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Advanced Dungeons & Dragons

WORLD OF GREYHAWK

Supplement
PLAYER'S PRIMER



The World of Greyhawk is one of the most iconic and enduring fantasy settings in the history of Dungeons & Dragons. It takes place on the planet Oerth, a world of immense diversity and intrigue. The central focus of the setting is the Flanaess, one of several continents on Oerth, characterized by its rich histories, diverse cultures, and endless opportunities for adventure. Oerth itself is a planet of wonder, with vast oceans, unexplored lands, and countless mysteries waiting to be uncovered. In Greyhawk, adventurers shape the world around them, from uncovering ancient secrets to toppling or supporting powerful regimes.



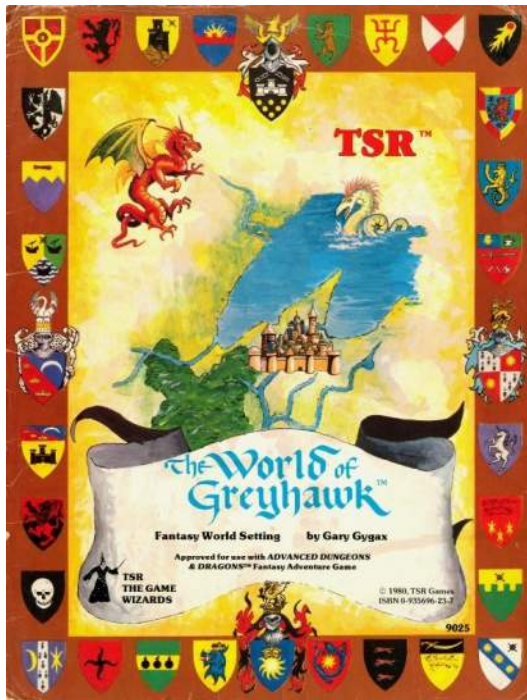
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Introduction to the World of Greyhawk

This Player's Primer presents general knowledge that would be known by most of the learned people be found in Regional Player Guides and as determined by the Dungeon Master.

What is Greyhawk?

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What is Oerth?

Oerth is a fantastical world steeped in magic, history, and ancient civilizations. Its structure and geography are unique:

Geography: Oerth is divided into several continents, of which the Flanaess is the best known. Other lands include the exotic Hepmonaland, the Amedio Jungle, and distant, unexplored regions shrouded in mystery. Vast oceans connect these continents, and the planet's curvature and axial tilt allow for diverse climates, from tropical jungles to frozen tundras.

Astronomy: Oerth is orbited by two moons, Luna (the larger, pale moon) and Celene (a smaller, aquamarine moon), which play important roles in the world's tides, calendars, and mythologies.

Cosmology: The gods of Oerth wield immense influence, and the world is intricately connected to the planes of existence. From elemental forces to divine realms, the cosmology of Oerth shapes both its cultures and its adventurers.

Adventure and Exploration: The Flanaess and Oerth beyond are filled with uncharted territories, forgotten ruins, and ancient dungeons. The Suel Imperium, Baklunish Empire, and other civilizations have left behind relics that draw adventurers into the unknown.

Political Intrigue: Rival nations, city-states, and secretive factions create a web of alliances and conflicts, giving players opportunities to navigate diplomacy, espionage, or rebellion.

Myth and Magic: Oerth's history is shaped by powerful magical events, from the apocalyptic Rain of Colorless Fire to the enigmatic actions of legendary mages like Mordenkainen.

The Flanaess: Lands of Adventure

Overview of the Flanaess

The Flanaess is the most well-known continent on Oerth, a land of incredible diversity in geography, culture, and politics. Stretching from the towering Crystalmist Mountains in the west to the Solnor Ocean in the east, and from the frozen reaches of the Thillonrian Peninsula in the north to the steaming Amedio Jungle in the south, the Flanaess offers adventurers a wealth of challenges and opportunities. It is a land where ancient empires have risen and fallen, where the ruins of past civilizations hide powerful secrets, and where current nations and factions vie for control of its future.

A Brief History of the Flanaess

The history of the Flanaess is marked by cycles of conquest, decline, and renewal:

Pre-Cataclysm: The earliest known civilizations, such as the Flan and the Olman, left their mark through ancient ruins and enduring myths.

The Suel-Baklunish Wars: This devastating conflict between the Suel Imperium and the Baklunish Empire ended in the apocalyptic Rain of Colorless Fire and the Invoked Devastation, reshaping the western Flanaess and scattering these once-mighty peoples.

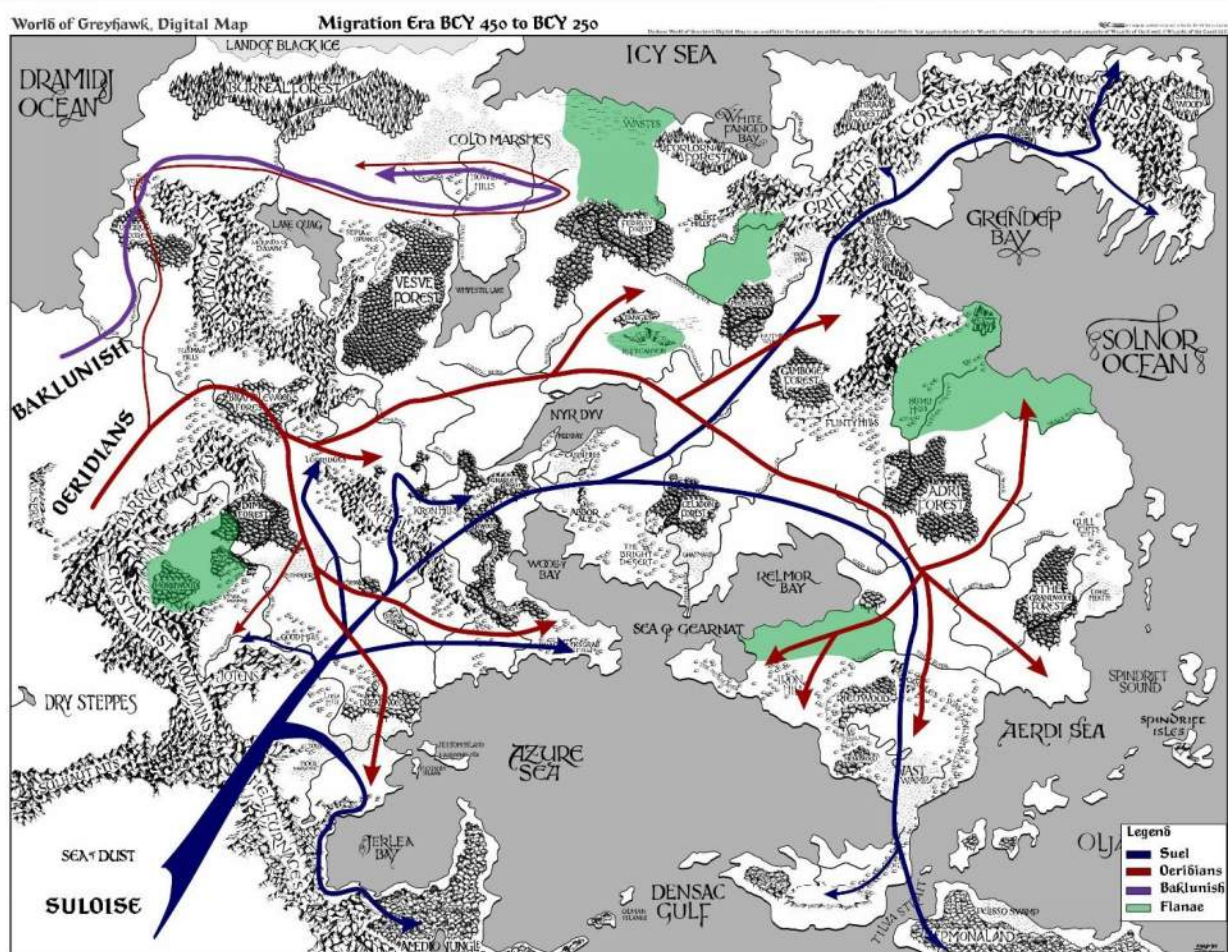
The Rise of the Great Kingdom: The Oeridian tribes established the Great Kingdom of Aerdy, which became the dominant power in the Flanaess for centuries.

The Fall of Empires: Over time, the Great Kingdom fractured, and new powers like Nyron, Keoland, and the Scarlet Brotherhood rose to prominence, creating a fractured and dynamic political landscape.

People and Cultures of Greyhawk

The Flanaess is home to an intricate mosaic of cultures and peoples, shaped by ancient migrations, empires, and evolving traditions. The inhabitants are divided into four primary human ethnic

groups—Flan, Suel, Oeridians, and Baklunish—each with its unique history, customs, and influence on the region. Alongside these humans are the non-human races such as elves, dwarves, gnomes, and halflings, whose presence enriches the lands with their own ancient legacies.



The Great Migrations

The history of the Flanaess is defined by the great migrations that shaped its peoples and cultures.

The Flan (The First People): The Flan are the original inhabitants of the Flanaess, a deeply spiritual and nature-connected people. Long before the rise of the Oeridians, Suel, or Baklunish, the Flan thrived across the land, building cities and leaving behind enigmatic stone circles, cairns, and glyph-marked ruins. Over time, they were displaced or absorbed by the newer arrivals, though their influence persists, particularly in regions like the Perrenland, the Barony of Tenh, and the Vesve Forest, where Flan traditions remain strong.

The Suel Migration (From the West): The destruction of the Suel Imperium in the Rain of Colorless Fire forced the Suel people eastward into the Flanaess. These migrations brought with them a proud, often haughty culture steeped in arcane magic and feudal traditions. The Suel established prominent realms like Keoland and contributed significantly to the cultural and magical traditions of the Flanaess, though they clashed with other peoples, particularly the Oeridians and Flan.

The Oeridian Migration (The Invaders):

The Oeridians were a warlike and ambitious people who migrated eastward from their ancestral lands after being displaced by internal conflicts and the chaos of the western Flanaess. Their adaptability and martial prowess allowed them to dominate the Flanaess, culminating in the creation of the Great Kingdom of Aerdy, which unified much of the land under their rule. Oeridian culture is marked by its hierarchical systems, military traditions, and pragmatic approach to governance.



The Baklunish Retreat (Guardians of the West): After the Invoked Devastation annihilated their empire, many Baklunish peoples retreated to the western edges of the Flanaess. Here, they established nomadic cultures and mystic traditions, blending with the land's natural magic. Their influence can be seen in the Dry Steppes, Plains of the Paynims, and the mystical lands of the Baklunish West. The Baklunish are known for their spiritual practices, honor-bound societies, and mastery of elemental magic.

Non-Human Races of the Flanaess

While humans dominate the Flanaess, non-human races play a significant role in its history and cultures.

Elves: Found in forests such as the Vesve Forest and Celadon Forest, elves bring their grace, arcane knowledge, and ancient traditions to the Flanaess. They are often guardians of nature and wielders of powerful magic.

Dwarves: The mountain ranges of the Flanaess, including the Lortmils and Rakers, are home to industrious dwarves renowned for their skill in mining, metalwork, and battle.

Gnomes and Halflings: Gnomes inhabit wooded hills and mining communities, while halflings are known for their pastoral lifestyles and knack for fitting into human societies.



Cultural Interactions

The melding of these groups through conflict, trade, and alliances has created a complex cultural landscape. While some regions maintain distinct ethnic and racial identities, others are melting pots where traditions intermingle, producing unique customs and dialects.

Calendar, Seasons, and Celestial Bodies of Oerth

The Calendar of Harptos

The people of the Flanaess measure time using the Greyhawk Calendar, officially known as the Common Year (CY) Reckoning. This calendar is widely accepted across the continent, aligning with seasonal cycles and celestial events. It consists of 12 months, each divided into 4 weeks of 7 days, making a year 364 days long. An additional festival week called Needfest bridges the transition between years.

The Months:

Fireseek (Midwinter): The coldest part of the year, deep in winter.

Readying (Late Winter): Winter begins to wane.

Coldeven (Early Spring): The thaw begins, heralding spring.

Planting (Mid-Spring): A time for sowing crops and rebirth.

Flocktime (Late Spring): Spring reaches its peak, with gentle rains and blooming flowers.

Wealsun (Early Summer): Warm weather arrives, marking the start of summer.

Reaping (Mid-Summer): Fields are harvested, and summer is in full swing.

Goodmonth (Late Summer): Summer begins to fade, giving way to early autumn.

Harvester (Early Autumn): A busy season of harvests and preparation for winter.

Patchwall (Mid-Autumn): A time of cooling weather and falling leaves.

Ready'reat (Late Autumn): Winter's chill begins to creep in.

Sunsebb (Early Winter): The year ends in cold and frost.

Festival Weeks:

Needfest: Celebrated at the end of the year, Needfest is a week of rest, renewal, and celebration of the new year.

Growfest: A spring festival celebrating planting and fertility.

Richfest: A summer solstice festival marked by feasting and joy.

Brewfest: An autumn festival of harvest, food, and drink.

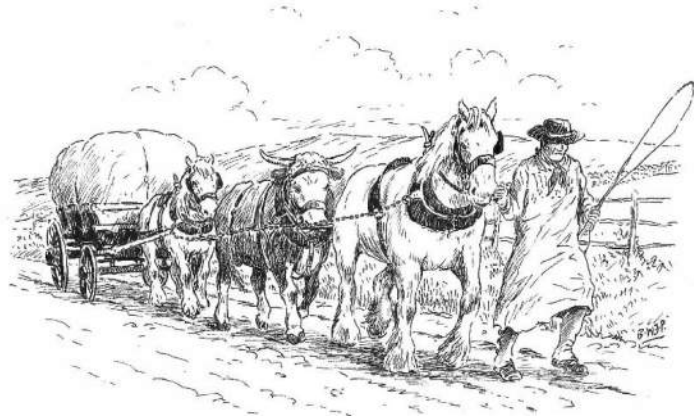
These festivals serve as both religious observances and times of communal celebration. Additional regional and religious festivals exist.

The Seasons of Oerth

Oerth's seasons mirror those of temperate climates, though regional variation creates unique patterns across the Flanaess:

Winter: Harsh in northern regions like the Bitter North and the Thillonian Peninsula, with snow blanketing much of the land. Central and southern regions experience milder but cold weather.

Spring: A time of renewal, with melting snow, budding flora, and renewed trade routes. Rain is common in regions like the Sheldomar Valley.



Summer: Warm and sunny across most of the Flanaess, though the Amedio Jungle and Hepmonaland experience intense humidity and monsoon-like rains.

Autumn: A season of cooling temperatures and harvesting. Forested regions like the Vesve Forest are particularly striking during this time.

Celestial Bodies

Oerth is orbited by two moons and exists in a universe shaped by magical and cosmic forces. The celestial cycles influence religion, magic, and the natural world.

Luna (The Great Moon):

The larger of Oerth's two moons, Luna appears silvery-white and completes a full cycle in 28 days. Its phases govern the tides and serve as a calendar for many cultures, especially among seafaring and agrarian peoples.

Luna is associated with stability and guidance and is revered by deities such as Celestian and Pelor.

Celene (The Lesser Moon):

Smaller and aquamarine in color, Celene is less predictable, completing its orbit roughly every 91 days. It is often considered mystical, associated with magic, mystery, and the arcane.

Celene's appearance during certain celestial alignments is said to enhance magical rituals and inspire prophecies.

The Sun:

Known as the Unbroken Circle, Oerth's sun is a life-giving force and a key symbol in worship, particularly among followers of Pelor and Pholtus.

Astrology and Mysticism

The movements of Oerth's moons and stars are carefully studied by scholars and mystics, with the following being of note:

Astrological Influence: The moons and stars are believed to influence magical potency and divine favor. Certain celestial events, like eclipses, are considered powerful omens.

Star-Travel: Celestian, god of stars and wanderers, is revered by those who seek to explore the cosmic realms. His followers chart the heavens for guidance and discovery.

Oerth's Planar Alignment: The celestial bodies also influence planar activity, with specific alignments said to open portals or weaken the barriers between planes.

Gods and Religion: The Pantheons of Greyhawk

The gods of the Flanaess are divided into distinct pantheons based on the major human cultures—Flan, Suel, Oeridian, and Baklunish—reflecting the diverse histories and beliefs of the peoples of Oerth. Each pantheon embodies the values, traditions, and spiritual philosophies of its respective culture, though many deities have gained worshipers beyond their original cultural boundaries. Alongside these pantheons are universal and racial deities worshiped by non-human races and those who pursue specific professions or ideals.

The Flan Pantheon

The Flan, the indigenous people of the Flanaess, venerate gods closely tied to nature, survival, and primal forces. Their pantheon emphasizes harmony with the land and respect for ancient traditions.

Beory: Goddess of the Oerth, nature, and fertility. Revered as the embodiment of the world itself.

Pelor: God of the sun, healing, and agriculture. Worshiped as a benevolent life-giver and protector.

Nerull: God of death and darkness. Feared as the bringer of doom and the end of all things.

Obad-Hai: God of nature, wildlands, and balance. Respected as the guardian of the natural world.

Allitur: God of ethics and law. Associated with maintaining traditions and social order.



The Suel Pantheon

The Suel, a proud and often haughty people, brought with them a pantheon of gods that reflect their ancient empire's focus on arcane mastery, power, and order.

Wee Jas: Goddess of magic, death, and law. A patron of wizards and those who respect order and tradition.

Lendor: God of time and the leader of the Suel pantheon. Represents patience, balance, and inevitability.

Phaulkon: God of air, archery, and the sky. A deity of freedom and swift justice.

Beltar: Goddess of malice, caves, and darkness. A darker aspect of the Suel pantheon, feared by many.

Syrul: Goddess of lies, deceit, and false promises. Represents manipulation and cunning.

Kord: God of strength, athleticism, and storms. Celebrated by warriors and adventurers for his bold, chaotic energy.



The Oeridian Pantheon

The Oeridians, a warlike and expansionist people, worship gods tied to martial prowess, governance, and practicality. Their pantheon reflects their ambition and adaptability.



Heironeous: God of chivalry, justice, and valor. Worshiped by knights and defenders of good.

Hextor: God of tyranny, war, and discord. The antithesis of Heironeous and a patron of conquest.

Zilchus: God of wealth, power, and influence. Associated with trade and political maneuvering.

Fharlanghn: God of travel and roads. A deity for wanderers, adventurers, and merchants.

Celestian: God of stars and wanderers. Revered by astronomers, sailors, and dreamers.

Erythnul: God of slaughter, chaos, and destruction. Feared by warriors and barbarians who revel in bloodlust.

The Baklunish Pantheon

The Baklunish, steeped in mysticism and honor, worship a pantheon that emphasizes fate, wisdom, and elemental forces.

Istus: Goddess of fate, destiny, and time. Revered as the weaver of all lives and events.

Al'Akbar: God of guardianship and piety. A symbol of Baklunish cultural and spiritual identity.

Geszhen: Goddess of hospitality, honor, and generosity. A deity who upholds social harmony.

Zuoken: God of mental and physical mastery. Worshiped by monks and martial artists.

Xan Yae: Goddess of twilight, shadows, and balance. Represents harmony in all things.

Daoud: God of humility and wisdom. Known for his legendary Cup and the stories of its blessings.

Universal and Racial Deities

Beyond the human pantheons, certain gods are universal in their appeal or tied to specific races:

Boccob): God of magic and neutrality, worshiped by arcane practitioners across all cultures.

Olidammara: God of revelry, rogues, and freedom, appealing to those who live life on their own terms.

Corellon Larethian (Elves): Creator and protector of the elven race, tied to magic and artistry.

Moradin (Dwarves): The All-Father of dwarves, patron of smiths and guardians.

Garl Glittergold (Gnomes): A trickster and craftsman, central to gnome society.

Yondalla (Halflings): The mother of the halfling race, representing community and safety.



Demigods and Quasi-Deities of Greyhawk

In the World of Greyhawk, the divine hierarchy does not stop at the powerful gods of the pantheons. The setting also includes demigods and quasi-deities, beings of immense power who often walk the line between mortal and divine. These entities typically wield influence over smaller domains or niches, and many interact directly with the mortal world. Some of the more well-known Demigods are: Iuz, Vecna, Erythnul, Raxivort and Wastri. Prominent Quasi-Deities include, Heward, Keoghtom, Murlynd, Johydee, Daern, and Kwalish.

Geography and Environment

The Flanaess, the easternmost continent of Oerth, boasts a vast and diverse geography that shapes its cultures, conflicts, and adventures. From towering mountain ranges and fertile river valleys to desolate wastelands and tropical jungles, the land offers endless opportunities for exploration and storytelling. Its environment is as varied as its inhabitants, with climates ranging from the frozen tundras of the north to the steamy rainforests of the south. This geographical diversity creates both challenges and opportunities for adventurers, who must contend with the elements, hostile creatures, and untamed wilderness. This is a list of some of the more well know geographic areas.

Mountain Ranges

The mountains of the Flanaess are imposing features, serving as natural barriers, treasure troves of minerals, and havens for dwarves, gnomes, and monstrous creatures:

Barrier Peaks: Forming a formidable wall between the Sheldomar Valley and the Baklunish West, these mountains are home to secretive gnomish communities and strange ruins.

Crystalmist Mountains: The highest range in the Flanaess, rich in minerals and danger. This rugged range holds the Hellfurnaces, a volcanic region teeming with fire-dwelling creatures.

Lortmil Mountains: A stronghold for dwarves and gnomes, these peaks separate Keoland from the Ulek states and have long been a battleground against humanoid incursions.



Rakers and Griff Mountains: These northern ranges are home to orcs, ogres, and giants, as well as hidden caves rumored to contain ancient treasures.

Rivers and Lakes

Waterways are the lifeblood of the Flanaess, supporting trade, agriculture, and travel:



Nyr Dyv: Known as the "Lake of Unknown Depths," it is the largest freshwater body in the Flanaess. It connects major regions and hides countless mysteries beneath its surface.

Velverdyva River: Flowing from the Vesve Forest to the Nyr Dyv, this river is a key trade route for the northern Flanaess.

Flanmi River: The longest river in the Flanaess, running through the heart of the Great Kingdom, it is vital for commerce and sustenance.

Javan River: Stretching from the Crystalmists to the Azure Sea, this river defines much of the Sheldomar Valley's geography.

Forests and Jungles

The forests and jungles of the Flanaess are both beautiful and dangerous, housing ancient ruins, fey creatures, and deadly predators:

Vesve Forest: The largest forest in the Flanaess, it is a contested region between luz and the forces of good, filled with ancient trees and hidden strongholds.

Celadon Forest: A tranquil woodland with elven communities, known for its unique flora and sacred groves.

Amedio Jungle: A steamy rainforest in the southern Flanaess, teeming with dangerous wildlife, indigenous tribes, and Suel ruins lost to time.

Gnarley Forest: A central forest filled with mystery, often serving as a haven for adventurers and fugitives.

Deserts and Wastelands

The arid regions of the Flanaess are harsh and unforgiving, but they hold immense historical and magical significance:

Sea of Dust: The desolate remains of the once-great Suel Imperium, this wasteland is marked by ash dunes, ancient ruins, and deadly creatures.

Bright Desert: A smaller desert to the southeast of the Nyr Dyv, inhabited by nomadic tribes and dominated by the enigmatic wizard Rary.

Plains and Grasslands

The vast open plains of the Flanaess are centers of agriculture, trade, and nomadic culture:

Plains of Aerdy: The heartland of the Great Kingdom, these fertile fields sustain much of the population of Aerdy East and West.

Dry Steppes: A vast, arid expanse west of the Flanaess, home to the nomadic Baklunish tribes and rich in history and mysticism. **Perrenland:** A region of rolling hills and grasslands inhabited by fiercely independent Flan-descended people.

Coasts and Oceans

The Flanaess is bordered by expansive coastlines and oceans that fuel trade and piracy:

Azure Sea: A central maritime hub, it connects southern regions like Keoland and the Hold of the Sea Princes to distant lands.

Solnor Ocean: The vast ocean to the east, rumored to contain uncharted islands and strange phenomena.

Densac Gulf: A warm and tropical gulf known for its exotic resources and hidden dangers.

Climate and Environment

The climate of the Flanaess varies widely:

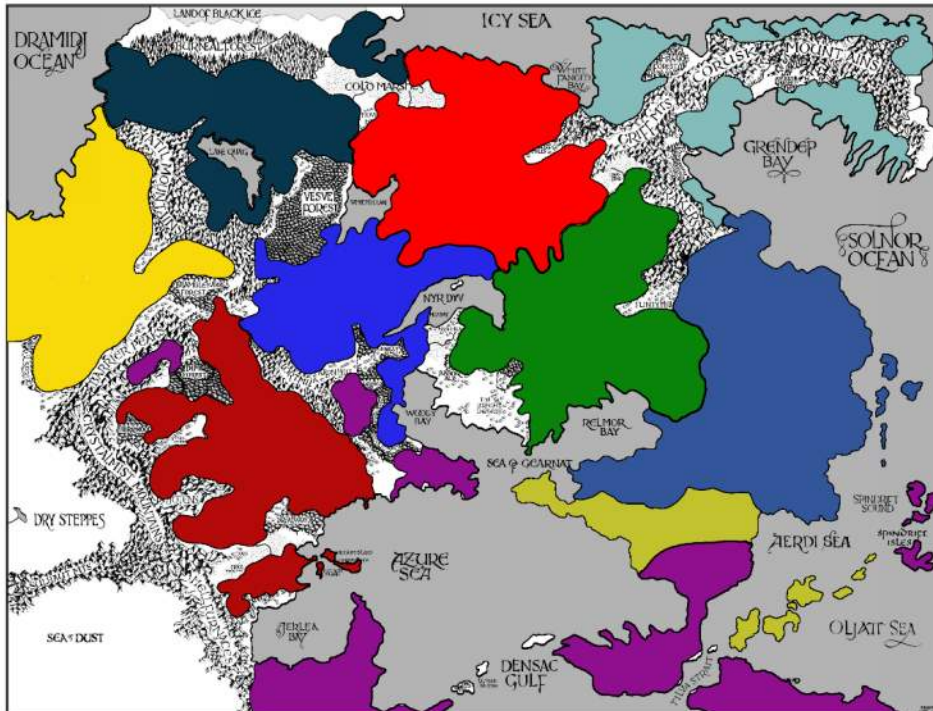
Northern Regions: The Bitter North and Thillonrian Peninsula experience harsh winters and short, cool summers, fostering hardy cultures like the barbarians and frost giants.

Central Regions: The heartlands, such as Nyrond and Furyondy, enjoy temperate climates, ideal for agriculture and trade.

: The Amedio Jungle and Hepmonaland are tropical, with high humidity and dense vegetation, while the Bright Desert is dry and sun-scorched.

Regions of Greyhawk

The regions of Greyhawk represent a diverse array of geographical, political, and cultural areas within the Flanaess, the primary continent of the World of Greyhawk setting. Each region reflects distinct historical influences, ranging from the ancient empires of the Suloise and Baklunish to the fractured remnants of the once-dominant Great Kingdom of Aerdy. From the Baklunish West with its nomadic tribes and mystical traditions, to the Thillonrian Peninsula where fierce barbarian raiders dwell, and the fertile Sheldomar Valley, home to chivalric kingdoms like Keoland, the Flanaess is rich with varied landscapes and peoples. Regions like the Iron League stand as bastions of independence, resisting oppression, while the Bitter North and Western Nyr Dyv showcase lands of harsh survival and trade-driven conflicts.



	Baklunish West		Thillonrain Peninsula
	Bitter North		Aerdy West
	Western Nyr Dyv		Aerdy East
	Sheldomar Valley		Iron League
	Northern Reaches		Isolated Realms

1. Baklunish West

Description: The lands west of the Yatil Mountains, including regions influenced by the ancient Baklunish Empire. Known for nomadic tribes, mystical traditions, and remnants of Baklunish culture, such as Zeif and the Dry Steppes.

2. Bitter North

Description: The harsh, frigid lands north of the Icy Sea, encompassing areas like Blackmoor and the Land of Black Ice. Populated by hardy people and strange creatures, with a history of ancient magic and ruin.

3. Western Nyr Dyv

Description: The region surrounding the western shores of the Nyr Dyv, including the Free City of Greyhawk, Dyvers, and the Shield Lands. Known for trade, piracy, and frequent conflicts with Iuz and the Bandit Kingdoms.

4. Sheldomar Valley

Description: A fertile and prosperous region in the southwestern Flanaess, dominated by Keoland and its vassal states like the Gran March and Ulek. Renowned for its chivalric traditions and stability.

5. Northern Reaches

Description: A wild and remote area encompassing the regions north of the Yatil Mountains, such as Perrenland, the Clatspur Mountains, and the upper reaches of Veluna and Furyondy. Known for its rugged terrain and fiercely independent people.

6. Thillonrian Peninsula (Barbarian North)

Description: Home to the Frost, Snow, and Ice Barbarians, this rugged peninsula juts into the Solnor Ocean. The region is known for its Viking-like raiders, fierce warriors, and harsh winters.

7. Aerdy West

Description: The western remnants of the once-mighty Great Kingdom of Aerdy, including Nyrond, Almor, and portions of the Urnst states. These regions have diverged from Aerdy's oppressive rule to form independent and often prosperous states.

8. Aerdy East

Description: The heartland of the Great Kingdom of Aerdy, now fragmented into realms like the United Kingdom of Ahlissa and the North and South Provinces. This region is characterized by political intrigue and lingering tyranny.

9. Iron League

Description: A confederation of independent states resisting Aerdy's dominance, including the Lordship of the Isles, Irongate, and Onnwal. The league is known for its defiance, naval prowess, and cooperative defense.

10. Isolated Realms

Description: Regions that remain largely independent from the major political powers of the Flanaess, such as the Hold of the Sea Princes, the Scarlet Brotherhood, and the Spindrift Isles. These areas often feature unique cultures and traditions.



