



Ruler: His High Radiance, Owen I, Grand Duke of Geoff

Major Towns: Hochoch (all other towns and villages are either in ruins or under Giant control)

Kingdom Alignment: Lawful Neutral, tending toward Good and Neutral

Allies: Sterich, Keoland, Gran March, Bissel

Enemies: Giants, Giant-kin, allies of Giants, Giant sympathizers

Untrusted: Valley of the Mage

WELCOME TO THE GRAND DUCHY OF GEOFF! THESE ARE INTERESTING TIMES IN GEOFF, FOR WE HAVE ALMOST NO COUNTRY TO CALL OUR OWN. THE GIANTS AND THEIR NONHUMAN ARMIES SWEEPED THROUGH THE LAND, DRIVING US FROM OUR HOMES. IT HAS NOW BEEN 8 YEARS, AND THE PROMISED AID FROM OUR ALLIES TO HELP RECLAIM GEOFF HAS STOPPED JUST WHEN WE'VE STARTED TO RESCUE OUR OWN LAND. WE CAN ONLY CLAIM A SMALL PIECE OF OUR HOMELAND IS ONCE AGAIN FREE. THE KNIGHTS OF THE WATCH AND THE ARMIES OF THE GRAN MARCH WAGED A BLOODY WAR ON THE GIANTS. IT HAS BEEN WITH THE SUPPORT OF FIERCE WARRIORS SUCH AS THESE THAT WE HAVE MANAGED TO RETAKE HOCHOCHECH AND A LITTLE OF THE SURROUNDING REGION. AS TO WHETHER OR NOT THE KNIGHTS AND OFFICIALS OF GRAN MARCH WILL TURN OVER CONTROL OF HOCHOCHECH TO THE RIGHTFUL OWNER, DUKE OWEN I, IS ANOTHER MATTER TO BE RESOLVED.

Geoff: Last Bastion of the Flan

✦ The Flan are the native people of the Flanaess, the portion of Oerth in which Living Greyhawk is set. Geoff is the only civilized nation to continue the practice of the Old Ways of the Flan, albeit with Oeridian and Suloise influences. Its rough landscape is especially well suited to the rugged Flan and their ways.

✦ Geoff is nestled in the outstretched arms of the Crystallist Mountains and the Barrier Peaks, in the Western portion of the Flanaess. The Javan River, longest river in the Flanaess, finds its source in the mountains above Geoff. The river roughly forms her eastern border, while mountains surround her other three sides. Rivers and streams are strewn throughout the rolling hills and beautiful countryside.

✦ Three major forests fall within Geoff's borders: the Hornwood to the west, the Oytwood to the southeast, and the huge Dim Forest to the northeast. The Hornwood is famous for producing the Longbowmen of Geoff, renowned throughout the land for their skills. The last major geographical feature is the Stark Mounds, a hill region that is home to the gnomes and their famous college.

✦ The cities and towns of Geoff are all either destroyed or controlled by the giants, save one – Hochoch. Gorna, the capital of Geoff, Preston, Midwood, Oytmeet, Pregmere, Pest's Crossing, and Tika Town remain in enemy hands. Hochoch, captured by the giants in 584 CY was reclaimed in 586 CY by the Knights of the Watch and an army from Gran March. It currently represents the entire free land of Geoff, and is a starting point from which brave souls throughout the land gather to reclaim what was stolen.

RECENT HISTORY

IN 584 CY, THE USUAL GIANT RAIDS AND SHORT FORAYS INTO GEOFF SEEMED TO SUDDENLY INVOLVE AN OVERWHELMING ARMY OF GIANTS, GIANT-KIN, AND THEIR EVIL FOLLOWERS. DESPITE THE INCREDIBLE HEROICS OF MANY BRAVE GEOFFITES, THE GIANT ARMY MARCHED ACROSS GEOFF AS IF DRIVEN TO DESTROY ALL THAT WAS BEFORE THEM.

LED BY THE FAMED LONGBOWMEN OF GEOFF, GIFTED ELVEN BOWMEN, AND A SMALL BAND OF LOYAL GEOFF CITIZENS, THE MAJORITY OF THE POPULATION OF GORNA AND THE SURROUNDING COUNTRYSIDE WAS ABLE TO ESCAPE WITH THEIR LIVES. THOUGH IT COST MOST OF THESE DEFENDERS THEIR OWN LIFE, THEY STAYED BEHIND TO GIVE THEIR FELLOW COUNTRYMEN A CHANCE TO GET TO SAFETY.

AS GORNA FELL, THE DUKE AND HIS COURT FLED TO SHIBOLETH (IN GRAN MARCH) AND HAVE RESIDED THERE EVER SINCE, ARRANGING AID FROM OUR ALLIES AND COORDINATING THE WAR EFFORT. WITH THE LIBERATION OF GEOFF STALLED, RUMORS ABOUND THAT THE DUKE IS RETURNING HIS COURT TO HOCHOCHECH TO PERSONALLY TAKE CONTROL AND TO OFFICIALLY PLACE THE DUCAL BANNER ONTO NATIVE GEOFF SOIL.

THESE RUMORS HAVE CAUSED MANY OF THE GEOFF REFUGEES THROUGHOUT STERICH AND THE GRAN MARCH TO MAKE THE PERILOUS JOURNEY TO THE LANDS AROUND HOCHOCHECH, IN HOPES THAT THEIR DUKE WILL RETURN TO LEAD THEM TO VICTORY OVER THE TYRANNICAL GIANTS AND THEIR MINIONS. BEFORE THIS DAUNTING TASK CAN BE ACCOMPLISHED, THE MEAGER INFORMATION CURRENTLY AVAILABLE ABOUT THE OCCUPIED LANDS MUST BE VALIDATED AND EXPANDED.

NO ONE KNOWS WHO LEADS THE GIANTS. OR WHY THEY SEEM TO BE STRIPPING THE LANDS OF ANYTHING VALUABLE. THE FORESTS ARE BEING CLEAR-CUT, SIDES OF MOUNTAINS ARE BEING DESTROYED FOR THE PRECIOUS ORE INSIDE, AND RIVERS ARE BEING FISHED OUT. WHERE ARE THESE RESOURCES BEING TAKEN?

Are you interested in adventuring in Geoff?

Excellent! You and your companions will have many challenges and exciting adventures ahead of you. We are happy to have any of the various skill classes from any nation in Greyhawk! Whether you are a druidical wood elf looking for a chance to help your brethren in the forests, a dwarven cleric/sorcerer looking to practice your skills in a challenging environment, or a gnomish barbarian looking for a chance to take on some giants, we have the opportunity of a lifetime waiting for you in Geoff. Many of your adventuring companions are probably already here!

Some are here to help liberate a country from an army of invaders. Some see a great evil that has been reduced but not eliminated. To some, this is their homeland and they are here to reclaim what was taken from them. Some came so they would have the opportunity to go up against giants. And then there are those that are just interested in a good fight! If you fit into any of these categories, then you have come to the right place – the Grand Duchy of Geoff!

Geoff was primarily an agrarian culture before the War of Giant Aggression, so there were not a lot of families considered to be “nobility.” Many members of these families have completely disappeared during the war. With the loss of official birth records due to the fall of Gorna and the scattering of the surviving population during the war, proving a family heritage has become somewhat troublesome. Some say there are more people of allegedly noble birth in Geoff now than during the last several generations combined.

While many may claim a link to a noble family, the old family homestead is probably in shambles. The few reports from those who have managed to escape giant rule have indicated that most towns are little more than rubble. Most small villages have had their stone and wood taken as a resource for use by the giants elsewhere. Even the larger towns in which the giants have kept loyal citizens of Geoff as slaves are crumbling, with the slave populace forced to concentrate on raising food or gathering supplies instead of maintaining the buildings or infrastructure.

Geoff has always been known as an open society. The majority of the citizens of Geoff are human, however elves, gnomes, dwarves, and halflings freely interacted with each other before the giant invasion. Elves were an integral part of daily life throughout Geoff. Some of the gnomes’ major towns were just outside the capital of Gorna. Halflings and dwarves were less common but no less a partner in the management of the land and interaction among the people. Worshipers of Pelor, Ehlonna, Allitur, Phytid, Fharlanghn, St. Cuthbert, Obad-Hai, Norebo, Beory, and most of the elven and gnome pantheons were welcomed across the countryside. Throughout the Giant War, each race, religious organization, society group, trade guild, and farmer fought side-by-side against the giants. It is rumored that several secret organizations within Geoff played a key role in the counteroffensive against the giants and the retaking of Hochoch.

But the War to Retake the Duchy has changed the character of Geoff. The halflings that grew so much of Geoff’s food supply have completely disappeared. Of the three dwarven clans, one has suffered tremendous damage and has been rumored to have been opened up to the sky. Another has been forced to take refuge with the gnomes. The third dwarven clan may have been completely destroyed. Few dwarves interact with those outside their clan. The elves have lost control of large portions of the Hornwood, Oytwood, and the Dim Forest to the invaders. The remaining elves have retreated deep into the forests and are rarely seen by strangers. The gnomes seem to have escaped with the least damage. They lost two clan holdings and their largest city, Moundgomery, but the irreplaceable Illusionist College has remained intact. Due to the frequently brutal actions of orcs throughout the War Against the Giants, many of the current residents of Geoff are less than trustful of half-orcs.

Much of the land of Geoff may be beaten and under enemy control, and the town and villages infested with giants and their minions, but we will never give up fighting for that which is rightfully ours. Through every battle and despite every obstacle, we need only remind ourselves: **Today begins the Liberation of Geoff!**

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