



Veluna



Proper Name: Archclericy of Veluna

Ruler: His Venerable Reverence, the Canon of Veluna, Hazen, Shepard of the Faithful

Major Towns: Devarnish, Mitrik, Veluna City, Whitehale, Grayington, and Falsridge

Kingdom Alignment: Lawful Good, with strains of Neutral Good and Lawful Neutral.

Allies: Furyondy, Highfolk, Bissel, Verbobonc, Kron Hills, Ulek States, Knights of Hart and Luna

Enemies: The Empire of Iuz, Ket, The Pomarj (minor)

Peace and harmony to you, Brothers and Sisters! Your character has been graced with the honor of adventuring in the Archclericy of Veluna. I am Brother Darius, and I will be your guide to the heart and soul of Oerth which is Veluna. The face of the Flanaess changed greatly during the Greyhawk Wars and the years that followed it. The Great Kingdom has fractured into pieces. The Scarlet Brotherhood has destroyed kingdoms from within and the

A QUICK TOUR OF VELUNA

Veluna is situated in the center of the western lands of the Flanaess. The Volverdyva River marks our northern border with Furyondy. Veluna stretches west to the Fals Gap and east to the Iron Woods. The northern edges of the Lortmil Mountains mark our southern border and protect us from harsher weather seen in the land to the south. Veluna enjoys warm summers and mild winters with a long growing season, making farms common across the central and northern lands. There are only a few stands of forests left inside the boundaries of Veluna. The Asnath Copse is of Veluna and is home to the elven city of the same name. The Iron Woods marks the border between Veluna and Verbobonc, though where the border is in the woods depends on what patrol you run into while in the woods.

Mitrik is the capital of Veluna. Situated on the western edge of Veluna on the Fals river, Mitrik is a town of ancient temples and villas floating on the gentle current of the river. Veluna City is a planned city constructed by Canon Markiev ages ago. The city is very religious and is made up of merchants and large open markets from the farming communities that surround it. Devarnish sits in the eastern end of Veluna and marks the start of the Great Western Road. Many powerful merchant houses are based in Devarnish, and religion and money often clash here.

forces of Iuz the Old have ground entire kingdoms into dust. Through all of this, Veluna has stood as a beacon of light against the forces that would destroy good in the world. Unlike most kingdoms, Veluna came through the great wars unscathed. Our forces are strong and our coffers are full and we support many of our neighbors with troops and supplies. The opportunities for adventure and service to the kingdom are around every corner as we help to rebuild our neighbors as well as prepare ourselves for the struggles that are sure to come.

We are led by his venerable reverence, Canon Hazen, Shepard of the Faithful. Our leader for over 50 years now, his wisdom and divine guidance have been a moral compass for our country and those who look to us for help. The canon stands as the central figure of our country's pride and honor, and he is respected by all who know him. With the help of the Archmage Bigby and the *Crook of Rao*, the Canon purged the demons from the land in the Flight of Fiends. He stood beside his longtime friend King Belvor of Furyondy upon the calling of the Great Northern Crusade, and Veluna and Furyondy's eternal was against Iuz.

As the year **591 CY** begins, the forces of good are rebuilding. Iuz, the Scarlet Brotherhood, and others look to consolidate what they have gained and those standing on the sidelines look for signs of weakness to strike. The time for mighty heroes to come forward and make themselves known is at hand. It is time for adventures about which bards will write songs and will make heroes that small boys can look up to in awe. It is time for the forces of light to rise up and stem the tide of darkness before all is swept under it, and evil reigns supreme.

- ✘ Rumors out of Devarnish tell of people acting strangely. When confronted, they collapse onto the ground and wither into zombie-like corpses. The church of Rao is obviously concerned and is offering a reward for any information leading to the cause. The High Roads Trading Company is also looking for help in Devarnish, but whether the two have anything to do with each other remains to be seen.
- ✘ Lady Jolene, Supreme Mistress of the Order of the Moon, is offering a general reward to any citizen who has information concerning her betrothed, Prince Thrommel of Furyondy, who went missing in the Year 573 CY.
- ✘ The Diocese's of Falsridge and Whitehale are looking for new recruits for their standing forces. These are both stepping stones

into the Knights of Falsridge and the Knights of Whitehale. The process is a long one, but this is a start for those who aspire to this lofty goal.

CHARACTER CREATION IN VELUNA

The **Living Greyhawk™** campaign allows you to choose any character of any race and class combination in the PH. Characters playing in Veluna, however, should do their best to work with the spirit and feel of Veluna to make their character come alive. Below are some guidelines for creating a character appropriate to adventuring in Veluna. For more details on the people of Veluna, check out our online Gazetteer at <http://www.veluna.com>.

RACES IN VELUNA

High Elves: *Veluna boasts a large elven community, with several primarily elvish sites within its borders. Several important members of the College Arcane are elves, as well as one of the reported advisors to the Canon. Elves are treated with the utmost respect in Veluna.*

Dwarves: *The Lortmil Mountains contain many dwarven clans, but they are considered independent of Veluna. Most dwarves in Veluna itself are craftsmen or adventurers. Devarnish contains the largest single collection of dwarves in Veluna. Dwarves are viewed as a hardy and respected people by the general population.*

Gnomes & Halflings: *Most gnomes and halflings are in the Lorridges hills in western Veluna. They are viewed with caution, as they are not seen often but are given the benefit of the doubt by most.*

Half-Elves: *Veluna has a large number of half-elves who are accepted by many as equals. They have no settlements of their own, but can be found in any of the larger towns.*

Half-Orcs: *Seen as cousins to evil and hated creatures, half-orcs have a very hard time in Veluna. They will be given no leeway by local law officials and most merchants will not do business with them.*

† Your character lives and adventures in Veluna, but that does not mean he was born here. It is important, however, that the character has chosen Veluna as his homeland, and that he has some reason for being there.

† No character may begin play belonging to any group with an in-game benefit. This includes but is not limited to any knighthood, thieves guild, nobility, clerical organization, city guard/watch, or merchant/trade guild.

† Most races are represented and tolerated in Veluna. Half-orcs are the exception and are frowned upon by the local population. They are not hunted down or harassed in public, but they can expect to find people generally uncooperative and sometimes down right unfriendly.

† Veluna is a very civilized land, and therefore no barbarian is truly “native” to Veluna. Such characters come from barbarian lands, but have chosen Veluna as their “home” in the civilized world. Barbarians are tolerated by most in Veluna, though they often run into the same prejudices that half-orcs do.

† Religion, to say the least, is the heart of Veluna. The Grand Library of Rao in Mitrik is a sight to see. Standing on the site where the *Crook of Rao* was found over 500 years ago, it’s a bastion of knowledge and enlightenment. The most popular religion in Veluna is Rao, God of Reason. Gaining popularity over the past hundred years is St. Cuthbert. The dioceses of Falsridge and Whitehale have strong Cuthbertine factions in them. Heironeous is popular as of late with many young sons of the northern nobles. Other than that, a few Oeridian agricultural gods and the gods worshipped by the demihuman population round out the generally worshipped gods in Veluna.

Veluna boasts a very robust and profitable economy. Food is exported north and east and the wealth of the Lortmil mines flows down into Devarnish. The Great Western Road, which starts in Devarnish, heads west to the Baklunish states and many merchant houses are based in and around the Veluna area. Veluna’s coins are known as the following: PP- Brilliant, GP- Crook, EP- Staff, SP- Tower, CP- Hand.

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[HTTP://WWW.VELUNA.COM](http://www.veluna.com) is the official site for information about the **Living Greyhawk™** campaign in Ohio, including an informative Gazetteer, local Con information, news about module premieres, and much more!