

WORLD OF GREYHAWK™

FANTASY SETTING



CHARACTER CREATION GUIDE

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CHARACTER CREATION QUICK-GUIDE

Roll Ability Scores

Roll four six-sided dice (4d6). Discard the lowest die and total the remaining three. Repeat this five more times, and then assign the six numbers to the character's ability scores however you want.

The 6 ability scores are: Strength (STR), Intelligence (INT), Wisdom (WIS), Dexterity (DEX), Constitution (CON), and Charisma (CHR)

Point-Buy Method (Optional)

Some players do not like the randomness that comes with generating ability scores by rolling dice. In place of rolling, each character receives a number of points to spend on increasing his ability scores. In this method, all ability scores start at a base of 9. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 6 or raised above 18 using this method. See the following table for the costs of each score. After all the points are spent, apply any racial modifiers the character might have. Characters have 30 points to spend on increasing ability scores. Average nonplayer characters (NPCs) are typically built using as few as 6 points.

Ability Score Cost

Score	Points	Score	Points
6	-3	13	5
7	-2	14	7
8	-1	15	9
9	0	16	11
10	1	17	13
11	2	18	15
12	3		

Ability Modifiers

Ability Score	Modifier	Ability Score	Modifier
1	-5	18	+3
2	-4	19	+4
3	-3	20	+5
4-5	-2	21	+6
6-8	-1	22	+7
9-12	±0	23	+8
13-15	+1	24	+9
16-17	+2	25	+10



Choose a Race

Select a race that best fits your imagined character concept. In *Advanced Dungeons & Dragons*, one can choose the versatile human, a long-lived elf, a willful dwarf, a curious gnome, a quick-footed halfling, a forlorn half-elf or a pernicious half-orc. Each race is unique and has its own special abilities, capacities, culture, and personality. Closely examine each race prior to making a selection. In particular, ensure that the race selected does not have cultural or personality characteristics

that conflict harshly with the persona of the character you wish to create. Players also need keep in mind that their choice of race may influence their character class options.

Race	Ability Adjustments	Ability Score Limits
Dwarf	CON +1; CHA -1	CON 19; CHA 17
Elf	DEX +1; CON -1	DEX 19; CON 17
Gnome	STR -1; CON +1	STR 17; CON 19
Halfling	STR -1; DEX +1	STR 17; DEX 19
Half-Orc	STR +1; CON +1; CHA -2	STR 19; CON 19; CHA 15

The maximum initial ability scores listed include ability adjustments by race. Unless indicated otherwise on the table above, all ability scores have a limit of 18. Magic may alter ability scores above these values.

Character Class Preference by Race

Class	Character Race						
	Dwarf	Elf	Gnome	Half-Elf	Halfling	Half-Orc	Human
Assassin	-	-	-	-	-	Yes	Yes
Barbarian	-	No	No	-	No	Yes	Yes
Bard	-	Yes	-	Yes	-	-	Yes
Cleric	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Druid	-	Yes	-	Yes	-	-	Yes
Fighter	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Magic-User	No	Yes	Yes	Yes	No	-	Yes
Monk	No	No	No	-	No	-	Yes
Paladin	-	-	-	-	-	-	Yes
Ranger	-	Yes	-	Yes	-	-	Yes
Thief	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Character Race shows the seven races of player characters. Reading down each heading gives quick reference as to what classes are typical for characters of each race.

- A "Yes" indicates that a character of that race prefers a given class.
- A "-" indicates that a character of that race may choose that class, though such a choice would be atypical for a member of that race.
- A "No" indicates that a character of that race cannot select that particular class without their DM's approval, as a character with that race and class combination is exceedingly rare.

Starting Skills by Race

The following table shows what skills (including Languages) your character gains at the start of play based upon their chosen race.

Race	Starting Skills
Dwarf	Languages (Common and Dwarven), Profession (Miner)
Elf	Languages (Common and Elven)
Gnome	Languages (Common and Gnomish), Profession (Miner)
Half-Elf	Languages (Common and Elven)
Halfling	Languages (Common and Halfling)
Half-Orc	Languages (Common and Orcish)
Human	Languages (Common) plus any 2 skills

Choose a Class

Each of the 11 classes has unique abilities and areas of expertise:

- Assassins are experts at quickly dispatching targeted enemies and accomplished spies.
- Barbarians are mighty berserkers and braves from savage lands who distrust magic and rely on their instincts to avoid danger.
- Bards are lore masters and warrior-poets who influence others with their words.
- Clerics are avowed to a deity and act as defenders of their faith.
- Druids owe allegiance to the elemental powers of the world.
- Fighters are versatile and highly-trained warriors with great prowess at arms.
- Magic-Users are practitioners of powerful arcane magics.
- Monks are ascetic masters of unarmed combat, dedicated to the perfection of mind and body.
- Paladins are paragons of good charged with combating evil.
- Rangers are woodsmen and hunters of their peoples' foes.
- Thieves are stealthy opportunists, who rely upon skill and guile.

Character Classes at a Glance

Class	Hit Die	Ability Requirements	Alignment	Class Features
Assassin	d6 (4)	Intelligence 13, Dexterity 13	Non-good	Backstab, Burglar, Find Traps, Killing Strike, Additional Languages, Footpad, Read Languages, Spy
Barbarian	d12 (7)	Strength 13, Dexterity 13, Constitution 13	Non-lawful	Battle Frenzy, Canny Defense, Danger Sense, Primal Will, Force of Nature, Extra Attack, Improved Danger Sense
Bard	d8 (5)	Intelligence 13, Wisdom 13, Charisma 13	Any neutral	Additional Languages, Bard Spells, Bardic Music, Lore, Use Written Magic Item
Cleric	d8 (5)	Wisdom 9	Any	Cleric Spells, Domain, Turn Undead
Druid	d8 (5)	Wisdom 13, Charisma 13	Any neutral	Druid Spells, Resistance to Elements, Woodland Stride, Wild Shape, Immunity to Nature's Charms, Immunity to Nature's Venom, A Thousand Faces, Timeless Body, Hibernate
Fighter	d10 (6)	Strength 9	Any	Weapon Specialization, Cleave, Combat Dominance, Extra Attack
Magic-User	d4 (3)	Intelligence 9	Any	Spellbook, Magic-user Spells, Spellcasting Focus
Monk	d8 (5)	Strength 13, Wisdom 13, Dexterity 13	Any lawful	Deflect Missiles, Fast Movement, Improved Unarmed Strike, Slow Fall, Unarmored Defense, Stunning Attack, Speak with Animals, Extra Attack, Meditative Trance, Purity of Body, Mind over Body, Still Mind, Tongues, Immunity to Nature's Venom, Quivering Palm, Speak with Plants
Paladin	d10 (6)	Strength 13, Wisdom 13, Charisma 13	Lawful good	Detect Evil, Lay on Hands, Immunity to Disease, Divine Grace, Turn Undead, Paladin's Mount, Extra Attack, Paladin Spells
Ranger	d10 (6)	Strength, Wisdom 13, Constitution 13	Non-evil	Favored Enemies, Foe Hunter, Animal Empathy, Strider, Extra Attack, Ranger Spells, Use Scrying Device
Thief	d6 (4)	Dexterity 9	Any	Backstab, Burglar, Find Traps, Sneak Attack, Footpad, Read Languages, Acrobat, Read Magic

Choose an Alignment

Lawful Good (LG) creatures can be counted on to do the right thing as expected by society. Gold dragons, paladins, and most dwarves are lawful good.

Neutral Good (NG) folk do the best they can to help others according to their needs. Many celestials, some cloud giants, and most gnomes are neutral good.

Chaotic Good (CG) creatures act to help others as their conscience directs, with little regard for what others expect. Copper dragons, many elves, and unicorns are chaotic good.

Lawful Neutral (LN) individuals act in accordance with law, tradition, or personal codes. Many monks and some magic-users are lawful neutral.

Neutral (N) is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time. Lizardmen, most druids, and many humans are neutral.

Chaotic Neutral (CN) creatures follow their whims, holding their personal freedom above all else. Many barbarians and thieves, and some bards, are chaotic neutral.

Lawful Evil (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order. Devils, blue dragons, and hobgoblins are lawful evil.

Neutral Evil (NE) is the alignment of those who do whatever they can get away with, without compassion or qualms. Many drow, some cloud giants, and yugoloths are neutral evil.

Chaotic Evil (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust. Demons, red dragons, and orcs are chaotic evil.

Starting Skills by Class

Each character class grants proficiency in one or more skills.

Assassin Skill Proficiencies: Athletics, Disable Device, Disguise, Poison, and Stealth, plus any 2 of the following: Acrobatics, Arcana, Ciphers, Deception, History, Insight, Intimidation, Language (any), Perception, Performance (any), Persuasion, Profession (any), and Sleight of Hand

Barbarian Skill Proficiencies: Athletics, Stealth, Survival, and any 2 of the following skills: Animal Handling, Craft (any), Insight, Intimidation, Medicine, Nature, Perception, Performance (any), or Profession (any)

Bard Skill Proficiencies: History, Performance (any 2), Persuasion, and any 3 of the following: Animal Handling, Arcana, Ciphers, Craft (any), Deception, Insight, Medicine, Nature, Performance (any), Profession (any), Religion, Sleight of Hand, or Stealth

Cleric Skill Proficiencies: Religion and any 1 of the following: Arcana, Craft (any), History, Insight, Intimidation, Medicine, Nature, Performance

(any), Persuasion, Profession (any), or Survival. Clerics may get an additional skill proficiency, depending upon their chosen domain.

Druid Skill Proficiencies: Language (Druidic), Nature, and any 2 of the following: Animal Handling, Arcana, Athletics, Insight, Intimidation, Medicine, Persuasion, Poison, Profession (any), Religion, or Survival

Fighter Skill Proficiencies: Any 4 of the following: Acrobatics, Animal Handling, Athletics, Craft (any), History, Insight, Intimidation, Medicine, Nature, Perception, Profession (any), Religion, Stealth, or Survival

Magic-User Skill Proficiencies: Arcana and 3 of the following: Ciphers, Craft (any), Deception, Disguise, History, Insight, Language (any), Nature, Perception, Performance (any), Profession (any), Religion, or Sleight of Hand

Monk Skill Proficiencies: Acrobatics, Athletics, and 2 of the following: Animal Handling, Arcana, Craft (any), History, Insight, Language (any), Medicine, Nature, Perception, Performance (any), Profession (any), Religion, Stealth, or Survival

Paladin Skill Proficiencies: Religion plus any 2 of the following: Animal Handling, Athletics, Craft (any), History, Insight, Intimidation, Medicine, Nature, Persuasion, Profession (any), or Survival

Ranger Skill Proficiencies: Animal Handling, Nature, Stealth, and Survival plus any 2 of the following: Athletics, Craft (any), Insight, Intimidation, Medicine, Perception, Profession (any), or Religion

Thief Skill Proficiencies: Athletics, Disable Device, Language (Thieves' Cant), Perception, Sleight of Hand, and Stealth, plus any 2 of the following: Acrobatics, Arcana, Ciphers, Deception, Disguise, History, Insight, Intimidation, Performance (any), Persuasion, Poison, and Profession (any)

See the character class descriptions on pages 13-32, as well as the rules for Multiclassed and Split-Classed characters on pages 33-34, for more information on skill proficiencies gained when choosing character classes.

Initial Character Funds

Class	Initial Funds (Die Range)
Assassin	20-120 gold pieces (2d6x10)
Barbarian	50-200 gold pieces (5d4x10)
Bard	30-180 gold pieces (3d6x10)
Cleric	30-180 gold pieces (3d6x10)
Druid	30-180 gold pieces (3d6x10)
Fighter	50-200 gold pieces (5d4x10)
Magic-User	20-80 gold pieces (2d4x10)
Monk	5-20 gold pieces (5d4)
Paladin	50-200 gold pieces (5d4x10)
Ranger	50-200 gold pieces (5d4x10)
Thief	20-120 gold pieces (2d6x10)

Armor and Weapon Proficiencies by Class

Class	Armor	Shield	Weapon Proficiencies	Poison
Assassin	Light	Small shield	Any	Yes
Barbarian	Light & medium	Any	Any	?
Bard	Light	Any	Any	?
Cleric	Any	Any	Club, dagger, flail, great club, heavy flail, heavy mace, hammer, mace, morningstar, quarterstaff, sling, and warhammer. They are also proficient with the preferred weapon of their deity.	?
Druid	Light	Any wooden	Club, dagger, dart, great club, quarterstaff, scimitar, sling, sickle, and spear (any)	?
Fighter	Any	Any	Any	?
Magic-User	None	None	Club, dagger, dart, light crossbow, and quarterstaff	?
Monk	None	None	Club, dagger, dart, great club, hand axe, heavy mace, javelin, flail, light crossbow, long bow, mace, polearm (any), quarterstaff, sickle, short bow, short sword, sling, and spear (any)	?
Paladin	Any	Any	Any	No
Ranger	Light & medium	Any	Any	?
Thief	Light	None	Club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longsword, mace, quarterstaff, scimitar, sickle, shortbow, short sword, and sling	?

Armor

Light Armor	Cost	AC Bonus	Maximum DEX Bonus	Weight	Notes
Padded	5 gp	+1	Full	10 lbs.	Includes quilted armor and leather jerkins
Leather	15 gp	+2	Full	15 lbs.	Includes hide armor
Medium Armor	Cost	AC Bonus	Maximum DEX Bonus	Weight	Notes
Studded leather	30 gp	+3	+2	25 lbs.	
Chain shirt	50 gp	+4	+2	25 lbs.	Includes brigandine, ringmail, and scalemail
Chainmail	100 gp	+5	+2	35 lbs.	
Heavy Armor	Cost	AC Bonus	Maximum DEX Bonus	Weight	Notes
Splint mail	200 gp	+6	None	40 lbs.	Includes banded mail
Platemail	400 gp	+7	None	45 lbs.	
Full plate	1000 gp	+8	None	40 lbs.	
Shield	Cost	AC Bonus	Weight	Notes	
Small, wooden	4 gp	+1	3 lbs.		
Small, steel	10 gp	+1	5 lbs.		
Large, wooden	6 gp	+2	8 lbs.		
Large, steel	15 gp	+2	10 lbs.		

Weapons

Tiny Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Weapon Qualities
Dagger	2 gp	1d4	Piercing	10'	1 lb.	Finesse, Thrown
Gauntlet	2 gp	1d3	Bludgeoning		1 lb.	
Unarmed strike	—	1	Bludgeoning		—	
Small Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Axe, hand or throwing	2 gp	1d6	Slashing	10'	2 lbs.	Thrown
Flail, horseman's	5 gp	1d6	Bludgeoning		5 lbs.	
Hammer, throwing	1 gp	1d4	Bludgeoning	20'	2 lbs.	Thrown
Mace, horseman's	4 gp	1d6	Bludgeoning		4 lbs.	
Pick, horseman's	5 gp	1d6	Piercing		3 lbs.	
Sword, short	10 gp	1d6	Piercing or Slashing		2 lbs.	Finesse
Sickle	6 gp	1d6	Slashing		2 lbs.	Finesse
Medium Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Axe, battle	8 gp	1d8	Slashing		6 lbs.	
Club	—	1d6	Bludgeoning	10'	3 lbs.	Thrown
Flail, footman's	10 gp	1d8	Bludgeoning		10 lbs.	
Mace, footman's	8 gp	1d8	Bludgeoning		8 lbs.	
Morningstar	8 gp	1d8	Bludgeoning		6 lbs.	
Pick, footman's	8 gp	1d8	Piercing		6 lbs.	
Scimitar	15 gp	1d8	Slashing		4 lbs.	
Spear	1 gp	1d6	Piercing	20'	3 lbs.	Set, Thrown
Sword, bastard	25 gp	1d8	Slashing		6 lbs.	Deals 1d10 damage when used 2-handed
Sword, broad	15 gp	2d4	Slashing		5 lbs.	
Sword, long	15 gp	1d8	Slashing		4 lbs.	
Trident	15 gp	1d8	Piercing	10'	4 lbs.	Thrown
Warhammer	10 gp	1d8	Bludgeoning		5 lbs.	
Whip	1 gp	1d2	Slashing		2 lbs.	Disarm, Finesse, Trip

Large Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Axe, great	15 gp	1d12	Slashing		10 lbs.	
Club, great	—	1d8	Bludgeoning		8 lbs.	
Flail, great	12 gp	1d10	Bludgeoning		12 lbs.	
Lance, light	6 gp	1d6	Piercing		6 lbs.	Reach, Set. See page 48 for more details
Lance, heavy	10 gp	1d8	Piercing		12 lbs.	Reach, Set. See page 48 for more details
Polearms						
Awl pike	5 gp	1d8	Piercing		9 lbs.	Reach, Set
Bardiche	15 gp	1d10	Slashing		10 lbs.	Reach
Crow's Beak	8 gp	1d8	Piercing		8 lbs.	Reach, Set
Glaive	8 gp	1d8	Slashing		10 lbs.	Reach
Guisarme	10 gp	1d8	Slashing		10 lbs.	Reach, Trip
Halberd	10 gp	1d8	Slashing or Piercing		12 lbs.	Reach, Set
Military fork	8 gp	1d8	Piercing		8 lbs.	Reach, Set
Ranseur	8 gp	1d6	Piercing		12 lbs.	Disarm, Reach, Set
Scythe	8 gp	1d8	Slashing		8 lbs.	Trip
Quarterstaff	—	1d6	Bludgeoning		4 lbs.	
Sword, great	30 gp	2d6	Slashing		8 lbs.	

Tiny Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Crossbow, hand	100 gp	1d4	Piercing	30'	2 lbs.	Loading
Dagger	2 gp	1d4	Piercing	10'	1 lb.	Finesse, Thrown
Dart	5 sp	1d4	Piercing	20'	½ lb.	Thrown

Small Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Axe, hand or throwing	2 gp	1d6	Slashing	10'	2 lbs.	Thrown
Hammer, throwing	1 gp	1d4	Bludgeoning	20'	2 lbs.	Thrown
Javelin	1 gp	1d4	Piercing	30'	2 lbs.	Thrown
Sling	-	1d4	Bludgeoning	50'	0 lbs.	Loading

Medium Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Bow, short	15 gp	1d6	Piercing	60'	2 lbs.	Two-handed
Bow, short composite	75 gp	1d6	Piercing	75'	2 lbs.	Two-handed
Club	—	1d6	Bludgeoning	10'	3 lbs.	Thrown
Crossbow, light	15 gp	1d8	Piercing	80'	4 lbs.	Loading
Spear	1 gp	1d6	Piercing	20'	3 lbs.	Set, Thrown
Trident	15 gp	1d8	Piercing	10'	4 lbs.	Thrown

Large Ranged Weapons	Cost	Damage	Damage Type	Range	Weight	Notes
Bow, long	75 gp	1d8	Piercing	100'	3 lbs.	Two-handed
Bow, long composite	100 gp	1d8	Piercing	110'	3 lbs.	Two-handed
Crossbow, heavy	25 gp	1d10	Piercing	120'	8 lbs.	Loading
Net	20 gp	-	-	10'	6 lbs.	Thrown (10' maximum)

Miscellaneous Equipment

Item	Cost	Weight
Arrows (20)	1 gp	3 lbs.
Backpack	2 gp	2 lbs.
Barrel, small	2 gp	30 lbs.
Basket	-	-
large	3 sp	1 lb.
small	5 cp	*
Belt pouch	-	-
large	1 gp	1 lb.
small	15 sp	½ lb.
Block & tackle	5 gp	5 lbs.
Bolts, crossbow (10)	1 gp	1 lb.
Bolt case	1 gp	1 lb.
Bucket	5 sp	3 lbs.
Bullets, sling (20)	1 sp	4 lbs.
Caltrops	2 gp	2 lbs.
Chain (per ft.)	-	-
heavy	4 gp	3 lbs.
light	3 gp	1 lb.
Chest	-	-
large	2 gp	25 lbs.
small	1 gp	10 lbs.
Cloth (10 sq. yards)	-	-
common	7 gp	10 lbs.
fine	50 gp	10 lbs.
rich	100 gp	10 lbs.
Candle	1 cp	*
Canvas (sq. yard)	4 sp	1 lb.
Chalk	1 cp	*

* Ten of these items weigh one pound.

Item	Cost	Weight
Climbing gear	25 gp	5 lbs.
Fishhook	1 sp	-
Fishing net (10' sq.)	4 gp	5 lbs.
Flint and steel	1 gp	*
Glass bottle	10 gp	*
Grappling hook	8 sp	4 lbs.
Holy symbol (silver)	25 gp	*
Holy water (vial)	25 gp	*
Hourglass	25 gp	1 lb.
Iron pot	5 sp	2 lbs.
Ladder, 10 ft.	5 cp	20 lbs.
Lantern	-	-
beacon	150 gp	50 lbs.
bull's-eye	12 gp	3 lbs.
hooded	7 gp	2 lbs.
Lock	-	-
good	100 gp	1 lb.
poor	20 gp	1 lb.
Magnifying glass	100 gp	*
Map or scroll case	8 sp	½ lb.
Merchant's scale	2 gp	1 lb.
Mirror, small silver	20 gp	*
Musical instrument	5-100 gp	½-3 lbs.
Oil (per flask)	-	-
lamp	6 cp	1 lb.
naphtha	10 gp	2 lbs.
Paper (sheet)	2 gp	-
Papyrus (sheet)	8 sp	-

* Ten of these items weigh one pound.

Item	Cost	Weight
Parchment (sheet)	1 gp	-
Perfume (vial)	5 gp	*
Piton	3 cp	½ lb.
Quiver	12 sp	1 lb.
Rope (per 50 ft.)	-	-
hemp	4 sp	20 lbs.
silk	10 gp	8 lbs.
Sack	-	-
large	2 sp	½ lb.
small	10 cp	*
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	-
Signal whistle	8 sp	*
Signet ring	5 gp	*
Soap	5 sp	1 lb.
Spellbook (blank)	25 gp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent	-	-
large	25 gp	20 lbs.
pavilion	100 gp	50 lbs.
small	5 gp	10 lbs.
Thieves' tools	30 gp	1 lb.
Torch	1 cp	1 lb.
Water clock	1,000 gp	200 lbs.
Whetstone	2 cp	1 lb.
Wineskin	15 sp	1 lb.
Winter blanket	5 sp	3 lbs.
Writing ink (vial)	8 gp	*

* Ten of these items weigh one pound.

Clothing	Cost	Weight
Belt	3 sp	½ lb.
Boots	-	-
riding	2 gp	2 lbs.
soft	1 gp	1 lb.
Breeches	2 gp	1 lb.
Cap, hat	2 sp	*
Cloak	-	-
good cloth	5 sp	2 lbs.
fine fur	50 gp	2 lbs.
Girdle	2 gp	½ lb.

* Ten of these items weigh one pound.

Accommodations	Cost
Ale (per gallon)	4 sp
Banquet (per person)	10 gp
Bread	10 cp
Cheese	4 sp
City rooms	-
common	15 sp
poor	2 sp
Common wine (pitcher)	4 sp
Egg or fresh vegetables	2 cp
Honey	10 sp
Inn lodging	-
common	10 sp
poor	1 sp
Meat for one meal	2 sp
Meals	-
good	10 sp
common	6 sp
poor	2 sp
Small beer (gallon)	1 sp
Soup	1 sp

Animals	Cost
Boar	10 gp
Bull	20 gp
Camel	50 gp
Cat	1 sp
Dog	-
guard	25 gp
hunting	17 gp
war	20 gp
Donkey, mule or ass	8 gp
Elephant	-
labor	200 gp
war	500 gp
Falcon (trained)	1,000 gp
Goat	1 gp
Horse	-
draft	200 gp
heavy war	400 gp
light war	150 gp
medium war	225 gp
riding	75 gp
Hunting cat	5,000 gp
Pig	3 gp
Pigeon, homing	100 gp
Pony	30 gp
Ram	4 gp
Songbird	10 sp

	Cost	Weight
Gloves	10 sp	*
Gown, common	10 sp	2 lbs.
Hose	1 gp	½ lb.
Knife sheath	3 cp	½ lb.
Mittens	3 sp	*
Pin	5 gp	*
Plain brooch	5 gp	*
Robe	-	-
common	6 sp	2 lbs.
embroidered	20 gp	2 lbs.

* Ten of these items weigh one pound.

Provisions	Cost
Barrel of pickled fish	3 gp
Butter (per lb.)	4 sp
Coarse sugar (per lb.)	1 gp
Dry rations (5 lbs., weekly supply)	5 gp
Eggs (per 100)	16 sp
(per dozen)	2 sp
Figs (per lb.)	6 sp
Firewood (per day)	2 cp
Herbs (per lb.)	1 sp
Nuts (per lb.)	1 gp
Raisins (per lb.)	4 sp
Rice (per lb.)	4 sp
Salt (per lb.)	2 sp
Salted herring (per 100)	1 gp
Spice (per lb.)	-
exotic (saffron, clove)	15 gp
rare (pepper, ginger)	2 gp
uncommon (cinnamon)	1 gp
Tun of cider	8 gp
Tun of good wine	20 gp

Transports	Cost
Barge	500 gp
Canoe	-
small	30 gp
war	50 gp
Caravel	10,000 gp
Carriage or wagon	-
common	150 gp
coach, ornamented	7,000 gp
Chariot	-
chariot, riding	200 gp
chariot, war	500 gp
Coaster	5,000 gp
Cog	10,000 gp
Curragh	500 gp
Drakkar	25,000 gp
Dromond	15,000 gp
Galleon	50,000 gp
Great galley	30,000 gp
Knarr	3,000 gp
Longship	10,000 gp
Oar	-
common	2 gp
galley	10 gp
Raft or small keelboat	100 gp
Sail	20 gp
Sedan chair	100 gp
Wagon or cart wheel	5 gp

	Cost	Weight
Sandals	1 sp	1 lbs.
Sash	4 sp	½ lb.
Scabbard	1 gp	1 lb.
Shoes	10 sp	1 lb.
Silk jacket	80 gp	2 lbs.
Surcoat	10 sp	1 lb.
Tabard	6 sp	1 lb.
Toga, coarse	8 cp	2 lbs.
Tunic	8 sp	2 lbs.
Vest	6 sp	1 lb.

* Ten of these items weigh one pound.

Hirelings	Cost
Bath	5 cp
Bearer/porter (per day)	2 sp
Blacksmith (per day)	3 gp
Carpenter (per day)	4 sp
Clerk (per letter)	4 sp
Doctor, leech, or bleeding	3 gp
Guard (per day)	4 gp
Guide, in city (per day)	4 sp
Laundry (by load)	2 cp
Leatherworker (per day)	4 sp
Limner (per day)	10 sp
Linkboy (per night)	1 sp
Mason (per day)	5 sp
Messenger (per message)	2 sp
Minstrel (per performance)	5 sp
Mourner (per funeral)	4 sp
Pack handler (per day)	3 sp
Tailor (per garment altered)	2 sp
Teamster w/wagon	2sp/mi.
Valet	4 sp

Tack & Harness	Cost	Weight
Barding	-	-
chain	500 gp	70 lbs.
leather or padded	150 gp	60 lbs.
plate	2,000 gp	85 lbs.
Bit and bridle	15 sp	3 lbs.
Cart harness	2 gp	10 lbs.
Halter	5 cp	*
Horseshoes & shoeing	1 gp	10 lbs.
Saddle	-	-
pack	5 gp	15 lbs.
riding	10 gp	35 lbs.
Saddle bags	-	-
large	4 gp	8 lbs.
small	3 gp	5 lbs.
Saddle blanket	3 sp	4 lbs.
Yoke	-	-
horse	5 gp	15 lbs.
ox	3 gp	20 lbs.

Lifestyle Expenses (day)	Cost
Wretched	-
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	5 gp
Aristocratic	10 gp
Self-Sufficient	Special



Fleshing Out the Character

The most important step in character generation comes last: detailing the character's persona. The player fleshes out the details of the character's personality, physical description, world view, religious belief, background, goals and motivations – including the moral "alignment" best suited to the character's personality.

After this the character determines their starting skills, which reflects his interests and upbringing, and determines their starting funds. Using these funds, the player equips his character with clothing, armor, weapons, and other adventuring gear.

Background Skill

In addition to the starting skills that your character gets from their chosen race and class, all characters may choose 1 skill based upon the character's life before taking up as an adventurer. This background skill must be a Craft, Language, Performance, or Profession skill.

Skills

All characters begin play with whatever skills they receive from their chosen race and character class, plus their chosen background skill.

Strength Skills

Strength Skills	Proficiency Required
Athletics	No

Intelligence Skills

Arcana	Yes
Ciphers	No
Craft†	Yes
History	No
Language†	Yes
Nature	No
Poison	Yes
Religion	No

Wisdom Skills

Animal Handling	No
Insight	No
Medicine	Yes
Perception	No
Profession†	No
Survival	No

Dexterity Skills

Acrobatics	No
Disable Device	Yes
Sleight of Hand	No
Stealth	No

Charisma Skills

Deception	No
Disguise	Yes
Intimidation	No
Performance†	No
Persuasion	No

† Proficiency in this skill grants proficiency in one particular Craft, Language, Profession, or Performance subskill. See the relevant skill description for more information.



Proficiency Bonus Table

Level	Proficiency Bonus	Common Ability Bonus
1	+1	±0
2	+1	±0
3	+1	±0
4	+2	+1
5	+2	+1
6	+3	+1
7	+3	+1
8	+4	+2
9	+4	+2
10	+5	+2
11	+5	+2
12	+6	+3
13	+6	+3
14	+7	+3
15	+7	+3
16	+8	+4
17	+8	+4
18	+9	+4
19	+9	+4
20	+10	+5



Gods of Greyhawk

The gods of Greyhawk come from at least four different pantheons, representing the faiths of the various ethnic groups that populated the continent of Oerik over the ages. As a result, there's a great deal of overlap in their portfolios: Pelor is the Flan god of the sun and Pholtus is the Oeridian sun god, for example.

Deity	Alignment	Suggested Domains	Symbol	Weapon
Al' Akbar, demigod of duty and dignity	LG	Law, protection	Chalice and 8-pointed star	Scimitar
Allitur, god of ethics	LG	Knowledge, law	Pair of clasped hands	Spear
Altroa, goddess of the east wind	NG	Air, life, plant, weather	Heart with air glyph	Sling
Beltar, god of malice and caves	CE	Darkness, earth, war	Monstrous fangs	Unarmed strike
Beory, goddess of earth and rain	NG	Earth, plant, weather	Green disk	Club
Berei, goddess of the home and family	NG	Home, life, protection	Sheaf of wheat stalks	Sickle
Bleredd, god of metal and mines	N	Crafting, earth, strength	Hammer and anvil	Warhammer
Boccob, god of magic	N	Knowledge, magic	Eye within a pentagram	Quarterstaff
Bralm, goddess on insects and industry	N	Animal, crafting	Wasp	Quarterstaff
Celestian, god of stars and wanderers	N	Protection, travel	Arc of seen stars in a circle	Spear
Cyndor, god of time and infinity	LN	Protection, time, travel	Infinity symbol	Sling
Daern, hero-god of fortifications	N	Protection, war	Shield	Spear
Dalt, god of portals and enclosures	CG	Crafting, home, protection	Locked door with skeleton key	Dagger
Daoud, hero-god of humility & clarity	N	Knowledge, travel	Patch of multi-color yarn	Quarterstaff
Delleb, god of reason	LG	Knowledge, magic	Large white book	Dart
Ehlonna, goddess of woodlands	NG	Life, plant, wilderness	Unicorn horn	Longbow
Eryhtnul, god of slaughter and envy	CE	Destruction, war	Blood drop	Mace
Fharlanghn, god of horizons and travel	NG	Protection, travel, weather	Circle crossed by curved horizon line	Quarterstaff
Fortubo, god of mountains and mines	LG	Crafting, earth, knowledge	Warhammer	Warhammer
Geshtai, goddess of fresh water	N	Travel, water, weather	Waterspout	Spear
Heironeous, god of chivalry and valor	LG	Law, protection, war	Lightning bolt	Battleaxe
Heward, hero-god of music	NG	The arts, knowledge, revelry	Any musical instrument	Shortsword
Hextor, god of war and discord	LE	Destruction, strength, war	Six arrows fanned out downward	Flail
Incabulos, god of plague and famine	NE	Death, plague	Reptilian eye with a horizontal diamond	Quarterstaff
Istus, goddess of fate and destiny	N	Knowledge, luck	Weaver's spindle with three strands	Net
Iuz, god of pain and oppression	CE	Chaos, death, deceit	Grimacing skull	Great sword
Jascar, god of hills and mountains	LG	Crafting, earth, protection	Snow-capped mountain peak	Warhammer
Johydee, hero-goddess of espionage	NG	Deceit, protection	Stylized onyx mask	Shortsword
Joramy, goddess of wrath	N	Destruction, fire, war	Volcano	Quarterstaff
Kelanen, hero-god of swordplay	N	Travel, war	Nine swords forming a star	Longsword
Keoghtom, hero-god of exploration	NG	Knowledge, travel	Round disk bisected by an arrow	Shortbow
Kord, god of strength	CG	Luck, strength, revelry	Four spears & a mace forming a star	Great sword
Kurell, god of thievery and jealousy	CN	Darkness, deceit	Grasping hand holding a broken coin	Shortsword
Kyuss, demigod of undeath	NE	Death, deceit, plague	Skull erupting with green worms	Club
Lendor, god of time and tedium	LN	Knowledge, time	Crescent moon over a full moon	Great sword
Lirr, goddess of the arts	CG	The arts, crafting, knowledge	Illustrated book	Spear
Llerg, god of beasts and strength	CN	Animal, strength, war	Bear, snake, or alligator	Battleaxe
Lydia, goddess of music and daylight	NG	Artistic, knowledge, light	Open hand radiating colors	Spear
Merikka, demigoddess of farming	CG	Agriculture, home, plant	Basket of grain and long scroll	Sickle
Mouqol, god of trade and ventures	N	Knowledge, travel	Set of scale and weights	Dagger
Murlynd, hero-god of technology	LG	Knowledge, magic, war	Six-pointed star with rounded points	Longsword
Myhriss, goddess of love and beauty	NG	The arts, love, life, revelry	Lovebird	Shortbow
Nerull, god of death and murder	NE	Darkness, death, deceit	Skull with a scythe or sickle	Scythe or sickle
Norebo, god of luck and risks	NE	Luck	Pair of eight-sided dice	Dagger
Obad-Hai, god of nature	N	Animal, plant, wilderness	Oak leaf and acorn	Quarterstaff
Olidammara, god of revelry	CN	Artistry, luck, mischief, revelry	Laughing mask	Rapier
Osprem, goddess of water voyages	LN	Protection, travel, water	Whale	Trident
Pelor, god of the sun and healing	NG	Life, light, strength	Sun	Mace
Phaulkon, god of wind and clouds	CG	Air, animal, weather	Winged human silhouette	Longbow
Pholtus, god of light and law	LG	Law, light, moon	Sun partially eclipsed by a moon	Quarterstaff
Phyton, god of beauty and nature	CG	Agriculture, plant, weather	Scimitar and oak tree	Scimitar
Procan, god of ocean and sailing	CN	Travel, water, weather	Trident above a cresting wave	Trident
Pyremius, god of fire and poison	NE	Death, deceit, fire	Demon head with bat wings	Longsword
Ralishaz, god of ill luck and insanity	CN	Deceit, luck, plague	Three bone fate-casting sticks	Quarterstaff
Rao, god of peace and reason	LG	Knowledge, law, peace	White heart	Mace
Raxivort, god of rats, bats, and xvarts	CE	Animal, deceit, moon	Fiery blue hand	Dagger
Rudd, goddess of luck & competition	CN	Knowledge, luck, strength	Bulls-eye target	Shortbow
Saint Cuthbert, god of common sense	LN	Knowledge, law, protection	Circle at the center of a starburst	Club
Sotillion, goddess of summer and ease	CG	Life, light, plant	Orange tiger	Net
Syru, goddess of lies	NE	Deceit, knowledge	Forked tongue	Dagger
Telchur, god of winter and cold	CN	Air, cold, weather	Field of snow	Spear
Tharizdun, god of malign knowledge	CE	Chaos, darkness, deceit	Dark spiral or inverted ziggurat	Dagger
Tlazoteotl, Oerth Mother	N	Agriculture, life, plant	Ear of corn	Sickle
Trithereon, god of liberty & retribution	CG	Protection, strength, war	Triskelion	Longsword
Ulaa, goddess of hills and mountains	LG	Crafting, earth, life, war	Mountain with a circle at its heart	Warhammer
Vecna, god of evil secrets	NE	Death, deceit, magic	Hand with an eye in the palm	Dagger
Velnus, god of sky and weather	N	Air, water, weather	Bird perching upon a cloud	Spear
Vinar "Green Man," god of nature	CN	Agriculture, plant, revelry	Green-leaf mask	Sickle
Wastri, god of bigotry and amphibians	LN	Animal, deceit, law, war	Gray toad	Glaive
Wee Jas, goddess of magic and death	LN	Death, law, magic	Red skull in front of a fireball	Dagger

Deity	Alignment	Suggested Domains	Symbol	Weapon
Wenta, goddess of the autumn harvest	CG	Agriculture, air, weather	Mug of beer	Club
Xan Yae, goddess of shadows	N	Darkness, deceit, war	Black lotus blossom	Scimitar
Xerbo, god of the sea and business	N	Animal, travel, water	Dragon turtle	Trident
Ye'Cind, demigod of magical song	CG	The arts, magic, protection	Recorder	Quarterstaff
Zagyg, god of eccentricity and magic	CN	Knowledge, magic, mischief	Two, parallel ziggurat shapes	Club
Zilchus, god of money and influence	LN	Knowledge, law	Hand clutching a bag of gold	Dagger
Zodal, god of mercy and hope	NG	Life, protection	Hand partially wrapped in cloth	Unarmed strike
Zuoken, god of self-mastery	N	Knowledge, strength	Striking fist	Unarmed strike



Nonhuman Deities

Dwarven Gods	Alignment	Suggested Domains	Symbol	Weapon
Moradin, father of dwarves	LG	Crafting, law, protection, war	Warhammer and anvil	Warhammer
Abbathor, god of greed	NE	Darkness, deceit	Jeweled dagger	Dagger
Berronar Truesilver, goddess of shelter	LG	Home, life, light	Intertwined silver rings	Mace
Clangeddin Silverbeard, god of war	LG	Law, strength, war	Crossed silver battle axes	Battleaxe
Dumathoin, god of buried secrets	N	Earth, knowledge, protection	Faceted gem inside a mountain	Maul
Vergadain, god of wealth and luck	N	Luck, mischief	Gold coin	Longsword

Elven Gods	Alignment	Suggested Domains	Symbol	Weapon
Corellon Larethian, god of magic & art	CG	The arts, light, magic, war	Crescent moon	Longsword
Aerdrie Faenya, goddess of air	CG	Air, animal, travel, weather	Eagle	Quarterstaff
Deep Sashelas, goddess of the sea	CG	Animal, knowledge, water	Dolphin	Trident
Erevan Ilesere, god of mischief	CN	Mischief, wilderness	Nova star with asymmetrical rays	Shortsword
Handli Celanil, goddess of love	CG	The arts, life, love, magic	Golden heart	Dagger
Labelas Enoreth, god of longevity	CG	Knowledge, magic, time	Setting sun	Quarterstaff
Lolth, demon queen of spiders	CE	Darkness, deceit, magic	Spider	Dagger
Rillifane Rallathil, god of forests	CG	Plant, protection, wilderness	Oak	Quarterstaff
Solonor Thelandira, god of hunting	CG	Plant, war, wilderness	Silver arrow with green fletching	Longbow

Gnomish Gods	Alignment	Suggested Domains	Symbol	Weapon
Garl Glittergold, god of the gnomes	LG	Crafting, magic, mischief, war	Gold nugget	Battleaxe
Baervan Wildwanderer, god of forests	NG	Animal, plant, wilderness	Raccoon	Spear
Baravar Cloakshadow, god of illusions	NG	Deceit, magic, protection	Cloak and dagger	Dagger
Flandal Steelskin, god of mining	NG	Crafting, knowledge, strength	Flaming hammer	Warhammer
Segojan Earthcaller, god of earth	NG	Earth, protection	Glowing gemstone	Mace
Urden, god of greed and bloodlust	CE	Destruction, earth, war	Mole	Unarmed strike

Halfing Gods	Alignment	Suggested Domains	Symbol	Weapons
Yondalla, mother goddess & provider	LG	Agriculture, law, protection	Shield with a cornucopia	Shortsword
Arvoreen, god of defense	LG	Law, protection, war	Crossed shortwords	Shortsword
Brandobaris, god of thieves	N	Luck, mischief, revelry	Footprint	Dagger
Cyroallaelee, goddess of the hearth	LG	Home, life, protection	Open door	Club
Sheela Peryroyl, goddess of nature	N	Love, plant, wilderness	Daisy	Sickle
Urogalan, god of earth and death	LN	Earth, law, protection	Silhouette of a dog's head	Flail

Orcish Gods	Alignment	Suggested Domains	Symbol	Weapons
Gruumsh, god of storms and war	CE	Strength, war, weather	Unblinking Eye	Spear
Bahgtru, god of strength and combat	CE	Destruction, strength	Broken femur	Unarmed strike
Ilneval, god of war and leadership	LE	Law, protection, war	Bloodied longsword	Longsword
Luthic, goddess of fertility and healing	NE	Life	Orcish rune meaning "home"	Unarmed strike
Shargaas, god of stealth & darkness	NE	Darkness, deceit	Red crescent moon	Shortsword
Yurtrus, god of disease and death	NE	Death, plague	Rotting white hand	Unarmed strike

Human Character Birthplaces

The following chart may be used to determine the birthplace of human characters. It should be noted that the chart favors those locations where the "most common alignment(s)" is non-evil. Bands of adventurers who are evil can be put together, of course, but since most modules and campaigns are designed for non-evils, the chart is designed with that in mind.

A birthplace chart will give the name of a general location. Either the DM or the player (if the DM prefers) can then select an exact site from the province/country or from the bordering forests or hills.

Birthplaces for Human Characters

Dice Roll	Place of Birth	Most Common Alignment(s)	Primary Languages
01-03	Prelacy of Almor	LG, LN	Common
04-05	Bissel	NG, N, LG, LN	Common
06-07	Ekbir	LG, LN, N	Baklunish
08	Frost, Ice or Snow Barbarians	CN	Fruz (The Cold Tongue)
09-18	Furyondy	LG, NG, LN	Common, (Velondi)
19-20	Geoff	LG, NG, CG, CN	Flan, Common
21	Gran March	LG, LN, NG, N	Common (Keolandish)
22-29	Great Kingdom	Any (LE, LN, NE, CN, CE)	Common, Oeridian
30-32	Greyhawk	Any	Common
33	Idee	NG, CG, N, CN	Common
34	Irongate	LN	Common
35-37	Keoland	LG, LN, NG, CG, CN, N	Common (Keolandish)
38	Ket	LN, CN, N, CE	Baklunish, Common
39-40	Lordship of the Isles	LN, N, CN	Common
41-50	Nyrond	LG, LN, NG, CG	Common (Nyrondese)
51-52	Onnwal	LG, LN	Common
53-54	Theocracy of the Pale	LG, LN	Common
55-57	Perrenland	LG, LN, N	Common
58-59	Plains of the Paynims	CN, N	Baklunish
60	Ratik	N, CN, CE	Common, Oeridian
61	Rovers of the Barrens	CN, N	Flan
62	Sea Barons	CN, N, NE	Common
63-64	Shield Lands	LG, NG, N	Common
65-66	Sterich	NG, CG, N, CN	Common
67-68	Sunndi	LG, LN, CG, N	Common
69	Duchy of Tenh	LN, N	Flan, Common
70	Tiger and Wolf Nomads	N, CN	Baklunish
71	Tusmit	LN, N	Baklunish
72	Tri-States of Ulek	LN, LG, CG, CN, N	Common
73	Ull	CN, N, CE	Baklunish
74-78	County or Duchy of Urnst	LG, NG, N	Common
79-88	Veluna	LG, LN, NG	Common (Velondi)
89-94	Wild Coast	Any (CG, CN, N, CE)	Common
95-96	Yeomanry	LG, LN	Common (Keolandish)
97-98	Zeif	LN, N	Baklunish
99-00	Elsewhere, or choose		

All player characters are fluent in Common, at least, and but may choose to learn other cultural tongues. Languages in (parenthesis) are used by a small percentage of that land's people but may still be learned by a character from those lands.



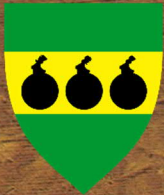
Demihuman Birthplaces

If a character is of one of the demihuman races, use the table below to determine birthplace. Half-elves are treated as elves or humans (at the player's discretion); half-orcs appear where humans and humanoids (specifically orcs) reside.

Birthplaces for Demihuman Characters

Area	Elves	Dwarves	Gnomes	Halflings	Half-Orcs
Bandit Kingdoms					01-06
Bissel	01-02	01-04	01-02	01-02	07-09
Bone March			03		10-14
Celene	03-09		04-05	03-05	
Dyvers	10-11	05-06	06-07	06-07	15
Furyondy	12-13	07-08	08-09	08-11	16
Geoff	14-17	09-12	10-11	12-13	17-19
Gran March	18-19	13-16	12-13	14-16	20-21
Great Kingdom	20-21	17-18	14-15	17-19	22-24
Greyhawk	22-24	19-20	16-17	20-22	25-27
Highfolk	25-28	21-24	18-19	23-25	
Horned Society					28-32
Idee	29-30	25-26	20-21	26-27	
Irongate	31-33	27-28	22-25	28-32	
Iuz					33-37
Keoland	34-35		26-27	33-35	38
Nyrond	36-37		28-29	36-38	39
Onnwal		29-34			
Theocracy of the Pale	38-39	35-38	30-31	39-40	40
Perrenland	40-41	39-42	32-33	41-42	41-44
Pomarj					45-49
Ratik		43-46	34-37		50-54
Shield Lands	42		38	43	55-58
Spindriff Isles	43-44	47-48	39-40	44-45	59-60
Sterich		49-54	41-42	46-47	61-63
Sunndi	45-48	55-59	43-45		64-65
Tenh	49-50	60-63	46-47	48-49	66-70
County of Ulek	51	64-66	48-52	50-57	
Duchy of Ulek	52-58		53-54		
Principality of Ulek		67-78	55-56	58-60	
County of Urnst	59	79-80	57	61-66	71
Duchy of Urnst		81-83	58-61	67-74	72
Valley of the Mage	60-62		62-63		
Veluna	63-66		64-68	75-76	73
Verbobonc	67-68		69-73		74
Wild Coast	69-72	84-90	74-78	77-83	75-79
Yeomanry	73-74	91-94		84-87	80-81
Dreadwood	75-78		79-80	88	82-84
Gamboge Forest	79-82		81-84	89-90	85-87
Gnarley Forest	83-86	95	85-88	91-92	88-90
Grandwood Forest	87-90	96	89-90	93-94	91-94
Vesve Forest	91-96		91-95	95-96	95-96
Welkwood	97-00	97-00	96-00	97-00	97-00





Ahlissa,
Fief of



Almor



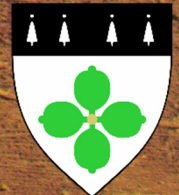
Bandit Kingdoms
(Dimre)



Bandit Kingdoms
(Grosskopf)



Bandit Kingdom
(Johrase)



Bandit Kingdom
(Reyhu)



Bandit Kingdom
(Rookroost)



Bissel



Blackmoor



Bone March



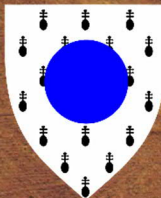
Celene



Dyvers



Ekbir



Frost Barbarians



Furyondy



Geoff



Gran March



Great Kingdom



Greyhawk,
City of



Hardby



Highfolk,
Town of



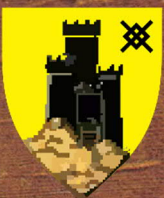
Horned
Society



Ice Barbarians



Idee



Irongate,
City of



Iuz



Keoland



Ket



Knights of the Hart
(Furyondy)



Knights of the Hart
(High Forest)



Knights of the Hart
(Veluna)



Knights of the
Watch



Lordship of the
Isles



Medegia



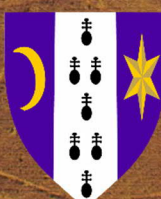
North Province



Nyronnd



Onnwal



The Pale



Paynims



Perrenland



Pomarj,
Goblins



Pomarj,
Hobgoblins



Pomarj,
Orcs



Radigast City



Ratik



Rel Astra



Rel Mord,
City of



Robilar



Rovers of the
Barrens



Scarlet Brotherhood



Sea Barons



Sea Princes



Shield Lands



Snow Barbarians



South Province



Spindrift Isles



Sterich



Stonefist,
Hold of



Sunndi



Tenh,
Duchy of



Tenser
The Mage



Tiger Nomads



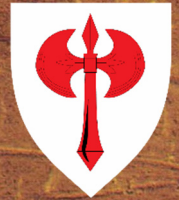
Tusmit



Ulek,
County



Ulek,
Duchy



Ulek,
Principality



Ull



Urnst,
County of



Urnst,
Duchy of



Valley
of the Mage



Veluna



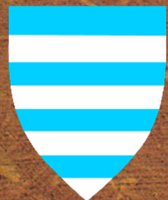
Verbobonc,
City of



Wild Coast
(Eledd)



Wild Coast
(Fax)



Wild Coast
(Narwell)



Wild Coast
(Safeton)



Wolf Nomads



Yeomanry



Zeif

HERALDRY NOTES

Tinctures

Blue
Green
Purple
Red

Tinctures of Difference

Aquamarine
Crimson
Olive
Violet

Furs

Ermine - White with
Black spotting
Sable - Black
Vair - Red and Tan
repeating

Metals

Bronze - Brown
Copper - Orange
Gold - Yellow
Iron - Gray
Silver - White