

Living Greyhawk

Journal

*Hail to
the Death Knights*

*Exclusive Greyhawk Concept Art
Campaign News!*

no. six, Sunsebb 541 CY

 **RPGA**
NETWORK



Campaign News

Seven is the Number

Like any dark cabal worth its weight in evil, the LIVING GREYHAWK Circle of Six directorate has grown in power and number, increasing its ranks to seven. This malefic organization was proud to indoctrinate former Veluna Triad hammer of pain and suffering David Christ, RPGA U.K. lead torturer Sean Connor, and the Rocky Mountain's cunning madman Tim White into its ranks in the early days of autumn.

"This trio of malcontent schemers will help us accomplish our ultimate goal: snuffing out the light of heroism and do-goodery that currently plagues the Flanaess," campaign director of evil Stephen Radney-MacFarland chuckled when he unleashed the news at a small unsuspecting game day held in an undisclosed location. When asked how the Circle expected to accomplish this foul goal he cryptically responded, "one monster, one trap, one cursed item at a time."

Other sources within the Circle were more forthcoming about the specific duties and goals of the three new members. One Circle member who wanted to be known as "Cheryl Llewellyn" divulged that Christ would be in charge of propaganda and Conner strategy master of the European front. White was dubbed with the horrific title of rules lawyer.

The response of other Circle members, Belgian mistress of painful distress Ann Van Dam and House Brendingund puppet master John Richardson, was to giggle evilly and poke this reporter with sharp, pointy sticks.

WHERE'S ISSUE 5?

We hope you're enjoying the new format of the *LIVING GREYHAWK Journal* here in the pages of *DRAGON Magazine*. Long-time subscribers are probably wondering why this is issue #6, since the last issue to go to subscribers was #4, way back in June. To make a long story short, our 5th issue got caught up in the transition, and will be on its way to everyone who was a GUILD-LEVEL RPGA member in August within a couple

What is Living Greyhawk?

LIVING GREYHAWK is the largest, most popular shared-world DUNGEONS & DRAGONS campaign in the history of gaming. Run under the auspices of the ROLE PLAYING GAMER ASSOCIATION Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by taking part in scenarios played at conventions, game days, or in the comfort of home. For more information on how you can get involved in the campaign, visit www.livinggreyhawk.com.

weeks of this issue's release. Strange? Perhaps. We prefer to look at it is Ralishaz-tinged.

No More Tiers

The LIVING GREYHAWK campaign has moved away from the old Tier system, and is now using Average Party Level to determine the level of challenge in each adventure. If you are using a 591 CY scenario (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter. To determine the APL of a group of PCs, complete the following steps:

- 1) Determine the character level for each PC participating in the adventure.
- 2) If PCs bring animals that have been trained for combat (most likely war horses or dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

Animal CR	Number of Animals			
	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

Sum the results of 1 and 2, and divide by the number of characters playing in

the adventure—round up. If you are running a table of six PCs, add one to that average.

In LIVING GREYHAWK adventures, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, the judge will ask you whether you would like to play a harder or easier adventure before play begins. Based on your choice, the judge will use either the higher or the lower adjacent APL.

APL also affects the amount of experience you can gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL at which the adventure is played, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the scenario's objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack



must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal does not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hit points in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda, and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

Party Like it's 592 CY!

After a year and a half of LIVING GREYHAWK fun, it's almost time to reset your calendars and, more importantly, replenish your Time Units (back up to 52 for the year as of January 1st)! And to give you yet another reason to stay up and party on New Years, this year we will be hosting the First Annual First LIVING GREYHAWK Table of the Year Contest. The great thing about this contest is that everyone who participates

wins. This is what you have to do:

- Order an event for January 1, 2002. That event should feature at least one LIVING GREYHAWK scenario.
- Start that game right at midnight; snap a picture of your game table with some kind of proof that it is midnight. What kind of proof? Be creative!
- Complete your score packet online, and email us at lgnewyear@home.com with the name and RPGA numbers of the participants of the game, along with a scan of the photo (jpeg format, 72-100 dpi please), and a key to let us know who's who in the photograph. Both must be done before midnight Pacific Standard time January 5, 2002.

Each player (and the DM) at each table that participates will be awarded campaign documentation granting them an additional 3 Time Units for one of their characters that may be spent during the 592 CY game year. We'll pick the three coolest pictures and award members of those groups (including the judge!) a grand prize of 5 additional Time Units for the year. For purposes of the

contest, "cool" is a very subjective term—it could be that the photo made us laugh out loud, or it could make us wish we were playing in that game. We'll post the winning photos on the LIVING GREYHAWK website, so for Pelor's sake keep them clean!

The Plight of Tristor

Contrary to popular belief, we are not trying to play on the nostalgia of old cereal box mail-in offers with the long delay of *The Fright at Tristor* results. This LIVING GREYHAWK play-at-home adventure has been (thus far) an outstanding success on the play side (over 200 tables of results; about 1,000 members have participated thus far), but fulfillment of magic item goodies is agonizingly slow. But, chin up, everyone. We are again on the verge of a big *Tristor* push, as most of the results that are currently at RPGA HQ should be out in the mail by the time you read this. For those of you who are still procrastinating, you don't have long. *The Fright at Tristor* results will only be taken if postmarked on or before December 31, 2001. ★

New Scenarios Now Available!

A host of new LIVING GREYHAWK adventures have just hit the official campaign website (www.livinggreyhawk.com). Click on the "game play" link in the sidebar and order up a little slice of evil to challenge your heroes!

(COR1-08) The Future's Bright

By Creighton Broadhurst
Shipwrecked on the Bright Desert coast, you locate the remains of another shipwreck that can be used to repair your own craft. Unfortunately, the ship's crew seems to have died in a strange fashion that might come back to haunt you. A Core adventure for characters level 1-6.

(COR1-09) Swamp Things!

By Bruce Paris
Dark slithering denizens of muck and despair threaten a once peaceful druid's grove now in the midst of its



This unsavory interloper hides in one of the newly released adventures. Find out which by playing them all!

own political upheaval. A Core adventure for characters level 1-6.

(ADP1-10) An Evil Morning

Merchants have gone missing at an alarming rate. Rumors abound of vampires and devils; others say that a murderous minion of Ivid V or Iuz is trying to make a name for itself by squeezing the life-blood from the city. Will adventurers succeed where city authorities seem only to bumble? An Adaptable adventure for characters level 3-8.

(ADP1-11) Funeral for a Friend

The city mourns the passing of one of its greatest benefactors, but the body turns up missing before it can be laid to rest! Can you and a handful of friends find out what is going on? An Adaptable adventure for characters level 1-6. ★



The Death Knights of

Part One • By Gary Holian • Death Knight Template by Rich Redman

Illustrations by Greg Staples and Jeff Miracola

*"With tongues afire and breath of smoke,
the wrath of heaven their vengeance did stoke..."
— From the Ballads of Iwydesin of the Cranes*

Countless evils have stalked the WORLD OF GREYHAWK, but few are as dire as the dreaded death knights. Formed in a crucible of betrayal and damnation, these fell beings roam the lands of men, cursing everything they touch. Walking warriors of bone and desiccated flesh enlivened by a fiery spirit and unyielding hatred, death knights represent some of the most powerful and destructive champions that the armies of evil have ever marshaled against the forces of good and light in the Flanaess. Fortunately, their numbers are few and their enemies many. This article recounts the fell history of those who would become the death knights and presents a new template you can use to generate death knights for your own campaign. Next issue, we'll take a look at specific death knights and how they can be used as villains to enliven (and perhaps destroy) your campaign.

Origin of the Death Knights

*The sleeping crown rouses to
an apostate,
Eyes succumb to the beauty of the
beast.
And thirteen moons circle the dreaded
master,
As the sun sets on the great
empire.*

*—and Buertrain,
The Lays of Bar Strannick*

Centuries ago, the Great Kingdom of Aerdy enjoyed a level of peace and prosperity previously unknown to the Flanaess. From the Solnor shores to the Fals Gap, across the entire breadth of their empire, Aerdi culture and commerce ruled the day. In 198 CY, the sage Selvor the Younger proclaimed a coming time of strife and living death, but few in power wanted to hear such words during an unprecedented period of contentment. A creeping decadence was everywhere in evidence to those willing to peel back the veil and recognize it. However, few could have guessed that the seeds of centuries of darkness and destruction were even then being planted at the kingdom's core by those most entrusted to safeguard it.

The Knight Protectors of the Great Kingdom is widely regarded as the greatest order of knighthood in the history of the Flanaess. While their current incarnation is but a shadow of its former self, the knights were first christened by the kings of Aerdy centuries before the kingdom achieved its swell. Over the years, the Knight Protectors became the most preeminent defenders of the common weal in all Aerdy. Regardless of god or creed, all knights proudly shared this burden. As a congregation of the kingdom's best and bravest warriors, the Knight Protectors and their exploits became the stuff of fable and legend. The defeat of barbarian hordes, rampaging dragons, and the schemes of power-mad sorcerers

became woven into their history along with the legends of heroes such as Sir Lasimon the Martyr, Prince Jophan of Ahlissa, Caldni Vir of the Shamblefield, and Sir Piqarn the Hammer.

By the autumn of 202 CY, during the reign of the Overking Jiranen, a vacancy emerged at the head of the illustrious knighthood following the death of the well-respected Knight Commander of the order, Lord Nidramon the Hextorian. Most Aerdi expected the Council Gallant, composed of the oldest and wisest knights in the kingdom, to choose the man widely regarded as the greatest knight of the day to succeed the office. This was Lord Kargoth of Mansbridge, a Torquann nobleman who cut a stunning figure in the imaginations of the Aerdi people and nobility. A paladin of Heironeous, accounts say he stood nearly seven feet tall and had the strength of a hill giant. His exploits were already countless and while no longer in his prime, none could deny his unmatched puissance. But time eventually claims all men, even the matchless Lord Kargoth, so the paladin viewed becoming the standard bearer of the Knight Protectors as a last opportunity to extend his glorious career and share in the power regularly entrusted to lesser worthies.

An eclectic faction had gathered around his banner, a band of fawning princelings, cronies, schemers, and other assorted ne'er-do-wells. They fully expected his elevation to the head of



Berth

the order and began whispering to him that it was all but assured. When the Council Gallant announced Benedor Monlath of Chathold as the next Knight Commander of the order, shock spread throughout the land. The council proclaimed young Benedor the best living embodiment of the tenets of the Knight Protectors; some even suggested that he was touched by the spirit of the goddess Johydee.

When word of the decision reached Lord Kargoth at his castle, Fharlanst, the mighty knight seethed. His proponents had assured him of the selection and he had become convinced that no one was more worthy. The apparent slight wounded him deeply. When a priest of Heironeous counseled against challenging the council's decision, Kargoth had him expelled from his castle.

Goaded by his supporters, Kargoth appeared in the capital the following month for the convocation of investiture held in the Court of Essences at the royal palace. There, before the Overking and assembled nobles of the celestial houses of the land, he challenged Sir Benedor to a contest of arms. The younger knight accepted the challenge, as honor required, despite the disquiet quickly spreading throughout the chamber. Though clearly weaker than Kargoth, the valiant young knight repeatedly parried his attacks successfully, refusing to give up the floor. The two battled to a stalemate until sunset fell upon the chamber, marking the end of the contest. Kargoth's humiliation was complete: according to the rules of Parslin, the code of the Knight Protectors, Lord Kargoth had been defeated as he had issued the challenge but failed to prevail in the allotted time.

Sir Benedor reached out a hand of truce and friendship, as was the custom of the order. But Sir Kargoth could not hide his disgust, not in that special chamber created by the sorcery of the legendary Court Mage Schandor, which





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bade men to the speak the truth in all things. Knights of all stripes called foul, while Kargoth's faction sneered. In his agony and shame, the great knight rode off, wandering the countryside for many days. He damned the fate that had brought him low and vowed somehow to exact a vengeance. His mood festered and he openly cursed Heironeous for his plight. The heavens looked down upon him in silence. Demoralized, Kargoth soon became lost in a rainstorm while riding up the coast back to Fharlanst. Within a day of his home, he stumbled upon a lost ruin, in which he took refuge. There, the paladin discovered a rubble-strewn stairway leading down into the darkness. Following it, he came upon a vast hypogeum located beneath the earth. An ancient shrine greeted the light of his torch in this crypt-like chamber, at the center of which stood a grotesque statue of singularly obscene beauty. Kargoth was transfixed.

A chattering began to buzz in his ears as a voice spoke to him from out of the din. It seemed to emanate from the monstrous icon, which the paladin immediately recognized as that of a prince of the Abyss. The ancient Aerdi called this demon *Ahmon-lbor*, The Sibilant Beast, a fiend known more commonly as Demogorgon in modern vernacular. Kargoth knew his cult was widespread among the decadent Flan natives of the northeastern coast who practiced dark rites and human sacrifice and had been prevalent in the central lands before the native Flan there had been pacified generations ago.

The Beast praised Kargoth's might and heralded his exploits. Before morning, it had completely seduced him, making promises of power and vengeance, filling the gaping hole in his wounded pride. The Beast bade Kargoth to prove his fealty in exchange for the awesome powers that would be his to command. Kargoth and Demogorgon swore a pact that must be sealed in blood. The fiend's request surprised the paladin, but the twisted nature of the plan brought a smile to his face. Kargoth marked his words carefully, pledging himself completely to the dire path that lay before him. And then, with the suddenness of a thunderstroke, tentacles emerged from the darkness and tore out his eyes. In a single moment dominated by what seemed like a year of pain and torture,

Lord Kargoth became the first, most powerful death knight of Oerth.

The following morning, Kargoth returned to Fharlanst, donning a helmet to mask his disfigurement and new form. His assembled servitors and allies, though somewhat taken aback at his menacing demeanor, were eager to speak with him. An internecine skirmish had broken out between some of the Knight Protectors over the ascendance of Benedor, whom some considered weak and unworthy. Other longtime grudges, having little to do with Kargoth, came to the fore, and many knights overtly ignored the tenets of Parslin in their haste to gain revenge for past slights. Some spoke openly against the Overking. Turmoil had begun to spread throughout the kingdom, and some of the grumbling knights begged Kargoth to lead a coup of the order with their support. Much to their surprise, the behelmed lord knight agreed to do so. The plan he proceeded to lay out perplexed them, but the eager renegades listened on.

Instead of riding out to confront their rivals at Morshaldin Castle, ancestral headquarters of the Knight Protectors, Lord Kargoth's plan called for a raid on the obscure Temple of Lothan near Rel Deven. Kargoth informed his conspirators that the temple was the secret hiding place of the legendary *Orb of Sol*, a holy artifact of great symbolic importance to the Aerdi people. Its theft, he argued, would force their opponents into the open, where they could be crushed on the field of battle thanks to the *Orb's* legendary powers. Kargoth ultimately convinced thirteen of his fellow knights to place their trust in him and take up his plan. Though few of them truly understood its dire intentions, they agreed to support him and rode for Rel Deven the following dawn.

The hell-bent troop made quick work of the guardians of the temple and easily pierced its inner sanctum, the secret resting place of the *Orb*. Kargoth worked according to his own plan, however, and he bade everyone to stand aside as he approached the *Orb* himself and studied its rune-covered surface. The other knights displayed open apprehension. The culmination of the pact Kargoth had made with his new dark



Demogorgon's Bilious Sphere, an obscene parody of the Orb of Sol now carried by Kargoth the death knight.

master was at hand. The other traitors were no longer of any concern to him. The Beast had taught him ancient words of power, maledictions so profane they could bend the rumored powers of the *Orb* to his will and cause it to open a crack between this world and Demogorgon's personal layer of the Abyss. Without further warning, Kargoth traced the surface of the *Orb* with his fingers and spoke the words of power. Smoke rose from his digits as a crackling nimbus sent the dark knight hurtling to the walls of the chamber. An earthquake rocked the Temple of Lothan, and the floors and walls began to crack. Great tongues of unearthly fire began to shoot out from the *Orb* in all directions. The other knights began to

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*Great tongues
of unearthly fire
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all directions.
The other
knights were
struck down
where they stood
by the relentless
flames.*



from the outskirts of Rel Deven on a direct path to Rauxes. As reports reached the other Knight Protectors, they mobilized in the defense of the kingdom. Sir Benedor, new commander of the order, had been en route back to Chathold, but quickly rode for Rel Deven upon hearing the terrible news. He arrived to discover the Temple of Lothan a smoking ruin. What he found in the Chamber of the Orb shocked him to the core of his being.

The smoking bodies of thirteen Knight Protectors were strewn about the inner sanctum, which now resembled a charnel house. Their eyes had been cut from their faces, and Kargoth was nowhere to be found. Sir Benedor immediately suspected dark sorcery and moved quickly to examine the *Orb* in the center of the room. The young knight barely glanced at its rune-covered surface before the chamber began to stir. A sudden coldness tore at his skin. One by one, the smoking, scorched bodies of the dead knights around him began to rise to their feet and fix their gaze upon him. Their armor and clothing were seared to their charred flesh. A preternatural glow emerged from their faces, where once had been eyes. Sir Benedor recognized instantly that these were no longer men, but fiends. These were the dreaded death knights, newly sired into the world.

Aftermath

The rest of the history is well known, as the remaining Knight Protectors united to first waylay, then destroy the demonic abomination heading for Rauxes. However, this victory came too late to save some of the royal family, which was decimated near Carnifand. The attack cost many additional lives along the path of destruction, and a wave of terror gripped the kingdom as word quickly spread throughout the land of Kargoth's betrayal. As his infamy spread throughout the kingdom, the other Death Knights escaped the ruins of the Temple of Lothan and scattered throughout the lands under the cover of this confusion. They cursed the gods and Lord Kargoth for drawing them into the same dark pact he made with the Beast. The cult of *Ahmon-lbor* began to rise in the eastern cities, gaining a foothold in the Great Kingdom once more. Sir Benedor, now bearer of the *Orb of Sol*, launched his quest to bring

the traitors to justice and dedicated the order to this mission. But there would be few victories in his dauntless struggle, as passions soon faded and decadence gained a handhold among the Aerd. In 213 CY, the Royal Astrologers at Rel Astra confirmed a coming Age of Great Sorrow. The new Overking Zelcor distanced himself from the Knight Protectors. The attention of the Great Kingdom was drawn progressively inward as provinces began to win their independence, decade after decade. A century later, the death knights were so powerful it was they who began hunting down the Knight Protectors. Few came to their aid, as the monstrous knights gained the upper hand. Kargoth's depredations were so great that his infamy spread far and wide. The Great Kingdom, once a beacon of order and justice in the Flanaess, was never again the same.

New Template: Death Knight

Though Kargoth's betrayal and Demogorgon's meddling created only a handful of death knights hundreds of years ago, there's no reason why powers such as Nerull, Kyuss, Orcus, or Demogorgon himself can't create more to add to Oerth's small compliment.

Martial champions of evil consumed by hatred for the living and all things good, death knights are most commonly raised from the ranks of blackguards, fighters, rangers, and barbarians. Paladins who fall from grace near the moment of their death might also become death knights. Paladins who become death knights are subject to the same modifications presented for the blackguard in Chapter 2: Characters of the DUNGEON MASTER'S Guide.

A death knight's physical form is that of its decayed body, now undead. Its leathery, skeletal flesh is burned as if by infernal fire, as are its lips, teeth, and tongue. Visible plumes of steam accompany every breath. Death knights speak with booming, deep basso voices. Where once were eyes rest empty sockets illuminated by pinpricks of intense light.

Death knights commonly wear ancient, decaying suits of armor accented by flowing capes to mark them as figures of importance and accentuate their menace. Most wear blackened helms topped with heraldic devices related to their station in life. All possess a bellicose and arrogant per-

run for their lives, but they were quickly and unmercifully struck down where they stood by the relentless flames. Their flesh caught fire as they collapsed onto buckling flagstones.

Lord Kargoth writhed on the floor in agony, but he had succeeded in his task. He had delivered up the traitors to his master, and he had unleashed a horror upon the world, a great demon beast named Arendagrost, Maw of the Abyss. According to accounts at the time, the beast vaguely resembled an immense wingless dragon of gargantuan size. Instead of legs, it moved upon a sea of tentacles. In place of scales, it was covered in coarse black fur and had three heads that resembled monstrous horned fiends that breathed bloody acid, fire, and frost. Its six-fold eyes offered instant death to anyone catching their hideous gaze. The monstrous fiend began to cut a swath of destruction



sonality informed by perverse codes of honor that brook little mercy on the living.

Death knights speak the languages they knew in life.

Creating a Death Knight

"Death knight" is a template that can be added to any humanoid creature (referred to hereafter as "character"). The character's type changes to "undead." It uses all the character's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the character.

AC: The death knight has a +5 natural armor, or the character's natural armor, whichever is better.

Damage: All successful melee or natural weapon attacks cause 1 point of Constitution damage. Death knights usually fight with martial weapons, but if disarmed they use a touch attack that uses negative energy to deal $1d8+5$ points of damage to living creatures. A Will save with a DC of $10 + \frac{1}{2}$ the death knight's HD + the death knight's Charisma modifier reduces the damage by half and negates Constitution damage. Characters with natural attacks can use their natural weaponry or use the touch attack, as they prefer.

Special Attacks: A death knight retains all the character's special attacks and gains those listed below. Saves have a DC of $10 + \frac{1}{2}$ the death knight's HD + death knight's Charisma modifier unless noted otherwise.

Abyssal Blast (Su): Once per day, a death knight can unleash an abyssal blast of hellish fire. The blast explodes in a 20-ft.-radius spread anywhere within a range of 400 ft. + 40 ft./HD. The fire inflicts $1d6$ points of damage per HD of the death knight (maximum 20d6). Half of the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by *protection from elements (fire)*, *fire shield (chill shield)*, and similar magic. A successful Reflex save negates half the total damage.

Fear Aura (Su): Death knights are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD within a 15-foot radius must succeed at

a Will save or be affected as though by the *fear* spell as cast by a sorcerer of the death knight's level.

Undead Followers: Death knights attract lesser undead creatures that happen to exist within a 200 mile radius. They may have up to twice their own level in Hit Dice of followers. The followers arrive monthly in the following increments: $1d6$ ghouls, $1d4$ ghouls, $1d12$ Medium-size skeletons, $1d4$ wights, or $1d8$ Medium-size zombies once per week. These creatures remain in the service of the death knight until destroyed.

Spells: The death knight can cast any spells it could while alive, unless

alignment restrictions prohibit it.

Special Qualities: The death knight retains all the character's special qualities and those listed below.

Damage Reduction (Su): A death knight's undead body is tough, giving the creature damage reduction $15/+1$.

Immunities (Ex): Death Knights are immune to cold, electricity, fire, and polymorphing affects in addition to immunities granted to all undead.

Spell Resistance (Su): Each death knight gains SR $20 +1$ per character's level beyond level 10.

Summon Mount (Su): New death knights have the ability to summon a mount, typically a nightmare, though it may be of any other species normally used as a mount. The mount can have no more Hit Dice than half the death knight's levels. If the mount is lost or killed, the death knight may summon another after a year and a day.

Turn Immunity (Ex): A death knight cannot be turned. They can be dispelled with *holy word*, however.

Saves: Same as character.

Abilities: A death knight gains +4 to Strength and +2 to Wisdom and Charisma; but being undead, has no Constitution score.

Skills: Same as character.

Feats: Same as character.

Climate/Terrain: Any land and underground.

Organization: Solitary or Troupe (See *undead followers*, above.)

Challenge Rating: Same as character +3

Treasure: Double standard coins, goods, and items.

Alignment: Same as character (always evil).

Advancement: Same as the base creature.

Death Knight Characters

In order for a character to be considered for transformation to a death knight, all abilities must be above 10. The character must also be at least 6th level. All characters who become death knights are subject to the following changes in their normal abilities: *cure* abilities may not be used, but they can use equivalent *cause wounds* abilities. *Animal empathy* works only on animals of non-good alignments.





Window on the World

In 1998, artist Sam Wood sat down to sketch out the look and feel of the new **WORLD OF GREYHAWK**. No one outside Wizards of the Coast has ever seen those drawings.

Until now.

Here's a key to the illustrations and some words from the artist.

1) Ehlonna (Human Avatar). "I wanted her to be feminine and attractive, but feral at the same time." 2) Nerull. "I wanted to represent the essence of what the god embodied, not as a humanoid figure exactly, but as sort of a more allegorical or symbolic figure—hence the Medieval plague imagery of the *danse macabre*." 3) Geoffite Giant Killer. "The spines on her armor make her difficult to pick up. She's using a pole-arm to attack large targets from a safe distance, and she's got a very large cleaver on her hip that she's used to lop off the head of a hill giant, which she has slung over her shoulder." 4) Amedio Suel. "I liked the idea of a fair, sort of Nordic people who became jungle tribesmen. They're heavily freckled, with sun-bleached hair. You can see the volcanoes of the Hellfurnaces in the background." (Continued on Page 108.)



Ehlonna
Human Avatar





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Window on the World

(Continued from Page 106.)

5) luz the Old (Rough). "I didn't want the main villain of the setting to look human at all, and I wanted to emphasize his fiendish ancestry. I wanted the transition between his three forms to be very believable, so the same features are muted or exaggerated in each form." 6) Halga. "luz's high priestess has a neurotic sort of introverted, paranoid outlook." 7) Althea. "I wanted luz's other high priestess to look like a really abrasive, no-nonsense woman. I like the idea of a hard, almost tragic character, even though she's a villain." 8) Kermin Mind-Bender. "There was something about the original character that seemed redeemable, so he came off as less disgusting than the rest of luz's servants." 9) Null. "A straightforward case of trying to capture a character with a quick pencil and inkwash sketch." 10) luz (Final). "I was heavily inspired by the old 1st Edition Cambion picture. The armor is pure Abyss." 11) The Circle of Eight. From left to right: Warnes, Theodain, Alhamazad, Drawmij, Bigby, Nystul, Otto, and Jallarzi. "This was an attempt to update some of the old Ken Frank illustrations to the new GREYHAWK style. The sketch served as the template for the definitive Circle illustrations in the *LIVING GREYHAWK Journal* #0, though we made a few significant changes to Bigby and Nystul to better fit earlier descriptions and pictures of them. I liked the sense of encroaching age seen here."

