

Interior Maps Key

Chendl City Map

-  Canals
-  City Walls
-  Damaged City Walls
-  Buildings
-  Damaged Buildings

- | | | | |
|---|-----------------------------|----|-------------------------|
| 1 | Palace Complex | 10 | The Wyrn (Inn) |
| 2 | Temple of Pholius | 11 | Sutter's (Restaurant) |
| 3 | Temple of Pelor | 12 | King's Arms Tavern |
| 4 | Temples of Heironeous | 13 | Heroes' Rest (Inn) |
| 5 | Temple of Istus | 14 | Ranjandum's |
| 6 | Temple of Rao | 15 | Weatherhaven Inn |
| 7 | Temple of Delleb | 16 | Temples of St. Cuthbert |
| 8 | Household Regiment Barracks | 17 | Temples of Trithereon |
| 9 | Infantry Barracks | | |

Willip City Map

- | | | | |
|---|------------------------------|----|---------------------------|
| 1 | The Prow (Inn) | 8 | Batrachio's (Bawdy House) |
| 2 | Rope and Tack (Inn) | 9 | Dialamen's (Inn) |
| 3 | The Fettered Barrel (Tavern) | 10 | Temple of Heironeous |
| 4 | The Lands of Isius | 11 | Temple of Pelor |
| 5 | Iron Billet | 12 | Temple of Procan |
| 6 | Grandien's (Gaming House) | 13 | Temple of Rao |
| 7 | Boar's Haunch (Restaurant) | 14 | Temple of Mayaheine |

Rel Mord City Map

- | | | | |
|---|----------------------|----|---------------------------------|
| 1 | City Fortress | 10 | Royal University Buildings |
| 2 | Royal Palace | 11 | Iron Fist Guild Building |
| 3 | "Fortlets" | 12 | City Baths |
| 4 | Temple of Rao | 13 | Goods Market |
| 5 | Temple of Heironeous | 14 | Riverman's Repose (Inn) |
| 6 | Temple of Pelor | 15 | Ryshenken's Roll (Gaming House) |
| 7 | Temple of Pholins | 16 | Men O'Steel (Tavern) |
| 8 | Temple of Delleb | 17 | The One Lamp |
| 9 | Temple of Zilchus | | |



THE MARKLANDS

Credits

Design: Carl Sargent
Editing: Mark Shipley with
 Karen S. Boomgarden
Cover Art: Jeff Easley
Interior Art: Eric Hotz
Border Art: Robin Raab
Graphic Design: Sarah Feggestad
Cartography: John Knecht
Typesetting: Gaye O'Keefe
Production: Paul Hanchette

Copyright © 1993 TSR, Inc.
 All Rights Reserved.
 Printed in U.S.A.

ADVANCED DUNGEONS & DRAGONS, AD&D,
 FORGOTTEN REALMS and GREYHAWK are registered
 trademarks owned by TSR, Inc. The TSR logo, MONSTROUS
 COMPENDIUM, and DUNGEON MASTER are trademarks
 owned by TSR, Inc. All TSR characters, character names, and the
 distinctive likenesses thereof are trademarks owned by TSR, Inc.

Random House and its affiliate companies have worldwide
 distribution rights in the book trade for English language products of
 TSR, Inc.

Distributed to the toy and hobby trade by regional distributors.
 Distributed to the book and hobby trade in the United Kingdom by
 TSR Ltd.

This material is protected under the copyright laws of the United
 States of America. Any reproduction or other unauthorized use of
 the material or artwork contained herein is prohibited without the
 express written consent of TSR, Inc.

TSR, Inc.
 POB 756
 Lake Geneva,
 WI 53147
 USA

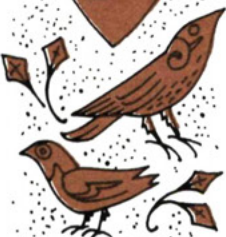
TSR Ltd.
 120 Church End,
 Cherry Hinton
 Cambridge CB1 3LB
 United Kingdom

Table of Contents

Introduction	2	The Shifting Frontier	48
Furyondy	3	Locations and Settlements	51
A History of the Land	3	Defending the Forest	54
Furyondy Today	4	The Fate of the Vesve	55
Rulership and Law	4	Characters of the Highfolk and Vesve	56
Trade, Taxes, and Money	5	Nyronnd	58
Furyondy: Power and People	9	A History of the Land	58
Furyondy and Other Nations	9	Nyronnd Today	58
The Military in Furyondy	10	Will Nyronnd Fall?	59
Folks and Factions	11	Rulership and Law	60
A Day in the Life	14	Trade, Taxes, and Money	61
Gazetteer of Furyondy	17	Nyronnd: Power and People	63
Barony of Kalinstren	17	Nyronnd and Other Nations	63
County of Crystalreach	20	The Military in Nyronnd	63
Chendl	24	Folks and Factions	64
Viscounty of the March	26	Other Factions	66
Barony of Littleberg	28	A Divided House?	68
Duchy of the Reach	29	Common Folk of Nyronnd	68
The Gold County	31	A Gazetteer of Nyronnd	69
Barony of Willip	34	The Western Lands	69
Adventures in Furyondy	36	The Southern Coast	72
Against the Evil of Iuz	36	The North-Central Lands	75
Political Intrigues	37	The South-Central Lands	76
Protecting Resources	37	The Northern Lands	78
Miscellaneous	37	Eastern Nyronnd	82
Furyondy: Characters and Forces	38	The Almorian Borderlands	85
Non-Player Character Profiles	38	Adventures in Nyronnd	89
Furyondian Garrisons and Patrols	42	Intrigues and Politics	89
The Shadowclaw	44	On the Borderlands	89
The Highfolk and the Vesve	47	Characters of Nyronnd	90
Life on the Frontier	47		

Sample file

Introduction



The Mighty Are Fallen

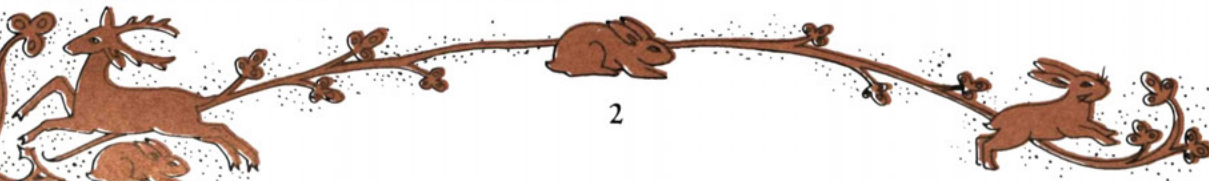
This is a sourcebook about desperate days and realms in peril. In the central Flanaess, the great Greyhawk Wars have reduced once mighty nations to penury. Great Furyondy, first nation state to throw off the yoke of the Great Kingdom, faces the merciless hordes of Iuz to the north and east while its King ages before his years trying to unify his fractious nobles. Furyondy's brave allies, the Highfolk, seem to face certain defeat against the same enemy within the great Vesve Forest. Nyronnd, bright hope of Good to the east, lies exhausted and impoverished. Many of its best citizens have already fled. Those who remain face starvation and riots. Raids by brutal Aerdy soldiery and humanoid from the Bone March have reduced morale to the point of desperation. If ever lands needed heroes, now is the time. To use this sourcebook, you will need the *From the Ashes* set.

The following chapters describe these imperiled lands and their people in detail. A brief history of each land is followed by a description of its rulers and politics, its trade and economy (how its people survive in these dark days), its relations with foreign states, and a survey of the military might left to it after the Greyhawk Wars. The struggles of powerful factions

are described along with the lives of common people. Each nation has its major towns and cities described in an extensive gazetteer entry which also covers other settlements, castles, fortifications, mines, places of mystery, magic and wonder, and much besides.

Major NPCs, and armies, are detailed in "Characters and Forces" sections. A final section on Adventuring in each land provides plenty of adventure hooks for the DUNGEON MASTER™ to use in setting campaigns in these beleaguered kingdoms.

The Marklands offer adventurers endless opportunities. Evil foes stalk the borders of the great nations. Internal struggles threaten to collapse Nyronnd from within. Dark and dire evils wait to be challenged. Fabulous treasures await those brave enough to fight the goblinoid hordes, and powerful monsters who possess them. There are dungeons to explore. Deep political intrigue waits in the cities. There are skirmishes against humanoid warbands and crusades against overwhelming evil. Those who survive and triumph may be granted lands of their own to build castles and proclaim their fiefdoms. The Marklands will always have need of heroes with wit and courage in these dark and troubled times.



History of the Land

The Kingdom of Furyondy was established as the Viceroyalty of Ferrond around 100 CY by the Great Kingdom of Aerdi, which was then at its peak. Ferrond, populated by Oeridians, Suloise and Baklunish, who settled here after the Baklunish- Suloise Wars, was much larger than Furyondy is now. It originally incorporated most of modern-day Veluna, Highfolk, the old Shield Lands, Dyvers and a goodly part of modern Perrenland. Its capital was the city of Dyvers.

As political and financial power became more and more centralized in the hands of Ferrond's rulers, it was only a matter of time before the Viceroyalty began to struggle for its independence. An endless series of skirmishes with Aerdi forces, combined with careful political maneuvering, brought Thrommel I to the throne in 254 CY and the Kingdom of Furyondy was born.

Thrommel and his descendants had to allow their original set of vassal states independence over the following decades and centuries. Bissel was annexed for a time during Furyondy's expansionist phase, but with the secession of Voll (now Veluna) Bissel could not be retained within Furyondy's fief. Early in the fourth century CY the Shield Lands took form, the local rulers banding together to oppose the growing cohesion of the Bandit Kingdoms and then proclaiming their independence. Perrenland had always been governed more in name than in practice, and was formally proclaimed independent in 400 CY. The Highfolk, always chaotic of bent, were allowed self government to the point where the Furyondian king's authority in that land was reduced to a formality. Although the town of Highfolk is technically a part of Furyondy, and there has never been a treaty formally proclaiming its independence, no Furyondian king would try to exercise his rulership there. Finally, Dyvers became a Free City in 526 CY, still paying taxes and tithes to Furyondy.

During these many years Furyondy was rarely engaged in warfare, the Short War with Keoland in the early Fifth Century CY being a rare exception. With a shortage of external enemies, and given its fine armies and exceptional naval strength on the Nyr Dyv and Whyestil Lake, Furyondy's kings felt secure in letting go of their old vassal states. Just as Furyondy freed itself from Aerdi, why shouldn't other states become independent of Furyondy?

Because of that enlightened attitude, the former vassal states generally kept warm relations with Furyondy. This was especially true of the Highfolk, and of Veluna, a growing power of good closely allied with Furyondy. Perrenlanders were suspicious of Furyondy, but knew the value of their trade route through the valley of the Velverdyva and through the fertile rivers

and plains of the Kingdom. Furyondy was a better place to trade than Ket. The Shield Land nobles were an exception, always fearing a re-annexation of their lands by Furyondy, a fear they paid for dearly when war came.

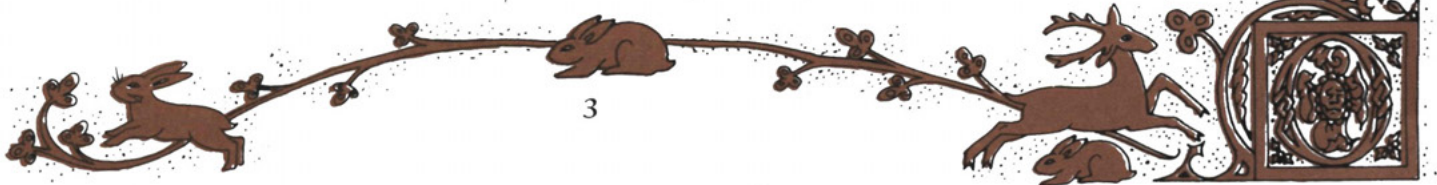
Furyondy's lands were ruled by seven noble houses during those early times. Six of those families survive today. When Furyondy was a great, sprawling state, the king needed powerful local noble-vassals; but as decades went by and the lands shrank, the nobles kept their taste for strong local rulership and gradually they became almost as powerful as the king himself. The courts of Furyondy's dukes and barons rivaled the splendor of the king's. Although the nobles were all legally granted their lands by the king, they ruled each of the seven provinces of Furyondy much as they pleased. Indeed, the king of Furyondy did not directly control any lands of his own. This would prove a source of strife and trouble for successive kings in the hard years to come.

The rise of Iuz, who united a rabble of humanoids and petty rulers after his mysterious appearance in 479 CY, was noted by Furyondy for some years, but as refugees fled to the northern provinces of Crystalreach and Xalinstren the tales they told were so terrible that eventually they had to be attended to. These refugees spoke of massacres, a road of skulls built to Dorakaa, watch-towers belching smoke, fire and acid into which slaves disappeared by the score. Such horrors made the northern nobles, and the king, shiver.

Iuz's disappearance in 503 CY was met with a sigh of relief. The current king, Belvor II, was all too happy to forget about the fiend. When Furyondy failed to build strong defenses to the north while the times allowed it. Southern nobles refused to pay extra taxes needed for such work. So, when Iuz reappeared some sixty-seven years later, his malign eyes turned to the great southern state, Furyondy was unprepared.

Iuz's armies outflanked Furyondy as they destroyed the Heirarchs of the Horned Society, swelled their ranks with the humanoids and evil men of that land, and carved through the Shield Lands like a knife through butter. Belvor IV, the wise king of Furyondy, was fully alerted now but the rulers of the Shield Lands declined offers of help, fearing Furyondian intrigue. It was a minor miracle that most of the population of Admundfort was evacuated, mostly to Willip, before they suffered the dreadful fate of most other Shield Landers.

Furyondy fought Iuz for nearly two years, having to watch Ket strike into and then subdue Bissel, cutting off aid from southern nations who also had to face the giant troubles of the Lost Lands. The northern cities of Crockport and Grabford were lost and the capital city Chendl was besieged for months. The naval strength on Whyestil Lake was decimated, and only



Furyondy



the most desperate defense in the northern provinces and the Vesve Forest stopped the advance of Evil. The Highfolk fought with savage bravery against the pitiless hordes of evil priests, undead, monsters and humanoids which Iuz hurled against them. Their stubborn courage finally ground the enemy to a standstill. Furyondy lost over 28,000 men in the Wars, and much wealth and resources, but Belvor's final assaults north of Chendl inflicted grievous casualties on the forces of Iuz. If Furyondy was desperate to sign the Pact of Greyhawk, so was Iuz.

Furyondy Today

The current date is late spring, 585 CY. While later sections give lots more detail, what is presented here is a brief summary of how Furyondy stands at this time.

The nation has suffered a serious loss of fighting manpower, but it has also gained from an influx of refugees and warriors from other nations. The Shield Landers, of whom some 11,000 were evacuated. Furyondy, are the most important group. Furyondy has lost territory to the north, including some vital fertile land south of Whyestil Lake (and the fish resources of the lake itself) which has reduced game food production by about eight percent. To the east, the Veng river is too dangerous for most merchants to sail, so trade has been adversely affected. However, Furyondy has generally not lost too much of its lands and productive resources. It is down, but certainly not out.

Furyondy is, however, faced with a desperate need to spend far more money than it did before the war. Chendl itself is in a state of considerable disrepair. Several vital northern castles have been lost and building more along a new northern frontier will be time-consuming and very expensive. There is also a pressing need to hire mercenaries for the defense of the Kingdom and to aid the Highfolk, which is also a drain on finance. The southern nobles have long grumbled about their taxation load, which, in truth, has never been great. Now they are a little more willing to support the king, but there are strong tensions between the different provinces and Belvor's impatience with some of his nobles makes more than one fear that the king may try to depose the noble houses and centralize rule of the lands.

Furyondy is still a strong and vital kingdom. While some of its people are still bemoaning their losses in the wars, this is no nation of cowards or fainthearts. Rather, Furyondy needs to buy time, to marshal its resources, build new defenses, steel its people and collective will, and whip dissident nobles into line behind a valorous and capable king. Whether it will have that time, Istus alone knows.

Rulership and Law

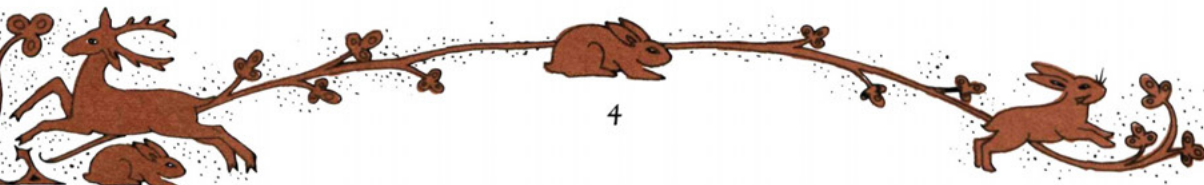
Furyondy's current sovereign is King Belvor IV, a 61-year old paladin who came to the throne very young in 537 CY, after the death of his father Belvor III. Belvor's biological age, however, is but 49, due to quaffing a potion of longevity. Belvor is strong and brave...a true King. Unfortunately, he is also prone to fits of impatience, and that is his one failing despite his skills as a diplomat and negotiator.

Technically, Belvor is an absolute ruler; what he says goes. However, he is always required to consult with the representatives of the "Seven Families" (as the noble houses are known). Each of these hails from one of the provinces of the land, and is a minor noble in his own right. These representatives form Belvor's Noble Council, which meets in Chendl. Everything has to be agreed to by them before Belvor can act on matters of state, and there are often powerful disagreements between them. As noted, southern nobles are reluctant to see taxes drained for the north, but there are other personal and political conflicts too. These noble houses hold the right to gather taxes, levy troops and other royal privileges. They jealously guard these ancient prerogatives from usurpation by the King. The noble houses of Furyondy are detailed in the in the gazetteer entries for each province.

One point of precedence which is very important to the Seven Families is that their formal titles (Baron, Count, or Viscount) are not important. They are regarded as equals in rank, above everyone except the king. This is an exception to the usual niceties of life in Furyondy, where social rank and title is of great importance among the elite.

Furyondy is a feudal state. Below the king and the Noble Council is an array of minor nobles who meet in what is termed the "Knightly Conclave," a semi-parliamentary group which considers more or less any issue it wishes to and then offers its opinions to Belvor. This is the forum where Knights of the Hart (a powerful military alliance detailed below) are influential, as are a few powerful Guilds, priesthoods, artisans, and the like. There are very subtle divisions of rank within this group, which is self-perpetuating either by birth (for nobles) or by very secret appointments and elections (as with Guild representatives).

Within the Knightly Conclave, ancient and elaborate traditions of rank and procedure are observed. The Knightly Conclave is presided over by a Speaker, who dresses in garish robes and bears the preposterous title of Cerise Pursuivant Dragon. The Speaker directs the debates of the Conclave and delivers their judgements with ponderous formality to the King. Belvor doesn't have to listen to the Conclave's advice, but he needs the Conclave's support to implement his decisions.



Belvor has his own advisers, of course, and he increasingly turns to them for help in trying to make his nobles do what he wants them to do. In addition, ambassadors of certain foreign states now play a key role in decision making. This is especially true for Canon Gellain of Veluna, Furyondy's major supporter-state. The role of Veluna is described in the section on relations with foreign powers. Belvor also maintains very warm relations with the Highfolk, and works hard to keep this alliance firm.

The Law of the Land

Compared with the complexity of its noble politics, the system of law in Furyondy is relatively straightforward. Alleged crimes are divided into criminal and civil offenses. Civil offenses are usually settled by the ancient practice of duelling usually with paid champions standing in for defendant and accuser. It is deemed that Heironeous, god of honor and valor, will guide the hand of the righteous, so this is an acceptable way of settling matters. However, given loss of fighting men in the war, inflicting serious injury in such duels is now a criminal offense and more civil cases are being settled by magistrates, who are usually low level priests of a lawful neutral, or lawful good, deity such as St. Cuthbert, Rao or Zilchus.

Criminal offenses are divided into Grievous Crimes (such as murder, sedition, and treason), Injurious Crimes (such as serious assault, tomb robbing, major destruction of property, rioting, magical misconduct and the like), and Crimes of Disrepute (small-beer infringements such as minor assault, bootlegging, coin clipping, minor fraud, and bribery of minor officials). Minor offenses are regarded as more serious if they result in impairment of rebuilding and defense work. Trials for criminal offenses are presided over by magistrates as above, save for Grievous Crimes which are investigated by a three-member panel of judges, higher ranking priests of suitable deities. Magical interrogations are standard practice in cases of alleged Grievous Crimes, but not in lesser cases.

Sentences handed down to those found guilty vary somewhat from province to province, but Grievous Crimes usually merit death or banishment usually accompanied by the severance of a limb or the placing of a curse or geas on the criminal. With other crimes, some nobles levy heavy fines which add to the noble coffers. Some opt for forced conscription into levies, but this is frowned upon by many Furyondians, who regard this as little more than slavery. Others prefer imprisonment or banishment. Baron Jemian's dismal Castle Greylode is a penal experiment which is being watched closely by other nobles, anxious to see if it is a successful way that they could enhance their own wealth and revenues.

Enforcing the Law

Furyondian militias are generally well organized. They are lawful, honest, and have fair (or better) morale. Cities and large towns have regular and frequent watch patrols in almost all districts. If anything, militias are overmanned, especially in the northern provinces. There is a good reason for this. The northern rulers in particular know that they must maintain their military strength, since the hordes of Iuz are capable of striking against them only a day's march away.

Militias also have a second role of some importance in many places, especially in the northern provinces. If men have to be paid to watch and defend, they may as well work while they wait for the call to arms. They work on the repair and construction of walls, stockades, even castles. Those without real skills are not made to work as crude laborers, since this would be demeaning and affect their morale, so they are usually placed as overseers and foremen.

Furyondian militias can be stern and harsh. They are virtually always believed and supported by rulers, magistrates and judges. There is little doubt that some of them were a little around the darker districts of some towns, imposing their authority with rather too much zeal for most people's tastes. Adventurers would do well not to cross them.

The Dungeon Master should determine the strength of a militia patrol encountered by player characters according to the needs of the encounter and the campaign. Should characters become involved in a conflict with them, the local authorities will almost certainly side with the militia men in any legal dispute.

Trade, Taxes, and Money

The Big Picture

Belvor's coffers are administered by his Chancellor, Sir Rayman Delbeith, who is intelligent and scrupulous, but rather hidebound. Rayman tends to lurk within his rooms in Belvor's palace, behind an army of clerks and scribes. Belvor has four sources of direct funds. The first two are income from taxes on the people of Chendl, and two-thirds of the taxes and tithes paid by Dyvers to Furyondy (the remaining third goes to the Gold County, which originally included the lands of Dyvers). In addition, aid given by foreign nations (most notably Veluna) goes straight to the King's coffers. Finally, Belvor receives some monies from commercial taxes such as import duties, although most of these revenues go to the rulers of the provinces, who collect them.

Belvor uses these monies to administer the capital city, and the current repair costs are ruinous. He has to sustain his own army, garrisoned within it and on the

