



# Living Greyhawk



## Living Greyhawk Meta-Regions

The introduction of **Living Greyhawk** meta-regional adventures in CY593 is opening new play opportunities. In addition to advancing larger plots and introduce non-player characters important to the entire meta-region, GMs and players now have up to eight additional adventures a year to choose from -- and playing in your meta-region only costs your character 1 time unit (TU). Take advantage of the larger geography to play with new people or game with friends that share your meta-region but live out-of-state or even in another country.

Each meta-region is listed below with a brief summary and a list of **Greyhawk** regions that make up the area. For a list of available adventures and a look at the latest news concerning your meta-region, visit [www.living-greyhawk.com](http://www.living-greyhawk.com) and look for the scenarios page.

### Meta-Region One: The Sheldomar Valley

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The Sheldomar Valley has a long and troubled history. Once dominated by the terrible lich Vecna, it is a fertile, but war-torn place. It is a land where many of the Suel and Oeridians took refuge after the Twin Cataclysms amongst the native Flan of the region, forming the mighty kingdom of Keoland. The Valley has seen hard times lately: invasions by giants on its western borders, interference by the Scarlet Brotherhood in the south, invasion by evil humanoids of the Pomarj in the east, and the conquering of its northern most reaches by the nation of Ket. The giants have been driven out of Sterich and Ket has vacated Bissel, but Geoff and the Principality of Ulek still remain under siege. If not for the assistance of Gran March and the Yeomanry these last years, who knows how long the Sheldomar Valley would remain under the control of the forces of good.

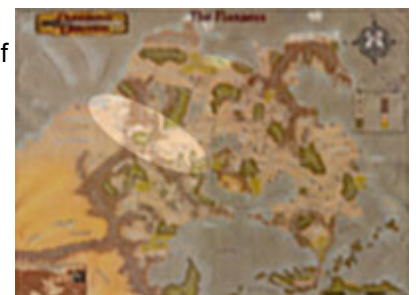


<b>Bissel</b>	Connecticut, Maine, Massachusetts, New Hampshire, Rhode Island, Vermont
<b>Geoff</b>	Delaware, District of Columbia, Maryland, Virginia, West Virginia
<b>Gran March</b>	Georgia, North Carolina, South Carolina
<b>Keoland</b>	New Jersey, New York, Pennsylvania
<b>Principality of Ulek</b>	Florida
<b>Yeomanry</b>	Alabama, Arkansas, Kentucky, Louisiana, Mississippi, Tennessee

### Meta-Region Two: Tuflik, Fals, and Volverdyva Trade Route

Circle Representative: David Christ ([wavester@neo.rr.com](mailto:wavester@neo.rr.com))

Before you adventure beckons. Disembarking from the lake of unknown depths you're drawn into the bustling mercantile city of Dyvers. Traveling through the Gnarly Forest into the heart of Old Ferrond the halls of the Viscount of Verbobonc await. All is not well here as they are the uneasy keeper of the ruin known as the Temple of Elemental Evil. Though destroyed many years ago it's legacy lingers no matter how hard the souls of good men try to forget. To the west lies the Archclericy of Veluna with its people living in harmony as Rao watches over and protect them all. Beyond the Bramblewood Forest lies Ket the crossroads between the east and west with it's strong military and deft merchants. Across the Yatil



mountains lies Tusmit, home of some of the finest weapons and armor in the Baklunish lands. Settled upon the shores of the Dramidj Ocean is possibly the oldest of the Baklunish states, the Caliphate of Ekbir. Adventure, wealth and danger abound. Are you up to the task of finding it and living to tell the tale?



<b>City of Dyvers</b>	Iowa, Kansas, Missouri, Nebraska
<b>Ekbir</b>	France
<b>Ket</b>	New Brunswick, Nova Scotia, Ontario, Manitoba, Prince Edward Island
<b>Tusmit</b>	Quebec
<b>Veluna</b>	Ohio
<b>Verbobonc</b>	Illinois, Indiana

### Meta-Region Three: luz's Border States

Circle Representative: Jason Bulmahn ([iuztheevil@aol.com](mailto:iuztheevil@aol.com))

There are many in the Flanaess who believe that luz is a spent force. There is much recent evidence that suggests that Old Wicked has been content to merely tease the fringes of his border states as an annoyance rather than as a true threat. But it takes time to hatch new plots and spawn unmentionable offspring; and time to delve deeper into the darkest places, and create armies that will not be vulnerable again. Now, the border states of luz, who have been rebuilding and reorganizing since the Flight Of Fiends, are about to discover what new nightmare luz The Old is ready to unleash upon the lands of the Flanaess! Are you prepared to fight?



<b>Bandit Kingdoms</b>	Texas, Oklahoma
<b>Furyondy</b>	Michigan
<b>Highfolk</b>	Wisconsin
<b>Perrenland</b>	Australia, New Zealand
<b>Shield Lands</b>	Minnesota, North Dakota, South Dakota

### Meta-Region Four: Nyronnd and Her Environs

Circle Representative: Craig Hier ([craig@hierview.com](mailto:craig@hierview.com))

The fertile lands that once made up the western part of the Great Kingdom are now home to the Kingdom of Nyronnd, County & Duchy of Urnst, Theocracy of the Pale and the Archbarony of Ratik. Political intrigue is rife in the area. The widow Archbaroness of Ratik has all but disappeared from public view, leaving the noble lords to defend themselves against border raids. The traitorous Prince Sewarndt's attempted coup in Nyronnd keeps the King ever watching for traitors in his court. The Countess Belissica aids her neighbors and plays hostess to the exiled Duke of Tenh, trying to strike a balance between aiding him and upsetting others who have eyes on Tenh. The noble houses of the Duchy of Urnst have perfected the game of political intrigue trying to get rid of their enemies and further their own ends. In the Pale, Theocrat Ogon Tillit has fallen ill and the Prelates are trying to place themselves in his office. All of this added to the shifting alliances between states and the external threats of luz, the Great Kingdom and Scarlet Brotherhood provide a dangerous and potentially explosive environment. How long can an area subjected to these tensions avoid conflict or all out war?



<b>County of Urnst</b>	Colorado, Montana, New Mexico, Wyoming
<b>Duchy of Urnst</b>	Alaska, Alberta, British Columbia, Saskatchewan, Idaho, Oregon, Washington
<b>Nyronnd</b>	Southern California, Utah, Arizona
<b>Ratik</b>	Hawaii
<b>Theocracy of the Pale</b>	Northern California, Nevada



## Meta-Region Five: Splintered Suns

Circle Representative: Creighton Broadhurst ([creighton@greyworks.fsworld.co.uk](mailto:creighton@greyworks.fsworld.co.uk))

Once the Golden Sun of Aerdy was the light of the Flanaess, a shining bastion of civilization and culture. Now that sun is splintered into a handful of successor states, struggling amongst themselves to reclaim some small fragment of their glorious birthright. In the heartlands of Aerdy, two Overkings vie for a debased throne, a tarnished crown and a lost city. In the south the states of the once proud Iron League fight desperately to resist the insidious tendrils of the Scarlet Brotherhood and their nested conspiracies to restore another lost empire - the ancient Suel Imperium.



<b>Ahlissa (Adri)</b>	Germany, Austria
<b>Ahlissa (Naerie)</b>	Norway, Denmark, Finland, Sweden
<b>Bone March</b>	Greece
<b>Lordship of the Isles</b>	Spain
<b>Onnwal</b>	United Kingdom
<b>Sea Barons</b>	Italy
<b>Sunndi</b>	Belgium, Netherlands, Luxembourg
<b>Dullstrand</b>	Switzerland