for 18 years now. He has been declared dead and many wonder what will happen when the heir-less throne stands empty.

Iuz still looms in the minds of the people. We may have reclaimed Crockport and Grabford, and stood once more upon the shores of Whyestil Lake, but even with his fiendish generals banished, Iuz is a formidable threat on the northern borders. Some want to take the fight to him; most are weary of war, and are interested only in defending our borders. Regardless, all know that it is only a matter of time before Iuz will have to be dealt with once again.

But that is in the future; now, it is 592 CY, and as Readying passes, and as the people look towards the planting season and the long, hot summer, it is the present that concerns them. The future will come, in time, and the people of Furyondy will be ready for it.

Recent Events

In the year 591, crop blight had stricken the fields of Furyondy. As virulent as it was incurable, the disease—in the form of a fine white powder—was choking the life from the fields of the March, Littleberg, and the Gold County. Food prices were high and if nothing were done to stop the powder from spreading, there would have been major food shortages come winter. Furyondy's greatest minds had turned themselves to the task of saving the fields, but it was the stout sword arms and keen skills of adventurers that saved the Kingdom.

Hints of the blight began appearing the previous autumn, when harvest yields were low, but it was not until the 591 CY planting season that the problem became evident. Most of the wheat fields in the March were withering and dying. What little that did grow is flavorless, and is quick to turn rotten. Other plants are affected as well; fruits and vegetables are bitter, while newly planted seedlings were refusing to grow at all.

It was a curse the likes of which Furyondy has never seen and its origins are mysterious. Some scholars are sure it was just a natural phenomenon. Clerics of Rao in Pantarn declared it of magical origin, though from where they could not say. Many are convinced it was the work of Old Wicked, Iuz the Evil; "He'll starve us out," folk said, in taverns and over fences, "Starve us out, then take us over." Whatever its origin, it was a crisis, for if something is not done the Kingdom would run rife with famine.

The plight of the Kingdom has not gone unnoticed by Iuz the Evil. He has sent a number of agents into Furyondy with orders to delay food shipments, set storehouses ablaze, stir unrest in the populace—anything to make a bad situation worse.

Toward the end of the year 591, word spread that some crops were being saved and that some had even begun to grow again. Then, as the first snows blow in from the north, Chendl sends word to all corners of the Kingdom: the food reserves, while still in short supply, should not run out before the spring. Furyondy will survive. Famine has been averted, and come 592 CY the wheat fields of the March, the crops of Littleberg, and the dresadoes of the Gold County began growing tall and healthy again.

During the Needfest at the head of 592 CY, King Belvor held a grand celebration in Furyondy's capital of Chendl. Belvor invited all heroes and adventurers alike as well as the nobility to celebrate the Kingdom's escape from blight. He credited the efforts of free heroes for saving the common people of the Kingdom from famine. Belvor also shocked some of the nobility by declaring his long lost son Prince Thrommel IV dead. A royal closed casket funeral was held. Garaeth Heldenster, high cleric of Heironeous and war hero, performed the ceremonies and blessings for the Prince.

Much trouble was raised at the Needfest festivities with Whillom Stronbillet of Libernen and his flock spreading dissenting sentiments for the King's policies. Many thought that this was extremely tasteless for Whillom to do during the Prince's funeral. High cleric Cataryna of Trithereon surprised many as well by being supportive of King Belvor. She spoke favorably about the King and also preached her militant approach to bring the fight to Iuz's lands.

The most shocking occurrence that took place during the Needfest involved an attack on the life of the King himself by a lone adventurer from Veluna. The attacker had no chance of actually harming the King as guards, knights, and a few nearby adventurers easily captured him. After being put to death the investigation revealed he was a crazed convict who was recently released from prison. In an unrelated incident several undead creatures were summoned by evildoers and sent into Chendl. The adventurers at the festival were only too happy to destroy them and only a few guards and heroes lost their lives that day.

Important Dates in Furyondian History

254 CY	Kingdom of Furyondy formed
288 CY	Seat of power moves to Chendl
479 CY	Iuz the Evil rises to power
489 CY	College of War founded in Chendl
505 CY	Iuz imprisoned in Castle Greyhawk by unknown forces
537 CY	King Belvor IV comes to power in Furyondy
570 CY	Iuz escapes imprisonment in Castle Greyhawk
573 CY	The Scarlet Brotherhood is formally recognized
573 CY	Prince Thrommel IV, heir to the Crown of Furyondy, disappears
582 CY	Greyhawk Wars begin
582 CY	Crystalreach is overrun - Count Paulus Halpern is believed dead
584 CY	Chendl, capital of Furyondy, under siege
584 CY	Siege of Chendl broken and forces of Iuz are repelled
584 CY	Pact of Greyhawk signed ending the war
586 CY	Crook of Rao used to cause the Flight of Fiends
586 CY	King Belvor and Canon Hazen declare Great Northern Crusade
586 CY	Lady Katrina appointed Lord Marshal over an army of Shield Landers
587 CY	Campaigns to reclaim the Shield Lands begin
588 CY	Critwall liberated and Shield Lands government restored
588 CY	Battle of Grabford – Crockport reclaimed
588 CY	Baron Kalinstren falls and is succeeded by his daughter, Jelleneth
588 CY	All Furyondy lands reclaimed from Iuz
589 CY	Belvor declares a permanent state of war with the Empire of Iuz
589 CY	Many Furyondy military units disbanded – except border units
589 CY	Great Northern Crusade Ends
590 CY	Borders solidify although skirmishes continue
591 CY	LIVING GREYHAWK Campaign begins
591 CY	Crop blight of Furyondy causes unrest
591 CY	Prince Thrommel IV declared dead

The Future...

King Belvor intends to make Crockport a living symbol of his perseverance against Iuz, and has tempted adventurers north with the promise of tax-free adventuring, part of his plan to rid the area of the last remnants of Iuz's presence. Working with the leaders of several faiths, Belvor has been able to ignore the protests of the Noble Council and fund the building of a grand—and well-defended—new Crockport.

The King's only son, Prince Thrommel IV, has been missing for nearly 20 years and declared dead, and the King himself is growing old. Once again, rumors of the ultimate fate of the missing prince have returned. All of Furyondy wonders: "Is the Prince really buried in that casket?" and "Who will take the throne when Belvor is gone?"

The Knights of the Hart are still weak, even so many years after the Greyhawk Wars. They need to fill their ranks, and they are constantly on the lookout for brave men and women to do so.

Rumors out of Kalinstren speak of ogre raids along the razing line. Has Old Wicked renewed his hostilities with the Kingdom?

Loose tongues in the Gold County are saying that Countess Kyaren Rhavelle has been seeing much of Lord Ogart Goldsaex, a minor noble from the Shield Lands. Some have even whispered tales of a betrothal, though it would take a charming man indeed to win the hand of the strong-willed Countess.

A new church dedicated to Trithereon is planned for rebuilt Crockport. It was partially through the urging of the clerics of Trithereon that the King moved to retake the city.

These are hard times for those who travel the Kingdom: The populace still recovering from blight and the Greyhawk Wars, the King's renewed crusade against Iuz keeping much of the standing army occupied defending the northern borders ... hard times, but perhaps a perfect opportunity for an aspiring adventurer looking to make some Wheatsheaves. So strap on your sword, ready your spells, and grab some companions. Adventure waits!

The People of Furyondy

Furyondy is a well-established and lawful Kingdom. The people of Furyondy are mostly human. Notable among the non-humans are the people of the Vesve forest. Among these people, known as the Highfolk, are nearly 10,000 elves (The Highfolk is represented in the LIVING GREYHAWK campaign by its own Triad based in Wisconsin). In addition to the elves, there are also small settlements of halflings, usually amongst elvish communities; groups of gnomes, most notably in Moblofft (Claw Gorge) and Greylode, in the Barony of Littleberg; and mining communities of dwarves in the Reach.

The people of Furyondy tend to be ethnocentric and somewhat distrustful of other races, with the exception of the elves, which are viewed as somewhat mysterious by the populace. Halflings, gnomes, and dwarves are very rare, and the reactions they illicit vary greatly among the people. The humans of Furyondy have suffered greatly under the attacks of Iuz, and are openly hostile to any being of humanoid or monstrous descent, including half-orcs.

Monetary System

While in the borders of the Kingdom, prices will be stated in Furyondian coinage. In common usage in the Kingdom are Common pieces (copper pieces), Sheridans (silver pieces), and Wheatsheaf or "sheafs" (gold pieces). Also rarely used coinage includes Paladins (platinum pieces) and Knights (electrum pieces).

Climate

The weather across Furyondy is greatly influenced by the two great lakes. These lakes provide a cooling effect, moderating the weather throughout most of the year. The northern lands receive considerably more rain than the south, adding even more difficulty to living in this troubled region. The areas of Furyondy receive a fair amount of snow, heavier in the north, although the temperatures are not overly harsh.

Role of Magic

There is little in the way of organized magic in Furyondy. No true wizard's guild exists, and the monastery to Boccob in Pantarn represents the only real collection of spell casters and notable sages of the arcane in the Kingdom, outside of the King's own magical advisors. Many prominent wizards operating in Furyondy have ties to the monastery, and most have spent at least some time studying there.

Most Furyondians are familiar enough with wizardry, especially since the War years that they are at ease with its presence. That does not necessarily mean they are comfortable with wizards in general, though it helps, of course, if the wizard in question is displaying the symbol of Boccob.

Adherents to the tenets of Wee Jas are less acceptable, and many times distrusted.

The same does not hold true for sorcerers. The phenomenon of sorcery is just becoming known in Furyondy, and despite the unarguable charisma of most of those gifted with the ability, sorcerers represent something different, and thus something distrusted. Wizards, especially adherents of Boccob, have had years of rigorous training; their magic is controlled, calculated, and comfortable. That sorcerers have no such safeguards worries many, and those who openly present themselves as gifted sorcerers may find their reception a little cold. This is especially true in Willip, where sorcerers are openly distrusted and believed to be in league with demons, or worse, Iuz.

Other spell casters—bards, rangers, and paladins—do not concern the average Furyondian.

Faith in Furyondy

Traditionally, Furyondy has not been a nation of deeply religious people. Since the wars, the churches have grown in prestige and importance to the people of the land. Due to its close ties with Veluna, the people are becoming more involved with the faiths. Currently, the people are still fairly uninvolved with the faith, but the major churches found in Furyondy are outlined below:

Old Faith or Obad-Hai — Popular with farmers, rangers, and druids is the worship of the “Old Faith”. This worship of Obad-Hai has been falling off in the years since the Greyhawk Wars. The center of this religion can be found in Gleaming Glades of the Gold County.

Boccob — The largest church and the center of worship for this god is located in the city of Pantarn in the Barony of Littleberg. The followers of Boccob are not many in Furyondy, although this faith has been growing since the wars. The people of Furyondy have begun to value wizards more than in days past, and although a few distrust the members of this faith, others actively seek their counsel in spiritual and magical matters.

Heironeous — The King and the warrior elite (especially officers and paladins) adhere to this faith. Heironeous' temples are the largest in most northern cities, and the faith has a strong appeal for the common soldier. Heironeous' high cleric, Garaeth Heldenster, is a great war hero known to almost everyone in Furyondy. He is an ardent supporter of Belvor and a powerful ally in Belvor's political struggles, and heads the central church located in Chendl.

Mayaheine — This new deity, whose tenants are a blend of protective strength and powerful warriors, has drawn many followers since she appears to represent a new hope for the lands of Furyondy. Her clerics encourage rebuilding of the northern defenses and alliance with the Highfolk, and she enjoys open support from Belvor and many of the northern nobles. Her faith is much less common in the southern provinces. Her main church is fairly small, with only about 200 members in all of Furyondy. The temple is based in Grabford, the capital of Crystalreach. The head of her church, Cellinor, is a powerful warrior who converted from Heironeous to follow the teachings of Mayaheine.

Pelor — The worship of Pelor is second only to that of St. Cuthbert among the common folk. His worshipers in Furyondy do not have many organized large temples however.

Rao — Many nobles in Furyondy feel that Rao's clergy enjoys disproportionate influence at Belvor's court, due to a heavy strain of Velunese influence. Veluna is Furyondy's banker, and Rao is widely revered there, making Canon Vendenn of Chendl a powerful man. The head of the Church of Rao is located in the city of Pantarn, in Littleberg, where Aubin Gyraisonne presides. Canon Schyendorf of the Gold County is a rising star of this clergy. Her words are much appreciated by Belvor, since she urges Countess Rhavelle to harmony of purpose with other provincial rulers. Rao's clerics urge careful thought and planning and against hasty action.

St. Cuthbert — This deity and his clerics find the greatest share of their following among the common folk (especially among the peasants of the Gold County, where the influential Whillom Stronbillet preaches). They revere the deity's protective aspect and like the no nonsense, common sense approach of his clerics. The leader of this church is St. Cuthbert's Overseer in Chendl, the formidable Redankin Desmart, who is found among other powerful people in the Kingdom's capital. St. Cuthbert's clerics plead caution, stating that the ordinary people have suffered enough. Furyondy needs rebuilding and peace. They urge vigilance against Iuz, but vigilance in defense.

Trithereon — This clergy is a headache for everyone else. Chaotic and vengeful, this deity is quite different from most of the people in Furyondy. Their clerics are most common in the northern provinces where they advocate for aggressive action against Iuz. When not found at the primary church in Redoubt, Trithereon's brilliant young Master Cleric Cataryna is often found in Chendl where her speeches often cause Belvor a bit of discomfort. This faith is most prevalent in the Barony of Kalinstren where the nobility have been converted to its tenants. A fairly large new church has been constructed in the Redoubt, the capital of Kalinstren, which functions as the center of worship for this religion. The faith capitalizes on the sense of loss the people of Furyondy have felt and many warriors and even a few Knights of the Furyondy have recently converted.

Zilchus — The clergy of Zilchus is not very powerful. The main role of this clergy is as a stabilizing factor, almost a reassuring element, in Furyondian life. Trade, business, making a living, these all still go on a daily basis. There is something simple, easily understood and reassuring about that to everyone from Belvor to the humblest peasant with a copper common in his pocket. Furyondy is a nation that needs trade badly due to its economic problems. The clergy of Zilchus urges Belvor not to go to war to recover the lost northern lands. But at the same time, they also urge him to be firm in his alliance with the Highfolk, to support trade through Highvale, and Veluna due to their strong trade relationships.

Law in Furyondy

The laws in Furyondy are fairly simple. Crimes are grouped into civil or criminal offenses. Civil infractions are handled by cleric magistrates in most areas or sometimes settled by dueling champions between nobles. Furyondy law holds that Heironeous, god of valor and honor, will aid the righteous. Usually nobles hire champions to stand in for the accuser and defendant. During the Greyhawk Wars it was decreed by Belvor that duels must not be to death. Life must be preserved to defend the Kingdom. Either a first blood or three-touch duel is standard practice for nobles.

Criminal infractions are grouped into Grievous Crimes, Injurious Crimes, and Crimes of Disrepute. Grievous Crimes include murder, sedition, treason, and consorting with demons, devils or other evil creatures of power and blasphemy. Injurious Crimes include serious assault, tomb robbing or disturbing the dead, destruction of property, rioting, magical misconduct or unwanted influence, and major fraud. Crimes of Disrepute include minor assault, bootlegging, coin clipping, disorderly conduct, minor fraud, and bribery of minor officials.

Criminal infractions are handled by cleric magistrates or by a three-member panel of judges. Magistrates handle the simple issues and judges investigate the truly grievous or complicated crimes. This process can vary some province to province. In Willip only clerics of St. Cuthbert and Zilchus are allowed to adjudicate criminal and court matters. Most anywhere else clerics of Heironeous and Rao are also used in the court system.

Those found guilty of Grievous Crimes are usually put to death, imprisoned in Castle Greylode, or banished. It is not uncommon to curse those banished, or imprisoned, or chop off a hand or limb as well. Those guilty of Injurious Crimes are often heavily fined, banished, or imprisoned. Those guilty of Crimes of Disrepute are usually fined but may be banished as well. Punishments vary from province to province and differ for those of noble birth or people of importance. Politics are everywhere in Furyondy.

In many communities of Furyondy it is illegal to possess birds of ill omen. Often ravens or crows are killed on sight because of the local belief that they serve as spies for Iuz. Because of the threat of disease, some locals prohibit people from keeping any rodents or vermin as pets.

There remains a plethora of Royal Edicts on the law books of Furyondy from Kings long ago up to recent times. King Thrommel I decreed that no one may live within three miles of the ruins of Bronzeblood Haunt. King Arvas II decreed that "The Dead Shall Not Rule"; a dead lord's holdings and titles pass to the next of kin, even if they are brought back from the dead. Belvor IV has made a few decrees himself in his years. Some of these Royal Edicts are very obscured in the annals of time.

Lycanthropy

Any person afflicted with lycanthropy may voluntarily turn himself or herself into Furyondy court system. As long as they have not committed any criminal crimes in their lycanthropic form they will be taken to Castle Greylode and treated by the clerics in the facility for one month's time without monetary cost. They will leave the castle fully cured of the affliction.

Any lycanthrope that has committed any sort of Grievous Crimes, Injurious Crimes, or Crimes of Disrepute will be put to death on capture or surrender. This is also true of anyone that has embraced the lycanthropic demon inside them and has willfully changed into the demonic form.

Death, Wills, and Rebirth

According to the laws of Furyondy, a will is a legal declaration of how a person wishes his or her possessions to be disposed of after their final death. Wills are not processed until a cleric magistrate has confirmed that the death shall remain final. Furyondy has a significant death tax and usually all items or gold remaining with a corpse are collected for the benefit of the Kingdom.

Any *resurrection* for a person must be conducted before burial. It is considered an Injurious Crime to disturb any dead body even for restorative purposes.

Player Characters in Furyondy

The LIVING GREYHAWK campaign allows you to create a character of any race and class combination allowed in the *D&D Player's Handbook*. Characters in Furyondy, however, work best if they fit the feel and history of the land. Below are some guidelines for creating a character appropriate to adventuring in Furyondy.

‡ Your character lives and adventures in Furyondy, but that does not mean he was born here. It is important, however, that the character has chosen Furyondy as his homeland, and that he has some reason for being there. No barbarian is ever truly “native” to Furyondy; barbarians are tolerated by most Furyondians, though not often liked.

‡ No character can begin play as a Knight of the Hart. The Knights are prestigious and powerful organization, and only through good deeds and popular renown can one be invited to join their ranks.

‡ No character can begin play as a graduate of the Furyondian College of War. Any assignment to learn from the Warmasters at the college is considered a great honor that must be earned through game play and achievement.

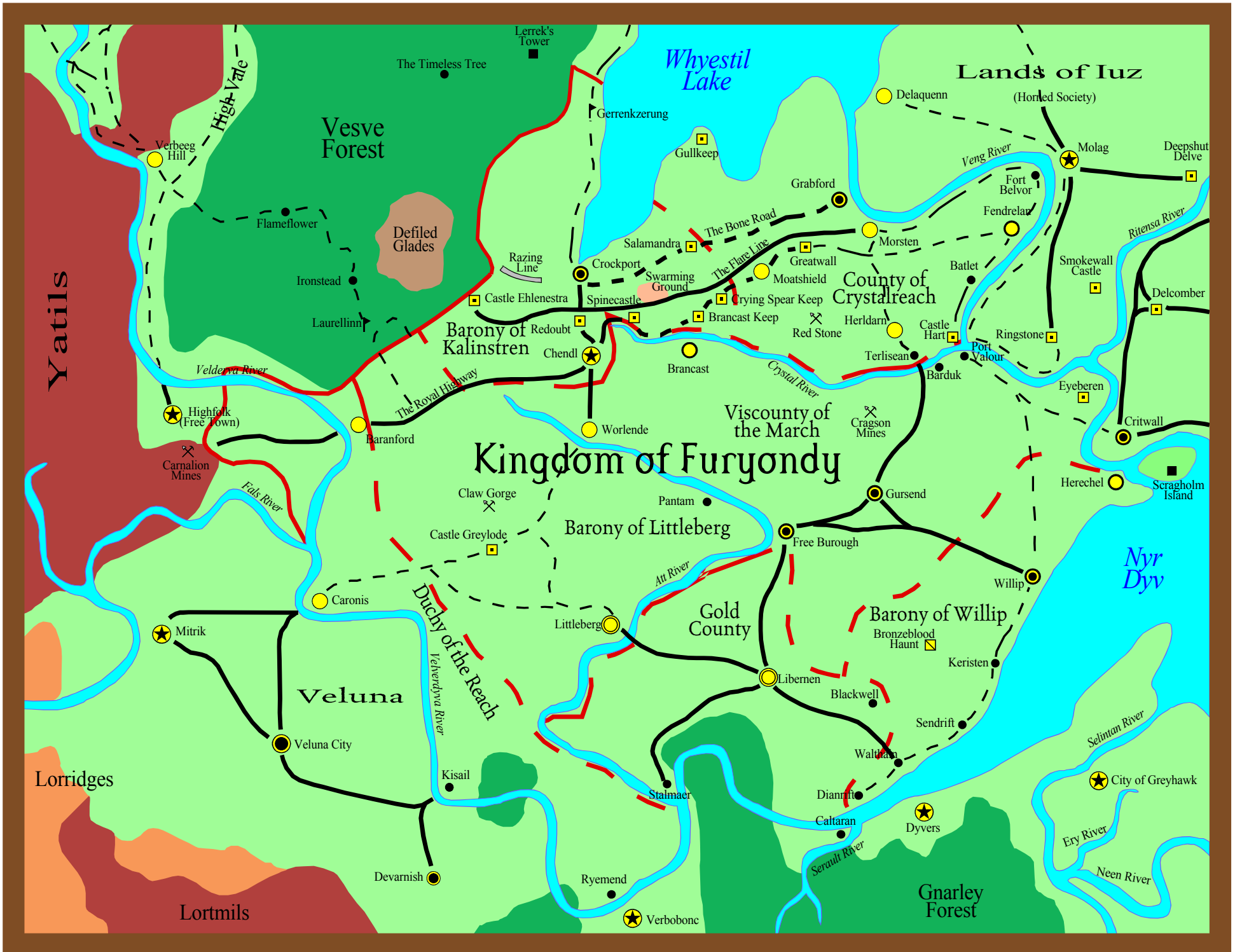
‡ Your character may begin the game with ties to nobility, as Furyondy is a Kingdom rich with minor nobles and titled positions. However, your character cannot begin with a title, and cannot gain any in-game benefits from noble connections.

‡ Furyondy is mainly human, though there are also a number of elves, half-elves, and halflings living in North, most with ties to Highfolk and the Vesve Forest. There are small enclaves of gnomes in Littleberg, and in the Reach. Dwarves are rare in Furyondy, with many of them living in the Reach. Half-orcs are also rare in Furyondy, though they are growing more numerous, especially in Littleberg; because of lingering feelings leftover from the Wars, half-orc PCs will face some prejudices within the borders of the Kingdom.

‡ The most popular religions in Furyondy are those to Heironeous, Mayaheine, St. Cuthbert, Rao, Trithereon, and Zilchus. There are also strong pockets of worship for Boccob and Pelor, and strong ties to Procan and Osprem along the coast in Willip.

‡ Followers of Heironeous in Furyondy adhere to an older aspect of the God, one that favored the battleaxe instead of the sword. Clerics of Heironeous native to Furyondy often learn to use the battleaxe at first-level. Paladins of Heironeous (such as our noble King) also favor battleaxes.

Players of the LIVING GREYHAWK campaign in Michigan should download and read the *FURYONDY REGIONAL RULES & META-CAMPAIGN HANDBOOK*. This document will provide you with all the official rules expansions and clarifications for use with Furyondy adventure tournaments and game play in the state of Michigan.



The Provinces of Furyondy:

Chendl and the Fairwain Province

Population: 15,600
Standing Army: 850

Capital City: Chendl
Ruler: King Belvor IV

The Royal Capital of Furyondy, Chendl, lies within the Fairwain Province. Although Fairwain is very small, measuring only thirty square miles, it is said to be one of the most beautiful places in the Flanaess. Fairwain has been cultivated with exotic flora from all over the continent of Oerik.

The Royal Capital of Chendl is located at the center of Fairwain, and is the true gem of the province. Chendl is a most magnificent city, designed from ground up with architectural elegance and precision; and now, some years after the Wars and the siege that decimated the city, that elegance is returning. Chendl is strongly walled and has wide canals, hanging gardens, broad boulevards, elegant sculptures, and ample public parks. Continual flame lanterns shine brightly along the boulevards and the King's magnificent magical garden floats some three hundred feet above the Royal Palace. Access to the King's gardens is by two bridges of delicate white arches. These bridges are guarded by some of the King's own House Regiment officers. Atop the magical garden at the highest point is a flagpole that flies the King's personal standard when he is at his home. The Palace is a majestic building of gold-veined white marble with a central gleaming transparent dome filled with exotic plants and birds. The Palace grounds hold a temple to Heironeous, the god of valor. The noted bard Diambeth writes, "The City of Greyhawk may claim to the Gem of the Flanaess, but I name Chendl to be the Diadem."

Chendl was laid out by master architects and extensively planned. The city was designed to replace Dyvers as the capital of Old Ferrond. Even after the siege years, Chendl has no slums, nor any recognizable lower social class housing. Indeed it can cost a traveler a minimum of 50 to 100 pieces of gold per month to stay here. The current population is close to 15,600 individuals; any more and the city would likely be crowded. Because of the limited available space, immigration is closely monitored. Anyone wishing to become a citizen of Chendl must prove his or her "verifiable worth" to the city government first. They must have skills or capital to start a business. Anyone who can pay for lodging is welcome as a visitor in the city.

The citizens of Chendl are very law abiding and the city's alignment is strongly Lawful Good. A well-trained police force patrols the city. Chendl is a place to wine and dine, sniff the scented gardens, see the opera, and gamble at casinos and gaming houses. All casinos are safe to visit and mostly honest. Royal regulations forbid high-stakes gambling in most locations, but there are plenty of outrageously overpriced restaurants and expensive taverns to spend your gold in. Chendl's social castes are always a concern to the locals. The "old blood" nobility and the Noble Council representatives are at the top of the list, Knights and lesser nobles second, skilled artisans and the very richest merchants third, other artisans and merchants next, and everyone else last.

Chendl has a sordid side to it, but not a very large one. The Thieves' Guild here is struggling to survive given the vast numbers of militia and other soldiers. Only the most daring of rogues can make a profit in this city. The commoners and the nobility alike know that outside the city there are "secret" clubs that cater to high rollers, those outside the nobility, and deal in narcotics and houses of ill repute. It is also a known "secret" that these clubs are run by the Thieves' and Assassins' Guilds, and that their house percentages are considerably higher than legal casinos.

Heironeous is the major faith in Chendl, and High Cleric Garaeth Heldenster is a major ally of the King. Those outside of the noble class tend to favor St. Cuthbert, and that church's leader, Overseer Redankin Desmart, supports the King's policies. Other notable religions in Chendl include Rao, Trithereon, and Delleb, the Oeridian god of learning and intellect.

Chendl has garrison strength of 850 men, including some soldiers of Kalinstren and the King's own personal forces. The King intends to increase these numbers in the next year. These troops, of course, can carry any weapons they need throughout the city, though any other heavily armed figures will likely be closely watched. Three trusted military commanders—Generals Gallantren, Bemedior, and Yemani—stay within the King's complex and command the troops in Chendl. They are technically subservient to Grand Marshal Jemian, but he does not spend much time in Chendl and commands little control over them.

There was considerable damage to Chendl and the Fairwain Province during the Greyhawk Wars. Almost all of this damage has been repaired, though there are still signs of destruction, mostly out in the rambling countryside of Fairwain. During an orcish siege in 583 CY, the city's wall, and even the King's palace, suffered considerable structural damage. The King is planning to erect magical defenses to assure that Chendl never faces another siege like it during the Wars. The Eternal War with the Old One has taken its toll on the Fairwain, however. To make his Great Northern Crusade a reality, King Belvor needed the support of the Viscounty of the March. Unofficially, the King was forced to cede much of the Fairwain, land hereditarily controlled by the King, to Viscount Derwent. Rumors of this are still officially denied. Despite the loss of this land and despite the general war fervor so common in the rest of the nation, the province remains a calm, urbane seat of power.

Important Non-Player Characters:

Belvor IV, King of Furyondy [LG hm Pal16-Heironeous] — King Belvor is in his sixties, stands over six feet tall, and is strong and regal in appearance. He has short, light brown hair, blue-green eyes, and a prominent jaw line. The King may be a bitter-hearted old warrior, but he remains devoted to the teachings of Heironeous, the god of valor. Belvor is known as a wise and cunning King and many fear political dealings with him despite the rumors that Belvor only goes through the motions of leadership. He enjoys hunting, archery and jousting. He is not married, and there are many rumors of betrothals occurring. He has a single son, the missing-and-declared-dead Prince Thrommel.

The Chamber of Four — The Four are Belvor's personal wizard advisors, who reside inside his Royal Palace. They consist of Karzalin, master elemental of fire [N hm Wiz 18]; Gorn Gydresol, newly appointed air elemental [NG hm Wiz10]; Pistenten, resident water elemental [NG hf Wiz 12]; and Dramaynen, earth elemental and sage, and a follower of Ulaa [N hm Wiz 11]. These wizards are all loyal to Belvor, and all, with the exception of Gorn, seasoned in battle. All four advise Belvor on all matters magical in the defense of Furyondy. As a group they tend to be rather antisocial.

Cataryna of Trithereon [CG hf Clr13-Trithereon] — This young flame-haired cleric travels throughout the northern provinces visiting the faithful of Trithereon. She aids adventurers striking into the lands of Iuz and often arranges healing and similar magic to those who return alive. Although she is loyal to King Belvor, she has little patience for diplomacy or the doldrums of political maneuvering...

Gellain, Velunese Ambassador [LG hm Clr8-Rao] — Gellain is a blond-haired, green-eyed, handsome man in his early forties. He is very sociable and well meaning, but something of a bore, especially since he delights in reminding everyone exactly how important Veluna was to Furyondy in the post-war years. Even though Furyondy has stabilized a bit, easing their reliance on Veluna's generosity, Gellain enjoys tremendous influence in Belvor's court.

Garaeth Heldenster [LG hm Clr10/Contemplative5-Heironeous] — Garaeth is the high cleric to Heironeous in Furyondy. He is nearly as old as the King, but a *Wish* slowed his natural aging, and he appears to be only 35 or 36. He is 5' 9" tall and very charming and wise (Wis 19, Cha 20). Garaeth is deeply devoted to Belvor, as well as to the citizens of Furyondy, and he will support any of the King's decisions, and any effort to aid farmers and workers. Several junior clerics and warriors of the faith can almost always be found accompanying Garaeth, as he tends to the affairs of the church in Chendl.

Redankin Desmart, Overseer of St. Cuthbert [LG(N) hm Clr12-St. Cuthbert] — Unwise is the person who tries to cross Overseer Desmart. This vigilant, devoted man truly represents the more retributive side of St. Cuthbert of the Cudgel. He is red-faced and overweight, and nearly fifty, and is blunt and impersonal. The charges of St. Cuthbert are foremost in his mind at all times, and any advice he offers the King will be to the best benefit of "Cuthbert's Lot." He is the leader of St. Cuthbert's Order of Billets in Furyondy. He calls for taxation of the rich and defense of the poor.

Vendenn, Canon of Rao [LG hm Clr13-Rao] — Vendenn is a reasonable and pleasant man. He is tall (6' 1"), handsome with his gray hair and eyes, and in decent shape. He is a charming and cultured man.

General Gallantren [LG hm Ftr7/Knt7] — Gallantren is the most senior of the three military commanders in Chendl, and one of the closest of Belvor's military advisors. He is tall and well-muscled, with long, dark hair and deep-set eyes. He is in his early forties.

General Bemedor [LG hm Ftr7/Warmaster7] — Bemedor is the most vocal of the three military commanders in Chendl. He is sympathetic to the church of Trithereon, and so urges more offensive action against Iuz. Bemedor is broad-chested man in his late thirties with a thick moustache; his brown hair is balding on top.

General Yemanien [LG hm Ftr7/Warmaster5] — Yemanien is the most cautious of the three military commanders in Chendl, pushing for a defensive front against Iuz, as opposed to more offensive military action. Yemanien is a fair-haired, charismatic man in his early thirties.

Noble Council — The seven provincial lords of Furyondy have representatives in Chendl known as the Noble Council. The King must gain the support of this group before making important decrees of law and country. Each representative typically holds his or her own political interests above that of the Kingdom. The current Noble Council members include Sir Radiur Nelonshir of Kalinstren, Baroness Scheredenn of Littleberg, Toj Remarukus of Willip, Cleric Jalquayne of Crystalreach, Gilbair le Ronde of the Reach, Carter de Gurwaltt of the Gold County, and Telemmand of the March.

Knightly Conclave — A group of minor nobles, known as the Knightly Conclave, frequently debate issues and offers their advice to the King. While the King relies on their support, they fall well below the Noble Council in both power and influence.

The Conclave follows elaborate and ancient traditions of rank and procedures. Their head speaker goes by the formal title "Cerise Pursuivant Dragon." They are always looking for ways to curry favor with Belvor, and perhaps boost their power and influence.

Sir Lanistor [CG hm Ftr8/Knt1/Warmaster4] — The current head dean of the College of War is Sir Lanistor, a Knight of the Hart. Fiercely loyal, he is a militant man who drives his students with visions of conquest to drive back our old enemy. He has been at the college for four years via royal appointment.

Sir Quill Kith'Barden [NG hm Rgr12/Knt3] — Quill is a Knight of Furyondy, a member of the Knightly Conclave, and a respected member of the Greenjerkin Rangers. He has blond hair, green eyes, and a well-trimmed beard. Quill stands over six feet tall and is fond of wearing woodland colors. His human parents were slain by orcs and surrogate elven parents raised him. Quill excels at archery and his favorite bow, Tormentor, is a +5 distance composite longbow of hunting (orcs). In sessions at the Knightly Conclave, Quill has been calling for an expansion of the Greenjerkin Rangers to help patrol the roads of Furyondy.

Locations & Settlements:

College of War — Set upon a large hill overlooking the city the white buildings of the Furyondian College of War appear to be more of an estate than a military complex. However, the observant will notice the riding fields, siege engines, and other signs of war craft built for the students. The College of War was founded in 489 CY and has provided many of the highly skilled military commanders of Furyondy since. The top graduates of the college are known as Warmasters.

Heroes' Rest Inn — Comparable to the King's Arms inn in terms of both quality and price, the Heroes' Rest attracts a slightly less urbane traveler than the Arms. Prices at the Rest are triple the normal rate, but considered "not bad" for Chendl.

King's Arms Tavern — The King's Arms is a good place for wealthier, more seasoned adventurers to stay the night. The Arms has a large common room available, as well as several private dinner rooms. Prices at the King's Arms are triple the normal rate, but considered "not bad" for Chendl.

Sutter's — Sutter's is an exclusive restaurant that it, for all intents and purposes, a "by invitation only" establishment for anyone without a title or a rich reputation. Sutter's also houses a small gaming room, where minor nobles spend their nights.

The Weatherhaven Inn — Located very near the garrison barracks, and part of the area that services them, the Weatherhaven Inn is a popular hangout for warriors and military men. Prices here are double that of those in the PHB for anyone displaying military rank, and three times the price for anyone else.

The Wyrn — The Wyrn is the best inn in Chendl, and probably in all of Furyondy. The rooms here are comfortable, the décor fashionable, the food savory. The prices reflect this, commonly four times the normal prices listed in the PHB.

Notable Religions:

Major temples to Heironeous, Pholtus, Pelor, Istus, Rao, Delleb, St. Cuthbert, Kord, Allitur, and Trithereon are all located in the city.

Barony of Kalinstren

Population: 31,000
Standing Army: 4,200

Capital City: Redoubt
Ruler: Baroness Jelleneth Kalinstren

Among all of the provinces within Furyondy, no single land suffered as much, or sacrificed as much, as Kalinstren. The fighting in this area has been brutal ever since the Greyhawk wars when over half of the land fell to the forces of Iuz. At least half of the casualties of the war occurred upon Kalinstren soil.

This land also has born the pain of the Great Northern Crusade, called by King Belvor to reclaim much of what was lost to the Old One. Despite the many victories in this war, the people of Kalinstren have yet to attain a sense of peace. Among the greatest tragedies to befall this troubled land was the loss of their liege, Baron Kalinstren. The lands are now ruled by the Baroness Jelleneth Kalinstren [CG hf Ftr9], his daughter, who constantly seeks ways to reclaim her ancestral lands and strike back at Iuz. Before assuming control over all of Kalinstren, Jelleneth was formerly in charge of Spinecastle (see locations and settlements below). When she became the ruling noble, she recalled her long time religious mentor Darden from the Noble Council in Chendl, and replaced him with a military man, Sir Radiur Nelonshir. Whether or not this strategy will pay off, is yet to be seen.

The Baroness is a devout follower of Trithereon and actively lobbies the King to strike back at Iuz by retaking control of Lake Whyestil which she believes is the key to pushing all the way to Dorakaa, Iuz's capital city. Her steadfast desire to take the battle to Iuz's homeland has made her a popular hero among the common folk of the land, a source of wonder to members of Chendl's Knightly Conclave, and a thorn in the side of the aging King. She hates wasting time with politics, and all she really cares about from an important visitor is whether he brings money, goods or men for the cause. Kalinstren's goal is resumption of war. She continues to prepare every day waiting for it to arrive.

Baroness Kalinstren may be chaotic, but she rules her provisional capital, Redoubt, with an iron fist, much like her father. Military curfews run from dusk to dawn. Exceptions are allowed only for those who work through the night repairing buildings and walls and building the secondary defenses. Expert dwarven engineers, recruited all the way from the Lortmils, are overseeing this work.

The lands of Kalinstren are filled with an odd mix of people. The common folk are stressed about the potential of future wars and the grief from their previous losses. They are tense and nervous and tend to avoid contact with strangers. Adventurers and mercenaries alike are abundant in this province, waiting for opportunities to strike back at the forces of evil that are very close...

Kalinstren is a land fraught with the potential for warfare. Since the retaking of the old capital of Crockport, the object of the Great Northern Crusade, this land serves as a first line of defense for the forces of good. The Flare Line between Morsten and Castle Ehlenstra continues to be an important part of the Furyondy military's defense plans. After the end of the Crusade, Kalinstren has also been steadily rebuilding many of its castles and fortresses that were badly damaged in the wars. One of its chief concerns is the Razing Line constructed by the forces of Iuz.

King Belvor, Count Jakartai of Crysalreach, and the Baroness work more or less collaboratively regarding the defenses of the land. Count Jakartai is on very good terms with the Baroness as he was with her father, and often loans her advisors and resources, such as the talented dwarven engineer, Curlem the Calloused (See Cystalreach NPCs above for more information). More recently, the Baroness and Count have been working together to hire magical assistance from powerful wizards to assist in the rebuilding and fortification efforts.

Important Non-Player Characters:

Baroness Jelleneth Kalinstren [CG hf Ftr9] — The daughter of the fallen Baron Kalinstren, Jelleneth rules the province with a fair hand and a watchful eye on her borders. She is a devout follower of Trithereon and has a fiery temper. She enjoys good relations with Count Jakartai, however, she is watched closely by Belvor, lest her actions drive Furyondy into another series of battles unprepared.

Darden [CG hm Clr10-Trithereon] — Formerly the designee to the Noble Council in Chendl, Darden has been recalled by the Baroness to serve as her spiritual advisor in Redoubt. He is a pious man dedicated to his one time student, Jelleneth. Darden is now the head of the church of Trithereon located in the capital city of Redoubt.

Sir Radiur Nelonshir [CG hm Ftr8/Knt1] — One of the Baroness' most trusted advisors has been assigned to represent the province in the Noble Council in Chendl. Over his objections, Radiur was deeded a minor piece of land and he was made a Knight of the Hart (Furyondy). He is a master is of supply logistics and procurement and has a knack for finding things by means no one can quite figure out. Radiur dislikes being away from the front, and has not adapted well to court life. He still wakes early and exercises regularly including weapons training. He wears combat uniforms and wears his hair cropped short and often reminds the nobles, much to their chagrin, that they are still at war.

Cryennik [CE hm Wiz13] — Formally the commander of Iuz's forces stationed in Crockport, he escaped just before the city fell to the forces of Furyondy. Cryenik is a ruthless opponent who has held a grudge for years. He is an expert in summoning magical beasts and often sends creatures southward from his hidden lair on the north border of Kalinstren. He favors summoning highly magical flying monsters such as manticores and chimerae, and on one occasion a dracolisk, and enjoys sending them against civilian targets.

Pashenden [CG hm Ftr5/Clr10-Trithereon] — The lord of Crying Spear Keep is also a dedicated follower of Trithereon. He supports the northern noble's efforts to reclaim more lost land from Iuz (his desires currently lean towards retaking some of the former Shield Lands) and often assists the Baroness Kalinstren with military and spiritual aid. He is extremely bright and a cunning tactician whose insights and abilities were key to the holding of the castle during the invasion by Iuz.

Captain Arcturin [LG hm Pal7] — Arcturin serves as the eyes and ears of King Belvor at Crying Spear Keep. He is a influential and clever leader (Int 15, Wis 17, Cha 17) of an elite group of heavy cavalry. He has a deep respect for Pashenden's beliefs and abilities, and has been placed in a difficult situation of balancing his duty to his King and the Lord he also serves.

Sharnalem [LG Swanmay Rgr9/Knt1] — She is a Knight of the Hart and master of Castle Ehlenestra who is shy and elusive by nature. She has many friends within the region and even more among the Highfolk. She is a well-respected and intelligent leader who lends support to the northern defenses as well as the occasional mission to strike back at goblinkind whom she despises.

Locations & Settlements:

Brancast Keep — Brancast Keep was a castle being built before the wars and has almost completely destroyed in the fighting. Today, one of the many restoration projects is taking place as the castle is being repaired and finished according to the original plans. It is now only about halfway completed although it is occupied. When complete, it will stand across the river from the village of Brancast where trading vessels negotiating the Crystal River provide supplies for the Barony from the eastern edge of the Kingdom. Primarily a logistical base, it is an anchor for supply routes to the boundary lands. Militia posted here may have seen more arduous periods of service along the Flare Line during the wars.

Castle Ehlonestra — This castle gets its name from an Old Elvish variant of the name of the goddess Ehlonna. It marks the western boundary of the Flare Line. The castle's construction is unusual, with a stonewall surrounding internal buildings made of fine Vesve wood. What makes this castle most remarkable, however, is its highly magical nature.

Lady Sharnalem, a swanmay Knight of the Hart who possess the innate ability to control canines, rules the castle. Within a magically protected wood, filled with powerful illusion spells to fool the unwary, numerous faerie creatures such as brownies and dryads can be found. Many of these creatures act as spies and messengers. By night, large packs of canines wander within the castle walls including Tyrgs and Mist wolves. The tyrgs are famous throughout the land and are specially trained to hunt and attack orcs and goblinkind on sight.

Sharnalem is known to have many friends among the Highfolk. While she is a shy and elusive woman her gifts of tyrgs to Kalinstren have earned his gratitude. The castle serves as a valuable recruiting post and many who are friendly with the Highfolk can be found here seeking refuge or searching for guidance. Clerics of Corellon and Ehlonna are often found here, serving as advisors to Sharnalem.

Crockport — Before the wars, Crockport was a prosperous town of 9,000 souls. During the wars, Crockport fell to the forces of Iuz, and it was not until the conclusion of the Great Northern Crusade that it was restored to the light. In 588 CY, the Battle of Grabford provided Furyondy with a crucial victory that allowed it to encircle Crockport, the base of Iuz's operations in the occupied lands. When the city finally fell, it was the site of uncontrolled chaos and slaughter of the occupying forces. Many fell victim to emotion in its recapture, and few good men remember the event with any degree of pride.

Today, Crockport is in ruins. The city suffered tremendous losses during the war, and even more when it was retaken. True to the character of Furyondy, the common folk refuse to surrender and have begun anew, gradually rebuilding the city. Now, only a few simple buildings are habitable including a small garrison of troops, an inn, and a small marketplace. There are rumors floating around that King Belvor has secretly visited the once-great city, and that he has grand new plans for reconstructing Crockport ... perhaps even planning on another military offensive to be launched from the city.

The nearby island of Rockegg is a dangerous place. It seems that several vile things took residence there during Iuz's reign, and there has yet to be any real effort made to clear it of them. During the last low autumn tide, one of the creatures, a mad owlbear, even made its way across to the shore. Anyone willing to clear the island may earn a few sheafs, as well as some reputation within the region.

Crying Spear Keep — This stone keep fought off two massed attacks during the wars. Powerful wards protect the keep, cast by its ruler, Pashenden, a human fighter/cleric dedicated to Trithereon. The keep takes its name from a great-silvered spear rising atop it. Pashenden is on excellent terms with the Baroness Kalinstren and supports her in favoring a resumption of war. There is no doubt that he sends forces from his resident militia, well aided by protection and combat spells, into the wild northern lands even after the wars have reached a stalemate. For this reason, Belvor has craftily “helped” Pashenden by placing heavy cavalry there. Their leader, Captain Arcturin, is an influential (Ch 17) and clever (Int 15, Wis 17) man who reports what Pashenden is up to back to Belvor through diplomatic channels. Pashenden is aware that Belvor is spying on him. He and Belvor continue to play a game of blindfold chess over the years. Pashenden reduces the number of his raids, and Belvor overlooks the rest.

The Razing Line — The Razing Line is a one of the most horrific constructions the forces of Iuz have developed. Located north of Kalinstren, this area is a quarter mile wide zone that clerics of Iuz have defoliated and blasted into barren, dead soil with fire and acid. There are no living plants or animals in the area. Sages and military advisors know this unholy area can have only one purpose, to boost dark magic, which can raise the dead. As if this time, this power has yet to be demonstrated.

Redoubt — Redoubt is a huge military garrison town, protecting the approach to Chendl. A great five-towered stone castle dominates the road and the town. Repairs to the damage suffered in the wars have only recently been completed. The siege of Chendl left this castle as a single point of light in a sea of darkness as Iuz’s horrors swarmed around it, and having it whole once again has lifted the spirits of the people considerably.

The garrison of Redoubt numbers 1,500 men at present, and every able-bodied soul has at least some leather armor and a hand weapon. All the native Furyondians here saw what orcs, goblins and fiends did to their brethren during the wars. Redoubt’s people do not forget the horrors of the long days, and the stalking nightmares of the black nights. Belvor wishes to increase the numbers here, and is actively seeking financial support for such a venture.

Redoubt is also a center of one of the major religions of Furyondy. Located in the rebuilt city is the primary church of Trithereon. The Baronesses spiritual advisor Darden (see above) heads the church. The faith of Trithereon is very strong in this province, and in the city of Redoubt in particular.

Spinecastle — A military outpost that once guarded the Flare Line opposite of the Swarming Ground. The fortress gets its name from the design of its battlements, which were a veritable nest of archery holes. The castle sustained massive amounts of damage in the war, but never fell completely to the forces of Iuz. This castle was once garrisoned by nearly 400 soldiers, many of them the best archers in the land. Now less than 300 soldiers and archers, all veterans of the battles, man the castle.

Repairs to this castle were completed faster than any other part of the province, primarily due to the presence of the castle’s specialist conjurer, the eccentric Tobian Rushkane. Tobian is very reclusive and was rarely seen during the reconstruction, although his presence was obvious due to the number of Jann and earth elementals involved in the rebuilding. Since the castle’s repair, no one has seen the reclusive wizard, although his quarters remain available and undisturbed on orders from the Baroness.

The Swarming Ground — Located on the north side of the Flare Line, across from Spinecastle, is an area known as the Swarming Ground. This area is infested with giant ant lions, smaller than normal but no less dangerous. The defenders of Furyondy used these creatures during the defense of the nation, since their presence made construction nearly impossible. Now that a major period of rebuilding is underway, the Baroness desires to build fortifications there; however excavations regularly unearth ant lion nests, and the creatures are very aggressive. Even seven years after the Wars, construction in this area is patchy, at best, because of them. The Baroness favors posting extra magical firepower to destroy the ant lions when they are found, and seeks to hire wizards to do so. The cost of this effort is prohibitive, however, and the Baroness is always open to creative ideas to resolve the problem.

Notable Religions:

The largest and most prominent church in the area is the church of Trithereon in Redoubt. Other religions also have centers of worship the largest of which are the combat and defense orientated faiths such as Heironeous, St. Cuthbert, and Mayaheine.

Barony of Littleberg

Population: 67,000
Standing Army: 3,000

Capital City: Littleberg
Ruler: Baron Jemain

Second only to the Viscounty of the March in terms of both wealth and importance, the Barony of Littleberg is a proud and diverse province. It is home to some 4,500 elves scattered throughout the province; it holds Furyondy's only real concentration of gnomes, in the villages of Greylode and Claw Gorge; and it is a haven for half-orcs, who seem to feel more welcome amongst such a mixed populace and have made themselves a visible presence in the cities. Halflings and half-elves, also from the area of the Vesve, often make their homes in Littleberg. Still, all of these stand only second to the human population, mainly farmers and laborers who feed the entire Kingdom with potatoes, corn, and a variety of other foodstuffs.

Politically, Littleberg is in a curious position. Baron Jemain is an outspoken diplomat, a middle-of-the-road moderate who tries to see all sides of an issue and who pushes his fellow nobles to be generous and obedient to the King. This view has earned him little respect amongst the other ruling families, though it has earned him the admiration of Belvor, who rewarded him with the position of Grand Marshall of Furyondy. Many hope that the promotion of Jemain's vocal wife Scheredenn to the Noble Council will help change Jemain's image, and perhaps help promote Jemain's ideas.

Important Non-Player Characters:

Baron Jemain [LG hm Ftr11] — The civil, patient, Baron is a consummate fence sitter, uncharismatic and only mildly attractive; he is 52, heavysset, with dull brown hair and olive skin. Jemain is the Grand Marshall of Furyondy, a position he gained in spite of his conciliatory nature and general lack of hard military experience (or perhaps because of it— Belvor trusts him above all the other ruling Nobles). Jemain is a very wise man, which is probably why he sees things the way he does. Jemain favors Rao above all other deities.

Baroness Scheredenn [LG hf Nob2] — The tall, brown-haired Baroness Scheredenn is a very vocal and forceful woman, and an interesting contrast to her quiet husband. While her husband favors Rao, she favors Pelor. Scheredenn was recently sent to Chendl, where the Baron Jemain set her up in a suit of rooms and named her his representative on the Noble Council. She was not happy to leave Littleberg, but she has since given herself over to the role of councilor and diplomat.

Cerenellyl [CG em Ftr7/Knt3] — An ancient Knight of the High Forest who is slowly going blind with age (though an elven ring of true seeing makes this a moot point). Cerenellyl makes his home in a castle near the Vesve, in Furyondy, where he watches the balance of power in the Kingdom, and learns all he can about the nobles and the King. Cerenellyl often reports back to the Knights of the High Forest about the dealings of Furyondy's elite. He has contacts throughout the Knights of the Hart, and throughout the Flanaess.

Aubin Gyraisonne [LG hm Clr5-Rao] — Aubin is the charismatic head of the Monastery to Rao in Pantarn. He is a thin man with sharp features, long brown hair, and a well-trimmed beard. Aubin is a levelheaded man with a commanding speaking voice. Baron Jemain, himself a supporter of Rao, has consulted Aubin often of late, and many suspect it was Aubin's idea to nominate the forceful Baroness Scheredenn to the Noble Council.

Schuter Garalend [LN hm Adp5] — A Tenha herbalist living in Pantarn, Schuter is the only source of orcbane in Furyondy. Orcbane is a valuable but highly perishable poison that can be used most effectively against orcs and goblinoids. Until recently, Schuter's orcbane was being made solely for the benefit of Furyondian forces against Iuz; as hostilities have calmed, however, he has been able to create more for general sale.

Locations & Settlements:

Littleberg — At the heart of the Barony of Littleberg lies the city that shares its name, a market town that is fast becoming a center of Furyondian trade second only to the thriving markets of Free Borough. This growth can be partly attributed to its trade roads, which were some of the only major roads not ruined by troop movements and lack of repairs in the years of the Greyhawk Wars and the Great Northern Crusade. It can also be attributed to Littleberg's diversity—gnomish craftsmen ply their trades here, elven artisans create stunning works of beauty, and human and half-elf merchants, artists, and tradesmen of every kind buy, sell, import, and export here, their goods coming from as far a field as Perrinland and going to Veluna, Highfolk, Verbobonc, and—through Libernan and Willip—to the City of Greyhawk, and even across the Nyr Dyv to Nyron and the eastern realms. Adventurers are sometimes drawn here by the promise of coin, for where there are merchants, there are always jobs at hand guarding caravans or stopping thieves; indeed, any merchant interested enough could probably hire himself a full team of half-orc mercenaries at relatively low rates—good protection on bandit-filled roads.

Greylobe — Name for both a small town of gnomes, and the nearby castle, which stands above the largest series of penal quarries in Furyondy. This penal colony, where prisoners work of their sentences quarrying rock under harsh supervision, contains some of the most evil and hardened criminals in the Kingdom.

Claw Gorge — Formerly one of Furyondy's most profitable limestone quarries, Claw Gorge—a series of deep rifts that rip like a claw mark across the otherwise even land—is a dangerous maze of acid pools, gas pockets, and bizarre underground tunnel systems that make mining more than a little stone a hazardous venture. Problems in the quarry began just after the beginning of the Greyhawk Wars, leading officials to believe that Iuz somehow cursed the quarries, which were needed to help build defenses along Furyondy's northern borders. Others have whispered that a cult dedicated to an evil, subterranean god is at fault—perhaps worshippers of the Suel goddess Beltar. Standing offers of coin and other rewards exist for anyone who can find the cause of the dangers, dispel said cause, or simply clear out some of the monsters that roam the mines.

Nearby is a small village of 150 or so gnomes, the only regular workers still employed at the mine. The village is actually called Moblofft, though most outsiders just call it Claw Gorge.

Pantarn — Small but significant trade town located along the Att. Pantarn is best known for its use of promissory notes and credit in trading, a practice that is quickly spreading. There are also two monasteries of importance here—one dedicated to Boccob, and one dedicated to Rao. The influential Aubin Gyraisonne heads the latter monastery.

Notable Religions:

The monasteries to Rao and Boccob in Pantarn are both important centers of their respective faiths. The monastery to Boccob, in particular, serves as the most important center of worship in Furyondy. Claw Gorge boasts a large temple to the gnomish god Garl Glittergold. Small shrines to various demihuman gods have begun appearing in the city of Littleberg, including churches dedicated to Corellon Larethian and Yondalla.

Barony of Willip

Population: 50,000

Capital City: Willip City

Standing Army: 2,500 ground; 5,000 navy

Ruler: Baron Xanthan Butrain

The Barony of Willip has a pivotal location on the Nyr Dyv. The Furyondian Royal Navy is based here, and keeps Furyondy's coasts free of sea monsters and pirating. Most visitors to Willip arrive by sailing vessel here, and it is the one and only gateway to the Free City of Greyhawk and Nyrond. The Willip Arsenal, the dockyard, has grown considerably in the last six years, and is the largest in the Flanaess; construction here has nearly doubled in the last year alone, as the Kingdom attempts to reestablish a presence on Whyestil Lake and the dockyards at Crockport are still in ruins. The city of Willip, the Barony's capital, is the largest city in the Kingdom.

Willip is ruled by the Baron Xanthan Butrain. He is popular, and plays a key role in the politics of the Kingdom. The Baron is a stern disciplinarian, and Willip has policies of "canon law" administered by clerics of St. Cuthbert and Zilchus. Only members of these faiths are allowed to adjudicate criminal and court matters, and even then, the presiding cleric must be of significant level (5th-level or higher) to hear the case.

Arcane spell casters are carefully monitored in the Barony. All wizards, sorcerers, and spell-using bards must pay a Dweomercrafting Tax of 10 wheatsheafs per month, and register their residence. Any wizard spending more than a few days in the Barony who does not pay this tax may be forced to pay up to 100 'sheafs in reparation. Sorcerers are viewed with particular suspicion here; many believe that sorcerers are in league with demons and other outsiders, as their innate spell casting ability defies traditional wizardry. Sorcerers are best served hiding their presence in Willip.

The Baron's greatest enemy is his cousin, Gregen. Gregen disputes the bloodline and also lays claim to the title Baron Willip. Most do not believe Gregen and the fact that he is a cruel, despicable wretch is reason enough to back Xanthan. Gregen is rumored to be in service to Iuz.

Important Non-Player Characters:

Baron Xanthan Butrain [LN hm Ftr8] — Butrain is a practical and stern lord. He does not like surprises. The aging baron has lost most of his graying black hair. Sometimes his gray eyes reveal his concerns. The Baron had won a reputation for intelligence during the Greyhawk Wars by reinforcing the March's troops to the north and covering the western banks of the Veng.

William Butrain [CN hm Rog3] — The heir apparent to the Baron of Willip is William Butrain. He has a reputation for being irresponsible and for excessive gambling. In his early 30's, William is in excellent physical condition. He has dark brown hair. He has his father's gray eyes but lacks his father's court etiquette.

Grand Admiral Rosen [LG hm Ftr16] — Rosen is commander of the Royal Furyondian Navy. Rosen is a monster of a man with a very tanned and weather-beaten face, crew cut gray hair and beard and dark brown eyes. His armor is crafted from a dragon turtle skin and his shield is crafted from dragon turtle shell. Rosen is a military man pure and simple and employs a greatsword in battle. He leaves the politics of the land to the King. The admiral demands strict discipline in the Royal Navy. The *Pride of Furyondy* is Rosen's own war galley.

Toj Remarukus [LN hem Clr4-Zilchus] — Toj is Willip's young, quiet, ill-tempered representative to the Noble Council. Toj is very loyal to both his church and to the Barony, and will officiously object to any policy or decision that might not benefit either. Toj is tall, thin, and dark-complexioned, with a short shock of black hair.

Locations & Settlements:

Willip City — The largest city in Furyondy, Willip is a key location to the navy and also a major fishing and trading city. The Gardens here are bright and cheerful with a cleric of Ehlonna tending them. The Grand Admiralty is the residence of Grand Admiral Rosen and senior naval officers. A beautiful temple to Mayaheine is here. The local clerics collect monies to be used to fortify the city and they are appealing to Butrain. Mayaheine is finding many adherents among naval men, which is to the displeasure of the faith of Procan, the traditional faith of sailors.

Bronzeblood Haunt — Long ago, before the rise of Furyondy, an evil lord ruled the land around this ruined castle. When Thrommel I came to these lands he had the castle razed. It is rumored that the lord escaped and was no longer human as well. No one lives within three miles of this castle and a nearby fort keeps an eye on the ruins at all times. There are rumors that the trees in the area occasionally bleed and it is the most taboo place in Furyondy

Herechel — This walled town has a fine harbor, and is the main port for the Veng. Monster attacks occur frequently here and the town is tough and experienced. Herechel is a no nonsense town which is well policed. Three naval wizards maintain constant vigilance over the mouth of the Veng.

The Sentinel Ports: Keristen, Sendrift, Walthain, & Dianrift — These towns are naval bases. They are also fishing communities where fish is salted and preserved for dispatch to Herechel or Greyhawk.

Notable Religions:

There are significant temples to a number of gods in the city of Willip—Heironeous, Pelor, Procan, Rao, and Mayaheine all have temples there. Smaller temples can also be found to Celestian and Fharlanghn, perhaps because of the large number of travelers passing through the city; these are the only real temples to these two gods in Furyondy. In addition, shrines to the sea gods Osprem and Procan can be found in towns along the coastline.

County of Crystalreach

Population: 46,000
Standing Army: 5,000

Capital City: Grabford
Ruler: Count Artur Jakartai

The County of Crystalreach is still one of the more war-torn regions of Furyondy. Located in the northeastern portion of the nation, this province borders with lands that once belonged to the Horned Society, and now are ruled by followers of Iuz. Crystalreach was an important area in the Great Northern Crusade, and many expect that this province will be the launching point for future offensives against the Old One.

During the Crusade, forces of Furyondy were able to recapture the provincial capital, Grabford, and confirmed the fate of the former liege, Count Paulus Halpern. When no proper heir was found, the Noble Council ratified Belvor's wartime appointment. Count Artur Jakartai, a former Shield Lander, now rules Crystalreach. Just over a year ago, the capital was moved from its wartime location, Greatwall, back to Grabford, a city in a dire situation. Most of the capital city's buildings are war damaged, and city officials have deemed more than three-quarters of the sites unsafe. Count Jakartai rules a land bustling with wartime activity. Most of the citizens of Crystalreach are somehow involved with rebuilding the city and improving the city defenses (the number one priority) and preparing for battles they feel are sure to come.

Standing on the far banks of the Veng remains one of Furyondy's primary military targets, Molag. This city is the former capital of the Horned Society and although damaged in the crusades, remains a major staging area for Iuz. Military theorists believe that the taking of Molag would allow Furyondy to seek alliances with western nations to potentially flank Iuz.

Important Non-Player Characters:

Count Artur Jakartai [LG hm Pal17] — The leader of the province, Artur is an accomplished warrior and recognized hero for his accomplishments along the Furyondian front. A noble man of proud bearing, Artur never forgets that he is originally from the Shield Lands and looks for ways to aid them without incurring his King's wrath. He is both unusually tall (just under seven feet) and well built (he weighs 355 lbs), making him a most imposing figure.

Cleric Jalquayne [LG hm Clr8-Hieroneous] — Jalquayne represents Crystalreach's interests as Count Artur's representative on the Noble Council in Chendl. He served in this capacity under the previous ruler, Count Halpern, and is well received by the other members of the Council, making up for the awkwardness of the region's Count.

Sir Kiprien Rahlden [LG hm Pal9/Knt1] — Rahlden is a long-standing noble and member of the Knights of the Hart. He is the commander of the town of Moatshield and he is known by reputation throughout most of Furyondy as a strong supporter of the King. Rahlden is a red-haired man of about forty.

Curtem the Calloused [CG dm Ftr5] — A stout Lortmils dwarf who is Artur's the chief engineer in charge of building defenses. He owns a spade of colossal excavation and uses it for the good of the province. Curtem has black beard and hair, and brown eyes.

Ereland Manneth [NG hm Wiz8] — Commander of the garrison on the fortified town of Fendrelean. Possessing great divination powers, and uncanny wit, and the ability to predict conditions effecting battles, Ereland was proven an effective commander and information gatherer.

Cellinor [NG hm Ftr5/Clr7] — Cellinor is the head of the growing church of Mayaheine in Grabford. He served in the Great Northern Crusades and was recognized for his command abilities, shrewd tactical skills, and personal bravery. After the crusade, Cellinor answered the calling of the goddess Mayaheine, and has been steadily building a following of her tenants. Cellinor is a charismatic leader (Cha 14) with strong ties to the Furyondy military who often stop to listen to him speak about Mayaheine.

Schyzer [N hm Wiz10] — An albino Suloise who arouses great suspicion from the common people of his hometown of Morsten. He is a bewildering and enigmatic man who the leaders of the area simply cannot figure out what to do with.

Count Gladwell Solan [LG hm Pal12/Knt3] — Count Solan is the current castellan of Castle Hart and a member of the Knightly Conclave. Solan is a simple man with little desires for wealth. He has fought in many battles and considered a war hero and has overseen the castle for a decade. At age 45, the Count is a tall man with curly red hair and deep green eyes.

Locations & Settlements:

Castle Hart — The chief base of operations for the Knights of Furyondy is Castle Hart. This castle is located just northwest of the meeting of Crystal and Veng rivers and across the harbor from Port Valour and Barduk. The castle serves as a meeting place for the Knights of the Hart as well as a military base with close to one thousand soldiers.

Fendrelean — A small-fortified town (population ~1,500) along the Veng River, this town is a major defensive settlement and stopping point for river trade. Significantly damaged during the wars, the town is rebuilding and a small garrison with over 250 well trained and experienced light infantry.

Grabford — This city serves as the capital city of the county. It is a war torn city with few of its buildings safe for occupation by the people. Still, the Count has moved his court to the city and oversees the affairs of the region from this location. The city is booming with wartime rebuilding, the most notable of which is the recent completion of the church of Mayaheine. The church is lead by Cellinor, a decorated war hero from the Crusades.

Greatwall — Greatwall served as the wartime capital of Crystalreach and is an important fortress in the military strategy of Furyondy. The fortress protects the Flare Line between Morsten and Moatshield. There are a large number of Shield Land refugees in the area serving in the militia and there is significant tension between the locals and refugees.

Moatshield — This small town is located between Greatwall and Crying Spear Keep. The town is took its name from a 20' deep moat filled with a magical decanter of endless water. The towns ruling noble, Sir Kiprien Rahlden, is a Knight of the Hart who can trace his lineage back to the earliest days of Furyondy. He is a staunch supporter of King Belvor and has made alliances with Knights of the High Forest.

Morsten — This small town served an important purpose during the wars, serving as an important port and anchor of the defensive effort. Following the war, the town became home to the reclusive wizard Schyzer and his apprentice Cupara. The two wizards live in a large stone tower with magically enchanted creatures (including a wyvern and mountain lions). The tower was built in a fairly short time with magical assistance. The two are reclusive and make their home in the area for reasons they are not sharing.

Redstone — One of the most important natural resources in Crystalreach, these massive stone quarries have over two miles of surface mines. The hard red stones, akin to hardened limestone, is shipped throughout the nation for building projects as well as limited exports to other nations. Work in the quarry is difficult but fair, and there is always work for able bodies. Many of the workers include charmed creatures such as ogres that once served in the Horned Lands, and a handful of gnomes and dwarves.

Terlisean — Terlisean is an important trading post and supply town located on the Crystal River. The town does not have walls, although there are many thieves, con men, and other opportunistic individuals living in the area. This city is the final trading post where goods can be purchased before they are marked up for the northern inflation rates.

Notable Religions:

Various temples are found throughout the major cities of the region. The largest church in the area is that of Mayaheine, whose worship is based out of the church in Grabford. Other prevalent churches are dedicated to Heironeous, St. Cuthbert, and Trithereon.

Duchy of the Reach

Population: 56,000
Standing Army: 1,800

Capital City: Caronis
Ruler: Duke Bennal Tyneman

Of all the provinces in Furyondy, the Duchy of the Reach is certainly the most cosmopolitan. The Reach shares borders with Veluna, Verbobonc, and the Highfolk, as well as with the racially diverse Barony of Littleberg, and it is the closest province in Furyondy to the Lortmils, the Lorridges, and the Kron Hills; each has exerted some influence over the province. The result of this unique hodge-podge of ideas and influences is an atmosphere of free-spirited independence in the Reach, an open and comfort-centered society that sometimes borders on hedonism in its efforts to have a good time.

That is not to say the people of the Reach are corrupted by their pleasure; despite their lackadaisical outlook on life, the people of the Reach are good folk, and their leader, the epicurean Baron Tyneman, is a fair and pleasant man. Surprisingly, there are very few poor and downtrodden in the Reach, and even those with little coin spend it freely.

Important Non-Player Characters:

Duke Bennal Tyneman [CN(G) hm Rog12] — Tyneman is an older man with wavy black hair and dark blue eyes. He is a carouser, a self-indulgent gambler who reflects everything that his province is. He is cunning, too, and enjoys playing political games. Tyneman is a good man, but doesn't agree with many of the King's aims and goals and secretly works to oppose the King and Knights of Furyondy in many matters.

Gilbair le Ronde [NG hm Ftr4/Nob4] — Portly, bald, and possessing a keen and vicious wit, the boisterous Gilbair le Ronde was once a keen diplomat, an incurable romantic, and one of the most vicious Knights of Furyondy. It is even said that, at one time, he nearly won the hand of Countess Rhavelle of the Gold County. An unfortunate injury at the hands of a jealous rival, however, cost Gilbair the full use of his left leg (he still walks with a distinct limp) and kept him from the Greyhawk Wars. Morose for having been left behind, Gilbair gave himself over to gluttony, developing a particularly strong taste for rich deserts and strong ale. This tendency has not hindered his status amongst the Noble Council; it is said he is just as formidable with diplomacy as he ever was with sword and shield. Gilbair currently serves as the Reach's representative to the Noble Council.

Rafendyl [NG hem Brd11] — Called "Gildentongue," Rafendyl is a Highfolk bard who fronts himself as a shallow, sensual fellow, but who hides a much more serious demeanor beneath—he's actually a knowledgeable and well-connected half-elf, keeping an eye on Furyondian affairs and maintaining a network of information. He operates out of the Reach, where he could be a valuable asset to adventurers in need.

Locations & Settlements:

Baranford — This community, located along the Royal Highway, is a trading center where many military men come. The population numbers about 2,000; the town's militia is 200 strong, and many are in service to Belvor.

Caronis — Caronis is a small but significant town that symbolizes much of the freewheeling attitude that makes the Reach so distinct from the rest of Furyondy. Serving as the main gateway from Furyondy to Veluna, and feeling much influence from that country, Caronis is a town of bards, taverns, and trading, where the citizens spend the day buying and selling goods, and the nights drinking and singing. A goodly number of the citizens here are actually Velunians, or folks descended from that country. It is also the center for distribution of gold from the Carnalion Mines.

Carnalion Mines — The treasure of Furyondy can be found in these mines—literally. The Carnalion Mines are the primary source of gold for the Kingdom, and the revenues generated here are divided amongst the King, the Highfolk, and several other parties. The miners themselves are a mix of humans, gnomes, and the only significant population of dwarves in the Kingdom, and they total about 550 in number. The gold is watched carefully, and the theft of gold is a serious crime; strong divination is used to assure that the gold remains accounted for, and distributed appropriately.

Dapple Wood — Dapple Wood is the only major Furyondian woodland resource, and the only forest totally under Furyondy control. These woods, filled with quality ipp, yarpick, and bronzewood, are protected by militia troops and woodsmen, who have also cleared out most of the dangerous monsters within. Most unusual monsters have been hunted to extinction, and bears, porcupines, snakes and wild dogs are the most common hazards one might encounter.

Kisail — Kisail is the nearest town to the Dapple Wood, a farming community of some 2,000 folks. It handles most goods coming in from Verbobonc. Sir Cerell Goodheart runs Kisail; he is a pompous, self-gratifying old womanizer who represents the worst parts of life in the Reach. Farmers here grow unusual crops—squashes, melon-like fruits, and similar luxury produce.

Ryemend — This is a small town of only 1,000 or so people, located directly across the Volverdyva from Verbobonc. It is unusual for being the only place outside of Littleberg to boast a large population of gnomes—a fifth of the citizens of Ryemend are gnomes, and more have been coming from the Kron Hills in recent years.

The Kron Hills and Verbobonc are of particular interest to those in Ryemend. Both Duke Tyneman and King Belvor have networks of spies in Ryemend, to keep an eye on Verbobonc and to make sure that relations remain positive; and the Knights of the Hart sometimes come here to meet agents of Verbobonc, and to learn about events in the south.

Notable Religions:

While small temples to several gods can be found throughout the province, there are no important or significant temples in the Reach. It should be noted that the Reach is the only place in Furyondy to find temples to several dwarven gods.

The Gold County

Population: 30,000
Standing Army: 1,250

Capital City: Libernen
Ruler: Countess Kyaren Rhavelle

Of all the provinces in Furyondy, the Gold County represents the greatest contradiction: it is home to both the richest, and the poorest, citizens in all of Furyondy, both a stronghold of noble power and a pool of simple peasantry. The land itself is gently rolling grassland, much of it either converted to farmland or covered in dresadoes, the unique golden sunflowers that lend the County its name. Small farming villages dot the landscape, and the port city of Stalmaer boasts a sizable population, but the only real populous center in the County is the city of Libernen.

For newcomers, the nobles may seem to have a society all their own, separate from both the peasants they lord over and the Kingdom as a whole. This is not entirely untrue. Life amongst the nobles of the Gold County is layered and elaborate. Every letter is purposefully written, every invitation cautiously accepted, every stitch of clothing carefully chosen for maximum impact amongst one's peers. The nobles put much stock in rank and title, and even more in proper etiquette, sociable faux pas, and the subtle manipulations of petty power. It is, in short, like a shallow pool full of hungry piranha hunting one another, and those caught unawares are likely to be devoured.

For the peasantry of the Gold County, life does not offer much. The nobles go about their manipulative and self-serving routines and pay little attention to the commoners who toil for them; in fact, the nobles are often so self-serving they neglect the populace altogether. Add to that the average Gold County commoner's relative poverty, and it comes as no surprise that the people of the Gold County have turned to faith to fill their lives. In the post-War years, worship of St. Cuthbert of the Cudgel gained popularity throughout Furyondy. In the Gold County, not only was that growth unusually large, but faith in the God of zeal and forthrightness has become deep and long lasting, even when the temporary surge in the rest of the Kingdom has died down. Faith in St. Cuthbert has become so ingrained in the common populace here that the nobles have begun referring to the peasants as "Cuthbert's Lot."

Important Non-Player Characters:

Countess Kyaren Rhavelle [N hf Wiz(I)4] — In any other society, the red-haired Countess Rhavelle would be considered an old maid: 45 years old, never married, handsomely appealing, strong-willed and unexpectedly fiery. In the Gold County, this is just a testament to her value as both woman and noble, for surely, her standards must be high! And they are. Much of the Gold County's unique society is reflected in its countess, who is its supreme and model peer. She lives in a sprawling estate that claims much of the western third of the county, and walks like a queen amongst the nobles in Libernen.

Canon Schyendorf [N hf Clr 8-Rao] — The influential Canon Schyendorf resides in Libernen, where she promotes worship of Rao and attempts to moderate the actions of the nobles. Her work is much appreciated by King Belvor, as Schyendorf is unusually persuasive with Countess Rhavelle, and can get her to see reason where others fail.

Carter de Gurwaltt [NG hm Nob5] — If Carter de Gurwaltt could describe himself in two words, they would be "subtle perfection." To the other nobles, it's more "unsubtle perfectionist," for Carter is truly a captious and fussy individual, compulsively neat and quick to judge what he finds distasteful. He has a keen sense, however, and can be unexpectedly forceful; it is for these reasons that Countess Rhavelle has named him the Gold County's representative on the Noble Council. Carter is a short, thin man with tightly cropped brown hair (he is fond of wigs) and impeccable fashion sense.

Lord Ogart Goldsaex [N hm Ftr9] — A recent émigré from the Shield Lands, Lord Goldsaex is a ruggedly handsome man with black hair and sharp blue eyes. He built a walled estate on the edge of Libernen in Richfest 590, and in the months since he has quickly established himself as a force to be reckoned with in the complex intrigues of the Gold County nobility. Lord Goldsaex commands a certain reserved respect in Libernen. He also acts as a member of Chendl's Knightly Conclave.

Whillom Stronbillet [LN hm Clr5-St. Cuthbert] — With the wild popularity of the Church of St. Cuthbert amongst the peasantry, it was only a matter of time before the people found a religious leader to represent their cause. Whillom Stronbillet is that leader—a symbol of the downtrodden faithful in the face of noble luxury, a strong-willed and vocal fighter for the rights of his flock. Whillom heads a newly erected church in Libernen, though most often he can be found either ministering to his faithful in the fields and small towns, or knocking at the doors of the ruling class.

Locations & Settlements:

Libernen — This town, draped across countryside and surrounded by fields of dresadoes, in just about every way the center of life for the Gold County. Many minor nobles have estates here, and many of the rest gather here for both grand social gatherings and the requirements of day-to-day government. It is the place where the County's foodstuffs are collected and sold. It is also a popular place for merchants to buy and sell, for Libernen stands on major trade roads connecting Littleberg, Free Borough, and several ports on the Veleverdyva river that bring it goods from Dyvers, Verbobonc, and the City of Greyhawk.

Obad-hai and the Gleaming Glades — The northern edge of the Gnarley Forest stretches into the Gold County, where they are known as the Gleaming Glades. The Glades are a haven of wilderness power, and the home of the mysterious druids of Obad-hai. Obad-hai itself is a druidic necropolis, a series of earthen-mound tombs that the druids guard from any intruders. The tombs contain the bodies of former Obad-hai druids, and the bodies of those druids outside the Obad-hai who have been deemed worthy of burial there. Each tomb is planted with an oak tree. The druids themselves are stoic and secretive, and, some maintain, dangerous; this is just a misapprehension, as the druids could truly care less about the affairs of men. They do hold plans that would be counter-productive to Furyondy's achievements, however, and so agents of the King keep a close eye on them.

Rhavelle Holdings — The best lands in the County comprise the private grounds of Countess Rhavelle's home. The Rhavelle Holdings are hillier than the farmlands to the east and dotted with lakes, and they hold within them the northernmost tip of the Gleaming Glades. Rhavelle spends much time here, enjoying leisurely carriage rides, hunting small game in a cultivated grove, and throwing lavish parties for the Gold County nobles—by invitation only, of course!

Stalmaer — A port town on the Veleverdyva River, Stalmaer is the only truly populous city in the County outside of Libernen. Stalmaer is known mainly as the distribution point for the dresadoes seed oil that is an important part of the County's economy. Twice-weekly auctions are held during Goodmonth and Harvester, where twenty-gallon barrels are sold off in sixes to the highest bidders. The seed oil is popular throughout the eastern Flanaess, and so these auctions are very popular, and bidding is sometimes fierce. Stalmaer is home to the Greenjerkin Rangers, a small, elite band that keeps an eye on events in the Gnarley Forest and the Kron Hills. Sir Quill Kith'Barden has been calling for an expansion of the group to help patrol the roads of Furyondy (see Groups in Furyondy — Greenjerkin Rangers).

Notable Religions:

Canon Schyendorf's temple to Rao sits in the center of Libernen. Of perhaps more significance are a number of small shrines scattered throughout the farming villages, erected for and dedicated to St. Cuthbert. The people take good care of the shrines, and Whillom Stronbillet visits each one regularly.

Viscounty of the March

Population: 90,000
Standing Army: 2,000

Capital City: Gorsend
Ruler: Viscount Luther Derwent

Located in the heart of the Kingdom, the March is by far the most populous region of Furyondy. Protected from the ravages of the wars with Iuz, these lands are practically untouched by evil. The capital city of Gorsend was secluded from the conflict and few of its soldiers saw combat in either the Greyhawk wars or the Great Northern Crusade. For the most part, the population of the March remains blissfully ignorant of the horrors of war brought by Iuz.

The March is ruled by the Viscount Luther Derwent, a clever and frugal leader. Perhaps the wealthiest man in all of Furyondy, the Viscount guards his wealth carefully. He opposes the numerous taxes that King Belvor would impose and exerts considerable influence in the Noble Council in support of his views. Derwent is among the least popular of the nobles, despite his ability to remain calm in even the most heated of court arguments. He is distrustful of the northern lords, especially the foreigner Jakartai of Crystalreach, and he opposes their plans to continue the fight against Iuz on the backs of the March's taxpayers.

The March lies along many of the most well established supply routes and Derwent has judiciously invested in the restoration of the road system. This province lies along one of the most important supply routes to the recently restored Shield Lands and the new route has served to greatly increase tax revenue and new settlers in the area.

In addition to its isolation from Iuz and prosperity from trade routes, the March is also located on the most fertile soil in all of Furyondy. The province is an interesting mix of rich nobility and hard working farmers whose daily toils provide much of the wheat used throughout the Kingdom. Recently, the farmlands have failed to produce the usual bountiful crops. Blights have started to ruin entire harvest and the once bountiful harvests are starting to dwindle.

Furyondians here are often apathetic and rather cowardly. There has been a slow migration away from the eastern fringe of the province and Luther is considering the use of convict labor, or forced service from peasants on his own lands to maintain the local farming industry. Luther has been skilled and efficient in building up defenses along the Veng from the base at Eyeberen. He has also begun construction of watchtowers and militia camps along the roadway from Brancast to Worlende, which coincides with his belief that the northern provinces aren't worth holding if war comes again. A very unpopular attitude among the other nobles.

Important Non-Player Characters:

Viscount Luther Derwent [N(LN) hm Ftr4] — Viscount Derwent is the 65-year-old leader of the March. He is very intelligent leader, although many feel that he looks only upon what is good for his province, not the larger Kingdom. He is methodical and always possesses a complete knowledge of the facts of any issue.

Alistacea [NG hf Nob2] — Lady Alistacea is the Viscount's wife and she obeys her husband completely. She enjoys the finer things in life provided by the wealth of the March, and she hopes that her sons (below) will realize how strong of a leader the Viscount actually is.

Gyneren [LG hf Ftr2] — Gyneren is the daughter of the Viscount from his first marriage. She is in her late 30s and many have suggested that she could be a candidate to marry the aging King Belvor. She is often found in Chendl attending court. She is an average looking woman who obeys her father, it is unclear whether she has any desire to be queen of Furyondy.

Petronian [CG hm Ftr3] — Petronian is the older of the Viscount's twin sons by about 2 minutes. He has come of age recently, he and his brother are now in their early 20's. The issue of succession in the Viscounty has not been settled, and neither of the brothers is actively courting their father's approval. The twins wanted to become more involved in the crusade and their father forbade it. The two wish their father would more actively support Belvor and his opposition to Iuz.

Timarn [CG hm Ftr2/Wiz2] — Timarn is the other of the Viscount's twin sons and, like his brother, he also wishes his father would more actively support King Belvor. Unknown to his brother, Timarn desires to succeed his father as the Viscount of the March. He studies the arts of diplomacy harder than Petronian and has also begun to study magic in addition to his martial studies.

General Mauritian Declenn [LG hm Ftr9] — General Declenn is cultured, intelligent, and perceptive leader of the forces along the Veng. Although many of his soldiers are from the shield lands, he has little time for their leaders due to their military blunders in the early part of the Greyhawk wars. From his based of Eyeberen, he readily sees the value of magic in keeping track of what is happening along the river.

Telemmand [LG hm Wiz3] — Luther's representative at Noble Council is the scribe Telemmand, an expert procrastinator who refuses to make any decisions until he has discussed matters fully with his dour, pragmatic liege.

Janzipir [NE hm Wiz(D)9] — Janzipir is an ugly one-eyed man who is an exiled Johrase bandit. Although he has no love of Furyondy, his hatred for Iuz and goblin-kind compel his actions. His is always absolutely honest in the information he gives that results in attacks versus the goblins or Iuz. He works for General Declenn who provides him a safe place to plan and scheme in the castle Eyeberen.

Hymend [LG hm Pal7] — The administrator of Worlende keep is Hymend. He is a noble paladin who is caught in an uncomfortable position between loyalty to his lord, the Viscount, and his King. He covertly keeps his King informed of activities in the Viscounty and also sends additional tax revenues to Chendl, without the Viscount's knowledge.

Locations & Settlements:

Brancast — Brancast is a fortified village with just under 1,000 inhabitants. It has a stockade wall and several archery towers. Luther maintains 200 of his best troops here, including 50 highly trained heavy cavalry. Brancast is the northernmost navigable reach of the Crystal River. Small vessels arrive here from Terlisean or from the Veng, usually out originating from Willip. Across the river from Brancast is Barncarst Keep, which is heavily fortified. The road from here to Chendl sees heavy traffic of soldiers and mercenaries and is well maintained and safe.

Eyeberen — The castle Eyeberen was built shortly after the fall of the Horned Society lands. This large castle town is now home to a large garrison of 350 troops who patrol along the Veng. The Viscounty's able General Mauritian Declenn, is based in Eyeberen, and he oversees the area using magic as effectively as possible. The castle is dominated by four massive wings, one of which belongs to Mauritian's resident diviner, the one eyed ex-Johrase bandit, Janzipir.

Janzipir's laboratory is filled with pulsing magical rods and staves, bizarre hourglasses with colored sands and swirling vapors. If a goblinoid foray is about to appear across the Veng, Janzipir knows well in advance. He has also overseen the planting of great staves are planted along the riverside with magic mouths which respond if a goblinoid comes within range.

The soldiers and ordinary folk around the castle shudder at the mention of the malign wizard, and there are mutterings and wild rumors of all kinds about him, but there are enough watchmen who owe their lives to his warnings for him to find a welcome of sorts here.

Free Borough — The focus of three major trade routes and a haven for merchants and mercenaries, Free Borough is a town of nearly 3,000 people located at the junction of three provinces—the Reach, the Gold County, and the Barony of Littleberg. It is a central trade town, ruled by a mayor and seven councilors elected by householders, merchants and artisans.

Although the town does not have a formal garrison, they do have a large, and very competent, town watch. Free Borough has passed laws against wearing armor heavier than leather or carrying any large weapons (swords, bows, etc.) in public. Those who disobey these laws find themselves quickly disarmed and detained by the watch.

Free Borough is a liberal, cosmopolitan town with an optimistic atmosphere where the old bright life of Furyondy still sparkles. The town ruler's stubbornly resist claims on their territory and pay only a nominal tax to the crown and also to the Viscount. All other rights of citizens of a free town are jealously protected.

Gorsend — Gorsend is the administrative capital of the Viscounty, and is a large quiet town. The town is prosperous and conservative, and the wealthiest citizens living in huge mansions. The town is home to over 5,000 citizens, including the mansion of the Viscount himself, which stands on a large hill overlooking the rest of the city.

Worlende — This busy town is located on the Att River, due south of Chendl. Over the past few years, the Viscount has completed construction on a walled keep complex on its outskirts, where he now stations a garrison of 200 soldiers. These soldiers have had some effect on the town, bringing new coin to its merchants and inns. The keep administrator is the paladin Hymend, a strong admirer of the King who covertly sends Belvor long missives informing him of Luther's plans and also additional tax revenues to support the King.

Notable Religions:

The March is a realm where many of the old traditions of Furyondy hold true. Many of the people are religious, but there are few religious centers located in the province. Smaller centers of worship located here include St. Cuthbert and Zilchus.

Groups in Furyondy: Knights of the Order of the Hart (Knights of Furyondy)

The Knights of the Hart were formed in the ancient days to serve the needs of countries of Old Ferrond (Furyondy, Highfolk, and Veluna). They serve to protect these nations from invasion, support the local governments, seek out unknown threats, and to help fill the coffers of these nations. These Knights maintain strongholds, remain battle-ready, and keep a constant eye on the Empire of Iuz and Ket.

The Order of the Hart is the least militant major group of Knights on Oerik. They also serve in the courts of the nations of the Old Ferrond countries. The Knights of Furyondy have been very active in politics lately. The Knightly Conclave in Chendl is a group of nobles and knights who debate issues and offers their advice to the King. While the King of Furyondy relies on their support, their power is limited. Knights of the Hart also serve in local governments. Knights are also called upon to deliver justice unto the lawless in the wilderness where formal courts don't exist.

There are three branches of the Knights of the Hart. They are the Knights of Furyondy, the Knights of Veluna, and the Knights of the High Forest. Regardless of which branch an individual Knight of the Hart belongs to he can expect assistance and hospitality from members of any of the three branches. Knights of the Hart typically remain within the boundaries of Furyondy, Veluna, and the Highfolk.

The Knights of Furyondy have 169 ordained Knights in their branch. Before the Greyhawk Wars and the Great Northern Crusade there were over 200 Knights in this branch. Many Knights of Furyondy have given their lives in defense of the Kingdom and the Order is looking for recruits. Membership in the Knights of the Furyondy is by invitation only. The order invites free humans and half-elves whom have performed acts of exceptional honor, bravery, courage, or service that possess proven combat skills. The candidate must declare their life to the protection of Furyondy, Highfolk, and Veluna. The coat of arms for the Furyondian branch is a pair of antlers on azure.

Current activities of the Knights of Furyondy include maintenance of northern strongholds, scouting actions into hostile territory along the borders of Iuz, supporting the Lord's armies, and political actions deemed by them to be advantageous to Furyondy. Castle Hart in the County of Crystalreach is a military base with close to one thousand soldiers. Iuz is considered the greatest enemy of the Order and they have sworn to do anything possible to stop him.

Count Gladwell Solan is the current castellan of Castle Hart and a member of the Knightly Conclave. Sir Quill Kith'Barden, also a member of the Knightly Conclave, has been calling for an expansion of the Greenjerkin Rangers to help patrol the roads of Furyondy. Sir Lanistor is the current head dean of the College of War. Sir Lemajen Sterrich [NG hm Rgr12/Knt2] is on assignment in the Free City of Greyhawk. Lemajen is 36 years old and a successful merchant. Lemajen serves as the main representative of the Knights of the Hart in the Free City. Although he is a Knight of Furyondy he keeps his identity as a Knight of the Hart mostly concealed. Many Knights work in Crockport to rebuild there. The Knighthood considers recruitment of new members a primary responsibility but they will not lower the standards of the order. There have been rumors of a recent acceptance of a small number of combat experienced clerics and wizards into the Knights of Furyondy.

Mail Riders of Furyondy

The Mail Riders of Furyondy are a group of 100 lightly armored civil servants of the Kingdom. They deliver mail from one town in the Kingdom to the next. They wear King Belvor's coat of arms and are protected from harm by Belvor's law. Attacking a Mail Rider is punishable by death. They do not normally carry valuables. Often they travel in small groups on horseback. Most Mail Riders are ex-soldiers or militia.

They charge a reasonable fee to deliver the letters and other correspondence. This is usually 1 silver sherdan piece plus 1 copper common piece per day of travel. Direct service is available between Chendl and Willip City, Chendl and Caronis (on the way to Veluna), and Chendl and Libernan. This can cost 1 golden Wheatsheaf plus 1 silver sherdan piece per day of travel.

Greenjerkin Rangers of Furyondy

The Greenjerkin Rangers are a troop of some 50 rangers who police the uppermost reaches of the Gnarley forest and the nearby small river port town of Stalmaer. They work with the local druids and serve as protectors of the Gleaming Glades. They are skilled archers and elite scouts. They are a tightly knit group, but outside rangers who earn their respect may be invited to join their ranks—a definite honor for a skilled forester. The town of Stalmaer is located in the Gold County at the juncture of the Att and Volverdyva Rivers.

The Greenjerkers, known as such for the green and brown gear they wear, are ever watchful for humanoid incursions into the Gleaming Glades. Also they keep an eye out for signs of a return of the Cult of Elemental Evil. They enjoy meeting with travelers and learning of customs from other regions, as they tend to stay within the confines of this area. The Greenjerkers pride themselves on diplomacy and intelligent actions whenever possible. Sometimes the local people call upon these rangers to settle disputes between neighboring homesteads.

A Time for Expansion and New Directions

Sir Quill Kith'Barden, a Greenjerkin Ranger and Knight of Furyondy, has sponsored legislation in the Knightly Conclave calling for an expansion of the Greenjerkin Rangers to help patrol the roads of Furyondy. The Conclave is overall very supportive of the move to empower this militia for extra defense of the heartlands and the occasional patrol of the borders of Furyondy. Most of the politicians view them as an elite guard capable of defending needed supplies on the move in Furyondy.

King Belvor was easily convinced that empowering this ranger force, coincidentally outside the political machinations of any provincial lord, was an excellent idea. Belvor has put his seal of approval on the project and plans on drafting some of the best recruits into the Royal Furyondy Navy. When the unending war with Iuz and his forces encroaches on the resources of the Furyondy military, the King wants some backup for defense of the roads and eyes on the lookout for spies.

The plans call for the Greenjerkers to protect wilderness areas as well as the roads and paths between the towns and settlements of Furyondy. Often individual Greenjerkers could be hired by travelers to act as guides between various towns in the heartlands. The Greenjerkers would also work to train and domesticate a small number of animals for use by the Kingdom and sometimes for sale. Occasionally, bounties would be given to apprehend villains and enemies of the crown.

To join the Greenjerkers, a candidate must seek out a current member in good standing for an interview. They must have three good references that are from rangers, knights, druids, or certain clerics. These clerics must be worshippers of Atroa, Beory, Celestian, Ehlonna, Fharlanghn, Merikka, Obad-hai, Phaulkon, Phytan, Sotillion, Wenta, or Xan Yae. They must pass various wilderness tests.