

Race

Each region of Greyhawk has different feelings about the different races and not every region has an equal distribution of the different races. Some races, such as the Rhennee, are not available to be played by players. Below is a listing of all of the available character races. We detail each race with a short description and list them by their commonality.

Common Races

Human

Humans in Greyhawk come in many different breeds. There are five, only four of which can be played by PCs. Two of them are commonly found in Urnst. The population of the county is about 79% human.

Oeridian

Oeridians are the most common residents of Urnst, they comprise about 70% of the pure-blood population. They typically have olive skin and dark hair (think Italian) while preferring clothing which is either plaids or checks. Most of the ruling houses of Urnst are Oeridian.

Suel

The Suel comprise the other 30% of the population. The Suel are a very fair skinned people who have either blond or red hair. In clothing, they tend toward solid colors. They are a conquered people in Urnst, having ruled a kingdom here before the arrival of the Oeridians, 600+ years ago.

Mixed-Blood

The different races of man frequently inter-marry. This leads to people who blend the traits of their respective bloodlines together. This is true of almost all of the common folk. The nobility and more well-to-do have a tendency to breed true.

Halfling

There is a sizable community of halflings in Urnst. Most hobniz live between Count's Markham and Trigol in a number of spread out communities of a hundred or two. They are insular and heavily interbred. They all speak with a Minnesotan accent (think *Fargo* or *Drop Dead Gorgeous*).

Uncommon Races

Other races appear in Urnst, but they seldom do in any numbers. Most aren't native to Urnst, but come from nearby lands.

Human - Flan

The Flan are the original inhabitants of the Flannaess. They have been largely pushed out of Urnst by the Suel and later the Oeridians. They are closer to nature than either of those people. They are traditionally nomadic. They have dark-brown skin and curly black hair. Culturally, they're a cross between

American Indians and the Celts. The few Flan that show in Urnst are natives of the Pale or Tenh, especially refugees from the latter.

Dwarves

There is a very small community of hill dwarves living in the Dreerwode just outside of Brotton (a few hundred). Most dwur in Urnst come from the Rakers or the Finty Hills, to the east.

Elves & Half-Elves

There are few elves in Urnst. Elves appear in Urnst from time to time, who come from the Celadon Forest.

Gnomes

Few gnomes are native to the county. The duchy and the Domain of Greyhawk, to the southwest, both have a fair population in the Cairn Hills. This is where most of the gnomes of Urnst come from, though there are a few from the Flinty Hills or distant Verbobonc.

Ill-Advised Races

Human - Baklunish

The Bakluns are long-time enemies of the Suel. Those closest to Urnst comprise the Wolf and Tiger Nomads, as well as Ket to the far northwest. Getting here from any Baklun lands means having to cross the Empire of Iuz or half of the Flanaess. Since the war, Bakluni are almost never seen.

Half-Orcs

Half-Orcs are fairly common in Urnst, unfortunately. Most often, these occur near the Urnst-Bandit Kingdom borders. Rarely are half-orc children desired. Such offspring are scorned throughout Urnst, as they are hard to discern from pure-blood orcs and real orcs leave a very bad taste in any Urnstian's mouth.

Class

Each of the different classes is thought of differently in different parts of the world. Here are the general feelings of Urnstians everywhere regarding the different classes, along with where they generally come from and what human races they commonly come from.

Barbarian

They are no Barbarians native to Urnst. The few barbarians that make it to Urnst are generally Flan or Suel. They are generally viewed with curiosity and a degree of distain. They are usually from the Barrens (Flan), with a few from the Frost, Snow and Ice lands (Suel), all to the far north.

Bard

Bards travel the roads of Urnst. They are principally Oeridian and Suel. They are ill-organized and individualistic. The best sell themselves out to nobles for performances, the rest work taverns and street corners in the larger cities.

Cleric

Priests come of all races. The faiths and churches of Urnst are detailed opposite.

Druid

The few druids in Urnst are almost completely Flan. They often come from the Copper Wood, near Vantor, or the Dreerwode near Brotton. There are a few of mixed blood who practice the old ways. These animists are looked down upon as being less civilized than those worshipping "proper" gods.

Fighter

Urnst is a haven for mercenaries of all types. We are the first line of defense against the hordes of Iuz, the Old One, and as such, our northern border swarms with mercenaries. Our shore of the Artonsamay River is tall bluffs and cliffs, which provide a natural border against invasion. This border is only broken in one stretch, known as the Charn, where the majority of mercenaries and enthralled warriors fight for the honor of Urnst and the safety of the world.

Monk

There is a monastery hidden somewhere in the forested hills of the Dreerwode. Monks, especially Suel monks, raise suspicions these days. There is a great fear of the Scarlet Brotherhood among the nobles, who are aware of the progress they've made in recent years. No PC can be a member of the Scarlet Brotherhood.

Paladin

The county has one of the preeminent training facilities for paladins of Hieronious. There are a few other paladins, to Zilchus, St. Cuthbert and Pholtus.

Ranger

There are few rangers in Urnst. There are a few hill-people in the Dreerwode and Copper Wood. The remainder are scouts working to skirt behind enemy lines. Many contest for the right to be one of the Countess' foresters. Most are Oeridian.

Rogue

There are thieves' guilds in Brotton, Trigol, and Radigast City. Unguilded thieves exist in every nook and cranny of the county. The rogue class is much larger than that. They come from every creed, walk of life and moral standing.

Sorcerer

Sorcerers are natural magicians and come from all places and peoples. They are feared in Urnst.

Wizard

Wizards are well-appreciated here. Their art and wisdom is highly looked upon. Though the countess' is Oeridian, the Suel have slightly more mages than the Oeridians do.



COUNTY OF URNST



Urnst

Urnst, the last bastion of civilization. Urnst, the breadbasket of the world. Urnst, the shield against evil. Here is where you come from. Here is your home.



The Land

At first glance, Urnst's terrain is very common and plain. In truth, it's much more varied than first impressions would suggest.

Farmland

Without doubt, the vast majority of Urnst is farmland. We raise more food per square mile than mostly any place else in the Flanaess. Our land is rich and fertile. We produce great amounts of grains, some of which we use to make the brandy for which we are famous.

Artonsamay River

One of the greatest rivers in the world, the Artonsamay is the border between good and evil. It carries our trade and is plied by our Rhennee allies. Our shore is largely shielded by high cliffs.

Copper Wood

A deciduous forest on our northern border, near Vantor, the forest is thick with willows, birches and elms. Rumors persist of the forest being haunted.

Crystal Springs

This is the source of the Franz and is a rocky region of rocky crags pierced with deep blue quartz.

Dreerwode

Surrounding Brotton is an old deciduous forest set on deep, rolling hills. It's deep canopy keeps the place a twilight even in the hottest part of the day.

Franz River

The Franz is a shallow, but wide river, in which gold is panned. It is navigable to Trigol.

Nyr Dyv

The Lake of Unknown Depths is the deepest of all seas and effectively the center of the world. It is the heart of our trade abroad.

The Communities

Bampton

The port near Radigast. It is smaller than High Mardreth, but is a very active port, carrying a large amount of trade.

Brotton

The old Suel capital, it sits in the Dreerwode, the heart of Urnst. As the oldest city in Urnst, it maintains a role in the governing of the county.

Charn

The seat of Urnst's defenses, it's a mighty string of castles defending the only landable coast on our northern border.

Count's Markham

A small country estate belonging to House Gellor which sits half-way between Radigast and Brotton.

Dosseldorf

An out of the way trading and gold panning community on the Franz river, just south of the Crystal Springs.

High Mardreth

Our major lake port and the seat of our rather sizable navy. The Urnstian Armada patrols the Nyr Dyv and the

Ventor

The sister city of Stoink in the Bandit Kingdoms, Ventor is the site of the county's ancient prison. It is ruled over by our Court Mage, Jacobis Underley.

The Faiths

The table you see here details the gods who are typically worshiped in the county. Most people worship all of the gods. Most priests dedicate themselves to a specific god and embody that deity's beliefs diligently. Common gods are acknowledged by all peoples as gods.

Neighbors

A country is not an island and the county is no exception. We are a major trade nation and a major player in politics. We are not combatants, rather, we bankroll other nations to fight wars for us.

| God | AL | Race | Sphere of Influence | Domains | Temples |
|------------------|----|------|---------------------------|--|-----------------|
| Hieroneous | LG | OC | Chivalry, Valor, War | Good, Harmony, Law, War | Count's Markham |
| St. Cuthbert | LN | C | Common Sense, Retribution | Law, Strength, Protection, Destruction | Small Shrines |
| Phyton | CG | S | Nature, Farming | Animal, Harmony, Healing, Plant | Small Shrines |
| Lydia | NG | S | Love, Romance | Good, Harmony, Protection | Radigast City |
| Agriculture Gods | N | O | Farming, Husbandry | Animal, Harmony, Healing, Plant | Radigast City |
| Xerbo | N | SC | Sea Trade, Sailing | Air, Travel, Water | High Mardreth |
| Zilchus | LN | OC | Money, Power | Knowledge, Law, Trickery | Radigast City |
| Yondalla | LG | H | Halflings | Good, Harmony, Law, Protection | Radigast City |
| Norebo | CN | S | Luck, Gambling | Chaos, Luck, Trickery | Radigast City |
| Pholtus | LN | OC | Light, Law, Sun | Law, Sun | Trigol |
| Boccob | N | C | Balance, Magic | Knowledge, Magic, Trickery | No Temples |

Artonsamay to ensure trade and hinder piracy, slavery and the advances of Iuz.

Jedbridge

A trade city from the days before Iuz came to power in the Bandit Kingdoms. This city has seen itself decline with the lack of trade. As it is an possible avenue of invasion, it is well-garrisoned.

Radigast City

The capital of the county, it sits on a great river delta and is professed to be one of the cleanest and most beautiful cities in the Flanaess, as well as one of its largest.

Rothberry

A small farming community well renown for its sheep, especially the rare four-horned sheep.

Trigol

A center from trade with Nyronnd, Trigol is a city at odds. There is a strong pro-Urnstian movement which has risen in Trigol as of late in rebuttal to the stream of refugees that have come to town.

Bandit Kingdoms

Our near northern neighbor, they are a kingdom divided. They've been largely conquered by Iuz and even before they were conquered we really weren't on friendly terms.

The Duchy of Urnst

The Duchy is our parent nation. Though we owe fealty to it, we are largely independent in terms of external and internal affairs.

Iuz

Iuz, the Old One, stands as the great evil to the north. The demigod's legions nearly conquered the world six years ago, and now we stand at an uneasy peace, at the verge of evil empire.

Theocracy of the Pale

The Pale is a place of rigid laws and forced obedience to the strict rules of their demanding god, Pholtus.

Nyronnd

Originally, the state of which we were a part, we now fiscally support Nyronnd.