



GUIDE TO THE WORLD OF GREYHAWK

VOLUME IV

A CATALOGUE OF THE LANDS BEYOND THE FLANAESS

by DON TWISTBUCK

Editor's note: This Esteemed Publication is especially lucky to be the first to present, in any forum anywhere, newly-discovered fragments of one of the seven volumes in the original set published by the Savant-Sage.

Whether the same source (which must for the nonce remain highly confidential, for obvious reasons) will yield further fragments of the greatest work of the Savant-Sage remains to be seen, but we are extremely lucky to have even these few additional pages to add to our repository of that learned one's understanding of the planet Oerth of his own age.

From the same source come relevant extracts from the Glossographies of Pluffet Smedger, who, writing some centuries after the Savant-Sage, gave numerical precision to his observations. Such are included herein as is considered relevant and necessary.

Accompanying this incredible find is an addendum to the map originally published, showing the western half of the Baklunish Basin, being essentially the lands surrounding the Gulf of Ghayar and the westernmost Dramidj Ocean. Everything beyond the Tyurzi Mountains has been excised in the interest of clarity, as no matching texts by the Savant-Sage have yet come to light.

Hope springs eternal that additional fragments of Volume IV of the Savant-Sage's great work will come to light, and that this forum will again be fortunate enough to host their publication.

A note on years; all of the dates given herein use the Baklunish Hegira (B.H.) reckoning of years. To convert to the Common Year (C.Y.) reckoning, subtract 2659. Thus, the year 3235 B.H. is the same as the year 576 C.Y.

And now, the Savant-Sage's Introduction to his fourth volume:

The broad strokes of Baklunish history are well-known to those who are students of history. Slightly more than a millennium before the Savant-Sage published his work, both the Suloise Imperium and Baklunish Empire, which had been locked in war, were destroyed by the Twin Cataclysms. While the Suel realm was completely destroyed and its people scattered east and south, the Baklunish were merely devastated, and managed to build new cities and realms on the ruins of the old.

While it is easy to forget that neither politics nor history ends at the city of Zeif (whose latitude marks the formal geographical edge of the Flanaess), these few pages remind us that such is not at all so, and many momentous happenings occurred beyond those boundaries. The political wrangling of Zeif to exert its imperial control over the lands around the Gulf of Ghayar are no less fascinating and intricate than those of the Great Kingdom to regain its lost South Province.

With little of the pressures of migration that faced the Flanaess, the Baklunish lands are considerably more ancient, and although "stable" is not quite the proper word, given the volatility of who rules over which parcel of lands at any given time, it is still true that the lands themselves have endured for a millennium more or less in their present form.

The dominance of the Dramidj Ocean on the doings of this region cannot be overstated. In addition to the warm currents which provide an unlikely temperate climate, the Dramidj and connecting Gulf of Ghayar are a natural highway for both trade and warfare, and cast an oversized shadow over the history of the region.

AN OVERVIEW OF POLITICAL DIVISIONS

ATAPHAD ISLANDS

Capital: None, but major city-states –
Dhara (9,200)
Khavak (11,800)
Khargeg (10,500)

Population: 75,000
Demi-humans: Few
Humanoids: Some
Resources: None

The Ataphad Islands have a long and storied history tracing its way back to the glory days of the Baklunish Empire before the Invoked Devastation. An ancient home to lines of sorcerer-kings of unknown but non-Baklunish origin, the islands became a haven for Baklunish renegades and outlaws, producing a people of mixed heritage and generally evil bearing. In addition to their own piracy, they are also known to ally with the sahuagin nations that cluster nearby.

The city-states of the Ataphads have been in a state of low-intensity war for decades with Ekbir to the southeast. While shipping anywhere in the Dramidj Ocean is perilous, Ekbir shipping is especially targeted by the Ataphadi. In addition, Ataphadi agents are thick in the Bakhoury Coast and beyond, stirring up dissent against their ancient enemy, Ekbir.

BAKHOURY COAST

Capital: None; major towns –
Dhabiya (9,700)
Nafiq (13,100)
Barakhat (10,500)
Beit Castan (14,600)
Oumal-Ghayer (11,200)

Population: 220,000
Demi-humans: Few
Humanoids: Orcs (10,000), hobgoblins (7,000), others
Resources: gems (III), cloth

The towns of the Bakhoury Coast has been off and on under the control of Zief for centuries. A lawless place even at the best of times, it currently rests under the protection of the Sultan, although its Emirs and Sheikhs not-so-secretly chafe under his rule. The towns and cities of the coast are thick with pirates, thieves, and intrigue. The Vaar harbors both mines which provide valuable silver and gold, as well as orcs from the far west and hobgoblin mercenaries from the east, originally brought in to maintain order and now a force unto themselves.

There are two main threats to the Sultan's rulership here; the Paynim tribes to the east and the less visible threats from the north and west. Against the Paynims, Zeif heavy cavalry armed with lance and scimitar and wearing chainmail patrol the roads and trails between the towns and other settlements on the coast. Heavy infantry with sword and spear provide garrisons. Against more nebulous threats, the Sultan's agents are constantly vigilant against subversive elements. Unfortunately for the Sultan, these are many, from Komal across the Gulf as well as the island city-states in the Dramidj.

JANASIB ISLANDS

His Divine Excellency Marab al-Jiweer, Emir of the Isles

Capital: Zirat (pop. 39,500)
Population: 80,000
Demi-humans: Few
Humanoids: None
Resources: foodstuffs

The Janasib Islands have been held by the Emirs of the Bakhoury Coast and the Sultan of Zeif in the past. In 3135 BH, the Battle Beneath the Waves saw the fleet of the Sultan destroyed in the Qayah-Bureis islands by a combined force of mermen and Komali ships. Thanks to this weakening of its strength in the west, both the Janasib Islands and the Bakhoury Coast shook off the yoke of Zeif's rulership. While the Bakhoury emirs have once more fallen under the control of their eastern neighbor, the Emir of the Isles has been able to maintain his independence.

The self-styled Emir of the Isles is in reality little more than a pirate lord, but over the years he and his supporters have parleyed his status as the only Emir to not have bowed down again before the imperial aspirations of the Sultanate of Zeif into an almost legendary fighter for freedom. The Emir's court hosts the remains of the former ruling families of the Bakhoury Coast, although their status as governments-in-exile is tenuous and dependent on the goodwill of the Emir. As long as they continue to pose a threat to Zeif by destabilizing their former homelands, their usefulness is demonstrable and thus worth the relatively modest sums the Emir spends on their maintenance.

In the meantime, the Emir sends his small but formidable fleet to harry the trade of Zeif, while his ambassadors dangle the possibility of alliance before the ruler of Komal. Three squadrons of warships, two of sail and one of oar, patrol the seas in the northern Gulf of Ghayar and harry the Bakhoury Coast under its Zeifian masters. A large number of buccaneers make their home ports in the Janasibs, and all pay a tithe to the Emir, and honor the protection of those ships he places under his shield.

The main island in the group is thickly wooded, and is home to an extinct volcano.

KOMAL, MALIKATE OF

Her Gracious Majesty, Razdula, Malikah of Komal, Mistress of the Gulf of Ghayar, Protector of the Western Reaches

Capital: Komal (pop. 39,000)
Population: 190,000
Demi-humans: Hybsils (39,000)
Humanoids: Orcs (50,000+)
Resources: foodstuffs, cloth, gold, gems (III)

Komal is an ancient land, one of the first to be established after the Invoked Devastation. It maintains peaceful relations with its neighbors north and south, but has a strategic rivalry with Zeif, as both seek to dominate the Gulf of Ghayar and the larger Dramidj Ocean beyond. Komal is sometimes called the Western Reaches, as it represents the westernmost outpost of Baklunish civilization.

Komal is a matriarchy, with its rulers being the high priestesses of Istus. In theory, they claim religious suzerainty over all the Baklunish, and several important sites of pilgrimage lie within their borders. In practice, their influence among the faithful is only one voice among many, albeit an important voice.

The fabled Brazen Horde originally hailed from the plains of southern Komal. Long a thorn in the side of the Malikahs, the Horde was lured away by Sultan Melek II ("the Restless") in 2958 B.H. to protect his southern borders against the ravaging Paynims. In one fell swoop, the Sultan not only eliminated a strong counterweight to Komal (itself a rival of Zeif), but also brought a formidable threat to his own border. The vacuum was soon filled by hordes of orcs coming across the Tyurzi Mountains through the Nalwa Pass and the thriving Hybsils who fight them.

The mermen have been allies with the Malikahs of Komal for centuries, having proven themselves indispensable in the Battle Beneath the Waves in 3095 B.H., which broke the naval power of Zeif in the Gulf of Ghayar.

The Malikah maintains a strong naval force in the Gulf of Ghayar, and regularly sends expeditions to clear out pirates and Zeif naval elements in the Dramidj Ocean. It maintains a strong land force as well, with 6,000 light cavalry constantly patrolling its borders in search of marauding orc bands from the Narrow Desert, in addition to fine infantry garrisoning towns and fortifications. Quite a few orcish tribes have been brought into Komal as allies, and these are often used against the newcomers.

MUR

His Serene Divinity, Soraya Rampaja IX, Shah of Mur, Warder of the Verdured Heights, Protector of the Inner Islands

Capital: Parth (pop. 35,000)
Population: 320,000
Demi-humans: Sylvan elves (20,000)
Humanoids: None
Resources: lumber, foodstuffs, copper, gold, platinum, gems (I-IV), rare woods, spices

The origin of the people of Mur remains unknown to sages. That they are not of Baklunish stock, even though they practice the Baklunish religion, is indisputable. They are a people with delicate features who are pale skinned, black haired, and black eyed. Intermixing between the Mureen and Baklunish is not unknown, but is quite unmistakable, introducing darker hues of skin and lighter colored hair and eyes. As a race, they are said to be highly skilled in the magic arts.

That Mur is an ancient land is also without dispute. The philosopher-kings of Mur ruled this land before the Baklunish Empire reached its zenith, and survived the Invoked Devastation without incident, save for an influx of refugees from the broken and smoking lands to the south. These were dealt with charitably and with kindness, but without undue sympathy, for the Mureen were well aware of the shortcomings of the Baklunish.

Starting in 2917 B.H., Mur was technically under the rulership of distant Zeif. A Zeif fleet dropped an army on the shore at the behest of Sultan Keshkadar the Golden, and a Khedive (viceroy) was appointed to administer the newly-won territory. This status was more in name than in practice, however, and Zeif troops never penetrated into the Verdured Heights. Their control over the lowlands was never very solid, and the local populace mostly ignored their so-called rulers. Finally, Sultan Mukdar the Crafty decided the paltry income was far outweighed by the enormous costs of maintaining a distant province, and in 3133 B.H. granted Mur its autonomy and recalled the army, in what was played up as a magnanimous gesture. As before, the people of Mur scarcely took notice.

Mur is home to a contemplative people, largely isolationist and uninterested in the goings-on in the world around them. Visitors are kept in enclaves in the coastal and border towns, and strictly controlled. Few make their way into the interior of the Verdured Heights, and those that do are closely watched. Visitors get the impression that their isolationism is not because of any fear or weakness, but because they despise distraction from the things in which they are truly interested. What those things are, remains a mystery.

The Lowlanders on the coast and islands make their livelihood by fishing and carefully moderated trade with the outside world, while the Highlanders of the Verdured Heights and Tiree Hills make their cities carved into the steep cliffs of the hills.

The army of Mur is small but efficient, as is their navy. Companies of wood elf archers from the colony in the Verdured Heights form an unwelcome surprise for intruders who penetrate too far beyond its borders.

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RISAY, SHARIFATE OF

His Royal Highness, Marwan, Sharif of Risay

Capital: Risay (pop. 37,000)

Population: 224,000

Demi-humans: Hybsils (4,000)

Humanoids: Orcs (9,000), few others

Resources: foodstuffs, cloth

For most of its history, Risay was ruled by a council of imams, who emphasized a particularly puritanical form of Baklunish religion. Life was simple, but not unpleasant, and both the Paynims to the northeast and the nomads of the Dry Steppes to the east were kept largely at bay by the establishment of the fortress-town of Gehrsa, which was pledged as open and neutral to all parties. It soon became a center of both trade and politics, but more importantly served to distract the nomads from Risay itself.

In 3186 B.H., the imam's army was lured into the Narrow Desert by the chieftain of a minor nomad tribe and annihilated in the Battle of the Sands. The imams were overthrown and Ahmed I took the throne and assumed the title of Sharif.

Since then, restrictions on vices such as wine and women were lifted, and the nomads of the grasslands on the southwestern coast of the Gulf of Ghayar more or less turned into the Sharif's army. These descendants of the Brazen Horde, as they style

themselves, number some 8,000 excellent light cavalry, which are mostly used to patrol the Narrow Desert and make sure wandering orc tribes are guided northward towards Komal.

QAYAH-BUREIS ISLANDS

Capital: None; major towns –

Yif Qayah (6,900)

Bidah (9,900)

Gafoy (8,400)

Bureis (11,700)

Population: 82,500

Demi-humans: None

Humanoids: None

Resources: foodstuffs

The Qayah-Bureis Islands are the largest chain in the Dramidj Ocean. The inhabitants are mostly of Baklunish stock, and large numbers of locathah dwell in the shallows around the islands, for the waters are quite warm, owing to the unusually warm currents of the Dramidj. The islanders are not in any way unified, and loyalty to one's home island is much greater than any sense of common islander identity. The major towns are constantly biting each other's backs, and raids and piracy amongst them are not at all uncommon. The locathah are happy to sell their services to all comers as mercenaries, and are just as happy to compete for the rich fishing grounds with the surface-dwellers.

GEOGRAPHICAL FEATURES

G HAYAR, GULF OF

The Gulf that forms the southernmost reach of the Dramidj Ocean is noted for the pirates which roam its waters, based in the many towns and small villages along its coast. It is shallow and warm, and home to many merman communities.

HILLS, MOUNTAINS, AND WASTELANDS

Al-Gheb Hills: This line of sharp crags marks the border between Komal and Mur. Many orc tribes who made their way through the Nalwa Pass and through the Komali patrols have found their way here, where they remain a constant thorn in the side of both Mur and Komal. The hills also have low-grade iron deposits that have been mined off and on over the years. The Komali town of Shidar remains the most important trading post between Komal and Mur.

Narrow Desert: An especially parched strip of land in the eastern foothills of the Tyurzi Mountains. There are few native inhabitants, and it is now largely known merely as a crucible through which orcs coming through the Nalwa Pass must travel in order to reach the rich grasslands of Komal and Risay.

Tiree Hills: Marked by the same sharp cliffs that are found within the Verdured Heights, the Tiree hills are rich in precious metals, but are equally valued for their tomb-sites.

Tyurzi Mountains: A very high, jagged, and cold set of peaks that form a natural western boundary for the Baklunish. It is known to be a home of many sorts of giants, especially storm and cloud giants. Its northern reaches are especially jagged and cliff-laden.

Vaar, The: The Vaar is a stretch of arid hills that marks the dividing line between Zeif and the Bakhoury Coast proper. It is home to many orcs and hobgoblins, who have free passage into and out of the town of Dhabiya and some even status as citizens, in return for leaving the majority of the gem mines and granite quarries in peace. The truce, needless to say, is uneasy.

RIVERS

Golden River : Short and swiftly flowing, the Golden River thunders into the Bay of Risay with great force. It forms a natural barrier against the tribesmen of the Dry Steppes as well as any Paynims who are bold enough to travel that far.

Ishotah River: A small tributary of the River Tik. Human settlers are few, although there are several elven communities along its banks.

Jakat River: Broad and slow, the Jakat is the main water artery through the Verdured Heights. Its banks are thickly settled on both sides, and a thriving river culture exists.

Rumikadath River: Much of this river is seasonal, disappearing in the high summer and autumn after a few hundred miles from Lake Udrunkankar, into which it flows.

Tenloh River: Navigable as far as the city of Ger, the Tenloh is narrow and swift, passing through a series of waterfalls in the foothills of the Tyurzi Mountains. Much timber makes its way down the river to the port of Khugan.

River Tik: Much like the Jakat to the north, the River Tik is an important waterway, with riverfolk settled along both banks.

VERDURED HEIGHTS, THE

The whole of the Verdured Heights is claimed by Mur, and indeed the Mureen capital is hidden under its dark canopy. This rain forest is famed for the mists and rains which cover it, formed by the cold air which comes down from the Tyurzi Mountains meeting the warm air borne by the currents of the Dramidj Ocean. The resulting rains blanket the forest land and provide it with excellent conditions for jungle-like growth. The terrain is further defined by the sharp and jagged hills which the forest covers, providing hundreds of miles of sheer cliff-faces which the inhabitants carve into towns and cities, and tombs. The rivers that cut through this region form beautiful and enormous waterfalls, which naturally must be overcome by ingenious systems of cranes if ship-borne traffic is to move along them. Both the Jakat and Tik rivers have thriving cultures of settlements along their banks that form a unique sub-culture within the Mureen people. A significant colony of wood elves from the distant east has somehow made their way here, and are viewed as valuable friends by the Shah.

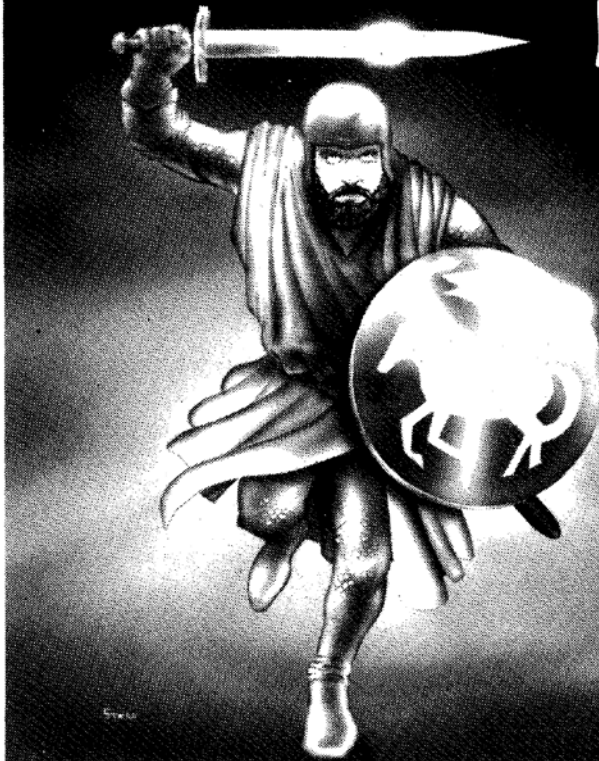
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ENCOUNTER TABLES

MUR AND THE VERDURED HEIGHTS

Lowlands	Verdured Heights	Encounter
	01-05	Elves, Sylvan
01-03	06-08	Men, Bandits
04-06	09-11	Men, Brigands
07-18	12-24	Men, Merchants
19-23		Men, Patrol, Heavy
24-29	25-30	Men, Patrol, Light
30-35	31-36	Men, Pilgrims
36-38		Men, Raiders (near water)
	37-45	Men, Riverfolk (near water)
39-00	46-00	Use Standard Encounter Tables

QAYAH-BUREIS, ATAPHAD, AND JANASIB ISLANDS

Qayah-Bureis	Ataphad	Janasib	Encounter
01-05			Locathah
06-15	01-10	01-10	Men, Buccaneers
15-40	11-35	01-40	Men, Merchants
41-45	36-40	41-45	Men, Patrol, Light
46-50	41-50	46-55	Men, Pirates
51-55	51-55	56-60	Men, Raiders
		61-65	Mermen
	56-60		Sahuagin
56-00	61-00	66-00	Use Standard Encounter Tables

BAKHOORY COAST

Dice Roll	Encounter
01-06	Humanoids (orcs, hobgoblins)
07-12	Men, Bandits
13-16	Men, Brigands
17-20	Men, Dervishes
21-28	Men, Merchants
29-34	Men, Patrol, Medium
35-44	Men, Nomads
45-46	Men, Raiders
47-51	Men, Tribesmen
52-00	Use Standard Encounter Tables

KOMAL AND RISAY

Komal	Risay	Encounter
01-02	01-02	Humanoids
03-07	03-07	Men, Bandits
08-10	08-10	Men, Brigands
	11-15	Men, Dervishes
11-28	16-33	Men, Merchants
29-33	34-38	Men, Nomads
34-37	39-42	Men, Patrol, Light
38-40	43-45	Men, Patrol, Medium
41-45	46-50	Men, Pilgrims
46-50	51-55	Men, Raiders
51-00	56-00	Use Standard Encounter Tables

TYURZI MOUNTAINS

Dice Roll	Encounter
01-04	Giants
05-09	Giants, Cloud
10-14	Giants, Frost
15-17	Giants, Hill
18-19	Giants, Mountain
20-22	Giants, Stone
23-27	Giants, Storm
28-31	Men, Tribesmen
32-40	Orcs
41-45	Ogres
46-48	Trolls
49-00	Use Standard Encounter Tables


NARROW DESERT

Dice Roll	Encounter
01-15	Men, Dervishes
16-40	Men, Nomads
41-50	Orcs
51-53	Pernicons
54-57	Hill Giants (near mountains only)
58-00	Use Standard Encounter Tables

GULF OF GHAYAR

Dice Roll	Encounter
01-05	Men, Buccaneers
06-25	Men, Merchants
26-30	Men, Patrol
31-35	Men, Pirates
36-40	Men, Raiders (Galley-like craft)
41-45	Mermen
46-00	Use Standard Encounter Tables

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