



Archclericy of Veluna Gazetteer



Veluna Gazetteer

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a few others who know who they are**

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Chapter One: Introduction

Welcome traveler to the Archclericy of Veluna. The heart and soul of Oerth. Inside these pages you will find a wealth of knowledge and information on this great land. From the shining lances and helms of the Knights of Veluna to the hallowed halls of the Great College of Veluna, from the beautiful tree-city of the elves of Asnath to the sprawling markets of Devarnish, Veluna has something that will catch the eye of one and all. The Archclericy is a shining example of what goodness and co-operation can achieve even in these dark times we live in. The following pages will serve as your introduction to the Archclericy as it stands today, 591 CY.

You will find all of the information contained within these pages and more on the official Veluna website at www.veluna.com. The official home of the Living Greyhawk campaign may be found at www.livinggreyhawk.com. Each region is assigned a Triad that will be in charge of running the Living Greyhawk. In Ohio this consists of David Christ, Victor Long, and David Hirst. These will be your local contacts for any questions, news, or things you would like to see or do in Living Greyhawk. You will find address's and contact information below.

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Chapter Two: What has gone before

Due to the scholarly and civilized nature of Veluna society, much is known of our history and the culture from which it grew. The majority of this early history is passed down from a holy book of Rao, while the rest comes from many books kept in the Great Library of Rao in Mitrik. This holy book, known as ‘The Word of Incarum’, sets forth the tenets in which we strive to adhere to in our daily lives. It teaches us that the Lord of Peace granted the moons Celene and Luna to guide us out of the great darkness that threatened to swallow the world whole long ago. Following these moons the tribes of primitive Flan settled in the lowlands between Volverdyva and Fals rivers and found safety at last. Years later when the Oeridian people started migrating east before the Twin Cataclysms destroyed their country; they came in contact with these tribes in what they now called the ‘Vale of Luna’. Being a peaceful people the Oeridians were welcomed to the Vale in the name of Rao and offered shelter and land if they wished to remain in the Vale and worship the Lord of Peace. As the years passed by, the lines between the two different cultures blurred. The Oeridians started worshipping the Flan god as a god of reason and serenity while the Flan culture became more organized and focused. Around 9 CY Oeridian divination and the legends of the Flan had merged enough to locate the legendary Crook of Rao. The place of discovery was called Mitrik, or salvation, and a new nation was formed on that spot.

So it remained for centuries. The people of Veluna grew and prospered and spread across most of what is now modern Veluna. It was at this time of expansion that the people of Veluna had their first encounter with Aerdi soldiers from the east. The legions of soldiers from the Great Kingdom spread west across the plains of Greyhawk and into what would become modern day Furyondy and Veluna swallowing whatever stood in their way. The High Canon of Rao realizing that resisting would destroy them met with a representative of the Great Kingdom and agreed to support them. Thus Veluna became the Archclericy of Voll in vassalage to the Viceroyalty of Ferrond. In years that followed many key positions of importance in the Viceroyalty were filled by priests and paladins of Rao. They acted as a counter-balance to the fiery nature of the Oeridians. Things remained the same for several generations until the man that would become Thrommel I stepped forward. With the great Canon Hermiod of Laudine by his side he declared independence from the Great Kingdom in 254 CY. For the first time in 50 years Furyondy and Veluna stood free once again. The two countries remained close for a long time until the Gentry of Dyvers began to stir up trouble with merchants heading west from Dyvers. This trade war stopped almost all traffic flowing west and got the nobility in Veluna in an uproar. At this point in history Dyvers was still a part of Furyondy so the nobles of Veluna looked to them to take care of this matter. While Furyondy looked the other way caravans who did not pay tribute to Dyvers began disappearing to ‘bandits’. This was all the nobles of Veluna could take. Many skirmishes took place back and forth over the Volverdyva river by ‘unsanctioned’ elements from both sides until the matter

was settled in Veluna's favor. Though the church never thought much of any of this, the nobles in Veluna City did and a rift opened between them and Chendl.

In 350 CY, King Tavish II of Keoland decided to test this rift between Veluna and Furyondy. He marched an army across the Lorridges and Kron hill into the southern and western holdings of Veluna. As he thought, the King of Furyondy protested loudly, but not one troop moved across the Volverdyva to lend help. By 355 the Keoland forces had Devarnish and the surrounding lands. All traffic from the east came to a halt and the secular government in Veluna City fled to Mitrik for safety. Even worse was the loss of the Crook of Rao, which had been on display in a temple in Devarnish. Facing the possibility of the total loss of Veluna, Canon Torgen IV drafted and signed the Treaty of Devarnish. This document ceded control of the great Western Road and everything south of it to Keoland in exchange for a halt to the invasion. This document was extremely unpopular but it guaranteed Veluna would survive. This uneasy truce seemed to pay off until 415 CY when a new governor was named. His name was Berkilyn and he was the former Commandant of the Gran March. He began a campaign of oppression and terror in the occupied lands and by 436 had publicly threatened to annex the whole of Veluna in the name of the Keoish crown. Now some say it was messengers dispatched by the Canon and some say it was due to the fact that Furyondy could not ignore the threat Keoland posed to them. Whatever the cause, Furyondy took the commandant's public act as reason to pour across the Volverdyva in a series of battles known as the Short War. By 438, the Keoish forces had been driven from Veluna and the occupied lands once again became part of greater Veluna.

This state of affairs did not last long though. In 446 CY, the College of Bishops convened to discuss the future of their nation, which many believed to be controlled by greedy Furyondians. A group of orthodox Cuthbertine Overseers rallied the more conservative Raoans to their side and urged that Veluna formally cede from Furyondy. In an agreement known as the Concordant of Eademer, the members of the college voted overwhelmingly to break from the kingdom.

Since this time Veluna has gained the reputation as a gentle and helpful neighbor, a peaceful and contemplative power that rarely engaged itself in battle or even subterfuge with its neighbors. Veluna is a nation with might as it showed when it roused its troops in 569 CY, when the Horde of Elemental Evil threatened Verbobonc. After this mighty victory, talk started to spread of a wedding between the Supreme Mistress of the Order, Jolene and Prince Thrommel IV, hero of Emridy Meadows. This would have brought Veluna and Furyondy closer to a re-unification that many wanted. Unfortunately in 573 CY, news arrived that Prince Thrommel had vanished while campaigning in the south. Jolene disappeared from the public eye and all talks of re-unification vanished.

During the Greyhawk wars, Ket invaded Bissel and captured their capital Thornwood. Though the Ketish forces eyed Falsridge to the west they did not cross the Veluna border. With so much of our attention and forces directed towards Iuz in the north it fell to the Knights of Cudgel to defend our western border and lend aid to our allies in Bissel. A series of internal conflicts in 587 CY caused Ket to withdraw from Bissel and

enter into negotiations about the northern territories of Bissel. The result was the Thornwood Division. Thornwood was declared a neutral city and was divided between Ket, Veluna, Gran March, and Bissel. This division has resulted in constant bickering and arguing over trade dues and tariffs for merchants heading through Thornwood. This has also resulted in a strained relationship between Veluna and Gran March over Bissel's ultimate loyalties.

Veluna today is a beacon of hope and a center of stability in an unstable land. The Crook of Rao, which was lost during the Keoland occupation, has been recovered. The Canon, with help from the Archmage Bigby, used the recovered Crook to invoke the Flight of Fiends, which purged most demons from the Flanaess. The Canon is growing old though. His last public appearance was 6 months ago when he stood at his friend Belvor's side upon the calling of the Great Northern Crusade, Furyondy's and Veluna's declaration of eternal war against Iuz. Some say he is sick and others claim he is not even in the country right now. Veluna has troops stationed all over the western part of the Flanaess. Especially in the northern kingdom of Furyondy and the city of Highfolk. Veluna sends the majority of its support north across the Volverdyva river to Furyondy. This is resented by many of the southern nobles who still remember the Keoish occupation and how Furyondy stood by and watched it happen. Out of all the countries involved in the Greyhawk wars, Veluna has come out stronger then it went in. Our forces are strong and our coffers are full. Our troops are stationed in many of our neighbors' towns bolstering their forces. Whatever the future may bring you may be sure that the light of Veluna will be there standing strong against whatever forces evil may bring forth.

Important Dates in Veluna History

9 CY	Crook of Rao is found on the future site of the city of Mitrik
254 CY	Viceroyalty of Ferrond breaks away from Great Kingdom
350 CY	Keoland march across Lorridges into Veluna
355 CY	Keoland controls southern half of Veluna. Canon Turgen IV cedes southern half of Veluna to Keoland.
438 CY	Keoish forces are driven from Veluna with the help of Furyondy.
446 CY	Veluna declares independence and break from the old Viceroyalty of Ferrond for good.
569 CY	Elemental Horde is defeated and the Temple of Elemental evil is sealed.
573 CY	Prince Thrommel disappears and all talks of reunification disappear.
582 CY	Greyhawk wars begin
584 CY	Pack of Greyhawk signed and war ends
586 CY	Canon Hazen and Bigby invoke the Flight of Fiends
591 CY	Living Greyhawk Begins

Chapter Three: Lay of the Land

The country of Veluna occupies an important position in the world that we know today. Nestled up against the northern edges of the Lortmil Mountains, almost all traffic heading west must pass through Veluna. The Iron Woods mark the eastern border of Veluna with the Viscounty of Verbobonc. Though cartographers show the majority of the woods falling within Veluna's borders, the common folk agree that the patrol you just met in the woods determines whose land you are on. Our northern border is the mighty Volverdyva River. It separates Veluna from Furyondy all the way to the Fals River fork. From there on the Fals river marks the northern border of Veluna up to the edge of the Yatil Mountains. From there it follows the edge of the mountain range till it reaches Fals Gap. This marks the westernmost point of Veluna. The exact border in the Lorridges is sketchy as Veluna, Bissel, and Gran March all claim various parts of the hills.

The geography of Veluna is rather unremarkable. Almost all woodlands of note have been clear-cut leaving only the Ironwood on the eastern border, the Dapple wood, and Asnath Copse as the remaining woodlands in Veluna. The rest of Veluna is made up of rolling farmlands. Veluna's major exports are foodstuff and livestock. Veluna claims the northern edges of the Lortmils and a sliver of the Yatil Mountains where most of our precious metals mines are located. The Volverdyva River is navigable to boats of all sizes almost up to where the Fals River branches off. The Fals River is navigable to barges all the way to the city of Thornwood in Bissel. Veluna does not sport any towns of major size on the Volverdyva as they all lie on the Furyondy side of the river. Rhennee bargefolk who find themselves unwelcome on the northern shores often tie up on the Veluna side where they are welcome.

The Archclericy supports a well-kept road system. Cobblestone roads connect most towns of decent size. The roads are patrolled regularly and are quite safe. On the map of Veluna the large road that heads from Devarnish to Mitrik and beyond is the Great Western Road. Roads that are a bit smaller in size are two lane cobblestone roads. The thin roads that stretch between some of the smaller cities are gravel roads but are still in very good shape.

Below you will find some of the physical locales in the Archclericy described in more detail. A map is attached at the end of the Gazetteer:

Asnath Copse – The Copse is a small forest southeast of Veluna City. The forest is a shadow of its former self, after hundreds of acres of trees were cut to build Veluna City. Since this time the elves living there have protected what remains of the Copse fiercely. The copse was named after Sir Bertram Asnath, a local hero who was tireless in protecting the workers from the creatures of the forest. He was last seen riding after a flying beast that had snatched several workers off the ground and flown deep into

the woods. Neither Sir Asnath nor the flying beast was ever seen again. The forest was named the Asnath Copse to honor his memory and to provide a physical replacement for his missing corpse. The town of Asnath rests on the NW corner of the copse and rumors of a glade of poplars said to be the home of druids are common in the town.

Dapple Wood – This small woodland is actually claimed by two countries. The majority of the woods lie on the north side of the Volverdyva River and is claimed by Furyondy. The small section on the southern side of the river belongs to Veluna. While the northern portion has been timbered heavily by Furyondy the southern part remains mostly untouched due to the protection by Count Mori of Devarnish. The woods used to be the abode of bugbears and other such creatures, but the knights and rangers of Veluna have long since hunted them down. The most dangerous things in the woods now are the occasional bear or wild dog. The Rhennee like to tie their barges up on the edges of the woods at night and coming across a campsite of them in the woods is not uncommon.

Iron Wood – The eastern lands of Veluna are marked by the Iron Woods. A dense collection of roanwood, and ipp trees said to be haunted by locals. A thin trade road cuts through the woods and links Devarnish with Verbobonc. Most merchants choose to use the Volverdyva River so this road sees little traffic. A small inn lies on this road almost exactly in the middle of the woods. It is used by travelers as a resting point during their travel through the woods. The woods are known for there sudden and extremely thick fog, so travelers tend to hurry to reach the inn before the dark sets in.

Lortmil Mountains – This low chain of mountains separates Veluna from the lands to the south. Though most of the mountains have been worn down to hills the chain still contains several imposing mounts. The range is home to many demihuman folk including a reported aviary of winged creatures. Veluna claims but the northern most edge of these mountains as a majority of the clans of dwarves and gnomes rule themselves and the areas around them. Some of the richest deposits of gems and metal deposits known are contained in these mountains and the Archclericy has several mines in the area SW of Valkurl. Though not overly friendly, the clans of demihumans in the mountains are not hostile to Veluna and some minor trading goes on between the two.

Yatil Mountains – This massive chain of mountains butts up against the NW corner of Veluna. The massive peaks can be seen from the city of Mitrik over 60 miles away. Though Veluna does have some mining operations on the edges of these mountains most of them are deemed uninhabitable and too hostile for development. The Knights of Whitehale patrol the edge for any creatures which wander down from the mountains.

Lorridges – The northern edge of the Lortmil Mountains terminates in the Lorridges, a collection of ridges and hills claimed by Veluna, Bissel, and Grand March. Several clans of gnomes and dwarves live in the hills claimed by Veluna and this is where the majority of the dwarves and gnomes in the Archclericy call their home. Sometimes the hills to the north of the Fals River are called the Northern Lorridges but in reality they are considered a part of the Yatils and are not claimed by Veluna.

Velverdyva River – This is the busiest river in the Flanaess. The river starts in the far north and winds its way down through the Yatil Mountains and eventually into the Nyr Dyv. The river is navigable to sea-going vessels from its mouth almost to the fork of the Fals. From there, barges make the journey to Mitrik and further west to Thornwood along the Fals. Furyondy mostly patrols the river, as Veluna sports no major ports along the river.

Fals River – This river marks the NW edge of Veluna's territory. The river carries considerable traffic, primarily barges that travel the river in both directions. These barges bring goods to and from the markets in Ket to the Highfolk and other cities on the Velverdyva River.

Great Western Road - This road starts in Devarnish, passes through Veluna City and skirts the edge of Mitrik before coming to an end in Falsridge. The road from Falsridge to Thornwood is often confused as part of the Great Western road but in reality its known as the Fals Road and is separate. It is a large cobblestone road kept in excellent condition. It is patrolled over its entire length and is very safe. The Great Western Road carries more traffic then the Velverdyva river and it is not uncommon to find travelers on it 24 hours a day. Small taverns and stables have popped up all along the road at the regular stopping points. Some of these have accompanying barracks for the troops that patrol the road as well.

Chapter Four: Diocese's and Towns

The Archclericy of Veluna is divided into seven dioceses and one archdiocese. The archdiocese consists of Veluna City and a small area around it. Each of the dioceses is responsible for the defense and upkeep of its respective territory. A noble house and an appointed Bishop from the College of Bishops govern each of them. Many minor nobles exist in each area and differ from diocese to diocese. The names and information for each diocese are listed below. The major cities, though located within a diocese, will be covered in more detail at the end of this section. The God listed after the ruler of each diocese represents the overall religion of the ruling noble house and individuals may vary from it.

Diocese of Whitehale

Capital City: Whitehale	Population: ???
Ruler: Duchess Clariece Landis (Rao)	Bishop: Roland Otjieg

The Diocese of Whitehale is the largest and most powerful region in Veluna. Founded in 254 CY, when Veluna first declared total independence from Furyondy, the diocese is also the oldest. Ruled by the Noble house of Landis, it has a long tradition of support for the Canon and the Church of Rao. The current ruler is Duchess Clariece Landis. Called back to take her father's place when he was lost in the great wars, she has done an admirable job though some old families in Whitehale still cause her grief. The diocese's representative on the Celestial Order is Rachael Landis. She is the Duchess's niece and shares many of her aunt's fiery traits. The diocese boasts the largest and most powerful city in Veluna in Mitrik. Considered a pilgrimage point for many, Mitrik is the headquarters for the Church of Rao. The majority of Whitehale is farmland that stretches as far as the eye can see. As the diocese nears the Yatil Mountains the land turns into rolling hills and eventually the imposing peaks of the mountains. Many old noble houses exist in Whitehale and the surrounding areas. Most notable of these is the house of Randis. With a small claim on the ruling house they believe they should have stepped forward and ruled when Clariece's father passed away.

Notable NPC's:

Duchess Clariece Landis [hf, Pal12 – Rao] – The Duchess stepped into the role of leader quite suddenly. Her father, against his advisors wishes, traveled with his troops to support Furyondy in the war against Iuz and was lost in battle. She was called back from her duties with the Knights of Veluna to take up her present

position. Clariece was the first woman accepted into the Knights of Veluna and was decorated many times before having to give up her duties to return home. She is a very fiery lady who knows what she wants and is not shy about getting it done. She has shaken up the local nobility by replacing many leaders in the diocese's armed forces with new men. These positions used to be honorary and gave the local nobles something to do. They took this as a personal affront and the Duchess has had trouble dealing with them since. The Duchess is on very good terms with Bishop Roland, whom she has known for her entire life. Sir Rojan Ellard, the leader of the Knights of Whitehale, is a fellow Knight of Veluna and her present love interest.

Bishop Roland Otjieg [hm, Clr9 – Rao] – Bishop Roland has served as the representative from the College of Bishops to the diocese of Whitehale for over 30 years now. A white haired man in his early 60's, the bishop still strikes a very imposing figure. He adventured with Clariece's father, Yurik, in his younger years and has always been a close friend and supporter of the family. The bishop is a very wise man and is known for his acts of kindness and charity. He is currently fighting a sentiment with the nobles that he should be replaced as he cannot do his job correctly while being such a good friend with the Duchess. So far these rumors have done nothing, but what tricks the other nobles have up their sleeves remains to be seen.

Sir Ellard Rojan [hm, Pal10, KnV3 – Rao] – Also known as the Knight Imperious or the Avenger, Sir Ellard Rojan is arguably the most powerful man in the diocese outside of Mitrik. He is commander of the Knights of Whitehale as well as a member of the Knights of Veluna. A man of common birth and simple means, Ellard is a champion of the common man. He first met Duchess Clariece in the Knights of Veluna 5 years ago and has since become a trusted friend and her current love interest. Ellard is the type of man that sees the world in very black and white terms. This has caused him some trouble in the past with some of the local nobles, but with the peoples support for him they have lacked the power to do anything about it.

Baron Marcus Randis [hm, Nob5] – Marcus is married to the cousin of Duchess Clariece. He believes this entitles him to the rulership of Whitehale instead of what he considers an inferior woman. The baron is not an evil man, but is not above stooping to political pressure and mudslinging to get what he believes he deserves.

Important Locations:

Mitrik [15,000 human, 1,000 elf, 500 halflings, 400 gnomes, 200 dwarves] – This is the city where Veluna started. The Crook of Rao was found in the catacombs underneath the present Cathedral of Rao almost 600 years ago. Since that time the city has grown up around it and became the center of religion and culture for Veluna. More on Mitrik can be found at the end of the section.

Whitehale [3,500 human, 350 elf] – Is the second largest town after Mitrik and is home to the ruling family of Whitehale. The city started out as more of a farmers market then a city. The farmers from the surrounding areas used it as a meeting place to swap goods and to sell crops to visiting merchants. It has grown into a decent sized town which supports many of the finer things in life. It is home to the Knights of Whitehale. A group started by the late Duke Yurik as a quick response force to threats from the Yatils or more recently Iuz himself. The Church of Rao has a large temple here and is by far the most common god worshipped in Whitehale. Temples to St. Cuthbert, Heironeous, and general temples to agricultural gods are also found, but have small followings at the present.

Castle Sepher – The duke started the construction of a large fortification on the Fals River in the northernmost point in the diocese before his death. He believed it was paramount to have a strong position in that area with the advancement of Iuz through the Vesse forest. The castle is nearing completion and when it is finished, the Knights of Whitehale plan to move their headquarters there.

Falls of Mist – Is a large waterfall on the western edge of the diocese. A tributary of the Fals River runs down out of the Yatil Mountains and falls over a 300 foot cliff to the valley floor below. The cliffsides around the waterfall are littered with small caves and passageways. What is most strange about the waterfall is the fact that it never freezes. The caves around the waterfall are often used by bandits and other things that have crawled down out of the mountains. The Knights of Whitehale make regular trips to the Falls to clean them out every few months.

Diocese of Grayington

Capital City: Grayington	Population: ????
Ruler: Plar Eldried Sarneth (Rao)	Bishop: Velt Harkin

The diocese of Grayington is located in the north central part of Veluna. Its border stops just short of Veluna City though the city itself still falls under the protection of Grayington. It is ruled by the Plar of Veluna, Eldried Sarneth. He has ruled for the last 25 years and his father ruled for 42 years before him. The Plar believes that the worship of Rao is the only true religion and that all who do not worship him just need some enlightenment to see the way. This makes Grayington the most religious and intolerant of the seven dioceses. Do not take this intolerance to mean witch-hunts and burning crosses though. This intolerance shows through in a lack of churches of other faiths, total unwillingness of the population to listen to any priest not of Rao, and sometimes just downright rudeness towards those of other religions. There are very few other noble houses in Grayington as the Plar owns almost all the land in the diocese making him the biggest owner of land in Veluna after the church of Rao. The diocese's representative to the Celestial Order is Mathew Sarneth. He is the younger brother

of Eldried and has a tendency to preach to the Order about Rao constantly, making him a tolerated annoyance at most gatherings.

Notable NPC's:

Plar Eldried Sarneth [hm, Pal4 – Rao] – The Plar of Veluna is a man of great passions. He believes that Rao and Veluna must be the ones to lead the other misguided countries to the light. The nobles of House Sarneth have shown in the past a tendency to step down when their sons are of the age to rule properly. Eldried's oldest son Redin reaches that age in 3 years and so far the Plar has shown no signs of wanting to step down. Only time will tell how this plays out.

Bishop Velt Harkin [hm, Clr7 – Rao] – Bishop Velt is new to the diocese of Grayington. He was appointed a year ago by the Canon and is still working on fitting in. He is easily intimidated by the Plar and sometimes takes his frustrations out on others after a brow beating from him. The Plar listens to very little of what the bishop has to say and this has upset the bishop's superiors.

Brother Wood [1/2elf, Mnk8 – St. Cuthbert] – Brother Wood is known far and wide in the diocese and is tolerated better than most non-believers. He preaches the gospel of St. Cuthbert, but even as he feels it's a lost cause, he continues on. The Plar and his son do not like Brother Wood at all, but have not found a way to get him to leave yet.

Important Places:

Grayington [2,500 human] – The noble house of Sarneth rules from this town. Grayington is a rather plain town. All the buildings are in neat rows and it is very clean. The town has very few taverns or bars and those it does have are very upstanding establishments. It has what most consider a very overly protective police force. Patrols are frequent and few people are seen on the streets at night. Strangers moving about at night are quickly escorted to their rooms if they have them or to the jail.

Circle of Hands – The Circle of hands lies a days ride south of Grayington. It consists of 3 sets of large stone hands rising up from the earth. They have been there since the first inhabitants moved into the area. They are immune to all scrying and divination magic and so far nobody knows what their purpose is.

Diocese of Valkurl

Capital: Valkurl	Population: ???
Ruler: Baron Stephon Nital (Rao)	Bishop: Aniel Morlin

The Diocese of Valkurl is a pie shaped region that starts on the Velderdyva river and widens as it heads south towards the Lortmils. Its present

ruler is Baron Stephon Nital and he has been in power for a mere 3 years. The Baron was a prominent member of the High Roads Trading Company and never thought the mantle of rulership would fall to him as he was the 3rd son in the family. Misfortune struck in the wars though and he is adapting as best as he can to his current situation. A large portion of the Lortmils fall within the boundaries of this region giving it the second largest demi-human population after the Diocese of Lorrish. The city of Valkurl sits in the south central part of the diocese and is primarily a merchant driven city. Many roads lead south out of Valkurl to dozens of small and large mining camps. This brings in large amounts of precious metals and stones into the town and most major merchant houses maintain a presence here. The town of Tempon sits on the Velverdyva river on the northern boundary of the diocese. It acts as the stopping point and major port for Veluna City and points west. This is the only sizable port on the Velverdyva that is friendly towards the Rhennee and it's common for several dozen of their barges to be moored here at night and their festivals on the banks of the river can be heard all the way across town. The Baron's representative to the Celestial Order is Joshua Borrington. He is the Baron's cousin from his mother's side and a long time friend.

Notable NPC's:

Baron Stephon Nital [hm, Fig3/Rog5] – The Baron is a young man of 27 years and has been well received by the locals so far. Many of the merchant houses in Valkurl are raising a huge fuss over him though. They believe his past ties to the High Roads Trading Company gives that merchant company an unfair advantage over the others. They have about exhausted their supply of people willing to listen to their complaints though and have been quiet as of late. The Baron is single, although rumors of an affair with a noble's daughter from another diocese have been spreading through town lately.

Bishop Aniel Morlin [hf, Clr11 – Rao] – Bishop Aniel is a well loved figure in Valkurl. She is in her late 60's and has been the Bishop to Valkurl for over 30 years now. She has passed up several promotions to remain here and some say she was even a candidate for the Archbishop of Veluna's position and did not take it. The Baron views her as a member of the family and she is one of his most trusted advisors.

Guildmaster Norken Bonnel [gm, Exp4] - Norken is the head of the local guildhouse for the High Roads Trading Company. He is an old friend of Baron Nital and can be found at his mansion outside of town most weekends. Norken looks exactly like what you would expect a gnome guildleader to look like. Short height, plump around the middle and likes his beer and the ladies. The Baron has had to step-in on a few occasions and pull his butt out from the frying pan with the local officials.

Important Places:

Valkurl [1,500 human, 450 gnome, 300 halflings, 200 dwarves] – This town is unlike most towns in Veluna. Half the town is warehouses and loading areas. The other half is bars, taverns, and large boarding houses. It started as a stopping point for caravans heading to Devarnish and the rest of the town grew up around it. Valkurl is known for having a bar on every corner and a guardsman on every other. The Baron runs a very tight ship in Valkurl and the crime rate here is very low. Some say its due to an agreement with the local thieves organization, but they are quickly told to stop blaming ghosts and give credit where credit is due.

Tempon [750 human] – The city of Tempon is known as the city of festivals. It seems like anytime you stop there they are celebrating something. Half the townsfolk here are Rhennee bargefolk. They are not permanent residents, but with their comings and goings there is always a few hundred of them in town. They have a small compound outside of town and wild tales of what goes on at night out there circle around town. The town consists of 4 stone docks and several warehouses. Most trade flows here from the Diocese of Grayington and consists of foodstuffs bound for the lands to the east.

Clan Rockhammer [800 dwarf] – Though not technically a part of Veluna, this clan of dwarves has very strong ties to the city of Valkurl. The settlement consists of a large warren of tunnels in the side of a mountain about 2 days travel into the Lortmils mountains south of Valkurl. They have an exclusive trade arrangement with the High Roads Trading Company and the two have made each other very rich over the last 10 years. Most dwarves in the Valkurl area hail from this clan and they take their clan name very serious. It's a common saying in Valkurl that you only cross a Rockhammer dwarf once.

Diocese of Devarnish

Capital: Devarnish	Population: ???
Ruler: Count Westin Mori (St. Cuthbert)	Bishop: Marquin Dorasie

The Diocese of Devarnish is the eastern most point of Veluna. Its northern border is the Volverdyva and its eastern border is buried somewhere deep in the Iron Woods. Its southern border is very iffy and just sort of stops where the patrols do in the Kron Hills. The capital, Devarnish, is the 3rd largest city in Veluna and sits on the western border of the diocese. Most traffic heading east from Devarnish heads to Jarl and travels the river route east. A road does cut through the Iron Woods but most choose not to risk the woods and head to Jarl. Its current ruler is Count Westin Mori. He has been in office for 6 years now and they have not been happy ones. The Bishop has been used to running things as he saw fit as Count Westin's father did not care to rule much and left everything to the Bishop. Count Westin on the other hand is the complete opposite and takes a

strong hand in almost everything. This has caused many public confrontations between the two. The diocese's economy revolves around trade and traffic through its cities. With Iuz choking off almost all traffic east/west to the north more and more caravans are using the Great Western Road and the Velverdyva to travel east to west. The Counts representative to the Celestial Order is his youngest brother Marcus Mori. They have not always seen eye to eye but he is the closest thing the Count has to a trusted friend right now.

Notable NPC's:

Count Westin Mori [hm, Rog6] – The Count is a very tall and wide shouldered man in his late 20's. He has been waiting for the last ten years for his father to abdicate so he could fix what he believes his father messed up. He has been very vocal over the last few years about his father giving to much power to the guildmasters and letting Bishop Marquin get away with to much. As soon as he took over he revoked many laws his father had put into effect and canceled the money for several of the Bishop's pet projects. This did not endear him what-so-ever with the local powers and his relationship with them has been strained at best with them since.

Bishop Marquin Dorasie [hm, Clr6 – Rao] – The Bishop is a very imposing man in his late 40's. He has been Bishop to Devarnish for 20 years now and takes his position very seriously. He believes that Devarnish is the most morally corrupt city in Veluna and has been waging a personal crusade against this since arriving 20 years ago. He used to have free reign to do as he pleased when Westin's father ruled, but is finding his son to be less helpful. His current project involves setting up a group of Raoan Knights in Devarnish which he believes will drive out some of the undesirable elements in Devarnish.

Guildmaster Markei Poston [1/2m, Rog8] – Markei is considered the most powerful man in Devarnish after the Count and the Bishop. He runs the High Roads Trading Company, the largest trading company in Veluna, and his contacts stretch across most of the Flanaess. The Count has been trying to find a way to reel in Markei since he took office, but has not found a way. Markei lives in a mansion compound on the east side of town that rivals that of the Count himself. Some say he is setting himself up as a replacement for the Count, but nobody is sure how this could happen.

Guildmaster Lorit Baskin [hm, Clr8] - Lorit runs the Iron Rings Consortium and is Markei's primary competition. He is a good friend of the Count and hopes to use this to his advantage against Markei. He is very seldom seen in public leaving most minor things to his employees. Rumor has it that he had something to do with the old count's untimely death but nothing was proven.

Important Places:

Devarnish [6,000 human, 500 elf, 350 gnome, 250 dwarf] – Devarnish is the trade center for Veluna. Set in the eastern most point in Veluna, almost all trade from the eastern realms passes through Devarnish. More information on Devarnish can be found at the end of the section.

Jarl [1,500 human, 200 elf] – Is a medium sized port-town that rests on the Velverdyva. River traffic heading from or to Devarnish passes through here. The town consists of several stone docks and warehouses along with the usual compliment of seedy dock taverns and bars. The town is ruled by Trisen Mori, the younger brother of the Count. He resents his appointment very much and plots to leave as soon as possible.

Iron Road - This road leads from Devarnish and heads east through the Iron Woods to Verbobonc. The road is well kept until it reaches the woods. From there on its upkeep has been let go. Moving fallen trees from the road and avoiding washed out parts of the road are common problems. The only sign of civilization before reaching the other side is the Fallen Timber Tavern. Located at what is agreed on by most as the center of the road, it is a safe haven from the woods at night. Most who travel this route make haste to make the Tavern before the night sets in.

Fallen Timber Tavern – Located in the middle of the Iron Woods this tavern is actually a small compound. The tavern sits in the center of a large wooden palisade surrounded by several other buildings. The tavern is owned by Syian Theus, an elf of undetermined age. He has run the tavern since it first opened almost 100 years ago. All are welcome at the tavern, but violence is strongly discouraged. Any involved in any fisticuffs are escorted to the gate and tossed outside no questions asked.

Diocese of Kempton

Capital: Kempton	Population: ???
Ruler: Baroness Ladawn Basalle (Rao)	Bishop: Ansile Orish

The Diocese of Kempton lies south of Veluna City and stretches south to the Lortmil Mountains. Its capital, Kempton sits in the middle of the diocese. The only other sizable town is Asnath which lies on the northern edge of Asnath Copse next to the Great Western Road. This region is the most rural of any in Veluna. With no major roads of traffic or major towns the area has stayed the same the last few centuries. The people are a very simple and honest folk and do not take kindly to people stirring up trouble in their area. Though part of the Asnath Copse does fall into the Diocese of Valkurl's region it is pretty much run by the elves that make their home there. The region houses the majority of elves in Veluna. The majority of the diocese is farmland though a few mines exist in the

part of the Lorridges that run into the area. A few clans of dwarves live in the Lortmil Mountains on the edge of the diocese, but they pretty much keep to themselves and are very wary of strangers. The diocese is ruled by Baroness Ladawn Basalle, a fair blond haired woman in her late 30's. Her family has ruled from their mansion in Kempton for centuries and are the second oldest noble family after the Landis family in Whitehale. The last five rulers of Kempton have been female due to the Landis family tendency to have daughters. Bishop Ansile Orish is the churches representative to Kempton. He is the cousin of Ladawn and one of her most trusted advisors. The Baroness's representative to the Celestial Order is her son Peter Basalle. He strives to uphold the family name in all things.

Notable NPC's:

Baroness Ladawn Basalle [hf, Clr3 - Rao] – The Baroness started her reign 12 years ago upon the death of her mother from an unknown ailment. She gets along well with the other noble houses in the diocese and has no major problems to speak of. She surrounds herself with people from far off lands as she was forced into the role of leadership before being able to see much of the world. Rumors have it she is thinking of stepping down and letting her son take over so she can travel.

Bishop Ansile Orish [hm, Clr11 - Rao] – The Bishop was recently posted to the Kempton position by the College of Bishops. Some say its to repay a favor for the state since they usually do not post somebody related to the ruling family. He is a distinguishing looking gentlemen in his mid 40's. Rumor has it that he was a great adventurer in service to the state and had something to do with the return of the Crook of Rao. He of courses denies this as hogwash, but he has several scars on his arms that are not found on those who lead quiet lives.

Peter Basalle [hm, Pal2 – Rao] – Peter is the son of Baroness Ladawn and the families representative to the Celestial Order. He has been the man of the family since his father passed away 8 years ago. He has grown up fast in that time and shows the wear and tear when you look into his eyes. He constantly strives to bring honor to his family name and is easily goaded into fights but those who know what buttons to push with him. He just celebrated his 22nd birthday this year and rumors have it his mother wants to step out of the limelight and let him take over though nothing official has been heard as of yet.

Important Places:

Kempton [1,500 human, 600 elf] – The capital of the diocese is located in the center of the region. It primarily acts as a farmers market and meeting place for the surrounds villages. The Baroness's estate sits on a hill overlooking the town to the south. The town is a very nice looking and pleasant sort of place. Plenty of

trees and parks and lots of open spaces. You can see some of the elvish influences from nearby Asnath in the architecture and parks.

Asnath [1,800 human, 1000 elf] – Asnath is one of the more unusual towns in Veluna. It lies partially on the Great Western Road and partially in the Asnath Copse. The northern part of town is your normal town. Taverns and inns cater to the travelers on the road and farmers from the local area. The southern part of town consists of dozens of elvish buildings up in the trees connected by bridges. This division may seem weird to outsiders, but seems perfectly fine to those who live here. The town is ruled by a 3-person council that reports to the Baroness in Kempton. One member is picked by the elven elder, one is picked by Bishop Ansile, and the other is picked by the Baroness. The town protects the whole of Asnath Copse and all know not to attempt to cut any trees in it.

Cathedral of Stone – Rumored to be located in a clearing in the middle of Asnath Copse, this mysterious place has not been found by lookers for over 100 years now. It is said to consist of a circle of thin pillars of marble that rise into a domed ceiling high above. Ancient runes of some sort adorn them, but nobody has ever claimed to have deciphered their meaning.

Diocese of Lorrish

Capital: Lorrish	Population: ???
Ruler: Lord Corbin Jamorrie (Rao Supporter)	Bishop: Tarnath Pendale

The Diocese of Lorrish contains the roughest terrain and people in Veluna. The majority of the diocese is taken up by the Lorridges with a few peaks of the Lortmils popping up here and there. The hills are full of box canyons and dead ends and is very confusing to those not familiar with the area. The region is ruled by Lord Corbin Jamorrie. Corbin is the only non-human ruler in Veluna. His gnomish clan did a great service for Veluna during the short war with Keoland and a noble title and land were their reward. Lord Corbin has ruled for the past 60 years and if his health keeps up like it has he could rule for another 60. Many clans of gnomes and halflings call the hills home and they swear fealty to Lord Corbin in exchange for his protection. Bishop Tarnath is the church appointed priest to Lorrish and he makes the 3rd Bishop Corbin has had during his reign. The two get on passably well though the Bishop thinks Corbin takes to long to make a decision sometimes. The diocese's representative to the Celestial Order is Corbin's granddaughter Sharis Jamorrie. She is the leader of the Celestial Order and has been on the order for 19 years now.

Notable NPC's:

Lord Corbin Jamorrie [gm, Art9] – Is an elderly gnome figured to be somewhere in the mid 200's for age. He has ruled the diocese for the last 60 years and is also the leader of his clan. He is very good friends with the Canon and was one of his strongest supporters when he gained his current position. Though his clan and he himself worship Garl Glittergold he does show great respect for Rao and gives the church his full support. He is a very strong believer in Veluna's taking the forefront in the fight versus Iuz and believes we are the key to his downfall. He is known to support several adventuring groups and several groups of troops stationed in Furyondy.

Bishop Tarnath Pendale [hm, Clr4 – Rao] – The Bishop is a rather young and naive person. He was sent here to get him out of the Archbishop's hair in Veluna City. They knew he was no match for Lord Corbin and he would not be able to cause any trouble. Bishop Tarnath's head is filled with grand ideas and he tries to get Corbin to go along with them, which of course he does not.

Mugly Tinderfoot [gm, Ran7] – Mugly is the leader of Lord Corbin's Brigade. An adventuring group sponsored obviously by Lord Corbin. For the last 10 years they have traveled into the far north gathering information on Iuz and his foul minions. He is considered Veluna's foremost authority on the northern realms. He is a very quick tempered man for a gnome and speaks his mind on any subject. He is rarely found in the diocese of Lorrish, but if you do it would mostly likely be at Lord Corbin's manor and he would be drunk as a skunk with Lord Corbin.

Important Places:

Lorrish [800 human, 600 gnome, 200 halfling] – The town of Lorrish is half dug into the side of a hill. Most houses face out from the hill but have the majority of their rooms inside the hill itself. This offers great protection from threats and the elements. The town's primary source of income is other clans of gnomes and halflings deeper in the Lorridges. They trade with the town and then caravans take the materials into Veluna City to trade.

Mines of Ri'tin – Originally this mine site was an old gnomish clan site but was abandoned when discovered. The men who discovered it quickly set up operations and pulled out enough silver ore to make them rich beyond their wildest dreams. Mysteriously only one load of ore ever showed up in Lorrish. After a week Lord Corbin sent a patrol up to investigate and what they found was disturbing. The entire area around the mine site was burnt to the ground. Not one tree or blade of grass stood with 200 yards of the mine. The entrance to the mine itself had collapsed in on itself. The patrol tried digging into it but it kept collapsing as they went back so they gave up and returned home. Since then a few mining companies have tried to start up operations there, but they cannot seem to get the mine entrance cleared away and give up after a while.

Diocese of Falsridge

Capital: Falsridge	Population: ???
Ruler: Duke Darneath Grinish (Rao)	Bishop: Falton Barrett

The Diocese of Falsridge marks the western border of Veluna. The region starts on the western edge of Veluna City and stretches to the Fals Gap. The eastern half of the diocese is farmland with only the Great Western road breaking up the endless fields. The western half of the region is dominated by the Great Western Road as it stretches from Mitrik to Falsridge and then on to points west. The road and Falsridge generate huge amounts of income from tariffs and import/export fees. The capital, Falsridge grew up around the original trading post on the border hundreds of years ago. Since then the border has shifted to the west about 15 miles. The region is ruled by Duke Darneath Grinish, a man who fits every stereotype for a knight you can think of. Broad shouldered with dark black hair and green eyes, the Duke strikes a very imposing figure. He has ruled the diocese for the past 15 years and they have been very good years indeed for the region. He is assisted by Bishop Falton Barrett. The Bishop has long given up on trying to convert the Duke to Rao and has since settled down into a very good working relationship with him. The Duke's representative to the Celestial Order is his wife Keri Grinish. An adventurer of some renown herself, she is a strong voice for war against Iuz in the Order.

Notable NPC's:

Duke Darneath Grinish [hm, Pal9/Clr3 – St. Cuthbert] – The Duke is not your typical noble. As a young man he left home with nothing but his sword and some clothes and set out to see the world. He returned 10 years later with a wife on his arm and a reputation across Veluna as a champion of Justice. His father stepped down 5 years later and the Duke has ruled since. He is a man of very strong convictions. He has seen some of the best and worst the world has to offer and it has made him a better ruler for it. He also has the title of Master of the Cudgel as the leader of the Knights of the Cudgel. He met his wife Keri while adventuring in Geoff and they were married two years later. His oldest son, Theron, is currently out on his own seeing the world and last rumor put him somewhere in the City of Greyhawk area.

Bishop Falton Barrett [hm, Clr8 – Rao] – Bishop Falton is a very well respected man in Falsridge. He has been Bishop for the past 10 years and appears to be a man in his late 30's. He originally had a hard time dealing with the Duke and his lack of faith in the church of Rao. Since then he has come to understand that the Duke has only the best interests of Veluna in mind and this has reassured him immensely. As of late he has been working on a new church of Rao to replace the old church that had been neglected during the time when Duke Darneath's father ruled.

Duchess Keri Grinish [hf, Ran8] – The Duchess was originally viewed with some distaste by the locals of Falsridge when she first arrived. Since then she has proven to be their biggest supporter and has almost as much support as her husband with the townsfolk. Born and raised in Geoff, she was the daughter of a minor noble until the invasion by giants destroyed her family's holdings. She dedicated her life to destroying them and was doing just that when she met her husband. She begrudgingly returned to Falsridge with him, but swore to one day gather support and return south to reclaim her birthright. Since she can do nothing about Geoff for now she has turned her anger towards Iuz and his minions. Though Veluna is technically at war with Iuz she believes Veluna should be taking a more active roll in the fight and argues this point constantly with the Celestial Order.

Important Places:

Falsridge [3,500 human, 300 dwarf, 200 gnome] – Falsridge is Veluna's gateway to the west. Built on what was the original border of Veluna years ago, it has grown into a thriving city and major mercantile center. The entire city is surrounded by a 25' foot stone wall which is patrolled regularly. All races and nationalities can be found milling around this city. Almost any type of item may be found here and for the right price almost any illegal one as well. The Knights of the Cudgel are based out of Falsridge as well as the largest church to St. Cuthbert. Falsridge has many churches not found elsewhere in Veluna due to the amount of travelers coming through the city gates. The Duke runs a very tight ship here and crime is very low, but not unheard of.

Great Western Road – 50% of the Great Western Road falls with the boundaries of the Diocese of Falsridge. Due to its position near Ket the majority of the road is patrolled by Falsridge at all times. Once the road passes through Falsridge on its way west the road becomes lined with watch towers spaced out every mile or so until reaching Fals Keep on the border.

Fals Keep – Construction on Fals keep was started by the Duke when he first took office. It was finished 3 years ago and now stands as Veluna's first line of defense against forces from the west as well as a regulator of traffic into and out of Veluna. The keep is manned by at least 250 men-at-arms and 100 Knights of Falsridge at all times. About 1/3 of this force is out on patrol at any given time.

Krag Spire – Located in the far NW corner of the diocese, this unnatural rock formation is an enigma at present. The Krag looks like a long finger of rock sticking out of the side of a mountain at a 70 degree angle in the southern Yatil's. It's about 200 feet across and about 400 yards long. The end of it rises out over the valley below and is around a half mile above the valley floor. The end of it appears to have several caves and holes in it but nobody has managed to get to them to explore what is inside. Spells of movement do not work in the area (fly,

teleport, dimension door, etc.) and all who have tried to climb to the end have perished or given up and turned back.

Archdiocese of Veluna City –

Capital: Veluna City	Population: 14,000 including surrounding area
Ruler: Archbishop Rinen Fallswop	

The Archdiocese of Veluna City consists of the city and the area within 15 miles in any direction. The Archdiocese was founded when Veluna City was constructed long ago. The Archdiocese governs itself and falls under nobody's control though the Diocese of Grayington does provide the defense for the Archdiocese. The current Archbishop is Rinen Fallswop. He is widely accepted as the next logical Canon of Veluna when Canon Hazen chooses to step down.

Notable NPC's:

Archbishop Rinen Fallswop [hm, Clr14 – Rao] – Archbishop Rinen is considered the most holy priest of Rao after the Canon himself. He started out as the Bishop of Falsridge before being assigned the position of Archbishop of Veluna City 15 years ago. Rinen is a man in his late 50's with long white hair down to his shoulders. He is well loved by all and has the backing of the Celestial Order which is all important for election to the position of Canon. Many in Veluna City believe Canon Hazen is too old to do his job anymore and believe Archbishop Rinen should replace him now. Rinen will hear nothing of this kind of talk and denies any interest in the position as long as Hazen wants it.

Bishop Tarik Turis [hm, Clr4 – Rao] – Bishop Tarik is Archbishop Rinen's assistant. He sees to the daily running of Veluna City and only bothers Rinen if something of great import comes up. Tarik is a very intelligent man and most agree he will go very far in the church given more time.

Major Cities in Veluna

Veluna City [11,100 Total - 9,500 human, 800 elf, 300 gnome, 200 dwarf] – Veluna City is not your average city. Most cities grow up around important trade routes or places of import. Veluna City was constructed for a purpose. In 206 CY, Canon Hermiad ordered the construction of a central city in Veluna so thus Veluna City was born. Most of the wood for construction was harvested from the nearby Asnath Copse. This reduced the Copse's size by almost 50% and marks the last time an axe has been taken to a tree in the Copse. The Canon wished to move the seat of government there, but he died before realizing that dream. His successor had no desire to move the capital from its holy spot in Mitrik so declared Veluna City an independent diocese and set an Archbishop there to govern. Decades later the Celestial Order moved from Mitrik to Veluna City to distance itself from the church. Since that time Veluna City has grown in leaps and bounds and is now the second largest city in Veluna.

Veluna City is made almost entirely of wood due to the lack of easily accessible stone for buildings. The city was walled in at great expense in 521 CY. The town streets are all straight and very organized. Clean streets and buildings are normal in Veluna City. What is not visible apparent in Veluna City is their intolerance of other religions. Visitors will notice after a while that there are several church's to Rao, but not one church to another deity. While they will not burn priests of other gods at the stake they may refuse to deal with them in any way.

The Celestial Order makes their home in the Hall of Wisdom. There, the representatives of the secular nobles in Veluna meet to discuss the direction Veluna is moving in. The Celestial Order has met here for over 300 years and only once have during the Keoish occupation did they meet somewhere else.

Mitrik [16,200 Total - 15,000 human, 1,000 elf, 500 halflings, 400 gnomes, 200 dwarves] – This is the city where Veluna started. The Crook of Rao was found in the catacombs underneath the present Cathedral of Rao almost 600 years ago. Since that time the city has grown up around it and became the center of religion and culture for Veluna.

Mitrik is a very old city and shows it. The entire city is almost totally constructed of stone. When walking through its streets you get the feeling of ancient power and the worn roads show the path that thousands have walked over the past 5 centuries. The city is divided into several wards. Large stone walls separate each section with gates controlling the flow of traffic. All sections of the city are open to anybody except the temple grounds themselves which are open to authorized members and their guests only. The dock area is very clean and orderly compared to most other cities. It is well patrolled and trouble is not common. Just

up the river from the dock area you can see the floating villa's of some of the merchant lords of the city rising and falling with the tide.

Devarnish [7,900 Total - 6,000 human, 500 elf, 350 gnome, 250 dwarf] –

Devarnish is the trade center for Veluna. Set in the eastern most point in Veluna, almost all trade from the eastern realms passes through Devarnish. The Great Western Road starts here and runs across Veluna to end in Falsridge on the western border of Veluna. Though the city only contains 7,900 residents it often swells to almost 10,000 during festivals and the busy trading season in the summer.

The city consists of a walled section contained the upper-class merchants as well as the warehouses and stables of the more powerful merchant companies. Several smaller walled areas are attached to it and contain the temple ward, business areas and some small areas. Just to the north of the main gate of the city is the common grounds. Here makeshift houses, businesses, and such setup shop. In the summer months it is a large mass of people, animals, and wagons constantly shifting over acres of land as people come and go. In the winter months it is covered in snow without a soul in sight.

Chapter Five: Government

The Archclericy of Veluna is a Theocracy ruled by the Canon of Veluna. Before we go into more depth lets get the definition of Theocracy out in the open here.

Theocracy – A government ruled by or subject to religious authority.

That definition defines how Veluna society works. With the Church of Rao guiding the country from above it lets religion slips into almost all facets of life in Veluna. Each Diocese has a Bishop attached to the noble house. Every town has a church somewhere in it. Most merchant and businesses either employ a priest or pay tribute to a church in some way. Below you will find each of the positions in Veluna's government described in more detail.

Canon of Veluna: Head of College of Bishops. Ruler of the Country of Veluna. Roughly equivalent to a King with the College of Bishops and the Celestial Order of the Moons acting as his advisors. The Canon is selected by the College of Bishops and approved by the Celestial Order when the old Canon steps down or passes on. The College and Celestial Order may remove the Canon though this has never happened to date.

Present Office Holder: Veluna is ruled by his Venerable Reverence, the Canon of Veluna, Hazen, Shepard of the Faithful. He has been in power for 42 years now.

College of Bishops: A 21 person council that advises the Canon and maintains various religious functions in Veluna. The College is made up of the following. The Bishops of Rao from each of the seven diocese's. The Archbishop of Veluna City. The Archbishop of the Royal College. The Bishops of both schools in the Royal College. The ruling council of the Church of St. Cuthbert (6 members). The High Priest of the Knights of Veluna. The remaining three members are appointed by the Canon. The Council currently has the following religious breakdown. 13 Rao, 7 St. Cuthbert, 1 Heironeous.

Present Office Holders:

Diocese of Whitehale (Rao) –	Bishop Roland Otjieg
Diocese of Grayington (Rao) –	Bishop Velt Harkin
Diocese of Valkurl (Rao) –	Bishop Aniel Morlin
Diocese of Devarnish (Rao) –	Bishop Marquin Dorasie
Diocese of Kempton (Rao) –	Bishop Ansile Orish

Diocese of Lorrish (Rao) –	Bishop Tarnath Pendale
Diocese of Falsridge (Rao) –	Bishop Falton Barrett
Archbishop of Veluna City (Rao) –	Archbishop Rinen Fallswop
High Clerist of St. Cuthbert (St. C) –	High Clerist Marcius Preven
Archbishop of Mitrik (St. C) -	Archbishop De’rin Siltwood
Bishop of Devarnish (St. C) -	Bishop Phillip Aresson
Archbishop of Fals Gap (St. C) –	Archbishop Beoarn Kitel
Grand Marshal of Forces (St. C) –	Marshal Antony Karpenk
High Inquisitor (St. C) -	Inquisitor Trab Melot
High Priest of the Knights of Veluna (Rao) –	High Priestess Farrah Semaj
Archbishop of the Royal College (Rao) -	Archbishop Priffin Truft
Bishop of the Royal College Divine (Rao) -	Bishop Geran Malkei
Bishop of the Royal College Arcane (Rao) -	Bishop Yuris Malkei
* Bishop of Asnath (Rao)	Bishop Darius Silvertree
* Bishop of Thornwood (St. C) -	Brother S’ret Col’nive
* Bishop of Heironeous (Heir) -	Inquisitor Naren Phellip
* - denotes appointed by Canon	

Celestial Order of the Moons: This order consists of a representative from each of the seven secular noble families and a representative from the Viscounty of Verbobonc. Only the representatives from the seven noble house have any voting power. The representative from Verbobonc is merely there in an advisory capacity. The Celestial Order is presided over by the Archbishop of Veluna City though he serves no ‘official’ capacity on the order.

Present Office Holders:

Diocese of Whitehale (Rao) –	Rachael Landis
Diocese of Grayington (Rao) –	Mathew Sarneth
Diocese of Valkurl (Rao) –	Joshua Borrington
Diocese of Devarnish (St. C) –	Marcus Mori
Diocese of Kempton (Rao) –	Peter Basalle
Diocese of Lorrish (Rao) –	Sharis Jamorrie
Diocese of Falsridge (St. C) –	Keri Grinish
Viscounty of Verbobonc -	<unknown as of yet>

Noble Houses: The head of each of the seven secular nobles houses form half of the governing body for each of the diocese’s. The other half is the Bishop of Rao for that diocese. The eighth diocese is Veluna City which falls under the Canon’s control (he appoints an archbishop to administer it.) In most dioceses the noble houses run them pretty much as they see in matters of state and economies. The bishop does not get involved unless it’s a matter of church or national importance. Though in some regions

the bishops try to take more control or just do not get along with the nobles. Each of the noble houses appoints a member to the Celestial Order of the Moon to represent them in governmental matters. This is often a close family member for loyalty reasons.

Present Office Holders:

Diocese of Whitehale (Rao) –	Duchess Clariece Landis
Diocese of Grayington (Rao) –	Plar Eldried Sarneth
Diocese of Valkurl (Rao) –	Baron Stephon Nital
Diocese of Devarnish (St. C) –	Count Westin Mori
Diocese of Kempton (Rao) –	Baroness Ladawn Basalle
Diocese of Lorrish (other) –	Lord Corbin Jamorrie
Diocese of Falsridge (St. C) –	Duke Darneath Grinish

Chapter Six: Religion

In order to understand the Archclericy of Veluna you must understand what drives the people that live there and to put it simply religion is the heart and soul of Veluna. From the head of the nation all the way down to the common farmer saying a prayer to Berei before starting his day of work it effects all facets of life in Veluna. Four Knighthoods make their home in Veluna and dozens of other religious orientated groups call Veluna their home as well. The worship of Rao is the most widespread religion in Veluna. Unlike other countries though, Veluna is very tolerant of other religions and some have very strong followings in Veluna. The one thing you will not find though is any religion to a god of evil or a god who condones acts of evil or indifference. Below you will find a list of how certain other gods of Greyhawk are viewed in Veluna. This is the general attitude towards these religions and of course varies from person to person. Non-tolerated religions will be run out of town or destroyed outright by the forces of Veluna. Disliked religions are given a very cold shoulder and told they are not welcome, but normally will not be rooted out and destroyed.

Non-tolerated Religions: Beltar, Erythnul, Hextor, Incabulos, Iuz, Nerull,
Phyremius, Raxivort, Syrul, Tharizdun, Vecna,
Wastri

Disliked Religions: Kurrell, Ralishaz, Vatun, Wee Jas

Of the many religions represented in Veluna three stand out and one in particular rules above them all. The gods are listed in relative strength in Veluna. These can vary a great deal depending on current happenings and location though. More information on the structures of these churches and meta-groups associated with them can be found in the organization section or on the webpage at later date.

RAO – Greater God of Peace, Reason & Serenity

Worship of Rao is the state religion. It is by far the most powerful church in Veluna and wields great spiritual and political power. The Shepherd of the Faithful, Canon Hazen, is the highest ranking Raoan cleric in Veluna and possibly the world. The next layer of power in the church is the seven bishops that form half of the rulership for each of the seven diocese's and the archbishop who runs Veluna City in the name of the Canon. Combine this with the fact that over half the College of Bishops is Raoan and five of the seven noble house worship Rao and you get the picture. Worshippers of Rao get along well with the other commonly worshipped gods in Veluna though some tend to look down at the other religions as for the common types.

Major Temples: Mitrik, Veluna City, Devarnish, Whitehale, Grayington, Valkurl

Minor Temples: Kempton, Lorrish, Falsridge, Asnath, Jarl, Tempon, most small villages

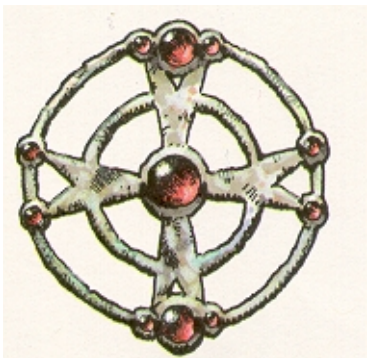
Origin:	Flan - Common across the Flanaess
Areas of Concern:	Peace, Reason, Serenity, Intellect
Domains:	Law, Good, Knowledge, Protection
Align:	Lawful Good
Worshippers:	LG, NG, LN - Paladins, peacemakers, wizards, rulers, scholars, sages
 Rao's priests are mediators, and negotiators. They are wise and thoughtful people. Most are male though a few females are in the lower ranks of the church. A common motto of the priesthood is "there is a time to think, more rarely to act; but in that time, action is wisdom." Rao is a god of peace but does not tolerate evil in any form. A paladin of Rao will one day settle the peace between feuding neighbors and the next be crushing an evil cult to dust. Rao is on good terms with the Sun God Pelor and their worshippers often work together for a common cause. Rao holds great enmity for Iuz and will seek to thwart him at any opportunity.	

Saint Cuthbert – Int. God of Common Sense, Truth & Discipline

Worship of St. Cuthbert has always been the common soldiers god in Veluna. From the city watch to the pikeman in the army. The worship of St. Cuthbert has been in Veluna for many centuries but has recently gained strength over the past few years. The main reason for this is the war with Iuz. The beliefs of St. Cuthbert mesh well with the peoples feelings towards this ancient evil. The fact that Iuz is a sworn enemy of St. Cuthbert does not hurt either. The highest ranking priest of St. Cuthbert in Veluna is Bishop Marn Lightbringer. He governs over the Council of Righteousness which is made up of himself and the four highest ranking priests in the church. Worshippers of St. Cuthbert get along well with all other common gods of Veluna especially Heironeous. Their common cause in the destruction of Iuz has had them working closely together as of late.

Major Temples: Mitrik, Falsridge,

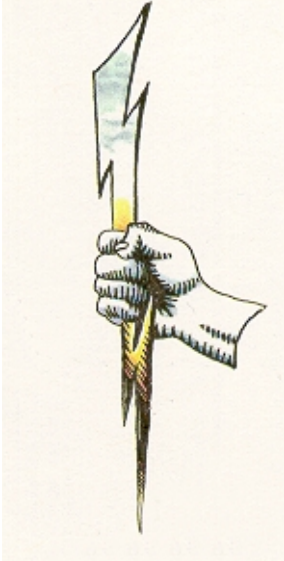
Minor Temples: Devarnish, Whitehale, Jarl, Kempton

Origin:	Common across the Flanaess
Areas of Concern:	Common Sense, Wisdom, Zeal, Honesty, Truth and Discipline
Domains:	Destruction, Good, Law, Protection, Strength
Align:	LN
Worshippers:	Fighters, Monks, and Soldiers
	St. Cuthbert's priests are judges and watchman. They have no concern for what people think. They know their duty and their role. They tend to see things in very black and white terms. Most are male though a few are female. A common saying is "There are no 'good' crimes. Laws are absolute and in the end justice will be served." Priests are known to pass sentence and judgment in wilderness areas though this is extremely frowned upon by local authorities. St. Cuthbert holds Iuz as one of his greatest foes and priests will do anything to thwart his plans. His priests are also not on good terms with Pholtus but why this is remains a mystery.

Heironeous – Int. God of Chivalry, Justice, Honor & Valor

Worship of Heironeous is relatively new to Veluna though it has gained strength quickly. Paladins and Crusaders are the primary worshippers of Heironeous. The church of Heironeous is a very militant order. Their churches are well fortified and even the lowest ranking clerics know how to defend themselves well. The fighting ranks of Heironeous are led by the Knight Templars. They are composed of Paladins and fighters who have proven themselves to the church. Unlike most religions Heironeous welcomes most classes. Wizards are known as Catechists and Rouges are known as Inquisitors. They are not common but those who have shown greatly loyalty and service to Heironeous may be asked to join. Worshippers of Heironeous get along well with the other established religions in Veluna particularly St. Cuthbert.

Minor Temples: Whitehale, Mitrik, Devarnish

Origin:	Oeridian - Common across the Flanaess
Areas of Concern:	Chivalry, Justice, Honor, War, Daring, Valor
Domains:	Good, Law, War
Align:	LG
Worshippers:	Paladins, Fighters, and Monks
	Heironeous's priests are leaders and protectors of the weak. They respect honesty and honor in others. They will never stand by and let a wrong go unpunished. A favorite saying is "Honor is not merely a word it is a way of life. " Temples to Heironeous may be found scattered across the countryside of Veluna. They are always well guarded and commoners often request shelter in them during times of trouble. Priests of Heironeous work well with most good religions in Veluna. Priests of St. Cuthbert and Heironeous have collaborated on several projects recently in the face of the greater enemy known as Iuz. Priests of Heironeous hold great enmity with Hextor and will go out of their way to thwart his plans.

Fharlanghn – Int. God of Travel, Distance and Roads

Worship of Fharlanghn in Veluna is primarily by merchants and traveling caravans. It is uncommon not to see at least a token symbol of Fharlanghn on the side of wagons and boats. In Veluna priests of Fharlanghn are often seen crisscrossing the countryside preaching the word of Fharlanghn and helping out other travelers as needed. It is considered a good omen for a traveler to cross paths with a priest of Fharlanghn.

Minor Temples: Devarnish, Falsridge

Origin:	Oeridian - Common across the Flanaess
Areas of Concern:	Horizons, Distance, Travel and Roads
Domains:	Luck, Protection, Travel
Align:	N(NG)
Worshippers:	Merchants, Caravans, Travelers, Wanderers
 Priests of Fharlanghn are wanderers and travelers. They only settle down into a local church when they get older and the wanderlust in their veins calms down. A common saying amongst them is “Always look to the horizon. Something new is over it and you are better for knowing what it is.” Priests of Fharlanghn are often used as scouts by armies and explorers by businesses. Due to their travels, priests of Fharlanghn are well versed in languages and social customs of other countries and regions.	

Zilchus – Int. God of Power, Prestige, Money & Business

Zilchus is obviously a very popular god with merchants and businessmen. He is also closely allied with Rao and their priests are often seen working together. Priests of Zilchus often hold important positions in guilds and merchant houses. They are known as very shrewd businessmen and dealmakers.

Minor Temples: Devarnish, Falsridge, Mitrik

Origin:	Oeridian - Common across the Flanaess
Areas of Concern:	Money, Business, Influence, Power, Prestige
Spheres:	Not Yet
Align:	LN
Worshippers:	Merchants, Guilds and Unions, Accountants
	Priest of Zilchus are known as ruthless businessmen and shrew negotiators. It is not uncommon for a priest of Rao to bring to sides to the table then a priest of Zilchus to step in and negotiates. A common saying amongst followers of Zilchus is “There are many types of currency in the world. Gold, power, and lives are all valuable commodities. The trick is to get more out of yours then your opponent.”

Chapter Seven: Organizations

The following list comprises the meta-game organizations that exist in the Archclericy of Veluna so far. This is my no means a complete list and things even on the list will go through changes as the campaign progresses. For most of the groups below you will find a quick write-up on them as well as requirements for entry into the lowest level of the organization. Most groups will contain multiple levels and more information on those will be forthcoming. In order to join a group you must be a full guild level member of the RPGA. You must meet all the requirements of the group and you must submit a request for entry to me < waveman@nls.net > stating your desire to join the group. All meta-game groups in Veluna will be documented. The meta-game document will contain everything a judge should know about the group as well as an expiration date (usually the end of that year). At the start of a new year have your meta-groups costs documented on your log sheet and signed off on. Send a copy of that to me and a new certificate will be issued. This way we hope to keep a better record of current members and to insure that people are following the requirements of certain groups.

Note: Not all groups in Veluna are documented below. Some groups that are in the works are the Knights of Salvation, Knights of the Cudgel, Knights of Veluna (prestige class), The Wardens, Brothers of the Light, and some other small groups.

Knights of Whitehale

The Knights of Whitehale were created over 40 years ago by Duke Mar Landis. Duke Mar recognized the threat that the northern kingdoms presented to Veluna if Furryondy was ever to fall and went to the Celestial Order with a proposal for a northern defense force. When the other leaders of the northern Diocese's laughed at him and voted down his proposal he took matters into his own hands. He gathered together his most experienced and honorable warriors in his diocese and formed the Knights of Whitehale. Originally the Knights consisted of only 14 men but have grown greatly in the past 40 years. They now number over 40 knights and 200 men-at-arms and squires. They are currently led by the Knight Imperious Ellard Rojan. He has lead the Knighthood for 6 years now and their membership has gone up almost 50% in that time and they have started moving into their new base of operations in Castle Sepher. The knighthood is a very strict and martial order. They have a very strong code of honor and expect all in their organization to adhere to it to the letter. Knights of Whitehale are known far and wide as strong warriors and they are welcome in almost any group during battle.

Code of Honor

"I am a Knight of Whitehale. I stand righteous in the light and shall brook no evil in my presence. I shall defend those who cannot defend themselves. I shall search out evil

in all its forms and banish it from this world. I shall answer pleas of help from the weak and calls to arms from my lord. I will defend Veluna with my life and my very being. With our Lord Rao's blessing in all things, I shall strive to uphold all of this and more with every action I do and word I speak."

Base of Operations: Based in Whitehale but currently in the process of moving to Castle Sepher.

Area of Influence: Diocese of Whitehale and northern borders of Veluna. May be found elsewhere in Veluna on rare occasions.

Sponsor: Diocese of Whitehale and the Landis family.

Requirements to become a Squire:

+4 base attack bonus

+3 Skill Mod in Riding (note this is total modifier for this skill and includes ranks and skill modifier)

1 Influence Point in the Diocese of Whitehale or the Knights of Whitehale

Proficient in Lance and one other martial melee weapon

Race: Human, Elf, ½ Elf

Class: Fighter, Paladin (Rao), Ranger, Cleric (Rao), Rouge, Bard

Alignment of LG or LN

Squire Application and Acceptance

Once accepted the character must spend 8 TU's. This represents the characters basic training and duties to the knighthood. After this initial period the character is considered a full squire to a Knight of Whitehale. He now gains all benefits associated with a Squire as long as he remains in good standing with the Knighthood. At the beginning of each year the Squire character must spend 4 TU's which represent time spent on his squire duties.

Benefits:

Upon completion of basic training the squire gains the following bonuses

1 Fame point in Diocese of Whitehale

1 Rank of Diplomacy (or plus 1 to rank if the player already has it. Normal maximums apply)

1 Rank of Knowledge (Whitehale)

A squire of the Knights of Whitehale gains a +2 bonus on any social interaction skill with any member of the Knights of Whitehale when he presents himself as a squire to them. A squire also may gain a bonus with the local population of the Diocese of Whitehale if recognized (fame check, +10 to roll if wearing knighthood livery).

A squire of Whitehale may also request sanctuary in Castle Sepher when in its area. This is for the Squire only.

Requirements to become a Knight of the Heart (lowest level Knight of Whitehale)

Must be a squire of the Knights of Whitehale

- +7 base attack bonus
- +6 Skill Mod in Riding
- +3 Skill Mod in Knowledge (Whitehale) or +6 Knowledge (Veluna)
- +2 Skill Mod in Wilderness Lore
- Mounted Combat Feat
- Weapon Focus (any martial melee weapon)
- 7 Influence Points in Knights of Whitehale or Diocese of Whitehale (at least 4 must be Knight IP's)
- Knightly application and acceptance

Once accepted the character must spend 16 TU's. This represents the characters training and duties to the knighthood. After this initial period the character is considered a full Knight of Whitehale. He now gains all benefits associated with a Knight of the Heart as long as he remains in good standing with the Knighthood. At the beginning of each year the Knight character must spend 12 TU's which represent time spent on his knightly duties.

Benefits:

Upon completion of training the Knight gains the following bonuses

- 5 Fame point's in Diocese of Whitehale
- +2 Ranks Ride (normal maximum applies)
- +2 Ranks Diplomacy (normal maximum applies)

Feat: Weapon Focus: Lance

A knight of the Knights of Whitehale gains a +4 bonus on any social interaction skill with any member of the Knights of Whitehale when he presents himself as a knight to them. A knight also may gain a bonus with the local population of the Diocese of Whitehale if recognized (fame check, +10 to roll if wearing knighthood livery).

A Knight of Whitehale can request sanctuary at any Church of Rao within the Diocese of Whitehale and be admitted. He may also claim sanctuary at a Church of Rao outside of the Diocese of Whitehale and will be admitted if recognized as a Knight.

A Knight of Whitehale may also request sanctuary in Castle Sepher when in its area. This is for the Knight and his party. (Note: PC's with a bad reputation or unsavory types may be denied entry)

Defenders of Veluna

The Defenders of Veluna are a powerful group of individuals seeking to protect Veluna from forces unknown. Their first recorded appearance was in Mitrik in 318 CY. A group of thieves from Ket attempted to make off with the *Crook of Rao*. They would have been successful, if not for a group of adventurers that met them as they left the church grounds. They were quickly defeated and turned over to the church guards. When asked who they were they responded "We are the Defenders of the Heart of Veluna" and

then they vanished back into the city. Since that time, they have been spotted in almost every part of Veluna. They always seem to show up whenever a threat makes itself known. Their symbol is a large medallion with a wolf howling on it. The symbol is not openly worn, usually being carried on their person somewhere. A few members of this organization are known, but not much more than their names are recorded.

Known Members:

Dar'en Silverwood
Kirit Silverwood
Darven Ironroot

Base of Operations: Unknown base of operations.

Area of Influence: May be found anywhere in Veluna and the surrounding kingdoms.

Sponsor: Unknown

Requirements to Join:

Unknown. Though this organization is known to exist it is not known at this time how entry is gained. Most assume that it is by invitation only.

Sages and Oracle Guild

The Sages and Oracles guild is a collection of the before mentioned businessmen and knowledge seekers. Due to Veluna's religious nature, Sages and Oracles are respected members of Veluna society and are especially respected by the common folk. The Guild strives to increase the role of their members in Veluna while at the same time making a decent profit. They have chapter houses in all the major cities as well as most of the diocese capitals. Most sages and oracles in Veluna belong to the guild or at least support it in some way.

Base of Operations: Veluna

Area of Influence: Veluna

Sponsor: Its Members

Requirements to Join at Apprentice Level:

Knowledge skill: (Any 1) 5 ranks

Or Knowledge Skill (Any 2) 3 Ranks

< note these are Ranks not total bonus >

50 GP a year fee. <due on entry and first of each new year>

Benefits:

Reduced rates at any Sage or Oracle who is also a member of the guild. When determining the cost for any services rendered a member of the guild will only charge 75% of normal fees.

Access to guild libraries and research. When in any of the Guilds Chapterhouses (Mitrik, Veluna City, Devarnish), the PC may make knowledge checks at up to a +4 bonus after 4 hours of research time. The bonus may not exceed the Ranks in the knowledge skill being used.

Brotherhood of the Vale

This monastery of Rao Monks is set high in the Yatil Mountains NW of Mitrik. Its exact origins are shrouded in history but most agree it was sometime in the century following the discovery of the Crook of Rao at Mitrik. The monastery is self-sufficient and is very strict on allowing outside visitors in. At present the monastery is home to 52 monks with another 20 or so out on missionary work. The Brotherhood strives to teach inner-peace and harmony and how with following the teachings of Rao this can be accomplished. All members of the Brotherhood are masters of self-defense and are known around Veluna for being more than capable of taking care of themselves. Grandmaster Ven is the leader of the Brotherhood and is a long time friend of Canon Hazen. Rumor has it that the Canon makes several retreats to the monastery each year.

Base of Operations: Yatil Mountains Monastery

Area of Influence: Mitrik and Diocese of Whitehale

Sponsor: None

Requirements to Join as a Brother:

Must swear oath to defend Veluna, champion the weak, and uphold Rao's will in all things.

Must worship Rao

Alignment of LG, LN

Feat Required: Improved Unarmed Strike

Base Attack: +2

Time Units Required per year: 8

May not be in any other meta-group other than Church of Rao.

Benefits:

A Brother of the Vale may request sanctuary in the monastery or any temple of Rao for himself only.

A member of the Brotherhood of the Vale is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao.
A Brother is provided with a very nicely sewn robe with the symbol of the Brotherhood on the front and Rao on the back.
+2 on all social skill checks with worshippers of Rao while wearing his robes.

College of the Arcane

Our gracious Lord Rao counts many wizards and sorcerers in his flock. The Grand College of Rao is where they gather together to further their studies. Founded in 315 CY by Canon Heriz, the Grand College is the center of higher learning in Veluna. The College consists of large walled compound in the High Ward in Mitrik. Within this compound you will find the Great Library of Rao, the Grand College (both Arcane and Divine), and several boarding houses and stables. The College Arcane is located in its own building attached to the Great Library of Rao. The College of the Arcane is setup as a collection of arcane materials, spells, and knowledge. Students of the College may take classes on such things as divination magic, mating habits of fungus men, or the migratory patterns of Xvarts. The College contains many levels of membership and it is rumored that the Archmage Bigby has an honorific seat on the College's board.

Base of Operations: Grand College of Rao in Mitrik

Area of Influence: Mitrik

Sponsor: Church of Rao

Requirements to Join at Initiate Level:

Ability to cast 1st Level Arcane spells

150 GP Entrance Fee or Sponsor

8 Time Units a year (classes)

Benefits:

Access to Great Library of Rao during normal hours (bonuses to Knowledge Skill checks)

2 Ranks in previously unknown Knowledge skill

(every year on renewal you may gain an additional skill at 2 Ranks after payment of yearly fee and Time Units are recorded)

Access to information on spell research and item construction (this is how magic-item creation will be handled in the future when it becomes available)

+2 Fame per year in Arcane Wizards of Veluna.

College of the Divine

Being a nation founded around the tenets and wisdom of Rao, it only makes sense that a College of the Divine holds a revered place in Veluna. Priests and holy men from around the Archclericy gather here to discuss all things divine. The College Divine is located in its own building attached to the Great Library of Rao. Worshippers of any good god are welcome in the college as only through learning more about other religions can you understand your place in the grand scheme of the world. The College of the Divine maintains the religious records in the Great Library and they are considered some of the most comprehensive religious records in the Flanaess. Many of the current members of the College of Bishops and other high-ranking Rao priests started as deans and professors in the College Divine.

Base of Operations: Grand College of Rao in Mitrik

Area of Influence: Mitrik

Sponsor: Church of Rao

Requirements to Join at Initiate Level:

Ability to cast 1st Level Divine spells.

Worship of a god not disliked or hated in Veluna (see Religion Section)

Knowledge: Religion 3 ranks

150 GP a year or Sponsor

8 Time Units a year.

Benefits:

Access to Great Library of Rao during normal hours (bonuses to Knowledge Skill checks)

+2 Fame per year in Divine Priests of Veluna.

Access to information on potion and item construction (this is how magic-item creation will be handled in the future when it becomes available)

A member of the College Divine is considered to be Class 2 for determining cost and eligibility for spells from a temple or priest of Rao.(no effect if already better)

Church of Rao

This group represents the most powerful church in Veluna. It contains all the members of the Church of Rao in Veluna. For the most part this consists of priests and paladins of Rao though a few other classes are known to have gained entry on special occasions. This organization contains many levels ranging from a 1st level priest at a local temple all the way up to Canon Hazen.

Base of Operations: Veluna
Area of Influence: Veluna
Sponsor: Church of Rao

Requirements to Join as an Acolyte:

At least one level of Paladin or Priest of Rao.
Alignment LG or LN
6 Time Units per year

Benefits:

May claim sanctuary in any temple of Rao.
A member of the Church of Rao is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao.
An Acolyte in the Church of Rao gains free favors in the church during each module. These cannot be saved and must be used in the module or lost. More on this will be in a forthcoming supplement.
An Acolyte gains a +2 bonus on social skills with worshippers of Rao while wearing his holy vestments (symbol of Rao must be obvious)
+2 Fame per year in Priesthood of Rao

Church of St. Cuthbert

The church of St. Cuthbert is the second largest religion in Veluna. The largest temple to St. Cuthbert is in Falsridge though many smaller temples exist in most towns of any size. Members of this organization include priests and paladins of St. Cuthbert though worshippers of other classes have gained entry on special occasions. There are many levels of organization in the group from the Initiate priest at a small temple all the way up to High Cleric of St. Cuthbert.

Base of Operations: Mitrik (largest temple)
Area of Influence: Veluna
Sponsor: Church of St. Cuthbert

Requirements to Join as an Acolyte:

At least one level of Paladin or Priest of St. Cuthbert
Alignment LG or LN
6 Time Units per year

Benefits:

May claim sanctuary in any temple of St. Cuthbert.

A member of the Church of St. Cuthbert is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of St. Cuthbert
An Acolyte in the Church of St. Cuthbert gains free favors in the church during each module. These cannot be saved and must be used in the module or lost. More on this will be in a forthcoming supplement.

An Acolyte gains a +2 bonus on social skills with worshippers of St. Cuthbert while wearing his holy vestments (symbol or St. C must be obvious)

+2 Fame per year in Priesthood of St. Cuthbert

Church of Heironeous

The worship of Heironeous is rather new in Veluna but has been gaining strength fast since the start of the Greyhawk wars. Worship of Heironeous is centered in the Diocese of Whitehale and the northern Veluna border area, though a temple has opened recently in Devarnish as well. The Church of Heironeous contains all priests and paladins of Heironeous in Veluna. Unlike other churches though, Heironeous welcomes other classes into his flock and rogues and wizards hold special status in the church.

Base of Operations: Whitehale (largest temple)

Area of Influence: Northern Veluna

Sponsor: Church of Heironeous

Requirements to Join as an Acolyte:

At least one level of Paladin or Priest of Heironeous OR Invitation

Alignment LG or LN

6 Time Units per year

Benefits:

May claim sanctuary in any temple of Heironeous.

A member of the Church of Heironeous is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Heironeous
An Acolyte in the Church of Heironeous gains free favors in the church during each module. These cannot be saved and must be used in the module or lost. More on this will be in a forthcoming supplement.

An Acolyte gains a +2 bonus on social skills with worshippers of Heironeous while wearing his holy vestments (symbol or Heironeous must be obvious)

+1 Fame per year in Priests of Veluna

Inquisitors of Heironeous

The Inquisitors are a special branch of the Church of Heironeous. They are skilled in subterfuge and information gathering. Their purpose is to root out evil so it may be dragged out into the light and destroyed. While they will not take the law into their own hands, they will do what is necessary to insure that innocents are not brought to harm. Membership in the organization is kept secret from the general church population and only higher ranking church officials know who is in it and even then they only know a few of them.

Base of Operations: Whitehale

Area of Influence: Veluna and surrounding kingdoms

Sponsor: Church of Heironeous

Requirements to Join as a Novice Inquisitor:

Must be in Church of Heironeous for one year

One level of Priest/Paladin of Heironeous or Knowledge: Religion 3 Ranks

Gather Information: +6 bonus (note bonus include ranks and modifiers)

Diplomacy: +4 bonus

Move Silently: +6 bonus

Hide in Shadows: +6 bonus

8 Time Units a year

Benefits:

A member of the Inquisitors of Heironeous is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Heironeous

May claim sanctuary in any church of Heironeous

After Time Units are spent for the year the Inquisitor may add 2 skill points to any Rogue class skill (normal maximums apply)

An Inquisitor of Heironeous gains free favors in the church during each module.

These cannot be saved and must be used in the module or lost. More on this will be in a forthcoming supplement.

Mitrik Temple Guard

The Mitrik Temple Guard is a very prestigious organization that concerns itself with the defense of the Great Temple of Rao in Mitrik as well as protection of its priests and worshippers. The Temple Guard is considered a stepping stone into more prestigious organizations and many Knights of Salvation started in the Temple Guard.

Base of Operations: Great Temple grounds
Area of Influence: Mitrik
Sponsor: Church of Rao

Requirements to Join the Watch:

12 Time Units a year
Race: Human, Elf, ½ Elf, Dwarf
Alignment: LG, LN
Must worship Rao
+2 base attack

Benefits:

A member of the Mitrik Temple Guard is considered to be Class 1 for determining cost and eligibility for spells from a temple or priest of Rao
May claim sanctuary in any church of Rao
After TU's are paid for the year the player may add 1 Rank to one of the following skills: Knowledge: Religion, Spot, Listen or Sense Motive.
+2 bonus on any social skill with residents of Mitrik while in uniform.
+1 Fame per year in Residents of Mitrik
+1 Fame per year in Priesthood of Rao

Chapter Eight: Races and Classes

It's important in the grand scheme of things to know how your character fits in Veluna society. Some races are viewed with disdain while others are given great respect. Some classes are seen as the most a person could strive to be while others are equated with dung on the bottom of a horse's hoof. Below is a guide to help you envision how the character you wish to play may fit in.

Races:

High Elf: Before the tribes of Luna spread across what would become Veluna, the elvish nation of Celene claimed most of what today is eastern Veluna. As the tribes came in contact with the elves they were welcomed with open arms and the two races prospered together. As the years passed though Celene became more and more isolated from the world around it. Many elves left and disappeared into Celene. The elves that remained are the ones that live in Veluna today. High Elves are highly respected in Veluna. They are treated by most as fellow countrymen and are given the same respect any other civilized visitor to Veluna would expect. Though it is not uncommon to find elves in almost any city in Veluna, you will especially find them in Asnath. Asnath is the home of the elvish council and the greatest concentration of elves in Veluna. As of late many elves have begun to enter Veluna from Celene once again to help in the fight with Iuz. They are unhappy with Celene's stance of non-intervention and are a welcome addition to our forces.

Dwarves: Many clans of dwarves call the Lortmils their home but most do not fall under rule of Veluna. Most dwarves in Veluna are adventurers or craftsmen from these clans that have come to make their homes in Veluna. The people of Veluna view dwarves as hardy and respectable people. The largest concentration of dwarves in Veluna is the city of Devarnish. With its proximity to the Lortmils and its merchant and craftsman economy make it a perfect place for dwarven craftsmanship.

Gnomes: The gnomish people occupy an envied place in Veluna society. They have the honor of having the only demi-human noble ruler in Veluna. Lord Corbin of Lorrish is considered the leader of the gnome population in Veluna and a champion by many. Most gnomes in Veluna can be found in the Diocese of Lorrish or in other southern regions. They are viewed with mild amusement and treated with respect in most areas. The Diocese of Grayington is known for being unfriendly towards gnomes and halflings, but why is unclear.

Halflings: Not many halflings make Veluna their home. The stuffy nature of a highly religious society just does not seem to interest them much. Several clans of

halflings do make their home in the Lorridges and most halflings encountered will be from that area. They are viewed with mild amusement and treated with respect in most areas. The Diocese of Grayington is known for being unfriendly towards gnomes and halflings, but why is unclear.

Half-Elves: Due to the good relations between elves and humans, Veluna boasts a large half-elven population. They are treated well by humans in Veluna though isolated pockets of intolerance still exist. Elves that have lived in Veluna for a long time are more relaxed towards half-elves and treat them with basic respect. Elves newly in from Celene often carry old prejudices and look down on them. Half-elves can be found anywhere in Veluna, but are especially common near Devarnish and Whitehale.

Half-Orcs: Out of all the non-human races this is the one you will see the least in Veluna. Considered uncivilized and evil, they are treated with disdain and are often run out of town when news of their arrival reaches authorities. A half-orc in Veluna is going to face an uphill battle to prove himself to those around him though it has been accomplished in the past.

Classes:

Barbarian: Seen as totally uncivilized by locals, Barbarians will have a hard time dealing with people in Veluna. The general population sees them as uneducated heathens from the north. No barbarian is 'native' to Veluna as the region has no areas where they could come from. All barbarians are from some place else and have decided to make Veluna their home. Barbarian characters can expect to be pointed at behind their backs and sometimes even refused services by people in Veluna. Though this may change over time it is a slow process.

Bards: Bards are well liked in Veluna. People often gather in town squares or taverns to listen to their tales of heroism and bravery. Due to their wanderlust, most bards have wandered into Veluna from other parts of Greyhawk. A few settle down and make a town their home.

Cleric: This class either has an easy time in Veluna or the totally worst. If you worship Rao or one of the other gods of Veluna you can expect to be treated with utmost respect in Veluna. If you worship a god not of Veluna you may get the cold shoulder now and then but it is not too bad. If you worship one on the non-tolerated or disliked list you had better pack your bags quickly and make a run for the border. Those who worship Rao are treated with great respect and are offered lodging and such by people all the time.

Druid: Druids are often looked upon with calculating eyes. Most in Veluna have heard of them but they are not common and seldom seen. They may expect to be treated with respect though trust will take time to earn.

Fighter: Fighters in Veluna make up so many different types of professions that it is hard to classify them. As long as they are employed and working to better Veluna they are respected.

Monk: Most monks in Veluna worship St. Cuthbert and come from their monastery high in the Yatil Mountains. They are viewed as peaceful missionaries by most in Veluna and treated with the respect due to them. With the news of the Scarlet Brotherhood spreading across the land though people have begun to view Monks with a bit more suspicion though it is not too bad yet.

Paladin: As clerics above this is either a blessing or curse depending on who you worship. Paladins of Rao are seen as the highest honor you can strive to achieve. Many knighthoods exist in Veluna and they are well respected by citizens everywhere. A paladin of a Veluna god can expect to be treated very well and pay less for basic services offered by those of the same religion.

Ranger: Rangers are seen as loners by most in Veluna. They are viewed with caution as some are known to have short tempers with civilized life, but all agree they are a welcome addition to Veluna's defenses. Many groups of Rangers can be found patrolling the western borders of Veluna keeping an eye on the ever present threat of Ket.

Rogue: Thieves are hunted with extreme prejudice in Veluna. Most rogues are aware of this and pursue other less obvious means of employment. Many are respected leaders of merchant guilds and trading houses. The church of Heironeous uses them as covert operatives in their mission to find evil. A rogue who lends his art to Veluna is treated well. Those who beg or steal often find themselves sitting on a wooden cot in a cell.

Sorcerer & Wizard: Even though these are two different classes they are viewed as one and the same by the general population in Veluna. Veluna has many sages and oracles guilds and they are well liked and respected by the citizens of Veluna. Flashy mages with tricks up their sleeves or cockiness in their voices are not. With Rao being a god of reason most who worship him respect those who quest for knowledge. Many Sorcerers and Wizards worship Rao and are members of the College of the Arcane in Mitrik.

Appendix A: Fame

Fame Categories for Veluna

The following groups may have fame awarded in Veluna regional modules. When a character with the appropriate fame interacts with somebody who would fall into that fame category the DM will make a fame check. A fame check works just like a skill check with fame points equating to ranks and charisma being the ability modifier to the roll. The DC for the fame check is listed after the game group below. So a player with 3 fame points in the Diocese of Lorrish and a CHA modifier of +2 would roll d20 and add five to the roll. If he succeeds the NPC recognizes or remembers the player. A player cannot take 10 or take 20 on this roll.

Note: You must have at least one fame point in the appropriate category to attempt a fame roll.

Note to DM's: You only roll for the player with the highest fame that is involved in the discussion with the NPC. So even if everybody in the party has fame in the Merchants of Veluna you only roll for whomever has the highest fame total. Some NPC's may fall into several categories and it is up to you to determine which ones. If more than one applies then use the player with the highest fame in any of the appropriate categories.

Organizations in which fame may be earned in Veluna

Residents of Mitrik – This includes all residents, merchants, priests, and others who make Mitrik their permanent home. This also includes a small area around the city itself, such as the docks, and other buildings setup outside the city walls. DC for this Fame check is 22.

Residents of Veluna City/Arch Diocese of Veluna City - This includes all residents, merchants, priests, and others who make the Archdiocese of Veluna City their permanent home. Note this does include Veluna City and the entire diocese as well. DC for this Fame check is 20.

Residents of Devarnish - This includes all residents, merchants, priests, and others who make Devarnish their permanent home. This also includes a small area around the city itself, such as the warehouses and guard posts in the area immediately around the city. DC for this Fame check is 20.

Diocese of Whitehale – All residents of Diocese of Whitehale. DC check 25

Diocese of Grayington – All residents of the Diocese of Grayington. DC check 20

Diocese of Valkurl – All residents of the Diocese of Valkurl. DC check of 20

Diocese of Devarnish – All residents of Diocese of Devarnish. DC check 25

Diocese of Kempton – All residents of Diocese of Kempton. DC check 18

Diocese of Lorrish – All residents of Diocese of Lorrish. DC check 18

Diocese of Falsridge – All residents of Falsridge. DC check 20

Merchants of Veluna – All merchant houses, craftsman, and shopkeepers. DC check 25

Priesthood of Rao - All temples, priests, and paladins of Rao. DC check 20

Priesthood of St. Cuthbert - All temples, priests, and paladins of St. Cuthbert. DC check 20

Divine (Priests) of Veluna – All other temples, priests, and paladins in Veluna. DC check 20

Knights of Veluna (All orders) – All knightly orders in Veluna. DC check 20

Arcane (Mages) of Veluna – All NPC mages, sages, and wizardry organizations in Veluna. DC check 18

Government – Religious – College of Bishops, Canon Hazon, and other religious orientated government officials. DC check 15

Government – Secular – Celestial Order of Moons, Noble Houses, other non-religion orientated government officials. DC check 20

Appendix B: Influence

Influence Points

Influence Points represent favors owed to a PC by prominent individuals or organizations. As such, Influence Points indicate that the PC in question has the ability to call on those indicated for aid or assistance at some point in the future. Influence Points may be "pooled" and redeemed for otherwise unavailable favors (such as spells that bring a dead PC back to life, political influence to set a jailed PC free, etc.)

Write-Ups

As Influence Points will have significant value, and will be redeemable for future considerations, the Circle of Six needs to know what those considerations are going to be. Include a write-up of the organization or individual with your scenario submission. The write-up need not be exhaustive, but it should give a good idea of what types of benefits a PC or PCs may gain by "spending" their Influence Points.

Note that not all organizations that grant Influence Points need to be as powerful as this example. It is perfectly acceptable to give out Influence Points in "Citizens of Hommlet," and have said favors be much less powerful than the favors that come from the "King of Furyondy."

Earning Influence Points

Usually, Influence Points are earned for performing significant tasks that directly benefit the NPC(s) in question. Often, they are awarded instead of other significant treasure in the scenario. A given scenario may not grant more than one Influence Point per PC.

Use

Influence Points are non-transferable between PCs. The PC that earned them must be the one who cashes them in. They can be spent on behalf of other PCs, however. Influence Points have three general ways they can be used or "redeemed."

General – Many organizations for which Influence Points can be earned will have standard benefits that can be earned through their favor.

Scenario-Specific – Some scenarios may include special opportunities for those that have an appropriate favor. For example, a scenario might allow those who already have a favor from the Baron of Ruand to join the baron's guard.

Triad Use – Triads may use Influence Points for some meta-gaming activities. For example, acquiring property in some regions may require having influence with the ruler of the land; or learning special spells might be possible if the PC has favor with the wizards guild.... The difference between this and general use is that general use can be done at a table during an event, and triad use must be done by interacting with the appropriate Triad.

Appendix C: Character Creation

Character Creation Guidelines

These guidelines (version 1.1) give you the basic information you need to create a starting LIVING GREYHAWK character. All LIVING GREYHAWK characters must comply with the most current version of the *D&D Player's Handbook* and these guidelines.

Some aspects of character creation might require information from your Regional Triad. To find your Triad's contact information, consult the LIVING GREYHAWK homepage in the Campaigns section at: <http://www.rpga.com/>.

To create your LIVING GREYHAWK character, follow these steps:

Step 1: Ability Scores

To put all players on an even footing, the LIVING GREYHAWK campaign uses the Nonstandard Point Buy method of ability score generation, found in Chapter 2 of the *D&D Dungeon Master's Guide*. The LIVING GREYHAWK setting is considered a "Tougher Campaign"; hence, each character uses 28 points distributed among all six statistics.

Table 6: Ability Costs

Cost	Score	Modifier
—	6	–2
—	7	–2
0	8	–1
1	9	–1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
—	19	+4
—	20	+5

For example, using the full 28 points, a character's attributes might be purchased as follows:

Str 15: 8 points	Int 10: 2 points
Dex 13: 5 points	Wis 11: 3 points
Con 14: 6 points	Cha 12: 4 points

Apply racial modifiers to ability points after the base scores are determined. Thus, ability points range from 8–18 for humans, and 6–20 for nonhumans. Ability points gained as

your character advances in level do not use this chart; they are full points and may be added as explained in the *Player's Handbook*.

Step 2: Race and Class

You may choose any race and class option described in the *Player's Handbook*. The LIVING GREYHAWK campaign also uses the following special rules for character creation. These override or limit the character options in the *Player's Handbook*.

You must choose a non-evil alignment that also meets all requirements for your character's class.

A cleric must serve a specific non-evil deity from the *Player's Handbook* or the *LIVING GREYHAWK Gazetteer*. A paladin need not (but may) serve a patron deity.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of Chapter 6: Description, in the *Player's Handbook*. Age modifiers to ability scores are not used in the LIVING GREYHAWK campaign. The character may be of any height and weight allowed by the height and weight tables for the character's race.

A starting character receives the maximum amount of gold pieces for its class.

Step 3: Hit Points

Assign your starting character the maximum hit points possible for its class. For each additional character level, assign hit points according to the **new** class by taking half the maximum value for the class, then adding 1 point. For example, a character adds 3 hit points upon gaining a new level in the Sorcerer class.

Step 4: Skills and Feats

A few skills need brief additional rulings:

Alchemy Skill and Craft Skill: These skills do not allow you to craft items other than the ones that PCs can purchase normally (see Step 5). In other words, no acid or masterwork equipment.

Knowledge skill: Knowledge skills cannot be anachronistic. Remember that the more specific a field of knowledge, the lower the difficulty class for information related to that knowledge – it is better to be specific in what you know.

Profession Skill: At this time, profession skills can only be those listed in *Player's Handbook*.

Step 5: Equipment

Equipment may be purchased from the *Player's Handbook*, with the exception of the following equipment: No special, superior, masterwork, or magical items – **with the exception of holy water** – are available to characters except through campaign play.

Carrying Capacity is used in the LIVING GREYHAWK campaign, so keep track of what your character is carrying and how much it weighs.

Step 6: Home Region

All LIVING GREYHAWK characters are based in one of the nations of the Flanaess, as detailed in the *LIVING GREYHAWK Gazetteer*. (There is no such thing as a “regionless” character.) The default home region where *your* starting character operates is determined

by where you actually live. You may choose a different home region for your starting character, but your character then suffers out-of-region penalties when you use it in the game region assigned to where you live. If you change your address in real life, your character's default home region moves with you. If you move but choose not to change your character's home region, your character again suffers penalties for out-of-region play.

A player may *not* chose as a character's home region the Free City of Greyhawk or any campaign nation not moderated by a Regional Triad.

Consult the table below to determine your LIVING GREYHAWK character's default home region. American states and Canadian provinces are given in abbreviated form. Additional regions will be assigned as the campaign grows. Visit <http://www.livinggreyhawk.com/> for the latest regions list, and for information on how to contact your Regional Triad.

There are a few additional rules that you might wish to keep in mind, while making your character:

Lifestyle

At the beginning of every module, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the module. The lifestyles, and the effects that each has on play, are:

Destitute You have no living space, and must carry all your gear everywhere. You stink and are undernourished. You suffer a –3 on CHA-related skill checks.

Poor You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched. You suffer –2 on CHA-related skill checks.

Low You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value laying around. You suffer –1 on CHA-related skill checks.

Medium You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.

High You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed. You receive a +1 bonus on CHA-related skill checks.

Luxury You have the best of everything – spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. You have a +2 bonus on CHA-related skill checks. Equipment left at home is generally quite secure.

Penalties or bonuses to CHA-related skills should be applied at the DM's discretion, and can sometimes backfire – for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Influence Points

Influence points are a way of keeping track of who in the World of Greyhawk owes your PC a favor. Influence points can be earned with individuals or organizations, and there is no limit to how many a PC can eventually acquire. Influence points are used (spent) to convince NPCs to do favors for you – enough influence with the right people, and you can convince them to work miracles on your behalf.

Fame Points

Fame points are used to track how well-known your PC is, and if your PC is recognized by those he meets. Fame points are always with an organization, never with individuals. Fame normally cannot be used up the way influence is – once someone knows who you are, they tend not to forget.

Time Units

Time units are used to record how PCs spend their time. Every year, a PC receives 52 time units (of 1 week each) to spend on their activities – adventuring, spell research, creating magic items, belonging to a knighthood, or managing a business can all potentially take part of a character's time. Adventures take either one or two time units, and the cost will be indicated in the module. Other activities take varying amounts of time, as indicated in the rules for the activity in question.

Learning New Arcane Spells

Learning a new spell normally takes a wizard one Time Unit. However, the two spells a wizard receives for advancing a level do not cost Time Units.

Sorcerers and bards must choose their spells from the appropriate spell lists, unless they have a cert that allows them to do otherwise. Sorcerers and bards do not normally pay Time Units to learn their spells.

Banned Spells

There are several spells that are not suitable for use in a Living Campaign environment. These spells are not available to PCs: *polymorph other*, *polymorph self*, *permanency*.

Making Things

Non-magical crafted items, as well as crafted potions and scrolls, do not require certs and can simply be entered on the PCs logbook.

Crafting Items: Crafted items cannot be sold to NPCs, they can only be saved for use by the maker, or sold to other PCs. Crafting an item takes time, as calculated using the formula in the Players Handbook, with a minimum of 1 Time Unit.

Make Potion: Creating a potion takes material resources (gold) and XP as indicated in the Players Handbook. Creating a potion takes 1 Time Unit.

Scribe Scroll: Creating a scroll takes material resources (gold) and XP as indicated in the Players Handbook. Creating a scroll takes 1 Time Unit per level of the spell being scribed.

Other magic creation feats: Costs (in gold, XP, and Time Units) for creating other magic items are covered on a case by case basis. Contact your Triad for more details.

LIVING GREYHAWK Regions

Ahlissa (Innspra/Adri): Austria, Germany
Ahlissa (Naerie): Denmark, Finland, Norway, Sweden
Bandit Kingdoms: OK, TX
Bissel: CT, MA, ME, NH, RI, VT
Bone March (Knurl): Greece
Dyvers: IA, KS, MO, NE
Ekbir: France
Furyondy: MI
Geoff: DC, DE, MD, VA, WV
Gran March: NC, SC
Highfolk: WI
Keoland: NJ, NY, PA
Ket: MB, NB, NS, ON, PEI
Nyronde: AZ, Southern CA, UT
Onnwal: United Kingdom
Pale: Northern CA, NV
Perrenland: Australia, New Zealand
Ratik: HI
Sea Barons: Italy
Shield Lands: MN, ND, SD
Sunndi: Belgium, Netherlands, Luxembourg
Tusmit: PQ
Ulek, Duchy of: GA
Ulek, Principality of: FL
Urnst, County of: CO, MT, NM, WY
Urnst, Duchy of: AK, AB, BC, SK, ID, OR, WA
Veluna: OH
Verbobonc: IL, IN
Yeomanry: AL, AR, KY, LA, MS, TN