

PLAYERS' GUIDE TO NYROND



Being a guide to the Kingdom of Nyronnd in the eastern Flanaess in the Common Year 598

Formatting based on Campaign template Created by William Tian, available via DMs Guild/DriveThruRPG.

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INTRODUCTION

OFFICIAL SOURCES

This book is based on the various official published sources for Nyrond. Dungeon Masters (**DMs**) are recommended to look for further details on Nyrond in relevant sourcebooks, available from sites like DriveThruRPG, including:

- *WGR 4 The Marklands* by Carl Sargent (TSR; 1993).
- *Living Greyhawk Gazetteer* by Gary Holian, Erik Mona, Sean K Reynolds & Frederick Weining (Wizards of the Coast; 2000).

LIVING GREYHAWK

The Living Greyhawk campaign was the largest shared campaign for a role playing game (RPG) run by the then RPGA. It ran from 2000 to 2008 and dealt with events from 591 to 598 CY.

The *Living Greyhawk Gazetteer* published in 2000 set out the state of the Flanaess and Baklunish Basin leading into the start of the campaign at the beginning of 591 CY.

Each region had an equivalent real world region, usually a US state or other country, which determined which players were located there. Each region had a “Triad” that administered it, and created adventures for it. Each later also sat within a meta-region that created adventures playable by all players in that meta-region. Nyrond was Southern California and Utah.

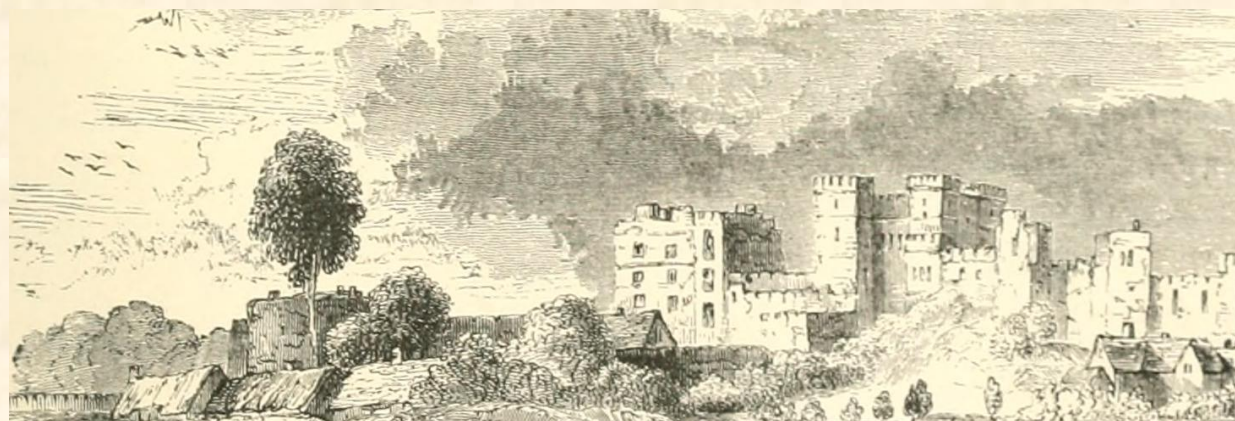
The Nyrond region featured 139 adventures including interactives (staged at conventions).

That material is not usually considered official as it was not published by WotC itself. However, some Greyhawk material was published in this period (such as the *Living Greyhawk Journals*, *Return to the Temple of Elemental Evil*, *Fright at Tristor*, and *Expedition to the Ruins of Greyhawk*) or on official Wizards of the Coast (**WotC**) web sites including for the campaign. It was also not regarded as official in part because some material in some regions contradicted official sources, and the material is no longer easily available.

This book also makes extensive use of the development of Nyrond in the Living Greyhawk campaign, especially details of the military, the churches of Heironeous, Pholtus and Pelor in Nyrond, and Factions & Organizations. Material from the Nyrond region Triad web site can be accessed via the Web Archive at:

<https://web.archive.org/web/20080622002824/http://www.nyrond.org/turbine/page/nyr/>

However, there are some minor changes or omissions from the Living Greyhawk campaign here. These are relatively minor – for example, some simplification of the church of Pholtus, some organizations not included (such as the Oerth Theatre Guild), the Red Brigade not being based in Uskarn, etc. The book also develops certain aspects beyond the above sources. These are detailed in the Appendix A – Apocrypha to this book, to make such clear for



those readers wishing to look to only published sources and/or know what parts of this book are “homebrew”.

The art and maps used in this guide are detailed in Appendix B. The art has been taken from the British Library’s massive archive of digitized images from books available through the Flickr web site – all of it now in the public domain.

Ultimately, this book is like any Greyhawk resource – the DM is free to use and adapt as they see fit. Everyone’s Greyhawk is slightly different! Or a lot.

OTHER MATERIAL

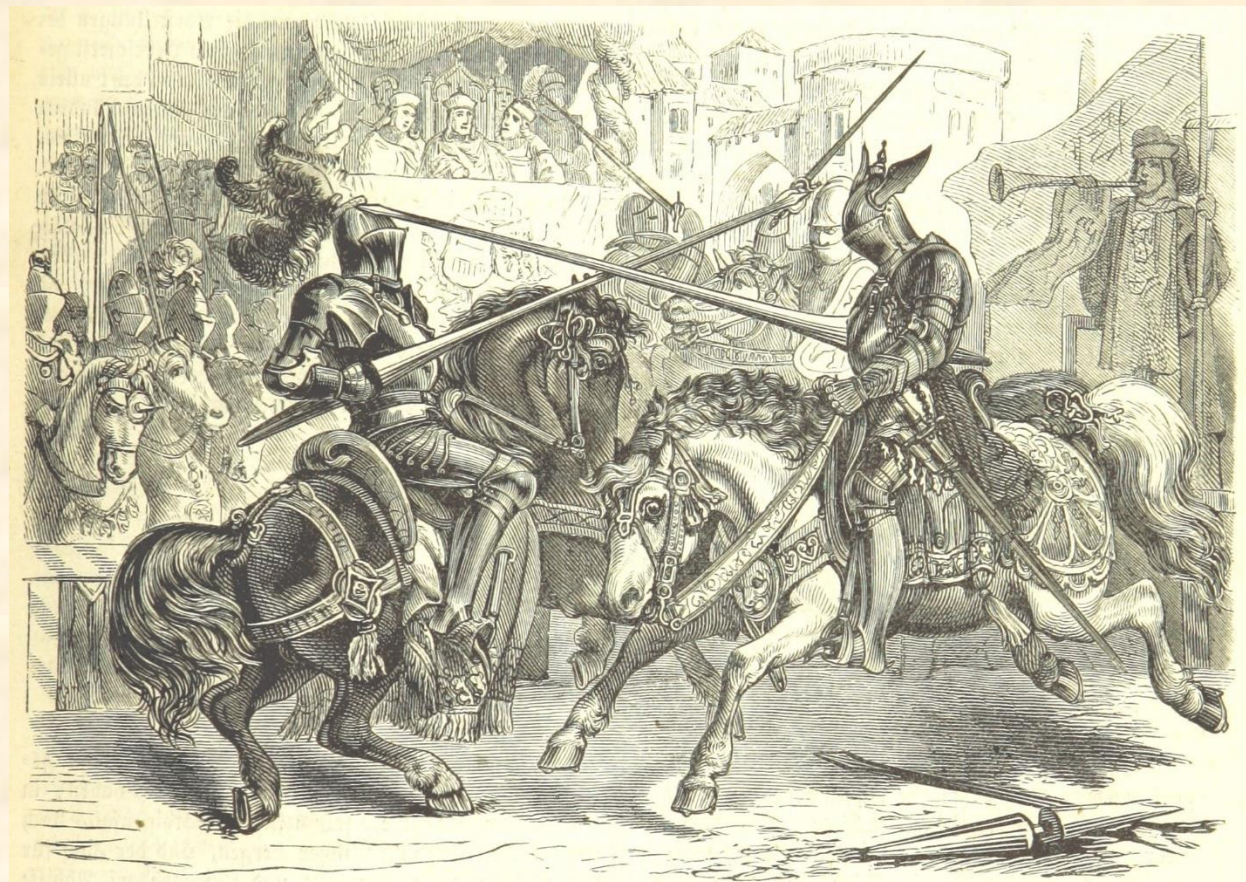
In addition, make use of some of the excellent Greyhawk fan resources including:

- The *Great Library of Greyhawk* wiki, at www.greyhawkonline.com/greyhawkwiki

- The *Greyhawk Online* resources, including the *Oerth Journal* magazine, at www.greyhawkonline.com
- The *Canonfire!* resources and forums, at www.canonfire.com
- *Greyhawk Musings*, at www.davidleonard-www.greyhawkmusings.blogspot.com
- The *Greyhawk Project*, at <https://www.patreon.com/TheGreyhawkProject>

This book seeks to allow a campaign to be set at the end of 598 CY/start of 599 CY or later, and to take into account the events of the Living Greyhawk campaign to the extent known. DMs can of course adapt such as they see fit.

- Paul “Artharn the Cleric” Jurdeczka, January 2023 (updated January 2024)



CHAPTER 1: GEOGRAPHY & CLIMATE



GEOGRAPHY

The Kingdom of Nyronnd sits to the south-east of the Nyr Dyv and the Free City of Greyhawk, with **Relmor Bay** and the **Sea of Gearnat** to the south, over which it has long held naval domination.

The **Nesser River** borders Nyronnd to the west, beyond which lies the eastern Abbor-Alz hills and then the Bright Desert. To the north-west the Nesser provides the border with the Duchy of Urnst, running through the **Celadon Forest**.

The County of Urnst lies to the north, beyond the **Franz River**, along with the **Phostwood** and **Nutherwood**. The Theocracy of the Pale lies to the north east, beyond the Gamboge Forest

which technically sits within Nyronnd's borders but is nominally independent.

The **Harp River** and **Flinty Hills** provide the border to the east, beyond which lie the chaotic Bone March, the North Kingdom and the United Kingdom of Ahlissa (the latter two the major successor states to the Great Kingdom). The **Flessern River** runs through the eastern lands and into the Harp River in Almor.

The **Duntide River** winds its way from the Flinty Hills through a fertile river valley and the capital Rel Mord, then on before turning south to meet the **Gnatmarsh** and merge with the Nesser River to flow into Relmor Bay. The **Anodan Hills** lie between the Relmor Bay coast and the Duntide River valley, running west to

east to become the **Northern Hills** in Almor and eventually into the Flinty Hills in the east.

ANODAN HILLS-NORTHERN HILLS

The Anodan Hills are a low range of rugged hills cut by many small streams creating hundreds of small valleys and hollows, and running west to east between the Duntide River valley (to the north) and the coastal lands on Relmor Bay (to the south). While reasonably fertile, the rugged terrain prevents large scale farming. Hundreds of tiny villages and farms, and sheep or goat herds, cover most hillsides.

They are generally regarded as ending as they become the Northern Hills where they become more rolling and easier to travel, in the north of the Duchy of Korenfluss. Here the main road runs from Rel Mord to Oldred. The Northern Hills then continue east into the Duchy of Almor, where they eventually become the Flinty Hills north-east of Cordrend.

Most of the Anodan Hills are populated by humans, but in the northeast within the Duchy of Korenfluss there are areas comprised almost entirely of halflings. The people of the hills tend to be simple, self-sufficient, and keeping to themselves, with little trade outside the region except for a large export trade in wool.

CELADON FOREST

The Celadon Forest lies on either side of the Nesser River which forms the border between Nyronnd and the Duchy of Urnst. However, it is claimed by neither and nominally independent.

Many mighty oaks and elms grow throughout the Forest, cared for by treants, elves, and other sylvan creatures who prevent the cutting of any live tree in the forest. The human wood-folk and elves who live here trade with the outside world including in many herbal remedies. The famous Keoghtom's Ointment is said to be made of ingredients from within the forest. A great and mysterious fire in 571 CY damaged the western side.

The village of Copperstead provides a refuge for many that fled the rule of the Baron of

Woodwych. The forest also contains the ruins of an Oeridian castle, the Star Haunt, said to be haunted.

NESSER RIVER

The Nesser is a long, exceptionally broad and deep river which drains the Nyr Dyv. Although its flow contains many islands and numerous channels, it is so wide (over three miles on average) that seagoing vessels can sail up or down its length if properly piloted.

The river forms the boundary between Nyronnd and the Duchy of Urnst. It would be more heavily used for trade if not for the dangerous inhabitants of the Gnatmarsh that threaten ships as they pass it.



RELMOR BAY

This bay is the eastern part of the Sea of Gearnat, and has been long dominated by the navy of Nyronnd who frequently battled the navy of the Great Kingdom along with pirates and smugglers.

Trade tends to be between Nyronnd, Almor, Irongate and Onnwal, rather than with Ahlissa although this is beginning to grow.

The bay features various aquatic creatures including dolphins, aquatic elves and selkies.

SEA OF GARNAT

Formerly named by the Suel as the Sea of Yar, the Sea is properly a long, curved bay comprising Woolly Bay in the west and Relmor Bay in the east. It is well explored and charted.

It is fed by three rivers – the Selintan, the Nesser and the Harp.

The Sea is busy with trade ships, crossing from various ports on the Wild Coast and down the Selintan, from down the Nesser River, coming west from Relmor Bay, or coming north from the Azure Sea. Pirates from the Pomarj and Wild Coast, and ships from the Scarlet Brotherhood, also prey upon the rich prizes sailing it in summer, waxing and waning depending on the strength of naval patrols from neighboring realms.

In spring and autumn the Sea is dangerous as storms sweeping across it lash and whip up huge waves.

DUNTIDE RIVER

The Duntide runs from the Flinty Hills across Nyronnd into the Gnatmarsh where it joins the Nesser River. Its fertile valley is the breadbasket of Nyronnd.

The Duntide carries goods up and down its length, being fully navigable to Womtham. Beyond that smaller boats still carry goods from the Flinty Hills to the capital, Rel Mord, and beyond.



FLESSERN RIVER

The Flessern was previously part of the northern border of Almor. It is a narrow and meandering river that weaves through the hills of Nyronnd. However, long standing tensions with the neighboring North Kingdom mean little barge traffic uses it. The headwaters in the hills lie near the tower of the enigmatic elementalists, Kurast.

FLINTY HILLS

These hills lie at the southern end of the mountainous Rakers, running broad and deep. They run east and south, setting part of the boundaries of the Bone March and Nyronnd. Part lies within the Adri Forest and is rich in minerals. The western end of the hills lies within the Gamboge Forest. Numerous halflings live in the southern part, and many gnomes in the north.

FRANZ RIVER

The Franz is a tributary of the Nesser that is navigable as far as Trigol (in the County of Urnst), forming the border between Nyronnd and the County. The river valley on the Nyronnd side provides a second breadbasket for Nyronnd farming, in addition to the Duntide River.

Shallow-draft river boats navigate its length, piloted by both the wealthy and unscrupulous. A number of old keeps, many ruined, line both banks from when the border was contested.

GNATMARSH

These extensive and dangerous wetlands stretch along the east bank of the Nesser River from the Celadon Forest to south of where it joins the Duntide River. It is home to various dangerous creatures that make travel down the Nesser River dangerous. In summer, swarms of biting insects make it unbearable.

HARP RIVER

The Harp is one of the longest rivers in the Flanaess, with its headwaters being in the Rakers, and is navigable for about half its length to Nannonshafen (the river port for Innspa). North of the confluence with the Tesar Torrent it was previously known as the Kaye River.

The Harp forms the western border of the lawless Bone March. It empties into Relmor Bay near the ruins of Chathold in Almor, which is partly flooded by the Harp due to a nearby collapsed bluff.

The Harp is less used for shipping due to continuing tensions between Nyronnd on the one side, and Ahlissa and the North Kingdom on

the other. The Harp near the ruins of Chathold is dangerous. Some trade has commenced between Goldbolt, Jennden and Nanonshafen, with rumors of smuggling to Narsel Mendred.

NUTHERWOOD

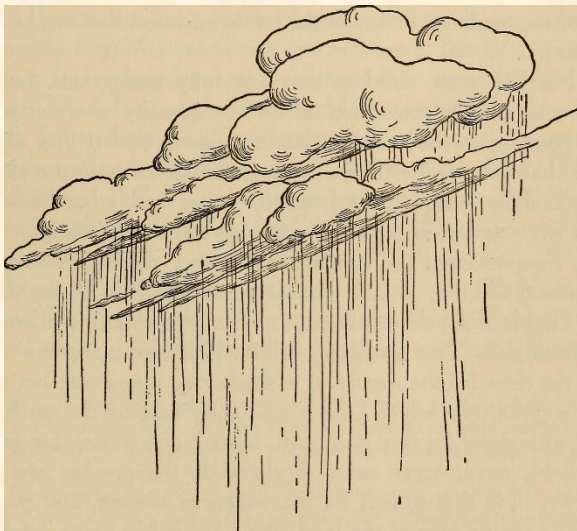
The Nutherwood is a forest south of the Yol River, with its southern edge being the limit of the Theocracy of the Pale. It does not harbor wood-folk or demi-human inhabitants, only monsters and bandits.

PHOSTWOOD

The Phostwood forest lies on the northern bank of the Yol River within the borders of the Duchy of Tenh. However, bandits from bordering states continually challenge that control. Various trees unique to the forest have strange phosphorescent properties when dead and rotten, causing an eerie aspect at night.

WEATHER & CLIMATE

The local climate in Nyronnd is temperate, with moderate snowfall in the winter months. Summers in the nation's interior tend to be very dry and quite hot, with cool, pleasant evenings throughout much of the year.



WEATHER IN THE FLANAESS

In addition to the Weather tables allowing the generation of weather provided in the *World of Greyhawk Fantasy Setting* boxed set, DMs should also make use of the Greyhawk weather generator to be found on line at:

<http://wf.suurpeikko.net/>

Nyronnd sits between about 30 and 40 degrees North, depending on the location.

CHAPTER 2: HISTORY

Nyrond is one of the forces for good in the Flanaess, and has long been a bastion against the threat from the Great Kingdom to the east.

PRE- HISTORY

The lands of Nyrond were inhabited by the Flan tribes for more than a millenia and a half before the Suel and then Oeridians arrived there as part of the Great Migrations a thousand years ago.

The Celadon Forest in the north-west and Gamboge Forest in the north-east, and woodlands generally, were more widespread then, as were demi-humans including elves and gnomes.

In the west of the Flanaess the Flan produced the Empire of Vecna, who had become a lich, and dominated the Sheldomar Valley. Vecna was eventually betrayed and destroyed by his lieutenant Kas in about -350 CY, and his empire collapsed. To the north the lich Keraptis came to power about two millenia ago in the kingdom of Tostenhca near the Rakers. After about 400 years of rule, he was driven out and eventually fled to White Plume Mountain.

Almost two millenia before the founding of the Great Kingdom (being in 1 Common Year (CY)), the Flan Kingdoms of Sulm and Itar were founded to the west of Nyrond past the eastern Abbor-Alz hills. Sulm conquered its rivals in the area, but was destroyed in about -900 CY by a magical disaster which also magically transformed the area into the Bright Desert.

The Flan realm of Ahlissa rose to the south in about -1100 CY, ruled over by the legendary Queen Ehliissa, and it would survive until the Aerdi conquered it in -186 CY when establishing what became the Great Kingdom.

To the east the Tyrants of Trask rose around the Trask River, but were crushed by House Naelex as the nascent Kingdom of Aerdy expanded there about -150 CY.



Beyond this, the Flan generally did not build great kingdoms or realms in the lands of the Duntide River, and left a light touch on the land.

THE GREAT MIGRATIONS

While the Twin Cataclysms devastated the Baklunish Basin far to the west in -422 CY (5094 Suloise Dating (SD)), it was simply the climax of the decades long Baklunish-Suloise Wars (-484 to -422 CY; 5031 to 5094 SD). Migrations by the Oeridian and Suel peoples had begun into the Flanaess early in the Wars.

The Suel were the first to reach the Duntide River valley, clashing with the local Flan and demi-humans in their usual way and driving them to the fringes. The Oeridians followed, more willing to deal with the existing inhabitants, and in turn drove out or assimilated the Suel.

The city of Oldred was built on the site of an old, razed Flan city, and old Oeridian burial catacombs were dug at Claw Point on Relmor Bay. However, the Suel influence can still be seen in the south of Nyrond, with the pale skin and hair of the Suel being more common.

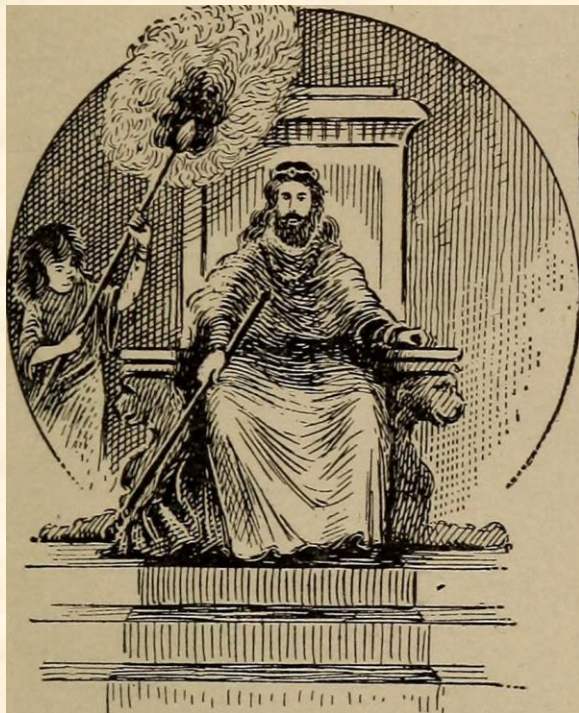
The Oeridian tribe of Nehron or Nyrdi established the Kingdom of Nehron in the area of what is now Nyrond. The Suel peoples remained in the ascendancy in the lands of Urnst to the north, and allied with Nehron which would eventually become Nyrond.

Nyrond was defeated by the then Kingdom of Aerdy at the Battle of a Fortnight's Length in -

110 CY (535 Oeridian Reckoning (**OR**)), resulting in it becoming part of what would eventually be known as the Great Kingdom.

THE GREAT KINGDOM

The Overkings appointed viceroys to rule the major provinces, who had near total autonomy to efficiently deal with local problems and answering only to the Malachite Throne. By 100 CY, there were 4 such viceroys including the Viceroy of Nyronnd. The Viceroyalty of Nyronnd eventually included Urnst, and was ruled from Rel Mord by a junior branch of House Rax.



While strategically important to the new Great Kingdom, the ruling house of the land was made subservient to the eastern House Rax which ruled the territory from an impressive series of castles and fortresses centered on the imposing palace at Rel Mord (one of the three Aerdi Cities of Enlightenment, along with Rel Astra and Rel Deven). The Rax nobles were arrogant, even if not as vile or ruthless as some eastern houses.

When House Rax gained the Malachite Throne, Nyronnd became even more important to the affairs of the Overking. Increased

attention meant higher taxes and greater headaches for the local landholders, as the Great Kingdom ruled over almost all the Flanaess except the Sheldomar Valley of the Kingdom of Keoland.

NYRONND ASCENDANT

In 356 CY bickering between the Aerdi and Nyronndal nobles exploded into conflict. The local lords declared Nyronnd free of the Overking's rule and named one of their own, the wily Medven I, as king of Nyronnd. Every Nyronndal lord sponsored troops to defend the eastern border.

Weakened by warfare against Ferrond, Perrenland, and Tenh, the Overking still amassed a large army to crush the secession. However, a coalition of Fruztii, Schnai and mercenary barbarians invaded North Province, distracting the Overking's army and allowing Nyronnd time to entrench and train its military to repulse any invasion. There were always rumors the northern barbarians' well-timed attack was funded by Nyronndal gold from the wily Medven.

For the next two centuries relations between the two states varied from open war to preparing for war. Nyronnd during that period was the main protector of the central Flanaess against the Great Kingdom.

After seceding, Nyronnd was left with a huge army and great ambition. Within three years it had annexed the newly formed Theocracy of the Pale, burning Wintershiven to the ground. A later foray into the County of Urnst met with equal (if less violent) success. Further expansion met resistance by the Duchy of Urnst at the Nesser River, where its galleys halted progress. The new "Grand Empire of Nyronnd" then watched as House Rax's rule degenerated.

The Turmoil Between Crowns beginning in 437 CY with the assassination of Overking Nalif, led within nine years to House Naelax taking the Malachite Throne. With chaos and madness ruling from Rauxes, King Dunstan I knew Nyronnd needed allies against the Great Kingdom. He could not pledge public support due to Ivid I's Northern Army massed near Innspa, but he

attended the conference in Chathold that resulted in the formation of the Iron League where he privately assured support. Dunstan made good on that pledge, sending weapons and warships (although no troops) to aid besieged Irongate at the Battle of a Thousand Banners in 447 CY.

In his old age, Dunstan “the Crafty” saw the Great Kingdom had survived two civil wars, and that Overking Ivid had entrenched his rule. With the threat of internal strife and external enemies, in Harvester 450 CY he called the Great Council of Rel Mord.

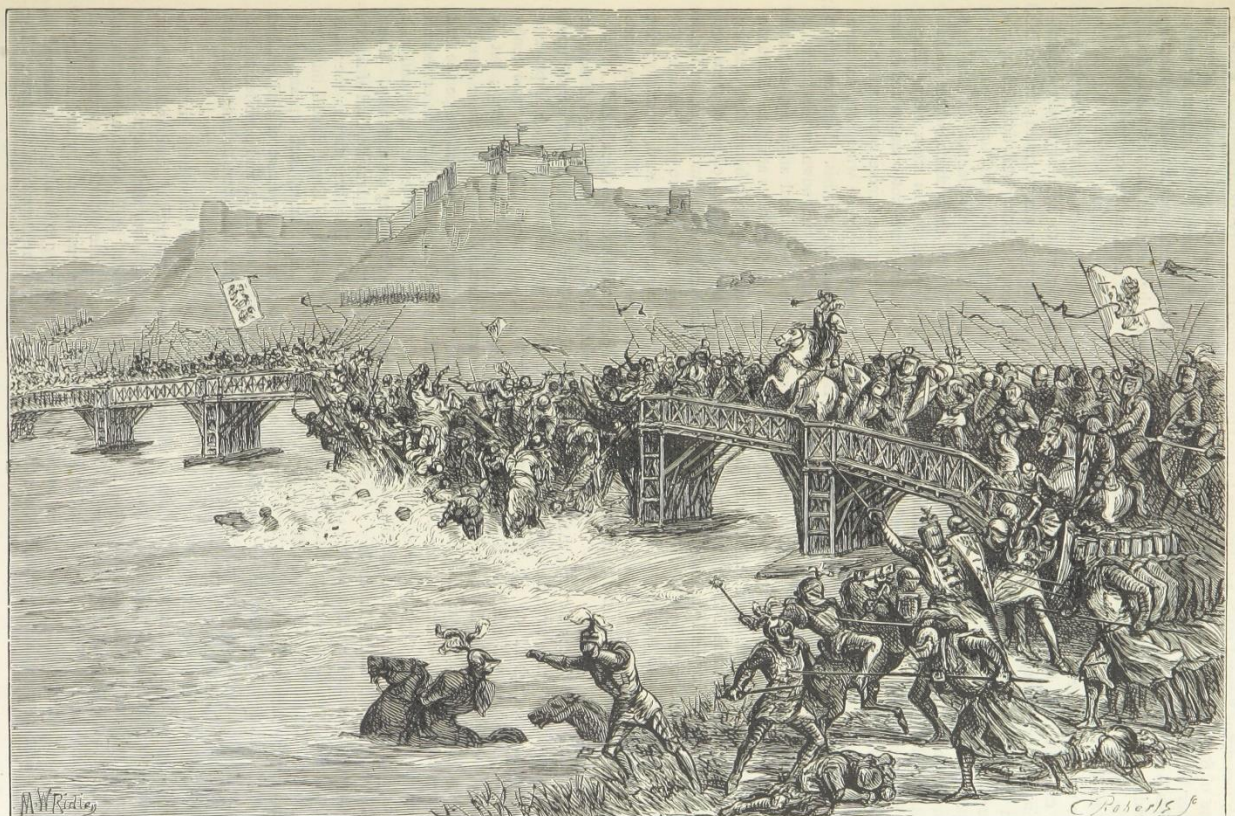
Delegates from every Nyronal principality and subject state attended, as did representatives from Almor, the Iron League, the Duchy of Urnst, and the Domain of Greyhawk. After a month and a half of negotiations, Nyronal troops were to withdraw from the Pale and the County of Urnst, and internal borders were realigned.

Almor gained independence. Nyrond publicly supported the Iron League and rebuked the Great Kingdom.

Nyrond entered a period of supremacy as castle-building programs dotted the central plains with fortifications, cities expanded, and commerce boomed. The nation gained a reputation for powerful mages and skillful artisans.

In about 575 CY combined Nyrond-Almor forces moved into the lower Bone March and captured Knurl. This, along with incursions by humanoids across the Teesar Torrent into the North Province, led to a punitive force of mercenaries being dispatched in retaliation. However, the force was defeated in the hills above Belport, leading to Herzog Grenell seeking Imperial funding of a large army to recapture the southern Bone March.

Reacting to increased militarism by the Great Kingdom, Nyrond, Almor and the Iron League in 579 CY banded together to form the Golden League. It fought the War of the Golden League over the next 2 years with the Great Kingdom, which drained both sides financially and militarily to no real outcome.



THE GREYHAWK WARS

In 582 CY what later became known as the Greyhawk Wars began when the northern barbarians invading Stonefist, and then Tenh, in what proved to be a scheme of luz – long a distracting threat from the north.

In 583 CY King Archbold III led a huge army through the Nutherwood hoping to defeat the Stonefist occupation of Tenh, in part to bolster his popularity in Nyrond's north but also to counter allegations he had allowed Tenh to collapse. Fighting lasted for an entire day and Stonefist forces fell back, but Nyrond lost 3,000 soldiers and Archbold suffered grievous wounds. Months later Ivid's Northern Army converged on Innspa, and Almor seemed certain to fall before the might of the Glorioles regiments. Archbold amassed the largest force in Nyrond's history in response, ready to defend against the coming invasion - leaving crops to wither in the fields and bandits free to roam.

As 583 CY came to a close, Nyrond signed the Eastern Pact of Alliance with various allies to ensure the containment of Ivid's armies. However, the Scarlet Brotherhood soon took Idee and Onnwal, and Irongate and Sunndi were too geographically isolated and involved in their own struggles to assist under the Pact. Almor was devastated, and by the end of 584 CY Nyrond could only count on aid from the Urnst States (and secretly from the Domain of Greyhawk).

During 584 CY Nyrond halted the inevitable invasion by the Great Kingdom that came after Ivid V's forces destroyed Almor. Nyrond held off the fiend reinforced armies of the Great Kingdom in a series of bloody victories. The imperial armies were undermined by Ivid taking control in the field, and the chain of command being reduced to chaos. Ivid was eventually assassinated, and magically reanimated. Thereafter the Great Kingdom fell apart in magical disaster and civil war. However, Nyrond was in nearly as bad shape.

Nyrond lost nearly seventy thousand soldiers in the Greyhawk Wars. Archbold had expended the treasury and much of his own family wealth,

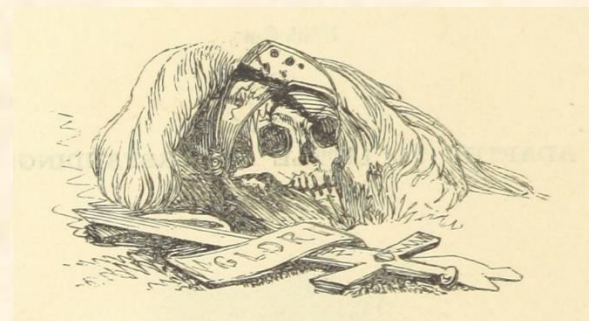
and incurred huge debts to the Urnst states. Nearly half of the kingdom was in tax rebellion due to high taxes. Many of the nation's best fled Nyrond's troubles to western realms. The nobles were divided, with many seeking for Crown Prince Lynwerd to take over from his father, but Lynwerd was unwilling to do so.

In the autumn of 585 CY Archbold appeared to suffer a stroke. Clerics convened in Rel Mord and determined he had been poisoned. Within hours of the discovery Archbold's younger son Prince Sewardt (also known as the "Black Prince") and a group of military officers attempted a coup. Only the intervention of the capital's entire clergy of Heironeous saved Archbold and prevented it. By the time Lynwerd could lead an army from Mithat to his father's side, Sewardt and a handful of his surviving supporters had fled. Sewardt's treachery shattered Archbold, and he abdicated in favor of Lynwerd in Fireseek 586 CY.

In his first year on the throne Lynwerd seized the western half of Almor to the Harp River, realigned the command structure of his military, and reduced taxes to pre-war levels. While the tax reductions boosted morale, its economy remained in deficit and debt.

In 589 CY a long-planned marriage between Lynwerd and Lady Xenia Sallavarian of the Duchy of Urnst was scheduled to take place in Richfest. In Wealsun, Lady Xenia collapsed and remained in a coma for some years.

In 590 CY with starvation and sedition common, Lynwerd initiated a number of radical policy shifts including reducing the size of the royal court and restructuring Nyrond's internal political boundaries, earning the nickname of the Reformer King.



Spring 591 CY saw the Royal Mail Service recommence. Durinken, High Priest of Rao, announced portents the year's crop would be the largest in decades. Nyronnd was recovering.

RECENT YEARS

The Night of Terror in Midmeadow at Growfest in 593 CY saw undead attack the city, riots break out and the garrison massacred. The mayor of Midmeadow and ruler of the March of Woodverge, Sir Weynoud Asprant, was killed and the Pholtan Valorous League of Blindness placed the city under martial law.

Adventurers assisted in finding the ingredients for a cure for the magical coma Lady Xenia Sallavarian proved to be in, and breaking her out of it. Lynwerd was married to her immediately on her recovery in 594 CY.

At the end of 594 CY Sewardnt again seized control of Rel Mord and other key cities in a short and rapid coup with support from the Hextorian church and fiendish assistance. He declared a Nyronnd Imperium with himself as Emperor. Lynwerd and Xenia fled Rel Mord to gather their forces, while Sewardnt alleged he had abdicated.

A council meeting called to confirm Sewardnt's ascension ended in a tied vote. The provincial rulers of Orberend, Flinthill, Mowbrenn, Woodwych and Gamboge opposed Sewardnt. Those of Almor (whose Duke had allegedly gone mad), Korenfluss, Eventide and Brackenmoor supported Sewardnt. Woodverge was unable to vote without a ruler. Sewardnt



broke the tie by casting the vote of the province of Justcrown for himself, which further clouded the legality of his rule. The Kingdom essentially split along those lines as civil war loomed.

In late 594 CY Palish forces liberated Tenh, and following this many of the refugees in Nyronnd began to return home.

Princess Archarzi was born to Lynwerd and Xenia in Planting 595 CY. They remained in hiding, and worked with loyalists and adventurers to depose Sewardnt.

In late 595 CY the civil war ignited. Count Beremen of Brackenmoor, aided by Count Estward of Eventide, attempted to assassinate Duchess Verin Talnith of Woodwych. The Duchess marched troops south to remove them both, with Beremen killed in fighting and Estward arrested, before marching on Rel Mord to support Lynwerd whose other forces also began taking back the kingdom. Duke Korenfluss, ever the canny politician, changed sides and supported Lynwerd but was reportedly killed in battle. Lynwerd regained the throne, killing his brother in combat at the gates of Rel Mord.

During the Imperium the County of Urnst had signed a non-aggression pact with Sewardnt. Once Lynwerd returned to power, relations between Nyronnd and the County of Urnst were cold at best. Under the pact Kerrinn had been made an open and free city and the County received a large tract of land from the March of Woodverge. This placed the city of Starkwall, on the former border, firmly under the County's rule. Elone's Wall and a series of fortresses were built by the County along the new border. The death of the Countess since may allow some rapprochement.

In late 595 CY, following Lynwerd's return to power, the Valorous League of Blindness was expelled from Nyronnd in a deal struck with the Pale. Zylinchin failed in an attempt to stir up a secessionist rebellion in northern Nyronnd around Kerrinn and Midmeadow, after being declared a heretic by the Pale.

In 598 CY a major undead incursion from the ancient tombs at Claw Point was turned back by military forces with the aid of adventurers.

CHAPTER 3: ADMINISTRATION & ECONOMY

Nyrond is a hereditary monarchy with the monarch having strong executive powers. Prior to 591 CY the kingdom was a patchwork of feudal territories answering to the monarch - essentially a system of "tax farming". Some nobles were appointed to or bought titles for life, other nobles bought to inherit, and other territories had bailiffs appointed by the king in administrative control (and more easily removed by him).

The king is in charge of the defense of the realm, the Royal Mail Service, the king's roads, the royal court and civil service, and the diplomatic service for foreign relations - funded by the monarch himself.

The monarch has always had the power to strip nobles of landholdings and grant them to others to be administered. This was justified on the basis the king would ensure the common people could not be ruled by greedy and over-taxing nobles. Nyrond's kings have a reputation for not being corrupt, but have used this power to keep the nobles firmly in their place.

The monarch sets the maximum levels of taxes and tithes throughout Nyrond, with nobles and bailiffs not permitted to exceed these. Administration of towns and lands not under noble rule was done by bailiffs appointed by the king's powerful bailiff-general. Taxes and tithes would be collected twice a year (normally).

Past monarchs created their own advisory councils, and could veto any appointment (such as by a church) offered with polite and plausible reason. The king was close to an absolute ruler.

The Greyhawk Wars and its aftermath exposed the fundamental flaws in this system - not just efficiencies of tax revenue collection, but administrative control both by the monarch and at the provincial level.

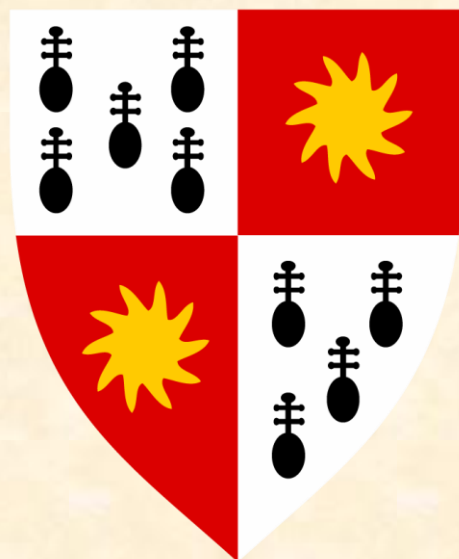
As a result King Lynwerd, as part of his extensive reforms to the kingdom from 586 CY onwards, reformed the administration of the kingdom from 591 CY. The kingdom was

rearranged as of Needfest 1, 591 CY into 12 provinces, rewarding many of the nobles who had remained loyal during Sewardndt's revolt in 585 CY.

These were:

- Almorian Protectorate (later the Duchy of Almor, with adjusted borders).
- County of Brackenmoor.
- Viscounty of the Eventide (later the County).
- Duchy of Flinthill.
- Earldom of Gamboge (later the Viscounty, then County).
- Justcrown Province.
- Duchy of Korenfluss.
- County of Mowbrenn.
- Duchy of Orberend.
- Royal Duchy of Womtham.
- March of Woodverge.
- Barony of Woodwych (later the Duchy of Woodwych).

An advisory council of those nobles was also formed.







PROVINCES

RUMORS

The Rumors provided for each province are original material as ideas for adventures. Where they are properly limited to a certain time period, that is indicated in brackets. Otherwise, they are intended to be used at anytime from 576 to 599 CY or beyond (within reason).

DUCHY OF ALMOR

The Duchy comprises most of the former lands of the Prelacy of Almor. With the Flight of the Fiends and disappearance of Duke Szeffrin, Nyronnd took Almor south to the Harp River as a protectorate.

When Nyronnd's principalities were reorganized, Almor was still a protectorate. In late 592 CY King Lynwerd formed the Protectorate into a duchy with adjusted borders. Almor north of the Flessern river was granted to the Duchy of Womtham. The Almorian Proectorate, with the northern part of the Duchy of Korenfluss (including the city of Mithat, which became the capital) became the Duchy of Almor. The Almorian city of Narsel Mendred is now a part of the Duchy of Womtham.

Almor's population were almost all killed or fled, but since coming under Nyronndal rule various Almorian refugees have returned along

with Nyronnd citizens seeking a new start in the fertile lands now available. The Duchy is heavily fortified and garrisoned, with Ahlissa lying to the south and the North Kingdom to the east. By 598 CY the relative stability of Almor resulted in grumblings and whispers of an Almorian independence movement, pushing for the rule of a House Cranden noble.

Notable Locations: Appolled, Blazebone, Bloodcrystal, Castle von Flessern, Darkwatch, Millennium, Mithat, Newtown, Onyxgate, Silverwat, Tirian, Tomkin; Badlands, Flessern River, Harp River, Mithat Bay, Northern Hills, Seawolf Point

Rumors: (post 592 CY) The aging Duke and Duchess's heir has gone missing near the ruins



of Chathold, reputedly looking for an Orb of Dragonkind said to have been once held by Duke Szeffrin; (post 595 CY) The Almorian independence figure, the Sable Phlox, has continued to stir up popular support amongst the rural population, robbing bailiffs and distributing the taxes back to the locals; sea elf and yuan-ti bodies have washed up on the coast near Millenium, suggesting an underwater battle nearby for unknown reasons.

MORE ON ALMOR

See also the article "The Duchy of Almor" by Brandon Gillespie & John Jenks" in *Oerth Journal* 22 (June 2007). This 13 page summary includes much of the *Living Greyhawk* campaign details for Almor.

COUNTY OF BRACKENMOOR

The County lies at the western end of Nyron, on the western side of the Duntide River, and has limited arable land unlike most provinces. The Gnatmarsh falls within its boundaries, with all its dangerous flora and fauna. The namesake Brackenmoor is the stretch of rolling moors between the Gnatmarsh and the Celadon Forest – limited mainly to pasture for sheep and goats.

The lands around Callistor, Beetu and Arnford are in the fertile Duntide River valley. Beetu has monopolized trade with the Celadon since the disastrous attempts of the Baron of Woodwych to exploit its natural resources. Callistor and Arnford are major trade centers, servicing trade on and across the Duntide.

Various marsh folk live within the Gnatmarsh and are nominally under the authority of the Count. The County has a mainly agrarian population of farmers and herders. However, its position on the edge of Nyron in the wake of the Wars (with tax evasion and smuggling facilitated by the transient population on roads and rivers) means the County has attracted and allows to operate a larger element of "lawless" inhabitants than most provinces.



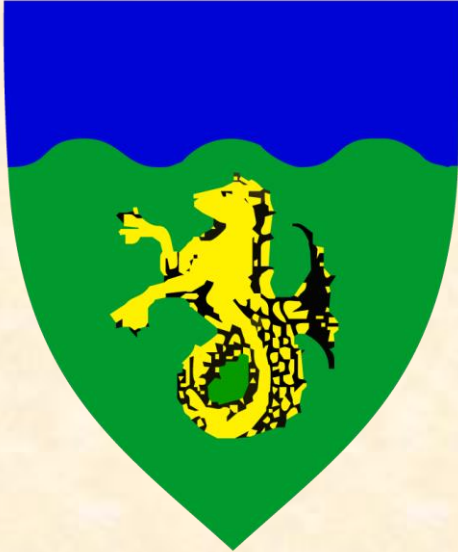
Notable Locations: Arnford, Beetu, Brackenmoor Monastery, Callistor, Paducah, The Reeks; Duntide River, Gnatmarsh, Nesser River

Rumors: The lone survivor of an adventuring party has staggered into The Reeks with a tale of a dragon ambush in the eastern Abbor-Alz hills after looting a ruin there (see "Paluserus" article in *Oerth Journal* #35); (post 598 CY) the new Countess, Velkira Vanalli, is recruiting adventurers to ensure the new road being built from Callistor to The Reeks is protected - there have been raids by the remnants of humanoid mercenaries that served the Sewardt regime still hiding out in the Gnatmarsh, despite the best efforts of the militia and marsh-folk; ships travelling the Duntide have reported seeing a ghostly barge at night with no crew on board.

COUNTY OF THE EVENTIDE

The County stretches along the coast of Relmor Bay from Nesser mouth (its largest settlement) to Shining Bright. Most of the region is poor grazing land that supports limited herds or people. The population is concentrated on the coast where fishing and the navy are the main industries.

Smuggling has long been an issue along the coast, and worsened after the Wars. In addition to trying to police smuggling, the navy also has



to deal with piracy by ships operating out of Prymp (essentially privateers from Ahlissa), the Pomarj and even beyond. This has also been complicated by sanctioned smuggling to support the rebels in Onnwal fighting the Scarlet Brotherhood occupation.

Most mercantile activity occurs in Nesser-mouth, which deals with trade coming down the Nesser River and from across the sea. However, the king placed the County capital at Shantadern as a more centralized seat of local power, to avoid Nesser-mouth becoming a power base (given previous issues in enforcing taxes after the Wars) and also to try to encourage development of that port.

The people of the coast have a strong Suel heritage, featuring blond hair as well as pale skin and eyes. For they most part they tend to be insular and suspicious of strangers, especially ones sticking their noses into locals' business (which may or may not involve smuggling).

Notable Locations: Nesser-mouth, Relpool, Shantadern, Seawatch, Shining White, Uskarn; Claw Point, Fairwind Bay

Rumors: Nesser-mouth continues to be concerned about sightings of Scarlet Brotherhood and Pomarj privateers and slavers in the vicinity, looking to prey on lone merchantmen and unwary locals - the navy has increased patrols; Farenne of Shining White is reported to be recruiting adventurers for an unknown quest – tavern talk suggests a sea elf

emissary was recently seen visiting; farmers in the Anodan Hills reported finding the remnants of a slaughtered smugglers' caravan, their contraband being left behind suggesting darker motives than robbery.

DUCHY OF FLINTHILL

The Duchy covers the western Flinty Hills and the hilly part of the Gamboge Forest, surrounding the mining and farming town of Arndulanth. The Duchy until 591 CY had been ruled for nearly a century by the monarch of the day, who held the title of Duke of Flint Hill as a formality.

The heir apparent would usually be granted the Duchy upon coming of age, as a training ground to learn administration and warcraft before assuming the throne. That role would tend to involve leading military forces in the many battles in the Flinty Hills against Rakers and Bone March humanoids or North Province raiders. Dealing with the gnomes and elves also built diplomacy skills and a future relationship when king. A local bailiff would tend to administer the lands otherwise.

The inhabitants of the Duchy tend to be a hardy and independent lot. They include gnomes, elves, dwarves and halflings. The gnomes of the nearby Flinty Hills will tend to look for leadership to the Gnome King (or Queen). The elves in the part of the Gamboge



within the Duchy do likewise with their own leaders. The military stationed in the east (mainly the garrisons in Snake Pass and Mistwatch) essentially fall under a different chain of command to the Duke.

Notable Locations: Arndulanth, Mistwatch, Snake Pass, Tannis; Duntide River head waters, Flinty Hills, Gamboge Forest

Rumors: Humanoids bearing unfamiliar emblems have been spotted on the borders near Mistwatch – concerns are they are scouting from the Bone March or the Rakers looking for raiding opportunities or even preparing for an invasion; the wood-folk are holding a festival within the Gamboge featuring tests of skill including archery contests, quarter-staff duels and forest running – the Duke is sponsoring prizes to support bonds between Nyronnd and the wood-folk and elves; the gnomes are recruiting groups of adventurers for scouting around Glandeven for an undisclosed purpose.

COUNTY OF GAMBOGE

The County of Gamboge lies in northern Nyronnd, west of the Gamboge Forest that is its namesake. It stands strong against the threat from the Theocracy of the Pale, and its ongoing desire to extend Pholtan worship and political power south into Nyronnd despite their ostensible alliance.



The County stretches from Crystal Springs, in the west on the border with the County of Urnst, halfway from Borneven to Midmeadow to the north, and most of the way east towards Arndulanth.

While the rule from the capital of Borneven extends only to the border of the Gamboge Forest, the local nobles maintain friendly relations with the semi-independent wood-folk and elves there. The wood-folk and elves have long fought for the king, and relations have been preserved unlike the disastrous dealings of the former Baron of Woodwych with the Celadon Forest.

The goods traded with the wood-folk and elves, as well as more general trade in all directions, ensure the County is among the richest provinces in Nyronnd. Borneven lies on the trade routes with the County of Urnst and the Theocracy of the Pale. South lies the prosperous city of Hendrenn Halgood, and north is Midmeadow. Even some silver from the Flinty Hills flows through the city.

The wealth of Borneven has attracted artisans, but also Tenha refugees, unsavory types, and the Valorous League of Blindness. However, military troops regularly patrol and are stationed in the County to keep the peace and dissuade Pale interference.

The wood-folk's preference for barter in trading, along with the tendency for such to avoid heavy taxes following the Greyhawk Wars, means that a thriving black market continues in the County. This in turn tends to attract the attention of unsavory types looking to make a profit, take a cut, or shake someone down.

Notable Locations: Borneven, Greenplane; Crystal Springs; Franz River, Gamboge Forest

Rumors: A series of disappearances amongst the youths of the merchant families of Borneven has created fear – some suggest secret ransom demands by local thieves while others suspect darker motives; Greenplane has received news the druids of the Gamboge are dealing with a magical blight afflicting part of the forest. The wood-folk are said to be considering seeking outside help; the renegade

death knight Sir Oslan Knarren was reputedly sighted in the area of the Crystal Springs. The patrol that spotted him wisely fled rather than ask questions.

JUSTCROWN PROVINCE



The rulers of Nyronnd have long prevented any settlement in the rolling hills and farmland surrounding the capital, Rel Mord, from growing so as to rival it. The monarch rules those lands via the local petty nobles, knights and officials that report to him or her.

As a result, the lands are heavily cultivated by a network of thorps and villages, and well serviced by roads and the Duntide River to carry farms goods to supply the capital and beyond.

With the provincial reforms of 591 CY the surrounding lands were placed officially under the control of the King, as the Justcrown Province.

The inhabitants of the province outside the capital are hard-working and honest folk, arguably more sophisticated and wealthier than other such folk due to their closeness to Rel Mord. However, they are proud of their position at the heart of Nyronnd.

Notable Locations: Rel Mord; Duntide River

Rumors: (post 595 CY) The royal household has denied allegations of an attack on the Queen or Princess Archarzi. Shadowy figures and strange lights resembling spell combat were seen amongst the towers of the royal

palace at one night. Speculation the witches of the Gnatmarsh, Hextorians or the Scarlet Brotherhood kidnapped either were rebutted by a public visit by the Queen and Princess the next day; (post 598 CY) the death of the elderly Arafeld, the head of the church of Heironeous, means a conclave of the senior clergy will be called in Rel Mord to elect a new High Priest; villages in Justcrown have reported dark robed figures on horseback riding the streets at night, followed by sickness and disease in following days. Priests of Pelor have been dispatched to assist, and paladins of various faiths have flocked to the area to search for the forces involved.

DUCHY OF KORENFLASS

The Duchy of Korenflass since 591 CY comprises two regions - the Coast (from east of Shining White to west of Mithat) and the Northern Hills.

The soil of the coastal region is chalky, brittle and stony, and not easily farmed. It is used mostly for grazing cows, sheep and goats (and some horses). Beyond this and fishing, the Coast's main industries are supporting the navy and smuggling. The storm god Procan is widely worshiped along the coast.

The naval bases include Oldred and Wragby. Oldred has also long harbored organized criminal families that are kept barely under control and in balance by the Duke.



The Northern Hills were added by the provincial reforms of 591 CY, adding the Anodan Hills and arable farmland beyond them. The northern area added also included the Entrell Estates, ruled by a high elf noble – Gelleflair Entrell – who maintains a formidable militia.

The people of the Northern Hills are entirely different to the Coast - generally down to earth, friendly and easy to approach. The Anodan Hills includes a large community of halflings.

Notable Locations: Oldred, Storport, Wragby, The Rent, Entrell Estates; Anodan Hills, Duntide River, Mithat Bay

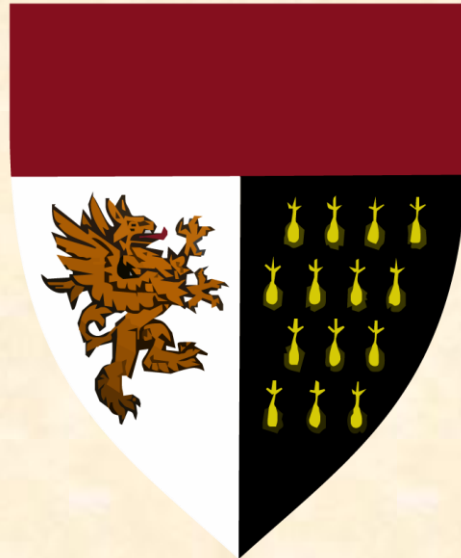
Rumors: (post 598 CY) Duke Valdushi is organizing an urgent expedition to Stormwater Island with a Scarlet Brotherhood ship reported washing up there after a recent storm; (post 596 CY) creatures are said to have issued forth from the dark mines of The Rent, thought cleansed by adventurers after the undead working the mines were uncovered in 596 CY; farmers in the Anodan Hills are looking for monster hunters after accidentally disturbing burrowing creatures when ploughing new fields in a previously unfarmed valley.

COUNTY OF MOWBRENN

North of Rel Mord and Woodwych, the County sits on trade routes to Urnst and the Pale. Stretching from the Duntide River to the Franz River, it is a fertile area of Nyronnd with extensive grain-growing and cloth-weaving. Like most of the people of Nyronnd they live outside the towns and cities.

The capital Mowbrenn sits at the center of the various main roads, upon two hills (and an under-city). It faced the challenge of a change in rule by the King from the tyrannical Blackmar Culdane to his son Cunhal Blackmar. Certain elements in Mowbrenn have sought to exploit the freedoms granted in darker ways.

Curtulenn on the Franz River is virtually a twin town to Trigol across the border, and a busy ferry town. After resisting Archbold's harsh taxes, all had to adjust to being brought back



under the administrative control of the King and Count.

Notable Locations: Curtulenn, Mowbrenn; Duntide River, Franz River

Rumors: (post 591 CY) Count Blackmar has the happy news of a newborn heir at the same time as dealing with mysterious murders in the city. Some suggest a murderous war between criminal gangs while others suggest something dangerous in the undercity is preying on inhabitants; marsh monsters from the Fennelmore have been preying on boats on the Franz River: while the authorities in Urnst and Nyronnd squabble over whose job it is to quash, merchants just want trade to resume safely; tensions are high in Curtulenn – locals blame Rhenee barge folk for a recent rash of thievery, horse rustling and arson, but the barge folk claim they are easy scapegoats instead of whoever the real criminals are.

DUCHY OF ORBEREND

The Duchy sits in northern central Nyronnd, stretching from the Franz River in the west to the Duntide River in the east. The County of Gamboge sits to the north and County of Mowbrenn to the south.

It is a quiet, peaceful and fertile province that earns its prosperity from grain, cloth weaving and trade. Ostentatious displays of wealth are

rare, mainly as Orberend is close to Rel Mord and its observant tax collectors.

The central and eastern regions of the Duchy lands are very fertile, and heavily populated, focusing on grain and cloth-weaving. The population is mainly agrarian, with only two large settlements being the capital, Hendrenn Halgood, and Kerrinn on the Franz River. Kerrinn features a series of locks to allow boats to travel the river.

As the Duke is a fervent follower and Paladin of Pelor, the capital of Hendrenn Halgood features the largest temple of Pelor in Nyronnd.

The Duchy features a badland surrounding Barren Keep, reputedly of magical origin.

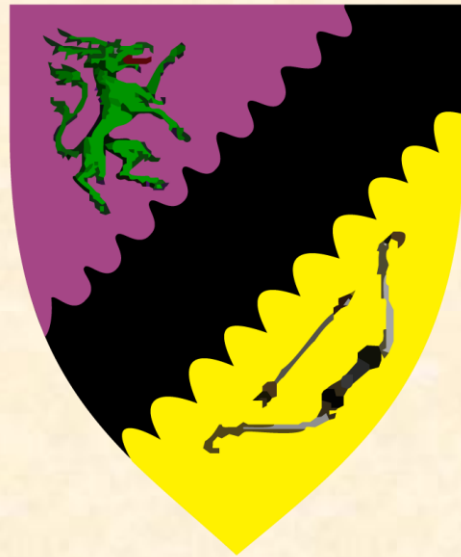
Notable Locations: Barren Keep, Hendrenn Halgood, Kerrinn; Duntide River, Franz River

Rumors: Duke Arnon is said to be on his deathbed, but has had a vision of where the famed Orb of Sol is to be found. Senior priests of Pelor have rushed to Orberend to discuss the visions; the locks of Kerrinn have been plagued by breakdowns and problems interfering with the passage of boats. A local druid has suggested mischievous fey lurking in the upriver lake are behind it; (post 595 CY) contact has been lost with Barren Keep. The keep was restored by the King and provided a refuge during Sewardt's coup, but has been reduced to a minimal garrison in the years since. The



concern is something has stirred in the badlands that surround it.

ROYAL DUCHY OF WOMTHAM



The Royal Duchy sits as the heart of eastern Nyronnd and its trade routes. Produce from the Gamboge Forest comes south from Arndulanth, and the raw metals mined in the Flinty Hills are mainly transported to Womtham to be turned into coin in the Royal Mint. The Duchy is wealthy, although centered on the capital of Womtham.

The Duchy extends into the Flinty Hills in the east, but the gnomes residing there pay fealty to the Gnome King (or Queen) before the Duke or King.

The lands are under constant threat from the Bone March and North Kingdom, and so always feature a heavy garrison presence based mainly in the east. From 591 to 595 CY there was ongoing tension between Duke Boomgren and General Osmeran, which came to a head when the Duke supported Sewardt in his coup in 595 CY and the loyal Osmeran ended up occupying Womtham after heavy fighting in which the Duke was killed.

Notable Locations: Big Rapids, Cordrend, Deghulan, Harskern, Kurast's Keep, Narsel Mendred, Pelleur Keep, Schukendale, Womtham; Duntide River, Flessern River, Flinty Hills, Harp River, Northern Hills

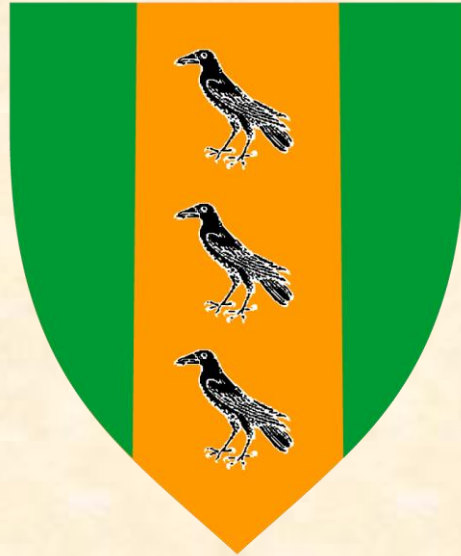
Rumors: Werewolves are harassing people in outlying areas in the foot-hills between Big Rapids and Schukendale, (post 595 CY) and are suspected to be the remnants of the pack that aided traitorous Duke Boomgren; rumors abound that coin moulds have been stolen from the Royal Mint in Womtham, and authorities are trying to retrieve them before concern about forged coins affects the economy; the authorities are investigating reports of smuggling to and from Innspa using old tunnels or aqueducts built by the gnomes centuries ago, and long forgotten.

MARCH OF WOODVERGE

The March covers the bountiful northern lands of Nyronnd between the Nutherwood and the Gamboge Forest. It has always had a reputation for rustic beauty and simple living. Recent decades have seen its proximity to the Theocracy of the Pale cause many problems.

Woodverge suffered with bandits, goblinoids, refugees and Pholtan zealots. The area had always been strong in its worship of Pholtus, being so close to the Pale, with more militant forms prospering including the Valorous League of Blindness. Sir Weynoud Aspranth was appointed to rule the March in 591 CY but always faced problems exercising authority due to the League using the general problems to assume control of law enforcement in many areas.

This came to a head in 593 CY when the Night of Terror in Midmeadow saw many including Sir Weynoud killed during an undead attack and riots, and the League declared martial law. Lynwerd was attempting to come to grips with these events when Sewardnt launched his coup, and he had to fight for his crown. Sectarian infighting among Pholtans undermined their authority, and Midmeadow developed in the meantime into a more pluralistic city including a less militant church of Pholtus. In late 595 CY the Valorous League was expelled by agreement between Lynwerd and the Pale, leaving Midmeadow to continue its development.



The March has long had to deal with raiding from the Bandit Kingdoms, and recently Sewardnt ceded control over parts to the County of Urnst to gain support for his rule. The latter caused tension once Lynwerd returned to the throne, but the death of the Countess holds the prospect of that issue being resolved.

Notable Locations: Bestien's Tower, Midmeadow, Starkwall; The Stone Road; Artonsomay River, Gamboge Forest, Nutherwood

Rumors: (post 595 CY) zealous Pholtan priests have been run out of town in some northern villages, afraid of religious strife being stirred up; (post 598 CY) the city of Midmeadow is said to be holding an election of its mayor, to be voted on by every citizen of the city! Rumored to be inspired by the recent Oligarch elections in the Free City of Greyhawk, such an election is unheard of in Nyronnd; (post 584 CY) County of Urnst troops near Starkwall have been attacked by soldiers dressed in Nyronnd uniforms. Nyronnd has denied the troops were theirs, and suspicion has fallen on forces from the Bandit Kingdoms or the Valorous League of Blindness still calling for secession from the Pale. Tensions along the border near Starkwall are high.

DUCHY OF WOODWYCH

The Duchy lies in the central western part of Nyronnd, its farmlands wrapped around the nominally autonomous Celadon Forest. It is bordered to the west by the Nesser River beyond which lies the Duchy of Urnst, and to the east by the Duntide River. Its roads carry heavy trade from Urnst both east and south, and in previous years it also enjoyed much trade with the wood-folk and elves of the Celadon.

The former Baron Bastrayne in the wake of the Greyhawk Wars used demands for tax revenue from the king to raise exorbitant taxes (which he embezzled a share of), and allowed exploitation of the timber and resources of the Celadon by desperate citizens. This quickly devolved into violence and insurrection, as the inhabitants of the Celadon protected their lands and the Baron's forces responded with violence.

Eventually the Baron fled in 586 CY with his stolen taxes, was unable to be found, and the King had to deal with virtual civil war. He appointed a southern noble, Verin Talnith, as Baroness. She set about dismantling the previous regime's forces while trying to bring matters under control.

It took years to do so, with tensions remaining throughout. Verin was promoted to Duchess, and proved to be one of Lynwerd's staunchest supporters during Sewardt's coup.



Notable Locations: Adrean's Landing, Hammensend, Swan Bore, Woodwych; Celadon Forest, Duntide River, Nesser River

Rumors: (post 595 CY) Duchess Verin has announced a Grand Joust to be staged at Adrean's Landing. It is expected she will announce her grandson (by her deceased son Adrean) will be confirmed as her heir at the event; there is talk of the Druids of the Celadon Forest gathering for an important ceremony involving renewal of the mystical figure known only as the Green Man; a ghostly horseman is reported to be terrorizing the back roads of the Duchy near Hammensend. Whether a cunningly disguised bandit or some spectral figure, concerns are it will start interrupting the major trade route running west to Urnst.

LAW & JUSTICE

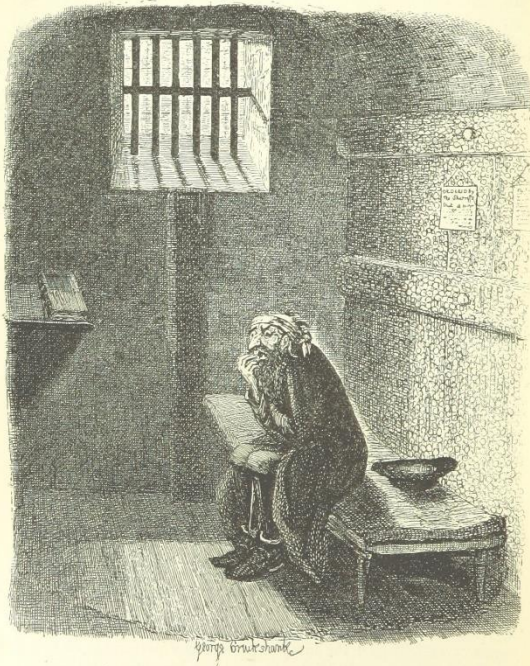
Legal matters are divided into criminal and civil jurisdictions.

CIVIL DISPUTES

Civil disputes prior to the Greyhawk Wars could be resolved by the ancient practice of duelling, often with paid champions. Heironeous, god of honor and valor, was regarded as guiding the hand of the righteous, so it was an accepted method of resolving matters. Due to the huge loss of soldiers in the Wars, inflicting serious injury in duels became a criminal offense.

More civil cases were accordingly dealt with by magistrates, who are usually low-level priests of a deity such as Heironeous, Pholtus, Rao or Zilchus. The priests of Rao especially are known for assisting in mediating and resolving civil disputes among the common people, who were less likely or able to resolve disputes by duelling in any event (making it a method more of nobles and the military).

CRIMINAL OFFENSES



Criminal offenses are divided into:

- Grievous Crimes (e.g. murder, sedition, and treason),
- Injurious Crimes (e.g. serious assault, tomb robbing, major destruction of property, rioting, magical misconduct and the like), and
- Crimes of Disrepute (minor infringements such as minor assault, bootlegging, coin clipping, minor fraud, and bribery of minor officials).

Minor offenses are regarded as more serious if they impede rebuilding and defense work. Trials for criminal offenses are presided over by magistrates as for civil matters. However, Grievous Crimes are investigated by a three-member panel of judges, being higher ranking priests of appropriate deities.

Magical interrogations and assistance are usual in cases of alleged Grievous Crimes, but not lesser ones.

Generally, the law in Nyronde outside the big cities and central provinces is administered as local rulers see fit. Sentences for the guilty vary from province to province, but Grievous Crimes

are usually punished by death or banishment often accompanied by the severance of a limb or the placing of a curse or geas on the criminal. With other crimes, some nobles levy heavy fines which add to the noble coffers. Some opt for forced conscription in levies for civil work. Others prefer imprisonment or banishment.

In the years after the Greyhawk Wars heavy fines were preferred to imprisonment for all but the very worst offenses. This also led to a number of debtor prisons being built, where the prisoner has to work off their debt (for civil matters) or fine (for criminal offenses). Such would usually be paid off at a rate of one day per gold piece owed.

Punishments from 591 CY tended to be as follows:

- Minor Infractions - a fine ranging from 5-100 nobles, based on the crime.
- Stealing (amounts less than 100 gold) - 1 month, and restitution equal to three times the amount stolen.
- Stealing (amounts greater than 100 gold) - 2 months, and a fine equal to three times the amount stolen, plus the possible loss of a hand if grievous enough.
- Assault and Battery - 1 month, and a fine of 100 nobles (100 gp). If the convicted cannot or chooses not to pay, the prison time is doubled.
- Murder - Life in prison or death by hanging.
- Treason - Life in prison or death by hanging.

Corruption also infested the legal system in many places after the Greyhawk Wars, so crimes might be overlooked in return for a bribe. Militias sometimes extracted spot fines for offenses, often made up on the spot. While matters have improved under Lynwerd's rule, they have not yet returned how they were prior to the Wars.

COURTS



There are two **court systems** in Nyronnd - Local and Royal. Maintaining the laws of Nyronnd is the responsibility and within the power of the rulers of the provinces. These nobles are charged with appointing and maintaining local law enforcement and the Local Courts. As such, most law enforcement is administered by local nobles.

Most Crimes of Disrepute, Injurious Crimes and all but the most serious Grievous Crimes are handled by the Local Courts, including most local murders.

Only the most serious of Grievous Crimes (treason against the crown and sedition) are automatically handled in Royal Courts, although in some cases Royal Courts may preside over Crimes of Disrepute and Injurious Crimes. All cases heard in the province of Justcrown (the King's own province surrounding Rel Mord) are heard by Royal Courts.

For most people in Nyronnd asking for Royal Justice is not easy. The accused or their representatives must show a compelling reason to change the venue and must convince a Representative of the King's High Marshal to take over management of the case. There must be established an overriding reason for the Royal Courts to hear the case. This might be local prejudice, conflict of interest, gross violations of procedures, or that the local power does not have jurisdiction over the type of case.

ECONOMY

Nyronnd is one of the largest and richest realms in the Flanaess, notwithstanding the financial crisis that followed the Greyhawk Wars.

RESOURCES

Nyronnd's main resources consist of foodstuffs, cloth, copper, silver and gems.

The fertile Duntide River valley is the heart of Nyronnd's food and animal production.

Common **crops** include grains (barley, wheat, rye, oats and sorghum), vegetables (artichokes, asparagus, eggplants, beetroots, broad & string beans, cabbage, onions, peppers, olives, etc) and fruit (apples, pears, citrus, melons and stone fruit).

Nyronnd also grows cotton, flax and hemp which are used to make **cloth**, as well as wool from its large sheep flocks. **Tobacco** is also grown, especially among the halfings of the Anodan Hills.

Nyronnd grows both eating and wine **grapes**, with most farms featuring a small vineyard to make their own wine each year. Nyronnd is well known for "Nyronndal lime" white wine, so named for the color of the drink.



Herds of cattle, sheep, goats, pigs and horses are also raised throughout Nyronnd. Most farmers also raise chickens for meat and eggs, as well as other poultry like ducks, geese, etc.

Horse breeding supplies Nyronnd's famous cavalry, and this is a point of pride and competition within the realm. A number of markets for the sale of prime breeding stock occur throughout the year in key centers.

“As fertile as the Duntide” is a common saying in Nyrond. Similarly *“a halfling goes to bed alone in the Anodan Hills and wakes up with a score in the morn”*, but this is more a comment on the propensity of halflings to have large families.

The poorer chalky soils of the coast on Relmor Bay tend to support grazing animals like goats and sheep.

Fishing takes place along the southern coast of Relmor Bay from the various port towns and villages, as well as on the Franz-Nesser, Harp and Duntide Rivers. The Nesser River is less exploited where it runs to the west of the Gnatmarsh due to the dangerous inhabitants and wildlife there.

Before the Greyhawk Wars Nyrond exported food and cloth, especially to the Pale, the Flinty Hills and even the Shield Lands and on to Greyhawk. Nyrond drew significant revenue from the mining of silver and gems in the Flinty Hills.

The loss of territory in the Flinty Hills reduced silver and gem **mining** incomes by half, and was the main reason Archbold had to raise tax rates. The collapse of the economy and farming production due to levies away fighting, casualties and over taxing meant Nyrond could no longer export food and cloth, or earn valuable revenue from abroad. This situation improved from 591 CY.

Copper is mined in the fringes of the Flinty Hills and eastern lands, with these ore deposits extending into Almor where it is also mined.

Nyrond is a major **trading** nation, dealing with all of its neighbors (even the Great Kingdom and then Ahlissa, to a degree) and realms from the Shield Lands to Ulek and beyond. The Nesser River is a trade route that would likely exceed the Selintan River but for the dangers of the Gnatmarsh.

CURRENCY

The coinage of Nyrond is organized as follows:

- Platinum piece (pp): sterling
- Gold piece (gp): noble
- Electrum piece (ep): shinepiece

- Silver piece (sp): shield
- Copper piece (cp): common

The platinum sterling is a large, round coin with a likeness of the current monarch on one side and Nyrond's coat of arms on the other.

The gold noble has a crossed sword and spear on one side and a shield with the Nyrondeuse coat of arms on the other.

The electrum shinepiece is a bright round coin with a small circular hole milled from the center, with the motto "Faithful and Honest" in Old Oeridian on one side and a pair of intertwined snakes running around the other side.

The silver shield is a small, shield-shaped coin with Nyrond's coat of arms on one side, and a great helm design on the reverse.

The copper common bears a leaved stave on one side, and an engraving of a pair of sacks and some stalks of wheat on the other.

Currency is made at the Royal Mint in Womtham, which relocated there from Rel Mord in 577 CY to be closer to the source of metal for coins in the Flinty Hills.

Nyrond's currency is used generally in central Flanaess states. Nyrondeuse merchants accept coins from Urnst, Greyhawk, Furyondy, Dyvers and Veluna, but charge 5-10% as an exchange rate.

In major cities the exchange rate is a standard 5%, of which 3% is a mandatory tax levied by the king.

In Nyrond since the Greyhawk Wars only Nyrondeuse coinage is accepted, making it hard to avoid such exchange rates. Other realms have objected, but also recognize Nyrond's need for tax revenues. In the hardest hit parts of the kingdom, especially rural areas, a barter economy became more common to avoid taxes, even if coins were still valued.

LICENSED ADVENTURERS

Nyrond is a law-abiding kingdom, and its treatment of adventurers is no different.

Prior to 591 CY adventuring was taxed punitively, with income and revenue taxed at a rate of 50% or more. Adventurers operating on



royal license could avoid this, but such was at the behest of the King (or his officials).

Otherwise, adventurers operating at the edges of Nyronnd have a strange propensity to make for the nearest neighboring realm with their loot - declaring they had obtained it just over the border - so as to avoid the heavier taxes.

In 591 CY Nyronnd began a program of licensing adventurers (many being veterans of the Wars) to bolster the overstretched and underfunded military and police, but also to raise money to pay off the kingdom's debts. This program was a success, with hundreds of adventurers paying 20% of their income earned as licensed adventurers, and also dealing with many enemies and challenges to the kingdom in doing so. The tax code was restructured at the beginning of 593 CY, and the Licensed Adventurer program also restructured.

In return for registering, a Licensed Adventurer is given certain rights above the average citizen including:

- the right to claim King's Justice (being the royal rather than local courts).
- the right to keep and bear arms freely within the Kingdom.
- the right to take mercenary jobs from any freeman.

- a 50% or more discount on many of the fees charged while traveling in Nyronnd.

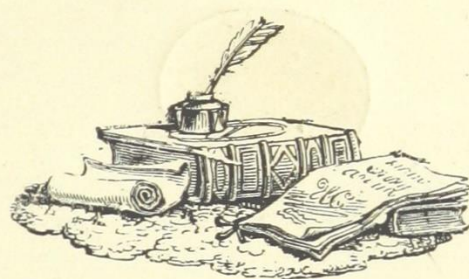
To register, a prospective adventurer needs to visit a local bailiff, sheriff or magistrate, pay a registration fee, and take an oath of loyalty to King and Country. That oath requires licensed adventurers to:

- provide for the safety and longevity of the kingdom of Nyronnd.
- uphold the laws of the Kingdom of Nyronnd.
- make an accurate accounting of the disposition of treasures retrieved to representatives of the Bailiff-General and pay the proper amount in taxes.
- report to military officials any movements of the Kingdom of Nyronnd's enemies.
- report to the Bailiff-General any unusual occurrences the adventurers discover while adventuring.
- behave in a manner that is supportive and complimentary of the King of Nyronnd.

Adventurers are required to maintain a record of treasure recovered, and report such to bailiffs to pay tax on such, as otherwise being caught by authorities and found to be holding untaxed treasure makes the adventurers liable to pay tax on those treasures immediately.

ROYAL MAIL SERVICE

The Royal Mail Service has been an important part of Nyronnd, due to the large geographic area the kingdom controls. It is funded by and under the control of the king.



Almost every village, town and city has a Royal Postmaster (in smaller settlements this person usually serves other roles as well or holds a primary job or trade).

Mail could be delivered quickly from almost any place in Nyrond, via the rivers and well-maintained roads. During the Greyhawk Wars the Royal Mail Service was disrupted because both revenues and personnel were reallocated to the war effort. Postmasters were not paid, and roads and Post Offices fell into disrepair.

In 591 CY King Lynwerd used the re-establishment of the Royal Mail Service as a

public relations effort to show the kingdom was returning to normal. Funds were provided to pay for Postmasters and their offices, and routes re-established. Roads were rebuilt, mainly by the militia who initially were used to provide extra personnel to deliver the mail.

Similar to Furyondy, fees for ordinary letters dispatched are 1 sp per 20 miles traveled by road, or 5 cp per 20 miles traveled by river. Transport by river and boat is done where possible given the efficiency of same.

CHAPTER 4: MILITARY

Nyrond's military comprises of three main parts - the army, navy and militias. Generally, the military was reformed by Lynwerd as part of his larger reforms within Nyrond after taking power, and the number of troops reduced with the structure and chain of command simplified.

Citizens and those seeking citizenship are required to serve at least 2 years in the military (or serve as a reserve in the militias otherwise).

ARMY

Nyrond's army is traditionally based on heavy cavalry and armored footmen (and women), which have usually made the majority of forces. These are usually supported by lesser numbers of bowmen and light hill-folk infantry.

The king pays for the upkeep of the regular army. Nobles are obliged to supply certain levies in times of war, especially the famous heavy cavalry, or pay for such in their stead.

These forces have been historically supported by specialist demi-human scout units, usually elves from the Celadon and Gamboge Forests but also including some halfling elements.

The backbone of the Nyrondal army are the Legions, comprised of the armored footmen and light cavalry.

Each legion, except Legion I, has a cavalry unit composed of light horsemen. These cavalry soldiers act as mounted skirmishers, messengers, and scouts.

The Legions are generally structured into Divisions and Companies. Each Legion is composed of six to fourteen Divisions. Each Division is composed of ten Companies (of 60 to

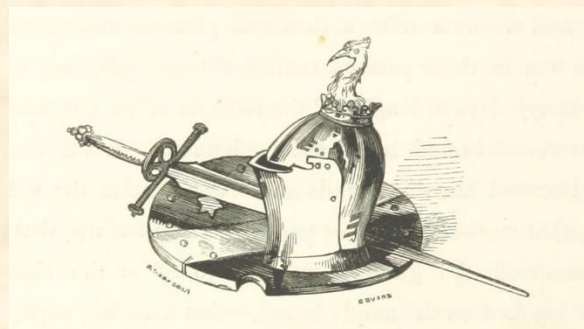
100 Legionnaires).

The first Division of each Legion is a command and services Legion. The First Company of the First Legion is always the command Company for the Legion, and includes the most ranking officers. Other companies of the First Division are specialized by task, including special forces and construction.

After Lynwerd was crowned in 586 CY he reorganized much of the military and disbanded three of the primary legions (VI, VIII, and X), either because their numbers were too few after the Wars or due to sedition in the ranks. The Fourth Legion had disappeared at Onyxgate in 586 CY, but was not officially disbanded or replaced in the hope it would be found or reappear.

The Legions (in 591 CY)

Number & Heraldry	HQ & Operating Area
I (Sea Hawk)	Mithat (Almorian lands & naval support)
II (Drake)	Womtham (along Bone March border & Duchy of Flinthill)
III (Lion)	Mithat (Almorian lands & along Ahlissan border)
V (Serpent)	Oldred (Korenfluss & Eventide)
VII (Bloodhound)	Midmeadow (northern and western borders & Gamboge Forest)
IX (Eagle)	Rel Mord (Justcrown province & spread through remaining provinces)



THE FOURTH LEGION:

The Fourth Legion under the command of General Basmajenn disappeared completely in Onyxgate when the Legion, along with the First and Third Legions, seized the Almorian lands north of the Harp River in 586 CY.

The *Living Greyhawk* module NYR4-05 "Onyxgate" revealed that Basmajenn had defected to Prince Sewardt at the time, with loyalists in the Legion being purged.

The Legion formed a major part of the force that magically invaded Rel Mord on the last day of 594 CY to seize power in a fiend and Hextorian supported coup by Sewardt.

The Legion was never retired or replaced after its disappearance in the hope it would be found. After Lynwerd successfully returned to power in 595 CY, for its treachery the Fourth Legion was struck from the rolls of the Nyronde military never to be reinstated. Those purged were recorded as heroes, being posthumously appointed to the rolls of the Royal Guard in recognition that their loyalty to King and Nyronde had cost their lives.

The ranks of the Legions in ascending order are:

- Legionnaire
- Corporal
- Serjeant
- Master-Serjeant
- Tribune
- Captain (in charge of a Company)
- Major (in charge of a Division)
- Praetor (in charge of Legion)
- General (head of Army)

The regular legions are supported by two special semi-independent units - the **Arcane Legion** and the **Divine Legion**, also known as the Legio Arcanus and the Legio Divinus.

These legions do not operate independently, as their members are spread throughout the main legions providing arcane and divine



magical support in the form of Magisters and Chaplains.

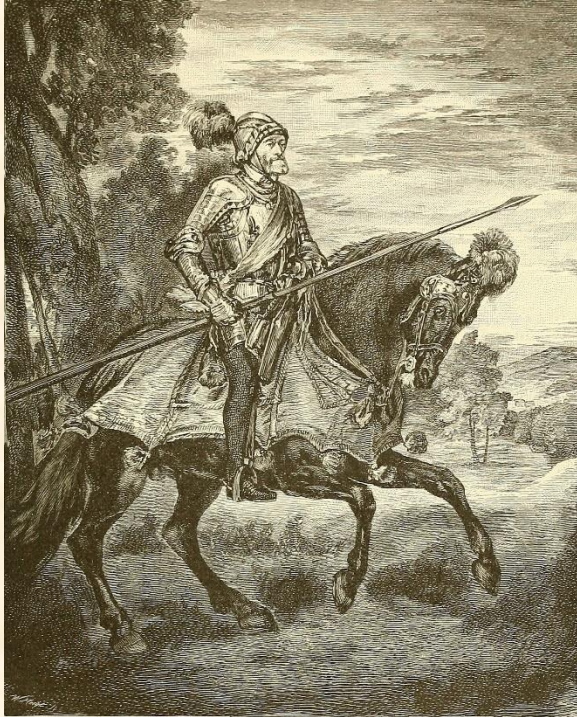
Officers in the Legio Arcanus and Legio Divinus can act as officers for regular legions in a crisis.

The **Knights of the Realm** is an old and traditional organization comprised mainly of the heavily armed and armored, mounted nobles of Nyronde. Filled mainly with brave, experienced men and women dedicated to the defence of King and Country, they are often the first to charge into battle.

While properly they are a branch of the Nyronde military, due to their social standing as nobles they consider themselves outside of the normal command structure. They often only act on direct orders from the king. The Knights consider the Legions ignorant commoners who do not properly understand honor or the use of a heavy cavalry attack on the battlefield.

As such, the Knights have a bitter rivalry with the Legions, especially the Cavalry elements. Both often do not include each other in their planning.

While based in Rel Mord, their members are spread throughout Nyronde. Some manage their properties and wealth, while others wander the



kingdom, accompanied by a small entourage of squires, bards, and assistants.

A few times a year tournaments or jousts will be held in Nyronnd and surrounding countries. The majority of the Knights of the Realm will attend these, which are both competitions to practice their skills and also social events.

All knights, including squires, must honor the

Knight's Code of Conduct:

- Obedience to the King and your superiors, respect for your equals, and courtesy for those beneath you.
- Death to those that oppose Nyronnd.
- Death before dishonor.
- Seek glory for yourself, the Knights, and the Kingdom in battle, and in all else that you do.
- Act always for the good of the King, Kingdom, and your fellow Nyronndians.

The King personally bestows knighthoods upon each applicant declared worthy, usually at a ceremony held during the spring festival and joust outside the walls of Rel Mord.

There are three grades of Knights of the Realm:

- Squires
- Knights of the Realm

- **Knight Commanders**

The **Knight Commanders** are the most elite knights, and there are few alive to have reached this prestigious level.

These are the knights that sponsor tournaments, not actively compete. Being unhorsed by a common stable boy with a "broomstick" (the knightly slang for a lance that is neither a masterwork or magical) would result in a massive loss of prestige, so most knight commanders do not risk it. Lesser knights have been known to lose a joust rather than risk unhorsing a knight commander given the social and political costs.

The **Royal Guard** is dedicated to the protection of the monarch. These men and women "fly the flag" throughout Nyronnd and neighboring realms, building the reputation of king and kingdom.

The Royal Guard has the following official duties.

- Protect and preserve the life and reign of the monarch and royal family.
- Guard many of the royal institutions and buildings throughout Nyronnd.
- Guard embassies and foreign outposts of Nyronnd in other realms.
- Guard various important Nyronndal persons both in Nyronnd and traveling abroad.
- Guard important dignitaries (nobles, ambassadors, important merchants) visiting Nyronnd from foreign lands.

Due to their extensive operations, they assist the intelligence operations of the kingdom. Monitoring threats, internal and external, is an extension of their role.

Since the attempted coup by Sewardnt in 586 CY the High Priest of Heironeous has held the position of Captain of the Royal Guard. This was one of a number of rewards to the Church for their role in defeating the coup and saving Archbold's life.

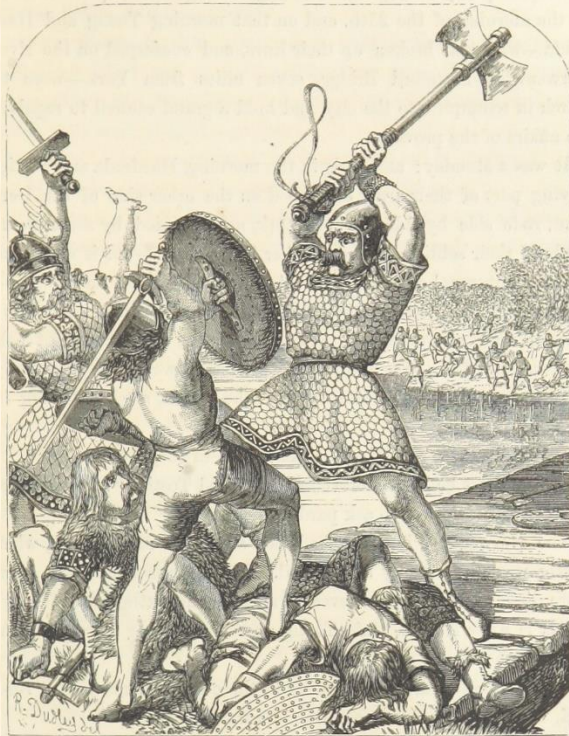
The Royal Guard is nominally under the chain of command of Legion IX, but in real terms operates independently.

THE RED BRIGADE

During the Greyhawk Wars the Nyronnd military attracted support from various irregular units, and an influx of recruits with martial prowess unsuited to the discipline of the usual Nyronnd military. Many of them came from tribal backgrounds outside of Nyronnd (such as Ratik, Rhizia, the Adri and Tenh) but also within. While the hill folk of the Flinty Hills have a long and proud tradition of supplying light infantry, the other hill, marsh and wood folk of Nyronnd also enlisted in Nyronnd's time of need.

The Nyronnd army dealt with this challenge by creating the Red Brigade. Members pledge loyalty to Nyronnd, and are expected to put all other tribal obligations beneath their membership in the Red Brigade. The Brigade has a basic military chain of command, with most other military tradition and structure abandoned.

The Red Brigade's name officially comes from the dark red dye members use to color their banners, cloaks, uniforms, and sometimes bare skin. However, it is also because anecdotally by the end of battles members are usually covered in both their own and their enemies' blood.



Red Brigade warriors tend to favor light armor and two-handed weapons. They also excel at living off the land, requiring no supply train.

The Red Brigade is not a defensive force, but rather a small, quick offensive strike force requiring almost no supply. The Brigade does require regular operations, as its members are not content sitting around in peace time. As a result, their isolated headquarters is located on the edge of the Flinty Hills, close to the Bone March, Almor and the Adri Forest. They regularly sortie into the Bone March or humanoid held areas of the Flinty Hills to assist the gnomes and hill folk of the region, as well as being available for any other operations in the part of Nyronnd most at risk of attack.

Their numbers are kept secret, and potential recruits are either sent there by the army or show up at the headquarters on their own.

NAVY

The navy has traditionally dominated Relmor Bay and the Sea of Gearnat, despite continuous efforts of the Great Kingdom and then Ahlissa to end this. Despite the Greyhawk Wars the navy remained relatively powerful. Losses during the Wars were offset by the flight of a few remnant Onnwal galleys and caravels to Nyronnd after it fell to the Scarlet Brotherhood.

In 585 CY the Navy maintained a force in Relmor Bay of 9 galleys, 30 caravels and 20 coasters.

The navy is also funded by the king, and under the control of a Fleet Admiral who reports to the him. It is based in Nessermonth, the Small Ports along Relmor Bay, Wragby, Oldred and Mithat.

The navy does not have its own marine forces and instead uses army units as required and assigned.

The Navy is divided into three fleets. The First Fleet is stationed out of Nessermonth. The Second and Third Fleets were stationed out of Oldred but, after the annexation of Almor, the Third Fleet was moved to Mithat.

The First Fleet is primarily tasked with patrolling and guarding Nyronnd's rivers. The Second Fleet is mainly tasked with patrolling

and guarding Nyronnd's shores, and the Third Fleet is mainly tasked with deep sea and all other naval coverage.

The ships of the First Fleet are mostly composed of smaller galleys, barges and other river-capable craft including some cutters. The ships of the Second Fleet are mostly cutters, triremes, and larger galleys. The Third Fleet has some galleys as well as ocean-going ships including cutters and larger.

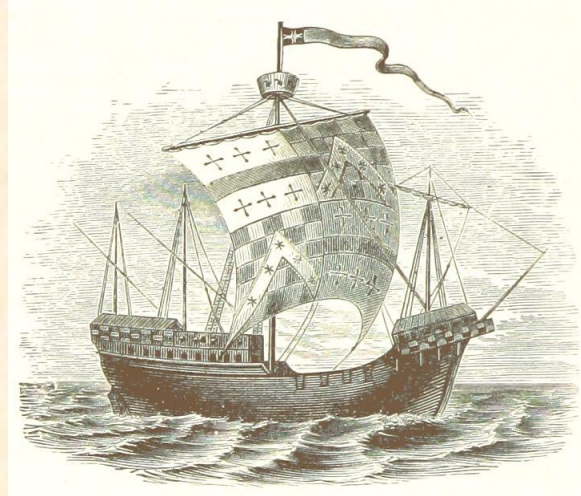
As part of Lynwerd's reforms of the military, a number of naval vessels were placed into dry dock storage or (in the case of older vessels) scrapped. These vessels are stored in the naval shipyards at Oldred and Mithat. The navy did not suffer as heavy downsizing as the army, due to the need to maintain naval dominance on Relmor Bay, with the dual threats of Ahlissa and the Scarlet Brotherhood.

The Fleets (in 591 CY)

Number & Heraldry	HQ & Operating Area
I (Crossed Scimitars)	Nessermouth (Nesser & Duntide Rivers; Nessermouth surrounds)
II (A Breaking Wave)	Oldred (mainly coastal patrols)
III (Trident)	Mithat (deep water operations into Relmor Bay & beyond)

The ranks of the Navy in ascending order are:

- Sailor
- Able Sailor
- Chief
- Master-Chief
- Ensign
- Lieutenant
- Commander
- Admiral (in charge of a Fleet)
- Grand Admiral (head of Navy)



Grand Admiral Ramol Hugarnd also commands the Third Fleet. He served with distinction under Archbold in the Greyhawk Wars, and was the best of the senior military commanders. He held the Navy together in the years afterwards, when facing mutiny due to lack of pay.

He turned a blind eye to a naval raid on Prymp in early 585 CY, where disguised vessels raided the Ahlissan port and made off with goods, a galley, and it was rumored even captives.

He was rewarded under Lynwerd with continuing command of the Navy, and being tasked with reorganizing and rebuilding it as part of Lynwerd's reforms. He remained loyal and at large during Sewardt's successful coup, and attacked Mithat with his ships when that city was retaken by Lynwerd.

Ahlissa has been rebuilding its navy since the Greyhawk Wars, with the intent to take control of Relmor Bay (from Nyronnd) and the eastern side of the Azure Sea (from the Scarlet Brotherhood). As such, Nyronnd's navy expects to eventually have to face off against Ahlissan forces on the sea.

MILITIA

The term militia is commonly used in Nyronnd to refer to the irregular forces in the kingdom that are not part of the regular military. The militia act as an auxiliary support force to the army, but otherwise usually serve as police or guard forces throughout the kingdom.

The militia comprises local garrisons, security forces and constabulary of the provinces. They are a lower grade of troops than the army, but still crucial in their security role within the Kingdom. The militia are usually locals used to garrison towns and guard borders, palaces and castles. They might be used as defensive forces to support the regular army, but are never deployed outside the realm for offensive operations.

There is also a large component of reservists within the militia, who have been trained to serve in the militia but are on standby not active duty. Reservists are not counted as part of the formal numbers of militia.

Militia usually report to their local liege lord. However, militia units and reservists can still be called upon by the army chain of command when appropriate.

Some of the militias have their own distinctive character or structure, due to regional differences. Examples include:

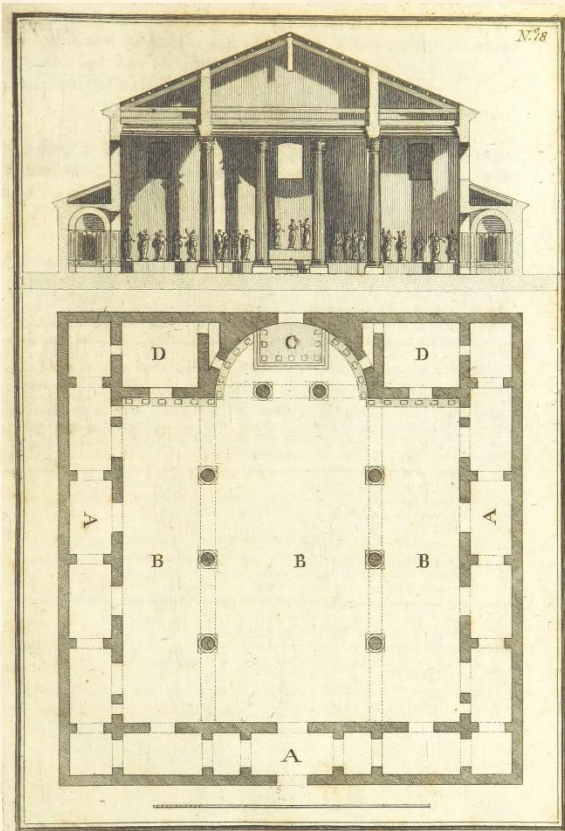
- The Duke of Flinthills' Militia – The Skirmishers are primarily mounted archers, scouts, and couriers that train to fight not only on open ground but in brush, forests, and urban or tunnel areas.
- The Entrell Militia – Commanded by Gelleflair Entrell, it is unique due to being composed entirely of elves and half elves. While appearing to be simple light infantry or light cavalry, many are rangers, warrior mages or even bards. This militia amounts to an elite force skilled in ambushing, tracking, and magic. During the Greyhawk Wars the militia was called into active service on the northern border and distinguished itself in multiple engagements.



CHAPTER 5: RELIGION

Many religions are practiced in Nyronde, which has a moderate and open approach to such things. The majority have little more than an odd shrine or small temple in one town or city (for example, Istus in Wragby). The main religions with sizable followings and church organizations are Heironeous, Beory, Rao, Pelor, Zilchus, Pholtus, Boccob, Delleb, and Celestian.

Heironeous is the unofficial state religion, with the royal family and many nobles tending to be followers. He also tends to be followed by officers and soldiers. Following the Greyhawk Wars, the church and priests were severely depleted by heavy casualties as a result of being heavily involved in military fighting and conflict, which has allowed other churches like Beory and Pelor to expand their followings. However, the church of Heironeous is slowly rebuilding.



Beory and **Pelor** tend to be followed among the common people and farmers. Since the Greyhawk Wars the worship of **Mayaheine** has emerged in Nyronde. Her martial role is attractive to many warriors, especially those females in the military, given Pelor tends to a more passive and peaceful aspect. Her devotion to fighting fiends has also gained her devotion, especially amongst former Almorian citizens and those now residing in those lands.

Rao also enjoys some popularity among the common people due to the role his priests play in mediating disputes. The support given for the poor and impoverished during and after the Greyhawk Wars by High Priest Durinken, who lobbied King Archbold to help them over maintaining overly large armies, also won favor with them.

Boccob, **Delleb** and **Celestian** tend to be followed by the learned classes.

The church of **Pholtus** has been bitterly divided since the Wars, between the fervent supporters of the Valorous League of Blindness (who tend to operate close to the borders of the Theocracy of the Pale to the north) and many others priests in Nyronde who have come to view their dogma as something approaching heresy.

The **Suel deities** are followed to a degree along the south coast, especially **Osprem** and **Xerbo** amongst sailors, fishers and sea merchants (in addition to the Oeridian sea god **Procan**).

The **Flan deities** are followed amongst the wood-folk of the Celadon and Gamboge Forests, the hill-folk of the Abbor-Alz and Flinty Hills, and marsh-folk of the Gnatmarsh, in preference to any newer introduced religions. The **Old Faith** and the power of the druids also remains strong among these people.

The Greyhawk Wars and its aftermath caused a loss of faith amongst some Nyronde, and the worship of darker gods and powers (such as Incabulos and Hextor) emerged as desperate

people sought comfort and succor in their time of need. These cults and followings tend to be in secret, but the rumors of such cause even more trepidation amongst the common people. Charlatans and soothsayers also prospered.

Nyrondese will often make an offering to **Norebo** or **Ralishaz** in an attempt to obtain good luck, or ward off bad luck. But the churches or followings of these gods are small. Minor shrines exist throughout Nyrond to allow these placatory offerings to be made, but there are few temples.

After the Wars some sought to placate Norebo or Ralishaz even more than previously, hoping they offered something in a time of chaos and despair. The priests of those faiths were only too happy to provide guidance to (and receive donations and offerings from) desperate people.

Suggesting fiend worship has been a popular accusation for rabble rousers or dissidents against nobles and leaders, as an explanation for why Nyrond fared so poorly in the Wars or things have been so bad in the aftermath.

Given his position as the enemy of Heironeous and official religion in the Great Kingdom, the worship of **Hextor** is not illegal but quietly persecuted. Known or open Hextorites tend to be socially shunned and viewed as potential (if not actual) traitors. This is especially so after Hextorite support for Sewarndt's coup and rule in 595 CY ended.

Each of the **demi-human** populations in Nyrond tends to follow the members of their relevant pantheons.

CHURCH OF HEIRONEOUS

*I am the spear to cast at my enemies,
I am the dagger in the fist of our lord,
I am the sword of justice for the lawless,
I am the shield for innocence against evil.
Heironeous bless me in the battle to come.*

- Heironean prayer before battle

The worship of Heironeous is essentially the state religion in Nyrond. With the shrinking of the Great Kingdom, and the rise of the worship of Hextor and persecution of the worship of Heironeous, many followers fled or emigrated to Nyrond.

Priests tend to be proficient in Old Oeridian, as many holy texts as well as ceremonies use that language.

Temples usually feature blue trappings, silver, and occasionally windows of colored glass depicting the Archpaladin triumphant. A copper statue of Heironeous usually stands behind the temple altar, with silver battle-axe and clad in silver mail, seven silver lightning bolts radiating from behind his head. Frescoes of battles, and the armor and weapons of fallen heroes, are displayed as sacred relics. Crossed battle-axes decorate hallways, each pair symbolizing worshippers who fell honorably in combat.

Novices are known as the Blessed. Full priests are known as the Glorious or, collectively, as the Valorous Host

In ascending order of rank, the titles used by Heironean priests are:



- Hero of the Third Rank
- Hero of the Second Rank
- Hero of the First Rank
- Champion of Glory
- Knight Gallant
- Knight Courageous
- Knight Valiant
- Knight Champion

Senior priests are known as Paragons, and those who command church armies are known as Paragon-Generals.

These titles are separate from duty titles such as postulant, novitiate, professed priest, cloistered cleric, affirmed priest, templar, and from the ranks within a temple hierarchy such as heirodeacon and abbot.

In everyday affairs senior priests are referred to as Father and Mother, and the rest of the clergy are referred to as Brother and Sister.

Specialty priests are known as gloryaxes, with their favored weapon being a battle axe.

The clergy of comprises mainly humans, with some half-elves and a few elven followers.

GAME RESOURCES FOR HEIRONEOUS:

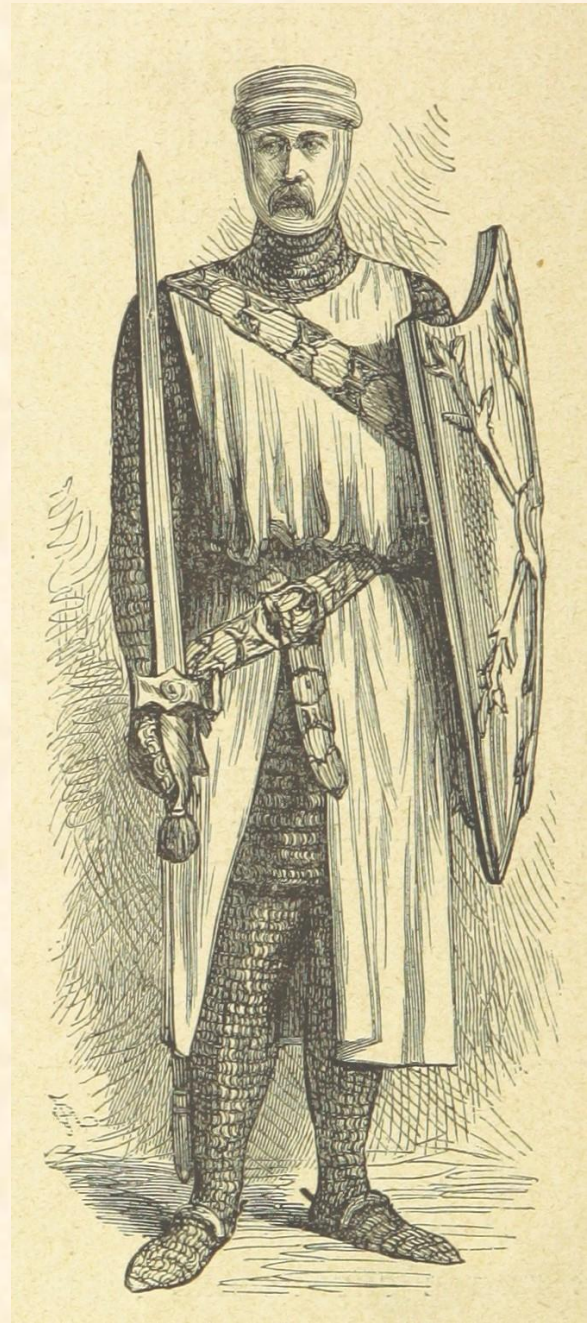
The church of Heironeous was further explored in *Bastion of Faith* by Bruce R Cordell (TSR; 1999) which provided a fully developed fortified temple of Heironeous for use in any campaign setting. The book also provided various details about the hierarchy of the church and temple, daily life and routines, and holy days. It also dealt in limited terms with the church of Hextor.

See also "Core Beliefs: Heironeous" by Sean K Reynolds in *Dragon #354* (April 2007).

The **Acolytes of Valor** are Heironean warrior priests who roam the kingdom spreading the word of Heironeous by their valorous deeds and actions. The Acolytes are most commonly found with parties of adventurers, escorting Heironean religious pilgrims, or in large groups hunting evil across the land.

They are often heard before being seen, as they tend to loudly sing hymns to Heironeous

while traveling. It is said it is more valorous confronting evil when evil hears you coming.



During the Greyhawk Wars Acolytes tended to attach themselves to army units, functioning as "independent" chaplains. This brought them into conflict at times with the Divine Legion, as they proclaimed "Loyalty to Heironeous, then the King", which ranged from heated religious debates to occasional brawls.

The Acolytes' activities across Nyronnd have included in the lands of Almor (fighting demons and undead), Hextorian uprisings (such as in Mowbrenn), and the border between Nyronnd and the Pale (which they consider an abomination).

It is unknown if the Acolytes have a leader, or even if they answer to High Priest Arafeld in Rel Mord.

The Keepers: After the Greyhawk Wars the roads became dangerous places. Pilgrims were often attacked by bandits, wild creatures, and worse. Small bands of Heironeans came together to protect and aid those pilgrims. Heironean worshippers are favored, but those of other good gods are also aided.

In 593 CY the Order of the Chivalrous Brothers and Sisters of Von Flessern Keep was created. Based near Castle Von Flessern, it soon expanded with additional Chapter Houses in other parts of Nyronnd established. As the Order tended to base itself in keeps, they become known as "The Keepers".

Keepers tend to greet each other with "May the Axe grow great" (among older Heironeans) and "May the sword grow great" (among younger Heironeans) to express their desire to see good grow great.

The Order tends to draw mainly paladins and clerics of Heironeous, and knights or warriors who are followers.

While combat and survival skills are important to those protecting pilgrims, diplomacy is just as an important a skill as combat and survival skills to keep harmony amongst pilgrims during long, difficult journeys.

The Order has five levels:

- Associate, known as Lay Brothers or Lay Sisters.
- Novice, known as Standard Bearers.
- Chivalrous Sisters or Chivalrous Brothers (Full Members).
- Leaders are Chivalrous Commanders.
- Master.

Members of the **Order of the Glorious Cause** are chosen from among the Heironean faithful for their fervent devotion to the tenets of the

Church. In a secret ceremony they swear unbreakable oaths dedicating their lives to fighting evil wherever it may be found.

Some outsiders consider them dangerous fanatics who place their order's tenets above secular law, and even the orders of the Heironean church. However, their fearlessness is legendary and unquestioned.



CHURCH OF PHOLTUS

Pholtus shine your blinding light

Driving out the dark

Strike down those who spurn your might

Burn them with your mark

- Pholtan hymn

Pholtus is the Oeridian god of Light, Resolution and Law. He is Lawful Good with Lawful Neutral tendencies, and this duality is illustrated clearly in Nyronnd.

Pholtus tends to be followed in urban centers, as Pelor is usually more popular outside them as a competing deity of light and sun. He is popular amongst paladins and some warriors. Priests wear white robes (Glimmering order)

with silver (Gleaming order) or gold (Shining order) trim or lining.

Nyrond with its Oeridian origins has a strong following of Pholtus, although it tends to be strongest in the north and east. Beyond its place in normal Oeridian worship, over time that worship has been bolstered by history. Some more zealous Pholtan followers fled the Great Kingdom and founded the Theocracy of the Pale to the north of Nyrond. As the Great Kingdom decayed, followers of good gods were persecuted, and most fled with many moving to Almor and Nyrond.

When Almor was destroyed by the Great Kingdom during the Greyhawk Wars the Pholtans of that realm also fled, some to Nyrond.

The ranks of the Pholtan church, like Heironeous, were weakened due to their involvement in the Wars. However, those sections associated with the Pale were less likely to be involved which placed them well to exploit this weakness in the church after the Wars.

Pholtus is followed mainly by humans, with a few half-elf or elvish followers. The church has a reputation for orthodoxy and zealotry - in Nyrond for good reason.

The Pholtan church contains elements reflecting that divergence in the church, verging on a split. There are several sects of the church in Nyrond.

The **Church of the Blinding Light** is the “traditional” church in Nyrond, tending to Lawful Good. Each locality tends to administer its own affairs. It is loosely coordinated by an ecumenical council of head priests of the major temples that selects a Prelate as nominal head of the Church in Nyrond.

This Church tends to be found in most areas of Nyrond apart from Midmeadow, Almor, parts of the Duchy of Korenfluss and parts of the Justcrown province, where the other two major sects have made inroads in recent years.

The Church is highly structured, and has three ascending orders – Glimmering, Gleaming and Shining. In ascending order the ranks within the Church are:

- Acolyte - Honorific: Brother/Sister (Glimmering Order)
- Deacon - Brother/Sister (Glimmering)
- High Deacon - Brother/Sister (Glimmering)
- Prior – Father/Mother (Gleaming)
- Priest - Father/Mother (Gleaming)
- High Priest - Father/Mother (Gleaming)
- Bishop – Father/Mother to equals, otherwise Your Radiance (Shining)
- Arch Bishop – Father/Mother to equals, otherwise Your Eminence (Shining)
- Pontifex – Your Holiness (Shining)



The **Church of the One True Path** is supported by the Pale, which sponsored the Valorous League of Blindness in Nyrond. It is the dominant sect in northern Nyrond adjoining the Pale, especially Midmeadow and Arndulanth. Its origins lie in the Great Kingdom before its adherents fled persecution to the Pale and other lands. It is orthodox to the point of zealous, and its adherence to Pholtus as the only deity to be worshipped causes serious issues with the demi-humans of Nyrond (as well as the followers of other deities).

Ultimately the League’s aim, and the Church’s, is to expand the control of the Pale, and thus the Church, into Nyrond.

The ranks within the Church are essentially the same as the Church of the Blinding Light, save that the head of the Pholtan church in the Pale is regarded as the Pontiff.

In addition, the **Church of the Bright Path** is a sect that has come to Nyronnd recently from the Great Kingdom and Almor. Its teachings came from Achda Retaren, who began wandering the Aerdi lands during the Greyhawk Wars and uncovered the Scrolls of Light – Pholtan texts that pre-date the Great Kingdom. With these he began preaching that the Pholtan texts of previous centuries had led the church astray, and it was on the wrong path.

In 589 CY he was burnt at the stake as a heretic by the Valorous League of Blindness in Midmeadow. However, his teachings had begun to spread, especially in Almor and Mithat. Their teachings clash especially with the zealotry of the Church of the One True Path. There is also tension with the Church of the Blinding Light due to it drawing away temples and followers, and the belief that Church is now in possession of the Scrolls of Light (which it regards as partially heretical fabrications).

The Church's hierarchy is based on the Scrolls, as follows:

- Aspirant - Honorific: Brother/Sister
- Luminate: Honorific: Brother/Sister
- Deacon - Brother/Sister
- Prior – Father/Mother
- Curate - Father/Mother
- Prefect - Father/Mother
- Bishop – Father/Mother to equals, otherwise Your Radiance
- Arch Bishop – Father/Mother to equals, otherwise Your Eminence
- Pontifex – Your Holiness

CHURCH OF PELOR

*O Sun Father, shining bright
 Basking in your divine light
 Claspeth to your breast are we
 Bended at our solar knee
 - Pelorian prayer*

The church of Pelor gained much respect and political status during and after the Greyhawk Wars. While the churches of Heironeous and Pholtus suffered heavy casualties in the fighting, the yellow robed healers of Pelor were

busy filling the gaps wherever left. The other two churches seek to return Nyronnd to the state of affairs prior to the Wars, but the church of Pelor has added political strength to what was already a large base of followers. It is likely to be a major force in both spheres for future generations.

Pelor and Beory have long had the two largest churches in terms of worshippers due to their appeal to the common folk in both rural and urban areas, but political strength is not something that the church is accustomed to. Most of the church care little for politics as long as the people are housed, fed, and well treated by their rulers. However, a small cadre understand that this new ability to minister to so many requires them to not be naïve to the political maneuverings of other churches. Many outside the church are wary of the number of people influenced by the priests of Pelor.



Most priests are the kind healers known throughout the church's history, whose honesty and gentle manner sets them apart from the bombastic Heironeans and strict Pholtans. They are commonly found in the shantytowns and poor sections of large cities and towns where they are needed most.

It is not uncommon to find the priests of Pelor among the nobility and upper classes obtaining donations to help feed the poor, and in turn proclaiming the donors' generosity.

Faith in Pelor is expressed in diverse ways:

- The **Shields of Light** are those who follow the militant aspect of Pelor by



bringing his light to shine through the heart of darkness by force of arms.

- The **Divine Order of the Radiant Sun** represents those who focus their daily attention on tracking the motion of the sun, recording and preserving the teachings of Pelor, and those who in turn teach the light of Pelor.
- The **Order of the Knights of the Sun** comprises paladins and knights of Pelor throughout Nyronnd, many who once served the Prelacy in Almor.
- The **Koeunites** are those who take the gentle nature of Pelor to its extreme, and practice peace much as the Raoans do.

The church is not as formal and structured as are those of many lawful deities, but has a simple structure that allows it to operate across the kingdom. The church uses a few simple titles:

- Layperson
- Priests (Mother or Father)
- Bishops (His or Her Excellency)
- Arch-Bishop (His or Her Eminence)
- High Priest or Priestess (His/Her Holiness or as Most Holy)

Positions of authority are usually earned through merit and respect, rather than seniority. However, above the level of a simple priest, the approval of the King and the High Priest is required for promotion to positions of power. The head of the church in Nyronnd is the single High Priest or Priestess who resides at the High Solarium in Rel Mord,

The current High Priest is Kirdric Aethelred. Relatively young (at 46 years old in 598 CY), Kirdric is fit and healthy with skin deeply tanned from contemplation of his deity.

The church is strong throughout Nyronnd, and has temples in all major cities (save for Midmeadow). The three major centers of the faith in Nyronnd are Rel Mord, Hendrenn Halgood and Mithat.

Rel Mord and the surrounding province of Justcrown feature the largest congregation of worshippers. Rel Mord also houses the oldest temple (by some 200 years) and most temples in one city, with two other small temples and two shrines servicing people of all positions in life. Rel Mord has the largest orphanage in all of Nyronnd, sponsored by both the church of Pelor and the king but administered by the church. The Oak Rocker Orphanage was once the Royal Minting House before all operations were moved to Womtham.

GAME RESOURCES FOR PELOR:

See "Core Beliefs: Pelor" by Sean K Reynolds in *Dragon* #346 (April 2007).

Hendrenn Halgood hosts the largest Pelorian temple in Nyronnd. This is due to there being many wealthy worshippers including Duke Orberend and, while it does not have the largest number of worshippers, they are dedicated and on average the wealthiest. The city also hosts the single largest library of Peloric knowledge and history in the kingdom.

Mithat hosts the second largest temple and the second largest population of worshippers in Nyronnd. The wealth and success of the local congregation has ensured this. Mithat also houses the main seminary of Pelor in Nyronnd, with a library second only to Hendrenn Halgood's.

CHURCH OF ZILCHUS

Zilchus bless this endeavor

Bring success, benefit and profit to all

Enrich this realm by the toil of its members

- Zilchan blessing

Zilchus is the Lawful Neutral Oeridian god of Power, Prestige, Money, Business, and Influence. His holy symbol is a pair of hands clutching a bag of gold.

Priests wear white or gray robes with silver trim. Their preferred weapon is a flail (which Zilchus is often portrayed chastising the dishonest) or short sword. Priests will often also be merchants or nobles, with such positions of power being regarded as a measure of worth. Priests of Zilchus are well respected for their honesty, diplomacy and mediation skills. However, they are also sometimes seen as hard-nosed and ruthless. While priests of Rao will tend to be consulted for civil disputes, Zilchans tend to be preferred to mediate or arbitrate commercial disputes.

Followers tend to be the well to do and nobles, or merchants and traders, rather than common folk. However, commoners will tend to make an offering to Zilchus when about to embark on a commercial endeavour or sign an agreement.

Following the Greyhawk Wars, worship of more martial deities became more popular, at



the cost of churches like Zilchus who also suffered with the economic troubles in Nyronnd.

The church of Zilchus underpins much of the commerce and trade in Nyronnd, and by it with other realms, by operating as a quasi-bank. In addition to operating as a church, it also provides money changing, loans and transfer services as part of facilitating business as sought by Zilchus. Zilchan credit notes and bearer bonds are trusted throughout the realms, and avoid the need to transport significant amounts of currency or bullion. Their competitive fees, rates and prohibitions on usury (overly high loan interest rates) also ensure banks and money lenders or changers remain competitive.

The High Priest of Zilchus, Palindren, clashed with Archbold following the Wars due to the heavy taxes, economic problems and corruption affecting commerce and trade. Calling for Archbold to step aside for Lynwerd led to him being excluded from the king's circle of close advisers. When Lynwerd came to power he was restored to the circle, and worked closely with Lynwerd on economic and tax reforms to try to revive Nyronnd's economy.

It was rumored that this played a part in the Count of Beetu, Romadnen Bereman, being appointed as Count of the new province of the

County of Brackenmoor in 591 CY. If so, then the reputation of the Church suffered when the Count sided with Sewardt after his coup at the end of 594 CY. After the Count's unintended death during the fighting that brought Lynwerd back to power, the church suggested Romadnen had been ensorcelled or duped by Sewardt. However, it was also noted the church did not resurrect him following his death, when it clearly had the opportunity.

The Zilchan church in Nyronnd is in communication with its equivalent in Ahlissa. The church seeks to promote trade between the two realms. Both because it will help enrich Nyronnd and also because the Zilchan church can see that trade ties will hopefully assist in reducing tensions between the two realms over time.



CHAPTER 6: THE PEOPLE

Nyrond is, like many realms in the Flanaess, a human dominated realm - mainly of Oeridian origin. However, it is a relatively open and cosmopolitan realm that has a number of significant demi-human populations within it.

The population of Nyrond lives mainly a rural or agrarian lifestyle. Only about 7% of the population live in major cities, with the rest in towns, villages and farming areas, or in some cases in wilderness areas like forests.

Since the Greyhawk Wars there are also a higher proportion of widows and orphans, due to the heavy casualties amongst fighting men that made up the bulk of Nyrond's military.



HUMANS

The **Flan** tribes were essentially driven from the lands of Nyrond over the last thousand years, by the Suel then Oeridians.

Remnants of these tribes can still be found in the wood-folk of the Celadon and Gamboge Forests, the hill-folk of the eastern Abbor-Alz and Flinty Hills, and marsh-folk of the Gnatmarsh.

While they have intermingled to a degree with the Suel and Oeridians that followed, and are not pure Flan like the Tenha, they are still clearly of Flan descent with the characteristic bronze skin, dark eyes and dark wavy or curly hair of the Flan.

Many Tenha fled to Nyrond during and after the Greyhawk Wars as refugees, and tend to be found in the north east of the country. These Tenha are pure Flan, and notoriously proud of the fact.

The **Suel** in turn were overrun when the Oeridians arrived. However, the Oeridians assimilated those who stayed in their usual way. As such, there is a Suel influence in the people of Nyrond, which will tend to show up in paler skin, and pale or blue eyes and fair hair.

The Suel influence is strongest in the south, along the coast of Relmor Bay where the soils are poor. The Oeridians were content with the fertile lands of the Duntide River valley and left the southern coast for the Suel to farm. Referring to a person as being from the South Coast or having "a touch of the south" is shorthand in Nyrond for being of Suel appearance.

The **Oeridians** have been the dominant human ethnic group in Nyrond for centuries. Most humans in Nyrond will be of pure or mainly Oeridian descent. As such, Nyrondese tend to be of tan or olive complexion, with predominantly brown or reddish-brown hair (although such ranges from honey blond to black) and brown or gray eyes. The Oeridian deities also dominate religious belief as a result.

The **Rhenee** are to be found in their usual traveling groups on the Nesser and Duntide Rivers. They stay away from the Great Kingdom where they first appeared and were persecuted, then fled from. The Rhenee tend to

be treated with suspicion wherever they travel, but are also a novelty and cause of interest at the same time.

The **Baklunish** are unusual in Nyronde. Even if the Nyronde are well aware of the realms of the Baklunish Basin and their trade goods, their merchants are uncommon in Nyronde. Nevertheless, the occasional merchant or traveller might be seen, and is a cause of interest and gossip.

The **Olman** and **Touv** are very rarely seen in Nyronde. Even if trade goods from their lands might be brought to markets, the people of those lands are very rarely seen if at all. However, after the Greyhawk Wars any who fought in Onnwal or Idee would have dealt with the Olman (and Suel) tribesmen the Scarlet Brotherhood brought from Hepmonaland to fight for them. They will look upon any such persons with suspicion until established they are no supporters or friends of the Scarlet Brotherhood.

ELVES

Elves in Nyronde are not uncommon, and regarded reasonably well. In 591 CY elves represented about 9% of the population of Nyronde (being 235,628 of 2,618,200). About 90% are sylvan elves and 10% high elves.

There are two main population centers of elves in Nyronde – the Gamboge Forest in the north-east and Celadon Forest in the west. Each are essentially autonomous parts of Nyronde within the borders of Nyronde. Some high elves live in either forest, but most live in small communities throughout the kingdom.

In the north of Nyronde the elves are regarded as trusted and valued allies, guarding the northern borders of the kingdom. Many have noble titles.

In the west the elves of the Celadon had a similar relationship, which soured after the Greyhawk Wars. King Archbold allowed the then Baron of Woodwych (Bastrayne) to encroach on the forest with logging and farming, to raise taxes and revenue. This led to virtual insurrection among the elves and wood-

folk of the Celadon. As a result, Lynwerd has had to make efforts to rebuild trust with the Celadon which remain ongoing. Relations of the Celadon with the County of Brackenmoor remained better because it never engaged in the same exploitation, and trade tended towards it as a result.

The Celadon ceased providing elvish troops due to the breakdown in relations with the kingdom, but the Gamboge has continued to supply military support to Nyronde. Both tend to supply scouts, light infantry and archers.

HALFLINGS



The stability and size of Nyronde has attracted halflings to the Kingdom, and they are the second most common non-human population at 5% in 591 CY (130,910 of 2,618,200). The halflings of Nyronde are mainly of Stout descent.

Almost every large city in Nyronde has a halfling district or section. Rel Mord, Oldred, Wragby, Womtham and Mithat all feature such. Large numbers of Stout halflings live in the Flinty Hills among the gnomes and dwarves there. Tallfellow halflings dwell among the elves and wood-folk of the Celadon Forest, but only a few live in the Gamboge.

The Anodan Hills west of Oldred and north of Wragby, in the Duchy of Korenfluss, feature a large number of halfling villages and surrounding farms.

Halfling military units tend to be scouts or archers.

DWARVES

There is no historical dwarvish homeland in Nyronnd, meaning that dwarves in the kingdom tend to come from other nearby realms such as the northern Abbor-Alz or Irongate across Relmor Bay.

Some families or clans from the Rakers have settled in Nyronnd, mainly in the Flinty Hills. Some dwarves have moved to towns and cities to become artisans (usually metal smiths).

Most dwarves in Nyronnd will be hill dwarves. While mountain dwarves can be found amongst the dwarves in the Flinty Hills and generally in Nyronnd, hill dwarves do tend to be more willing to live amongst other races. Mountain dwarves will tend to move to other dwarven realms.

In 591 CY dwarves represented some 3% of the total population (78,546 of 2,618,200). While most humans in Nyronnd will have never met a dwarf, their reputation as law abiding, hard-working and skilled crafters precedes them. In towns and cities a dwarven metal smith will not be uncommon, and in the ports of Relmor Bay they have experience in trading with the dwarves of Irongate and Ulek. The larger ports will also receive visits from such dwarven traders and merchants.

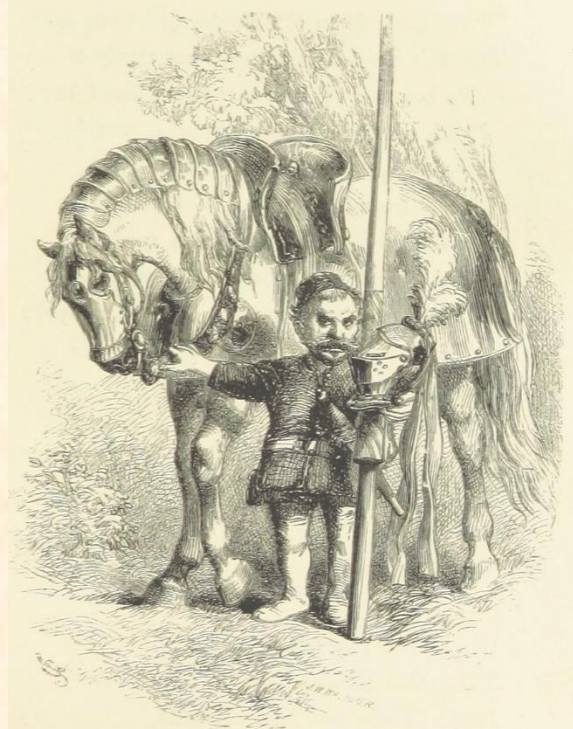
The parts of Nyronnd adjacent to the Flinty Hills will be most used to seeing dwarves, beyond those urban centers with dwarven residents.

Dwarven military contributions are usually limited to some small forces in the Flinty Hills, where they are highly respected as heavy infantry, engineers and sappers.

GNOMES

The gnomes reside mainly in the Nyronndese part of the Flinty Hills, where they have mined for generations. They are an important part of the economy, as they mine much of the metal used for currency as well as gems found in the Flinty Hills.

The gnomes numbered some 2% of the population in 591 CY (52,364 of 2,618,200). It is



worth noting more gnomes dwell in the Flinty Hills beyond Nyronnd's borders.

Nyronnd's gnomes are forest gnomes for the purposes of the race detailed in *Tome of Foes*. While rock gnomes can be found and encountered, they are eccentric exceptions to the rest.

Those in the Flinty Hills are only under the nominal rule of the kingdom, having been ruled by their own Gnome King (or Queen) since long before Nyronnd was a kingdom.

Despite being only a small part of the population, gnomes are held in high regard by most Nyronnders. While the majority of humans have never met a gnome, their reputation is as a loyal and valuable part of Nyronnd.

Gnome military units tend to be raised and operate within the Flinty Hills, and have a fearsome reputation due to long experience in fighting the humanoids of the Bone March. "Tough as a Flinty gnome" is a compliment in Nyronnd.

HALF ELVES

Half-elves can be found in the various elvish communities in Nyronnd, but also in many of the

larger cities and towns. Attitudes to them tend to be similar to those of elves as part of Nyronnd.

Half elves may have parentage on either side from Nyronnd, but also may have come from other realms for various reason.

Half elves comprise some 1% of the population in 591 CY (26,182 of 2,618,200).

HALF ORCS

There are no native tribes of orcs living in Nyronnd. Nyronnd's enemies have used them as troops during the Greyhawk Wars, especially the North Province of the Great Kingdom. The orcs of the Bone March are also a constant threat to the Flinty Hills.

Many of the half-orcs in the Kingdom are war children, or were members of mercenary groups. They are a small part of the population, being some 1% in 591 CY (26,182 of 2,618,200).

Even those who have earned citizenship by military service will be regarded with fear and scorn by almost all of the population. They are a reminder to people of the invading hordes that attacked Nyronnd, and threaten it still to the east.

OTHER RACES

Very few other races will be found in Nyronnd, and when they are will tend to be unique or very rare. They will be treated with curiosity or fear depending on their nature.

Dragonborn are not usually seen at all, and are likely to be treated with some fear unless and until their good intentions can be confirmed. They are likely to be assumed to be lizard folk or troglodytes at first sight, for those that know what those races are.

Tieflings will be greeted with even more fear and scorn than half orcs. The Great Kingdom's use of fiends in the Greyhawk Wars, and generally by the Malachite Throne, means that any person of apparent fiendish origin or influence is usually assumed to be of evil nature and intent. Almorian refugees will especially be aggressive to tieflings after the destruction of their realm and complete razing of the capital,

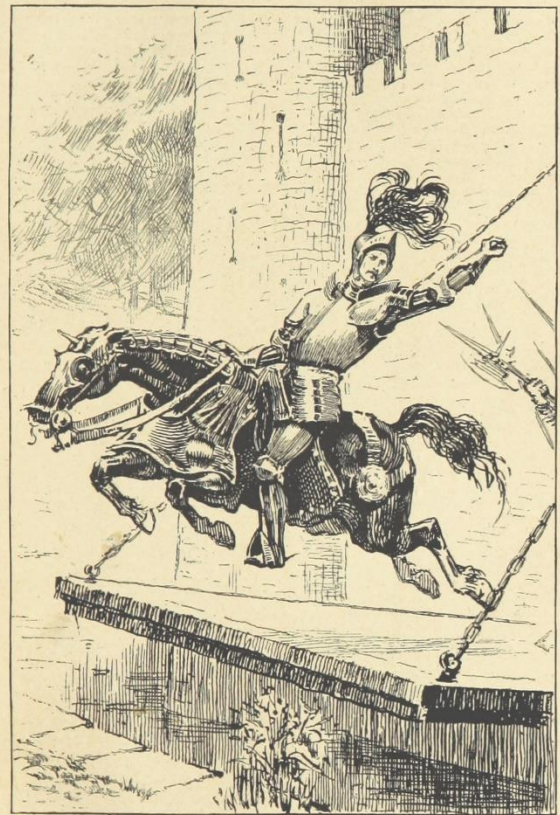
Chathold, by Duke Szeffrin and his fiendish forces.

THE MOOD OF NYRONND

The mood of the people of Nyronnd varies according to when adventures are set and take place.

576-582 CY

Prior to the Greyhawk Wars the mood of Nyronnd was proud and positive. Nyronnd was the bastion of the free realms against the threat of the Great Kingdom. Its army stood ready to fight, with a fearsome reputation, and its navy dominated Relmor Bay. Its alliance with the Iron League presented a united front to the Great Kingdom and any other threats.



Nyronnd was rich, strong and bountiful. It exported food and cloth, and its mages and sages were renowned throughout the lands. The people of Nyronnd were a good and law-abiding people, verging on overly proud.

582-586 CY

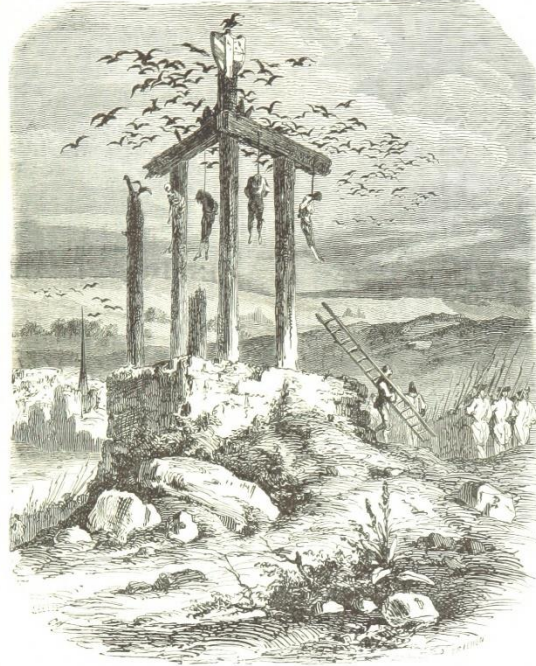
The Greyhawk Wars changed that all. First the Stonefists attacked Tenh from the north, and Nyronnd eventually had to march north to turn them back. Luz also erupted in the north, threatening the entire northern Flanaess. Then the Great Kingdom roused from its slumber, looking to even old scores. The Bone March humanoids attacked the Flinty Hills and took valuable territory. The Scarlet Brotherhood sprung long laid plans, bringing low the Iron League. Nyronnd was suddenly facing foes on many sides, without any real allies apart from the Urnst states which were focused on Luz.

Nyronnd bled itself dry holding the Great Kingdom at bay, which ultimately brought Overking Ivid V down. Nyronnd achieved no notable victories, but barely survived. Almost 70,000 died, and over 100,000 fled to other realms to escape war, starvation and taxes. Nyronnd was swamped with Tenha. Almorian and even Ahlissan refugees.

Nyronnd could easily have shared the fate of Almor – an empty wasteland. However, the Nyronndese did not look at it that way. They had been left ruined when they expected clear victory. Perhaps with time they will see what they achieved. They were the shield on which the Great Kingdom's fiend wielded sword broke.

Crops withered while the populace first were away fighting, then not around as they were dead or fled or because taxes provided no incentive to take them to market. Nyronnd went from exporter of food to unable to feed its own people.

The years after the Greyhawk Wars were hard ones. Taxes remained high to pay off the kingdom's debts and maintain the military for fear of a new war. The Royal Mail Service did not resume. Roads degraded. Bandits and tax rebellion abounded. The nobles and bailiffs were constantly at the door collecting taxes and tithes. There was little hope. Many thought replacing King Archbold with his heir Lynwerd might provide it. Lynwerd would not be disloyal to his father.



The night is always darkest before the dawn. The lowest point was when Prince Sewardt led an attempted coup against his father, King Archbold, in 585 CY. Some wished Archbold gone, but not to be replaced by Sewardt. The Heironean church and Lynwerd were able to defeat the coup, leaving Archbold a broken man and soon after abdicating to Lynwerd.

586-591 CY

Lynwerd brought a new energy to the monarchy and Nyronnd. He cut back taxes, reduced the size of the military and royal court, and generally began to energize the kingdom. Times were still tough, but Nyronnd slowly began its recovery under a vibrant "Reformer King".

At times it felt like two steps forward and one step back. Sewardt might have been defeated, but he was still stirring up trouble. Lynwerd might have been engaged to Lady Xenia Sallavarian and bolstered the alliance with Urnst, but then she fell into a mysterious coma. Almor might have provided new lands and citizens, but it also brought the border with new rival Ahlissa closer.

In 591 CY the provinces were reorganized, and the best harvest ever announced. The Royal

Mail Service resumed. It seemed things were on the up.

591-598 CY

Nyronnd slowly continued recovering under Lynwerd's rule, which raised the morale of the kingdom. The kingdom faced challenges, but there was hope again. Services and roads were being restored, taxes were normalized and harvests returned. Lady Xenia was restored from her coma, and married Lynwerd.

However, Sewardnt's coup at the end of 594 CY plunged the kingdom back into crisis. Virtual civil war followed in 595 CY as Lynwerd went into hiding and led a resistance against Emperor Sewardnt and his new regime. The country split between support for the two. All the gains of recent years seemed wasted.

During this interregnum a daughter and heir was born to Lynwerd and Xenia. Lynwerd was then able to defeat Sewardnt at the gates of Rel Mord, and end the challenge to his rule forever.

Since then Lynwerd and Xenia have led Nyronnd in rebuilding again, with an amnesty offered for all but the most senior nobles that followed Sewardnt. The kingdom has continued to face challenges, including dissatisfaction in Almor at being part of Nyronnd and a Nerullite conspiracy in Eventide that lead to an undead incursion from the catacombs of Claw Point. However, in general Nyronnd continues to rebuild to be the power it was not too long ago, ready to face the various challenges in its part of the Flanaess.

NOTABLE PERSONS

A brief list of some of the notable persons in Nyronnd:

ROYAL FAMILY

King Lynwerd I, oldest son of Archbold III. Successful in Greyhawk Wars. Assumed throne after abdication of Archbold in 586 CY. Nicknamed "The Reformer King". Married to Lady Xenia in 594 CY.

King Archbold III, king of Nyronnd from about early 570s until abdication in 586 CY after

attempted coup by son Sewardnt. Killed by Sewardnt during his coup on the last day of 594 CY.

Lady Xenia Sallavarian, distant cousin of both the Circle of Eight member Jallarzi Sallavarian and Duke Karll of Urnst. Cured of her magical coma and married to Lynwerd in 594 CY to become Queen. Gave birth to Princess Archarzi in 595 CY.

Prince Sewardnt, youngest son of Archbold III to his second wife. Nicknamed the "Black Prince". Led unsuccessful coup against father in 586 CY. In hiding for years after, before staging successful coup at end of 594 CY. Killed by Lynwerd in 595 CY at the gates of Rel Mord.

Lady Astra Callistor, cousin to Lynwerd. Disappeared in eastern Abbor-Alz in about 590 CY. Discovered to have been kidnapped by Witches of the Bright in 594 CY and rescued. Declared official heir on her return.



OTHER NOTABLES

Arafeld, High Priest of Heironeous in Rel Mord. Ageing, inflexible, militaristic and an ardent supporter of Archbold when king.

Basmajenn, Royal General and former head of army under Archbold. Inflexible and pompous. Disappeared with the Fourth Legion at Onxygate in Almor. Later found to have defected to Sewardnt, converted to an animus

by priests of Hextor, and aided Sewardt in his coup in 594 CY.

Arnon Orberend, Paladin of Pelor. Duke of Orberend. Stayed loyal to Lynwerd in successful coup of 594 CY. Friend of Ghiselinn the Royal Mage.

Bastrayne, Baron of Woodwych until he fled in 586 CY taking tax monies with him. Over taxed his subjects while in power, and caused a virtual civil war by seeking to exploit the Celadon Forest.

Blackmar Huldane, Count of Mowbrenn. Strict to the point of cruelty, and secretly controlled by his adviser Quarlanth. Replaced by his son after Lynwerd took power. Fomented rebellion with his adviser Quarlanth and Hextorian elements in support of Sewardt, and killed by adventurers at Barren Keep in 593 CY when Lynwerd put a price on his head.

Carindrell, priest of Pholtus based in Arndulanth where he was leader of the Knights Valorous. One of the leaders of the Valorous League of Blindness, and expelled by Lynwerd after his return to power in 595 CY.

Cunal Huldane, rebellious supporter of Lynwerd during Archbold's post Wars reign. Replaced his father as Count of Mowbrenn. Stayed loyal to Lynwerd in successful coup of 594 CY. Detests the Valorous League.

Sir Lellend DeFreiden, local landholder of Curtulenn who staged a tax rebellion against Archbold after the Wars.

Dihconwy Mthar, Seneschal of Rel Mord. Distant cousin of King Lynwerd.

Durinken, High Priest of Rao. Resisted Archbold maintaining a large army after the Wars, advocating for aiding the people, which gained popularity for the church amongst commoners. Treated Lady Xenia in her coma, and delivered Princess Archarzi in Barren Keep.

Estward Ventrose, appointed as Count of Eventide by Lynwerd in provincial reforms commencing 591 CY. Reputed as a rogue and smuggler. Sided with Sewardt in successful coup of 594 CY, and removed during Lynwerd's return to power.



Farenne, Paladin of Pholtus. Noble ruler of Shining White, she detests the Valorous League of Blindness.

Finelann Boomgren, Duke of Womtham. Clashed repeatedly with General Osmeran in charge of forces in the Duchy. Supported Sewardt during successful coup of 594 CY. Infected with lycanthropy, imprisoned Osmeran briefly for Sewardt, and killed when General Osmeran's forces took Womtham in 595 CY.

Gelleflair Entrell, elven noble and ruler of the Entrell Estates north of Oldred and later in Duchy of Korenfluss. Supporter of Lynwerd.

Ghiselinn, archmage and former adviser to King Archbold. He retired after the Greyhawk Wars with a formidable reputation to Hendren Halgood to become an advisor to Duke Orberend. He continued training apprentices who have tended to go onto become wizards of power. Assisted Lynwerd and Orberend in opposing Sewardt's coup in 595 CY.

Grevin Damar, friend of Lynwerd appointed as Duke of Flinthill by Lynwerd in provincial reforms commencing 591 CY. Supported Lynwerd after Sewardt's coup in 594 CY.

Ramol Hugarnd, Fleet Admiral during and since the Greyhawk Wars. Led the navy with distinction including avoiding mutiny in hard times. Supported Lynwerd after Sewardt coup of 594 CY.

The Grey Seer, long time adviser to Nyronnd's kings. Established the Grey Watch after Lady Xenia's poisoning. His support of Lynwerd during Sewardt coup of 595 CY was crucial.



Grishken, priest of Pholtus. Leader of the Valorous League of Blindness in Nyronnd, based in Midmeadow. Expelled with League after 595 CY.

Dairo Hanshal, Field General in the Greyhawk Wars with some distinction. Careful with the lives of his troops whom he led from the front. Regarded Basmajenn as a fool but followed orders. Commander of Legion III in Almor after 591 CY.

Sir Elmain Vardushi, head of the Vardushi merchant family in Oldred, appointed as Duke of Korenfluss in 595 CY to replace the deceased Regurd Korenfluss.

Jarrold, Viscount of Wragby. Protective of his subjects against overtaxing under Archbold, and clashed with navy over mutinous sailors.

Wragby became part of the Duchy of Korenfluss in provincial reforms.

Garius Anarolli, Pontifex of the Pholtan Church of the Bright Path.

Kirdric Aethelred, His Holiness the High Priest of the Church of Pelor who resides at the High Solarium in Rel Mord. Relatively young (46 in 598 CY), fit and healthy, with skin deeply tanned from contemplation of his deity.

Larapel Klendern, Appointed Earl of Gamboge in the provincial reforms commencing 591 CY. A good friend of the woodsmen and elves of the Gamboge. He was successful and promoted to Viscount then Count. Stayed loyal to Lynwerd in Sewardt's coup of 594 CY.

Kolil Caerizar, head of the Caerizar crime family in Oldred.

Kurast, eccentric elemental mage based on the old Almorian border near the headwaters of the Flessern River.

Lael Pirlon, Cranden noble of Almor.

Lie Myariken, General and Consul of the Northern March in command of Legion VII and the Marchland of Woodverge. General in the Greyhawk Wars. Follower of Pholtus but detests the Pale and Valorous League of Blindness. Staged raids on the Pale in 592 CY.

Natania Bayfield, head of the Bayfield crime family in Oldred.

Osmeran, General in charges of forces in Duchy of Womtham. Stayed loyal during Sewardt coup and took Womtham for Lynwerd. Served as regent for Womtham following Duke Boomgren's death in 595 CY.

Palindren, High Priest of Zilchus based on Rel Mord. In the aftermath of the Greyhawk Wars he called on Archbold to step aside for Lynwerd due to his poor handling of the economy and corruption, and was excluded from the council of advisers. Lynwerd included him again upon taking the crown.

Quarlanth, secretive adviser to Count Blackmar Huldane of Mowbrenn. Disappeared when Count replaced, and resurfaced later trying to undermine the new Count with Hextorian elements.

Regurd Korenfluss, retained title as Duke or Korenfluss in provincial reforms of 591 CY.

Politically canny operator who was reputed to have been sympathetic to Sewardt. Lost parts of the Duchy to Almor in border adjustments. Sided with Sewardt in successful coup of 594 CY, then changed sides in overthrowing Sewardt. Killed in Battle of Rel Mord in 595 CY and publicly hailed as hero by Lynwerd. His wife, Duchess Lehidi, disappeared from public view after his death.

Reyvor Morrdarn, warrior of renown from Nessermonth. Appointed in 597 CY as Count of the Eventide to replace Estward Ventrose.

Romadnen Beremen, previously ruler of Beetu appointed as Count of Brackenmoor during provincial reform. Priest of Zilchus. Reputed lickspittle. Sided with Sewardt in successful coup of 594 CY. Killed in fighting in 595 CY.

Sasrakananakmasha, a green dragon from the Gamboge Forest threatening it and the Flinty Hills.

Umberre, Lord Inquisitor of the Church of Heironeous.

Vayan Darol, Mayor of Mithat.



Verin Talnith, a powerful southern noble appointed to as Baron of Woodwych after Baron Bastrayne fled with stolen tax monies. Later promoted to Duchess. Fiercely loyal to Lynwerd during second coup by Sewardt in 594 CY. Took over rule of Brackenmoor and Eventide once their rulers were removed when Lynwerd returned to power in 594 CY, until replacements appointed.

Gnomeking Warren ap'Hiller, ruler of the gnomes in the Flinty Hills.

Sir Weynoud Aspranth, appointed as provincial ruler of the March of Woodverge by Lynwerd in 591 CY, he was also mayor of Midmeadow. He was rendered essentially ineffective by the Valorous League of Blindness having strong control around Midmeadow, and killed during the Night of Terror on Growfest, 593 CY.

Younard, former General during the Greyhawk Wars appointed as Governor then Duke of Almor once elevated from a protectorate and borders adjusted. Feigned madness during Sewardt's coup in 595 CY then supported Lynwerd once Mithat liberated. Married to Duchess Perscia Prunus-Coriner.

Zylinchin, Knight Valorous and chief Fiendfinder-General of the Valorous League of Blindness. Expelled with League after 595 CY.

FACTIONS & ORGANIZATIONS

The political figures and factions in Nyrond are set out in more detail in *The Marklands* book (as of Spring 585 CY) and the *Living Greyhawk Gazetteer* (as of the start of 591 CY). These were also explored further in the *Living Greyhawk* campaign in Nyrond.

They are explored in general terms here as they provide background for adventures, and wider events can and will affect potentially events there over time (and vice versa).

THE OLD GUARD

In general terms this is King Archbold and his loyalists from prior to the Greyhawk Wars through to Lynwerd taking power. They

represent the pre-Wars ruling nobility and cliques.

They include people like Royal General Basmajenn, Baron Bastrayne of Woodwych (before he fled with stolen tax revenues in 586 CY), and Count Blackmar Huldane of Mowbrenn,

While firmly in power prior to the Wars, their inability to properly cope with the challenges of dealing with the Wars caused many to lose faith in them, and some to be replaced. After the Wars, Archbold's loyalty to them tended to keep them in power.

After Lynwerd assumed the throne they were a fading group, being replaced by the New Guard. Some moved their loyalty to Prince Searndt over time in an attempt to preserve or restore their power and privileges.

THE NEW GUARD



The New Guard are the younger generation of nobility and leaders of about the same age, or where older the same principles, as Lynwerd. They saw the flaws of the Old Guard, and the problems that they brought to Nyronnd, and are open to new ideas and concepts to try to reform Nyronnd and restore it to its previous greatness.

With Lynwerd's assumption of the throne in 586 CY this generation came to the fore, as they were appointed to positions of leadership. However, they also faced the greatest challenges Nyronnd had in generations.

When Searndt staged his successful coup in 594 CY they formed the core of Lynwerd's forces, either openly or covertly, resisting the new Imperium until it was overthrown.

They include Cunal Huldane (who replaced his father as Duke of Mowbrenn), Gelleflair Entrell of Entrell, Generals Osmeran and Hanshell, Admiral Hugarnd, General Myariken, and many of the nobles appointed by Lynwerd in his reforms of the provinces in 591 CY (but not all).

THE BLACK GUARDS

The Black Guards comprised the supporters of the "Black Prince" Searndt, before his first attempted coup in 586 CY, while he was in hiding until his successful coup in 594 CY, and until his death at the hands of his brother in 595 CY.

For the most part his supporters were disaffected nobles, younger sons doomed never to inherit, and ambitious upstarts looking to exploit his potential rise to power. Except when he was staging a coup or in power, his supporters kept their loyalty (such as it was) hidden.

After Searndt was killed and deposed, many of his supporters fled or sought the amnesty offered by Lynwerd for all but senior nobles and officials.

Supporters of Searndt included Count Romadnen Bereman, Count Estward Ventrose, Duke Regurd Korenfluss (initially) and Duke Finelann Boomgrenn.

THE AAAA

The Flinty Hills Greater Gnomish Union of Apothecaries, Alchemists, Abjurationists, and Astrologers is known amongst its members as the "Quadruple A" for short.

The AAAA is a flamboyant miscellany of gnomish spellcasters (with a few dwarven and halfling members) united by a common marvel at the wonders of the universe. They welcome and support any being capable of manipulating the elements of magic.

No real hierarchy exists within the Quadruple A. The limited rules involve support for other members and dedication to the advancement of

the magical arts. Few evil spell casters enter the ranks of Quadruple A, and there is no real hierarchy to dominate meaning most would consider it not worth the effort.

With no hierarchy, there are no formal resources for the members to draw on – no libraries or laboratories specific to their members. Instead, members rely on personal resources, each other, or the ones in larger cities.

Members identify each other through a large assortment of secret handshakes and signals, so vast and hard to keep track of that few outside the Quadruple A bother to try to learn them.

All members are crafters of magical items, although most are of relatively minor power. Scrolls and potions are the most common items created by members. Offensive items like armor and weapons are very rare, although a few dwarven mage-smiths are charter members of the organization. Every member has a specialized knowledge base of some sort, and they miss no chance to discuss their chosen field.

The Quadruple A gained prestige and kudos by assisting in finding a cure for the magical malady that caused the Lady Xenia Sallavarian to fall into a coma (albeit assisted by various adventurers in finding the various required ingredients).

BRACKENMOOR MONASTERY

The order of the Brackenmoor Monastery was founded by the revered Efflorescerilis Pristinus in 246 CY. The order dedicates itself to a simple principle - *“Tend one’s own garden and use it to aid those in need.”*

The order established itself on the northern edge of the Gnatmarsh, and attracted only few (but dedicated) acolytes due to its location. Many who found their way to there were lost, in need of aid, or both. This was a major reason why Pristinus chose the location.

In addition to dedicating themselves to mastering their style of unarmed combat, and quiet contemplation, the monks pursue the knowledge of medicinal plants and herbs. Their access to the rich variety of flora and fauna of

the Gnatmarsh assists. Although the monks have become accustomed to and essentially immune to the attentions of the insects of the Gnatmarsh, they have also developed an effective insect repellent for others. They have also mastered the manufacture of Keoghtom’s Ointment (in addition to other medicinal products and items).

The monks’ fighting style has a focus on moves and skills able to cope with the marsh environment (e.g. grappling, jumps and blows not impeded by water, coping with limited or no visibility, holding breath under water), using everyday marsh items as weapons (e.g. a punt pole or paddle in the hands of a monk is a deadly weapon), and thrown or ranged weapons.



BROTHERHOOD OF THE BRONZE

The Brotherhood is a fellowship of foresters, rangers, druids, and some priests, mages, and warriors, that seek to maintain communication between Nyronnd's threatened woodlands of the Celadon and Gamboge Forests. They also seek to ally with the good folk of the Adri Forest.

They strive to stop Nyronndese clearing and farming of the Celadon, and to open a land corridor between eastern Nyronnd and the western reaches of the Adri.

While most believe that the fate of the woodlands is best assured within a strong Nyronnd, they resist tyranny (such as of the Baron of Woodwych after the Greyhawk Wars) and exploration of the forests. They resisted Archbold, but are rumored to have long had the ear of Lynwerd.

They take their name from the small piece of bronzewood which they always wear somewhere about their person.

In the years after they emerged, various splinter groups formed taking a more militant approach, including the Defenders of Celadon and the Celadon Resistance.

THE CIRCLE OF THE MARSH

The Circle of the Marsh is a collection of druid circles, barbarian tribes, and ranger fellowships working together to protect the Gnatmarsh from exploitation. They have no interest in the politics of civilization, or negotiating with civilized society. However, some members travel the civilized world.

The Circle do not like criminals and malcontents using the Gnatmarsh to hide out, seeing this as a corruption of nature and, worse yet, an excuse for Nyronnd to attempt to tame it. As such, the Circle seeks to drive out these elements.

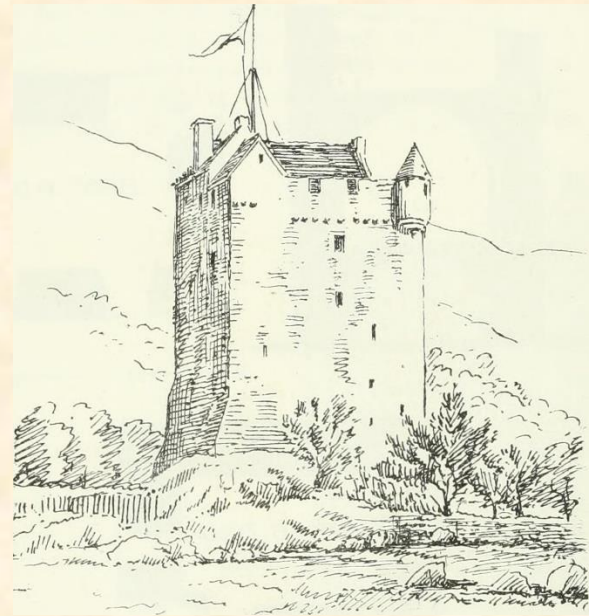
As a result, the Circle opposed to the Witches of the Bright involving itself in the politics of Nyronnd from in the Gnatmarsh, and trafficking with the Black Prince.

COUNCIL OF THE WILTED ROSE

The Council of the Wilted Rose is a non-denominational religious order founded after the Greyhawk Wars on the belief that the rose of chivalry wilted with the decline of the Great Kingdom and must be restored to full flower if Nyronnd and Almor are to flourish. Its members are mainly paladins (of various faiths), but others are welcome.

The Council is dedicated to fostering faith and understanding among good peoples, restoring chivalry to Nyronnd, and rebuilding Almor as a land of faith and prosperity - a shining example to all.

Once a year heroes and personages of Nyronnd are invited to Castle von Flessern for a week of feasting, jousting and other sports and recreation. During these celebrations and recounting of heroics old friends can meet, differences can be settled, and new friendships can be formed.



At the end of an evening a few people of faith and bravery retire to the Great Hall for a meeting of the Council of the Wilted Rose, to swear oaths and prepare for the coming year by fighting evil and injustice.

No land free land has suffered more than Almor, and the Council believes there is no

better place to be reminded why petty bitterness should be put aside for the greater good.

THE GREY WATCH

The purpose of the Grey Watch is to look through the layers of deception and intrigue behind plots against Nyronnd, and find the true causes of turmoil and conspiracy.

Founded in 589 CY after the apparent heat-stroke induced collapse of Lady Xenia Sallavarian, the Grey Watch is an organization commissioned to finding the truth behind the truth. The Grey Watch was established by the Grey Seer, the aged magic adviser to the kings of Nyronnd for decades, who serves as its overseer.

The Grey Seer personally recruits all members, primarily arcane spell-casters. However, anyone who is able to collect intelligence and transmit their knowledge (or themselves) back to him is of value and will be considered.

Most operatives are masters of disguise, or able to remain non-descript so that they are not seen as a threat or even worth paying attention to.

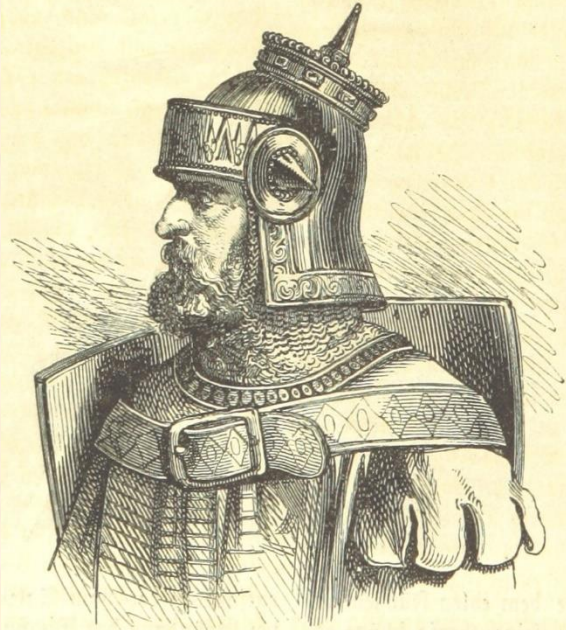
All potential members must be recommended by a current operative, and be interviewed by the Grey Seer himself. However, in most cases the candidate is not even aware of the purpose of the conversation or the identity of the interviewer.

IRON FIST GUILD

The Iron Fist Guild is a trade guild for experienced guards, mercenaries and ex-soldiers, with a reputation of tough and capable fighters. They often act as guards for caravans and buildings, bodyguards, and bounty hunters.

If an Iron Fist member is killed by a bandit, the Guild has been known to issue their own guild bounties in revenge, to discourage attacks on their members.

The guild headquarters is located in Rel Mord (and featured in WG8 *The Fate of Istus*), with branch offices in Mithat, Borneven, Oldred, Womtham and Woodwych.



MONASTERY OF THE BROKEN ROCKS

The Order of the Broken Rocks was founded over two hundred years ago and is located near Arndulanth, between the Flinty Hills and the Gamboge Forest.

The order was founded when several local priests joined local farmers to fight the humanoids that plagued the area. Two of those priests, Larthian Ollreg (of Heironeous) and Quin Goldberry (of Kord), built a small fortress as the home of the Order, near the humanoids but also close enough to a main road for new recruits to arrive safely.

The area prospered, and once the threat was gone the Order lapsed into obscurity. With the Greyhawk Wars and humanoids invading from the Bone March, the Order was needed again. Their fighting skills enabled them to assist in fighting the invasion, and quickly earned them the respect of the local people.

The monks' fighting style has a focus on flexible fighting in tough terrain – ambidextrousness, blind fighting, stealth, close-quarters fighting and especially fighting humanoids (particularly orcs).

PATRONS OF THE ARCANE WANDERER

Genris Venderin and Ytalis Fostin, two students of Rel Mord's Royal University, were failing their studies as their abilities were more innate than learned. After abandoning their formal education, in 589 CY they used their tuition funds to buy a tavern in the Merchants & Artisans District which they named the Arcane Wanderer.

The tavern was intended to cater to the general public (and still does), but the tale of its owners attracted other sorcerers and bards who did not quite fit in at the Royal University. They soon began to exchange ideas of how to improve their craft. Ytalis facetiously dubbed these customers the Patrons of the Arcane Wanderer.

The association is informal, and anyone with innate magical abilities who spends enough time discussing magic in the tavern will soon be a recognized regular.

The unofficial symbol of membership is a metal token stolen from the cloakroom at the tavern. It is rumored these are ensorcelled so that Ytalis and Genris can locate members in trouble, and even send messages through the symbols stamped on the token.

REL MORD WIZARDS' GUILD



The Re Mord Wizards' Guild only exists due to the University of Rel Mord, one of the foremost universities and libraries in the Flanaess founded in 268 CY by royal decree. The

University is otherwise traditionally focused on history, agriculture, and the martial arts. The guild was formed prior to 491 CY to provide access to the facilities and libraries at the University, in exchange for members providing teaching of students and helping the University generally.

Many mages throughout Nyronnd maintain a membership of the guild merely to ensure access to the University it ensures, and are willing to support the guild and University to do so.

The guild holds an irregular Mage Faire, usually near Mowbrenn, which is a spectacular if at times dangerous event. It is staged outside the walls to avoid damage to local buildings or inhabitants.

ROYAL SECRET SERVICE

Established some time ago by sealed order, the Royal Secret Service (RSS) operates in obscurity. No member of the RSS can identify themselves, except to select members of the Royal Guard or Knights of the Realm, or to others in cases of most dire emergency, under threat of being dismissed and disowned.

Acquiring documents or intelligence from an unfriendly, or even "friendly", powers is the duty of the RSS. Much of this can be gathered from merchants, adventurers and other such wanderers, but some such "merchants" and so forth are actually RSS agents.

When an important figure in Nyronnd is poisoned or disappears, or needs to be at home or away, the RSS will often be assigned to deal with the task.

RSS agents usually work alone with little or no support. Public acclaim will never be their reward for heroism, with the records of their deeds sealed away in the Royal Vaults.

Only RSS operatives may recommend another for service, and acceptance of the commission is strictly for volunteers.

SAGACIOUS SOCIETY

This society of sages, scholars and mages in Nyronnd organized into a formal society after the

Greyhawk Wars, after many knowing each other well prior.

The Sagacious Society is an elitist group dedicated to preserving Nyrond as a bastion of learning, culture and scholarship despite the threats from Iuz, the Bone March, Stonefist and the successor states to the Great Kingdom. It is strongly opposed to the Valorous League of Blindness.

The Society is in constant communication with foreign sages and mages, seeking information and resources to assist Nyrond. It has been a constant supporter of Lynwerd becoming king and then as king.

The Society dedicates its members personal wealth and magical items to bolstering what are seen as Nyrond's weaknesses. It has access to various arcane lore, and recruits adventurers and mercenaries for expeditions into the Rakers, Flinty Hills, Griffs, eastern Abbor-Alz and beyond to seek lost treasures and magic to aid Nyrond.

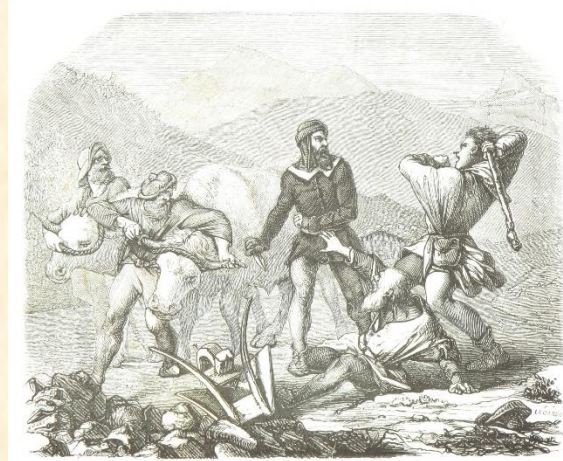
The Grey Seer is rumored to be a member, but this is doubted by many. Most members keep their involvement secret. Palindren of Zilchus is one of the few publicly known members of the Society.

THIEVES GUILDS

Nyrond has for the most part been a lawful and orderly kingdom. As such, thieves guilds have not usually operated within its borders, at least legally. Nyrond's rulers, guilds and police (such as they are) tend to actively hunt down any suggestions of organized crime.

Instead organized crime – the thieves without an official local guild – tends to support itself through the “grey” economy in the form of gambling, pawn shops, prostitution, illegal (and untaxed) alcohol production, smuggling, forgery, less violent protection rackets (“insurance” against fires or robbery) and so forth. Violent crime and murder would attract the attention of the authorities, but “victimless” crime or crimes where the victims were less likely to complain are better business.

Smuggling also attracted organized crime, although along the south coast of Nyrond such



has been an industry for a long time and so dominated by various local families and networks that city thieves tended to have to work with them to the extent they could become involved at all (rather than just being a client).

The aftermath of the Greyhawk Wars weakened both the kingdom's power and authority. Tax evasion and banditry thrived, corruption grew, and the thieves prospered accordingly. As times returned to normal the kingdom was able to try to resume policing its affairs in previous ways, but those thieves' organizations that exist are better placed than they were prior to the Wars.

There are organized guilds in Borneven, Mowbrenn, Oldred, Rel Mord, and Woodwych. Outside these towns and cities any organized thieves tend to function in much the same way as a guild, but will be closer to a criminal gang or network with an unofficial monopoly or control or any such activity in the relevant area. They will also not look kindly on unofficial or unsanctioned criminal activities likely to draw official attention to their work activities. Showing respect by paying tithes (usually 1/10 of proceeds beyond any membership fees) and seeking permission are the best way to ensure no issues.

VALOROUS LEAGUE OF BLINDNESS

This sect of Pholtus (in his lawful neutral aspect) was (prior to 595 CY) strongly approved of by

the Theocracy of the Pale, and rapidly gained converts after the Greyhawk Wars especially in northern Nyronnd.

The Valorous League promotes the only hope of salvation as Pholtus via the teachings of the Church of the One True Path. Only those blinded to iniquity and its lures can hope to prevail in terrible times. Nyronnd must be changed, and the evil within is as dangerous as the evil outside in Luz and the Great Kingdom.

This group stirs up virtual insurrection, but they also have had their followers among minor nobility (often under threat of lynching by their peasants).

All members are ascetic and intolerant of those they do not approve of, which tends to be most nobility and followers of other deities.

The Knights Valorous are the elite warriors and warrior priests, and self appointed inquisitors against evil. They tend to whip up hysteria among the gullible, especially amongst rural farmers. Incorporating the northern parts of Nyronnd into the Theocracy is a long term goal.

The League was essentially expelled from Nyronnd in 595 CY by Lynwerd, with tacit consent from the Pale.

THE WARRIORS BROTHERHOOD

The Warriors Brotherhood is an informal group of veteran soldiers that developed after the Greyhawk Wars to stamp out banditry as an alternative to having to resort to it in desperate times, and to protect and assist the common people of Nyronnd. Over time it developed into helping with civil works, training farmers and the common people, and fighting evil generally including fiends in the Almorian borderlands.

They see their loyalty as to the people and kingdom of Nyronnd, rather than the monarchy itself, given many of the original Warrior Brothers and Sisters served under Archbold originally.

THE WITCHES OF THE BRIGHT

The Witches of the Bright (also known as the Witches of the Sand) were first reported not long after King Archbold abdicated in 586 CY, as

a new coven of witches operating out of the deep heart of the Gnatmarsh. The Witches of the Bright are typically Flan in appearance, often with shocker lizards as pets or familiars. They migrated from the Bright Desert.

Not known outside the coven was that the witches were dedicated to fulfilling a prophecy to restore the ancient fallen Flan kingdom of Sulm. The witches allied with Sewardnt as part of seeking to fulfill this prophecy, and aided him in his plans to take over Nyronnd.

After Sewardnt was deposed and killed, the witches' plans were apparently defeated. However, they are bound to continue to try to work out how to fulfill that prophecy despite Sewardnt being defeated.



APPENDIX A: APOCRYPHA

The material contained in this guide not based on published sources (including Living Greyhawk material) is:

Chapter 1

1. Geography, where the Anodan Hills become the Northern Hills.

Chapter 2

2. History: The Great Migrations the flow of peoples is generally extrapolated based on how they occurred throughout the Flanaess. The Suel influence in blond hair and blue eyes featuring similarly is extrapolated from canonical indications the Suel influence is still present in the south.

Chapter 3

3. The Rumors in the Provinces section.
4. The mix of refugees in the Duchy of Almor.
5. The Brackenmoor area of the County of Brackenmoor, and its nature.
6. The new Countess for the County of Brackenmoor, Velkira Vanalli.
7. Shantadern being made capital of the County of Eventide to avoid Nessermonth becoming a power base (extrapolated from Archbold's difficulties in bringing the town to heel in *The Marklands*).
8. The Duchy of Flinthill being held as the heir apparent's seat (extrapolated from Archbold holding it as part of titles in *World of Greyhawk* box set).
9. The animals grazed in Duchy of Korenfluss.
10. In Law & Justice: Criminal Offenses, the rate of paying debts in debtors' prisons as 1gp a day.
11. For the Economy, "Nyrondal lime" wine, the common crops (based on Spain), herds and importance of horses (extrapolated). The idiomatic sayings about fertility.

12. Royal Mail services changes being the same as in Furyondy.
13. For Licensed Adventurers, the tendency of adventurers to report loot in neighboring realms to avoid Nyrondal taxes.

Chapter 4

14. Military: The exact term of service to gain citizenship.
15. Some of the information on the Military was summarized or consolidated from that contained in the Living Greyhawk Nyron Triad Gazetteer. The full original details can be checked on the archived web site.
16. The Fourth Legion not being struck from the rolls until it returned with Sewarndt, or it then being struck and loyalists being honored.
17. The Red Brigade being based near the Flinty Hills (rather than Uskarn, per Living Greyhawk campaign).

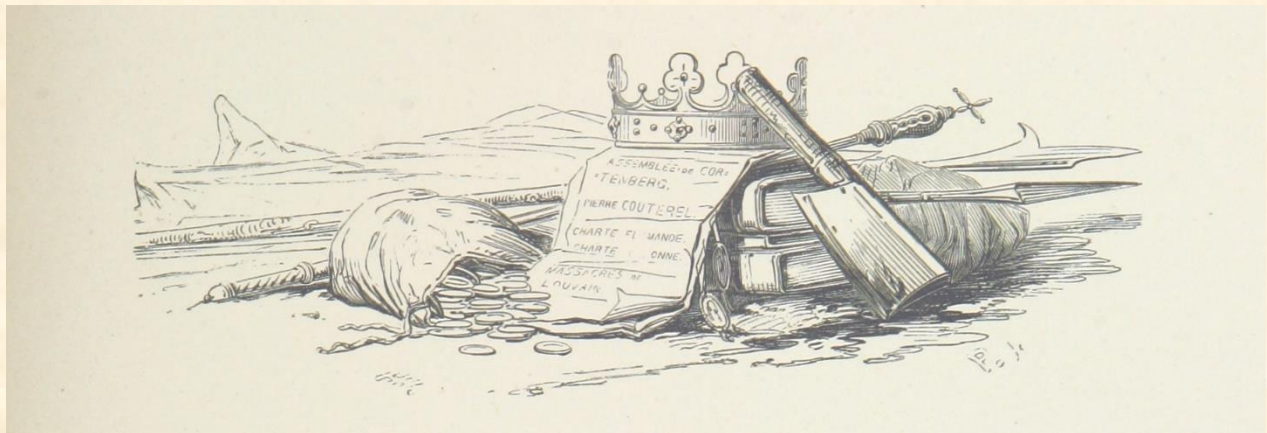
Chapter 5

18. The prayers for each of the main churches in the Religion section.
19. The treatment of Hextorites.
20. The 3 factions of the Pholtan church are simplified from the details in the Living Greyhawk campaign.
21. The church of Zilchus operating a quasi-bank, and being preferred as mediators for commercial disputes.
22. The church of Zilchus playing a part in the selection of the Count of Beetu, Romadnen Bereman.

Chapter 6

23. The wood folk, marsh folk and hill folk being mainly Flan, and following those deities and the Old Faith (extrapolated).
24. The Oeiidians taking the fertile areas and leaving the poor south coast for the Suel. Idiomatic references to Suel as from the South Coast or having "touch of the South".
25. Details of Bakluni, Olman and Touv in Nyron.
26. The details for Baklunish, Olman and Touv.

27. The details on dwarves (mainly extrapolated).
28. For the halflings of the Anodan Hills I did not adopt the nomadic nature given by the Living Greyhawk campaign.
29. What types of troops each of the demi-humans tend to supply
30. The “Tough as a Flinty gnome” saying.
31. The Other Races section, being tieflings and dragon born (extrapolated).
32. Mood of Nyronde section (essentially extrapolated).
33. The titles Old Guard, New Guard and Black Guards used in Factions & Organizations (although those factions certainly existed).
34. The fighting style of the Brackenmoor Monastery’s monks.
35. The fighting style of the Order of the Broken Rock’s monks.
36. The unofficial symbol of membership for the Patrons of the Arcane Wanderer, and its reputed powers.
37. The name of the Secret Service was changed from His Majesty’s Secret Service to the Royal Secret Service.
38. Parts of the Thieves Guild section are extrapolated.

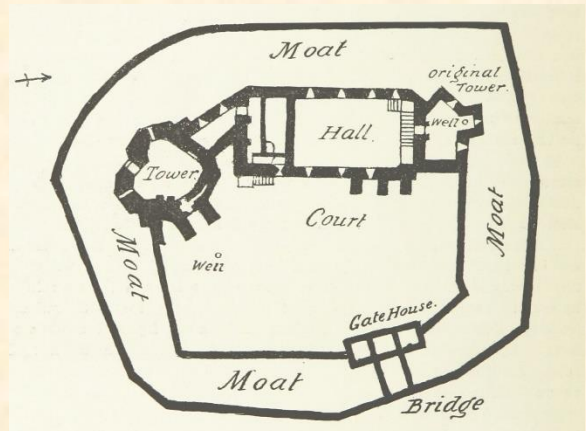


APPENDIX B: ART & MAPS

The art and maps contained in this guide are:

1. Cover page: Idylls of the King p.72 (BL digital ID 014830686).
2. Page 2, Introduction: William Shakespere p.102 (BL External ID 1158328461).
3. Page 3, Introduction: Geschichte der Wiener-Stadt u. Vorstädte p.61 (BL digital ID 014866397).
4. Page 4, Chapter 1: Greyscale version of "Darlene map" by Bat In The Attic (<https://batintheattic.blogspot.com/2021/12/happy-needfest-digital-darlene-greghawk.html>).
5. Page 5, Chapter 1 – Relmor Bay: Paris de siècle en siècle p.177 (Bl digital ID 014860962).
6. Page 6, Chapter 1 – Duntide River: Caller Oysters, (BL physical ID 000543199).
7. Page 7, Chapter 1 – Weather & Climate: With the children on Sundays p.172 (BL External ID 1158379274).
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12. Page 12, Chapter 2 – History, Recent Years: Paris à travers les siècles p.264 (BL digital ID 014866810).
13. Pages 13 to 23, Chapter 3 – Provinces: All Heraldry is by Anna B Meyer from her web site: <https://www.annabmeyer.com/>
14. Page 14, Chapter 3 – Nyronnd provincial map from Nyronnd Triad web site on Web Archive at <https://web.archive.org/web/20080511211445/http://www.nyronnd.org/turbin/page/nyr/gazetteer/geography.html#map>
15. Page 15, Chapter 3 - Paris à travers les siècles p.451 (BL digital ID 014866810).
16. Page 24, Chapter 3 – Criminal Offences: Fagin in the Condemned Cell p.422 (BL physical ID 000931072).
17. Page 25, Chapter 3 – Courts: Paris de siècle en siècle p.165 (BL digital ID 014860962).
18. Page 25, Chapter 3 – Economy: Australian Gossip & Story p.90 (BL digital ID 014879776).
19. Page 27, Chapter 3 – Licenced Adventurers: The Ingoldsby Legends p.69 (BL digital ID 015742608).
20. Page 27, Chapter 3 – Royal Mail Service: La Bible et l'astronomie p.9 (BL digital ID 014806200).
21. Page 29, Chapter 4 – Army: The Castles and Abbeys of England p.34 (BL digital ID 014839350)
22. Page 30, Chapter 4 – Military: Danes, Saxons, & Normans p.273 (BL digital ID 015105936).
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