

The Best of Greyhawk Presents

Best of Greyhawk #3

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Knighly Orders

From: Hadrada
Date: 95-04-15 11:59:10 EDT
Re: Knightly Orders

Hierarchy:

Page, 17 and under, 0+ lv.

Squire, 16 and over, 0+ lv.

Knight, 3rd+ lv. Rank & File of the order.

Knight Errant/Bachelor, 4th+ lv. Un-Attached.

Knight of the Banner/ Serjeant, 4th+ lv. Placed in charge of a detachment of Knights.

Knight Marshal, 9th+ lv. In charge of a specific area, usually holds a keep, and leads a group of loyal soldiers, As well as lesser Knights.

Knight Commander, Grand Master, High Master, etc. Leader/Head of the entire order of Knights. Could be a Priest, in an ecclesiastical order.

Master-of-Arms, in effect "Honorary" Knighthood.

Admission: Squired until martial and social skills are considered to be up the order's standards. Tasks and Goals are set by the Squire's higher ups(Unknown to the squire) and eventual Knighthood if completed satisfactorily. It is possible for a finer skilled warrior to be squired to a lesser skilled Knight.(Good way to humble an unruly Fighter seeking Knighthood) This leaves total control to the DM. Leaves plenty of holes for plot complications, and makes attaining Knighthood a wonderful memory for any player.

Organization:

Master house: Dwelling of the over all head of the order.

Mother house: Dwelling of a Knight Marshal, over several other Chapter houses.

Chapter house: Dwelling of a Knight of the Banner.

Moderate Hierarchy, Master House over several Chapters.

Chapter houses-Loose Hierarchy, Chapter houses if any. Sometimes a Group of Knights that share the same Order, but each following a different agenda.(Knights of the Hart)

They mention in the first boxed set of WoG, the Knights of the Watch, made up of Bisselite, Gran March, Geoffrey, and Keolandish Knights that guard the pass to Ket. The listing puts them at the number of 5,000. This must be including their followers and soldiery. The average order runs a .00057% of any nations population (roughly). Roughly 15% of any nations population is fighting age males. Knighthood should not be an easy thing to come by. WoG, not real world by the way.

From: Stewmell
Date: 95-04-22 20:42:59 EDT
Re: Knightly Orders

Here are some of my ideas regarding the demographics of Furyondy at the start of the Greyhawk Wars. They are based on research of mid 14th century England.

The average AD&D family numbers 5.2 people.

In Furyondy there are 67,307 commoner households, and 583 noble families.

There are 1,013 clerics available, or 1 for every 67 families.

If every 100 rural households are required to maintain 1 soldier, then Furyondy has 673 paid, professional, soldiers available.

Of the nobles, 1,260 are males between the ages of 15 and 54. Of these male nobles, 96 are Knights and 1,152 are Esquires.

In time of war, an optimistic estimate of Furyondy's available forces would be:

Knights:77
Esquires: 308
Archers:770
Mercenaries: 673

The archers would be drawn from the retinues of the knights and Esquires.

The number given for the population of rural Furyondy (350,000) at the start of the Greyhawk wars, seems much too small to be believed. I prefer to think of the rural population of Furyondy as being between 6 and 7 million. For the purpose of this order of battle, I will base all calculations on a rural population of 6.5 million.

The average Furyondian family has 5.2 members. From this we see that Furyondy has approx 1,250,000 rural households. If every 200 households are required to pay taxes to arm and support 1 soldier, then Furyondy can field a paid, professional, 0 level army 6,250 men strong.

Of persons able to advance in level, the 1st Ed. DMG page 35 states that only 1% of the population is suitable for level advancement. In Furyondy this would mean 65,000 candidates. They would be divided between the character classes as follows:

Clerics: 13,000
Fighters: 22,880
Rangers: 2,860
Cavaliers: 2,574
Paladins: 286
Magic Users: 10,920
Illusionists: 2,080
Thieves: 8,190
Assassins: 1,560
Monks: 650

The levels of these characters can be determined by this means: 1st lvl:20.87%; 2nd lvl: 16.66%; 3rd lvl: 13.26%; 4th lvl: 10.71%; 5th lvl: 8.65%; 6th lvl: 7%; 7th lvl: 5.67%; 8th lvl: 4.56%; 9th lvl: 3.63%; 10th lvl:2.85%; 11th lvl: 2.15%; 12th lvl: 1.55%; 13th lvl: .99%; 14th lvl: .48%.

Historically, the nobility would comprise 1% of the population. Rather than add another 1% to the population, I consider the nobility to be drawn from the ranks of those capable to advance in level. In AD&D terms, a character is "noble" when he is of sufficient level to establish some sort of permanent base, and collect taxes from the surrounding population. However, Paladins and Cavaliers are always noble no matter what level they may be. Of all the character classes, the numbers of those considered to be great landowning nobles (Barons and above) are:

Clerics (lvl 9+): 1,514
Fighters (lvl 9+): 2,665
Rangers (lvl 9+): 312
Cavaliers (lvl 9+): 299
Paladins (lvl 9+): 33
Magic Users (lvl 11+): 564
Illusionists (lvl 11+): 107

Clerics are not exactly considered to be nobles, but they rule with the same effect. Retainers for Cavaliers and Paladins are drawn from the ranks of lesser Cavaliers and Paladins. In addition, land owning nobles have retinues of men at arms. The troops available from these retinues are:

Clerical Holdings:35,957
Fighters Holdings: 93,275
Cavalier Holdings: 28,704

Of the total rural population of 6,500,000; 30% can be considered to be military age males, or 1,950,000. This is the total available peasant levy. If the top 1% of this available levy is mustered, representing the most fit and able troops, Furyondy can field 19,500 peasant levies.

Furyondys total available military strength at the start of the Greyhawk Wars would be:

Permenant National Army:	6,250
Men at arms from Noble retinues:	121,979
Men at arms from Clerical retinues:	35,957
Knights:	5,837
Fighters of various levels:	20,215
Peasant Levy:	19,500

Almost 3% of the rural population are under arms.

Ket

From: NiteScreed
Date: 95-04-26 01:05:15 EDT
Re: Ket

The land of Ket is the setting for my current campaign. Ket is interesting because it is a melting pot of cultures. Located in the gap in the western mountains, it is a natural meeting ground for east and west and trade between the two. It is also a land of strategic as well for similar reasons.

The people of Ket are both settled and nomadic and their divergent lifestyles are a source of friction. Those of Paynim extraction form the bulk of the nomadic residents of Ket. The concept of owning land is a strange one to them and the idea of borders is even stranger. The nomads follow their herds and have only reluctantly adapted to a more settled life as citizens of Ket. These nomads are known as the Payyam.

The settled residents of Ket come from two distinct stocks. Baklunish peoples from Zeif, Ekbir and Tusmit have made Ket their home, recognizing its wealth of resources and favorable geographic position. Oeridian peoples, primarily from Perranland, Veluna, Bissel and the Gran March, have also settled here for the same reasons. While initial relations between these two groups were often violent, over time, they have made common cause against Paynim raiders, or invaders, occidental and oriental. Inter-marriage has produced a mixed people who refer to themselves as the Govan.

Relations between the Payyam and the Govan have not gone well. Each group sees the other as slightly inferior and even a bit daft. Inter-marriage has been rare. At various points in Ketish history, the land has been ruled by Payyam and Govan.. Transitions between the two have been too often marked by violent civil unrest.

At the time of the Greyhawk Wars, Ket was ruled by Payyam rulers, who with the assistance of their Paynim cousins, succeeded in annexing Bissel. Their failure to achieve further success left the way open for the Govan to return to the throne. This was the state of affairs, a time of civil unrest verging on anarchy, that existed when I began my current campaign.

Baba Yaga

One of the neglected figures of Greyhawk is Baba Yaga of Dancing Hut fame. She is my chief bad gal.

Awakening from an enforced slumber, the Crone looked out over the Flaneass and saw the success of Iuz. Long a rival of the Old One, Baba Yaga plots to take his empire for her own. Her pawns will be the Paynim hordes and those of the Tiger and Wolf nomads. Standing in her way are the Baklunish states of the west and Ket. Once in control of these areas, she can unleash the Paynims on Iuz and all of the Flaneass. It will be easy enough to convince desperate nations that the Paynims are their saviors from Iuz. Once Iuz is gone, the saviors will become conquerors. (Historically, think of how Christendom took the Mongols for the forces of Prester John). But first she must secure the vital passes into the Flaneass.

As my chief baddy, Baba Yaga moves quietly behind the scenes. Drawing attention to herself would only alert her enemies. To date the party has only met the Crone once, in the guise of a charming young woman. Having taken the PCs' measure, Baba Yaga retreated to lay further plans.

Opposing Baba Yaga is the Baklunish moon goddess Hubay and Loviatar lifted from the Finnish mythos. Hubay does not yet recognize Baba Yaga's hand but is aware of a growing threat to Zief, Ekbir and Tusmit and her worshippers therein. Loviatar is worshipped in Blackmoor and has her own designs on the Tiger and Wolf nomads.

Romancing the Throne

My PCs come for Ket, both Payyam and Govan, the Baklunish states of Zeif, Ekbir and Tusmit, the Plains of the Paynims and Perranland. Because Ket needs to unite if it is to survive as an independent state, the relations between the various peoples of Ket is a key campaign theme. In my campaign, this theme has taken the form of romance, often rocky, between characters from different groups. The romances have direct political consequences for Ket.

Before anyone squawks too loudly let me make two points. First, romance is a standard element in most novels and movies. Why not games? Second, the ne'er-do-well DMs and pundits who claim that romance cannot be a dominant campaign theme because romance confines the action to that between PC and NPC or two PCs, both overstate the obvious and fail to comprehend how the duality of a romance can be transcended to involve the entire party. (And no, we're not talking about group scenes).

In my campaign, each character has a romantic relationship. Like any campaign theme, these relationships are not always the center of the adventure. When they are, I present them in such a way that, even if a particular PC is not directly involved in the featured relationship(s), that PC is involved in the by-play. In so doing, all the PCs come to care about their and the other PCs' relationships. When any relationship is thereafter threatened, the entire party reacts. The result is very cinematic.

Without meaning to digress overly much, there is a difference between romance, sex, sensuality and erotica. Understanding the differences and how they effect roleplaying is a key to successfully running a campaign in which romance is a dominant theme. Combined with an appreciation for involving PCs in romantic by-play when they are not directly involved in a romance, running a romantic campaign or adventure is nothing special. Let's quickly take a couple of examples.

Film - The Three (and Four) Musketeers with Richard Chamberlain, Michael York, Faye Dunaway, Raquel Welsh and Oliver Reed. There are three principle romances - 1) D'Artanian's, 2) The Queen's and 3) Milady's. The Queen's IS the adventure. But everyone is involved to varying degrees in the by-play of all three and the entire plot revolves around romance.

Novel - Aristo's Orlando Furioso. A bit obscure but well worth a look. Orlando is Roland, one of Charlemagne's knights. You remember. This is one of his adventures. Romance is everywhere and to such a degree, I can't explain all the interconnections. It is wonderful and I use it as a template of sorts. The Arthurian legends do much the same in a less involved manner. Orlando Furioso is the Tales of King Arthur on LSD and to the tenth power. Watch out for those fountains. ;)

But I digress. I would not call my entire campaign romantic or sexy, though individual adventures could be accurately described as such. While some of my players use these descriptions, I think it says more about a lack of these themes in published materials than any domination by them in my campaign. To the extent my use of romance and allied themes makes my campaign different and memorable, I'll take that as a positive thing. I do want a strong romantic element. It fits my view of Ket. I would not take the same tack in say Furondy, though one could I suppose. Furondy just doesn't strike me as romantic in its current state.

The Dead Suel

Complicating matters are the Dead Suel. Not truly undead, the Dead Suel are trapped between life and death. Their existence is the result of mystic experimentation cut short by the Rain of Colorless Fire. Possessed of strange abilities and allied with the horrifying denizens of the In Between, the Dead Suel seek to return to the world of the living and almost as important seek the final destruction of all of the Baklunish. Theirs are the powers of seduction, temptation and a damnation worse in many ways than that found on the lower planes.

However, the Dead Suel's obsession with the flesh often trips them up. They act out of self interest and not self preservation. They are also not unified as a group. While single individuals can prove quite capable of elaborate planning, multiple individuals rarely cooperate or work together. Trapped in the In Between, many are more than a little mad.

I like horror as a genre and the Dead Suel are one way I can inject horror into my campaign. Most undead are not horrific but are so much putrefying sword bait. The Dead Suel are also a red herring to the extent the PCs see them and not Baba Yaga the chief threat. The PCs' involvement with the Dead Suel is threefold. One - they are bad guys to be defeated. Two - they possess the knowledge of the ancient Suel and might be tricked into partying with it. And three - the PCs have had to enter the In Between to rescue the souls/spirits of their friends, who have died. In my campaigns, resurrection is almost unheard of and becoming trapped in the In Between is one way a character might be brought back - at a price.

The Beast Cults

The Beast Cults are a fixture of Ket, the Plains of the Paynims and to a lesser extent the Baklunish states of the west. These people are far more shamanistic and animistic in their beliefs than the Oeridians to the east. While they revere Powers like other peoples, they also acknowledge a more natural tradition that some might call superstition.

Closely allied to druidism, the Beast Cults worship totem animals that they believe guide and protect them. To these cults lycanthropy is the ultimate abomination but shapeshifting is the mark of great favor with the Beast Lords. Through the use of totems, fetishes and charms, the Beast Cults are as potent as any cleric or druid.

Like druids, the Beast Cults tend toward neutrality though not absolute neutrality. Depending on the Cults totem animal, the followers may be lawful, chaotic, good, evil or true neutral. The Cults generally mind their own business but they fiercely protect their members and blood feuds and the rite of vendetta are widely practiced. More rarely, coup may be sufficient.

In my campaign, the Beast Cults are a wild card. They have taken no side in the conflicts brewing. But their aid may be critical to both sides.

Druids of the West

The druids of Ket are a dark sect at odds with more organized faiths. In addition to their nature powers, they regularly commune with nature spirits and the spirits of the dead. Their rites are dark and bloody but still neutral in alignment.

The spirits of nature are wild and untamed in the west. Nature here is not as cultivated and domesticated as the forests and meadows of Furondy and Nyronnd. Nature is vast and stretches to the horizon. Man has made little impact on this vastness. The druids of the west reflect this wildness.

After the Rain of Colorless Fire and the Invoked Devastation, the spirits of the dead have almost become a force of nature. They are everywhere and they have powerfully affected the natural order. The druids of these lands have had to learn to deal with these restless spirits and to propitiate them.. This has given them a darker cast than their eastern brethren and sisters.

Druids are feared as well as respected. They embody the forces with which they deal and are not to be trifled with. The balance is very real to them and they will stop at nothing to see that balance is maintained. In Ket, good times become a mixed blessing but bad times are more easily endured.

In most other respects, I've adopted QSamantha's druidic hierarchy.

The Desert Fathers

The Desert Fathers (or Mothers) are ascetics (for the most part) who have wandered in the Sea of Dust, the Plains of the Paynims or the Uttermost West in search of enlightenment. They have found it and more. They have discovered the secret of immortality and have gained fantastic powers of mind and body.

The process of gaining immortality is deceptively easy. There exist principles known as Genius'. Everyone has a specific genius to which they are naturally attune. By following your Genius, you can achieve immortality. The devil (sometimes literally) is in the details. Discovering and following your Genius is not easy. The Desert Fathers have done so successfully.

As immortals, the Desert Fathers cannot be killed. When they reach zero hit points, they appear dead and their bodies may be physically destroyed at that time. However, in such event, the immortal essence will reform the immortal's body in 1d100 days minus the characters combined Wisdom and Intelligence.

The Desert Fathers are of all alignments and behave accordingly. They are a source of information, mystery and danger. Some PCs would discover their own Genius.

While immortals may seem difficult to handle as PCs, they are not. Those I have allowed have been played with a heightened appreciation for story as the fear of true PC death is gone. Setbacks have become for these PCs much more troubling. Imprisonment becomes intolerable. That dragon may not kill you but he can bury you alive, kill your friends, or if he knows you are immortal, he can sever your limbs. You won't die but armless and legless, you won't have much of a life either. And we haven't talked about you mind yet. Whenever I allow unusually powerful characters in play, I only do so because I know how to control them and will fiendishly do so. These guys were never intended to be PCs in the first place but you know players.

The Vistani

From Ravenloft, I have imported the Vistani into Greyhawk with modifications. The Vistani are gypsies. They roam through Ket from the Great Kingdom to the Uttermost West and back again. They are a source of information, mystery, romance and adventure. Unlike Ravenloft, Greyhawk is not surrounded by Mists and my

Vistani have no control over mists. But they do have a similar ability.

The Rain of Colorless Fire and the Invoked Devastation not only destroyed two ancient empires but released magics so powerful that reality itself was fractured. In the western Flaneass, beyond the mountains, shimmering hazes may appear in which mirages may be seen. Some of these are merely mirages caused by thermal effects. Others are pockets of time out of phase with the time stream. Entering these Shimmerings, as they are known, it is possible to travel back in time. The Vistani know how to safely traverse the Shimmerings and return. They seem to be able to sense when and where one will appear.

The Shimmerings and Vistani allow me to explore the past of the Suel and the Baklunish. This can be exciting in and of itself, taking advantage of WoG's wealth of history, but it can also have direct campaign applications.

There appears to be some connection between Baba Yaga and the Vistani but what that relationship might be is not clear. Similarly, there is a relationship between the Vistani and the Beast Cults. It is known that the druids hate the Vistani.

The Dragon Borne

To the south and west of Ket are a wide swath of hills that run south toward the Suelhaut Mountains. On the map, they are unnamed. In my campaign, these are the Dragon Hills, home to almost every type of dragon. The Ketites consider these hills a prime area for hunting.

One of the unique creatures of this area are the Dragon Borne. All of my dragons have the ability to assume human form. In this form, they may mate with human partners and produce offspring. These are the Dragon Borne. They are NOT half- or were- dragons. They are more akin to changelings.

If born of a human mother, the Dragon Borne will have a human form that only betrays draconic ancestry in an unusual grace and sinuous beauty. If born of a dragon mother, the Dragon Borne will have a dragon form that only betrays draconic ancestry in human eyes. Both varieties of Dragon Borne mature by age 17 and acquire the ability to take on the form of a powerfully built human with scales. This is the Dragon Borne's true form but they always have the ability to revert to their maternal form at will up to their Int times per day.

The Dragon Borne are adept at learning magical and clerical spells and have special abilities that derive from the type of dragon ancestors they can claim. However, Dragon Borne do not acquire a class. They must make do with their natural abilities and those they can acquire. Dragon Borne may be of any alignment.

All Dragon Borne are sterile. They have no society of their own and are not accepted into human or draconic society. Though born of love that transcended physical form, they are shown but little love themselves. They are regarded as freaks. Their loneliness often makes them easy to manipulate. Few lead happy or long lives.

On occasion, the Dead Suel can personify a perverse love. I have used them in this way though not exclusively. Similarly, the Dragon Borne can personify a tragic love. I have used them in this way, though not exclusively. In so doing, I have expanded on the themes involving romance that are central to my campaign. Of course, players seem to universally love dragons and I like them too.

The Dragon Borne PCs I've allowed have been doomed heroes or heroines. They have been some of the most complex and tortured characters I've seen. Through their pain, they have allowed other PCs insight into their own happiness.

The Plague Years

From: Aria13
Date: 95-04-28 17:45:28 EDT
Re: The Plague Years

When FtA first came out, I hated it, but eventually I mellowed and decided to incorporate it into my campaign. But having run an FtA campaign, I eventually wanted to move on. The result is the Plague Years Campaign. Except for the Egg of the Phoenix module, I am unaware of much that has been done with plagues. But after the Greyhawk Wars and FtA, a plague seemed natural.

So it was that after the Year of Peace, a plague came upon the World of Greyhawk. Where the plague started remains mysterious. Some say it was an experiment by the Scarlet Brotherhood gone wrong. Others point to the Vast Swamp or the Amedio Jungle. In truth, the plague was the work of the elves of Celene and the Vesve Forest,

who used it to even the racial balance in the Flaneass. The druidic councils also played a part, seeing in the plague a means of restoring a balance tipped to far toward evil. Seeming to break out everywhere at once, the plague spread to the entire Flaneass east of the Ketish pass within the year, hanging on for three more years until it disappeared as quickly as it had come. Unknown to but a few, a party of brave adventurers discovered the origins of the plague and put an end to it.

In its wake, the plague left the Flaneass massively depopulated. Two thirds of all humanoids died. Half of all humans died. A quarter of all demi-humans perished as well. Only four areas escaped the worst ravages of the plague.

Because of their relative isolation, the Yeomanry, Perranland and Celene suffered much fewer fatalities. Veluna, with its unusually high concentration of clerics, also weathered the storm. Of course, countries with high demi-human populations were correspondingly less affected as well. In the aftermath of the plague, the Flaneass was transformed.

Iuz' forces were dealt a terrible blow and the Velunese quickly moved into what was left of Furondy, helping the people reestablish themselves and take back lands lost to Iuz. For his part, Iuz could only retreat and regroup. As a result Furondy and Veluna are now the most powerful human state in all the Flaneass and Furondy is well on its way to a full recovery from the plague.

Perranland also moved against Iuz after annexing the territory of the Wolf and Tiger nomads and the land of Blackmoor. Retaking the Howling Hills, long a burial ground for of the Wolf Nomads, the Perranlanders confined Iuz to the south, while the Velunese drove him back from the lands of the Horned Society. Unfortunately, the Perranlanders and the Velunese both had territorial ambitions and began to squabble among themselves before Iuz was truly finished.

At the Battle of Three Armies the massed Perranlander and Velunese/Furundian forces clashed. In the heat of battle, Iuz' forces appeared, including his new Bone Guard regiments of freshly created undead. Only the timely intervention of a group of adventurers kept Iuz from victory when they successfully released a Wolf Nomad totem spirit from its resting place in the Howling Hills.

Though defeated and still confined to the area south of the Howling Hills and north of Lake Whyestil, between the Dulsi and Opicm rivers, Iuz lived to concentrate his forces and to again begin growing in power. The lands of the Horned Society became a no man's land that Furondy can ill afford the resources to defend. Only in the south have the Shieldlanders begun to return to reclaim their homes.

Checked in the north, Perranlander forces crossed through the Krestible/Molvar pass and invaded Ket. Caught by surprise and almost as afraid the Perranlanders carried plague as of their force at arms, the Kettish forces were soundly defeated at the Battle Tuflik River. Following the successful Siege of Lopolla, the conquest was over almost as soon as it had begun. Perranland thus controls a crescent of territory to Veluna's west and north. Tensions between the two nations are rising. Only the refusal of the elves of Highfolk to take sides, prevents a renewed conflict. Ironically, Iuz, along with Highfolk, has become a buffer state that prevents two ostensibly good nations from going to war.

To the south, the Celene have wasted no time capitalizing on the plagues devastation. As the plague ravaged, the humanoids of the Pomarj, Celene forces invaded. Having been invited to join the crusade, the Ulek states also sent troops, pinning down the humanoids, who were slaughtered. With the signing of the Treaty of Stoneheim, the Ulek states have become palatinate provinces of the newly formed Olven Empire of Celene. After their victory in the Pomarj, Celene troops successfully moved to occupy the Wild Coast.

The Free City of Dyvers and the Viscounty of Verbobonc have watched the growing might of both Veluna and Celene with alarm. They have adopted a neutral policy that sees them courted by both nations and allows them to retain their independence. To the east Greyhawk City has been abandoned after one of the worst outbreaks of plague in the Flaneass. Only now are adventurers beginning to contemplate exploring the deserted streets and building of the City of Greyhawk.

The Celene are only too happy to see Dyvers and Verbobonc become buffer states with Veluna as they turn their eyes toward Keoland. In the aftermath of the plague, Keoland devolved into any number of petty would be successor states, whose borders were constantly changing. When the Celene and, reluctantly, the Ulek states invaded to "calm" the situation, only the timely intervention of the Yeomanry at the Battle of Cryllor prevented the absorption of all of Keoland into the Olven Empire. After over a year of inconclusive fighting throughout Keoland, the Yeomanry, the Keosh petty states and the Olven Empire of Celene signed the Treaty of Niolo Dra, negotiated by Ulek ambassadors. By the treaty, the peoples of Keoland, and the northern territories of the Gran March, Bissel, Geoff and Steirch are to be allowed self determination. They may choose independence or may petition to join in any other union. The Celene have already begun courting the newly independent states of Keoland.

These then are the major powers of the Flaneass.

The lands east of the Selintan River and the Shieldlands are for all practical purposes wilderness with only isolated patches of civilization remaining. The Urnst States, Nyronnd, the Great Kingdom, the Northern Barbarian States, the Pale, all of these areas are open to those strong enough to hold them. As yet, few have tried and fewer have known any success. Because of the depopulation wrought by the plague, there are no landless folk to move quickly into these lands, so they remain a frontier rich in potential and wealth.

Only in the remains of the Great Kingdom are their areas worth mentioning.

To the south, Irongate remains a vital trade center. Irongate is the jumping off point for those who would resettle the eastern lands. Ships regularly ply the sealanes between Dyvers and Irongate.

Also in the south, Zelradton stirs with a terrible unlife. A city of the dead, Zelradton is home to many undead and the humans they have herded into sprawling slave pens. Who or what rules this necropolis has yet to be determined. Rumors have it that it is the last surviving animate, an arch-fiend or a lich. But there are other tales. Tales to dark to dwell on of thing better left nameless.

Rauxes, once the capital of the Great Kingdom is now the capital of a fledgling nation of gnolls. Unusually strong leaders among these wolfish creatures have laid the foundation for a formidable state that grows strong in the vacuum that is the eastern Flaneass. Rumours abound that the gnolls have raised a terrible power to aid them and have learned to use both clerical and wizardly magics.

Yet further to the east the elves of the Grandwood have withstood the plague and free from Aerdi persecution have begun to rebuild their forest kingdom. Unfortunately, the proximity of Rauxes has brought them into conflict with the expansionist gnolls.

In the far north, Eastfair is the last remnant of the Great Kingdom. A refuge for surviving humans, Eastfair is the seat of the self-styled Overking. A despotic figure, the Overking rules with an iron hand but his subjects are glad for his protection, no matter the price.

When I started my current campaign, the party played through the Plague Years and the warfare in the west. They have now moved to the east and operate out of Irongate, exploring the Great Kingdom. One of the party is an elven ranger from the Grandwood. He carries an elven long gun and is the only character yet armed with a gunpowder weapon. Sorry, if that spoils anyone's fun.

The History of the Plague

It had long been known that elves produced children far less often than men or orcs. Over the centuries, elves watched as other more fertile races bred and spread across the Flaneass. Everywhere elves were driven back. Where once elves roamed freely, men or orcs now held sway, claiming the land as theirs. But elves did nothing. Content that humanity was not lost to evil.

When the Greyhawk Wars began, the elves did not rush to the fray. Humanity must shoulder the burden, they thought. Elves fighting and dying only further depleted the race. Thus, while elves fought, they did so as allies, not masters, of the Flaneass.

But humanity did not shoulder its burden. In the Great Kingdom, the Scarlet Brotherhood and Ket, man chose to do evil. Coupled with the predictable depredations of the humanoids of Iuz and the Pomarj, the Flaneass was bathed in blood.

Surely, this bloodshed must stop, argued the elves. Yes, said others. But Iuz threatens the Vesve. The hordes of the Pomarj threaten Celene. These are our last strongholds. The bloodshed must stop, but do we not have the right to defend ourselves? Do we not have the right to live rather than die fighting against overwhelming odds? And the elves made no mistake. The humanoids would win, their numbers swollen and humanity nearly as bad. All seemed black.

But the elves shrank from what they knew they must do. Then, did the druids come to them, alerted by their elven fellows. The balance, they said, is in danger as never before. The forces of good can at best merely survive. At worst, evil will win the day. The most likely result of these wars is a steady erosion of a balance already tipped toward evil. The balance must be righted. Thus, did the druids join with the elves in a great undertaking.

A lethal plague was developed through druidic and elven magics. It fed upon violence, hatred and aggression, killing those most filled with these emotions. No one, not elf, dwarf, man or orc would be spared. Balance would return. The elves, trusting that their goodness would spare them the worst of the plague, agreed to act in defense of their race's survival. The plague would serve the cause of good with a blind hand, slaying the evil but showing mercy to none.

Before beginning the spread of the plague, the druids communed with nature and the elves prayed for guidance. The druids's answer was clear - balance must be restored. The elves answer was longer in coming but it too was clear. Lest the race die, the race must destroy its attackers. Self-defense in the face of oblivion was acceptable, even if it consigned others to oblivion.

The auguries cast the deed was done.

Greyhawk Renaissance

From: QSamantha
Date: 95-04-29 20:34:48 EDT
Re: Ancient Powers

An Ancient Power Humans measure their time on Oerth in years. The elves and dwarves speak of centuries. Each of these races has laid claim to mastery of their shared world. But what is now has not always been. Before elf ever drew breath, before Oerth knew the tread of man or the digging of dwarves, before the first dragon spread its wings in flight, other races rose and fell. Of them, little remains but dust and sand.

First, to rise from the mists of time were the Kereen. Insects larger than a man, they erected great polychromatic temples at the center of hive cities. Their empire lasted for millennium but it fell when the terrible lizards spread over a warmer Oerth. The Kereen were eaten and their cities trampled beneath saurian heels. Of these ancients, the Thri-Kreen are all that remain.

In time, the smaller lizards developed intelligence to survive. As Oerth's climate changed their larger cousins could no longer endure. These Lizardmen thrived in the cooler but still warm climate. They built cyclopean cities of stone and were as surely masters of the world as elves, dwarves or men.

At the same time as the empires of the Lizardmen flourished, the Snakemen, called Yuan-ti, first appeared. When the climate of Oerth cooled still farther, they adapted even more readily than the Lizardmen. In time, they came to enslave the Lizardmen and the Yuan-ti ruled Oerth in their stead. But the Yuan-ti were much as they are today, selfish, treacherous and utterly evil. They fell upon themselves and destroyed their civilization.

Remnants of all these races still survive in degenerate form. They remember almost nothing of their past. Only the Yuan-ti still keep alive memories of their faded glory. Like the races that came after them, these ancient races looked to Powers greater than themselves and offered up their worship.

It is a strange fact that Powers wax and wane with their worshippers. As the ancients waned so did the Powers they revered. Just as the ancient empires have become but memories so have their Powers. Nothing remains of these Powers. Almost nothing remains.

Some of these ancient Powers outlasted their worshippers. Locking themselves away, out of space and out of time, they hoped to find a way to continue their existence. None succeeded. As their might drained away from a lack of worshippers, their refuges became prisons, the Powers becoming too weak to free themselves. Some went mad and died. Others merely died. Occasional travelers in the Astral Plane report great bodies floating in the ether. Sages believe these bodies are all that is left of the long forgotten Powers. Only one entity is known to have achieved a small measure of success. Tharzidun, Lord of Decay, was better suited to the trial of slow oblivion than other Powers. Tharzidun's laughter long echoed among the spheres as the supreme Power of decay witnessed himself slowly becoming nothing.

Tharzidun is said to be one of the primal Powers. The Kereen who worshipped him found meaning in the cycle of their short lives in the Power of Decay. The terrible Power first locked himself away when the Kereen fell, but he left clues to his existence. Before he could truly die, his worship was revived among the Lizardmen, where he became the chief Power of Night and Death. When the Lizardmen were enslaved by the Yuan-ti, Tharzidun retreated from the known planes once again, and once again left clues to his whereabouts. The Snakemen sought him out and released him, worshipping his dark might, that they might survive where others had passed away. Indeed, the Yuan-ti have better endured the passing millennium than any other ancient race. Tharzidun kept his promises, even if he fulfilled them in his own time.

When the Yuan-ti fell upon themselves in ever greater bids for ultimate power, Tharzidun felt confident as he opened the gate and entered his now familiar pocket dimension. Soon, he thought, another race would set him free once more. Time passed. None called the name of the Lord of Decay. Weaker and weaker he became. When the call finally came, it was faint and he could barely hear it. Strange bipeds stood in one of his old temples, they sought treasure and they did not know him, but in their prowlings, they opened the seal. When they left, Tharzidun was free.

Forced into a strange world of stranger beings, Tharzidun knew fear. He could find none who worshipped him and he had not the power to command worship after so long. Gathering his strength that remained, he ventured forth, searching for those who might remember him. After he had all but given up, the Power found a community of Yuan-ti that still remembered. Manifesting before them, he smiled as the warmth of their worship filled him as they fell

upon their bellies, prostrate before him. It was a beginning.

A Brotherhood of Scarlet

With the Yuan-ti as his agents, the worship of Tharzidun grew in the last days of the Suel Empire. The Suel worshipped many Powers and creatures that were not truly Powers. Tharzidun was but one more object of worship. His power grew but slowly but the Lord of Decay was content to await events. He had endured far worse.

As the Baklunish and the Suel hurled themselves at each other, Tharzidun could sense the imminent destruction in the air. It was meat and drink to him. Summoning the power he had newly gained, he manifested before select Suel. Announcing himself, Tharzidun proclaimed that HE would destroy the Suel for their failure to worship him. Only the faithful, he promised, would survive to found a new Suel Empire. At best Tharzidun's display was that of a demi-god, but as his prophecy seemed to come true, it was enough.

The Scarlet Brotherhood was founded. Its goal was a return to the glory of the Suel Empire. Secretly, it spread the worship of Tharzidun. As the Suel Migrations began, the worship of Tharzidun passed into the Flaneass and into the Tilvot Peninsula. There it took root and grew.

As years passed, the Brotherhood grew in power as did Tharzidun. On the eve of the Greyhawk Wars all was in readiness. The Brotherhood had agents in every capital. Nothing more could be gained by waiting. Yet, by itself the Scarlet Brotherhood could not hope to conquer the whole of the Flaneass. Something more was needed. A catspaw.

The Trial of St. Cuthbert

Iuz the Old seemed perfect. Evil, capable and ruthless, Iuz would spread a reign of terror over all the Flaneass. In the Chaos that would follow, more could be turned to Tharzidun's worship and the Brotherhood's service as decay infected nation after nation. It would be the death of the Suel all over again! Tharzidun's power would grow in Iuz' shadow.

Yet, there was a problem. St. Cuthbert of the Cudgel strongly opposed Iuz, having gone so far as to have once personally intervened to help imprison him. If St. Cuthbert were not dealt with, Iuz could achieve nothing.

Tharzidun knew there was only one way to deal with this dilemma. In the centuries since he had been freed, the Lord of Decay had husbanded his power, displaying his might only when absolutely necessary. In this way, he grew from almost nothing to become once again a formidable Power. At the same time, the other Powers though little of him. He gave little offense and was quick to avoid any confrontation. Some even believed him still imprisoned. Now, he would reap the harvest of his deception.

Carefully baiting St. Cuthbert by effecting the disappearance of members of his clergy, Tharzidun fell upon him. Caught completely unawares, St. Cuthbert was not prepared to face Tharzidun but fought mightily. In the end, Tharzidun had over estimated his own power. He was not yet a Great Power and could not overcome St. Cuthbert. Terribly wounded, Tharzidun only succeeded in trapping St. Cuthbert in the pocket dimension in which Tharzidun had long resided.

It was a small enough victory and paid for at a great price but it was sufficient. Though Tharzidun was again reduced in power to the level of a demi-god, St. Cuthbert was imprisoned and Iuz was free to act. The Greyhawk Wars began. Wounded, Tharzidun could not direct the actions of the Scarlet Brotherhood.

The Rise of Vecna: The Coming of Mogren

When Vecna found himself suddenly free once more to walk Oerth, he assumed his followers had finally succeeded in releasing him from his twilight prison. His followers thought so too. Updated on the situation in the Flaneass, Vecna contemplated what to do. Iuz held the northwest. Keoland was beleaguered but still strong. Furondy was under siege. Nyronnd was shattered and the Great Kingdom was no more.

Vecna's easiest course of action, his followers urged, would be to rally the shattered forces of evil in the Great Kingdom under his banner, then attack Nyronnd. Ivid V, it was argued, could be disposed of easily enough. But Vecna knew that defeating Ivid would be difficult enough and that a threat to the east might be all that Nyronnd needed to unite around a new king. No. Vecna would conquer Nyronnd and the Great Kingdom but in a more subtle fashion.

After the Greyhawk Wars Nyronnd was reduced to a kingdom in name only. The petty politics of petty nobles prevented the kingdom from uniting. The taxes levied by King Archbold only enraged the populace. While Crown Prince Lynwerd seemed a promising ruler, King Archbold was far from death and his son could not wish for such an event.

Riding one day in a vain attempt to enjoy himself, Lynwerd was set upon by bandits. They had killed his guard before he could react. As the bandits closed in around the young prince, an aged figure stepped from the

shadows of the forest. Laying about him with his staff and wielding mighty magic, the old man saved the prince. Thus, did Prince Lynwerd meet the arch-mage Mogren. Invited to stay at the royal seat, the two became fast friends. Not long after, King Archbold mysteriously died. Lynwerd was crowned king and Mogren became his chief advisor.

The Rise of Vecna: The Writ of Nyronnd

With Mogren's counsel King Lynwerd unified Nyronnd. Striking east into Almor, the Nyronndese freed that land from evil. Driving on to Rauxes, Lynwerd was crowned Overking of the Great Kingdom of Nyronnd! In the next two years, the Nyronndese established their rule over the former Great Kingdom, the North Province and the South Province. A good and just man, Lynwerd respected the petition of Sunndi, Idee, Irongate and Onnwal to remain free. Mogren advised against this policy but ever his own man, the king chose to ignore the advice of his old friend. King Lynwerd again ignored Mogren's advice when he chose to marry Carolina of the Duchy of Urnst.

King Lynwerd now rules from the North Province to the South Province and from the Franz River to the Solnor Ocean. But he remains busy consolidating his gains and relies heavily on his chief minister Mogren to see to the vast bureaucracy necessary to administer the huge nation. Mogren efficiently obliges his lord.

The Rise of Vecna: The Hand of Vecna

Mogren is, of course, a carefully concealed Vecna. As Chief Minister of the Overking of the Great Kingdom of Nyronnd, he strategically places his henchmen in key positions. Nyronnd is a beautiful apple, rotten at the core. Unknown to Lynwerd, his victories were the result of Vecna's planning and Vecna's diplomacy. Ivid V is no more but many of his animates and other fell creatures now serve Vecna. They simply have no choice. With the good aligned armies of Nyronnd at his command, Vecna could and can destroy them with a word. Now, they await Vecna's word to reveal themselves and seize power in Vecna's name.

For his part, Vecna is waiting for Nyronnd to grow stronger. Then will he turn the forces of good against Iuz. Only with Iuz' defeat will he move to unseat Overking Lynwerd. With Lynwerd gone, Vecna as Mogren will assume the throne as regent for Lynwerd and Caroline's children, the OverQueen being dead, and she will be dead. Then, when the children die . . .

The OverQueen Carolina is a thorn in Vecna's side that he cannot pluck out. She does not trust him and she shares the Overking's bed and counsel. Her agents have more than once foiled Vecna's schemes. Yet, Vecna dares not move openly against her. She is a powerful force for good and beloved by the Overking and people.

Vecna must also contend with Prince Sewardt, Lynwerd's younger brother. Jealous of his brother, Sewardt is an evil follower of Hextor. He recognizes that Mogren is the power behind the throne and fears him. Sewardt's fear makes him bold for he knows he will have no place should Mogren remain in power. Thus, he plots against Mogren/Vecna.

All of these forces serve to constrain Vecna's hand. He is forced to move slowly and quietly. Nyronnd proper is a good aligned land in which any overtly evil acts would be noticed by the people and Lynwerd. Here, Vecna practices a steady subversion of the institutions of government. His plots are opposed by the OverQueen Carolina and Prince Sewardt and their agents. King Lynwerd will hear no word against his friend and mentor Mogren. Carolina and Sewardt must, therefore, move stealthily as well. It is a deadly three sided dance.

In the old Great Kingdom, including the North and South Provinces, the populace is neutrally and evilly aligned, though good is on the rise. Here, Vecna can move more openly as can the agents of the OverQueen and Prince Sewardt, though all must still contend with King Lynwerd. Assassinations, plots and counterplots are the rule. Queen Carolina has secretly begun recruiting adventurers to aid the cause of good in Nyronnd proper but more importantly in the old Great Kingdom. Mogren's control over the bureaucracy makes him a powerful and dangerous opponent, without consideration of his status as a lich.

The struggle against Vecna, though veiled, is no less critical than that against Iuz if the Flaneass is to avoid being plunged into darkness.

Iuz and The North

Nyronnd's phoenix-like rise from the ashes of the Greyhawk Wars could not and has not gone unnoticed. Iuz is too old and too schooled in the ways of treachery not to recognize a shadow moving behind the throne of young King Lynwerd. Though he does not yet realize that it is Vecna, Iuz knows that it is the wizard Mogren who is to be feared.

To more fully understand this mysterious figure, Iuz has sent his agents questing into the newly founded Great Kingdom of Nyronnd for news of him. Few have returned.

Iuz has had little time to ruminate on their fate. Locked in a war of attrition with Furondy, Iuz has turned his

baleful gaze west for a means to break this impasse. The answer is simple and terrible. The Vesve Forest must burn. With the forest and the mettlesome elves gone, Iuz will have Chendl and Furondy in a pincer. Flush with victory over the elves, his forces will crush the Furondians in a great encircling maneuver. Forces are being pulled from the front with Furondy and sent north around Lake Whystel to prepare for the final offensive against the Vesve. This redeployment should offer Furondy the opportunity for an effective counterstrike along Iuz' extended front but Iuz has gained useful allies of late that make such a course of action unlikely to succeed.

The Traveller Comes

The Bandit Kingdoms have proven easier to conquer than to hold. Many of the petty bandit kingdoms stubbornly refused Iuz' offer of alliance, finding it entirely one sided. In this land, Iuz' writ runs only to areas immediately occupied by his troops. Iuz' reach has exceeded his grasp in these lands.

But aid has come. Other eyes have also marked Nyronnd's rise and recognized it for what it is, the hand of Vecna.

Shortly, after Lynwerd's coronation in Rauxes, a towering figure appeared in the Bandit Kingdoms. Calling himself only The Traveller, he subdued bandit chieftain after bandit chieftain until he alone led the opposition to Iuz. Offering an alliance he scarcely believed would be accepted, Iuz hoped to kill the Traveller at the parlay. To his amazement, the Traveller accepted the alliance provided he be given complete authority in the Bandit Kingdoms and the freedom to move against Nyronnd. In a rare good humor, Iuz accepted.

Since that day, the Traveller has succeeded in uniting the bandits into a substantial, though still fractious, fighting force and has begun to raid Nyronnd and the Urnst states. In each instance, he has dressed his men as levies of the other nation. Tensions between Nyronnd and the Urnst states have begun to rise as each side blames the other for the raids and denies their own involvement. Despite himself, Iuz is impressed.

Well he should be impressed, for the Traveller is none other than Kas. Long Vecna's lieutenant, Kas rebelled and attempted to take Vecna's power for his own. He failed but in the process both were thrown out of the old Suel Empire. They have been mortal enemies ever since. A vampire, Kas has wandered Oerth for millennium, waiting for the day of Vecna's return to renew old battles. That time has come and until Vecna's defeat, Iuz could not ask for a better ally.

Terrone Falthing

Iuz has also enjoyed success in Tenh. From among the Tenha sheep, Iuz has discovered a wolf. Terrone Falthing was a young Tenha sneak thief when the Holders sacked Tenh. Turning traitor, he collaborated with the conquerors, selling his own people into slavery. Iuz' agents saw his potential and whisked him off to Dorakaa.

Two years ago he returned. Organizing a Tenha resistance movement, Terrone the Liberator dealt the Fists a string of setbacks. As his fame grew, more Tenha rallied to his cause. Miraculously, Terrone defeated the Fists time and again. His guerrilla war proved decisive in breaking the Fists will to stay and hold Tenh. As the Fists retreated to their own lands, the jubilant Tenha people declared Terrone Duke of Tenh! The Duke's first act was to sign a mutual defense agreement with Iuz to insure Iuz' aid in the event of the Fists should return to plague Tenh. Hailed as a warrior, statesman and hero of the Flan, Terrone rules Tenh with wide public support.

Vecna can teach Iuz nothing he does not already know about double dealing. The Holders never wanted to occupy Tenh but Tenh was a chief source of Iuz' war material and food. Only Iuz' control of the leaders of the Fists kept the Holders in Tenh. It required little to use that control to make it appear that Terrone had forced the Fists out. Now, Terrone rules as a hero and secretly serves Iuz, securing Iuz' supply base.

For his part, Terrone is content to play the dutiful lackey - for now. He has no choice and knows it. He also knows that Iuz cannot be trusted and may yet be defeated. Terrone truly serves only himself and is above all else a survivor. He is also a Flan nationalist by choice and seeks to bring the Rovers of the Barrens under Tenha control. Terrone would then strike at the hated Holders and build a Flan Empire strong enough to break with Iuz and stand against Nyronnd and the Theocracy of the Pale. Of course, he would be the first Emperor of the Flan.

The Rovers of the Barrens are the sole remaining thorn in Iuz' hide in the northeast. They are no threat but they require troops to keep them on the run. Of late, Terrone has offered to win them over or destroy them. Either eventuality would suit Iuz and he is content to let Terrone deal with the Rovers.

Belvor Stands Alone

Despite the loss of valuable territory and irreplaceable fighting forces, King Belvor IV of Furondy has been unable to persuade the Seven Families of Furondy to put themselves and their forces at his disposal to better repel the humanoid invaders of Iuz. The southern nobles do not believe that another war is imminent and are not anxious to expend their resources for the benefit of the northern lands. These nobles are also jealous of their privileges and

suspicious that Belvor will use the war as an excuse to strip them of their hereditary rights. While this view ignores the reality of the situation in Furondy and the danger in the north, this is the self-interested position of the nobles with which King Belvor must contend.

Realizing that a civil war would only doom his land to conquest by the forces of Iuz, Belvor has made the only decision left to him. He will stand alone to save his kingdom.

King Belvor has no illusions. He knows that alone he is outnumbered but he counts on aid from Veluna, even when he cannot rally his own people. The Velunese know far better their fate if Furondy should fail. The King is also aware of Iuz' plans. He realizes that the situation in the east is at a stalemate and that Iuz must strike to the west to break the deadlock.

Wisely, Belvor stationed garrisons at Ironstead and Laurelinn in the Vesve. While these forces have yet to unite the fractious forest dwellers, they have provided valuable intelligence on Iuz' troop movements within the forest. The buildup of humanoid forces, the increase in monster sightings and the effects of fell magic all indicate that Iuz is up to something. King Belvor and his generals know well enough what Iuz' plan must be. They also realize that if Iuz succeeds in destroying the Vesve, he will have Chendyl and Furondy once again within his grasp. The King desperately hopes that he can unify the foresters against Iuz but fears they are as disunited and suspicious as his own people.

To deal with this situation, King Belvor has begun to make secret contacts with the druids of the Vesve. These contacts could cool relations with Veluna if discovered but there is simply no choice. Adventurers are also being recruited for duty in the Vesve. Because the forest is both large and dense, regular troops are of little use and cavalry useless. Unfortunately, adventurers are hard to find with so many lands in need of help.

One hopeful sign is the rise of Nyronnd in the east. King Belvor has already sent delegations to King Lynwerd asking for assistance. However, the young king is still busy consolidating his kingdom and can spare but few troops. Those that have been sent are irregulars, more adventurers than soldiers. These groups are heartily welcomed nonethe less and have quickly seen duty in the Vesve.

It is ironic that the aid from Veluna and Nyronnd only serves to strengthen the resolve of the Furondian nobles of the south to send only token assistance to the king. Iuz can only laugh. With the good folk of the Vesve disunited, it is only a matter of time before he can isolate and destroy one group after another.

The Greyhawk League

The forces of good across the Flaneass have cheered the rise of King Lynwerd and the birth of the Great Kingdom of Nyronnd but not unanimously. The County and Duchy of Urnst are rich lands with access to the resources of the Nyr Dyv. In the past, Nyronnd has had territorial ambitions with respect to both lands. Their freedom has been hard won. An expansionist Nyronnd raises troubling memories.

The Duchy and County of Urnst have long been strong in the cause of good. Both states are glad to see good triumph in Nyronnd and glad that the resurgent Nyronnd is anxious for trade. The recent raids by troops in Nyronndese livery were dismissed as nothing more than isolated incidents until the Nyronndese began to speak of raids by troops in Urnst livery. To the residents of the Urnst states, this seems a potential pretext for hostilities. Certainly, Nyronnd's rebuilding would be easier with the resources of the County and Duchy.

Always closely allied, the Countess and the Duke have met secretly and agreed to a mutual arms length policy with the Great Kingdom of Nyronnd that emphasizes trade but downplays political entanglements. The Nyronndese have been quick to notice the way the policies of the County and Duchy mirror each other. They have also been quick to take offense. Despite Queen Carolina's nationality or perhaps because of it, King Lynwerd is hurt by the reaction of the Urnst states and has tried to be conciliatory. Mogren has urged more direct action and has inflamed Nyronndese opinion. Luckily, for all sides, no one except Kas is prepared for a war that would end badly for all sides.

But Mogren's saber rattling has not gone unnoticed in Leukish and Radigast City. While Duke Karll seeks to unify the two states by marrying his son to the Countess' daughter, Countess Belissica would remain autonomous.

It is through her efforts that the Urnst states have looked for and found allies to strengthen their position with respect to the Great Kingdom of Nyronnd.

The Viscounty of Verbobonc sat out most of the Greyhawk Wars. Listening to counsel from advisors secretly working for the Scarlet Brotherhood, Viscount Wilfrick has been content to see to his own estates. As Vecna's power has grown in the east, the Scarlet Brotherhood has become increasingly uneasy with Tharzidun's catspaw lest he grow dangerous to the Brotherhood. Vecna was to have brought chaos to the Flaneass in which Tharzidun's worship and the Brotherhood's power would spread. Instead, Vecna has become powerful organizing a strong good aligned Nyronnd that also controls almost all of the old Great Kingdom. With Tharzidun dreaming, the leadership of the Scarlet Brotherhood has decided to more closely reign in Vecna.

To this end the Scarlet Brotherhood's agents in Verbobonc have been quick to see an opportunity in Countess Belissica's search for partners in a trade alliance with the Urnst states. Acting on their advice, Viscount Wilfrick has been the first to join the trade union.

Dyvers has also seen advantage in a trade alliance and has joined with Verbobonc and the Urnst states. For years Dyvers' trade has been on the decline. The city fathers have watched with ill ease as Greyhawk expanded, fearing annexation. Similarly, the troubles in Furondy started old talk of annexing Dyvers. All of this makes the citizenry of the city anxious for protection. Countess Belissica's proposal seemed a godsend.

The burghers of Greyhawk, smug in their new found prominence and territorial gains, were startled to say the least as they awoke to find themselves surrounded by a trade alliance that threatened their preeminent position on the Nyr Dyv. Despite their belated efforts, they could do nothing to dissuade the parties with offers of concessions or threats of retaliation. Reluctantly, Greyhawk agreed to join the alliance.

Thus, was the Greyhawk League formed, named after the city where the treaty was signed and in an attempt to soothe Greyhawkers ruffled feathers.

Alliance and Response

The Greyhawk League binds the signatory parties to a mutual defense pact and an agreement on prices for trade goods, designed to maximize each parties profits while avoiding ruinous trade wars. The agreement also established a five member council that meets every six months in Greyhawk to set trade policy with respect to each nation or people. Each party gets one vote and majority rules. In the event of a tie due to an abstention, a motion fails.

The Greyhawk League's first act was to extend favorable, though still lucrative, trade terms with the Great Kingdom of Nyron and Furondy and to exact harsher terms from Iuz.. The Old One's reply was swift. After the policy announcement, Iuz' agents in Greyhawk set fire after fire until the whole City of Greyhawk was ablaze. In the ensuing panic, Iuz' agents succeeded in murdering the representatives of the Greyhawk League. When the fires were finally put out, over 90% of the city was a burnt ruin.

The Greyhawk League was forced to cut back on trade with Nyron and Furondy in favor of rebuilding Greyhawk. The burghers are no longer so proud of themselves and have begun to see that they do have a community of interest with other good aligned nations. Though no proof has emerged, Iuz is correctly believed to have been behind the Great Greyhawk Fire as it has come to be known.

Hardby Gains Independence

With the City of Greyhawk in ruins, the despotrix of Hardby expelled all Greyhawk levies from her lands and declared full independence. She further declared laws making Hardby a matriarchal and matrilineal society. When the commander of the Greyhawk forces sought to oppose the despotrix' orders, he discovered that his barracks were surrounded by an all female militia. Initial skirmishing proved that the despotrix' soldiery were well equipped and trained. The commander agreed to withdraw peaceably. Unknown to the Greyhawkers, the despotrix had been planning a revolt for sometime and secretly readying her all female fighting force.

Over Greyhawk's objection, the League extended an offer of membership to the newly independent Hardby. The despotrix refused but signaled her intention to remain on good terms with the League, even Greyhawk. While her motives remain veiled, the despotrix has offered to extend aid to the remaining free cities of the Wild Coast. Her offer has been accepted. She has also laid claim to lands in the AborAlz and has dispatched troops to back up her claims.

The Death of King Skotti

Keoland is a strong, rich land that weathered the Greyhawk Wars well. The same cannot be said for Keoland's neighbors. The Hold of the Sea Princes has fallen to the forces of the Scarlet Brotherhood. The Principality of Ulek has been invaded by the humanoid hordes of the Pomarj. The Grand Duchy of Geoff and Steirch have been overrun by giants. Bissel has been conquered by the horsemen of Ket. On all sides, Keoland is surrounded by troubles. It is like a giant with its arms and legs tied down.

Some of these misfortunes were surely unavoidable but others might have been prevented. When the Greyhawk Wars broke out, King Skotti was slow to react. There can be no question about Keoland's support for the cause of good but Keoland's resolve is another matter. By dithering, opportunities were lost that might have saved the lands of the southwestern Flaneass now lost to evil. It should come as no surprise that the peoples of these lands look at Keoland with anger and resentment. King Skotti made many enemies. In the year following the Year of Peace, on the 5th of Growfest, King Skotti was assassinated. Though every effort was made to identify the culprit or culprits, no official proclamation was ever made naming the assassin or his motive. King Skotti lies unavenged.

With the death of the king, all was thrown into turmoil. The king's wife, Queen Uhra, had died in childbirth many years ago. So great had been the king's love for her that he never remarried. Their union produced but a single child, Angelique, who was 19 years old and unmarried at her father's death.

King Skotti had always planned to marry his daughter to one of Keoland's young nobles, who would in time become king, but Angelique had refused every suitor. The king loved his daughter too much to force her into a purely political marriage no matter how much his advisors protested. Keoland had never had a sovereign queen and the king's advisors worried that he would die without a successor. Now, their fears were realized.

A regency council was formed immediately after King Skotti's death to ensure a smooth transition of power.

After the king's funeral, they summoned Angelique before them and demanded that she choose a husband. Angelique refused. Trained as both a warrior and a mage, Angelique has been the apple of her father's eye and his only child. She had become headstrong and not a little spoiled in the process. Angelique offered the council an ultimatum of her own - crown her queen of Keoland or she would abandon Niolo Dra and raising her supporters, take the throne!

Desperate to avoid a civil war, the council compromised. Angelique would be crowned queen but the regency council would remain as her advisors until she was married. A council vote of 9 out of 12 counselors would be sufficient to overrule any decision of the queen. Not quite as brave as she appeared, and still in mourning for her father, Angelique agreed and was crowned queen in a weeks time.

Things did not have to work out this way. Angelique has cousins and she might have been passed over in favor of a male relation. Some have been heard to grumble that this is what should have happened, and may yet happen. The reason for the council's decision was simple. The troubled times demand a monarch who can rally the people. Angelique is the king's one direct descendant and extremely charismatic. She has already won over the people and has surprised even her most vocal opponents on the regency council with the skill at which she handles her position. The regency council has yet to overturn one of her decisions.

All is not well, however. Many of the Keosh nobles who support the queen do so in the hopes that she will marry into their family. Her cousins maintain similar ambitions. Nobles from the former Grand Duchy of Geof, Steirch and Bissel have come calling as have nobles from the Gran March.

All is not well, however. Many of the Keosh nobles who support the queen do so in the hopes that she will marry into their family. Her cousins maintain similar ambitions. Nobles from the former Grand Duchy of Geof, Steirch and Bissel have come calling as have nobles from the Gran March. The royal palace in Niolo Dra has been fairly under siege with suitors from across the Flaneass seeking Angelique's hand. And the keys to her kingdom.

At first nonplused, Angelique has seen that these suitors are a potentially valuable political tool as well as a dangerous one. Hers is a delicate game, playing her suitors off against each other, while all the while hoping to find someone she can truly care for and who will care for her, not the crown, in return.

To this end Angelique has established a Court of Love at Niolo Dra. Part party, part royal court and part diplomatic reception, all eligible men and women of rank in Niolo Dra are expected to attend the Court of Love, which is held once every other month for a fortnight. Attendees are expected to comport themselves with the highest standards of honor and etiquette. The ability to dance and make pleasant conversation are a must. Between the Courts, the participants are expected to do valorous and noble deeds and to be prepared to entertain the assemblage with tales of their adventures, though bards may be retained, and have flocked to Niolo Dra. In this way, Angelique has channeled her suitors ardor into positive actions, and allowed herself the between times to actually accomplish the business of ruling Keoland. A side benefit has been that not a few suitors have fallen in love and married ladies from the Court.

Carefully, Angelique has begun to combat Keoland's many enemies. The humanoid hordes of the Pomarj and the giants who have taken the Grand Duchy of Geoff and Steirch must be pushed back. Bissel must be freed and Hold of the Sea Princes must finally be dealt with. The worthies who make up the Court of Love have already begun adventuring in these lands, championing the cause of good. Angelique does not move more openly for now. Her position is still tenuous within Keoland. Beyond her borders the nations and peoples of the southwest Flaneass are still suspicious of Keosh aggression. For now, the forces of good are divided and Angelique must be careful that they are not shattered.

The Scarlet Brotherhood

The Scarlet Brotherhood was founded in the later days of the Suel Empire as a cult of Tharzidun, ostensibly dedicated to a return to the glory days of the Suel. With the destruction of the Empire in the Rain of Colorless Fire, the Scarlet Brotherhood moved east into the Flaneass. As the Suel were pushed farther and farther east, so was the Brotherhood, until it found sanctuary in the Tilvot Peninsula. There, the Brotherhood began to plot the return of the Suel, planting agents throughout the Flaneass. It also began a breeding program designed to create the perfect Suel.

Before the Greyhawk Wars, the Scarlet Brotherhood was a shadowy organization as much myth as fact. When the Wars broke out, the Brotherhood's agents were revealed. These spys and assassins proved not nearly as deadly as had been supposed. Events often passed the Brotherhood by. Unexpectedly, the Scarlet Brotherhood achieved as much success through outright invasion as through hidden intrigues.

The Lordship of the Isles and the Hold of the Sea Princes fell through intrigue. Onnwal and Idee fell after seaborne invasion. It is arguable that these gains were scarcely worth the uncloaking of so many Brotherhood agents, for now the Brotherhood is spread thin, even as it controls vital sea lanes. This weakness of the Brotherhood has been twice demonstrated.

When Idee fell, it was because that country was not prepared for an attack from the sea. The attackers swarming ashore met little resistance as Idee's eyes were turned toward their traditional enemies in the north. Among those attackers were an unusual number of female warriors, mages and clerics. The Scarlet Brotherhood has always had a predominantly male leadership. Women have often been absent from leadership roles in favor of other duties in the Brotherhood's breeding programs. The attack on Idee was carried out by the bulk of the Scarlet Brotherhood's active female contingent, which had demanded a part in the invasion.

Lead by Reverend Mother Ellen Adaris Mokai, the female army quickly proved its metal, though Elder Brother Vasiliek was appointed Shepard of Idee. This eventuality was not unexpected. As female members of the Scarlet Brotherhood had demanded better treatment, they came to be regarded as subversive and in need of guidance.

Suel women have always been as competent and aggressive as their male counterparts. To be relegated to secondary status in the Scarlet Brotherhood, as even the name indicates, was barely tolerable. To be made part of a breeding program was worse. Unfortunately, the Suel women were driven out of the Flaneass for the same reasons as the men. When the Scarlet Brotherhood took over the Tilvot Peninsula, the women were trapped.

Secretly, they worshipped the Suel Power Wee Jas and planned to take back their freedom. When the Greyhawk Wars began, they saw their chance to escape under the guise of proving their worth to the Brotherhood. Scarcely six months after the conquest of Idee, Vasiliek found himself a hunted outcast as the Red Sisters usurped power and broke ties with Kro Terlep. Vasiliek and his outnumbered male soldiery were forced to flee into the South Province.

The Sisterhood now rules Idee. While not followers of Tharzidun, the Sisterhood does advocate Suel superiority and are in their behavior typically Suel. This has not stopped Cobb Darg, the Lord Mayor of Irongate from offering an alliance which has been guardedly accepted.

The Sisterhood had hoped to capture Irongate but their plans went awry.

Sister Kuranyie lead the invasion of Onnwal, one of the few women in a position of power within the Brotherhood. Secretly a member of the Red Sisters, she insured that the Brotherhood's forces in Onnwal did not respond to Vasiliek's calls for assistance when the Sisters rebelled. While it was hoped that the Sisterhood could move quickly to capture Onnwal, events proved otherwise.

As rebellion broke out in Idee, the Brotherhood recalled Sister Kuranyie to Kro Terlep. When she refused to obey, the male and female conquerors of Onnwal fell to fighting among themselves. As it happened, the pirate captain Orrson Orroyl made port at Scant as just this time. A dashing swashbuckler, Orrson rallied the people against the squabbling forces of the Brotherhood. With the seadogs of Scant leading the way, the Brotherhood was routed. Sister Kuranyie fled with her forces to Idee after hastily concluding a truce with Orrson, brokered by Cobb Darg. Orrson assumed the throne of Onnwal. The remaining Brothers fled into the South Province where they joined Vasiliek in hiding.

Cobb Darg offered Orrson an alliance, which was readily accepted. Allied with both the Red Sisters and Onnwal, the Lord Mayor of Irongate found Count Hazendel of Sunndi ready to join the new Iron League. When the forces of King Lynwerd succeeded in taking the South Province, they found the Iron League reformed and in no mood for annexation. To Lynwerd's credit, and Mogren's consternation, the Iron League was left to go its own way.

The Scarlet Brotherhood now finds itself still a power on the high seas but challenged by mortal enemies in the Red Sisters and the Onnwal privateers. Cobb Darg is now the second most powerful figure in the southeastern Flaneass, second only to Korenth Zan The Father of Obedience of the Scarlet Brotherhood. Zan contents himself in knowing that the new Iron League is hardly made of iron. In his opinion, a pirate, a politician, a woman and an elf are no match for the might of the followers of Tharzidun. Vasiliek's exiles in the South Province also give the Brotherhood an opportunity to take that land in conjunction with crushing the fledgling Iron League. In Kro Terlep, wheels move within wheels.

The Shade of St. Cuthbert

While Tharzidun succeeded in trapping St. Cuthbert in an extra-dimensional prison, he accomplished more,

and less, than he had hoped. St. Cuthbert had always been an extremely active Power in the Flaneass. He regularly appeared to his followers and his avatar often wandered the land. St. Cuthbert even personally intervened to imprison Iuz. After his imprisonment, all of these manifestations ceased and Iuz was unchecked.

However, just as Tharzidun was able to grant spells to his few followers before being freed, so can St. Cuthbert. The presumption that Tharzidun could not grant spells was erroneously based on the fact that he had almost no one to grant them to. But St. Cuthbert has many more followers than Tharzidun ever had while trapped and many of them are of high level. St. Cuthbert can only answer so many requests for spells from his prison. As first and second level spells are granted purely through the power of the priest's belief, they are unaffected by St. Cuthbert's imprisonment. Third through Fifth level spells can only be granted by St. Cuthbert once per day for any priest. Sixth level spells can only be granted once per week and Seventh level spells can only be granted once per month for each cleric.

Stunned by their deity's disappearance and frightened by their decreased spell casting ability, St. Cuthbert's priesthood has been thrown into disarray. In the initial days of the Greyhawk Wars, this meant that the priesthood was unable to put up any organized resistance to the tide of evil that washed over the Flaneass. Individual clerics were left to act on their own. Some managed to hold back the forces of evil in their area, while other clerics and their lands fell. In the end, they could not stop Iuz or the other evils abroad in the Flaneass.

After their initial shock, it did not take the priests of St. Cuthbert long to determine what must have happened. Determining what to do was more difficult. Certainly, St. Cuthbert must be located and freed, but no one was certain how to accomplish this. From the confusion, the priest, Stephan Narish proposed founding a questing order dedicated to finding and freeing St. Cuthbert. This would allow other clerics to continue to fight evil in the Flaneass and minister to the flock. Stephan was accused of heresy.

St. Cuthbert's priesthood has always been divided into three orders. Stephan's proposed questing order threatened the established hierarchy. Tried for heresy, Stephan was acquitted, but by a narrow margin. It was also determined that the questing order would be approved, but again, the vote was extremely close.

Wasting no time, Stephan founded the Order of the Shade of St. Cuthbert. The ranks of the order quickly filled. Members of the Order are drawn from each of the other Cuthbernian orders as well as the laity. There is but one goal - find the means to free St. Cuthbert!

Since its founding the Order has enjoyed only limited success. Tharzidun keeps his secrets well hidden. The Order is also hampered by lingering suspicions held by some of the members of the other Cuthbernian orders. While most other good aligned Powers have been quick to offer aid to the followers of St. Cuthbert, there has been one notable exception - The followers of Pholtus of the Blinding Light. Long rivals of the Cuthbernians, the Pholtic Church has aggressively sought converts from Cuthbert's followers. The Cuthbernians must now fight to remain unified and to win back their followers who have been lost to the Pholtic Church. The key to their success is to free St. Cuthbert. The Order of the Shade of St. Cuthbert may be their only hope.

The Blinding Light

With the disappearance of St. Cuthbert, the faith most ready to step into the breach created by his absence has been the Church of Pholtus. Highly organized, extremely dedicated and already widespread, the Pholtic Church has been quick to seek converts from St. Cuthbert's faithful. They have also moved to establish themselves as the state sponsored religion wherever possible. The priests of St. Cuthbert have been unable to slow the Pholtic's drive for temporal power.

The Pholtic Church is now the preeminent church in the Great Kingdom of Nyrond. While King Lynwerd guarantees his subjects freedom of religion, he has been swayed by the Pholtic Church's ability to organize and help rebuild his sprawling kingdom. By King Lynwerd's decree the Prelacy of Almor and the See of Medegia have been reestablished as clerical fiefs of the crown. Technically open to all faiths, these lands are dominated by the Pholtic Church. Other faiths are tolerated. It is only a matter of time before the Pholtics seek to ban all other faiths. King Lynwerd tolerates the Pholtic' excesses because they help reclaim shattered lands. He has refused to make them the state sponsored religion - yet.

To the common man, the Pholtic Church now seems monolithic in the east. But this is not the case. For years there have been serious divisions within the Church. A power of law, Pholtus allows neutral, evil and good followers to serve him. Followers of these different alignments have clashed repeatedly over Church policy, each arguing that they better represent the Pholtic ideal. The lawful neutral party, ruling from the Theocracy of the Pale, has long been the dominant force in the Church, keeping peace between the lawful good and lawful evil contingents. The disappearance of St. Cuthbert and King Lynwerd's reestablishment of Almor and Medegia gave each branch of the Church new opportunities.

Almor, long a good-aligned land, and recently beset with terrible evil, has proven a perfect place for the

lawful good followers of Pholtus to win converts. Paladins have flocked to the area and beaten back the worst of the evil forces. The Church has set up aid programs for the people and has begun rebuilding the land. Hope has been restored and the people have turned toward the Pholtic Church as the source of that hope.

In Medegia, the lawful evil branch of the Pholtic Church has ruthlessly brought order out of the aftermath of the Greyhawk Wars. Trade once again flows through Pontylver. Mentry is again producing vital agricultural products. The people, long accustomed to vile clerical rulers, readily accept Pholtic rule and are glad for the return of law. They have begun to rebuild their lives. In many ways, the rule of the lawful evil faction of the Church of Pholtus is less terrible than that of religions that have previously held sway in Medegia. The Pholtic Church actually seems kindly to these beleaguered people.

With each branch of the Church now in control of an entire nation, the divisions within the Church have reached the point of schism. The clerics in Wintershriven, Chathold and Pontylver all claim to represent the will of Pholtus. The Medegians have even gone so far as to accuse the followers of Pholtus in the Pale and Almor of heresy. However, the rebuilding in the aftermath of the Greyhawk Wars and the distance between the parties has prevented open warfare. King Lynwerd is also not likely to allow clerical armies to ruin all that he has accomplished. Mogren is also of this opinion and is only too glad to have the Church divided against itself. The only thing the Almorian, Medegian and Pale Churches of Pholtus can agree in is that the worship of Pholtus must be spread. The followers of St. Cuthbert full realize that St. Cuthbert must be freed as soon as possible to stop not only Iuz but Pholtus as well.

Greyhawk Renaissance

The situation in the Flaneass is delicately balanced. The forces of good have weathered the evil storm but evil remains a constant threat. Iuz still threatens to plunge the land into another bloody war. Vecna plots to turn the forces of good into his pawns. In the south, the Scarlet Brotherhood chokes trade and has begun to subvert the South Province. Keoland remains besieged on all sides. But there is hope.

Good is on the rise. King Lynwerd of the Great Kingdom of Nyrond and Queen Angelique of Keoland are young, energetic and strong in the service of the cause of good. King Belvor of Furondy still holds out against Iuz. The Order of the Shade of St. Cuthbert is abroad throughout the Flaneass. These forces have done much to repair the damage done during the Greyhawk Wars.

Perhaps, the Greyhawk League is the key. Technically neutral, the League has the potential to tip the balance away from evil and ensure goods victory. Already, trade has been spurred throughout the Flaneass. The years since the Wars have seen homes, cities and entire nations rebuilt. Music, poetry and literature have begun to flourish as wealthy tradesmen seek to advance their position to that of the nobility so ably represented by Queen Angelique of Keoland and her Court. Everywhere there is energy and activity. The Flaneass is reborn. The Greyhawk Renaissance has begun.

Heraldry in the Flaneass

From: QSamantha
Date: 95-05-11 18:11:08 EDT
Re: Heraldry in Greyhawk

In the original slip cover version of WoG, there were a great number of coats of arms for the various states. In the boxed set, TSR moved away from the heraldry. In FtA, it all but disappeared.

I miss all the heraldic devices. They were part of the color and history of the setting. In my own campaign, I have an organization of Heralds that spans the Flaneass. They are neutrally aligned but any kind of neutral can join. While they have a professional respect for each other, independent of alignment, they are very political, given the nature of their business. They are the best source of political information in my game.

I know that in the Forgotten Realms there are the High Heralds but they seem more an old Harpers home than a really active organization.

I'm wondering how much other people liked the Greyhawk heraldry and find use for it in their campaigns?

From: ExTSR
Date: 95-05-13 12:02:51 EDT
Re: Re: Heraldry in Greyhawk

I strongly suggest the following heraldic reference:

A Complete Guide to Heraldry
by A. C. Fox-Davies (1871-1928)
Revised & Annotated by J. P. Brooke-Little

Norroy and Ulster King of Arms
(Reprinted with revisions by Dr. Charles A. Franklyn, 1961)
500+ pages, hardback, color plates
Bonanza Books 1985, Dist. by Crown Publishers (1 Park Ave., NY NY 10016)
ISBN 0-517-46893X
CR492.F723 1985 929.6'0941 84-29280

(Despite the size and quality, I got my copy for \$12.98)

From: NiteScreed
Date: 95-05-13 15:45:40 EDT
Re: Heraldry & Knighthood

Orders of Knighthood routinely employ heraldry to identify themselves and their members. But heraldry in a knightly order goes beyond merely having a painted shield. Here is what a knight will have.

1. A Coat of Arms. This is the decorated shield. A coat of arms can also be embroidered on a surcoat.
2. A Collar of Estate. This is a linked chain worn around the neck. Each link is usually decorated and made of precious metals or gems. Each order has a distinctive Collar. The Collar is usually worn only on formal occasions or when the knight wishes to declare himself such but is not in a position to carry his shield.
3. The Jewel. The Jewel is an oval pendant that hangs from the front of a collar. Some orders automatically award a Jewel when a collar is awarded. In other orders, the Jewel must be earned and marks a degree of knighthood. The Jewel can be a single stone, or a decorated cameo. The cameo is most common.
4. The Badge. The Badge of the order is its symbol and is worn from a colored or multi-colored ribbon. In appearance, it looks like what we commonly think of as a military medal. The Badge need not reproduce the main charge of the coat-of-arms but it can.
5. The Star. The Star is a very large and ornate decoration worn at the breast on a sash. It too symbolizes the order. The sash is of a color associated with the order.
6. Spurs. These are spurs worn at the heel. Some orders uses functional spurs. Others use merely decorative ones. Still other orders use miniature spurs that hang from the knights scabbard.

A collar (with or without jewel), badge, star(with or without sash) and spurs may all be worn at the same time. Watch the opening speech scene of the movie Patton for a modern day example. Except, I don't remember if he is wearing any of his collars. Which brings up a good point. You can belong to more than one knightly order at a time and can mix and match your regalia.

In my games, the coat of arms(to include any marshalling or placement of arms in canton), the collar, the jewel, the badge, the sash, the star and the spurs must all be earned. How much regalia a character has identifies his degree of knighthood. Inside an order, there are ranks of knights called degrees. I associate a piece of regalia with each degree. I have also added a knightly signet ring for eight degrees of knighthood. The usual degrees and associated regalia, to include personal banners are:

Knight (1st Degree)		Coat of Arms	Pennoncelle
Knight Bachelor (2d Degree)		Badge	Pennon
Knight Companion (3rd Degree)		Sash	Banneroll
Knight Banneret (4th Degree)		Star	Bannerett
Knight Palatinate (5th Degree)		Collar	Banner
Knight Commander (6th Degree)		Jewel	Gonfannon
Knight Marshall (7th Degree)		Spurs	Streamer
Grand Knight (8th Degree)	Ring		Standard

While knights of higher degree usually hold the highest offices in an order, the offices of an order are not the same as the degrees of Knighthood. The usual offices within an order of knighthood are:

Chevalier - Member in good standing, ready for duty.

Knight Captain - Leader of a company of knights from 10 to 100.

Treasurer - In charge of funds, tithes, duties.

Secretary - In charge of membership roles, records and often supplies.

Master - In charge of a chapterhouse or similar military command.

Vicar General - In charge of a commanderie or similar military command.

Grand Master - Head of the entire order.

Only roleplaying can earn a character a superior position.

From: QSamantha

Date: 95-05-13 19:49:17 EDT

Re: Decorations in WoG

Another aspect of heraldry is military decorations. Normally, these are awarded in times of war to warrior PCs but this need not always be the case. Of course, the ultimate decoration is the accolade of knighthood. Here are some of the decorations I use:

Great Kingdom:

Aerdi Cross - For service to the Aerdi people

Skyblue ribbon w/ yellow sun & golden cross

Overking's Citation - For service to Overking

Black ribbon w/ red stripe & gold medal

Legion of Merit - For service to OverQueen

White ribbon w/ blue stripe & silver medal

Legion of Honor - For conspicuous bravery

Red ribbon w/ yellow sun & gold medal

Chevalier's Medallion - For bravery on horse

Gold ribbon & silver medal

Footman's Medallion - For bravery afoot

Silver ribbon w/ blue trim & bronze medal

Order of Rauxes - For valor above and beyond

Crimson w/ gold medal

Order of Arms - For valor

Red ribbon w/ gold trim & silver medal

Military Cross - For good service

Green ribbon & bronze cross

Order of Pholtus - For service to church

Purple ribbon & gold medal

Crusader's Medallion - For valor in church service

Purple ribbon & silver medal

Crusader's Cross - For good service to church

Purple ribbon & bronze medal

North Province:

Star of the North - For service to the Duke.
Light blue ribbon & silver star

South Province:

Orb of the South - For service to the Duke.
Yellow ribbon w/ white stripe & golden orb

Nyronde:

Sovereign's Citation - For service to the crown
Green ribbon w/ gold crown & gold medal
Legion of Valor - For conspicuous bravery
Red ribbon w/ white cross & gold medal
Military Order of Rel Mord - For good service
Blue ribbon w/ orange stripe & gold medal
Order of Vigilance - Service on Nyronde Border
White ribbon & silver medal

Almor:

Almorian Cross - For service to Almor
Gold ribbon w/ white stripe & gold cross

Duchy of Urnst:

Ducal Citation - For service to Duchy
Purple ribbon w/ silver sword & silver medal

County of Urnst:

County Citation - For service to County
Azure blue ribbon w/ silver crown & silver medal

Furondy:

Sword of Furondy - For heroism in Furondy's service
Crimson ribbon & golden sword
Furondian Sunburst - For extreme valor
Sky blue ribbon & golden sunburst
Royal Order of Furondy - For service to crown
White ribbon & gold medal
Legion of Bravery - For bravery
Red ribbon & gold medal
Borderer's Medal - For service in border areas
Green ribbon w/ brown oak leaves & gold medal

Veluna:

Order of the Pious - For service to Veluna
Blue ribbon w/ gold stripe & gold medal
Lion of Veluna - For military heroism
Blue ribbon w/ white stripe & silver medal
Cleric's Award - For clerical service to Veluna
Blue ribbon w/ white stripe & silver miter
Military Orb - For good service
Blue ribbon & silvery orb

Perranland: Cantonate Cross - For service to Perranland. Black ribbon & silver and black cross.

Keoland:

Star of the Southlands - For service to Keoland. Orange ribbon w/ white stripe & gold star.

Royal Starburst - For service to the crown. Sky blue w/ white stripe & silver starburst.
Keosh Crown - For conspicuous bravery. Red ribbon w/ white stripes & gold crown.
Order of the Dragon - For valor. Green ribbon w/ orange stripe & gold medal.
Order of Midnight - For magical service. Navy blue ribbon & silver medal.
Clerical Citation - For clerical service. White ribbon w/ gold miter & silver medal.
Adventurer's Medal - For good service. Black ribbon w/ blue stripes & golden crescent.

Gran March: Marcher's Medal - For military heroism. Black ribbon w/ gold stripes & golden saddle.

Bissel: Legion of the Horse - For victory in defense of Bissel. Gold ribbon w/ red stripe & golden horse.

These decorations do not include medals for service in a particular area of conflict or war. I have also not included decorations from areas that, obviously, have none or those that give very different types of decorations.

I use these decorations for three purposes. First, they add color to a campaign, particularly for Warrior PCs. Second, they are a way to motivate and reward PCs other than magic items or treasure, though decorations can effect NPC reactions or be magical themselves if so desired. Third, when we LARP (Live Action Roleplaying), they make your costume look really cool. We also game in costume every so often.

From: Aria13
Date: 95-05-14 13:41:16 EDT
Re: Investitures in WoG

I really like the posts on knighthood and military decorations in Greyhawk. I use similar institutions. But whether it be a knight receiving his spurs or a character receiving a noble title, I always play out the investiture ceremony. It doesn't take a lot of time, unless you want to add intrigue and make it an adventure, but it adds color and it makes receiving the knighthood or title more memorable than a note on a character sheet. Here is the ceremony I used. It is a Greyhawked version of the coronation ceremony of King Edgar of England in 973.

1st - The Preparation. This involves a vigil during which time the character takes no food, only water, and prays for guidance and strength. They may be visited by friends who may pray with the character. The vigil lasts for 24 hours. I rule that the Preparation bestows the effects of a Bless spell on the character for the duration of the investiture.

2nd - The Entrance. This is the formal procession into the throne room, church or temple where the ceremony will take place. There is a lot of pomp and finery and I usually play some marshal marching music. If you are going to make the investiture an adventure, this is the best opportunity for an assassination attempt on the character. ;)

3rd - The Recognition. This is where the character declares who he is, why he is here and what he has done to deserve investiture. The guard to the place of investiture then bids him enter, though technically he could issue a challenge if not satisfied with the character's credentials or speech. This is an opportunity for a player to roleplay a nice heroic speech, of which there are too few IMO.

4th - The Litany. After being recognized, the character and the procession enter the place of investiture accompanied by choral singing. Chants are great to put on the CD for this part. This is also an opportunity for partisans inside the place of investiture to attempt to disrupt the ceremony.

5th - The Service. If the investiture has any religious service to be associated with it, this is the place for it. This step is optional depending on the investiture. If completed, I rule that it has the effect of a Protection from Evil spell on the character for the remainder of the investiture.

6th - The Oath. This is where the presiding authority administers the oath of duty/fealty etc. to the character and the character responds. If you are running an adventure of the investiture, watch the Errol Flynn version of Robin Hood, particularly Prince John's abortive coronation, to see how the oath can become very tense indeed.

7th - The Anointing. The character, having taken the oath, is anointed with holy water or special ointments. I usually give this a spell effect, sometimes permanent, but the exact effect depends on the type of investiture.

8th - The Presentation. The symbols and regalia of the office are brought forward and presented to be blessed. The

meaning and function, if any, of each piece of regalia is explained.

9th - The Investiture. The character accepts the regalia and wears any robes, spurs, crown, etc. This may also involve sitting upon a throne if appropriate. This is the penultimate moment of the investiture. If running an adventure, now is the time to open that gate to the Lower Planes and have the uninvited guests show up.

10th - The Homage. All kneel and acknowledge the newly made knight or noble. Any oaths of fealty to the character are sworn now.

11th - The Jubilee. The character now leaves the place of coronation to joyous singing and the peeling of bells. I use a CD of English church bells and chorale singing here. This is yet another chance to ambush the character but by this time the ceremony is over.

I have run investiture adventures but usually do not. Playing out the investiture without an adventure need take no more than a half hour. If you use the sound effects, the time passes very quickly and is well worth it to make a memorable moment for the player and character.

***** End of Best of Greyhawk # 3 *****