Living Greyhawk™

Journal

RPGA NETWORK

Living Greyhawk™ Journal

Features

Wheels Within Wheels: Greyhawk's Circle of Eight 4
By Gary Holian and Erik Mona
Mordenkainen and his powerful companions have plans for Greyhawk's world in the era of the Living Greyhawk campaign. Discover their history and personalities within.

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Editor
Erik Mona

Art Director
Robert Raper

Graphic Designer
Leanne Kerrigan

Production
Donna Woodcock

Worldwide RPGA Manager
David Wise

Publisher
Wizards of the Coast, Inc.

On the Cover
Artist Mark Zug depicts the enigmatic Circle of Eight as they attempt to summon an extra-planar ally.

Map Illustrations
Rob Lazzaretti

The World of Greyhawk created by E. Gary Gygax

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Campaign News

Living Greyhawk™ —Taking an Old World in New Directions

Welcome to the sneak preview issue of the *Living Greyhawk Journal*, the newest publication from Wizards of the Coast and the RPGA® Network. Living Greyhawk is an international shared-world Dungeons & Dragons® campaign, in which players shape the future of Greyhawk's world through participation in gaming events at conventions large and small, on the Internet, and in home gaming groups. Thousands of players will work together to create a massive story, taking the World of Greyhawk in exciting new directions.

Dragonscales at Morningtide
By Sean K Reynolds
Strange black currents and droves of beached fish are being linked to a strange new cult in the city of Greyhawk. Are the cultists responsible, or just part of a larger danger?

The *Living Greyhawk Journal*, provided as a free benefit to Guild-level™ members of the RPGA, will be your bi-monthly guide to the happenings in the Living Greyhawk campaign. The magazine will feature all aspects of the background of Greyhawk's intriguing world, providing a greater understanding of where the world of Greyhawk has been, and where it's going.

Regional Focus

The Living Greyhawk campaign is international in scope, with heroes traveling all corners of Oerth in search of adventure. However, a primary focus of the campaign lies at the regional level.

The Reckoning
By John Richardson and Sean Flaherty
A local merchant asks you make a simple trip to retrieve an heirloom from his family farm just north the city of Greyhawk, in the Cairn Hills. What awaits is more than you had bargained for.

The RPGA Network has split the United States, Canada, Europe, and Asia-Pacific into numerous regions, with the rest of the world soon to follow. Each real-world region is matched with a region in the Greyhawk campaign.

Each region is moderated by three local administrators (known collectively as a Regional Triad), who allow local players to take on positions of importance and affect events in their assigned part of the game world. This decentralized chain of command allows the campaign administrators (a group of RPGA members known as the Circle of Six) to oversee the entire international campaign and tackle major issues and problems.

Each player's real-world address determines the home region of his or her character in the Living Greyhawk setting, and each home region has particular adventures assigned to it. If a player travels to a convention in a state or country controlling a different game region, that player's character takes a trip to that part of the Flanaess, too. Regional scenarios are not available for ordering outside the real-world areas to which they are assigned.

In addition, many Living Greyhawk adventures are set in neutral (unassigned) lands, wild regions, or evil kingdoms. Players from all regions may participate in these adventures, creating grand stories in the overall campaign and forming a common ground for adventures all players can enjoy.

The character generation rules on the following page will help you locate your home region.

The RPGA Network

The RPGA Network is an international organization of gaming enthusiasts that has provided top-quality game experiences to members for over twenty years. Members receive a subscription to *Polyhedron® Magazine*, a bimonthly publication filled with gaming articles, interviews, and inside tips; a free annual professionally designed limited-edition adventure; the chance to playtest upcoming Wizards of the Coast roleplaying products; and much more.

Members also enjoy special benefits in the Living Greyhawk campaign, including the chance to play special members-only adventures and additional character-advancement opportunities. RPGA Network members also receive the all-new *Living Greyhawk Journal*, an exclusive bimonthly magazine that details the evolving history of the campaign and gives new insights into the Greyhawk setting itself.

To join the RPGA Network, send $20.00 (U.S.) to: RPGA Network Memberships, P.O. Box 707, Renton WA 98058-0707. You can also join the RPGA Network online at: www.rpga.com.

Be the First to Play Living Greyhawk at the Gen Con® Game Fair!
The Living Greyhawk campaign gets its start at this year's Gen Con Game Fair. Three epic adventures welcome players to the RPGA's newest campaign, exploring the streets of the notorious City of Greyhawk and the dangerous Cairn Hills nearby! Create a character, come to the convention, and get ready to experience the best in organized play campaigning!

The *Living Greyhawk Gazeteer*

This November, the World of Greyhawk comes alive in the *Living Greyhawk Gazetteer*, a 192-page comprehensive sourcebook detailing more than 60 nations, dozens of gods, and hundreds of adventure hooks. The product includes a giant poster map of the Flanaess, the primary continent of the World or Greyhawk, and hints at new never-before-revealed Greyhawk locations.

All adventures have a setting, and all adventurers have backgrounds. The Living Greyhawk Gazetteer provides both, updating the oldest D&D fantasy setting to the new era of 591 CY. It's an invaluable jumping-on point for home gaming and for players of the Living Greyhawk campaign.

The River of Blood
By Erik Mona
The Millstream runs red with the blood of the abducted children of Greyhawk's lower class, triggering memories of a crisis thought averted long ago.

Character Creation Guidelines

These guidelines (version 1.0) give you the basic information you need to create a starting Living Greyhawk character. All Living Greyhawk characters must comply with the most current version of the D&D *Player's Handbook* and these guidelines.

Some aspects of character creation might require information from your Regional Triad. To find your Triad's contact information, consult the Living Greyhawk homepage in the Campaigns section at www.rpga.com.

To create your Living Greyhawk character, follow these steps:

Step 1: Ability Scores

To put all players on an even footing, the Living Greyhawk campaign uses the Nonstandard Point Buy method of ability score generation, found in Chapter 2 of the D&D *Dungeon Master's Guide*. The Living Greyhawk setting is considered a "Tougher Campaign;" hence, each character uses 28 points distributed among all six statistics.

Ability Costs

Cost	Score	Modifier
x	6	-2
x	7	-2
0	8	-1
1	9	-1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
x	19	+4
x	20	+5

For example, using the full 28 points, a character's attributes might be purchased as follows:

Str 15: 8 points	Int 10: 2 points
Dex 13: 5 points	Wis 11: 3 points
Con 14: 6 points	Cha 12: 4 points

Apply racial modifiers to ability points after the base scores are determined. Thus, ability points range from 8-18 for humans, and 6-20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they are full points and may be added as explained in the *Player's Handbook*.

Step 2: Race and Class

You may choose any race and class option described in the *Player's Handbook*. The Living Greyhawk campaign also uses the following special rules for character creation. These override or limit the character options in the *Player's Handbook*.

You must choose a nonevil alignment that also meets all requirements for your character's class.

A cleric must serve a specific nonevil deity from the *Player's Handbook* or the *Living Greyhawk Gazetteer*. A paladin need not (but may) serve a patron deity.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of Chapter 6: Description, in the *Player's Handbook*. Age modifiers to ability scores are not used in the Living Greyhawk campaign. The character may be of any height and weight allowed by the height and weight tables for the character's race.

A starting character receives the maximum amount of gold pieces for its class.

Step 3: Hit Points

Assign your starting character the maximum hit points possible for its class. For each additional character level, assign hit points according to its class by taking half the maximum value for the class, then adding 1 point. For example, a character adds 3 hit points upon gaining a new level in the Sorcerer class.

Step 4: Skills and Feats

Alchemy Skill, Craft Skill, and Item Creation Feats: PCs will not be allowed to craft items until campaign rules for this are determined and made available by the RPGA Network.

Knowledge Skill: PCs may not begin with extra-planar knowledge.

Profession Skill: Choose from the examples listed for the Profession skill in the *Player's Handbook*. If you prefer a profession that is not listed, contact your Regional Triad for approval.

Step 5: Equipment

Equipment may be purchased from the *Player's Handbook*, with the exception of the following equipment: No special, superior, masterwork, or magical items are available to characters except through campaign play.

Carrying Capacity is used in the Living Greyhawk campaign, so keep track of what your character is carrying and how much it weighs.

Step 6: Home Region

All Living Greyhawk characters are based in one of the nations of the Flanaess, as detailed in the *Living Greyhawk Gazetteer*. (There is no such thing as a "regionless" character.) The default home region where your starting character operates is determined by where you actually live. You may choose a different home region for your starting character, but your character then suffers out-of-region penalties when you use it in the game region assigned to where you live. If you change your address in real life, your character's default home region moves with you. If you move but choose not to change your character's home region, your character again suffers penalties for out-of-region play.

A player may not chose as a character's home region the Free City of Greyhawk or any campaign nation not moderated by a Regional Triad.

Consult the table below to determine your Living Greyhawk character's default home region. American states and Canadian provinces are given in abbreviated form. Additional regions will be assigned as the campaign grows. Visit www.livinggreyhawk.com for the latest regions list, and for information on how to contact your Regional Triad.

Living Greyhawk Regions

Ahlissa (Innspa/Adri): Austria, Germany
Ahlissa (Naerie): Sweden
Bandit Kingdoms: OK, TX
Bissel: CT, MA, ME, NH, RI, VT
Bone March (Knurl): Greece
Dyvers: IA, KS, MO, NE
Ekbir: France
Furyondy: MI
Geoff: DC, DE, MD, VA, WV
Gran March: NC, SC
Highfolk: WI
Keoland: NJ, NY, PA
Ket: MB, NB, NS, ON, PEI
Nyrond: AZ, Southern CA, UT
Onnwal: United Kingdom
Pale: Northern CA, NV
Perrenland: Australia, New Zealand
Ratik: HI
Sea Barons: Italy
Shield Lands: MN, ND, SD
Sunndi: Belgium, Netherlands, Luxembourg
Tusmit: PQ
Ulek, Duchy of: GA
Ulek, Principality of: FL
Urnst, County of: CO, MT, NM, WY
Urnst, Duchy of: AK, AB, BC, SK, ID, OR, WA
Veluna: OH
Verbobonc: IL, IN
Yeomanry: AL, AR, KY, LA, MS, TN

Wheels within Wheels

Greyhawk's Circle of Eight

BY ERIK MONA AND GARY HOLIAN ILLUSTRATIONS BY SAM WOOD

Perhaps no organization of wizards is as recognized by DUNGEONS & DRAGONS® players as GREYHAWK'S Circle of Eight. Some Circle members were active in Gary Gygax and Rob Kuntz's original Greyhawk Campaign, and are as old as the game itself. Many of the spells and items in the *Player's Handbook* and *Dungeon Master's Guide* bear their historic names. The contributions of the Circle of Eight are woven into the fabric of D&D campaigns everywhere.

Much has changed since the organization was first detailed, in *The City of Greyhawk* boxed set. The Flanaess has suffered years of continental war, and the face of this pivotal group has changed forever.

In the current era of the RPGA Network's LIVING GREYHAWK™ campaign, the Circle of Eight is needed more than ever to counter the forces that threaten to upset Oerth's delicate balance of power.

A Balance is Struck

The Circle of Eight's reputation spans the breadth of the Flanaess. Its name (if not its exact demeanor) is common currency among noblemen and villagers alike.

Despite this, the Circle's full membership has never been known to those outside the organization.

The group has not always been so reclusive. Its precursor, the Citadel of Eight, was a known opponent of darkness in its many guises. Its members stood, and fell, protecting the balance and defending Oerth from the influence of malign beings and, rarely, benevolent interlopers, as well.

The Citadel

The series of alliances that would evolve into the Circle of Eight began simply, over a meal of venison and Celenese nectarwine in a posh inn near the shores of the Wild Coast. At that table, nearly thirty years ago, Mordenkainen debated with his young apprentice, Bigby, the merits of taking an active hand in maintaining the celestial balance of power. Thereafter, the two struck upon a plan to gather a group of like-minded individuals that would act to hinder advances by those who would

There are those on both sides of the eternal struggle between good and evil who would see one side topple the other; to make their philosophy, their dominion, absolute. In this respect, there is little difference between the Hierarchs of the Horned Society, or the Council of the Nine in Wintershiven. Both would change the world to suit their own agenda, and would thus upset the scales of balance that preserve this world and the multiverse.

Evil has its champions in the courts of decadent Aerdy. So too does Good field its forces in the form of the Knights of the Hart, or the all too meddling priests of St. Cuthbert. Ever does one side strive against the other, changing faces and names, but never purposes. What has given me reason to fear of late, however, is that there are too few to preserve the equilibrium of everything; to keep one power from upsetting all. The world need not be, nor cannot be swallowed by the Abyss or drawn into the Heavens. In so doing, its destruction is assured. Oerth is Oerth, a place for all and any, and there are but few who can act to assure that it remains so. I resolve to be one of them.

Excerpted from the Codex of Mordenkainen, Sunsebb, 591 CY

dominate the Flanaess. That their expected exploits would impart upon the mages no small amount of lost magical lore only served to hasten the alliance.

Within months, Mordenkainen had brought the renowned warrior Robilar to his cause, as well as the cleric Riggby, and his zealous assistant, Yrag. From the shores of the Nyr Dyv, Mordenkainen recruited the righteous Tenser, who in turn introduced the dim-witted though well-meaning Serten to the assembly. Finally, the young woodsman, Otis, rounded out the group.

They called themselves the Citadel of Eight, taking the name from Mordenkainen's renowned Obsidian Citadel, in the Yatil Mountains. In the years that followed, their adventures focused on Greyhawk and the Selintan valley, and the crags of the Cairn Hills and depths of the Suss Forest were opened to their prying vision.

In the years of their companionship, both Robilar and Yrag were ennobled by Greyhawk, and Riggby was promoted speedily within the church of Boccob in Verbobonc. Tenser, Bigby, and Mordenkainen likewise advanced in their own wizardly ways, gaining arcane knowledge and power.

For a group that so decisively defeated its enemies, there remained several problems. Robilar never quite bought into Mordenkainen's philosophy, and he and Tenser often bickered over matters of morality. Serten, though seen as useful, was never truly respected and Otis, tired of underground excursions and forays into urban territories, left the group, decrying his friends as cave-delvers and treasure seekers blind to the real problems of the world.

Over the years, the Citadel played home to such luminaries as Prince Melf Brightflame, of the Olvenfolk, the half-orc Quij, Felnorith, Robilar's brother Terik, and even, at one point, the Quasi-Deity Murlynd, in disguise.

Nearly a decade after the Citadel's formation, Otis' critical words took on the air of prophecy. In 569 CY, when the first arrow flew at Emridy Meadows, the Citadel was noticeably absent. Whether investigating magical secrets far to the west or unearthing lost passages in Urnst's Maure Castle, these self-absorbed celebrities were too preoccupied to influence one of the century's most critical battles. All were absent save Serten, who fought valiantly at the side of Prince Thrommel against the hordes of Elemental Evil. When Serten fell, none of his friends stood at his side. Though most attended his ostentatious funeral service in Verbobonc, a crucial rift had been torn in the organization. The Citadel was crumbling.

Tenser blamed Mordenkainen for the death of his friend, and retired inward to his castle. Terik and Yrag vanished, some said to the anonymity of the Bandit Kingdoms. Even the loyal Bigby left the side of his one-time master and returned to Oldridge, where he adventured for a time with a band of boyhood friends. Mordenkainen, the man who had brought the Citadel together, simply shrugged and returned, with cold eyes, to his studies.

In examining the brittle pages of the Tome of the Black Heart, I have lost the innocence that accompanies ignorance. The threat to Oerth is worse than I had ever, ever imagined. Evil long thought banned out of mind awaits impatiently at the borders of the multiverse, reaching out to us still. I write of the Dark One, of course. The Blophage. He whom the ancients texts call: Therizdem. His eventual return is as certain today as it was when all acted in opposition to his workings and the chaos and destruction they engendered before the Age of Glory. His is the power of evil united, a force to which it seems there can be no equal.

I had thought, in my own optimistic way, that I could change the nature of Oerth's struggle from without. My pawns worked against both sides, making small gains and checking the onward march of larger, more significant pieces. The error was in the approach. To truly block the return of He who would devour all that is, it has become necessary to introduce a new player, one who can act from the side of darkness itself to consume it from within.

With the gift of a single sword, an inevitable series of events has been initiated. There can be no atonement for the action I have now taken. I pray to the Archimage that I have seen true.

Excerpted from the Codex of Mordenkainen,
Coldeven, 570 CY

Spring, 591 CY August, 2000

Formation of the Circle

The chaos surrounding the return to power of the demigod, Iuz, in CY 570 prompted Mordenkainen to consider a new paradigm. Though the Old One worked to check the growing power of the Horned Society, and kept Furyondy's eyes on its northern borders, Mordenkainen knew well that the situation would not last. The dissolution of the Citadel left Mordenkainen without a tool to shape events as he would and though he hardly admitted it to himself, he longed return to a life of adventure.

The Citadel's primary failure, he surmised, had been its inclusive philosophy. As its founding concept had been arcane, he had been foolish to assume that men like Robilar or Riggby would rally to his cause without subtly working against it for reasons personal, spiritual or political. Men of intellect and sorcerous skill, whose primary interests were more than material, would replace them. Thus was born the Circle of Eight.

Over the next year, Mordenkainen invited some of the most prominent magi in the Flanaess to join him. By the first month of 571 CY, he had gathered eight mages to his cause, among them Bigby, Otto, Rary, Nystul, Drawmij, and the affable Bucknard.

The Circle in those early days worked to check the power of influential beings in Eastern Oerik. When they could not directly intervene, they sponsored groups of adventurers, as in the sacking of Iggwilv's former haunt at the Tsojcanth Caverns in the mid-570's. Whether or not those agents always knew who set them upon their quests is a matter of some debate.

Privately, members of the Circle explored fantastic corners of Oerth, including the strange and foreboding City of the Gods, near Blackmoor, further depths of Castle Greyhawk, and even the manifold layers of the infernal Abyss. More importantly, through their own adventurers and the exploits of those related to them, the Circle began to formulate what soon would become one of the most impressive networks of informers and agents the Flanaess has ever known.

The Circle Completed

The membership of the Circle changed little in the years between its inception and 574 CY, when Tenser, still bitter over the dissolution of the Citadel, sought membership. After one of the founding mages of the group abandoned Oerth to explore other planes of existence, the petition was granted, and Tenser brought his unique, if less-than-subtle, ambition to the ideology of the group.

Two years later, with the addition of the mage Otiluke, the Circle solidified its reputation as a political power in the Central Flanaess. As president of the Society of Magi, Otiluke brought with him a seat on Greyhawk's Directing Oligarchy, and the group initiated its long-anticipated drive to influence the policies of temporal leaders throughout the Marklands. Jallarzi Sallavarian was invited to join in 581 CY, replacing the much esteemed Bucknard, who had mysteriously vanished two years earlier. The final week of her six-month trial membership was to be a baptism by fire.

The Return of Vecna

Alerted to a rising evil in the Flanaess, the Circle hastily gathered for a nearly unprecedented field operation in 581 CY. A new power sought to join Oerth's vast pantheon, and its efforts threatened to corrupt the magical order of the known world.

The Circle traveled to the hills south of Verbobonc, where they investigated the tomb of a long-dead Oeridian tyrant who was thought to have possessed the awesome artifacts known as the *Hand and Eye of Vecna*. Finding the tyrant alive, after a fashion, and completely controlled by the Whispered One, the ill-prepared Circle of Eight panicked, and was defeated.

Vecna destroyed the entire Circle, save Mordenkainen, who had elected to remain in Greyhawk as a safeguard against just such an occurrence. When news reached the archmage, he mobilized the Circle's allies, and a small cadre of apprentice wizards, former companions, and long-time confidantes embarked on a nearly hopeless bid to thwart Vecna's apotheosis (see TSR9309 "Vecna Lives!").

Somehow (it is whispered that they employed the aid of Iuz, who stood to lose much under the deification of the Lich Lord), the intrepid adventurers managed to banish the Maimed God at the strange stone circles known as the Tovag Baragu, and Oerth returned to relative normalcy, save for the absence of the Circle of Eight.

Shattered Circle

Mordenkainen addressed this absence by recovering what was left of his fallen comrades and cloning them. This endeavor consumed time that otherwise might have seen him addressing the reports of the Circle's allies in the North, who warned of alarming developments in Stonefist and the Barbarian Lands. When those events spiraled into the first conflicts of the Greyhawk Wars, the Circle's clones remained undeveloped and half-aware. By the time the clones reached full maturation, the Circle of Eight had been forced to take a reactive stance to the tumultuous events unfolding before them.

Though the Circle never acted concertedly during the Greyhawk Wars, certain "hotspots" received a good deal of their attention. Mordenkainen Bigby and Otto fought against the Old One's army at the infamous Battle of Critwall Bridge, and Drawmij was instrumental in organizing the flood of refugees from the Lost Lands to fastnesses in the Good Hills. Nystul worked primarily alone in besieged Tenh, while Otto and Bigby left Mordenkainen in the Vesve Forest to do what they could for the Iron League. Citing pressing personal needs, Rary retreated to his tower in Lopolla and refused to come to the aid of his companions.

When the political rumblings that signaled the end to the conflict reached the Free City of Greyhawk, the entire Circle was on hand to ensure a favorable outcome

to the peace process. Their network of agents researched the backgrounds of key diplomats and participants in the proceedings, and magical divinations were conducted to unmask any would-be saboteurs. Never did the view of those scrying crystals turn inward, however, toward the plans of the single individual who could do the most harm to the delegates' cause.

Rary's treachery that day killed Tenser and Otiluke, and gained the Archmage of Ket everlasting infamy. Spurned from his family by his brother and banned from Greyhawk itself by Mordenkainen, Rary fled to the Bright Desert, to uncover its secrets and inaugurate an empire.

Coming Full Circle

Since the war, the Circle has admitted three new members, rounding out their number. From the far reaches of the ancient lands of the Baklunish, they courted Alhamazad the Wise. Theodain Eriason, the Circle's first true demihuman member, came from the Yeomanry. The first post-war addition, however, was the most obvious. Warnes Starcoat, Counselor to the Courts of Urnst, had already dignified himself by helping the Circle recover the powerful *Crook of Rao* from the clutches of the Mother of All Witches, Iggwilv. Canon Hazen's heroic use of that artifact in 586 CY validated Starcoat's inclusion, as did the archmage's crucial role in the horrific circumstances surrounding Tenser's return from the realm of the dead (see TSR9576 "The Return of the Eight").

In the years since the close of the Greyhawk Wars, much has been done to restabalize the Flanaess' balance of power. Much work remains, however, and Mordenkainen and the Circle have resolved to ensure that it is completed.

Personalities

The following are profiles of the individual mages comprising the Circle of Eight as of late Spring, Common Year 591.

The Circle is in fact a much larger organization than implied by its nine mages, and an enterprising DM should develop retainers, apprentices, allies and agents as possible aides and foils for her players.

Full statistics and equipment lists have not been provided. Members of the Circle can act as mentors or foils, but should not be set up as actual opponents of the PCs at any time. The Circle controls a wide network of agents. Should an adventurer come into conflict with the organization, she must deal with mid-level intermediaries far before encountering one of the puppetmasters. Members of the Circle of Eight have access to a wide variety of magical items, including several that modify attributes (especially Dexterity and Intelligence). Such items are not reflected in the baseline statistics provided below.

Alhamazad the Wise, Wiz19: HP 54, AL LN. Str 7, Dex 13, Con 10, Int 20, Wis 17, Cha 14.

Though he now calls the great city of Zeif his home, Alhamazad the Wise was born in the Ekbiri port of Kofeh nearly a century ago. When he came of age, his family sent him away to Ekbir for training in the civil service, and Alhamazad came to serve at the court of the caliph, where his aptitude for the mystical arts was recognized immediately. Alhamazad's magical training was conducted at the magical school known as the Zashassar of Ekbir, under the unforgiving Masters of the Elements. A hot-headed lad, he rebelled against the strictures of the place and emerged on his own as a free mage before his education was complete.

As a young wizard, Alhamazad traveled throughout his homeland, gaining knowledge and experience with the multiplicity of Baklunish cultures and peoples, from the Tiger Nomads in the north to the southern valleys of Ull. He explored the Yatils to pierce the secrets of the Mounds of Dawn with freebooting compatriots and sailed the warm waters of the Dramidj to lands only spoken of in myths. Years of attendant service in the courts of many local emirs and pashas alike wore heavily on the mage, and Alhamazad found himself increasingly drawn to the tenets of the Lady of Fate. After a foray to the Pinnacles of Azor'alq that resulted in a fall that broke his leg in 553 CY, he retired to the city of Zeif, where he became an unofficial advisor to the court of the sultan. He has remained there ever since, gaining a reputation as a wizened old sage of Baklunish history. While he still travels broadly, he does so primarily in secret.

Alhamazad's appearance is elderly: he is thin, frail, and walks with a pronounced limp. The mage sports a decorated beard and typically wears the plain robes of a Baklunish mendicant, donning a simple turban atop his shaved pate. He supports himself with a staff and avoids melee at all costs. Alhamazad speaks the common tongue with a thick accent, but is fluent in a dozen languages. He is shy and retiring in the company of others, particularly foreigners such as easterners, whom he finds clamorous. Alhamazad is a known expert in the fields of summoning and elemental magicks. He is known to associate with noble elementals and is an expert on geniekind.

Mordenkainen met Alhamazad almost 20 years ago, when a crisis in Zeif drew the Archmage of Greyhawk to the assistance of the old mage. The affair ended with the departure of Alhamazad's traitorous apprentice, Kermin Mind-Bender. Mordenkainen and Alhamazad have been fast allies ever since. Alhamazad's primary interest is in maintaining Baklunish culture, influence and power. As such protection often requires defeating the plots of evil mages, cults, and extra-planar menaces, he has found common cause with the Circle of Eight.

Alhamazad the Wise is new to the Circle and its politics and as such has kept his distance from the other mages. He is wary of Drawmij, though the two share many common interests. Alhamazad has displayed antipathy for Warnes Starcoat, though there appears to be no obvious explanation for the cause of his feelings.

Bigby, Wiz19: HP 89, AL N. Str 9, Dex 17, Con 15, Int 21, Wis 15, Cha 12.

The name Bigby is famous within sorcerous circles across the Flanaess—ironic, considering the shy, ascetic nature of the mage who bears it, whose penchant for manipulating the world around him from a distance is legend. Before the wars, Bigby had been the most reclusive member of the Circle of Eight, attending group meetings, but rarely accompanying the Circle on adventures or missions. The treachery of Rary, against which he was the only survivor, has changed all of that. Once timid and cautious, Bigby now acts as an ambassador for the Circle, traveling the Flanaess in search of new contacts or information.

Bigby hails from the Great Kingdom, where he was born in the town of Oldridge nearly 58 years ago. His features are Oeridian, with light brown hair and dark brown eyes. His skin is pale, and his exceedingly picky diet has resulted in an almost unhealthy gauntness.

Early in life, Bigby's travels found him in the Wild Coast, where he eventually gained the notice of Mordenkainen. Bigby is known to be a member of Aerdy's House Cranden, and rumors have long placed Mordenkainen as a distant scion of the same bloodline. For that reason, and because of their shared experiences and adventures, Bigby and Mordenkainen share a friendship unique among the members of the Circle.

When intrigue with Ivid's Court Wizard, Xaene, forced Bigby from his tower in Oldridge in 573 CY, it was to Onnwal's port of Scant that he turned his attention. There, he posed as a merchant specializing in rare commodities, all the while building important alliances within the Iron League. These connections are especially strong in Irongate, where he has the friendship of Cobb Darg and the counsel of the city's artificers, the crafty Elayne Mystica chief among them.

Still the ever-thoughtful mage of years past, Bigby has seen that extreme amounts of caution often lead to inaction, which does little good for anyone. His recent travels have brought him into increased contact with the forces of the Scarlet Brotherhood and, though he now resides in Mitrik, his love for the Brotherhood-occupied town of Scant has never faltered.

Drawmij, Wiz18: HP 81, AL N. Str 7, Dex 16, Con 15, Int 22, Wis 17, Cha 9.

Drawmij is 63 years old, though he appears in his late twenties or early thirties. His hair is sandy blond, his eyes blue, nearing purple. There is an unsettling quality to his features, and more than a few acquaintances have noticed that something about him seems different each time they are in his presence—the shade of his eyes, his height, or even the thickness and curl of his hair. Still, the mage is affable, and given his profession, little attention is paid to what Rary once termed "troubling inconsistencies."

Drawmij spends as little time in Greyhawk as possible, finding the place stifling and distasteful. He prefers the cultured antiquity of southern Keoland, and his private undersea demesne to that. His only regular terrestrial haunt is the Keoish city of Gradsul, at the mouth of the Sheldomar River.

Drawmij has a close connection to Duke Luschan of Gradsul, a distant cousin to the King of Keoland. The two may be kin, even close family. Reportedly, Drawmij also consorts with the Hierophant Sverdras Meno, a powerful being who oversees the vast Azure Sea. Meno is thought to be a member of the mysterious Cabal, a congregation of the Old Faith even more enigmatic than the Circle of Eight. Few know that it is the one-time fastness of the hierophant that Drawmij has made into his private residence.

The mage speaks of contacts within the realm of Celene, and offers the weave of his fine robes and various artifacts displayed about his home as proof of his olven connections. Whether for reasons of politics or something more sinister, however, few in Enstad admit to any sort of relationship with the man. Somehow, though Drawmij has few known agents, he manages to report ably to the circle on matters involving Keoland and its client states.

In the last ten years, Drawmij has focused his magical study upon the science of travel and, more specifically, upon theories of the manipulation of time. Though he has not admitted to ultimate success, there can be no denying that Drawmij, once merely enigmatic, has grown quite eccentric of late, perhaps as a reaction to an experiment gone awry. Jallarzi put as much forward to the assembled Circle in their most recent meeting, but she received only a cool smile from the mage and a harsh reprimand from Mordenkainen.

Drawmij met the news of the treachery of Rary with classic dispassion. Indeed, the nascent archmage appears to have been the Circle member least affected by the events of the Greyhawk Wars and Reconstruction. He only grudgingly agreed to the addition of Warnes and Alhamazed, and argued steadfastly against expanding the purview of the Circle to include non-human members. Finding Nystul his only ally in the matter, however, he has since treated the olve Theodain Eriason with bland acceptance.

Jallarzi Sallavarian, Wiz15: HP 47, AL NG. Str 10, Dex 18, Con 10, Int 19, Wis 17, Cha 17.

Jallarzi, at 42, is the Circle's youngest member, and its only female. Born into minor nobility in the Duchy of Urnst, she studied magic as a teen under the mysterious Seer of Urnst and the redoubtable Warnes Starcoat. Later travels brought her to Greyhawk. There, under the tutelage of Tenser, she became the youngest mage ever inducted into the Society of Magi.

Often considered soft-spoken, her demeanor has hardened noticeably since she was the first to discover the devastation on the Day of Great Signing six years ago. She has sworn vengeance against Rary, though she has not taken any public action against her one-time comrade. The treachery of one so even-mannered as the former

Archmage of Ket has triggered paranoia throughout the Circle, and these feelings have affected even Jallarzi.

Since Tenser was probably her closest ally in the Circle, she now spends less time with her companions than before the wars, preferring instead to conduct her research and Circle business alone. She has retained her villa in Greyhawk, and rumors suggest that it is perhaps the most heavily magicked building in the city, outside of the guildhall itself. She still spends a great deal of time with her friends Derider Fanshen and Matriarch Sarana, and the dark times have bolstered her faith in Pelor.

Jallarzi is an extremely busy woman; the last year has seen her travel the Flanaess from Loftwick to Rel Mord. She avoids the lands of the old Great Kingdom, but urges her political friends to support both Nyrond and the Urnst States against the tyranny to the east.

Regardless of her increased responsibilities, however, Jallarzi still takes time to encourage younger mages. She often is sought out for training purposes. She prefers the coin of Greyhawk in exchange for training, but she also fancies magical wands, and any addition to her considerable collection would be greatly rewarded.

Jallarzi is a tall (5 ft. 7 in.) woman of striking features. She is nearly purebred Suel, and her pale skin and curly, honey-blonde hair have turned the head of more than one novice in the corridors of the guildhall. She prefers to dress comfortably in silks and satins imported from the Far West, and though the material would seem to belie an opulent lifestyle, she prefers function over style in clothing, often eschewing the flowing skirts so popular in the Garden Quarter for simple breeches.

Jallarzi rarely travels alone, for the pseudodragon, Edwina, constantly flutters at her side, occasionally acting as a messenger in times of need. The creature is fiercely loyal, and the few attempts that have been made to abduct it have met with dismal failure and, given Jallarzi's extensive contacts in the City Watch, unusually harsh sentences.

Jallarzi remains dedicated to her duty as a liaison between the Circle and other powerful mages in Nyrond, and the new leadership of King Lynwerd has given her reason to hope for that embattled nation. The Flanaess remains factionalized, however, and few are more aware of this than Jallarzi. Her greatest fear is that by choosing a single enemy, the Circle opens itself to several more. The Greyhawk Wars and their aftermath have frozen everything in a kind of limbo. It is her belief that the best course of action is to wait, and see what starts to thaw.

Mordenkainen, Wiz20+: HP 106, AL N. Str 10, Dex 17, Con 17, Int 23, Wis 15, Cha 18.

Mordenkainen is one of the most feared and respected living mages in the Flanaess. Once a resident of the Wild Coast, Greyhawk, and Highfolk, respectively, he has traveled to the reaches of the exotic Far West and ventured extensively across the Flanaess, from the lands of the Northmen to the shores of the Amedio Jungle. There is scarcely a mage who has not heard of his exploits or recognized his skill and knowledge of matters both magical and political.

Mordenkainen stands 5 ft. 11 in. tall, and appears half-again younger than his true 82 years of age. He wears a dark beard trimmed to a point, and usually favors black satin coats, lined in red, over traditional robes. Two years ago, Mordenkainen shaved his head, and he has remained bald by choice ever since. His most impressive physical features are his penetrating eyes. It is said that they hold hints of genius tinged with madness, a volatile combination that usually gets Mordenkainen what he wants from the easily persuaded. He revels in the art of debate, though his emotions can overcome him if he fears defeat. Luckily for him, this is a rare occurrence (though allegedly the spike that tore a rift in his once-strong friendship with Rary).

Little is known about Mordenkainen's origins, particularly the place of his birth. Rumors place him as Oeridian, perhaps Aerdi. Some even say he is of the line of Ganz Yragerne, making him distantly related to such notables as Zagig Yragerne and Heward. He has few friends, and no one in whom he completely confides. His greatest passions are for his Art.

Perhaps no individual in all Oerik sees himself as embodying the spirit of Balance as does Mordenkainen the Archmage. His philosophies are almost entirely one-sided on the matter, and many a worthy cause has gone unanswered by the mage's private army, the Obsidian Citadel (sharing the name of his hidden fortress home) because of his neutral-minded convictions.

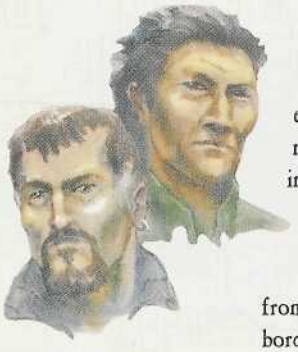
Mordenkainen's view of balance is no tit-for-tat equality, but a highly detailed and extremely theoretical philosophy derived from decades of arcane research. He has fought ardently for the forces of good (most recently during the Greyhawk Wars), but just as often he has been known to work as a shadow player for malevolence. In all things, Mordenkainen prefers to maneuver behind the scenes, subtly manipulating events to ensure that no side gains the upper hand. As a result, the archmage is trusted little, even among the likewise-neutral Hierophants of the Cabal, who find his vision of Balance wholly self-centered and somewhat arbitrary.

This philosophy has gained the archmage a virtual army of enemies, not a few of whom once considered him a good friend. Among these last can be counted Evard the Black, Terik and, of course, Rary. Iuz and his underlings, particularly Kermin Mind-Bender, have hated Mordenkainen from their first meeting.

In recent years, Mordenkainen has turned his full attention to his position as leader of the Circle of Eight. The events of the Greyhawk Wars and their aftermath strike him as prophetic of the dark times revealed in the *Tome of the Black Heart*, discovered so very long ago beneath Maure Castle. For decades, he has been collecting his thoughts in a work known as the *Codex of Mordenkainen*. Archmages across the Flanaess would give anything to peruse its pages.

Nystul, Wiz17: HP 76, AL N. Str 7, Dex 10, Con 15, Int 22, Wis 17, Cha 15. Note: Nystul is protected by a permanent *protection from evil* spell.

The mage Nystul is a rare sort. A man of allegedly comical appearance, he uses obfuscating magicks to alter his appearance to something suitable for any given situation. Beneath the illusion, his features are atypically Flan, with an olive complexion more common in Oeridians and a tall, spindling form that towers over six and a half feet high. His intellect is keen and his insight piercing. Subterfuge and intrigue are his fortes. Mordenkainen often notes that Nystul seems sometimes to lack a well-grounded, rational temperament. Nystul is not as well-known as Mordenkainen, Bigby, or the others, even in his native Tenh, where prior to the Great Wars he was seen as an aloof and eccentric mage from Redspan, of passing interest to Ehyeh or his court.



Nystul was born in Tenh 53 years ago to a family of well-connected nobles in Nevond Nevnend who unfortunately were ambitious and faced with better-connected enemies. Despite a good reputation among many fellow nobles, they could not prevent their downfall when an intrigue with the court of Duke Pet'yeu saw the proud clan brought low on charges of sedition and insurgency. The nobles of Nystul's House were tried for treason, and the House was disbanded. Nystul was taken away from his parents by servants and raised in a small monastery bordering the Pale. There he was taken in by a small sect of pacifist Pholtan monks living near the Phostwood.

The monks raised Nystul well, and encouraged the oft-mischievous student's talent for magic, particularly that of illusions. He was given rudimentary instruction by a wily old cleric named Friar Nemonicus, himself obsessed with the powers inherent to light and darkness. Nystul's permanent *protection from evil* spell was in fact a gift from Nemonicus.

Eventually, the monks raised sufficient monies to send Nystul south to a proper magic school at Radigast City's well-regarded Sorcerous Union. There he befriended a young Otto, resting from one of his occasional sojourns to the Nyr Dyv. Despite the arduous experiences of his youth, Nystul managed to come away from them with a deep concern for his homeland, and it was to Tenh that he eventually returned when he consumed his wanderlust. He constructed a home in Redspan and took on young apprentices. It was not long before his exploits brought the attention of Mordenkainen and an offer of membership in the Circle of Eight in 571 CY.

When the Wars came to Tenh, Nystul did his best to evacuate Redspaners to Urnst as well as to arm his kinsfolk against the surprising onslaught from the north and east. His visibility rose considerably during this time, even as Ehyeh and the court made a hasty retreat to Radigast City and the protection of Countess Belissica. Nystul already had allied himself with a little-known organization calling themselves the Keepers of the Flan, comprising mages, druids, and the archaic loremasters of the clans, most of whom escaped Iuz and the barbarians to the Rakers or the Phostwood. Nystul has been working to recover his homeland ever since.

Alone among the other members of the Circle of Eight, Nystul holds the belief that Rary's so-called traitorship is nothing but a ruse perpetrated either by the Archmage of Ket himself or some greater enemy of the Circle, with the archmage as a dupe. To this end, he has contacted Rary's old companion, Torik Redaxesson of Highfolk, who has been pushing for an investigation into the cause of the archmage's alleged corruption.

Nystul perceives the Old One and his diabolical retinue as the Circle's true enemy, and he is eager to increase the Circle's number, beyond eight if need be, to combat this menace. The tide of evil and tyranny must be turned, and he believes it should begin where it first began last time, in Tenh.

Otto, Clr3(Boccob)/Wiz15: HP 78, AL N. Str 16, Dex 10, Con 15, Int 17, Wis 15, Cha 17.

Otto has been involved in the affairs of the Circle of Eight since before the group's existence. In 570, with Robilar's part in the release of Iuz revealed, Mordenkainen sought to keep tabs on the noble's activities. Since Lord Robilar was said to have the ability to discover magical scryes placed upon him, it was necessary to plant a spy within his sizable host. Having found Robilar's servant, the euroz Quij, wholly incorruptible (insofar as loyalty to his master was concerned), the Archmage of Greyhawk set upon a more mundane plan. Working through contacts in the Prelacy of Almor, he drafted an aspiring magic-wielding priest of Boccob as his mole. So it was that Otto worked his way into Robilar's organization, and onto the path of events that would see him as a founding member of the Circle of Eight.

Otto is a rotund 53 year-old Oeridian with long hair, dyed light orange and worn in curls. At first glance, he appears foppish, as suggested by the intricately designed silk and satin robes that round out his voluminous wardrobe. Further study, however, reveals that he is possessed of the sharpest of minds, tinged only slightly by eccentricity. At times, he acts like the very image of Zagyg, and some have suggested that the attention of that demipower aided greatly in his rapid advancement in the field of arcane study.

The mage's first calling was to the clergy of the Uncaring One, and it was as a Loremaster, in the vaunted temple of Boccob in Chathold, that he spent most of his life prior to being drafted by Mordenkainen. For this reason, he is a good friend of both Ravel Dasinder of Greyhawk and Riggby, who has long since retired from his position of eminence in Verbobonc.

Otto loves traveling. Before the wars, he boasted of having visited every civilized nation in the Flanaess (and some considerably less civilized, for good measure). He claims that his adventures are due to his love of seeing new and exciting things. Those who know him well explain that, more than the sights, Otto travels to exotic lands for the *tastes* that might be discovered there. In fact, the mage has a specially enchanted cornucopia that will reproduce any one meal once per year, with the exception that it must be a meal that Otto has ingested in the last 360 days. Otto cherishes this item, and often will brave hazards both magical and mundane to experience some new culinary delight. Such travels have brought him further west than any

other member of the Circle save Mordenkainen, and dark secrets learned there have caused him at times to wonder at the true drive of the Circle's founder.

Ultimately, Otto's studies have remained close to the roots he followed before the Greyhawk Wars. He is obsessed with the structure of magic on Oerth, but, unlike Mordenkainen, he takes the unorthodox opinion that the form of magic and the form of music have some telling similarities. His first experiments in this arena involved mixing musical effects with mundane magical spells, but he has, of late, taken to composing chilling arias, such as his *Aestrella*, which produce stunning magical effects when sung to perfection. His latest endeavor is a piece for a chamber orchestra that, when played correctly, will open a visual-only gate depicting the wild forests of Arborea. It is slow work, but the commission paid by the Greyhawk Opera House has allowed him to continue in lieu of actual adventuring or any other form of income.

Theodain Eriason, Wiz17: HP 79, AL CN. Str 15, Dex 17, Con 13, Int 22, Wis 15, Cha 16.

Theodain Eriason is the first demihuman ever to join the Circle of Eight, though close associations have been maintained by the organization with Prince Brightflame and the Knights of Luna, as well as the leadership of the Fairdells.

Eriason is a tall, gaunt high elf with long black hair streaked with silver. His complexion is typically pale and his dress conspicuous, comprised of a suit of black and silver cloth embroidered with magical runes. His manner is cold and his mood is often described as disagreeable, even baneful. This appearance masks a keen intellect and a passionate desire to protect his homeland and the rest of the Sheldomar Valley. His recollection of people and events over the last two centuries is considered encyclopedic.

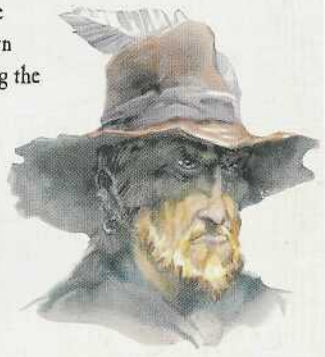
Theodain was born in the western verges of the Dreadwood almost three centuries ago. When the Yeomanry League withdrew from Keoland during their wars of aggression and declared its independence, his family crossed the Javan and settled near Loftwick. Theodain began life as a warrior and spent much of his youth patrolling the Jotens and Little Hills for incessant incursions. His father became a Grosspokeman of the league, and it was not until the elder Eriason's death in 470 CY that Theodain took up magecraft. He learned at the feet of the elven wizards of the Dreadwood and spent some time at the magical school in Gradsul before embarking on an adventuring career that would span decades. While based for some time in the independent town of Melkot in the Tors, Theodain explored the Hellfurnces, defeated the plots of assassin's guilds and elemental cults in the Hool Marshes, and even was among the first to explore the Lost Passage of the Suloise when it was discovered in 576 CY.

Theodain has taken to the affairs of the Circle with avid enthusiasm. He finds Drawmij, Nystul, Otto, and Jallarzi particularly to his liking, and he has enjoyed his infrequent visits to the Free City. He has treated coolly with Alhamazad the Wise and Warnes Starcoat, whom he views with suspicion (they, in turn, consider him a firebrand who all-too-often resorts to morally questionable methods). In his short time with the Circle of Eight, Theodain has shown a tendency to openly question Mordenkainen's leadership, suggesting alternatives and sarcastically pointing out perceived weaknesses, much to the irritation of the elder mage. Theodain pushes for the Circle of Eight and their allies to take a more active role in managing conflicts in the Flanaess, particularly in the Sheldomar where he supports action in Geoff and Sterich, as well as intervention in the Scarlet Brotherhood-created chaos enveloping the region of the Hool Marshes. Bigby has often joked that in taking in Theodain they have replaced one Tenser with another.

Warnes Starcoat, Wiz20: HP 86, AL N. Str 14, Dex 18, Con 16, Int 24, Wis 17, Cha 17.

The man who would become Warnes Starcoat was born 57 years ago in the city of Leukish to merchant parents of moderate wealth and influence. When he came of age, being the third son of four and showing some inclination toward scholarly pursuits rather than matters mercantile, Warnes was sent south to the old city of Seltaren. There his education began in earnest at the Wizardholme of Urnst, a small magical society and school founded by wandering Suel mages many centuries ago. Warnes progressed quickly, becoming a well-regarded generalist wizard before his thirtieth winter.

This recognition soon brought him an appointment as a junior assistant to the Chief Magical Councilor of the Duke, an enigmatic figure known only as the Seer of Urnst. The two quickly came at odds (it is said that the latter practiced dark, forbidden rites) and Warnes left Urnst for the Flanaess and adventure, coming to live in the Free City of Greyhawk for some time.



Warnes came to real prominence in CY 575, after defeating the plots of a certain mysterious magus, known only as the Weird of Gnatmarsh. This sorceress and her cult had grown wicked and powerful over the previous few years, espousing the worship of various depraved, croaking powers of the swamp. Her grotesque retinue plagued the surrounding territory, killing and maiming men, dwarves, and elves, even delving into the Celadon. When her final outrage, absolute control of the mouth of Nesser, proceeded unchallenged after her destruction of a royal squadron, Warnes and a company of allies went after her. In what has become a legendary magical duel, he defeated the Weird in personal combat, sinking her perverse tower into the swamp in a display of crackling energy that drew Warnes into the Astral Plane. There, in an adventure he has yet to speak of, he gained his most prized possession and his namesake, the *Starcoat*.

In 576, Warnes was appointed Chief Sorcerous Councilor to Duke Karll, filling a vacuum left open a few years earlier by the mysterious disappearance of the Seer of Urnst. Six months later, he was welcomed in Countess Belissica's court as well.

Warnes appears as a gentleman of great refinement. His typically Suel complexion is tanned from many years spent outdoors. He wears a short, well-trimmed beard and a fine black hat with a dark blue stripe. His magical coat is black as midnight, and glimmers like the sky on a cloudless night. ✷

Dispatches

News from Around the Flanaess

Iuz

Wizards in the Furyondian province of Crystalreach are abuzz at the appearance of a magical helix over the ruined city of Molag, across the Veng River. Formerly the capital of the Horned Society, Molag has been occupied by the forces of Iuz since the early months of the Greyhawk Wars. The helix, a huge ghostly shape floating just below the clouds, is said by sages to mark the location of a powerful magic event, such as the summoning of a greater demon or a sacrifice of nearly unimaginable numbers of innocents. The exact cause of this helix remains unknown.

Nyrond

The Court of His August Supremacy, Altmeister of All the Aerdi, King Lynwerd I of Nyrond, has announced a Grand Celebration of the fifth year of His August Supremacy's coronation. The celebration will be held in the Royal Capital of Rel Mord, during Growfest. Invitations are being prepared and will we sent out by the newly expanded Royal Mail Service. All Nyrondese nobility and that of allied states will be invited to participate in this regal event.

Onnwal

The demesne of Count Cadwale, the "Tunneling Count," has again risen to prominence in Onnwal. The long dead noble (thought to be horrifically ugly or diseased but in fact handsome and fanatical about his privacy) was renown for the tunnels he constructed. Brotherhood agents slew the incumbent count and occupied the manor in 583 CY. Since 586 CY, rebellious Onnwallers had tried to recapture the manor unsuccessfully, until a storm raging in off the Gearnat veiled their assault. Inside, they discovered a scene of unrivalled butchery amongst the Brotherhood's troops. Several of the Onnwallers remained inside overnight to investigate and were found dead the following morn. Both sides now avoid the area, unsure of what lurks below the house.

Perrenland

A group of adventurers recently reported capturing a basilisk with the stripes, paws and face of a tiger! The fabulous beast is said to have been captured in the western Yatil Mountains, just last month. If true, the beast might have considerable resale value if sold to the Tiger Nomads. The leader of the capture party, the gnomish adventurer Sir Ignatius Nobnose, claims the beast was docile when found. "Darned if I know what the thing is," he is reported as saying, "but the Tiger lads will likely pay a pretty penny or two for it." Sir Nobnose is currently seeking adventurers to escort the monster to its prospective new home.

Sea Princes

A magical communication to the Scarlet Brotherhood, intercepted by a privateer in service to the Iron League, warns of a new power in the chaotic Hold of the Sea Princes. A former Touv slave known as Utavo the Wise holds the southern Duchy of Berghof as a sanctuary for hundreds of freed slaves and so-called savages, imported by the Brotherhood during the Greyhawk Wars. Utavo and his men slew the Brotherhood agents in the lakeside town of Kusnir, and have sent peace envoys to the marodin, the inhuman lake-people who inhabit the depths of Lake Spendlowe.

Verbobonc

Political unrest between the Viscounty and the gnomish Free Assembly of the Kron Hills has reached new levels. With the Free Assembly's recent withdraw of support, it is unlikely Langard will be capable of mending this rift quickly. Trade continues to thrive between the Kron Hills and the Viscounty. Guildmaster Eslabone Nervanour announced the winner of the woodcraft competition. Jacob Hangerstand's work, a marvelous chest with a carved relief of the olven father, Corellon Larethian, has been declared the finest work produced in a decade. Silverthorn of Obad-Hai has blessed this gift of beauty for Her Fey Majesty of Celene. ✳

Living Greyhawk Contact List

The Living Greyhawk campaign is controlled by Regional Triads, groups of three RPGA Guild-level members who keep an eye on local activities. The Point of Contact for each triad has been listed below. The overall campaign is managed by the Circle of Six, who oversee international plots, handle rules disputes and issues, and guide the entire campaign. Getting involved is as easy as sending an email to your Regional Triad's Point of Contact.

Circle of Six

Plot/Continuity Director
Erik Mona
polyhedron@wizards.com

Rules Administrator
Cisco Lopez-Fresquet
cfresquet@aol.com

Communications Director
Cheryl Llwellyn
cheryl@arnak.com

Regional Liaison
John Richardson
niblik2000@aol.com

Regional Liaison
David "Tip" Vaught
tip@rpga-ds.org

Regional Liaison — Europe
Ann Van Dam
rpgaeurope@wizards.be

Regional Triads

Ahlissa (Innspa/Adri)
Austria, Germany
Bjoern Meyer
Bjoern.Meyer@amigo-spiele.de

Ahlissa (Naerie)
Sweden
Position Vacant

Bandit Kingdoms
Texas, Oklahoma
Clay Hinton
chinton@texas.net

Bissel
Connecticut, Maine, Massachusetts, New Hampshire, Rhode Island, Vermont
Steve Conforti
Scon40@aol.com

Bone March (Knurl)
Greece
Position Vacant

Dyvers
Iowa, Kansas, Missouri, Nebraska
Andrew VanHooreweghe
avan@cfu.net

Ekbir
France
Position Vacant

Furyondy
Michigan
Brian P. Hudson
Mitriad@flashmail.com

Geoff
Delaware, District of Columbia, Maryland, Virginia, West Virginia
Sholom West
alhutt@concentric.net

Gran March
North Carolina, South Carolina
Pete Winz
pwinz@nc.rr.com

Highfolk
Wisconsin
Jason Bulmahn
bulmahnjm@aol.com

Keoland
New Jersey, New York, Pennsylvania
Frank Timar
Frank@compunet-2000.com

Ket
Manitoba, New Brunswick, Nova Scotia, Ontario, Prince Edward Island
Steve Campey
camp6430@machl.wlu.ca

Nyrond
Arizona, Southern California, Utah
Hohn Cho
Hohncho@netzero.net

Onnwal
United Kingdom
Sean Connor
Seany@aol.com

Pale
Northern California, Nevada
Jason Singleton
twoklbs@jps.net

Perrenland
Australia, New Zealand
Paul Schmidt
Pope.ug@ihug.co.nz

Ratik
Hawaii
Jeff Mejia
chu6@hawaii.rr.com

Sea Barons
Italy
Position Vacant

Shield Lands
Minnesota, North Dakota, South Dakota
Brandon Kaya
Gorta@io.com

Sunndi
Belgium, Luxembourg
Position Vacant

Tusmit
Quebec
Position Vacant

Ulek, Duchy
Georgia
Shy Aberman
shy@aberman.com

Ulek, Principality
Florida
Christopher Reed
Fltriad@aol.com

Urnst, County
Colorado, Montana, New Mexico, Wyoming
Richard Kohl
rwkohl@earthlink.net

Urnst, Duchy
Alberta, Alaska, British Columbia, Idaho, Oregon, Saskatchewan, Washington
Ryan Hicks
ryanh@bluenile.com

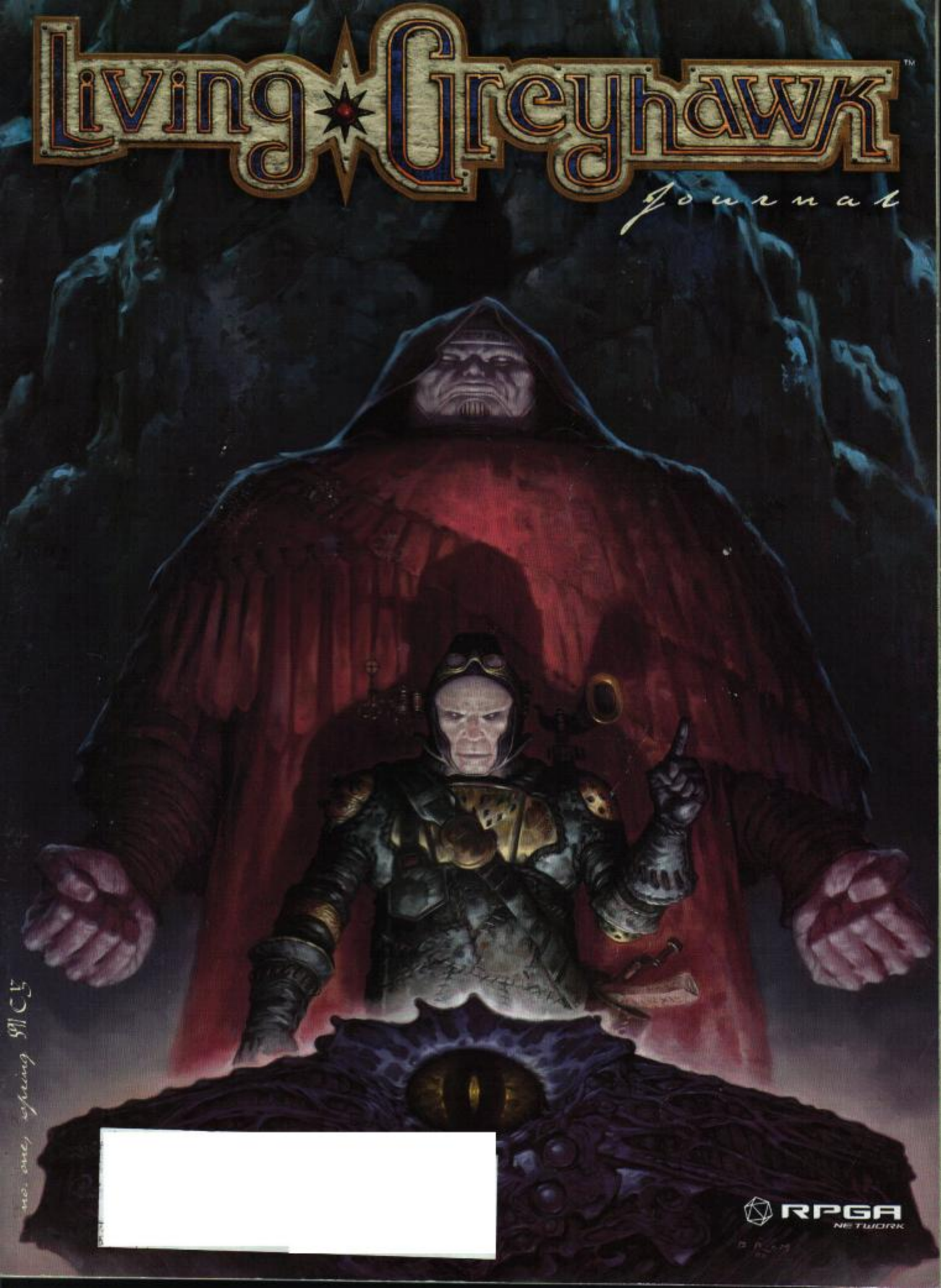
Veluna
Ohio
David Christ
waveman@nls.net

Verbobonc
Illinois, Indiana
Michael Breslin
viscount@verbobonc.net

Yeomanry
Alabama, Arkansas, Kentucky, Louisiana, Mississippi, Tennessee
Ernest C. Mueller
ernestm@mindspring.com

Living Greyhawk™

Journal



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Editor
Erik Mona

Art Director
Robert Raper

Graphic Designer
Leanne Kerrigan

Production
Donna Woodcock

Worldwide RPGA Manager
David Wise

Publisher
Wizards of the Coast, Inc.

On the Cover
The mysterious Mantartigan Mellix, keeper of the Secret of Passage at the fabled Belching Vortex of Leuk-O, stands guard with the Barrier Golem, welcoming adventurers to his enigmatic lair. Painted by the incomparable Brom.

Map Illustrations
Rob Lazzaretti
Sean Glenn

The World of Greyhawk created by E. Gary Gygax

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Campaign News

At Last, A Launch

Whew.

After more than two years of preparation, the LIVING GREYHAWK™ campaign debuted last weekend, at the GEN CON® Game Fair in Milwaukee, Wisconsin. Reaction to the new campaign was overwhelmingly positive. We ran 305 tables of LIVING GREYHAWK events, most of which seated seven players and a Dungeon Master. Our offerings this year included *Dragonscales at Morningtide*, by longtime Greyhawk designer Sean K Reynolds, a particularly nasty dungeon crawl called *The Reckoning*, by Circle of Six member John Richardson and Sean Flaherty, and what turned out to be a rather controversial "dark" adventure called *River of Blood*, by yours truly. This latter event was the first in a continuing series of "core" adventures called *Absolute Power*. Lessons learned in this earliest of LIVING GREYHAWK adventures might come back to help, or haunt, adventurers years in the campaign's future.

The LIVING GREYHAWK excitement was not limited to the adventures at the convention, however. When faced with the problem of thousands of gamers wanting to make characters in a game system that debuted at the show itself, we decided to trap Circle of Six members David "Tip" Vaught and Cheryl Llewellyn behind a series of tables set up as a "Character Creation Station." With assistance from Triad members Sam Weiss, Clay Hinton, Nick Perch, and a host of others whose names elude me at the moment, Tip and Cheryl helped hundreds of players create their first third edition DUNGEONS & DRAGONS® characters. Each Regional Triad had prepared a two-page informational flier on their region, allowing players to learn about their homeland before playing their first slot at the show. The able Shy Aberman ran several groups of adventurers on side-missions based on maps discovered in *River of Blood* as an adjunct to the activities at the Character Creation Station.

Seeing the constant swarms of people at that Character Creation Station was a real affirmation for the Circle of Six. We've labored long and hard to make this campaign a reality, but until last weekend it existed primarily on paper and in the heads of the campaign administrators. Three days ago, the campaign took its first glorious breath. It was a sight to behold. Outdrawing the D&D Open (which itself had a record-breaking year), LIVING GREYHAWK was quite simply the most popular and best attended roleplaying event at Gen Con US.

In the coming weeks, the campaign will see its first play at GEN CON UK and GEN CON Benelux, as well as at several smaller shows across the world, where we expect a similarly warm reception. By the time you get this, GEN CON US will have been over for at least a month, and the bindings of your brand new *Player's Handbooks* are no doubt cracked beyond repair from frenzied reading and re-reading. Here at HQ, we're busy reading the feedback on the three premier events and our character creation rules, and using that information to improve the campaign as it goes forward. As I write this, regional scenarios are about to debut all over the world, bringing the action of this global campaign home to your backyards.

Let us know what you think of LIVING GREYHAWK in these early days. Your input is crucial to the success of the campaign.

Our first contest lets you be any type of character you wish.

Our First Contest: We Give You the World

The first issue of a magazine dedicated to our newest, most ambitious campaign seems like an ideal venue for the announcement of a new contest, created specifically to get you in the mood to create your own LIVING GREYHAWK character. The character creation rules on the following pages give you a good set of guidelines with which to create a character. But they don't allow for the really crazy, really special stuff. Write a letter of up to 500 words telling us, the Circle of Six, one special "thing" you'd like for your character. Maybe it's a non-standard race. Maybe it's a magical item, a special title, an NPC relationship, or even a wizard's tower. Whatever. Be creative.

Circle of Six member David "Tip" Vaught mans the character creation station with an inviting smile and an evil twinkle in his eyes.

The Circle will review all entries, and will grant the five wishes we deem as "coolest" additions to the campaign. There's really no objective criteria here, save that we'll reward creativity and players who consider the world and their region as a whole when making our difficult decisions.

Entry is limited to GUILD-LEVEL™ members only. Each member may enter up to three times, but a given member will be limited to the granting of only a single "wish." Send hard copies of submissions to: We Give You the World Contest/RPGA Network/PO Box 707/Renton, WA 98057-0707. Sorry, no electronic submissions will be accepted. Deadline: November 15.

Character Creation Guidelines

Version 1.1 – August 2000

These guidelines give you the basic information you need to create a starting LIVING GREYHAWK™ character, and to advance your character. Please be aware that these guidelines, like the LIVING GREYHAWK campaign, will change. Our commitment to you is that any changes will add options to characters (as more D&D® or GREYHAWK® material is published), not take away options, but very infrequently we may have to restrict options that were previously available.

We will only do so after careful consideration. These guidelines have a version number and date. All LIVING GREYHAWK characters must comply with the most current version of the D&D *Player's Handbook* and these guidelines.

When new options become available, you may take advantage of them by adding them to your character at the next normal opportunity (usually level advancement). You may not retroactively change your character to take advantage of new options.

LIVING GREYHAWK players are required to keep a character sheet and log book for each of their characters. For a sample character sheet and log book, visit www.livinggreyhawk.com.

To create your LIVING GREYHAWK character, follow these steps:

Step 1: Ability Scores

To put all players on an even footing, the LIVING GREYHAWK campaign uses the Nonstandard Point Buy method of ability score generation, found in Chapter 2 of the D&D *Dungeon Master's Guide*. The LIVING GREYHAWK setting is considered a "Tougher Campaign"; hence, each character uses 28 points distributed among all six statistics.

Ability Costs

Cost	Score	Modifier
-	6	-2
-	7	-2
0	8	-1
1	9	-1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
-	19	+4
-	20	+5

For example, using the full 28 points, a character's attributes might be purchased as follows:

Str 15: 8 points
Int 10: 2 points
Dex 13: 5 points
Wis 11: 3 points
Con 14: 6 points
Cha 12: 4 points

Apply racial modifiers to ability points after the base scores are determined. Thus, ability points range from 8–18 for humans, and 6–20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they are full points and may be added as explained in the *Player's Handbook*.

Step 2: Race and Class

You may choose any race and class option described in the *Player's Handbook*. The LIVING GREYHAWK campaign also uses the following special rules for character creation. These override or limit the character options in the *Player's Handbook*.

Human characters should choose one of the subraces of humanity (or admixture thereof), as explained in Chapter 2 of the *Living Greyhawk Gazetteer*. Elf characters must be of the gray, high, or wood subraces. Dwarves may be hill or mountain dwarves. Gnomes must be rock gnomes. Halflings must be of the lightfoot variety. All half-orcs are considered human/orc crossbreeds.

You must choose a non-evil alignment that also meets all requirements for your character's class.

A cleric must serve a specific non-evil deity from the *Player's Handbook* or the *LIVING GREYHAWK Gazetteer*. A paladin need not (but may) serve a patron deity.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of Chapter 6: Description, in the *Player's Handbook*. Age modifiers to ability scores are not used in the LIVING GREYHAWK campaign. The character may be of any height and weight allowed by the height and weight tables for the character's race.

Prestige Classes: The following Prestige Classes are allowed for PCs: arcane archer, dwarven defender, loremaster, and shadowdancer. PCs must qualify for these classes as described in the *Dungeon Master's Guide*.

A starting character receives the maximum amount of gold pieces for its class.

Step 3: Hit Points

Assign your starting character the maximum hit points possible for its class. For each additional character level assign hit points according to the new class by taking half the maximum value for the class, then add 1 point. For example, a character adds 3 hit points upon gaining a new level in the sorcerer class.

Step 4: Skills and Feats

A few skills need brief additional rulings:
Alchemy Skill and Craft Skill: These skills do not allow you to craft items other than the ones that PCs can purchase normally (see Step 5). In other words, no acid or masterwork equipment.
Knowledge skill: Knowledge skills cannot be anacronistic. Remember that the more specific a field of knowledge, the lower the difficulty class for information related to that knowledge – it is better to be specific in what you know.
Profession Skill: At this time, profession skills can only be chosen from those listed in the Profession skill description in the *Player's Handbook*.

Step 5: Equipment

Purchase equipment for your character from the Weapons, Armor, and Goods and Services sections of Chapter 7: Equipment in the *Player's Handbook*. The only exception is that you may not purchase Masterwork items (manacles, tool kits, etc.) from these sections. You may purchase holy water from the Special, Superior, or Masterwork section of Chapter 7, but nothing else. You may not purchase magical items for your character except through play opportunities. Special, Superior, and Masterwork items will be available in play.

The Carrying Capacity rule is used in the LIVING GREYHAWK campaign, so keep track of what your character is carrying and how much it weighs.

Step 6: Home Region

All LIVING GREYHAWK characters are based in one of the nations of the Flanaess, as detailed in the *LIVING GREYHAWK Gazetteer*. (There is no such thing as a "regionless" character.) The default home region where *your* starting character operates is determined by where you actually live. You may choose a different home region for your starting character, but your character then suffers out-of-region Time Unit penalties when you use it in the game region assigned to where you live. If you change your address in real life, your character's default home region moves with you. If you move, but choose not to change your character's home region, your character again suffers penalties for out-of-region play when you play in the new area to which you moved.

A player may *not* choose as a character's home region the Free City of

Member Shy Aberman (bottom, left) runs a group of adventurers through a dangerous dungeon in the Cairn Hills.

Greyhawk or any campaign nation not moderated by a Regional Triad.

Consult the table below to determine your LIVING GREYHAWK character's default home region. American states and Canadian provinces are given in abbreviated form. Additional regions will be assigned as the campaign grows. Visit www.livinggreyhawk.com for the latest regions list, and for information on how to contact your Regional Triad.

LIVING GREYHAWK Regions
Ahlissa (Innspa/Adri): Austria, Germany
Ahlissa (Naerie): Denmark, Finland, Norway, Sweden
Bandit Kingdoms: OK, TX
Bissel: CT, MA, ME, NH, RI, VT
Bone March (Knurl): Greece
Dyvers: IA, KS, MO, NE
Ekbir: France
Furyondy: MI
Geoff: DC, DE, MD, VA, WV
Gran March: NC, SC, GA
Highfolk: WI
Keoland: NJ, NY, PA
Ket: MB, NB, NS, ON, PEI, SK
Nyrond: AZ, Southern CA, UT
Onnwal: United Kingdom, South Africa
Pale: Northern CA, NV
Perrenland: Australia, New Zealand
Ratik: HI
Sea Barons: Italy
Shield Lands: MN, ND, SD
Sunndi: Belgium, Netherlands, Luxembourg
Tusmit: PQ
Ulek, Principality of: FL, PR
Urnst, County of: CO, MT, NM, WY
Urnst, Duchy of: AK, AB, BC, SK, ID, OR, WA
Veluna: OH
Verbobonc: IL, IN
Yeomanry: AL, AR, KY, LA, MS, TN

Time Units
Time Units are used to record how PCs spend their time. By using Time Units you do not need to worry exactly in what order adventures took place, or exactly when you researched a spell or created an item. Time Units save you from taking your character out of play to perform non-adventuring activities.

Every year, a PC receives 52 Time Units (of 1 week each) to spend on their activities—adventuring, spell research, creating magic items, belonging to a knighthood, or managing a business can all potentially take part of a character's time. Adventures take either one or two Time Units, and the cost will be indicated in the adventure text. Other activities take varying amounts of Time Units, as indicated in the rules for the activity in question.

Learning New Arcane Spells
Learning a new spell normally takes a wizard one Time Unit. However, the two spells a wizard receives for advancing a level do not cost Time Units.

Sorcerers and bards must choose their spells from the appropriate spell lists, unless they have a special certificate that allows them to do otherwise. Sorcerers and bards do not normally pay Time Units to learn their spells.

Banned Spells
There are several spells that are not suitable for use in a LIVING Campaign environment. The following spells are not available to PCs: *polymorph other, polymorph self, permanency.*

Fame Points
Fame points are used to track how well known your PC is, and if your PC is recognized by those he meets. Fame points are always with an organization, never with individuals. Fame normally cannot be used up the way influence is—once someone knows who you are, they tend not to forget.

Influence Points
Influence points are a way of keeping track of who in the World of Greyhawk owes your PC a favor. Influence points can be earned with individuals or organizations, and there is no limit to how many a PC can eventually acquire. Influence points are used (spent) to convince NPCs to do favors for you—enough influence with the right people, and you can convince them to work miracles on your behalf.

Lifestyle
PCs in the LIVING GREYHAWK campaign must pay a lifestyle cost at the beginning of each adventure, associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain, and there are Charisma-related penalties and bonuses for maintaining certain lifestyles.
Destitute: You have no living space, and must carry all your gear everywhere. You stink and are undernourished. You suffer a –3 on Charisma-related skill checks.
Poor: You sleep in the common room of an inn, or perhaps the loft of a stable. Your clothing is generally worn and patched. You suffer -2 on Charisma-related skill checks.
Low: You rent a small room at a tavern, perhaps shared with one or two other individuals. If you own a home it is a one-room shack. It wouldn't be wise to leave anything of value laying around. You suffer –1 on Charisma-related skill checks.
Medium: You are moderately successful, and your equipment is plain but sturdy. You have your own room in an inn or boarding house, where you can leave items of moderate value without worrying about them disappearing.
High: You rent a roomy house or apartment, or own a nice home. You own clothes for many occasions, and can entertain anyone without feeling overly ashamed. You receive a +1 bonus to Charisma-related skill checks.
Luxury: You have the best of everything—spacious living quarters, exotic food, expensive clothes. Your success is the envy of many. You receive a +2 bonus on Charisma-related skill checks. Equipment left at home is generally quite secure.

German Triad member Rainer Nagel leads his party through the labyrinthine streets of Greyhawk's Slum Quarter, on the trail of the River of Blood.

Certificates

You will be issued certificates for things and favors that your character acquires during adventure play, during interactives, and through other means. These certificates include information on the item or favor that you will need in order to use it in play. Some specific sections of the certificate to note are:

Validation: Certificates must be signed in ink by the DUNGEON MASTER® who issues them, and the DUNGEON MASTER'S RPGA number must be completely legible. The name of the character the certificate is assigned to must be written in ink on the line provided at the top of the certificate.

Use Restriction: Use restriction is a category that describes how many of a certain certificate from a certain scenario a given character can be assigned. The categories are:

Common—A character can possess as many duplicates of this certificate as desired, provided they were all earned in play by a character.

Unusual—A character can possess only one of these items.

Rare—Only one of these rare items may be used at a given table of players. If multiple characters bring this item, then only one "exists" for the adventure. Which of the duplicates exists must be determined at the start of the adventure, and may not be changed during the course of the adventure. Further, all rare items are also bound by the restrictions on unusual items.

Unique—Only one of these exists.

The categories apply by item and scenario name. For example, if you happen to get item X from scenario A, and it is considered "unusual," then you can own one of item X from scenario A. If item X comes out in scenario B later, you can collect one or more of those as well (depending on its restriction in scenario B), since the scenario name is different.

Trade Policy: Certificates indicate whether they can be traded between characters. If a certificate can be traded, and is traded, then a complete trade history must appear on the back of the certificate. The information for each trade must include the player name and RPGA number and character name of the person trading the item away and the person accepting the item, and the date of the trade. This all must be completely legible, and the history must show the progress of the certificate from the original owner (noted on the front) to the current owner.

Certificates in the LIVING GREYHAWK campaign are the property of Wizards of the Coast, and must be returned to the campaign staff upon request. They have $0 cash value and cannot be sold for cash or other real world considerations.

Making Things

Non-magical crafted items, as well as crafted potions and scrolls, do not require certificates. Make a logbook entry for the time spent, and have your game master sign it. Indicate when you use your crafted potion or scroll in the logbook entry where it is used, referencing the log entry for when it was created.

Craft Item: Crafted items cannot be sold to NPCs; they can only be saved for use by the maker, or sold to other PCs. Crafting an item takes time, as calculated using the formula in the *Player's Handbook*, with a minimum of 1 Time Unit. PCs may not craft items that are restricted from purchase in Step 5 of these guidelines.

Brew Potion: Creating a potion takes material resources (gold) and XP as indicated in the *Player's Handbook*. Creating a potion costs 1 Time Unit, and only one potion may be created per adventure played.

Scribe Scroll: Creating a scroll takes material resources (gold) and XP as indicated in the *Player's Handbook*. Creating a scroll costs 1 Time Unit per level of the spell being scribed, and only one scroll can be scribed per adventure played.

Other magic creation feats: Costs (in gold, XP, and Time Units) for creating other magic items are covered on a case-by-case basis. Contact your Triad for more details. These items require certificates, so though you may have the pre-requisites for making something (according to the rules in the *Player's Handbook* and *Dungeon Master's Guide*) you must use the approved campaign procedure for doing so.

Guidelines for Ethical Play

In the LIVING GREYHAWK campaign, we expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically:

Players

Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.

Play fairly and honestly.

Be considerate of others, and their right to enjoy the game as much as you do.

Follow the spirit of the rules, as well as the letter of the rules.

Dungeon Masters

You are the Dungeon Master. It is your job to run the game. You are not playing against the players. Their fun is your top priority.

All players should be treated equally and equitably by you and by other players.

Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.

Abide by the expectations that apply to the players.

Administration

Respond and communicate in an articulate and timely manner.

Uphold the authority of our Dungeon Masters, and do not overrule them without careful investigation.

Abide by the expectations that apply to the players and the Dungeon Masters.

The first Living Greyhawk adventure, The River of Blood, *debuted at the 2000 Gen Con Game Fair.*
Illus. Michael Dubisch

Places of Mystery

BY ERIK MONA ILLUSTRATION BY MICHAEL DUBISCH

The travelogues of the Flanaess often dwell upon the magnificent hanging gardens of Niole Dra, the splendid canals of Chendl, and even, occasionally, the forlorn dolmens of the Tovag Baragu. Less well known are the transdimensional conduit known as the Belching Vortex of Leuk-O and the Fabled City of Dar Kesh-Anam, a metropolis in a most unlikely locale. Both offer exploration and opportunity for profit, at great risks.

The Belching Vortex of Leuk-O

The folk of the Hestmark Highlands hold many secrets, but perhaps none so enigmatic as the great portal known colloquially as the Belching Vortex of Leuk-O. Named for an ancient Oeridian general who is said to have entered the place and emerged with unheard-of treasure. The Vortex appears as an undulating black, leprous membrane set against a sheer cliff face on the mountain known as *Vashal-Tul* in the language of the dwarves who once made their homes in the craggy hillsides nearby. In the days before the Empire of Aerdy, a band of hill folk established a small colony at the foot of the membrane, which ancient texts refer to as a smooth opalescent barrier, soft to the touch but impenetrable even by magic. At some point, however, the gateway degraded, as did the village. Now, little more than eroded foundations can be found at the site, along with the time-buried remains of a people set upon by a terrible wasting disease. Leuk-O himself is said to have fallen victim to this illness, which caused his skin to turn sallow and his hair to fall from its roots. Those who have visited the Vortex in the last two centuries report that the surrounding area is a wasteland bereft of animal or plant life. Occasionally, it is said, the black membrane opens suddenly, expelling an invisible gas that can strip the flesh from a man's bones.

Taken as a whole, these dangers would be enough to warn away most adventurers. However, the treasures said to be found within the angular metal cavern structure beyond the Vortex have lured many adventurers to their deaths, and a small few to a modicum of fame and success. The fabled treasure includes such esoterica as artificial men built for battle (such as the *Mighty Servant of Leuk-O*, a towering automaton of crystal, unknown metals, and a strange fibrous material), translucent visors that allow a man to see in the dark, round sculptures that can capture the spoken word, and a host of other arcane devices. That no few of these items have military applications has enticed many warlords to lay claim upon the region, but nearly all of these pretenders fall victim to the wasting illness.

The latest claimant, the Geoffite archemist **Mantartigan Mellix** (NG hm Wiz15), dwells within a well-constructed hovel near the village ruins, tempting adventurers into the Belching Vortex, selling the Secret of Passage (as well as specially constituted medicinal tablets meant to protect against the "poison of the airs") for a princely sum. Those who seek to steal the wizard's secrets must deal with his companion, a powerfully-built construct Mellix refers to as the Barrier Golem.

DM's Notes: The Belching Vortex is actually a remnant from another time and place, a portal to an ancient outpost of explorers from one of the many worlds along Oerth's metaphysical axis. The means by which these travelers first arrived, and, indeed, how long they observed the affairs of the Flanaess from within the stronghold is not known. The indigenous hill folk who were thought to have mixed with the inhabitants of the Vortex last encountered civilized Oeridians more than 600 years ago, after which they mysteriously disappeared. Evidence of otherworldly influence in the village ruins nearby include glass windows of extreme clarity and a coppery sort of underground tubing running from building to building, much of which has been looted. The village reportedly once sported a fully functional water faucet, though this treasure was looted from the village ruins and installed in a dark corner of the Imperial Repository in Rauxes.

Unless protected by one of Mellix's tablets, anyone exploring the village ruins or spending more than an hour within three miles of the Vortex must make a successful Fortitude save (DC 18) to avoid contracting the Mortification, a wasting disease (Incubation: 1 day, Damage: 1d6 Con). Those who fail suffer nausea, fatigue, dehydration, hair loss, and lesions on the skin. Those who survive six weeks of the illness generally recover, though remission (as in the case of Leuk-O) is not uncommon.

Mellix's "Secret of Passage" is a simple gray card of a nearly indestructible lightweight material, three inches long by two inches wide. When held before the Eye of Aspersion (a small, eerily-lit panel at waist height to the right of the Vortex portal), the black membrane slowly melts away, only to reform shortly thereafter (the exact time varies erratically). The poisonous catacombs beyond are filled with strange, quasi-magical technic creatures that assault intruders with relentless precision. It is said that paths to other worlds can be found within the Vortex passages, but that the mechanism controlling their operation failed long ago.

The Fabled City of Dar-Kesh Anam

In the scholarly settlement of Nellix Town, deep in the dark alleys of the community known as Dryleaves, a wanderer can find a signless establishment known by students and scholars as the Dross Shop. Depending upon whom one asks, the Dross Shop is either a museum or a chaotic collection of trash. The proprietor (some say curator) of the Dross Shop is one **Venal Lon-Verdagis** (particulars uncertain), a gregarious, apparently human man with burgundy skin, a jaundiced left eye, and a wardrobe consisting of at least seven sets of identical deep green robes.

The interior of the Dross Shop is dominated by several oak tables, upon which are situated a number of items, from empty buckets to rusted swords to librams containing words in languages never before seen in the Flanaess. Whether these items are genuine treasure or the junk collection of a madman is anyone's guess. For his part, the curator sits in a corner rocking chair, solemnly nodding to all who enter, inviting them to handle the items as he stands to explain their history.

Lon-Verdagis is something of a local mascot, and visitors to the Dross Shop can often find collections of students surrounding the curator as he walks from table to table, explaining fanciful histories of this or that item. No one knows for sure if the man speaks truth or lies—he has a strange way of deflating difficult questions or criticisms by launching into some lengthy tale of ancient derring-do. Many find the man insufferably insane, but those who appreciate his odd genius return to the Dross Shop again and again, supporting Venal Lon-Verdagis with donations of food and gold.

If a visitor returns often, Lon-Verdagis will whisper to him conspiratorially, leading him to a large table covered in cloth near the back corner of his shop. Here, he will lift the cloth to reveal a city in miniature, covered by an intricate glass dome. Though the tallest onion-domed spire reaches no higher than a foot, the detail of the sculpture is amazing. No fewer than four dozen buildings, some of them ruined, line the narrow streets of the miniature city. If one looks closely, tiny figures seem to move along those abandoned, sand-swept streets, a phenomenon the curator blames on the reflections of light upon the enclosing dome.

Venal Lon-Verdagis introduces the model as the Fabled City of Dar-Kesh Anam, the legendary birthplace of the saga hero Molaho Khem. In a time so ancient that history melds openly with fable, it is said that Dar-Kesh Anam was the location of the first union between man and dragon, the resting place of the Five-Fold Deity, and the final refuge of the Sisterhood of Balash-Kopeh. Those scholars who believe the city ever existed cannot agree upon its location, placing it either in the lowlands of ancient Itar or in a vast mountain valley west of Mur.

The curator of the Dross Shop, however, will inform trusted visitors that neither is correct, and that the fabled city now and always has rested within a dome of glass. Further, for a small donation, he will twist a magic ring worn on his left hand, sending his visitors to the city, that they might tempt history themselves.

DM's Notes: Whether the city in miniature in the Dross Shop is the Dar-Kesh Anam of legend has not been determined by the six-score groups of adventurers who have accepted the challenge of Venal Lon-Verdagis. What has been determined is that the place is a veritable death-trap. Once transported within, explorers find themselves in a city that is all too real, an ancient, decaying metropolis that at first appears empty but that in fact is occupied by hundreds and hundreds of residents. Most of these beings are human, but no few are strangers to the Flanaess, and perhaps even Oerth itself, with features and languages wholly alien to Eastern Oerik.

Despite the promises of Venal Lon-Verdagis, once a band has entered the domed city, the curator of the Dross Shop will do nothing to effect their return. While this might be thought of as a dangerous pursuit, no one has as yet returned from the city, and the curator's pleas of ignorance to their fates have been enough to protect him from serious recriminations. Perhaps, as many believe, the man is simply insane, and transports the brave and the bold to the domed city because of some illogical calling.

Despite the appalling escape rate of those transferred to the city from Nellix, there are a number of ways out of Dar-Kesh Anam. The most prominent of these is the ominous Chamber of Portals, at the top of the spire known as the Far Turret, which stands at the center of the city. The tower is protected by legions of insects who walk on two legs, who arm themselves with strange weapons that shoot poisonous darts with the force of a crossbow. The leaders of these insects keep themselves obfuscated in mists and invisibility, but are known to be masters of the mental disciplines.

Mantartigan Mellix's "Secret of Passage"

Less dangerous is the vast undercity, a confounding dungeon populated by uplanders who thought to find escape below, and who became lost in the winding tunnels. Here can be found two-dimensional ruptures in reality that open into space, leading to the innards of a distant volcano as often as they do to safety. All are guarded by man or beast.

The sky above the fabled city of Dar-Kesh Anam is a deep red, and a trip to the horizon (through several miles of desert) leads only to an impassable barrier.

Most of the treasure promised in saga tales has been long-since looted from the city, or perhaps never existed at all. The remaining treasure may well be in knowledge, for the inhabitants of Dar-Kesh Anam represent a thousand cultures from twice as many locales. Many of these residents did not enter on their own request, and were instead sent by burgundy-skinned men armed with magical rings. The fabled city is hence a prison, from which few have escaped. Those who find a way out will likely be far from where they entered, and may even transcend reality to enter another world. ✸

The Kingdom of Keoland

BY GARY HOLIAN

The Kingdom of Keoland, located between the Javan and Sheldomar Rivers, is the oldest surviving nation in the Flanaess. Since the Twin Cataclysms forced the Great Migrations of prehistory, Keoland has had the most impact upon the history of the Flanaess of any nation outside the former Great Kingdom. Until now, Keoland has received a fraction of the attention given to Aerdy elsewhere. This article expands upon the information provided in the *LIVING GREYHAWK™ Gazeteer* by further detailing the make-up of the kingdom and its provinces. As the entire Sheldomar Valley has at various times been under the influence of the kingdom, much of this detail has relevance to neighboring states such as the Gran March, Geoff, Sterich, the Yeomanry, and the Ulek States.

Keoland is steeped in ancient tradition of its nobility. The key to understanding the nation as a whole lies in the study of the various factions that vie for power here.

Powers of the Land

Throne of the Lion

The reigning monarch of the Kingdom of Keoland sits upon the so-called Throne of the Lion. This office, the highest in the land, is charged with acting as the nation's Chief Bureaucrat and Defender of the Realm. As such, the monarch is head of both the government and the military, though he lacks the power to levy taxes, a right reserved solely to the Council of Niole Dra. According to the founding charter of Keoland signed centuries ago by representatives of all the original noble houses, both Oeridian and Suel, it is the Council that approves all matters of succession to the throne. The monarchy is not strictly hereditary, but rather is a vested office. Once appointed, a king rules for life barring extreme infirmity or a rare vote of disenfranchisement by the nobility. While the ability to produce a qualified series of heirs often constitutes a dynasty, succession is not guaranteed and often passes between various royal houses. It has done so many times in the past, which has preserved a continuous line of Keoish rulers dating back to the first century of the migrations. Such controls have created the stability that has allowed Keoland to endure for centuries under relatively unbroken and benign leadership.

Illus. Michael Dubisch

Heraldic device of the Kingdom of Keoland

Court of the Land

The Council of Niole Dra, referred to colloquially as the Court of the Land, is a gathering of the chief independent nobles of the realm, along with the heads of certain long-established guilds and secret societies. It is the Council, which gathers year round in the capital (save during the four festival weeks), that approves royal succession, administers final disputes between independent nobles, levies taxes on the provinces, and ratifies changes to the Founding Charter of the Kingdom. This ancient document is a binding agreement on the conduct of both the nobility and citizenry of Keoland, ascribing both rights and obligations to all. It has been amended only on two occasions in nine centuries (requiring near total unanimity of the Council) and its provisions are generally considered sacrosanct. Most decisions are made based on the vote of a simple majority. The most important passages of the Founding Charter concern the election of a monarch. This occasion remains the most momentous and contentious in the land. While the royalty of the kingdom has been dominantly chosen from the amongst the small number of original Suel houses, Oeridian noblemen dominate the membership of the approximately 100 member Court of the Land. Therefore, these lords enjoy a privileged role as kingmakers, providing further check and balance to the power of the rulers of Keoland.

Heralds

Ceremony and complex ritual are strong characteristics of Keoish culture. The maintenance and chronicling of such traditions is the province of the heralds. Most heralds serve varied roles in the kingdom. They are known to act as historians, couriers, ambassadors, conciglieri, courtesans, stewards, and even spies between the noble houses of Keoland. Their unique position, sandwiched between the nobility and the free classes, gives the heralds a modicum of power and influence. Most heralds, whether serving a noble house or not, also consider themselves part of a grand fraternity, the so-called Brotherhood of Harbingers. Heralds generally

treat each other with respect and equanimity, though long-standing feuds are not uncommon. High Heralds, often sharing blood ties with the nobility they serve, are rare and specially empowered representatives. They can act as the virtual voices of their respective lords and often sit in Council in Niole Dra to act as proxies.

Watchers

The only major national knighthood represented in Keoland is the Watchers. The Knights of the Watch are most common in the northern quarters of the kingdom, as they are based in the Gran March and share many roots with the Neheli. Many can still be found in the service of the Throne of the Lion, or various independent nobles. Hugo of Geoff, related distantly to the nobility of Keoland, is the putative leader of the order. However, a branch of the Watchers known as the *Malgari*, or "Darkwatch," are found only in Keoland and are primarily active in the Duchy of Dorlin and the northern provinces. The Margrave of Mandismoor is believed to be a highly placed servant of the Darkwatch. In general, Watchers are concerned with the defense of the kingdom from external threats and influences, particularly the Baklunish, though the Knights of the Hart are considerable rivals as well.

Priesthoods

The role played by priesthoods in the Kingdom of Keoland differs from that typical of other realms of the Flanaess, particularly those nations influenced by the march of the Aerdi. Establishment of any faith is forbidden in the founding charter of Keoland. This was an early exhortation by the Neheli and a recognition by the founders of the kingdom that religion often fosters division and conflict between disparate peoples. Given the diverse coalition of Suel, Oeridian, and demihuman clans that formed the early kingdom, it was decided early on to exclude this element from civic life. While this proscription has generally been observed, religion has by no means been suppressed in Keoland, and many faiths have flourished in the kingdom over the course of the last nine centuries. Almost all the gods of the Flanaess are represented here to one degree or another, though the political influence of any one is modest at best. Most of the nobility consider themselves above anything but the most token propitiation of deities, while the superstition and provinciality of the common folk prevents much proselytization.

Magic

The practice of magic was a scarce and tightly controlled commodity in the early days of Keoland. This was the byproduct of a people harried from their homelands by magical catastrophes and beset for decades by power-mad sorcerers. For centuries after the kingdom's founding, magecraft was limited to the nobility and their appointed seers. This included the semi-independent Silent Ones of the Lonely Tower, who oversaw all training and guarded magical secrets closely. They acted swiftly against any who would gather such power in the kingdom. All other practitioners were considered witches and treated as such by a wary peasantry. This included foreign mages, who were not long tolerated in Keoland. Such prohibitions were eventually lifted three centuries ago, during the reign of Tavish the Great, when Keoland emerged as a conquering power in the region. An academy of magic was established in Niole Dra to train and regulate wizards, a practice already common among rivals such as Furyondy and Aerdy. Mages who were not members of this academy, nor established nobility, were still considered illicit, but the fervor to eliminate such "witches" eroded as Keoland mixed with other cultures during its imperialist phase. Lawless wizards eventually took to calling themselves freemages. Only in cosmopolitan Gradsul, where they act under the protection and support of Duke Luschan and the Archmage Drawmij, do freemages gather together as a guild (calling themselves the Sea Mages), often hiring themselves out to ship captains for travel and exploration.

Merchants

From the point of view of the Keoish, most particularly its noble and peasant classes, the kingdom is the hub of a great wheel. Niole Dra is its heart, the center of civilization in the Sheldomar Valley. The capital is surrounded by the fertile provinces of the realm that extend to the frontiers of the kingdom. Across these borders lay former client states of varying obligation to the Throne of the Lion and beyond them are uncultured and often hostile foreign powers. Bridging these worlds has been the role of the mercantile class, who form the bulk of the middle class and have a much more cosmopolitan outlook. Merchants and traders, who typically gather together in large merchant houses, explore the reaches of the Flanaess by land and sea. They bring back wonders to the kingdom, which is rich in staples but poor in exotica. Various merchant guilds, representing the interests of the houses, form a very powerful political faction in Keoland. They often press their concerns with the Court of the Land to much effect. While the lords of Niole Dra often take a more introverted view, the guilds are not often ignored for, in addition to the farmers, they are the lifeblood of the nation.

Major Provinces

A survey of some of the major provinces of the Kingdom of Keoland follows. The information below should not be considered complete, as preference was given to those provinces which provide the greatest

The Early Kings

-342 CY Great Council of Niole Dra
(gathering of the Suel Houses and Oeridian tribes of Keogh)
-342-(-314) CY Nyhan I of House Neheli (The First King)
-314-(-295) CY Malv I of House Rhola (The Defender)
-295-(279) CY Lorgyr I of House Neheli (The Seer)
-279-(-272) CY Nyhan II of House Neheli (The Forlorn)
-272-(-236) CY Mandros I of Sedenna (The Oeridian)
-242 CY Borders of Keoland first expand to present boundaries

opportunities for adventure, or which play home to some of the most important movers and shakers in Keoish politics (two qualifiers which are by no means mutually exclusive). The numbers listed after the name of each province correspond to the map of the Kingdom of Keoland on the inside back cover of this magazine.

Royal District and City of Niole Dra (1)

The sleepy capital of the Kingdom of Keoland has constituted an independent territory since the formal founding of the nation. Niole Dra (pop. 25,000) was established soon after the migrations by the nobles of House Neheli as a governing demesne for the Duchy of Dorlin. However, its active control eventually passed to a bureaucracy appointed by the Council of Niole Dra when it became the capital of the united kingdom some decades later. It is one of the oldest and most impressive standing cities in the Flanaess.

According to legend, the placement of Niole Dra was determined by the seers of House Neheli, and its present location supposedly holds some mystical purpose. In any case, the majestic and sprawling city is located along the western bank of the Sheldomar River, at the northernmost point where it is still navigable to smaller seagoing vessels. In nine centuries it has never been besieged or touched by warfare. The city sports only token walls and fortifications, and most of these are adornments that only add to its acclaimed beauty. Niole Dra's quarters, of which there are more than a dozen, are separated by hanging gardens instead of walls, one more splendid than the next. The architectural style brings together the best of Suel and Oeridian influences, with soaring towers and open squares commonplace. All of these refinements contribute to the attitude of its residents, which is often described by outsiders as serene, slumberous, and even decadent.

Niole Dra is an active port, though it only sports a fraction of the traffic of Gradsul at the mouth of the Sheldomar. Barges travel southward to the capital from as far north as the headwaters of the Lort River, carrying trade from the Gran March and Waybury in the Duchy of Ulek, benefiting the city greatly. Niole Dra is administered by a lord mayor who reports regularly to the reigning king and his court at Santhmor, the royal palace, which dominates the western skyline. Currently, **His Honor Pugnace Dillip** (LN male human Ari6) holds the office of mayor. His appointment, as that of all mayors, was secured by the Court of the Land, which also affords him the budget needed to sustain a large bureaucracy. This bureaucracy is necessary to support the complex ritual and formality which dominates the culture of the city, a role that the corpulent, fatuous mayor takes on with ill-concealed glee.

While the official precincts of Niole Dra extend to little more than a day's march in all directions, the population of the district falls off rapidly outside the city's immediate limits. Other than a handful of fortresses that house some of the kingdom's standing forces, most of this open land is featureless and not under cultivation. Well worn roads lined with trees emerge from the city in all directions, leading to the various provinces of Keoland. Only one fortress of note lies within the region, and that is located in the flat plains some 25 miles directly south of the capital, near the border with the Earldom of Linth. It is a lonely spire, known as the Silent Tower, home of an ancient order of ascetic sorcerers descended from the early seers of the Neheli. It is avoided by most southerly traffic, which instead favors the river road to Segor.

Though the public markets of Niole Dra are busy, the politics of court are the real traffic and trade of the city. Over a hundred nobles or their representatives maintain

The breathtaking skyline of Niole Dra

Illus. Luis Vasquez

offices in the capital, most of them near the halls of the Court of the Land. Seats in these council chambers are emblazoned with the family crests of all the nobles, including those of provinces long since lost, with the whole affair being highly ritualistic. The figure of **Archmage Lashton** (LN male human Wiz19), chief advisor to the court and head of the academy of wizardry located in the Blind Quarter, cuts a large swath in the city. It is well known that **King Kimbertos Skotti** (LG male human Rgr15), who was an avid ranger in his youth, dislikes the city and can often be found instead at his retreat near Linnoden, where he is good friends with the Baron of Axewood. Skotti has already gained the nickname "The Commoner" from clucking critics. Without the king's moderating influence, various factions make bold efforts to promote their agendas before the Council, turning the city into a hotbed of intrigue.

Duchy of Dorlin (2)

This vast province extends north from the city of Niole Dra, along the Sheldomar River to the border of the Axewood. It continues north and west nearly to the edge of the Rushmoors, and is the largest territory in the kingdom. These grasslands are the ancestral lands of the Neheli, an ancient Suel noble family whose roots date back to the migrations following the Twin Cataclysms. The Duke of Dorlin is the title usually held by the leader of the house, save when the Neheli hold the Throne of the Lion in Niole Dra and another prominent member of the family assumes the dukedom.

The province is administered from Dorglast Castle (pop. 1,080), an ancient fortress that completely encircles a small township some 90 miles northwest of Niole Dra. Located adjacent to the main north-south road to Shiboleth, Dorglast Castle is a sprawling walled complex formed by a half dozen small citadels connected by a labyrinthine set of walls and towers. Reportedly, this jumble of edifices comprises no fewer than two thousand chambers, a figure which may or may not include the vast dungeons below the town. In the open area located between the walls, amidst the shadows of the towers, lies the town proper, which in ancient days formed the housing of men-at-arms and servants. Built primarily of stone like the citadels, the narrow alleys of the town are crossed by a pair of main roads that pierce the outer walls like points of the compass.

Numerous individuals spend their entire lives within the walls of this place, such is the gloomy and often decadent existence afforded its residents. Dorglast Castle makes Niole Dra seem vibrant by comparison. The most prominent of the citadels and the first to be built nearly a millennium ago is the palace of the duke, called Gollunfane. The other citadels hold numerous apartments, the living quarters of various lesser nobility, many of whom rule minor provinces of Dorlin in absentia. Many here spend their time embroiled in family politics, quasi-scientific research (so-called nomology), or inscrutable artistic pursuits. A great many skilled artisans, including some of the most gifted in Keoland, dwell within Dorglast Caslte, many of them jostling for the attention of fickle patrons. Even Rhen-folk have been spotted within these walls, which mark the westernmost point of their annual migrations. These migrations culminate during the Festival of the Dead, held during Needfest, when the population of the castle and town swells to double its usual size.

The rest of Dorlin is carved up into various petty baronies and counties, all of which are enfeoffed by the duke to members of his extended family. These lands are not as well-worked or as richly harvested as the central marches of the kingdom, but have primarily agricultural economies nonetheless. Sleepy towns and villages dot the landscape, many of which are ruled by absentee lords. The people of these lands are meek and highly superstitious, often ascribing supernatural explanations to events that require none. Most Neheli are firm believers in the concept of *noblesse oblige*, but rulership that was once considered just and honorable is now seen as patronizing and neglectful. The Neheli, like their rivals the Rhola, abhor slavery (banned by the Founding Charter) and only a very limited form of indentured servitude is practiced in isolation.

The current Duke of Dorlin is **Cedrian III** (CN male human Wiz7/Ftr2), a young and ambitious lord who has worked hard to hold together his once-great house's somewhat flagging fortunes. At one time, the lords of House Neheli were the most influential in the kingdom, and it was largely from their wisdom that the Founding Charter of Keoland was fashioned. The last king before Skotti was Trevlyan III, a member of this ancient house and uncle to Duke Cedrian. This was three decades ago, after years of disease and disquieting rumors of madness damaged their prospects for a long-lived royal dynasty. The current duke has tried to reclaim his family's reputation from the incessant rumor mongers, for he styles himself a prime candidate to succeed Skotti on the throne one day. Chatter about midwives caught at the edge of the Rushmoors carrying freshly born children to be exposed in the wastes is not helping his cause. Cedrian's chief opposition within the family is from the ill-famed **Count Orloc** (NE human male Wiz14), a baleful lord who rules a small corner of Dorlin near the Rushmoors. In the Court of the Land, Cedrian numbers Baron Markos Skotti and other members of the current royal faction among his chief competitors.

The Middle Kings

-236–(-193) CY Luschan I and II of House Rhola
-230 CY Founding of Sterich
-193–(-157) CY Malv II of House Rhola
-161 CY Founding of the Gran March
-157–(-121) CY Sanduchar I of House Rhola (The Navigator)
-121–(-107) CY Senestal I of House Neheli
-107–(-98) CY Lanchaster I of House Rhola
-98–(-72) CY Lanchaster II of House Rhola (The Wise)
-96 CY Incorporation of the Yeomanry
-72–(-63) CY Senestal II of House Neheli
-63–(-19) CY Lanchaster III of House Rhola
-19–07 CY Luschan III of House Rhola
07–49 CY Malv III of House Rhola (The Explorer)
49–278 CY Neheli Dynasty of Cedrian I, II, Nyhan III, IV, & Trevlyan I, II (The Slumbering)
278–286 CY Gillum I of Neheli (aka The Mad)

Illus. Luis Vasquez

Morning in the Port of Gradsul

though the centuries-old rivalry with the Rhola still simmers, as always.

Duchy of Gradsul (3)

The Duchy of Gradsul is the Kingdom of Keoland's most populous province and sports its largest metropolis, the port of Gradsul (pop. 49,400) on the Azure Coast. This territory extends north and westward from the city proper along the western bank of the Sheldomar River to a point south of Jurnre in Ulek. The border extends to the Dreadwood in the southwest before continuing along the coast to the border with Salinmoor. Though Gradsul extends over a large area inland, it is dominantly a maritime province, with hundreds of miles of coastline, including the banks of the broad and deep Sheldomar. Gradsul's numerous coastal villages and towns make its character unique in the kingdom.

Gradsul has always been a possession of the nobles of an ancient Suel house known as the Rhola, who founded it almost a thousand years ago following the migrations. Its name literally means "Haven of the Suel" in the ancient tongue of the settlers, and the territory more than lived up to this mantle, becoming the primary destination of many surviving Suel families escaping devastation in what would become the Sea of Dust. Though once much larger than it is today, including portions of the modern day Ulek states, Gradsul has remained Keoland's most cosmopolitan and prosperous region. This may be due in large part to the attitude of the Rholans, which is often described as resourceful, forthright, domineering, and even covetous. Though they are well known for naval pursuits and their zeal for exploration, the Rhola are as frequently painted as having a lust for conquest.

The City of Gradsul, at the mouth of the Sheldomar, is the largest seaport on the Azure Sea, larger than both the foreign ports of Gryrax and Irongate, its closest rivals. The Duke of Gradsul maintains a large fleet year round in the viscinity to guard access to the mouth of the Sheldomar River and provide security for the numerous mercantile vessels along the Azure Coast. The city proper is divided into several distinct districts of individual character and utility. Behind the expansive wharves of the docks lies a vast quarter of flat-roofed warehouses interspersed with the occasional shop and tavern. The massive open markets of the city make Gradsul the undisputed mercantile center of Keoland, a gateway to traders from as far away as the Aerdi Coast and the Densac Gulf. Unlike Niole Dra, the city sports a diverse population which is a close mixture of Suel and Oeridians, as well as numerous visitors from across the sea. The people of Gradsul are not as superstitious or provincial as their brethren in other regions of Keoland. The city is a haven for independent mages and is infamous for its dominant thieves guilds. Politics and culture the likes of Greyhawk and Dyvers are in full evidence here.

The Duke of Gradsul, whose family seat is the port city, is a powerful figure in the kingdom. The current

duke is **Luschan VIII** (LN male human Wiz9/Ftr2), who also heads the royal navy in his role as Lord High Admiral of Keoland. He is often thought of as second in influence only to the Throne of the Lion and the Council of Niole Dra (of which he is a prominent member). The duke is also traditionally allied with mercantile interests and until recently maintained close ties with the Prince of Ulek. The Archmage Drawmij, who is a distant relation of the duke, is a close advisor and can sometimes be found in his company. Duke Luschan, the latest scion of the Sellark family, is considered one of a handful of prime candidates to replace King Skotti, should the current monarch fail to produce a suitable heir. Many Dukes of Gradsul have been elected to the throne in the past, most notably the line of Tavish (287-488 CY) which inaugurated the kingdom's imperialistic phase over three centuries ago.

Daily rulership of the provincial capital has been left to a favored cousin (who acts as Lord Mayor of the City of Gradsul). Duke Luschan spends most of the year at the seaside palace of Sanduchar (pop. 4,890) located 40 miles southwest of the city along the coast. The towering Sanduchar was built during the reign of Tavish the Great. With its closed harbor and proximity to the Dreadwood, it has become the seat of the admiralty and main shipyard for the overhauled navy of Keoland. The fleet, which suffered a terrible defeat to the Lordship Isles five years ago in the harbor of Gradsul, is being rebuilt here under the direction of the duke. Ever since that ambush, the waters between Gradsul and Gryrax, which are heavily plied, have been the subject of numerous attacks by pirates. Duke Luschan, who once sponsored explorations of the Amedio Jungle and the Olman Isles before the wars, has steadfastly focused his attention on the threat now posed by the Scarlet Brotherhood and their allies. The duke strongly supported King Skotti's recent efforts in the south, providing key naval maneuvers in the capture of Westkeep, which has won him the support of hardliners in the House of Rhola. He argues the case for continued military readiness before the Court of the Land. Such actions have encouraged the duke's enemies, for many nobles see Luschan Sellark as a potential successor to Rholan Kings of the past in more ways than one, and they want no part of another bid for empire.

County of Flen (8)

The City of Flen (pop. 11,900), third largest in Keoland, is nestled in a small valley formed by the northwestern verges of the Good Hills. This city of low towers and squat dwellings is surrounded on three sides by steep bluffs. Its fortified walls guard the way to the major ford across the Javan leading to the Earldom of Sterich and its capital at Istivin. It was during the second century of Keoland's existence that the borders of the growing kingdom first expanded over the Good Hills, all the way to the Javan River. The Throne of the Lion desired a strong presence along this mighty riverway, which Keoish cartographers maintain is the longest in the Flanaess (this is disputed in Furyondy, which maintains the preeminence of the Velverdyva). Two large city-states were subsequently founded along the eastern bank of the river valley. Later expansions would lead to the establishment of Sterich a century later, increasing the strategic importance of the northern province, called Flen. The county was awarded to a clan of primarily Oeridian descent, which promptly took a seat in the Court of the Land.

County Flen and County Cryllor have traditionally been strong rivals. While the Javan River is navigable by small sea going vessels all the way to Cryllor from the south, only shallow-drafted barges can approach Flen in either direction. Therefore, while the former styles itself as more of a port, Flen makes do as a crossroads, the major stop between Istivin and Niole Dra. No bridge can span the river near Flen. Instead, the Ford of Marich, located north of where the swift Davish joins the Javan near Godakin Keep, channels most of the traffic into and out of Sterich. A steady flow of trade trickles south from Hochoch, and elven traders can be found in Flen from as far north as the Dim Forest. Unlike its rival, Flen maintains very good relations with the gnomes, dwarves, and halfings of the Good Hills, who prefer to travel to Flen to sell their wares, much to the consternation of Count Manz in Cryllor. A great many demihumans make their home within the city and elsewhere in the county, and trade between Flen and the community of Black Top, located in the hills three days west of the city, is brisk.

The County of Flen has become more of an armed camp in recent years, with greater concerns over the security of the western border of the kingdom than traditional economic rivalries with its neighbors. Incursions by giants and other humanoids from the Jotens remain a constant bane to its lord, the wintry **Countess Allita Elgarin** (N female human Clr5 of Xerbo), whose family has ruled the county for centuries. Allita has been a strong ally of King Skotti, and she directly supported the recent recovery of Sterich, which brought raids to a relative lull in that state. The countess had hoped the invaders could be discouraged once and for all from harrying Flen, but activity picked up in the county two years ago after the hobniz village of Kilm was razed. Forces dispatched from Godakin Keep were too late to capture the raiders. Last year, a party led by the countess' son, the **Lord Garson Elgarin** (NG human male Ftr11), departed for the mountains on a mission to discover the source of the raids and put a stop to them. The party has failed to return, with no evidence of their fate, and the countess remains inconsolable.

County of Cryllor (9)

The western County of Cryllor is one of Keoland's wealthiest and most strategically powerful provinces. The county stretches along the banks of the Javan, in a fluvial valley cut by the river between the Good Hills and the Little Hills, which border the lands of the Yeomanry League. The walled city of Cryllor (pop. 8,400), whose western district opens onto the banks of the Javan, is the fourth largest in the kingdom, after only

Gradsul, Flen, and Niole Dra. The city and its wealthy Suel lord benefit strongly from the river traffic and trade that passes just outside his walls on the road between Niole Dra and Longspear. Additionally, riches are still drawn from the lower Good Hills, much of which finds its way to the markets of Cryllor, where skilled artisans are known for their metalwork. The counties of Flen and Cryllor have been rivals for centuries, but while the rulership of Flen has been relatively stable over that time, the lordship of Cryllor has changed hands many times.

The current count is **Lord Ignas Manz** (LN male human Ftr16), a former warrior turned wealthy lord and civic magnate. His personality is often described as imperious, boorish, and unforgiving, and while Manz is often called a phillistine by rivals in the Court of the Land, this calumny he ascribes to envy, for his success and power in the region are very real. Manz styles himself a merchant prince, and his relative isolation from the rest of the kingdom has bred indifference to the politics of Niole Dra. Count Manz has made himself very wealthy from the ores he draws from prodigious mines in the valley, much to the chagrin of the gnomes of Plim's Delve, who find his methods unscrupulous. The Count is a firm believer in the concept of bread and circus, and he does not disappoint his citizens. He spreads around just enough of his coin to keep the people happy and his rivals among the lords of the county off balance. Toward this end, Ignas Manz has turned an annual swordmeet held during Brewfest, called the Tocsin of Kelanen, into a festival of competition which draws participants and spectators from across the Sheldomar Valley (and no doubt considerable coin into the count's coffers).

Count Manz has long harbored a desire to annex the rich highlands in the Little Hills, which are believed to hold unexploited mineral wealth, but has garnered no support to do so from his peers in the Court of the Land. He has made it clear to the Countess Elgarin that any alliance with Flen depends upon her support in this endeavor, which she will not give. The western half of the province of Cryllor, referred to as the Trans-javan, extends from the western bank of the river to the foothills of the Jotens and the Little Hills. Much of this land was acquired following the Greyhawk Wars, when forces of the count marched across the river, ostensibly to secure his lands from invasion from the Jotens. Interestingly, while raids have continued in Flen and the Yeomanry, Cryllor has remained relatively unscathed. Manz has further provoked the Yeomanry by mining the foothills of the Littles in abrogation of long-standing treaties. There are rumors of the discovery of a vein of mithral well within Yeoman territory, but the location of this mine, if it exists, remains unknown. Its discovery would likely go greatly rewarded by the court of the Freeholder should it be revealed.

Imperial Keoland

287–346 CY Tavish I of House Rhola (The Great)
292 CY Peers of Ulek join the Council of Niole Dra
346–395 CY Tavish II of House Rhola (The Blackguard)
348 CY Wealsun Proclamation
395 CY Nemonhas of Neheli refuses crown (The Spurning)
395–414 CY Luschan Sellark IVof House Rhola (The Duke's Regency)
414–453 CY Malv Sellark becomes Tavish III of House Rhola (The Boy King)
433 CY Duke of Gradsul disappears in the Amedio
434–453 CY Rise of the Sea Princes
450 CY Prince Luschan Sellark VI dies in the Battle of Gorna
453 CY King Tavish III dies in the Siege of Westkeep (The Debacle)
453–488 CY Tavish IV of House Rhola (The Weary)
461 CY Ulek States secede from the Throne of the Lion

March of Middlemead (14)

The so-called Western Marches of the kingdom, from Mandismoor in the northwest to Blerfield in the southeast, formed the early western border of Keoland in the nation's first century. These marchlands were primarily settled by Oeridian tribes who migrated south from the Fals Gap into the Sheldomar Valley, driving hostile Flan and humanoids in their wake. These peoples joined with the migrating Suel houses, who had primarily congregated along the Sheldomar River, to form the core of the Kingdom of Keoland. Preeminent among these early marches is generally agreed to be Middlemead, the most populous and prosperous of the provinces. It is centrally located along the road from Niole Dra to Cryllor, east of the Good Hills.

The Margrave of Middlemead, **Lord Kharn** (LN male human Ftr3), is like most noblemen of the midlands primarily of Oeridian descent. However, the population of the province is relatively well-mixed, including some Suel and Flan enclaves. Middlemead's lands stretch across the breadbasket of the kingdom, where there are few communities of more than 2,000 souls, but numerous villages and thorps. Instead, expansive manors dot the landscape, which administer large farms and grasslands for grazing. Agriculture dominates the economy, though Middlemead is also known for its woven goods, earthenware, and famous fermentations, which are standard fare in taverns throughout the kingdom. Kharn's domain is very representative of those of the Margraves of Blerfield and Sedenna, which abut his realm to the north and south. The prosperous town of Middlebridge (pop. 2,508) which is located along the small Zol River (where it runs into Middlemead from Sedenna) is the capital of the march.

Lord Kharn is the head of what is often termed the "Lords Faction" in the Court of the Land (sometimes mistakenly called the "Oeridian Faction," though this is clumsy, as Oeridian and Suel lords number among all the factions) along with fellow lords such as the margraves of Blerfield, Sedenna, and the Earl of Gand. As such, he is regarded as a proponent of limiting the powers of the Throne of the Lion and asserting the primacy of the independent lords in the Council of Niole Dra. It was the margrave's support that tipped the decision in favor of the election of Skotti to the throne some three decades ago. Lord Kharn hoped to gain an ill-prepared and disinterested monarch by choosing the Lord Baron of Grayhill. For the most part he got his wish, but recent events, including the retaking of Sterich and Westkeep, as well as the rise of the archmage Lashton as a power at court, have made Kharn sour upon the decision. It's unknown who he would support following King Skotti's reign, though many curry his

favor. It is well known that as Lord Kharn goes, so do most of the lords of the midlands.

Barony of Grayhill (17)

Grayhill is located in the northwestern corner of the Dreadwood, where the forest verges upon the Good Hills. The small barony is often described as an enchanted place, for it is a crossroads of human, elven, and gnomish cultures. It was in Grayhill, nearly nine centuries ago, that human and elven emissaries first met and exchanged words of peace under a starlit sky. This cooperation has continued ever since and the barony is now held by a minor noble house, known as the Lizhal, who migrated along with the Rhola and Neheli following the Twin Cataclysms. Unlike the majority of those two houses, the Lizhal are heavily intermarried with both Oeridian and elven bloodlines.

The village of Grayhill (pop. 985) stands much as it did centuries ago, a confluence of human and elven cultures. Despite its small size, this barony is noteworthy for having produced the current monarch, Kimbertos Skotti, as well as many of the most important advisers at court, including the Royal Archmage Lashton. The current Baron of Grayhill is the king's younger brother, **Markos Skotti** (NG male human Ftr7). Markos seems to prefer the politics of court to daily rulership of the arboreal barony, for he spends more than half the year in council at Niole Dra, pressing his brother's interests and leading the so-called "Royal Faction." It is no secret that should Kimbertos fail to produce a suitable heir before his death, the Baron Skotti would like primary consideration from the Court of the Land to be successor to the Throne of the Lion. In this effort, he has an ally of convenience in Lashton. Markos often leaves the governance of Grayhill to his wife, an able lady who is much loved by the elves (with whom she shares some minor kinship). **High Herald Cezar Bartos** (LE human male Wiz9/Ftr4) (called *Lykos* by his enemies) performs the day-to-day administration of the barony. It is widely suspected that the cold-hearted Bartos acts as the eyes and ears of Lashton in the province.

The fortress keep of Dourstone, seat of House Lizhal and capital of the barony, lies a handful of miles from the legendary site of Grayhill. It remains one of the few human fortifications in the forest, and its towers soar above the native trees of the Dreadwood. Other human villages dot the northern hills of the barony, but the elvish settlement of Silglen (pop. 780) in the southeast remains the second largest settlement. In the southernmost corner of the realm, where the barony gives way to trackless forest, lies the ancient tower of Valadis. The spire has tantalized and daunted the people of the Barony of Grayhill for centuries, for it is rumored to have once been a place of wondrous magic as well as great death. The elves will not approach it, and rangers in the service of the king keep most people away. Warded carefully by the Silent Ones in centuries past, the spire is currently claimed by the archmage Lashton as a personal retreat, a right only afforded to him by his current high offices. However, it is well known in sorcerous circles that Lashton has been unable to penetrate beyond the base of the tower to its rumored dungeons that snake beneath the forest floor.

Barony of Axewood (20)

Located on the western bank of the Sheldomar River in the northeastern part of the kingdom, the Barony of Axewood includes that portion of the forest west of the great river, plus some open land south to the border of the Duchy of Dorlin. In ancient days, the forest was much more expansive, its verges reaching nearly to the outskirts of Niole Dra. However, prodigious logging of the wood by the Keoish slowly consumed the timberland. Such activity was eventually banned when the Duke of Ulek assumed a seat in council, leaving the forest with the name it ironically bears to this day. That portion of the forest east of the Sheldomar within Ulek is entirely sylvan, home to many spriggans, treants, and unicorns. This is only somewhat less true of the western half of the forest in Keoland, where more elves makes their homes beneath the boughs and humans interact with the peripheries of wood by foraging and hunting sparingly, under the supervision of a local council.

The current Baron of Axewood is a half-elven lord who once owed fealty to the Duke of Ulek, which makes him one of the rare demihuman members of the Court of the Land outside of the Good Hills. The Neheli have largely eschewed the racial mixing common to almost everyone else in Keoland since the kingdom's founding. The only exception seems to be the olvenkind, to whom the Neheli have always shown a liking. The Barony of Axewood sports the kingdom's largest elven population outside the Dreadwood, including many half-elves. The majority of these half-elves dwell near or in the capital, the town of Linnoden (pop. 1,840) at woods edge near the river. The Lord Baron of Axewood is **Anladon II** (LG male half-elf Ftr8/Wiz2), a half-Neheli and kin of both the Duke of Ulek as well as Duke Cedrian III of Dorlin, sired when

Illus. Michael Dubisch

The Axewood east of the Sheldomar is completely sylvan

relations between the two duchies were more amicable. But the Baron withdrew his small northeastern barony from the Duchy of Ulek when the latter separated from the Keoish Throne in 461 CY. Recent relations between the Baron and Grenowin of Tringlee, however, are very good.

Anladon is very old, even for a half-elf, and is generally deemed a font of historical knowledge in the kingdom. His experience and memories date back to before the dissolution of Keoland's brief empire in the last century. As a young man he took part in the defense of Hookhill against the Knights of the Hart at the tail end of the Short War and later participated in the ill-fated invasion of Geoff in 450 CY with Prince Luschan (who died on the battlefield). Anladon and Kimbertos are strong and fast friends, and the monarch can often be found in retreat here in Axewood. The king claims it reminds him in many ways of Grayhill, particularly when compared to the artificial gardens and carefully coifed arbors of Niole Dra. Anladon is one of the king's closest confidants, a fact which needles the Archmage Lashton and the king's brother Markos both, for they fear the baron advises the king at cross-purposes to their own. Anladon was a former Watcher, but some unknown falling out with the order causes him to want no part of the knighthood now.

Barony of Dilwych (22)

The small barony of Dilwych, sandwiched between the vast Duchy of Dorlin and the northwestern marches, is ruled by a lord considered eccentric even by Neheli standards. The barony is avoided by the major roads of the kingdom and is therefore eschewed by most travelers. However, Dilwych was once a part of the greater Duchy of Dorlin, seceding from the latter in the last century over a petty squabble now long since forgotten save by the Barons of Dilwych, who have trumpeted their independence ever since.

Its seat of government, the ostentatiously named *Castle Draconis Imperious*, sits on a low hillock near the center of the barony, mere miles from the village of Dilwych (pop. 504). This quiet hamlet is the epicenter of an anemic agrarian economy that lumbers to sustain itself amidst the prosperity of its neighbors. There is little evidence of true ambition in Dilwych and trade that was brisk in centuries past has slowed to a trickle. Perhaps this neglectful attitude extends from its ruler, the self-described **Lord High Baron Draconis Eternal, Malweig I** (CN Ftr8/Brd7), who spends more time expanding and decorating his jumble of a palace, with its angled walls and leaning towers, than seeing to the welfare of his citizenry.

The obscure Lord Malweig has presided over the barony for a couple of decades, though he has only officially assumed its leadership in the last dozen years. It is a widely whispered scandal that the baron had his late father embalmed, perfumed, and propped up on the throne of the barony for years following his actual death. This forced visiting heralds and other guests of the baron to hail the ghastly cadaver and osculate its signet with tightly pursed lips. Only a rare visit by the new Duke of Dorlin in 578 CY put an end to the practice. An appalled Cedrian ordered the bishop of Dilwych to bury the dead baron in the dark of night for the sake of decency. The baron's son has been the titular lord of Dilwych ever since.

Malweig, who traveled the length and breadth of the Flanaess in his youth, now spends much of his time festooned in Baklunish silks, wandering his halls and playing his servants against each other in a mockery of the politics at the royal court. He is always on the lookout for strangers or seemingly important visitors to his province, inviting them to his castle for a celebratory banquet and regaling the guests with tales of his supposed exploits (the baron styles himself a former explorer). Malweig entreats them to give an account of themselves, hoping to extract wondrous tales of adventure. To those who are considered worthy are given his so-called "letters of marque." These colorful documents enlist the bearers to missions or adventures on behalf of the Lord High Baron Draconis Eternal. While most of these quests are inscrutable or absurd tasks, a small number over the years have actually resulted in the unearthing of great treasures or the solution of profound mysteries.

Lord Malweig is considered mad, though generally harmless, by his peers (even for a Neheli, whisper the margraves on his western borders). He no longer attends council in Niole Dra and is entreated by few of his fellow lords. Instead he sends his High Herald, one **Thaddeus Pliq** (CN human male Brd4), a high-pitched and haughty buffoon who spends more time entertaining young pages in his apartments in Niole Dra than he does engaged in the politics of the capital.

Viscounty of Salinmoor (24)

The Viscounty of Salinmoor, located between the southeastern Dreadwood and the Azure Coast, is one of Keoland's most forlorn provinces. It was virtually abandoned following the Siege of Westkeep, which saw the Keoish Throne lose its former southern possessions to the piratical Sea Princes in the last century. This left Salinmoor and its nominal capital, the coastal town of Seaton, as the kingdom's southernmost possession. However, lacking much in the way of natural resources or strategic importance to the Throne of the Lion due to its distance from Gradsul and close proximity to insurgent Monmurg, it was virtually forgotten over the years by the bureaucracy in Niole Dra, whose introversion is legendary.

Salinmoor was founded more than three centuries ago, prior to the start of the kingdom's imperialist phase, as an adjunct possession of the Rhola of Gradsul. The land and its environs are often described as gloomy, helped in large part by the warm mists which waft off the nearby marshes south of Bale Keep and combine with the briny air of the sea to produce a persistent miasma. Fishing, including some whaling, dominates the local economy, which also sports small farms and some cattle grazing. The viscounty has seen more than its share of misfortune over the years, including a plague in the late 490s that wiped out nearly a quarter of the population. The frequent storms which cross the Azure Sea north of Fairwind Isle to strike the western coast of the Sheldomar Valley often seem to hit this region the hardest.

The people of Salinmoor have a complex relationship with the sea, viewing it as both source of life and bringer of death. These settlers, who are a mixture of Suel and Oeridian bloodlines, are very superstitious and are often described as overly anxious. It often appears to outsiders visiting Salinmoor that many families here act as though they have something to hide. But Salinmoor is not only a place of sinister secrets. It is often the destination of many seeking to avoid scrutiny in the north, making it a conduit of unwanted notoriety. Much of this portrayal is surely exaggeration by haughty northerners, but examples of this behavior are often cited. For instance, the part of the Dreadwood which constitutes the northern verges of the province is generally avoided, as it is believed to be haunted or cursed, depending on whom one consults. The marshes in the south, they say, are home to demons and other foul spirits which feed upon the souls of the living, often reaching out to them in their dreams.

The House of Secunforth, which is a distant relation of the Neheli in the north, was appointed to stewardship of the province during the reign of Tavish IV, when Rholan interests in the south fell into decline. They reluctantly arrived to oversee the construction of Bale Keep, and the Secunforths have belatedly ruled these lands ever since, often displaying the deportment of prisoners in their own land. The Secunforths had been well known for their prosperous endeavors in Dorlin, but the transplanted family became infamous for interfering too late in the witchhunts of 501-502 CY, which saw many killed before the hysteria subsided. The Secunforths, now led by the **Viscount Cronin Secunforth III** (LN male human Ftr4), have merited responsibility for maintaining the puritanical atmosphere which is pervasive here. They have seen their own house's fortunes fall with that of the province and have done little to reverse this trend, for they see themselves as cursed. The recent retaking of Westkeep by forces of the king has brought more traffic to Seaton in the last year, offering hopes of an economic and political revival in the region, but this still remains to be seen. Cronin Secunforth, who has never personally been in council at Niole Dra, is planning a visit to the capital next year upon the urgings of the Duke of Gradsul.

Viscounty of Nume Eor (25)

This region, located southwest of the Dreadwood between the river Javan and the Hool Marshes, has changed hands frequently over the last three centuries, being at times part of the Kingdom of Keoland and at times part of the Yeomanry. It served primarily as hinterlands to both nations, until a treaty in 461 CY established the Yeoman border officially at the eastern banks of the Javan. Responsibility for the territory has fallen to the Keoish ever since, who largely ignored the region for the last century and have only recently eyed it with renewed interest.

Once a far-flung dependency of the kingdom known as the County of Eor, it was generally disregarded, as was the province of Salinmoor in the east. This was due to the isolation of these lands south of the Dreadwood following losses further south by House Rhola in the last century to the nascent Sea Princes. A new line of Neheli kings in Niole Dra chose a more isolationist course, and this introversion left these provinces virtually independent. The county eventually fell to raiders from the Hool Marshes, when incursions by the teeming lizardmen of the swamp finally harried the leaders of the small populace into submission. The province stood unfortified and lawless for years afterward, being trampled by brigands and yeoman alike.

Illus. Luis Vasquez

Makaster House, outside Saltmarsh, is just one of many supposedly haunted locales throughout Salinmoor.

The aftermath of the Greyhawk Wars finally turned the attention of the Throne of the Lion back to the south. Four years ago, in Patchwall of 587 CY, King Skotti reclaimed these lands formally by force of arms and granted the province to a cousin in the House of Lizhal. The new viscount, **Richart Jorgos** (LN human male Ftr12), has the royal backing needed to reestablish the realm as a full member of the Court of the Land. This includes a contingent of men-at-arms finally strong enough to repel most of the denizens of the marshes. Regular trade has been reestablished with the Yeomanry from the newly sired town of Kimberton (pop. 980) on the Javan, and relations are greatly improved. However, incursions across the river from the Little Hills and into the Dreadwood remain common, as the bulk of the new settlement is going on in the southwest and the local Yeoman in the north are reluctant to give up the practice. Viscount Jorgos has announced a small bounty on every lizardman skull redeemed in Kimberton, and the grisly proclamation has attracted a number of bounty hunters and freeswords to the region.

Dreadwood Preserve (26)

The vast leafy forest known as the Dreadwood stretches between the Azure Coast and the Javan River near the Yeomanry, across southern Keoland. While claimed by the kingdom, it would be presumptuous to call it a true possession of the crown, as scarcely more than a third of its boughs are controlled by allies of the Throne of the Lion and chief among these are the elves of the wood, who are semi-independent. But there are places in the heart of the dark forest even the elves will not go. More than half of the great expanse is unpatrolled and is widely believed to be the home of bandits, humanoids, and even cultists. Such denizens, as well as the dark history of the place, all contribute to the origin of its name.

Illus. Luis Vasquez

Bullywugs haunt the Hool Marsh Protectorate.

Those small portions of the Dreadwood contained in the Barony of Grayhill and the Duchy of Gradsul, near Sanduchar, are the only ones regularly logged and hunted by humanity. Incursions from the Yeomanry across the Javan and into the southwestern wood are still common, but the rest of the southern and central woods, where the thick canopy can often blot out the daytime sun, is virtually trackless. Only stalwart rangers and foolhardy treasure seekers are found here, though not often for very long. The northern woods are held primarily by the elves and their allies. These sylvan inhabitants of the forest have no single leader, but are divided into numerous enclaves, each led by a noble olve, variously called lord, lady, and steward.

As he is the former Baron of Grayhill, the elves of the wood are strong supporters of the current king, Kimbertos Skotti. The Great Druid of the Sheldomar Valley, **Reynard Yargrove** (N human female Drd14 of Obad-Hai) also makes her home in the forest, though the exact location of her hold is not widely known. While Yargrove makes no formal allegiance to Keoland, she is also on good terms with the king, as both shared a friendship in their youth. Skotti has generally followed her counsel that no further exploration or settlement of the forest should be allowed to proceed given the dangers and dark secrets of the place, which according to legend once swallowed an entire house of the Suel early in the migrations.

Hool Marsh Protectorate (27)

The Hool Marshes have long been both a boon and bane to the people of Keoland. The vast expanse, produced by the confluence of the Javan and Hool rivers, is primarily a trackless marsh filled with too many dangers to settle and civilize. And while the marshes are most notable for their bottomless bogs, tribes of lizardmen, and countless monsters, the natural terrain has also protected the southern border of the kingdom from widespread invasion from the south for centuries.

King Tavish the Great was the first to march around these marshlands to conquer the wilderness between the Hellfurnaces and Jeklea Bay (now called the Hold of the Sea Princes). Until the 3rd Century, these lands were controlled by isolated Suel brigands (based at Port Toli) and largely inhabited by Flan and humanoid tribes. The new Keoish conquerors changed all this. Tavish I established the port of Monmurg in 301 CY and set about cultivating the central lands between the Hool River and the Azure Coast. After abolishing slavery in these new territories, he ordered built the fortress city of Westkeep (304 CY) in order to shield the central lands from incursions from the swamp and facilitate widespread settlement of the south. The rise of the Sea Princes in the following century (434-453 CY) proved fateful to the Keoish efforts in this quarter, and these lands eventually fell to the usurpers under the reign of Tavish III. His ill-fated attempt to regain the lands from the pirates resulted in the Siege of Westkeep (453 CY). Over the ensuing decades following this debacle, the border of the Kingdom of Keoland slowly retreated northward to the Dreadwood, where it remained until very recently.

Tavish IV attempted to guard the kingdom's southern frontier with the marshes by constructing a chain of small

forts in the 460s CY, but most of these edifices have long since been abandoned as indefensible, save Bale Keep near the border with Salinmoor. The marshes themselves remained a formidable barrier, effectively separating the kingdom from the dissolute hold of the Sea Princes. Conflicts between the two nations were restricted to the sea. Some years ago, however, the notorious wizard Baltron of Linth was banished by the Throne of the Lion to the marshes, and he took one of these abandoned forts near the heart of the swamp for himself. A magical catastrophe that later destroyed the mage resulted in the eerie glowing green beacon that can be seen for miles and still bears his name. Secretive cults are now thought to have taken residence in this part of the marshes, many of them drawn to the malevolent light.

In 590 CY, after years of internal conflict in the Scarlet Brotherhood-controlled Hold of the Sea Princes finally weakened that realm, forces of the King of Keoland recaptured the fortress city of Westkeep. This effectively stretched the kingdom's southern border to the banks of the Javan for the first time in more than a century. Now fully a third of the Hool Marshes fall within Keoland's claim, though this is a tentative one at best, given the dangers of the interior marshes. Westkeep, with its high warding walls, has been made the capital of a military government which directly serves the Throne of the Lion. King Skotti's generals in Westkeep rely on naval support for reinforcements and supplies. Keoish warships now regularly patrol the great meanders of the Javan, between the Yeomanry and the Azure Coast. However, any efforts to secure anything more than the fringes of the marshes have been met with swift resistance from its denizens.

Other Provinces

Even Keoland's smallest and least influential provinces hold ancient secrets and ambitious lords. A wise traveler learns as much as she can about not only the high and mighty, but the low and meek, as well.

Earldom of Gand (4)

Gand was once a province of Gradsul, but centuries ago became an independent province in the kingdom. The town of Gand (pop. 2,840) is a noted haven to rogues, many of them escaping justice in Gradsul. The province is also infamous for being the headquarters of a meddlesome though flourishing cult of St. Cuthbert, brought back to Keoland by soldiers during the occupation of Veluna two centuries ago.

Earldom of Linth (5)

Linth, located south of the city of Niole Dra, is an old province dating back to the founding of the kingdom. While the population is primarily of Oeridian descent, the earldom is the home of the House of Linth, an obscure Suel house generally considered to be in decline. The capital is the town of Segor (pop. 4,540), on the Sheldomar River. The northernmost plains of the province, near the tower of the Silent Ones, is decidedly desolate.

County of Nimlee (6)

The lands of Nimlee extend directly west from the outer precincts of the city of Niole Dra all the way to the main north-south road of the kingdom. The **Countess Lissen Rheyd** (NG female human Clr8 of Lydia/Ftr2), of Oeridian descent, benefits greatly from the trade that passes through her province and its capital, the town of Craufield (pop. 1,740). Goods from Middlemead and the other western marches travel primarily through Nimlee to the capital.

County of Marlbridge (7)

The way to the Gran March passes through the lands of the Count of Marlbridge. This county was once a province of the Duchy of Dorlin, but became independent following the Short War with Furyondy. The town of Marlbridge (pop. 3,160) on the northern border derives most of its revenue from the traffic over the great stone bridge that spans the so-called "Rushflow" on the road to Shiboleth.

Good Hills Union (10)

Demihumans have ruled these hollowed halls since before the arrival of the Suel and Oeridian migrants in the Sheldomar Valley. It was during the first century following the formation of the Kingdom of Keoland that humanity and the demihumans of these highlands were able to come together in peace, largely through the intercession of neighboring Oeridian settlers. The many enclaves of these hills now elect speakers to argue their interests in Niole Dra. These various speakers, who are typically more than a dozen in number, gather together in council at Black Top (pop. 760). There they elect one of their own to act as First Speaker in the Court of the Land. Currently this office is held by **Blaif Rinnar** (NG male gnome Ftr6/Rog2), a gnome from Plim's Delve.

March of Mandismoor (11)

Located in the far northwestern corner of the kingdom, distant Mandismoor guards the road to Geoff. The lord of this frontier province is a renowned Knight of the Watch who is on constant vigil for incursions and other attacks from the north, particularly the Rushmoors, which are a constant bane. The infamous fortress of Ravonnar marks the northernmost extent of the march.

March of Sedenna (13)

The fair province of Sedenna is ruled by **Margrave Erlich Derwent** (LN male human Ftr11) from his capital at the town of Plampton (pop. 1,920). Sedenna is located north of the heart of the kingdom, between the Good Hills and Niole Dra and is famous for its vineyards and the wines they produce. Sedennan wines are exported as far as Perrenland and Ahlissa. The small Zol river flows down from the heights in the west, forming most of the southern border between Sedenna and Middlemead. ✸

The New Kings

488–510 CY Nyhan IV of House Neheli (The Listless)
510–539 CY Senestal II of House Neheli (The Dilettante)
539–564 CY Trevlyan III of House Neheli (The Afflicted)
564– CY Kimbertos Skotti of House Lizhal (The Commoner)

Exhibition of the Fiend-Sage

(First Report)

By Sean K Reynolds | Illustrations by Sam Wood

My dread lord, *Coldeven, 591 CY*

As instructed, I have enclosed the first of a series of reports on lesser-known and unusual creatures native to the Flanaess. My spies continue to send me progress reports and (in some cases) preserved corpses of these creatures, always with an eye toward how the study of these beings might bear to your plans. I shall, of course, continue to devote the majority of my work to observing the dealings of powerful extraplanar beings within the "Great" kingdoms of Xavener and Grenell. Things in those regions are not so pacified as the Raoans would have us believe, alas....

I am also pleased to report that an Abyssal ally of mine, Yach-Tek the cambion, has finally lent me the Triangular Tome of Kugatsmor (which he stole from its yugoloth owner) in exchange for one hundred slaves and information on one of his rivals. Please send a detachment of soldiers to claim the book at your leisure, as it tends to attack lone creatures.

Your humble servant,
The Fiend-Sage Rel Astra

Greyhawk Dragon

The discovery of this variety of dragon proved most difficult because of its intelligence and natural tendency to conceal itself. My agents now know for certain that one lives in the city of Greyhawk, and another in (of all places) Kalstrand, although both have surely changed their identities by the time you read this and their exact whereabouts are not known. Given their temperament, it is unlikely that we would ever have to consider one our enemy unless we mistakenly took overt actions against its home.

Greyhawk Dragon (Air) By Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	S	4d12+4 (30)	15 (+2 size, +3 natural)	+4	+4	+3	+3	1d6 (12)	6	16
Very young	S	7d12+7 (52)	16 (+1 size, +6 natural)	+8	+6	+5	+6	2d6 (14)	6	18
Young	M	10d12+20 (85)	19 (+9 natural)	+12	+8	+6	+1	3d6 (16)	6	20
Juvenile	M	13d12+26 (110)	22 (+12 natural)	+16	+10	+8	+10	4d6 (18)	6	22
Young adult	M	16d12+48 (152)	24 (-1 size, +15 natural)	+20	+12	+9	+11	5d6 (20)	16	24
Adult	L	19d12+57 (180)	27 (-1 size, +18 natural)	+24	+14	+11	+15	6d6 (23)	19	26
Mature adult	L	22d12+88 (231)	29 (-2 size, +21 natural)	+28	+16	+12	+16	7d6 (25)	21	28
Old	L	25d12+100 (262)	32 (-2 size, +24 natural)	+32	+18	+14	+19	8d6 (27)	23	30
Very old	H	28d12+140 (322)	35 (-2 size, +27 natural)	+36	+20	+15	+21	9d6 (29)	25	32
Ancient	H	31d12+186 (387)	38 (-2 size, +30 natural)	+40	+23	+17	+24	10 d6 (31)	27	34
Wyrm	H	34d12+238 (459)	39 (-4 size, +33 natural)	+44	+25	+18	+25	11d6 (33)	29	36
Great wyrm	H	37d12+296 (536)	40 (-4 size, +36 natural)	+48	+28	+20	+28	12d6 (36)	32	

Greyhawk Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 150 ft. (average), swim 30 ft.	11	10	13	10	11	12	*Polymorph self, poison resistance*	1st
Very young	60 ft., fly 150 ft. (average), swim 30 ft.	13	10	13	12	13	12	Minor arcane shield	3rd
Young	60 ft., fly 200 ft. (poor), swim 30 ft.	15	10	15	14	13	14	Moderate arcane shield	5th
Juvenile	60 ft., fly 200 ft. (poor), swim 30 ft.	17	10	15	16	15	14	*Enthrall*	7th
Young adult	60 ft., fly 200 ft. (poor), swim 30 ft.	19	10	17	18	15	16	Damage reduction 5/+1	9th
Adult	60 ft., fly 200 ft. (poor), swim 30 ft.	21	10	17	20	19	16	*Charm person*	11th
Mature adult	60 ft., fly 200 ft. (poor), swim 30 ft.	23	10	19	20	19	18	Damage reduction 10/+1	13th
Old	60 ft., fly 200 ft. (poor), swim 30 ft.	25	10	19	22	21	18	*Suggestion*	15th
Very old	60 ft., fly 200 ft. (poor), swim 30 ft.	27	10	21	22	23	20	Damage reduction 15/+2	17th
Ancient	60 ft., fly 200 ft. (poor), swim 30 ft.	29	10	23	24	25	20	*Mass suggestion*	19th
Wyrm	60 ft., fly 250 ft. (poor), swim 30 ft.	31	10	25	24	25	22	Damage reduction 20/+3	20th
Great wyrm	60 ft., fly 250 ft. (poor), swim 30 ft	33	10	27	26	27	24	*Mass charm*	21st

Greyhawk Dragons

Greyhawk dragons are sociable, clever, and curious.

Their bodies are somewhat feline but their faces are very expressive and humanlike, surrounded by spines that vaguely resemble hair and a beard. However, their true appearances are rarely seen, as Greyhawk dragons prefer human form to their own, using their special abilities to infiltrate human society, masquerading as sages, scholars, wizards, or other intellectuals. Endlessly curious about the art, culture, history, and politics of civilized races, Greyhawk dragons live among humans and similar beings, keeping their true nature a secret (they are always able to recognize each other, however).

At birth, a Greyhawk dragon's scales are a deep blue-gray with steely highlights. As it grows to adulthood, its color lightens to a lustrous burnished steel, gaining increased shine as it continues to age. In human form, a Greyhawk dragon always has one steel-gray feature, such as hair, eyes, nails, or sometimes a ring, tattoo, or other ornamentation.

Greyhawk dragons rarely live in caves, as they prefer to assume a human lifestyle and therefore live in a human dwelling such as a mansion, castle, or other place of sufficient size to have a strongroom where they can keep their treasure. In their natural form, they smell of wet steel. They prefer to dine in human form, although they need to eat enough to maintain their true mass and so they make monthly trips to hunt in dragon form, explaining these absences in ways consistent with the roles they take in human society (for example, a dragon in the guise of a historian would claim to exploring records in another city's library).

Greyhawk dragons prefer treasure that they can carry in their human forms, such as jewelry, valuable coins, and magic items useable by Medium-size creatures. They hate creatures that disrupt normal life in cities or despoil natural hunting grounds. Within a city, they rely on local authorities to deal with troublemakers, but prefer swifter forms of justice in the wilderness.

Combat

Greyhawk dragons prefer talk to fighting, but if forced into a conflict, they usually begin with spells and avoid actual melee. If seriously threatened, a Greyhawk dragon reverts to its draconic shape and uses its breath weapon. They try to use their spells and abilities to incapacitate foes unless their opponents have obvious lethal intent and the ability to inflict serious harm. If outmatched, it tries to *teleport* away or assume a human guise and become lost in a crowd.

Breath Weapon (Su): A Greyhawk dragon has two types of breath weapon, a cone of corrosive gas or a cone of poisonous gas. Creatures within the latter must succeed at a Fortitude save or take 1 point of temporary Constitution damage per age category of the dragon, repeating the save one minute later to avoid taking a similar amount of damage. The dragon may create an area smaller than its maximum, if it so chooses.

Minor Arcane Shield (Su): The dragon gets a +10 bonus to its SR against 1st- and 2nd-level arcane spells.

Moderate Arcane Shield (Su): The dragon gets a +10 bonus to its SR against 3rd- and 4th-level arcane spells.

Poison Resistance (Ex): Greyhawk dragons get a +10 racial bonus to all Fortitude saving throws against poison.

Other Spell-Like Abilities: Five times a day—*polymorph self*; once a day—*charm person, enthrall, mass charm, mass suggestion, suggestion.*

Skills:

Climate/Terrain: Any city (rarely any hill, plain, or forest)
Organization: Solitary (with humanoid companions)
Wyrmling, very young, young—solitary (with humanoid companions) or clutch (2–5) Juvenile, young adult, adult, mature adult, old, very old, ancient, wyrm, great wyrm—solitary (with humanoid companions)
Challenge Ratings: Wyrmling 2; very young 4; young 4; juvenile 5; young adult 7; adult 8; mature adult 11; old 12; very old 13; ancient 15; wyrm 16; great wyrm 18
Treasure: Wyrmling, very young, young, juvenile, young adult standard
Adult, mature adult, old—double standard
Very old, ancient, wyrm, great wyrm—triple standard
Alignment: Usually lawful neutral, often lawful good
Advancement Range: Wyrmling 5–6 HD (Small); very young 8–9 HD (Small); young 11–12 HD (Medium-size); juvenile 14–15 (Medium-size); young adult 17–18 (Medium-size); adult 20–21 HD (Large); mature adult 23–24 HD (Large); old 26–27 HD (Large); very old 29–30 HD (Huge); ancient 32–33 HD (Huge); wyrm 35–36 HD (Huge); great wyrm 38+ HD (Huge)

Nauskiree

These creatures are becoming more common in Blackmoor, the northern lands of Iuz, Stonefist, and the Suel barbarian lands. The Flan legends say that the leg bones of the nauskiree, if carved and heated in a fire, become spears as hard as metal, and a few of these legendary weapons have been handed down through generations within a tribe. Experiments have proven this myth to be true, and while creating more of these weapons is impractical because of their scarcity, I am certain that such a weapon could be enchanted to become a frost *weapon more easily than other materials.*

Huge Aberration (Cold)
Hit Dice: 12d8+60 (114 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 14 (-2 size, +1 Dex, +6 natural)
Attacks: Bite +9 melee; slam +4 melee
Damage: Bite 2d8+8; slam 1d6+8
Face/Reach: 10 ft. by 5 ft./15 ft.
Special Attacks: Trample, torpor
Special Qualities: Cold subtype, heat intolerance, scent
Saves: Fort +9, Ref +5, Will +9
Abilities: Str 26, Dex 13, Con 20, Int 11, Wis 12, Cha 13
Skills: Hide +14-8size+1dex, Listen +4+2alertness+1wis, Spot +4+2alertness+1wis
Feats: Alertness
Climate/Terrain: Cold forest
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral evil
Advancement Range: 13-24 HD (Huge); 25-36 HD (Gargantuan).

Nauskiree

Nauskiree are tall, bizarre monsters thought to have migrated to the northern Flanaess from Telchuria before the Twin Cataclysms, figuring into old Flannae tales of that region. Solitary hunters, they act much like trapdoor spiders, hiding for long periods of time until prey approaches, then striking out with magic and teeth. Although they hunt alone, they are sometimes enslaved by frost giants and used as guardians.

Nauskiree appear almost bipedal, their torsos being larger than their pelvis. However, their extremely long limbs and greater weight on their forward half make it hard for them to lift both forelimbs for more than a moment, and so the creature gets about on all fours. Its skin is gnarled like bark, and colored in a random pattern of dark gray and white that resembles snow clinging to the trunk or branches of a tree. Its skull-like head and some of its joints are surrounded by stringy gray hair resembling dead grass or pine needles.

Nauskiree are physically incapable of speaking anything but a rudimentary form of Auran, but those who develop the habit of feeding upon speaking creatures sometimes learn to understand a few words of the local language.

Combat

Nauskiree hunt by hiding within the forest and waiting for prey to approach, their long limbs resembling bare branches and their bodies hidden in the lower branches of the nearby trees. When food comes near, it strikes with its torpor attack and melees with a creature that succumbs to its power, its head darting down from the relative safety of its torso. If seriously wounded or very hungry, it grabs a creature that has been affected by its powers (making a grapple action with its bite) and flees.

Torpor (Su): Twice per day a nauskiree can make a torpor attack. Those within the 15 ft. spread must make Will saves (DC 16). Those who fail suffer the effects of a *confusion* spell, a *slow* spell, and 4d4 hit points of cold damage. Those who succeed ignore the *confusion* and *slow* but take half damage from the cold. The spell-like effects of the attack last 12 rounds.

Trample (Ex): A nauskiree can trample Medium-size or smaller creatures for 2d8+8 points of damage. Opponents who do not make attacks of opportunity against the nauskiree can attempt a Reflex save (DC 24) to halve the damage.

Heat Intolerance (Ex): A nauskiree temporarily loses 1 point of Constitution for every hour it is in an environment where the temperature is above 50° Fahrenheit (46° Centigrade), dying when its Constitution reaches 0. Lost Constitution is recovered 1 point per day it spends in its normal cold environment.

Cold Subtype (Ex): Cold immunity; double damage from fire on a failed save (see page 2 of *the Monster Manual*).

Skills: A nauskiree gains a +8 racial bonus to Hide checks in forested areas.

Sons of Kyuss

Sons of Kyuss are a disgusting form of cursed undead created by a powerful evil cleric named Kyuss, who has since been rewarded for his service to a dark deity and has achieved a small portion of divinity. They can appear anywhere, but are known to be found more frequently in the Amedio Jungle, where Kyuss spent some time decades ago. Completely mad and working without apparent reason, the sons of Kyuss wander caverns, crypts, and sometimes even the open countryside in search of victims.

Sons of Kyuss look very much like well-rotted zombies. It is only once they are within 20 feet that writhing green worms can be seen crawling in and out of their skull orifices. They are usually clad in rotted clothing, although a rare few wear pieces of armor that have not yet decayed enough to fall off.

A 16th or higher level cleric may use the *create greater undead spell* to create new sons of Kyuss. Doing so requires maggots from the corpse of a leper in addition to the normal material components for the spell.

Combat

Sons of Kyuss never travel more than three together, splitting into multiple smaller groups if creating spawn causes them to exceed this number. Occasionally a larger creature falls to their curse and follows after them as a normal zombie. Unlike zombies, sons of Kyuss are not limited to taking partial actions only in a round, but they are intelligent enough to pretend to have restricted movement until they are ready to attack. They normally use their fear aura to scatter their victims, chasing them down singly until all have been caught.

Skills:

Fear Aura (Su): Sons of Kyuss are shrouded in a zone of *fear*. Creatures who enter this area (or if the son brings the area to the creature) must succeed at a Will save (DC 16) or be affected as though by a *fear* spell cast by a 7th-level sorcerer. A creature who makes this save is immune to all *fear* auras from sons of Kyuss for 24 hours.

Kyuss' Gift (Su): Supernatural disease—slam, Fortitude save (DC 12), incubation period 1 day; damage 1d6 temporary Constitution/1d4 temporary Wisdom. Unlike normal diseases, this disease continues until the victim reaches 0 Constitution (and dies) or receives a *cure disease spell* or similar magic (see "Disease" in Chapter 3: Running the Game in the *DUNGEON MASTER® Guide*). The disease causes a rotting of the flesh and dementia. A diseased victim gets only half the benefits of natural and magical healing (divide all healing by two).

Fast Healing (Ex): A son heals 5 points of damage each round. If reduced to 0 hit points in combat, a son collapses but continues to heal, rising 1d4 rounds later to fight again. Only fire, electricity, holy water, or the touch of holy or blessed weapons keeps it from rising in such a manner (these attacks may be applied while the creature remains fallen or be the cause of its fall).

Son of Kyuss

These repulsive things are responsible for the death of several of my agents sent to learn about them. Few are found in the Abyss, as their transformative power has no affect on demons, but some demon princes who favor undead (such as the blasphemous Yeenoghu) are known to keep a few as pets, dispatching them to Oerth to punish mortal spellcasters who attempt to void agreements. One spy reports limited success in making these creatures with the create greater undead *spell, using such ingredients as crushed emeralds seeped in the ichor of diseased purple worm larvae. It is thought that the legendary cleric Kyuss, he of the tenebrous creatures of the Wormcrawl Fissure, first created these monstrosities.*

Medium-Size Undead
Hit Dice: 4d12+3 (27 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 11 (-1 Dex, +2 natural)
Attacks: Slam +2base+4Str melee
Damage: Slam 1d6+4Str
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Kyuss' Gift, create spawn
Special Qualities: Undead, regeneration 5, turn resistance +2
Saves: Fort +3, Ref +0, Will +4
Abilities: Str 18, Dex 9, Con —, Int 6, Wis 11, Cha 14
Skills: Hide +4-1Dex, Jump +4+4Str, Move Silently +4-1dex, Spot+6
Feats: Toughness
Climate/Terrain: Any land and underground.
Organization: Shamble (1–3) or horde (1–3 plus 1–6 huge orlarger zombies)
Challenge Rating: 5
Treasure: None
Alignment: Always chaotic evil
Advancement Range: Small 5-6 HD (Small); Medium-size 5-8 HD (Medium-size); Large 5–10 HD (Large)

Create Spawn (Su): Sons of Kyuss create more of their own kind with the green worms crawling through their bodies. Each round that a son is in melee combat, one of the worms leaps from its host to land on the son's opponent (make an attack roll using the son's slam attack value). The worm has AC 10 and 1 hit point. During this time, the worm can be killed by the touch of iron or by any sort of attack that a son could not regenerate. On the son's next turn, the worm burrows into the flesh of its target, making its way toward the brain and causing 1 hit point of damage per round until it reaches the brain 1d4+1 rounds later. When inside a victim, the worm can be destroyed by *remove curse* or *remove disease* (or spells that duplicate these effects); *dispel evil* or *neutralize poison* delays its progress for 10d6 minutes. These spells affect multiple worms within the same victim. Worms cannot survive outside of a host for more than 1 round.

Once the worm reaches the victim's brain, it inflicts 1d2 points of temporary Intelligence damage per round until it is destroyed or the victim reaches 0 Intelligence, at which point the host dies and rises as a son of Kyuss 1d6+4 rounds later. Small, Medium-size, and Large creatures become sons of Kyuss as described above; smaller creatures quickly putrefy, larger creatures become normal zombies. Spawn (and spawned zombies) are not under the control of their parent but usually follow after whatever son created them.

Any creature who touches a son with an unarmed strike or other natural weapon is immediately attacked by 1d4 worms.

Curative Transformation (Ex): A *remove curse*, *remove disease*, or more powerful versions of these spells transforms a son of Kyuss into a normal zombie. Touching a son in this manner does not draw additional attacks from worms because the spell's power kills any that try.

Xvarts

Xvarts are small humanoids living primarily in the Bandit Kingdoms, former lands of the Horned Society, the Bone March, the Pomarj, near Verbobonc, and the Vesve. Although xvarts have a primitive society compared to humans, it serves them well and allows them to support large tribes on limited resources. As a whole they are not a threat to civilization, as they fear humans and prefer to occasionally take out their aggression on kobolds. Goblins often use xvarts as spies for warbands, and xvarts often act as mediaries between goblins and kobolds.

Xvarts have bright blue skin and vivid orange eyes. Tolerant of most weather extremes, they dress in little more than loose cloth doublets. Xvarts of both sexes are mostly bald, having only a fringe of wiry black hair on the back and sides of the head that connects with their eyebrows. Their ears are large. Xvarts claws look impressive but are insufficient for combat, and their teeth are no larger than those of a human child.

Xvarts speak Goblin; those with Intelligence scores of 12 or above also speak Draconic.

Combat

Xvarts prefer to ambush and overwhelm their opponents, resorting to superior numbers instead of fairness. Although they fear humans and only attack them if they have a tremendous edge in numbers, xvarts hate halflings and almost always attack them, even if their numbers are equal.

Xvart officers sometimes have better armor (preferring a chain shirt to anything more cumbersome). Sergeants are trained in the use of the net, and other officers learn the net or Two-Weapon Fighting with a dagger or another short sword. Hunting parties use scouts to drive prey toward a readied net, and ambushes usually involve at least one net and enough xvarts to pile upon every person in a group.

Speak with Animals (Sp): Once per day a xvart can speak with animals as a lst-level druid to communicate with rats or bats, including dire varieties.

Skills: Xvarts gain a +2 racial bonus to Move Silently checks and a +4 size bonus to Hide checks.

Xvart Characters

A xvart's favored multiclass is fighter; xvart leaders tend to be fighters or fighter/clerics. Xvart clerics choose two of the following domains: Animal, Evil, and Trickery. Xvart clerics prefer spells that summon rats and bats or create fire.

Xvart Society

Xvarts are tribal. Their leaders are generally the strongest and most clever creatures in the tribe. They live in a communal existence, with hunting parties leaving the lair daily to bring back food for the entire tribe. If hunting is poor, they sometimes resort to stealing livestock or crops from farms. They war with enemy humanoids for territory but never with their own kind, preferring to move or eliminate a common foe when the population grows too high. Xvarts rarely raid unless a powerful leader has driven them to a cause, such as avenging many deaths by adventurers or the encroachment of humans. When they take prisoners, it is only for torture and ransom, as the xvarts have little need for laborers.

These creatures live in caves underground or in deep and remote portions of forests. Their camps are well-patrolled by xvarts, bats, and rats, and are kept reasonably clean, particularly when compared to goblins. Often a tribe is allied with one or more wererats, with the tribe providing shelter in emergencies and the wererats ferrying ransom notes. Xvarts with lycanthropy are greatly respected by their peers. Other tribes form close alliances with goblins, although these pairings never involve worg mounts, as the canines tend to eat the rat guardians.

Xvarts worship the god Raxivort, who teaches that xvarts will eventually come to dominate and rule all of the small creatures of the world, aided by rat and bat allies and using the tools of fire and the sword as their means to this goal. ✸

Xvart

My spy in the court of "overking" Grenell tells me that a division of xvarts from the hills near Bellport have visited that town, bearing gold ore and a few small nuggets of adamantine, trading these riches for food, wood, and rum. Grenell has ordered Patriarch Halldrem to encourage this sort of thing with these xvarts, hoping to acquire more of the rare metal from the deeps. The xvarts themselves, like all of their kin, are easily bullied by humans, and are of little worth to the Naelax prince.

Small Humanoid
Hit Dice: 1d8+3 (7 hp)
Initiative: +1 (Dex)
Speed: 20 ft.
AC: 14 (+1 size, +1 Dex, +1 shield)
Attacks: Short sword +0 melee; or dagger +2 ranged; or net +2 ranged
Damage: Short sword 1d6-1; dagger 1d3-1; net entangle
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft., speak with animals
Saves: Fort +0, Ref +3, Will +0
Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8
Skills: Hide +2+4size, Move Silently +2+2 racial, Spot +2
Feats: Toughness
Climate/Terrain: Any forest and underground.
Organization: Gang (4–9), band (10–100, plus 1 leader of 4th to 6th level and 1 3rd-level net-using sergeant per 20 adults), or tribe (40–400, plus 1 leader of 6th to 8th level, 1–2 lieutenants of 4th to 5th level, 1–4 clerics of 1st to 5th level, 1 3rd-level net-using sergeant per 20 adults, and 3-30 giant rat guards)
Challenge Rating: 1/4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement Range: By character class

Playing Pieces:

The Despotrix of Hardby

BY FRED WEINING

The town of Hardby, on the Woolly Bay, has been associated with the city of Greyhawk for more than eight centuries—first as rival, then ally, and finally as subject to its northern neighbor. Shipping, along with fishing, serves as its primary trade, though much seasonal ship-traffic bypasses Hardby in favor of the larger markets of Greyhawk City. This is now beginning to change, as the economies of the two communities become more fully integrated. The alliance of merchants that ruled Hardby prior to the Greyhawk Wars has made some half-hearted attempts to reassert control over the docks, but such efforts have little lasting effect since the ruling Trade Council is dominated by agents of Greyhawk. In the past few years there has actually been a resurgence of influence by the Gynarchy of Hardby, which had for many decades existed only as a society of prominent local families of matrilineal descent.

Originally the Gynarchy formed the female-led government of Hardby, and their rule continued under the old Landstadt of the Selintan. Their leader was simply called the Gynarch, a title belonging to the matron of house Yragerne. But after the death of the last hereditary Gynarch a new leader was chosen,[1] and in 351 CY the first Despotrix was inaugurated on the *Throne of Wood*.[2] This government remained in power until the early years of the current century, when refugees coming from the Pomarj (in the aftermath of the Hateful Wars) managed to usurp authority over the militia and the town docks. These same refugees formed the Hardby Merchants' Alliance to legitimize their control, and held power here for almost 70 years—until they unsuccessfully attempted to resist annexation by the Free City during the Greyhawk Wars. Now the Gynarchy again has the upper hand, and the Despotrix intends to play it carefully.

Despotrix Ilena Norbelos, female human Wiz13: CR 13; Medium humanoid (5 ft. 6 in. tall); HD 13d4-13; hp 24; Init +0; Spd 30 ft.; AC 14 (*bracers of armor +4*); Atk +4/-1 melee (1d6-2/1d6-2, quarterstaff); AL NG; SV Fort +3, Ref +4, Will +9; Str 6, Dex 10, Con 9, Int 19, Wis 13, Cha 16.

Skills and Feats: Bluff +11, Concentration +12, Diplomacy +11, Knowledge (arcana) +12, Knowledge (local) +12, Scry +20, Sense Motive +9, Spellcraft +20; Brew Potion, Craft Wondrous Item, Forge Ring, Leadership, Maximize Spell, Scribe Scroll, Spell Focus (divination), Still Spell.

Possessions: bracers of armor +4, ring of spell turning, robe of eyes.

Spells Prepared (4/5/5/5/5/3/2/1): 0—*daze, detect magic, light, read magic;* 1st—*burning hands, color spray, magic missile, phantasmal force, sleep;* 2nd—*daylight, detect thoughts, invisibility, levitate, protection from arrows;* 3rd—*blink, dispel magic, hold person, lightning bolt, magic circle against evil;* 4th—*detect scrying, Evard's black tentacles, polymorph other, polymorph self, wall of ice;* 5th—*cone of cold, teleport, wall of force;* 6th—*chain lightning, globe of invulnerability;* 7th—*prismatic spray.*

The reigning Despotrix, Ilena Norbelos, is a frail, white-haired, 61 year-old woman with vivid blue eyes and an aristocratic demeanor. She has held her office for the past quarter of a century. The Despotrix is greatly admired by almost all the local people with the notable exception of the remnant of the Hardby Merchants' Alliance—as well as the mountaineers and marines of the Greyhawk militia. She is also well-respected in the courts of most of the neighboring states, including (it is said) Celene and the Bright Lands. On the other hand, her nominal superiors in Greyhawk's Oligarchy are particularly wary of her and the rest of the Gynarchy; in fact, the Lord Mayor and the Despotrix clearly hate each other, but political and military necessity forces them to cooperate for the security of the region. Ilena is far more circumspect that most in the domain of Greyhawk regarding the events of the Wars and their aftermath, and she takes nothing at face value.

In times past, Ilena was known to have a fine, dry humor and biting wit that would often sneak past her reserved facade, and she was a tireless opponent to the enemies of the Gynarchy. Unfortunately, her health has gradually declined over the last five years,[3] and she has lost something of her previous spark. The gynarchs' concern for their leader is increased because of her obviously weakened state, and some of them wish to address the issue of succession. Several heirs to the Despotrix have been advanced as candidates for her office, but none enjoy the widespread popularity that Ilena has built for herself. Also, she has so far given no indication that she is willing to abdicate her authority. Ilena feels that she can best help the Gynarchy by remaining as Despotrix, and most of the gynarchs seem to agree.

The Despotrix also has claimed a seat on the Greyhawk Council of Mayors and Manorial Lords, which includes leaders from all the towns and settlements in the domain. She has become the most prominent member of this group, using her influence to encourage cooperation among her neighbors, and also to promote opportunities for more women to gain positions of authority in the region. As always, Ilena is watchful over the interests of Hardby's citizens, and she is devoted to the preservation of the Gynarchy in the face of increasing social and political challenges. The majority of the gynarchs are just as devoted to her, recognizing the advances that the Gynarchy has made under her leadership, and they continue to support her policy of cooperation with Greyhawk.

Javka Gerneskir, female human Clr3/Rog3: CR 6; Medium humanoid (5 ft. 8 in. tall); HD 3d8+6 + class 3d6+6; hp 41; Init +2 (Dex); Spd 30 ft.; AC 12 (+2Dex); Atk +7 melee (1d6+3/crit 18-20/x2, *rapier +1*), +8 ranged (1d8, crit 19-20/x2, light crossbow); SA Sneak attack +1d6; AL NG; SV Fort +6, Ref +6, Will +4; Str 14, Dex 15, Con 14, Int 13, Wis 11, Cha 13.

Skills and Feats: Balance +6, Climb +6, Concentration +6, Decipher Script

+5, Escape Artist +2 (+8 with *vest of escape*), Forgery +8, Hide +7, Innuendo +5, Knowledge (local) +4, Listen +5, Move Silently +4, Open Lock +6 (+10 with *vest of escape*), Pick Pocket +6, Spot +5, Use Magical Device +6; Ambidexterity, Endurance, Run, Skill Focus: Forgery.

Special Qualities—Domains: Magic: Uses wands and scrolls as 1st-level wizard. *Travel:* For a total of 3 rounds per day, Javka can act normally regardless of magical effects that impede movement.

Possessions: rapier +1, vest of escape.

Spells Prepared (4/2+1/1+1): 0—*cure minor wounds, detect poison, light, mending;* 1st—*command (2), expeditious retreat (t);* 2nd—*locate object (t), silence.*

Javka Gerneskir is a small but very solidly-built young woman of 24 years. She has dark, wavy hair and an olive complexion, but with eyes of the brilliant blue so often found among the local people of Hardby. She is a cleric of Lirr as well as a rogue. Javka is a friend and personal servant of the Despotrix, and she has travelled to cities as far away as Dyvers and Leukish, usually on errands of information gathering for the Gynarchy. She might be encountered anywhere in Greyhawk's domain or the neighboring lands south of the Nyr Dyv. She usually accompanies the Despotrix on her journeys to Greyhawk, and is familiar with the oligarchs of that city. Like the other members of the Gynarchy, she has little affection for Greyhawk or its rulers, but sees the necessity of maintaining good relations with them for the time being.

She entered the service of the Gynarchy in early 585 CY, and her resourcefulness and diligence quickly brought her to the attention of the Despotrix. Javka is currently a didactrix[4] and is therefore not included in all of her superiors' councils. As a personal agent of Ilena, however, she has access to sensitive information regarding their plans, and a detailed knowledge of Hardby's political arrangements. As Ilena has grown more frail, Javka has found herself with more autonomy, and now considers herself the most important of the Despotrix's servants.

Those outside the Gynarchy attempting to personally contact Ilena will find it difficult to bypass Javka. As a result, the Despotrix seldom receives communications from potential allies, unless her young didactrix approves of them. Javka personally favors Tenser, having worked with a few of his agents on her past missions. She supports his avowed aims of eliminating strongholds of evil in the region, and does not understand Ilena's reluctance to make a formal alliance with the archmage. Though Javka is loyal to the Gynarchy, she is still young and has much to learn concerning the actual relationship between principle and power.

Notes:

1. With the death of the last hereditary Gynarch, her son, Zagig Yragerne—who was also the final Landgraf of the Selintan—became Despot of Hardby. However, his duties as Landgraf gave him little time to attend to the affairs of his mother's city, and after a dozen years he was persuaded to relinquish the office of Despot in favor of a leader elected from among the remaining gynarchs.

2. The *Throne of Wood* is an Ehlonnan artifact now held in trust by the Gynarchy, in remembrance of the other "amazon" societies that once flourished in the central Flanaess. By tradition, its powers are only to be used by the Despotrix (as Supreme Gynarch), when the other 39 gynarchs are also in attendance.

3. Ilena's illness began after the Striking of the Crook, an extensive ritual led by the priests of Rao in Mitrik which resulted in the Flight of Fiends. She had been persuaded by Tenser (despite warnings sent to her from the archmage Rary) to join in an arcane conjunction intended to augment the priestly ritual. Unfortunately, many of the participants in Tenser's rites have since suffered illness or other misfortune—with the notable exception of Tenser himself.

4. A junior member of the Gynarchy. Each gynarch has at least one didactrix, who usually serves as a combination of annalist and personal herald.

The true power in Hardby: Despotrix Norbelos and her assistant, Javka.

Illus. Michael Dubisch

Dispatches

News from Around the Flanaess

Ahlissa (Innspa/Adri)

Prince Molil's claim on the Adri Forest east of the Harp River (backed up by the considerable power of his cousin, Overking Xavener of Ahlissa) is causing rumors that North Kingdom forces operating out of Edgefield have designs upon the woodland. Scouts speak of troops massing close to the Adri's eastern border, and many fear invasion may be imminent.

Whispers in Innspa's slumtown suggest that the prophet Medarkus, who rallied hundreds of the oppressed in Vedaris Square last month, is none other than the missing-and-thought-deceased Anarkin, a former prelate of the Prelacy of Almor. If these rumors are to be believed, many high-placed members of Innspa society would pay dearly to know what he's up to.

Bandit Kingdoms

Reports from passing travelers concerning the disappearance of patrols loyal to Iuz's servant, Cranzer of Riftcrag, have many on edge. Witnesses claim to have seen "disembodied hands boiling up from the earth to pull the soldiers underground, leaving no trace of their passing."

In Johrase, the people are up in arms over the rumor that Irunio, one of Cranzer's officers, is using extortion to force Myree of Ethelridge (relative to the famed Johrasian warrior and trainer Edridge) to give him her hand in marriage.

Bissel

The Margrave of Bissel has proposed a tax on citizens of Baklunish descent to help pay for the destruction caused by invaders from Ket during the Greyhawk Wars. Although the proposal experienced a great deal of opposition, especially from barons of western Bissel, the council has agreed to the plan by an extremely thin margin. The monies will be allocated, under the direction of the Knights of the Watch, to restore the northern and eastern fortifications and to replenish the mercenary Border Companies. Many of the barons are against spending more money on the mercenaries, who already failed Bissel but a few years before.

Dyvers

The city's merchants are frenzied over the closing of the Gnarley Road. As a result, public distrust of the Gnarley Rangers, who are believed responsible, is at an all-time low. Rumor has it the Rangers have more trouble than they can handle in keeping the roads through the Great Forest safe for trade caravans, and the Dyverse Militia says that they have the answer—a standing military presence in the forest. Mysterious attacks have continued along all three major trade roads to the city, and many merchants are offering handsome rewards to those who can assure safe travel along these important trade routes.

Gran March

Vitness Tragorn, Warden of the Rush March, reports that the Flan barbarians of the Rushmoors have been restless of late. He issued a warning to be wary and avoid travel deep into the moors. The road improvement between Buxton's Crossing and Hochoch is proceeding apace, having reached the edge of the Dim Forest. The work crews have been reinforced for the massive wood cutting and paving required for the next stage of development. Gault Stalmir, Warden of the Dim March, addressed concerns about increased goblin activity there. "Those who spread rumors of large numbers of goblins operating in the Dim Forest are happily misinformed. Our patrols have found only scattered, ragtag bands numbering fewer than a score."

Greyhawk

Local legend in Shacktown tells of a disgraced Rhennee lord known as Valos Timarkas, who allegedly abandoned his family to a malignant creature from the depths of the Nyr Dyv. According to local rumor, Valos is thought by many to be a master of disguise who has brought no fewer than four barges to their doom in the Midbay within the past six months.

Though the watch has done its best to cover it up, the recent discovery of the abandoned headquarters of a cult of Incabulos in a warehouse near the Petit Bazaar has many merchants worried. A large store of allegedly diseased grain has been dumped into the Selintan, and many fear further contagion.

Highfolk

Highfolk mayor, Tavin Ersteader, this week announced plans for the annual Richfest festival, at the end of the summer. The celebration will last for an entire week, ending in the great competition known as the Race of Heroes. Teams have already begun forming for this yearly event. Meanwhile, strange stories are being told of fierce humanoid raids throughout the Vesve forest as far south as Ironstead. Mayor Ersteader advises caution to all travelers journeying through the vast wood.

Irongate

A recent discovery by dwarven explorer/miners plumbing the depths of Irongate's immense undercity has both the magical and mining communities talking. The discovery, two six-foot high stone tablets now referred to as the *Khul-Ak tableaux* (after the ancient clan to which the discoverers belong) is thought to reveal something of significance about the lands surrounding the free city in an ancient script that has as yet defied identification. Divination revealed both tablets as incalculably ancient, as well as highly magical. Current rumor suggests the bizarre writings to be the religion of some forgotten sect of subterranean Ur-Flan, though a figure no less prestigious than the visiting Bigby himself was overheard to describe the writing as "unfathomably alien."

Iuz

A small Iuzite naval force, apparently based out of the town of Izlen on the western shore of Lake Whyestil, recently savaged the personal ship of the adventurer Hallock Esberen, a Furyondian hero of the Great Northern Crusade. According to contacts in Crockport, Esberen and his crew of five sought to cross the lake under the cover of magical mist, striking at the ghastly Grunlend Keep, on the lake's northern shore. No word was heard from the crew until Esberen's ship returned to Crockport smeared in the remains of two of the ship's crew. The whereabouts of Esberen and the other survivors, if indeed they did survive, is a hot topic in Crockport, and many would pay good coin to any brave enough to enter Izlen in disguise to suss out the hero's fate.

Keoland

A minor earthquake recently struck Niole Dra. While damage was limited, sewerjack patrols reported an upswing in the number of bizarre creatures encountered in the lowest levels of the sewer network. His Lord Mayor, Pugnace Dillip, has refused to comment on the matter, except to reinforce his commitment to a zero tolerance stance toward lawlessness within the city. Satampra Zeiros, the renowned sorcerer and sculptor, unveiled a new series of works in his privately owned gallery in the Merchant District. The series, titled "Terrors from the Dark," features bizarre and otherworldly monsters rendered with Zeiros' fabulously attentive eye to detail. The show is the talk of the Noble District.

Ket

Arad Darkeye, hero of the war in Bissel, has left the service of the Ketite army under a dark cloud. On a recent excursion into the Bramblewood, Darkeye's entire squadron was destroyed by monsters, leaving him the only survivor. He has refused to speak to anyone about the defeat, and speculation abounds as to what types of creatures could have slain so many armed men. Dark rumors suggest that the one-time hero may have played a sinister role in the fall of his squadron. No one knows Darkeye's plans, but it is presumed that he will return to his home, near the city of Falwur.

Nyrond

His August Supremacy, Altmeister of All the Aerdi, King Lynwerd I of Nyrond, by royal proclamation hereby sanctions the creation of Licensed Adventures for the Kingdom of Nyrond. These noble citizens will be entrusted with special works and missions for the kingdom. This proclamation also rescinds, for Licensed Adventures, The Law of Reclamation, the ancient law that states that all treasures found in the king's lands belongs to the king. This now allows those licensed to keep 4/5 the value of goods and treasure found in the act of adventuring in the kingdom, and pay only 1/5 to the crown. Preparations continue for the King's Summer Gala, celebrating his 5th year upon the throne. Local and foreign nobility are to be invited to the grand celebration.

Onnwal

Fighting continues around Sornhill, on the Storm Coast. Rebels successfully retook the bulk of the town in Fireseek, 590 CY but hochebi Brotherhood forces, led by Kesh Kekarav Madi, still hold the hilly western arm of Notxia Bay. Constant skirmishing is reported around Osprem's Light, a lighthouse-temple complex dedicated to the Lady of the Waves. The rebel's only stronghold in the west, it is held by a coalition of priests, marines and rebels. The fortress was breached last month in some of the fiercest fighting to date, and the defenders are thought to be in dire need of assistance.

Pale

A recent increase in incursions from the Troll Fens has led to a sudden rise in enlistment in the Prelatal Army, particularly in the northern provinces. Troop morale is high at this time, bolstered by a series of decisive victories over the foul creatures. Adventurers from the capital have proven to be a strong addition to the forces in the Fens. One band was instrumental in delaying a band of the beasts, allowing the orderly evacuation of a nearby village. One battle-scarred veteran was overheard admiring the determination and prowess of these adventurers, while expressing a hope that they might be converted to Pholtus.

Ratik

Ratik is a land plagued by political turmoil. Since the fall of Archbaron Alain IV in the Bone March campaign, Guilds and nobles seek to claim the reins of power from his successor—and widow—Lady Baroness Evaleigh. As factions vie for power, relations with the Frost Barbarians to the north falter, rumors of infiltration by Scarlet Brotherhood spies abound, and military opposition to hostile humanoid armies deteriorates. It seems that the abundant resources of Ratik may soon be available for the taking by one hostile enemy or another; whether from inside or outside her border remains to be seen.

Sea Princes

The Touv former slave known as Utavo the Wise continues to hold the town of Kusnir, on the shores of Lake Spendlowe, in the old Duchy of Berghof. A general call to his kinsmen in the north last month led, it is said, to a doubling of his occupying force. Though tensions remain high among the Touv and Olman warriors and priests who have flocked to Utavo's banner, the new ruler has thusfar prevented serious bloodshed among his people. Utavo himself is said to have been intrigued by a tale of some of his more adventurous advisors, who claim that a great pass through the southeastern mountains might lead to the Amedio Jungle, and away from the chaos that has engulfed the Sea Princes. Whether or not Utavo will give up his newly won land for the old freedom of the jungle remains to be seen.

Shield Lands

After almost three years, the new Critwall Bridge is nearly complete. The original bridge was destroyed during the Greyhawk Wars, removing the primary land route between Furyondy and the Shield Lands. Lady Katarina made rebuilding the bridge a priority after retaking Critwall during the Great Northern Crusade. Adventurers are being sent to guard the bridge during its final stages, because the army is spread too thinly along the border of the Iuzite occupied lands. The bridge is considered a primary target because its destruction would ruin three years of work and cripple the economy the bridge is sure to provide.

Sterich

The Marchioness, Resbin Dren Emondre, has declared the western barony of Asturikan her sovereign property, thus dissolving the original charter on the land, held by the thought-deceased Lord Baron Harker Elvenac. The move not only brings to an official end the struggle between the former baron's antagonistic cousins, Etrin Van-Malligan and Vurrus Kline, but it also grants one of the richest tracts of farmland in the March of Sterich to the direct control of the Marchioness. Few believe that the feuding cousins will resolve their differences any time soon, but with the goal of their bickering now hopelessly out of reach (and in the hands of the sovereign in Krelont Keep), it is hoped that the matter is all but resolved.

Living Greyhawk Contact List

The LIVING GREYHAWK™ campaign is controlled by Regional Triads, groups of three RPGA GUILD-LEVEL™ members who keep an eye on local activities. The Point of Contact for each triad has been listed below. The overall campaign is managed by the Circle of Six, who oversee international plots, handle rules disputes and issues, and guide the entire campaign. Getting involved is as easy as sending an email to your Regional Triad's Point of Contact.

Circle of Six

Plot/Continuity Director
Erik Mona
polyhedron@wizards.com

Rules Administrator
Cisco Lopez-Fresquet
cfresquet@aol.com

Communications Director
Cheryl Llwellyn
cheryl@arnak.com

Regional Liaison
John Richardson
niblik2000@aol.com

Regional Liaison
David "Tip" Vaught
tip@rpga-ds.org

Regional Liaison — Europe
Ann Van Dam
rpgaeurope@wizards.be

Regional Triads

Ahlissa (Innspa/Adri)
Austria, Germany
Bjoern Meyer
Bjoern.Meyer@amigo-spiele.de

Ahlissa (Naerie)
Sweden
Position Vacant

Bandit Kingdoms
Texas, Oklahoma
Clay Hinton
chinton@texas.net

Bissel
Connecticut, Maine, Massachusetts, New Hampshire, Rhode Island, Vermont
Steve Conforti
Scon40@aol.com

Bone March (Knurl)
Greece
Position Vacant

Dyvers
Iowa, Kansas, Missouri, Nebraska
Andrew VanHooreweghe
avan@cfu.net

Ekbir
France
Gael Richard
gael.loic.richard@wanadoo.fr

Furyondy
Michigan
Brian P. Hudson
Mitriad@flashmail.com

Geoff
Delaware, District of Columbia, Maryland, Virginia, West Virginia
Sholom West
alhutt@concentric.net

Gran March
Georgia, North Carolina, South Carolina
Pete Winz
pwinz@nc.rr.com

Highfolk
Wisconsin
Jason Bulmahn
bulmahnjm@aol.com

Keoland
New Jersey, New York, Pennsylvania
Frank Timar
keoland-poc@home.com

Ket
Manitoba, New Brunswick, Newfoundland, Nova Scotia, Ontario, Prince Edward Island
Steve Campey
ket@oerth.com

Nyrond
Arizona, Southern California, Utah
Steve Hardinger
PartDragon@aol.com

Onnwal
United Kingdom
Sean Connor
Seany@aol.com

Pale
Northern California, Nevada
Jason Singleton
twoklbs@jps.net

Perrenland
Australia, New Zealand
Paul Schmidt
Pope.ug@ihug.co.nz

Ratik
Hawaii
Matt Lau
Mattador5@hotmail.com

Sea Barons
Italy
Position Vacant

Shield Lands
Minnesota, North Dakota, South Dakota
Brandon Kaya
Gorta@io.com

Sunndi
Belgium, Netherlands, Luxembourg
Pieter Sleijpen
madfox@wxs.nl

Tusmit
Quebec
Position Vacant

Ulek, Principality
Florida, Puerto Rico
Christopher Reed
Fltriad@aol.com

Urnst, County
Colorado, Montana, New Mexico, Wyoming
Richard Kohl
rwkohl@earthlink.net

Urnst, Duchy
Alberta, Alaska, British Columbia, Idaho, Oregon, Saskatchewan, Washington
Ryan Hicks
ryanh@bluenile.com

Veluna
Ohio
David Christ
waveman@nls.net

Verbobonc
Illinois, Indiana
Michael Breslin
viscount@verbobonc.net

Yeomanry
Alabama, Arkansas, Kentucky, Louisiana, Mississippi, Tennessee
Ernest C. Mueller
ernestm@mindspring.com

KINGDOM OF KEOLAND PROVINCIAL KEY

1. Royal District and City of Niole Dra
2. Duchy of Dorlin
3. Duchy of Gradsul
4. Earldom of Gand
5. Earldom of Linth
6. County of Nimlee
7. County of Marlbridge
8. County of Flen
9. County of Cryllor
10. Good Hills Union
11. March of Mandismoor
12. March of Mareman
13. March of Sedenna
14. March of Middlemead
15. March of Blerfield
16. Barony of Sayre
17. Barony of Grayhill
18. Barony of Westgate
19. Barony of Riverwatch
20. Barony of Axewood
21. Barony of Mill Creek
22. Barony of Dilwych
23. Barony of Raya
24. Viscounty of Salinmoor
25. Viscounty of Nume Eor
26. Dreadwood Preserve
27. Hool Marsh Protectorate

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Special Insert: City of Greyhawk Poster Map
By Denis Tetreault
A Living Greyhawk Journal exclusive! Presenting an overhead view of Oerth's signature city, this special poster map shows Greyhawk in stunning detail and serves as the blueprint for the campaign's "home base."

Gem of the Flanaess: City of Greyhawk Map Key ... 4
By Denis Tetreault and Erik Mona
Every numbered location for this issue's poster map! From the dark alleys of the Slum Quarter to the bustling docks of the Wharves, this location list has got you covered.

Gem of the Flanaess: The Artisan's Quarter 6
By Denis Tetreault and Erik Mona
The city of Greyhawk thrives on trade. Nowhere is this more evident than in the city's Artisan's Quarter, home to merchants, artists, and craftsmen. Beyond the Petit Bazaar, bright coins are contrasted by dark secrets.

The Way of the Lake 12
By Lance Hawvermale
Rivers cross the land like arteries, their trade giving life to the nations of the Flanaess. The Rhennee bargefolk of the Lake of Unknown Depths ply those rivers at will, swearing fealty to no king. Discover their intriguing culture within, including two new prestige classes suitable for LIVING GREYHAWK play.

Departments

Campaign News 2
The latest rules updates, and a launch in the Duchy of Geoff.

Enchiridion of the Fiend-Sage 20
By Sean K Reynolds
The Fiend-Sage of Rel Astra continues to add entries to his encyclopedia of the strange and wonderful creatures of the Flanaess. This issue, his pen chronicles the animus, the valley elf, a new type of bullywug, and the time-displaced grigaur.

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Editor
Erik Mona

Assistant Editor
Stephen Radney-MacFarland

Art Director
Robert Raper

Graphic Designer
Leanne Kerrigan

Production
Donna Woodcock

Worldwide RPGA Manager
David Wise

Publisher
Wizards of the Coast, Inc.

On the Cover
Artist Matt Stawicki presents a typical scene outside the Green Dragon Inn, in Greyhawk's River Quarter.

Map Illustrations
Rob Lazzaretti

The World of Greyhawk created by E. Gary Gygax

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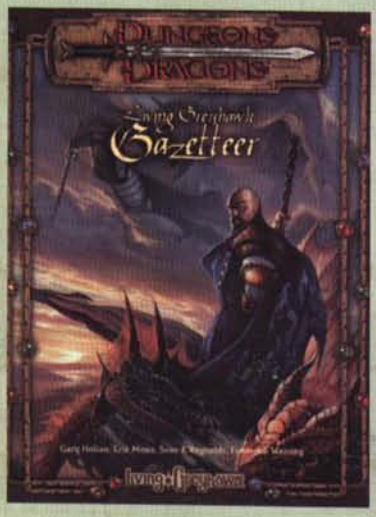
Campaign News



Living Greyhawk Gazetteer Now Available

The *Living Greyhawk Gazetteer*, a comprehensive sourcebook on the world of Greyhawk that serves as the baseline for the LIVING GREYHAWK™ campaign, is now available wherever you buy roleplaying games. Written by *Living Greyhawk Journal* contributors Gary Holian, Sean K Reynolds, Frederick Weining and our very own Erik Mona, the Gazetteer gives an overview of the history of the people and nations of the Flanaess, as well as information on more than 70 deities worshipped on Oerth. A huge poster map reveals more of Greyhawk's world than ever before. Together, we're developing the future of the world of Greyhawk. The *Living Greyhawk Gazetteer* is our starting point.

WINTER FANTASY™ Preview

Next summer, Wizards of the Coast will take us back to a dungeon that has haunted an entire generation of gamers. The folk of the village of Hommlet fear that a new evil might be rising in the nearby temple, once a bastion of a cult dedicated to wicked elementalism. *Return to the Temple of Elemental Evil*, by Monte Cook, revisits the site of classic adventures such as *Village of Hommlet*, *Temple of Elemental Evil*, and more. At this year's WINTER FANTASY (January 25-28), LIVING GREYHAWK players will get an exclusive first glimpse at a portion of the new mega-adventure in a special event designed for characters of levels 1-5. Registration for this four-hour event is on-site only. *Return to the Temple of Elemental Evil* will run twice during the convention, at 9:00 AM on both Saturday and Sunday. As a special benefit, some members will get a chance to play the game with Guests of Honor Monte Cook (author) and Andy Collins (editor). In totally unrelated news, the restorative services of Hommlet's temple of St. Cuthbert will be available on-site (for a small fee), on the off chance some characters don't survive the experience. This special event is in addition to the previously announced *Festival Knight*, by Brian Hudson.

Playtesting Policy

All good scenarios have been playtested, and we're always happy to hear that members have helped out authors by providing this valuable service. However, there seems to be some confusion about how to manage in-character rewards for playtesting. The following is RPGA HQ's official LIVING GREYHAWK Playtesting Policy: A character in a playtest should experience the challenges of the adventure as written. Therefore, if killed due to an encounter that is later changed, the character is dead. Time units for the adventure are spent when it is played, and the round should be recorded in the character's log on the date it was played. In short, all of the bad things that can happen to a character take place immediately, as they would if the adventure was being played at a sanctioned RPGA gathering. However, treasure and experience awards are not applied to the character until *after* the scenario has been sanctioned by RPGA HQ and has officially debuted for general play. For example, if Robilar plays in a playtest of *Return to Castle Greyhawk* in January, he suffers the risks immediately. He does not enjoy the rewards until *Return to Castle Greyhawk* plays for the first time at a sanctioned convention or game day. The scenario author is responsible for contacting RPGA HQ to get a final copy of his or her sanctioned scenario, and it is incumbent upon him or her to alert the playtesters to the final approved treasure and experience for the adventure, including distributing treasure certificates if necessary.

Who Let the Giants Out? Geoff's *Legacy of Valor*

One of the most eagerly anticipated RPGA events ever was the premiere of Living Greyhawk at the 2000 GEN CON® Game Fair. Like a kid at Christmas time, it was inevitable that somebody would try to sneak downstairs to

open a present early. This was the case in the Mid-Atlantic region, where attendees to Patriot Games in July got a sneak peak at their LIVING GREYHAWK country, the Grand Duchy of Geoff.

The event was *Legacy of Valor: The Fall of Geoff*. The motivation was to give players a feel for the history of the region by having them help to create it. Knowing that characters would be starting in a war-torn, devastated country, the triad wanted to instill a sense of national pride. *Legacy of Valor* was set in the year 583 CY, just before the invasion of

see the integration of roleplaying with method acting. At one point, a player who was attempting to negotiate with Duke Owen for payment was shouted down with chants of "traitor." The head of the Rangers had to withstand a vote of no-confidence after his caution in the face of the giants. Another player was put on trial after stolen diamond dust (which had become a rare commodity) was found on his person. The subsequent investigation determined that someone else had planted the evidence after absconding with most of the dust. The real culprit

this defense, a shadow dragon arose in the midst of the Dimwood, shattering the elven forces.

Similar misfortunes were occurring throughout Geoff. Surviving characters gathered at the capital of Gorna, where a last stand was prepared. Betrayal from within ended this. An attempt on the life of the duke was synchronized with the exposure of the city's defenses from within. As chaos broke loose, players began a valiant street-by-street delaying action, which allowed many innocent civilians to escape. This last battle was fought simultaneously

acters were the movers and shakers of pre-fall Geoff, ranging in level from 8 to 13. Those who pre-registered for the event were asked to rank five categories in order of importance: experience, magic, money, political influence, and social influence—choices which determined which pre-generated character they were given to play. Included were the captain of the Longbowmen of Geoff, the head of the Ducal Guard, the leaders of the Rangers, representatives of all major religious orders, and even one person who claimed to be from a skyship which had crashed into the Barrier Peaks. Nearby political powers were represented as well, though the emissary from Keoland was unfortunately waylaid en route. Several keen observers also noted one person who seemed to recognize an agent of the Mage of the Valley.

In effect, *Legacy of Valor* was a five round "classic" scenario, linked by four interactives. It took place over two days, during which some sixty players rarely were out of character. Robert DeNiro would have been proud to

only the short list of the many unplanned things that occurred at *Legacy of Valor*.

The scenario rounds themselves covered the events leading up to, and culminating in, the fall of Geoff. Players began by investigating a minor problem in a western fort. There they discovered a cloud giant shaman using strange magical runes to manipulate a barbarian tribe of orcs. Further investigations helped to alert the duke's forces to an imminent invasion. Players were sent on a commando mission to disable some giant artifacts, which would allow the Geoffite army to ambush the giant's forces. While this mission was an overwhelming success, it was quickly discovered that the enemy's forces had been grossly underestimated. Various groups were sent out to marshal the elf and dwarf forces of the region against a large-scale invasion. Those sent to warn the dwarves succeeded only in witnessing the death of the local dwarven thane. The elves were reached in time to prepare a defense against the giants. Unfortunately, in the middle of

acting between the tables t
each other. For the final st
the surviving players were
the center of the room. Th
fortunate were given a few
giantkin to run, and told to
the player ring. Not many
original characters survive
but the tale of the day has
the stuff of legend in Geo
And creating legends, after
was the original intent of t
Legacy of Valor.

—ROB CANTERN

New Core Scenario: As He Lay Dying
By Erik Mona
An ambassador from th
Urnst needs adventurer
his brother's cursed co
city of Greyhawk to th
home in Leukish. He's
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to carry the party from
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Gem of the Flanaess

CITY OF GREYHAWK MAP KEY

BY DENIS TETREAULT AND ERIK MONA

CARTOGRAPHY BY DENIS TETREAULT

Nestled in a river valley near the geographic center of the Flanaess, the city of Greyhawk is perfectly suited for trade coming from the Nyr Dyv to the north and the Woolly Bay to the south. Here the rich and the poor share the same outer walls, though their worlds are divided into separate cities new and old. Coin from as far away as Blackmoor changes hands in the city's markets. Wealth extracted from the nearby Cairn Hills, once filled with riches left by dying civilizations, bankrolled the city's walls and many of its opulent towers and gardens. Though most of this wealth has been plundered, the city remains a pilgrimage point for those wishing to plumb the depths of ancient tombs in hopes of finding some priceless lost bauble. All this trade and industry brings artisans and adventurers. It also breeds a brand of thieves that has given Greyhawk a reputation of shadowed villainy that spans the entire Flanaess.

The city of Greyhawk plays a unique role in the LIVING GREYHAWK™ shared-world campaign. Many Core scenarios, those adventures available to all players regardless of their home region, take place on Greyhawk's streets or in the lands just beyond its walls. The map in this issue of the *Living Greyhawk Journal* and other "Gem of the Flaneaess" articles in future issues will provide a framework for Dungeon Masters running LIVING GREYHAWK scenarios set in the Free City. Often, these city-based adventures tend to wind off the beaten path. What happens when the party decides to go to the city watch? What types of services are available at local temples? What should a Dungeon Master do when one of the members of the party commits a serious crime? Where is the nearest tavern, temple, or city watch station?

This first article in the series provides a key to the map of the city of Greyhawk provided with this issue. Readers interested in delving further into the city's rich history should consult the *City of Greyhawk* boxed set (1989) or the more recent *Greyhawk: The Adventure Begins* (1998). While the former is long out of print, the latter still should be available on many store shelves. In fact, the list of keyed city of Greyhawk locations below uses many of the same conventions found in *Greyhawk: The Adventure Begins*, so it remains a very useful resource.

Though aimed at Dungeon Masters and players engaged in Core LIVING GREYHAWK™ scenarios set in and around the city of Greyhawk, players of Greyhawk home campaigns should find more than a little they can directly apply to their games in Gem of the Flanaess articles to come.

The basis of all these articles is the new city map enclosed with this issue. This map, based upon those provided with the aforementioned products, for the first time presents Greyhawk as the teeming metropolis it has ever been in adventures and novels set within the city. Where words describe a crowded quarter filled with rickety tenements, this map finally provides a fitting "picture" of the same. In order to bring the official map of the city into line with all the supplements, adventures, and stories set there, some locations have been moved or slightly modified. If a location has changed to a different quarter, for instance, it's still the same location. Chances are, the same people live or work there, and the building looks exactly as described before. A number of new locations have been added, as well. Future Gem of the Flanaess articles, such as the overview of the Artisans' Quarter provided in this very issue, will unlock the secrets of these new locations, and retell the stories of those some of you may find familiar.

The city of Greyhawk is known across the Flanaess as a center of trade, religion, politics, and adventure. The poster map and locations below are the outline. Future issues, and the actions of Living Greyhawk players around the world, will provide the rest.

The City Gates

CG1: Highway Gate
CG2: Marsh Gate
CG3: Cargo Gate
CG4: St. Cuthbert's Gate
CG5: Wharfgate
CG6: Duke's Gate
CG7: Druid's Gate
CG8: Black Gate
CG9: Garden Gate

Artisans' Quarter

A1: Architects' and Stonemasons' Guildhall
A2: Metalsmiths' Hall
A3: Artisans' Quarter City Watch Station
A4: Carpenters' Guildhall
A5: Performing Artistes' Guildhall
A6: Leatherworkers' Guildhall
A7: Fruit of the Mill
A8: New City Fountains
A9: Nightwatchmen's Guildstation
A10: Grand Tent
A11: Halmaster's Hall
A12: The Fat of the Hog
A13: Laborer's Union Hall
A14: Eridok's Expedition Provisions
A15: Maldin and Elenderi's
A16: Dorshak Krane's House
A17: Darred Hebbren's Tower
A18: The Wild Goose
A19: The Broken Staff
A20: The Nine of Swords
A21: Maps by Melezakan
A22: The Grinning Mammet
A23: Able Carters Coaching House

Clerkburg

C1a-d: Grey College
C2: Great Library of Greyhawk
C3: Old Mill
C4: Black Dragon Inn
C5: Jewelers' and Gemcutters' Guildhall
C6: University of Magical Arts
C7: City Mint
C8: New Mill College
C9: Bardschool
C10: Bridge of Entwined Hearts
C11: Savant Tavern
C12: Free City Arena
C13: Clerkburg City Watch Station
C14: Roc and Oliphant Tavern
C15: University of the Flanaess
C16: Nightwatchmen's Guildstation
C17: School of Clerkship
C18: Gnarleyhouse
C19a-c: "Students' Quarter"
C20: Guildhall of Lawyers & Scribes
C21: Temple of Celestian
C22: Boardinghouse
C23: Residence—Derider Fanshen
C24: Residence—Elraniel Tesmarien
C25: Temple of Boccob

Foreign Quarter

F1: Mercenaries' Guildhall
F2: Silver Dragon Inn
F3: Sages' Guildhall
F4: Blue Dragon Inn
F5: Ahlissan Merchants' Headquarters
F6: Moneychangers' and Pawnbrokers' Guildhall

F7: City Workhouse
F8: The Pit
F9: Cartographers' Guildhall
F10: Foreign Quarter City Watch Station
F11: Translators' Guildhall
F12: Red Serpent Restaurant
F13: Nightwatchmen's Guildstation
F14: Burrow Heights
F15: Nyrondese Traders' Hall
F16: "Little Ket"
F17: Temple of Rao
F18: Silver Garter
F19: Temple of Trithereon
F20: Fallen Mage Townhouse
F21: Whistling Fish
F22: Residence—Gruenab
F23: Abandoned Bathhouse
F24: Residence—Kardis the Sage
F25: Residence—Sir Lemajen Sterrich
F26: Porbell's Pawnshop
F27: Residence—Kelas Arnad
F28: The Grey Tower of Loz Toron

Garden Quarter

G1: City Botanical Gardens and Well
G2: Residence—Otto
G3: Nymph and Satyr Inn
G4: Sacred Temple of St. Cuthbert
G5: High Tower Tavern and Hostelry
G6: Star of Celene Inn
G7: Garden Quarter City Watch Station
G8: Gold Dragon Inn
G9: Grand Theater
G10: Temple of Pelor
G11: Golden Phoenix Inn
G12: Temple of Zilchus
G13: Chapel of Fharlanghn
G14: Sanctum of Heironeous
G15: Residence—Adarian Herbifrage
G16: Temple of Istus
G17: Residence—Judge Porthos
G18: Residence—Kiri & Marie
G19: Residence—Barlo Millrose
G20: Residence—Aestrella Shanfarel
G21: Residence—Philidor
G22: Embassy of Furyondy
G23: Patricians' Club
G24: Lord Silverfox's Manor
G25: Royal Opera House
G26: Villa Noblesse

The Grand Citadel

GC1: Grand Citadel's Wall and Towers
GC2: Battle Gate
GC3: Great Blockhouse
GC4: Half Circle Wall
GC5: Prison
GC6: Redoubt
GC7: Stables
GC8: Courtyard

The High Quarter

H1: Embassy of the Duchy of Urnst
H2: Lord Henway's Menagerie
H2a: Henway Family Manor
H2b: Grey Manor
H2c: The Aviary
H3: Wheel of Gold Gambling House
H4a-f: Embassy Circle
H5: Lords' Tomb
H6: Residence—Fioranna Aielestriel
H7a-f: City Guard Barracks and High Quarter City Watch Station
H8: Nightwatchmen's Guildstation
H9: Courts of Justice
H10: City Gaol
H11: Diplomatic Residence
H12: Residence—Stivak Dorbreddin
H13: Wizards' Guildhall
H14: Lord Mayor's Palace (City Hall)
H15: Residence—Org Nenshen
H16: Residence—Jallarzi Sallavarian
H17: Residence—Glodreddi Bakkanin
H18: The Tomb
H19: Bluto House

Outskirts

O1: City Cemetary
O2: Lord Wheatsmill's Manor
O3: City Slaughterhouse
O4a-b: Caravan Parks
O5: Merchants and Traders' Guild Livery
O6: Millstream Effluent
O7: StoneRing
O8: Wainright Manor
O9: Grey College Observatory
O10a-c: Warehouses

River Quarter

R1: River Quarter City Watch Station
R2: Green Dragon Inn
R3: Low Seas Tavern
R4: Wizard's Hat Inn
R5: Nightwatchmen's Guildstation
R6: McGloogan's Warehouse
R7: River Rat Inn
R8: Temple of Pholtus
R9: Gobayuik's Undertakers
R10: West City Warehouse
R11: Barge Inn
R12: The Dogtail Inn
R13: The Maned Lady
R14: The Sea Willow

Shacktown

ST1: Shrine of St. Cuthbert
ST2: Sawmill

Slum Quarter

S1: World's End Tavern
S2: False Duke's Stables
S3: Beggars' Union Guildhall
S4: Temple of Ralishaz
S5: Assassins' Guildhall
S6: Garraldson's Locksmithy
S7: Dragon Turtle Tavern
S8: Left Hand Inn
S9: Fedroot's Daggerarium
S10: Old City Well
S11: Chapel of Ulaa
S12: Flophouse

Thieves' Quarter

T1: Turin's Servant Agency
T2: Whitehorse Inn
T3: Old City Watch Station
T4: Merchants' and Traders' Union
T5: The Dead House
T6: White Dragon Inn
T7: Nightwatchmen's Guildstation
T8: Gold Digger Tavern
T9: Brass Dragon Inn
T10: Chapel of Olidammara
T11: Shrine of Beory
T12: City Orphanage
T13: Public Bathhouse
T14: Fischer's Locksmithy
T15: Common Crypt
T16: Millrose Brewery
T18: The Cindered Augur
T19: Nyrondal House
T20: Halfhock's Pawnshop
T21: Old City Great Hall (Thieves' Guild)
T22: Phoenix Boarding House
T23: City Depot
T24: Hariad's Jewelry
T25: Hanged Man Inn
T26: Esteemed Chapel of Norebo
T27: Vesper's Pawnshop
T28: Mama Esther's
T29: Odd House
T30: Fish Processing Warehouse
T31: Mill/Grain Warehouse
T32: Produce Warehouse

Wharves

W1: Temple of Xerbo and Osprem
W2a-d: Office of the Cargo Inspectorate and Warehouse
W3: Dockers' and Wharfmen's Union Hall
W4: Pilots and Seamen's Guildhall
W5: Wharves City Watch Station
W6: City Warehouse
W7: The Free Traders Office and Warehouse
W8: Temple of Procan
W9: Eridok's Warehouse
W10: Snagtooth Shipbuilding
W11: Residence—Fionor Clawhand
W12: Alliance of Tenha Workers

Illus. Matt Mitchell

Melezakan toils at his masterpiece.

The Artisans' Quarter

By Denis Tetreault and Erik Mona

Illustrations by Michael Dubisch and Matthew Mitchell

Greyhawk's most poetic residents suggest that the city has achieved its current prosperity as the result of kismet, that centuries of dedication to spiritualism, the arts, and learning have raised the city from a backwater trading post to the center of enlightenment in the Flanaess. They trace the city's history in verse on the crisp vellum pages of books bound with the finest leather, extolling the virtues of fair Greyhawk to visitors far and wide. The wisest (and perhaps weariest) of Greyhawk folk, the merchants and artisans who daily hock their wares in the plazas and squares of the Artisans Quarter, know the truth. Greyhawk's prosperity has come not from the will of the gods or the rhyme of the poet's pen. Greyhawk is built not on a foundation of good will and karma, but on a firm dedication to craftsmanship, business, and the milking of every ounce of value from the gold orb. It comes from the plundered burial treasures of the Cairn Hills, the exotic curios liberated from Castle Greyhawk, or the coins of travelers and refugees from all corners of the Flanaess. But wealth alone does not build lasting walls. *Management* of that wealth, however, does. Perhaps nowhere in all of Greyhawk is the pursuit and management of wealth as evident as in the Artisans' Quarter.

The district is situated around the central Low Market, and includes structures on either side of the Processional, the great road that bisects the city. Beyond the open marketplace, tightly packed well-made buildings serve as both shops and homes to the bulk of Greyhawk's craftsmen and artisans.

Most folk who live in the district also work there. Craftsmen often apprenticed at or nearby the shop they now run, so a large portion of the populace has deep roots in the community. Though thousands of strangers pass through Low Market every morning, the district supports a very small transient population. In general, the folk of the Artisans' Quarter keep to themselves while keeping a keen eye on strangers. That said, foreign hands bear foreign coins, and opportunities for profit occasionally outweigh the better judgement of the residents.

Though some merchants are very wealthy, the district supports a strong working class ethic. Everyone (even if grudgingly) supports a successful colleague, but there is little trust for the nobles of the High or Garden district, even while many artisans owe their livelihoods to noble patronage. Trade guilds are extremely powerful here, and while a brotherhood of merchants is seldom so brutal as the Thieves or Assassins of Old City, those who have seen the sad financial fate of uncooperative business folk might find them every bit as vindictive.

Since so many of the shops in the Artisans' Quarter double as homes, there is little tolerance for troublemakers. The streets are well patrolled by the City Watch and the Nightwatchmen's Guild, and lawbreakers apprehended here usually serve harsher sentences in the City Workhouse than those captured in neighboring districts. Even before the watch arrives on the scene of a crime, burly armed locals often (quite brutally) take the law into their own hands. When it comes to the protection of their neighborhoods, Artisans' Quarter folk seldom bargain.

Still, an entire quarter dedicated to trade in a city that many suspect is run by thieves attracts its fair share of trouble. Wherever coins pass hand to hand there is bound to be passion, and even here, in the cozy neighborhoods of the Artisans' Quarter, danger lurks in the shadows.

The Low Market

The area now known as the Low Market, Old Market, or Petit Bazaar has been a bustling center of activity since Greyhawk's earliest days, when it rested just outside the city's old walls on the road to Urnst. Marketplace activity spawned support structures such as warehouses and the shops of skilled craftsmen, which eventually formed the nucleus of what would become the Artistan's Quarter. The market remains as busy as ever in the present day, with strangers from dozens of nations selling wares alongside native Greyhawkers. Here a merchant prince from Ekbir sells finely woven garments to middle class women while young

Illus. Matt Mitchell

Morning in the Low Market

men from Slum Quarter orphanages trundle through crowds with handcarts displaying freshly cut sausages. Jugglers, musicians, and no few pickpockets work the crowds; occasionally tempers flare and minor fights break out. All around is the din of the bargain, outrageous claims in a half-dozen languages.

Every day, about an hour before dawn, merchants arrive at the market to open their tents, tables, or stalls. The poorest, or those aware that they might need to make a quick dash for safety should some deal turn sour, arrange their goods on rolled-out sections of cloth. These ephemeral merchants, along with the bulk of foreign artisans or offloading caravaneers, generally set up shop in the West Market, that section of the Petit Bazaar west of the Processional. East Market, which teems with sturdy wooden booths and stalls, is the domain of more reputable merchants. The most prized spot in the market is found at the north end, under the boughs of the Hanging Tree, an ancient roanwood once used for dispatching criminals. Save for a few permanent stalls owned by powerful or extremely aged merchants, each 6-foot-by-6-foot section of the market is leased on a daily basis from the city administrators in the Grand Tent (A10). On Starday, the number of merchants doubles, with the entire market taking on a more festive atmosphere.

Nearly any common good can be had in the Low Market, usually at standard or slightly inflated rates. Luxury or highly technical or magical items rarely can be found here, but are available in the High Market in abundance. Illegal materials are better found in the darkness of Old City or the alleys of the River Quarter, but first contact with those who deal in unsavory services and goods is often made here.

A1: Architects' and Stonemasons' Guildhall.

Though many of Greyhawk's newer constructions are seen as pedestrian by the architectural elite of the Flanaess, the city is home to dozens of structures considered to be paragons of the masonic arts. After the departure of Zagig Yragerne, a number of the artisans who had conspired on such buildings as the Grand Citadel, Lord Mayor's Palace, and the campus of Grey College unionized, becoming the justly famous Guild of Architects and Stonemasons. Their home has ever been a three-story great arch that spans Smith Road near the Performing Artistes' Guildhall. The visually impressive arch contains a mazelike museum of scale models of dozens of buildings the guild had a hand in creating. Since many of these detailed models contain secret chambers and notes on magical protections, a number are kept in magically guarded locked rooms. Meeting rooms and studio workshops fill the bulk of the building, with much of the uppermost "bridge" floor acting as one of the most prestigious ballrooms in the city. Guildmaster **Goros Redpate** [LN dm Ftr3], who dwells within lavish quarters off the ballroom's balcony, is said to be in the midst of controversial negotiations to redesign major sections of Old City near the Highway Gate.

DM's Notes: Predictably, the guild's detailed models are a big hit with Greyhawk's thieves, who have attempted break-ins on several occasions. Trained guards, passwords, spells, and intricate locks have kept interlopers at bay in recent years, but talk in the underworld suggests the guild might be a prime target for a covert raid in the near future.

A2: Metalsmith's Hall

About a decade ago, Greyhawk's various metalsmithing guilds stood on the brink of all out war after the collapse of a larger umbrella organization. Now, the remnants of those days gather in this large two-story workshop to trade secrets and perfect their craft. The first floor houses offices for the United Guild of Blacksmiths, Armorers, Shieldmakers, and Ironworkers. Offices of the Federation of Smiths of Pragmatic Metals and Alloys (the so-called "Coppersmiths' Guild," workers of bronze, pewter, brass, tin, lead, and copper) and the Guild of Weaponsmiths round out the second floor. Having firmly delineated their areas of concern, the guilds cooperate well enough under the leadership of Blacksmiths' Guildmaster **Jaskar Smithson** [N hm Clr4—Jascar], Coppersmiths' Guildmaster **Basher Grundig** [LN gm Ftr6] and Weaponsmiths' Guildmaster **Orrin Thundercleaver** [LG dm Ftr4].

DM's Notes: Greyhawk's metalworking guilds are strongly interested in magical or especially rare forms of metal, particularly if that metal is conducive to magical research (and hence highly valuable). Guildmaster Grundig recently bankrolled the shipment of a large collection of magical metal known as hekalite from the Valley of the Mage. The shipment apparently was confiscated in Bissel by agents of the Knights of the Watch, and a now-bankrupt Grundig has transferred a dozen adamantite bars from the vault at the Grand Citadel to his nearly unprotected quarters at the guildhall, apparently at the request of an enigmatic contact in the Slum Quarter.

A3: Artisans' Quarter City Watch Station.

The Artisans' Quarter is relatively crime free, with the most serious threats to the peace coming from heated merchant/customer arguments or the odd tavern or street brawl. Accordingly, the officers at the local City Watch station have little to fill their days and nights. They spend idle hours plotting against a largely imaginary incursion from the Thieves' Guild. Drinking on the job is not considered inappropriate by the laid-back Station Captain, **Nellisir Avanson** [LG hm Ftr6].

DM's Notes: Though the Artisans' Quarter is not the cornerstone of Thieves' Guild activity in Greyhawk, the guild does run a very lucrative protection racket here. A few years ago, a guild thief spilled a number of secrets and plots against the area to Captain Avanson, and the Watch has used that information to remain a step ahead of the thieves ever since. Avanson has been working with the heads of several local guilds in order to put a stop to thiefly influence in the district. What the charismatic captain does not know is that one of these allies tipped off the thieves to his now-dead snitch, and they have changed their efforts in a manner that will eventually lead Avanson and a number of his meddlesome underlings into a deadly trap.

A4: Carpenters' Guildhall

Walking south along Brick Lane toward the New City Fountains, one passes one of the most beautiful structures in all of Greyhawk, the Carpenters' Guildhall. The long three-story wooden building, with its expertly carved façade composed of a dozen different types of wood, serves as a museum, shop, and classroom for members of the guild and their apprentices. The second floor features a private bar and a collection of plans for not only buildings in Greyhawk, but also wooden marvels from throughout the Flanaess. Guildmaster **Paks Teros** [N l/2em Ftr3], who lives on the third floor, is an ardent supporter of the loggers of the Gnarley Forest, most of whom pay dues to the guild.

DM's Notes: Savage humanoid incursions against guild loggers in the eastern fringes of the Gnarley are at an all-time high, spiking domestic lumber prices. Teros has pinpointed the source of the attacks to the orc enclave of Blackthorn. Only trouble is, no one in the guild has any idea where Blackthorn is or how to find it. To make matters worse, Teros has found little succor among the Directing Oligarchy, which is under great pressure from the elves of the forest to expel the guild's loggers altogether. Having attempted all of the legal means to solve his guild's predicament, Teros is now considering hiring a group of adventurers to put an end to Blackthorn. Whereas the half-elf was once optimistic that the Gnarley elves would help in such an endeavor, he is currently screening adventurers to build a group that he might eventually use against them.

A5: Performing Artistes' Guildhall

Situated in the former palace of Lord Ren, one of a long line of eccentric Greyhawk nobles, the Performing Artistes' Guildhall is a theater, a museum, and a decadent playground for bards, jugglers, musicians, sculptors, jesters, actors, and the effete nobility who prefer to socialize with them. Less stuffy than similar places in the High or Garden Quarter, the so called "artists' castle" is a place for the creative and their patrons to share their talents, rehearse, and create. Often, it's also a place for them to practice immoral and decadent acts of pleasure and debauchery. When the very rich speak of "slumming it," they're often speaking of a night at the Performing Artistes' Guildhall.

The hall houses the permanent art collection of the deceased Lord Ren, thought by many to be among the finest in the Flanaess. A shrine to Lirr and two libraries featuring plays in a half-dozen languages are open to the public, but most of the castle remains the exclusive haunt of those considered *en vogue* by the Lords of the Masque, the semi-secret masters of the guild. The politics of the guild are largely transparent to outsiders, though they are a subject of obsession among the city's artistic elite. Blood has been spilled over who is considered talented enough to gain access to certain parts of the castle.

The guild's small theater is most often used for rehearsals, but on occasion a special performance is debuted there before it opens in the Grand Theater. The directors of said performances charge obscene prices (15 gp) for the privilege of an early showing, usually to nobles, ambassadors, or visiting foreign dignitaries. More exclusive are the catacomb-like dungeons below the castle, which are used as storage space for countless props, wine, food, and discarded pieces of art, and which serve as a secluded spot for romantic dalliances. Some guild members even live in these dark passages, preferring a quiet life away from the prying eyes of the audience.

The guild's art museum is open six afternoons a week, and all day on Godsday. Admission is one silver piece. On festival days, brightly uniformed "guards" parade across the castle's battlements, and huge flags and banners fly from poles and tower tops.

DM's Notes: The guild counts the archmage Otto among its patrons, and hence the entire structure is literally bathed in magical protections. The Lords of the Masque know the value of their collection, and have gone to great pains to ensure that none of it leaves without their notice. Given Lord Ren's eccentricity (to say nothing of the fact that much of the art was originally looted from dungeons), a few pieces in the collection hold magical curses or are elaborate traps for fiends. The more dangerous *objets d'art* are locked away in the castle's dungeons. Artistic types are often curious types, however, and more than a few disasters have occurred when a couple looking for a quiet spot have opened the wrong door. It nearly goes without saying that the Thieves' Guild is intensely interested in the Artistes' collection. Since many of the actors and charlatans who live and play here are members of both guilds, the interplay of thieves versus artists adds another layer of complexity to a highly politicized atmosphere.

A6: Leatherworker's Guildhall

This large building near Greyhawk's eastern wall houses a guild made up of bootmakers, saddlemakers, and armorers who made common cause after the break-up of a much larger organization several years ago. Several of the buildings surrounding the guildhall are owned and operated by leatherworkers, such that the area around the intersection of Brick Lane and Athanor Street has become known as Stench Corner (despite magical updrafts meant to disperse the smell of tannery chemicals away from passersby). The guildhall contains many examples of fine leatherwork, and commissions are sometimes overseen by Guildmaster **Harran Fanshen** [N hm Exp2] (no relation to Constable Derider Fanshen), a popular figure who is more adept at the art of negotiation than the ways of the tannery. Occasionally, adventurers come to the guildhall to sell off the pelts of strange beasts they have killed.

DM's Notes: Guildmaster Fanshen has many contacts in the Thieves' Guild, who receive special leather items (armor, gloves, boots and the like) in exchange for protecting the establishment from crime.

A7: Fruit of the Mill

Catering to the traffic flowing in and out of Druid's Gate, the modest shop known as the Fruit of the Mill specializes in domestic wines, ales, pastries, cheeses, and dried meats. Its proprietor, the affable **Karin Koeffel** [NG hf Exp3] is well-liked in the neighborhood; many residents keep an eye on the shop to ensure her safety (the fact that Karin employs a half-dozen young women keeps a steady flow of men near the establishment throughout the day). The place reportedly has never been robbed, a fact many attribute to the threat of reprisal from Karin's adventurer boyfriend, a brooding man called **Yr** (sounds like "ear"), who frequently swings by the Fruit of the Mill (and Karin's attached home) on the way to or from this or that adventure.

DM's Notes: Karin often tells fanciful stories about her boyfriend's travels. These tales generally lack credibility, as they involve battles against demon princes, journeys to the floor of the Lake of Unknown Depths, and countless forays into the dungeons of Castle Greyhawk. Oddly, all of them are true. "Yr" is none other than the estwhile **Yrag the Lord** [N hm F13], former boon companion to Mordenkainen and a founding member of the Citadel of Eight, the adventuring band that eventually became the Circle of Eight. Yrag was ennobled by the Oligarchy several years ago, when he and Lord Robilar aided in bringing the villain behind the River of Blood mass murder case to justice. After the death of his friend Serten at the Battle of Emridy Meadows, Yrag withdrew from the Citadel and his friendship with Mordenkainen, preferring to travel the Flanaess alone. Upon his secret return to the Free City following the Greyhawk Wars, Yrag was covertly placed in charge of Fordkeep, east of the Selintan where the River Road intersects the Western Road to Dyvers. Aside from old friends Nerof Gasgal and Captain-General Sental Nurev, Yrag keeps in contact with few residents of the city, limiting his visits to short stays in Karin's home.

Yrag is a man of many secrets, not the least of which is his extremely advanced age. His own best estimate puts him at some 205 years old (he appears to be in his late thirties). Originally a Greyhawk street urchin secretly adopted by Zagig himself, Yrag adventured with the likes of Heward and Murlynd, and has traveled across all of Oerik. Eventually, he took the Mad Archmage as his patron deity (it's unknown if he played some role in Zagig's ascension). All of that traveling and associating with quasi-deific luminaries gained Yrag a great deal of experience. It also gained him several powerful enemies. The most notable of these is a cabal of spellcasters and demons from a now-destroyed demiplane who seek to drive Yrag insane by slowly killing off his friends and allies. This crusade has lasted more than a century, and the reclusive warrior has lost many allies and lovers to it. His greatest fear is that Karin will be next. He has given her numerous magical protection items to shield her from his enemies, but if someone were to connect her tall tales of Yr's adventures with the more famous exploits of Yrag the Lord, it's possible Karin could come to grief.

A8: New City Fountains

This attractive pool, which dates back to the days of Greyhawk's first expansion, features several stone and metal fountains that can project water as high as 30 feet. A favored resting stop for locals, the pool sits in the

middle of an entire city block converted into parkland. A stone-paved walkway surrounds the 75-ft.-square, 2-ft.-deep pool, which features a 1-ft.-high, 1-ft.-wide stone lip. Coins cast into the fountain by hopeful wish-makers are collected nightly by local priests of Bleredd and Ulaa, and are used to support the families of members of the Guild of Architects and Stonemasons.

DM's Notes: The fountains are a popular spot for young neighborhood couples to meet after-hours, as the play of moonlight upon the waters is considered by many to rank among Greyhawk's most romantic sights. The Thieves' Guild, ever aware of even the most pedestrian opportunities for blackmail, plant apprentices in the park to record the comings and goings of secretive lovebirds.

A9: Nightwatchmen's Guildstation

The Artisans' Quarter branch of Greyhawk's privately funded nighttime peacekeepers is situated in a four-story brick building just off the Processional. The lawful-minded Nightwatchmen concern themselves with protecting the establishments of those merchants who refuse to fall victim to the protection racket run by the Thieves' Guild, a job that keeps them more than a little busy. Unlike most members of the City Watch, the Nightwatchmen view their job as a quest, a sacred duty from St. Cuthbert to stamp out evil in the neighborhood. Their reputation as forthright protectors makes them extremely popular with the locals, and extremely hated by those with illicit plans for the area. The guildmembers see themselves as "gatekeepers" for the region around Black Gate, and have little patience for the rabble of Old City.

DM's Notes: Guild Sergeant **Ramelos** [LG hm Ftrl/Clr3—St. Cuthbert] has recently entered negotiations with Captain Nellisir Avanson of the local Watch station (A3) to take an active role in driving the influence of the Thieves' Guild from the Artisans' Quarter once and for all. Though the plan has the secret backing of the church of St. Cuthbert, it has yet to make its way to the Directing Oligarchy, where it is sure to be wildly unpopular (several members of Greyhawk's ruling body profit nicely from the thieves' presence in the district). If allowed to proceed unchecked, the alliance could lead to an all-out street war.

A10: Grand Tent

Among the myriad places of political power in the city of Greyhawk must be counted the Grand Tent, a permanent red-and-white striped pavilion of fire-resistant cloth situated on the southern edge of Low Market. Before the dawn of each day, a cabal of accountants, merchants, guards and priests of Zilchus gather here to discuss the day to come. As the sun breaks the horizon, they sell booth licenses (in the form of wooden plaques) to scores of merchants and await the coming of the crowd. Throughout the day, the group handles disputes between merchants and customers and assays the day's business. At dusk, when the market closes, they total their receipts and return (under guard) to the headquarters of the Union of Merchants and Traders.

Renting a 6-ft.-by-6-ft. selling space for a full day costs 5 sp. Larger spaces are available for proportionally more money, and certain respected or extremely wealthy merchants have managed an arrangement with the accountants of the Grand Tent by which they rent the same booth each day, usually in East Market. Costs for popular space near the Hanging Tree are doubled. The colorful wooden plaque that serves as the receipt for space rentals must be displayed at all times, and must be returned at the end of the day.

DM's Notes: Those who manage Low Market have a notoriously low reputation. Most expect that these folk work hand-in-hand with the Thieves' Guild and worse, and that they even receive a cut from the daily criminal "take." While a good deal of corruption can be found here, most of it is the type of "money for special considerations" double dealing common to any marketplace. Though rumors abound, the business of the Grand Tent is in large part legitimate.

A11: Halmaster's Hall

The center of Greyhawk's cloth trade, this impressive stone and wood building houses meeting rooms for the Guild of Clothworkers, a union of weavers, tailors, seamstresses, dyers, curtain makers, yarn-spinners, hatters, and more. Its main function, however, is as the lucrative wool business of **Carmen Halmaster** [N hm Rog8], a member of the Directing Oligarchy, the Union of Merchants and Traders, and the Thieves' Guild. Halmaster's business has been so successful in the past decade that the former smuggler has little time for thieving these days, and is largely retired from illegal activity. He made a number of powerful enemies in his day, however, and an assassination attempt in 589 CY left him with an incurable nervous tremor that has forced him to walk with a cane and left him with limited ability to hold things. The attack had no effect on his business acumen, however. If anything, Halmaster has become even more effective in the past two years, as if overcompensating for his infirmity.

DM's Notes: According to spies and diviners employed by the Thieves' Guild on his behalf, the attack of two years ago was the result of a plot by an evil cult dwelling in Greyhawk's undercity. More information has not been revealed, and given the fact that the captured would-be assassin revealed nothing before dying under mysterious circumstances, Halmaster has become paranoid, fearing contact with unusual priests and strangers.

A12: The Fat of the Hog

Of all the eateries along Brick Lane, the tavern known as the Fat of the Hog is probably the most famous. Proprietor **Waldo Parstiche** [NG hm Com4] (amicably known as "Wide Waldo" by the community at large) puts a great deal of effort into making the bar a friendly stop for both neighborhood folk and passersby. His menu features a dozen different servings of pig, from bold spicy pork ribs to daring (and only just edible) "lard soup." Always filled with patrons, the Fat of the Hog is a great place for someone looking to lose himself in a crowd.

DM's Notes: Waldo gets his meat from his brother, **Ernest Parstiche** [N hm Ari3], a minor manorial lord who raises hogs about a day's ride west of Greyhawk. The brothers have benefited from this arrangement for years. Lately, however, Ernest's farm has come to grief, the result (he suspects) of a strange gray-robed visitor who slept in his barn about a month ago. Since then, more than two dozen of his hogs have died, their bellies stuffed with leprous tumors. While Waldo is aware of the problem, and is looking to hire adventurers to get to the bottom of the matter, he does not know that his less scrupulous sibling has sent him more-or-less clean cuts from otherwise diseased animals. Ernest doesn't mean to hurt his brother's business, but he enjoys his modicum of wealth, and doesn't understand the danger the diseased meat poses to Waldo's patrons. A small child recently fell sick after eating tainted meat at the tavern, and while the cause of her illness has not been determined, neighborhood clerics have been unable to cure the jumble of tumors growing in her stomach.

A13: Laborers' Union Hall

Every day at dawn and for about two hours afterward, throngs of unskilled workers crowd the low stone stairs of the Laborers' Union Hall, hoping to hire themselves off on some service of physical labor. Among the largest structures within sight of the north side of Black Gate, the hall is home to the largest guild in all of Greyhawk. Some 5,000 men and women belong to the Union, paying an annual fee of 5 sp in exchange for guarantees of minimum wages for certain types of employment, one free hot meal per day on the job, and other minor considerations. In effect, guildmembers serve as a labor pool for private interests (most municipal labor is carried out by convicts), who often (but not always) obey the guild's standards. The morning assignments, administered

more or less at random, are occasionally the scene of violence, as desperate folk struggle against each other for the more lucrative jobs.

DM's Notes: Though few pickpockets work the morning crowds (most of those milling about have little wealth to speak of), the Thieves' Guild does keep an eye on the daily proceedings, making subtle contact with strangers who might serve as muscle for unsavory activity. About eighty percent of the guild members flocking here every morning come from Old City. Though most are honest, they are also a desperate folk, and hence they occasionally tolerate less reputable employers than might otherwise be healthy.

A14: Eridok's Expedition Provisions

When looking for adventuring gear in Greyhawk, a visit to Eridok's is as close as it comes to one-stop shopping. Eridok's prices are a bit higher than those of specialty shops, but the quality is always good (much of his stock is purchased from other carefully selected craftsmen and resold). The cheerful owner, a retired adventurer, has the resources to outfit an entire caravan if the need arises (and the profit is adequate). The attached building contains a smithy with enough skilled workers to repair or fabricate everything from custom armor and weapons to iron wagon wheels and battalion-sized cooking pots.

DM's Notes: Eridok Golbedor [NG hm Ftr12] has seen a lot of action in his previous occupation as an adventurer, and is nearly legendary among members of the City Watch and those who frequent the Mercenaries' Guildhall. He has a scar on his right cheek, is missing two fingers from his left hand, and walks with a very slight limp. He enjoys working, although his many years of adventuring made him extremely wealthy. If trouble arises in his shop, he can wield almost any weapon at hand without penalty, and his personal gear is never very far.

A15: Maldin and Elenderi's

This ominous, windowless, two-story building built of blackest basalt blocks has no sign proclaiming its name or wares, but everyone knows what it is nonetheless. Merely walking past this "shop of the arcane" engenders an uneasy feeling in most citizens. The mysterious owners are the subject of countless rumors. One fact, confirmed by insiders high in the heirarchy of the Guild of Wizardry, is that both **Maldin and Elenderi** are very powerful mages [both N hm Wiz, levels unknown]. They are seldom seen in public, and seem to have no interest in meddling with city affairs.

The shop serves as an alternative source for spell components and minor elixirs for individuals who cannot or prefer not to deal with the Guild of Wizardry. By agreement with the Guild, all materials are 20% higher than Guild prices. The shop also will purchase arcane materials which in turn are sometimes re-sold to the public, much to the ire of the Guild. For sufficient "research fees," the shop can be a source of information. Business has never been particularly brisk, but the owners don't seem to care.

The shop's front desk is normally manned by the elderly **Elbrak** [N hm Wiz10], and experienced guards are always present. Powerful magic prevents any form of scrying or dimensional travel into the shop. A very ornate protective circle inlaid into the floor just inside the front door prevents entry by extraplanar creatures.

A year ago the shop was closed for a month after a night of terror, the sounds of an incredible battle echoing through the empty streets of the very early morning. A City Watch contingent was sent to investigate the next day, but was turned at the door with assurances that all was now well. An experienced paladin accompanying the group did recognize two distinctive odors with which he was all too familiar— the unmistakable odor of undeath, and the acrid stench of dead demons.

DM's Notes: When the shop first opened, Maldin and Elenderi were met with much resistance from the Directing Oligarchy and the Guild of Wizardry, who ordered the place closed. The shop opened a few weeks later, reportedly after the two mages had offered to defend the city in an undefined forthcoming time of great crisis. The exact conditions of this agreement are known only to a select few.

A16: Dorshak Krane's House

Dorshak Krane was one of the meanest, greediest, and most miserly dwarves to ever call the Free City home. He was a gemcutter of incredible skill and artistry, exceedingly wealthy, and a major shareholder in the Habendorf amethyst mine in the Cairn Hills. After years of increasingly bizarre behavior, Dorshak disappeared, and his seemingly abandoned house was boarded up by order of the local magistrate. After some time, neighborhood rumors of a haunting and the lure of finding the gemcutter's riches attracted the attention of a group of adventurers. To the group's surprise, Dorshak was found hiding in the attic, very much alive and quite insane. Unfortunately, poor Dorshak was killed when he attacked the adventurers in a berzerk rage. To this day the house remains abandoned, and stories of hauntings persist. Neighborhood children tell strangers how the greedy dwarf's spirit still lingers within the house, enraged more at the theft of his precious gems than at his own death.

DM's Notes: A recent tax assessment officer's report reveals that not all of Dorshak Krane's wealth was recovered, nor were the share certificates for the Habendorf mine. Also, Dorshak's servant has been missing since before the dwarf's original disappearance.

A17: Darred Hebbren's Tower

Among Greyhawk's more pragmatic wizards can be counted **Darred Hebbren** [NG hm Wiz13], a rail-thin middle-aged mage who has dedicated most of his research and artifice to aiding the business of various guilds in the Artisans' Quarter. When a guild finds itself in trouble, such as when the Coppersmiths' Guild needed a new source of tin after delicate negotiations with the dwarven stronghold of Greysmere broke down in 588 CY, its masters often turn to Hebbren, who offers divination and magical item creation at reasonable prices. The wizard never engages himself in business with one guild that might be to the detriment of another, and thus has he managed to remain popular with all of them. The fees gained in exchange for his services have made him extremely wealthy, and his name is respected throughout the district.

DM's Notes: Darred Hebbren uses two unusual allies in his duties, a band of monkey creatures he acquired on a trip to the Amedio Jungle and a powerful stone golem known as Aghar. The primates, known as tasloi, are just intelligent enough to get into trouble. Hebbren uses the smarter tasloi as spies, instructing them to scamper along rooftops and listen in on private conversations in the district's guildhouses. This espionage allows him to proactively search out those guildmasters who might have the most immediate need of his services. Aghar seldom leaves the tower, and spends much of its existence guarding Hebbren's extensive basement laboratory.

A18: The Wild Goose

At the end of a dead-end alley, far from the busy shops of the quarter, is a small, rundown, and rather unremarkable neighborhood tavern with an absentee owner. The Wild Goose has mediocre drink and the grumpy bartender provides poor service... just the kind of tavern that only a local could love.

DM's Notes: Unbeknownst to most, the front door of the Wild Goose is an interdimensional portal. The portal "key" is a combined phrase and action. If someone stands before the door, makes a knocking motion in

the air while uttering a phrase invoking a power or demipower ("By the name of (insert name), I will enter") and proceeds through the door, the portal will activate. If they look back at the crooked sign hanging over the door, they will see that it has changed to "World Serpent Inn." The World Serpent Inn is, in fact, a multidimensional tavern with doorways opening onto many worlds and planes. What adventures can be launched from here, or what information the bizarre owner, **Mitchifer** [alignment, race, and class unknown], can provide can only be dreamed of.

A19: The Broken Staff

The sign over this inn depicts a large staff being snapped in half and releasing a brilliant firestorm (in fact, the illustrated flames glow brightly at night). The Broken Staff caters to wizards, sages, and academics. During certain times of the day, after classes break, the inn can suddenly become quite busy, and hence chronically understaffed. Some of the employees are students, and jokingly refer to themselves as the "broken staff of the Broken Staff." The tavern is well-maintained and service is good. There is an interesting tradition among regular patrons that serves as a most unique form of entertainment for others at the tavern: wizards sometimes enjoy duels of illusionary magic, trying to best each other with illusionary musicians, actors, kinetic art, beasts, gladiators, and other displays of arcane skill.

DM's Notes: The tavern owner, **Tel Dittle** [N hm Com2], has many contacts among academic circles and could point PCs in search of specific types of information to appropriate individuals.

A20: The Nine of Swords

The taciturn one-handed proprietor of this shop, **Cerenoc** [LN hm Ftr9/Exp8], specializes in bladework, and his reputation for quality spans the central Flanaess. At least a dozen masterwork swords of various designs are on display at all times, and rumors suggest that Cerenoc keeps a store of magical blades for his most trusted (and wealthy) customers.

DM's Notes: Cerenoc lost his right hand in a duel with Kelanen, Lord of Swords, some twenty years ago, when he was thought to be the best young swordsmen in the Gnarley Forest. Instead of bitterness over the loss, the swordsman felt great respect for the hero deity, and swore his life to his service. Though handicapped, Cerenoc remains a highly skilled duelist. The pommelstone of his favored longsword can be manipulated to open communications with his patron, something to which the craftsman resorts only in the most dire emergencies.

A21: Maps by Melezakan

In a city filled with adventurers, it's no surprise that a good cartographer can make a killing. **Melezakan** [CN hm Exp6] is among the best in terms of sheer skill, though he's as eccentric as they come, and many find his obsessive nature abrasive. The entire back wall of Melezakan's shop is taken up by his "masterpiece," a bird's-eye painting of the city of Greyhawk. The cartographer sees this as his greatest work, and in the instance of a fire somewhere in the city, he sometimes closes his business for up to a week to make sure the damage is reflected in his massive mural.

Illus. Michael Dubisch

The diabolical creations of Sen Thelamae

DM's Notes: Melezakan's impressive inventory is not limited to the Free City. He does a brisk trade in depth maps of the Selintan for river pilots, and his maps of the Domain of Greyhawk hang in offices from Dyvers to Safeton. As of three years ago, Melezakan has taken it upon himself to collect maps of every known burial tomb in the Cairn Hills. He's willing to pay adventurers to explore even empty cairns to add maps to this collection, and since he is loath to put himself in danger by verifying these maps, many are fakes.

A22: The Grinning Mammet

One of the smallest shops on Brick Lane, the Grinning Mammet is a favorite destination for local children, who are attracted to the fantastic creations of renowned toymaker **Sen Thelamae** [LE hm Exp18]. Once a struggling artisan of middling skill, Thelamae has blossomed creatively in the last year, and his creations fill cribs and playrooms throughout Greyhawk. His most popular toys are wooden dolls that seem half-again more lifelike than those of his competitors.

DM's Notes: Sen Thelamae gained his toymaking skill not through practice but through a pact with an archdevil of the Nine Hells. He'd long envied other toymakers, and wished to be perfect at his humble craft. Only now is he beginning to understand the price he must pay for his bargain; his outerplanar patron has instructed him to carve intricate magical seals on the chests of his wooden dolls for some unknown purpose. Dozens of these dolls, their symbols covered with tiny clothes or miniature armor, have been sold to the public. Thelamae knows he has done something horribly wrong, but the terms of his contract are such that if he interferes he loses all of his marvelous abilities, a thought he cannot bear.

A23: Able Carters Coaching House

Located just off the Petit Bazaar, the Able Carters Coaching House is actually something of a compound, replete with a stable, garage, and front office (the second floor of which houses a handful of rooms for visiting coachmen). While most coaching houses are situated outside the city's walls, the Able Carters have been allowed to set up shop here by a special compact with the Union of Merchants and Traders, who appreciate scandalously low-priced services from the house.

DM's Notes: The Able Carters have coaching houses in Hardby, Dyvers, and along both the River and Western Roads. They are considered by many to be the most powerful carriage business in Greyhawk's domain. Of late, the house's rural compounds have come under attack by savage humanoids. The leaders of the house suspect other coaching houses of hiring these mercenaries to frighten off customers, and are looking to hire a band of adventurers to investigate the problem.

The Way of the Lake

Lore of the Rhennee Bargefolk

By Lance Hawvermale

Illustrations by Michael Dubisch and Matthew Mitchell

"Watch yer spear now, Lurth," the bargewright whispered to me as we cleared the mouth of the Veng River, the moonlight dappling the black waters around us. Alone on the vastness of the Nyr Dyv, our little coracle felt as small as a copper coin on a ship's deck. "Giant lampreys are the best eatin' on the water, and they know it. They put up a fight, they do, and can make dinner out of us before we've a chance to loose our barbs. Now, yeh wouldn't want that, eh?"

"No, Bargewright," I said under my breath. "I'll be ready."

Bargewright Ulrenth slowly worked his paddle beside the coracle, drawing us across the smooth surface of the lake. Even at my young age I knew the Nyr Dyv as well as landfolk know their town squares. The lake is our entire world. We call her Lady Deep. She's our home and livelihood—the only life I've ever known.

Watching the telltale ripples of the lamprey's movement beneath the surface, I leaned forward and tightened my grip on my darkha. That's what we call our two-pronged spears. The butt end of a darkha has an eyelet for belaying rope, and the edges of the prongs are bladed and barbed. There are two things we always take with us on hunting trips such as these. Darkhas are one of them.

"Careful now, laddie," Ulrenth warned. "Tip too close to the bow and you'll be fish food—"

Suddenly Lady Deep exploded.

The waters before us churned into the sky as a great bloated body rose up not thirty feet off the coracle's prow. I gasped and was thrown backward, our small vessel heaving as the initial wave smashed into us. Cold water rushed over the side and drenched me, an awful reptilian stench rolling in behind it.

"Hold on, laddie!" Ulrenth screamed.

I blinked the water from my eyes in time to see the gigantic shell of a dragon turtle glistening in the moonlight. The monster was the size of a barge. The beast turned its massive head toward our coracle. I could only watch as the dragon turtle opened its jaws and bore down upon us. . . .

The Rhennee bargefolk of the Lake of Unknown Depths lead a life that is at once perilous and prosaic. Nothing can be more tranquil than a Rhennee barge caravan gently riding the waters for days on end; at times the meditative stillness even becomes monotonous, so that children complain to their mothers of boredom. Rhennee mothers have become quite adept at contriving small diversions for their children in the cramped confines of the barges they call home.

On the other hand, at any moment the life of a Rhennee can change drastically, and sheer survival becomes the order of the day. Danger abounds on the Nyr Dyv, not only on the water, but aboard the barges as well. Rhennee society is as rich with treacherous intrigue as the court of any king. Alliances are made and broken, plans hatched, lovers united and betrayed. Currently sailing the Nyr Dyv and her tributaries are nearly 5,000 Rhennee. Theirs is a closely knit yet loosely

organized culture. They are merchants, peerless fishermen, incorrigible gossips, warriors, smugglers, consummate revelers and occasional thieves. Above all, the Rhennee bargemen are itinerant gypsy folk whose love of freedom is equaled only by their love for the waters they sail.

Societal Structure

The Rhennee bargefolk are "governed" by approximately 100 leaders known as "nobles," or "lords." These nobles oversee the common welfare of the various families in their care. A Rhennee "family" consists of one or more barges under the direct command of a bargewright, who is usually the strongest or oldest male of the family. The people inhabiting each barge are usually members of an extended family. It is each noble's task to keep his families at peace, their vessels operating more or less in cooperation with one another, so that certain areas of the lake aren't overfished. Any conflict between family members is settled by the bargewright and often involves some kind of martial contest, perhaps a test of hunting skills or possibly even a knife fight. All Rhennee males are clever close-quarter combatants. Disputes between bargewrights are taken before the presiding noble, who usually exacts a swift, if not altogether humane, justice. Lashings are not uncommon.

Among the tools the nobles have at their disposal is the elite Darkhagard, or "spear guard." The men of the Darkhagard are expert navigators and vicious warriors. They represent a unique prestige class, exclusive to members of the Rhennee race who have attained a certain level of skill in battle with their culturally favored weapon.

The Darkhagard

Only those Rhennee men who have exhibited a high degree of skill and vigor are considered for membership in the Darkhagard. A Darkhagard has devoted himself to defending the Rhennee way of life. He sees all landfolk as threats to his continued existence, and has left behind his mundane duties aboard the barge to keep a constant vigil against outside forces. To this end, he pursues weapon mastery and seamanship with equal ardor, honing his dual crafts so that his people will not have to fear giving up their nomadic lifestyle at the demand of a foreign prince.Being bound by any sovereign rule would be tantamount to death.

Hit Die: d10

Requirements

To qualify to become a member of the Darkhagard, a character must fulfill all the following criteria:

Race and Sex: Rhennee male.

Base Attack Bonus: +5

Feats: Exotic Weapon Proficiency (darkha), Weapon Focus (darkha).

Profession (Boater): 4 ranks.

Sneak Attack: +1d6

Special: Must have been blooded in a battle with a hostile lake creature (dragon turtle, giant lamprey, etc.)

Class Skills

The Darkhagard's class skills (and the key ability for each skill) are Balance (Dex), Intuit Direction (Wis), Knowledge (navigation) (Int), Profession (Boater) (Int), Spot (Wis), Swim (Str), Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

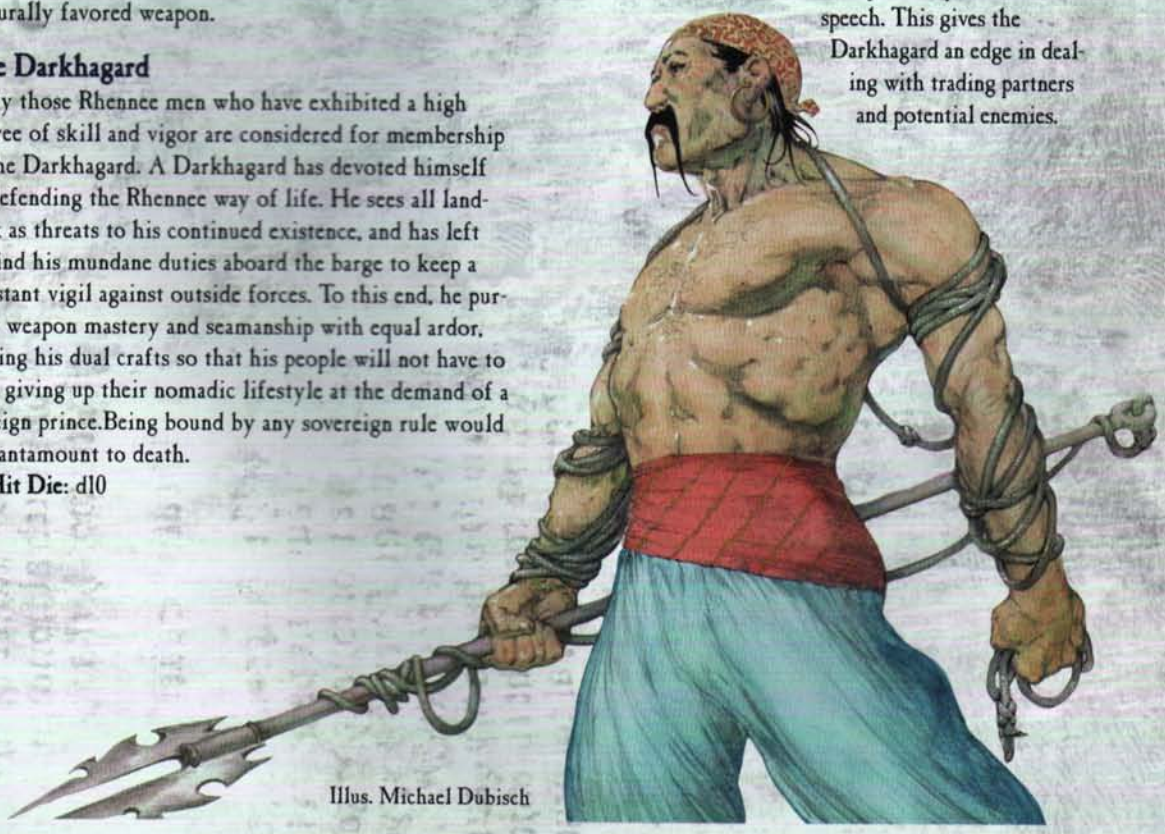
Skill Points at Each Level: 2+Int modifier.

Class Features

Weapon and Armor Proficiency: A Darkhagard is proficient in all simple and martial weapons, with all types of armor, and shields.

Prone Fighting (Ex): Having spent countless hours training with their darkhas, the Darkhagard suffer no penalties to melee attacks using a darkha while prone. Further, opponents fighting a prone Darkhagard enjoy no melee attack bonuses due to his prone status.

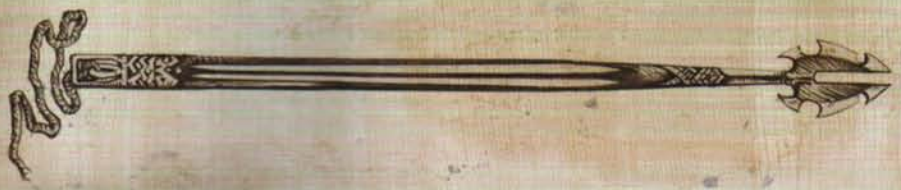
Bonus Languages: In their travels, the Darkhagard come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the Darkhagard an edge in dealing with trading partners and potential enemies.



Illus. Michael Dubisch

The Darkha

Members of the Darkhagard are seldom far from their special two-pronged harpoon, the darkha. The darkha is considered a large exotic melee weapon with the following statistics: Cost 4 gp; Damage 1d8; Critical x3; Range Increment 30 ft.; Weight 4 lbs.; Type Piercing. A Darkhagard takes great pride in his weapon, which has been individually crafted to his personal specifications. Some warriors prefer shorter, heavier darkhas for more effective hand-to-hand combat. Others affix iron rings to the butts of their weapons in order to use the darkhas as harpoons, with ropes attached to draw the darkha once it's been thrown (this counts as a partial action, and assumes the darkha is free to be pulled back). Certain Darkhagard have been known to conceal slender daggers, potion vials, or lockpicks in the shafts of their darkhas. Handling a warrior's darkha without permission is considered an insult to the weapon's owner.



Each time the Darkhagard achieves a bonus language, choose one tongue from the *Player's Handbook* or the *LIVING GREYHAWK Gazetteer*. The Darkhagard can read and write in this language as if he had acquired it in the usual manner. The language must be one with which the Darkhagard has had some contact.

Darkha Specialization (Ex): The Darkhagard gains Weapon Specialization (per the feat) with the darkha, giving him a +2 damage bonus with that weapon.

Increased Range (Ex): Each time this ability is acquired, a Darkhagard may add 25% to the base range increment when hurling his darkha.

Uncanny Swim (Ex): On a successful Swim check, a Darkhagard may swim one-half of his speed as a move-equivalent action or his full speed as a full-round action (failure indicating no progress). Furthermore, members of the Darkhagard suffer a Swim penalty of only -1 per 10 pounds of gear they carry.

Superior Weapon Focus (Ex): Stacking on top of any existing Weapon Focus bonus, this ability grants the Darkhagard an additional +1 to attack rolls with the darkha.

Instant Stand (Ex): Naturally agile and trained for combat, a Darkhagard has learned to leap to his feet from a prone position as a free action.

Darkha Mastery 1 (Ex): Through arduous practice with his weapon and rope, the Darkhagard has mastered his weapon to the degree that it can be considered to have reach, allowing him to make melee attacks against enemies within 10 ft. Further, he may swing the darkha and strike with the blunt haft of the weapon, inflicting subdual damage at a to hit penalty of only -2.

Darkha Mastery 2 (Ex): The darkhagard has mastered his darkha and rope to the degree that he can make trip attacks with it against enemies within 20 ft. If tripped during his own trip attempt, the Darkhagard may drop the weapon to avoid being tripped.

Hold Breath (Ex): Having conditioned his lungs and learned to control his respiration, a Darkhagard may hold his breath for a number of rounds equal to three times his Constitution score.

Water Tracking (Su): The most difficult skill for a Darkhagard to master, the ability to track creatures on water poses a mighty challenge to even the most veteran seaman. In effect, this allows members of the Darkhagard to follow a creatureis trail across the surface of the Nyr Dyv, as per the Track feat. In a sense, the Darkhagard consults the water itself, reading signs and portents from waves and ripples. In this manner the Darkhagard may track a creature that has not even broken the surface. The base DC for such checks is 25, and the usual modifiers for Track checks apply. This is a supernatural ability.

Racial Origins and Traits

The mysterious history of the Rhennee begins in a land known only as Rhop. Whether Rhop is a foreign country, a distant planet, or an alternate plane of existence is a matter open to speculation. Anyone able to confirm the location of Rhop would profit greatly from his discovery. Sages relate that the Rhennee and their rare land-dwelling cousins, who they derogatively refer to as the *Attloi* (both land-dwellers and bargefolk refer to themselves as Rhennee, or "True Folk"), arrived in the Great Kingdom from an unknown point of origin some four centuries ago, and were shortly thereafter driven westward by Aerdi war bands. One of the few links the bargefolk have to their lost homeland is their language, Rhopan, a tongue which has been expanded over the decades to include bits of Common and the argot of several thieves' organizations. Through the years Rhopan has evolved into a musical if often monosyllabic language, and the bargemen consider it one of their cultural secrets. They never teach Rhopan to landfolk and consider it an insult whenever they hear a non-Rhennee attempting to converse in it. No written form of Rhopan exists. Most Rhennee are illiterate, and those few bargewrights inclined to read and write Common have learned to do so as a necessity to trading in ports such as Greyhawk and Radigast City.

The bargefolk are not an imposing people, most males averaging 5 ft. 6 in. tall, of lean muscle and wiry build. Both men and women tend to have heads of thick dark curls, with swarthy and oftentimes unkempt complexions that are seen as either dirty or alluring, depending upon the viewer. They are hard workers to the point at which toil and enterprise have taken the place of religion. Indeed, the Rhennee long ago snubbed their noses at the gods, preferring to follow the path of self-will and rugged individualism. However, while they may have parted ways with the gods, they maintain dozens of ancient superstitions. They see omens in the color of the sky and the flight of particular gulls. One such ritual is known in Rhopan as *gruth*. When someone is "gruthing," he's emptying a wooden pail of pelican entrails over the rudder to ward off lightning strokes from an approaching storm.

The bargemen are fond of sport and games of chance. They have invented their own dice game called *turoos*. They often challenge each other to feats of swimming, boxing, and *falthi*, or "deck tumbling." One of their more dramatic rites is their coming-of-age ceremony, in which a boy must swim gar-infested waters in order to be named a man. Other Rhennee holidays are purely spontaneous. If several families find themselves occupying the same lagoon one evening, odds are that revelry will shortly ensue. Rhennee are fond of song and drink. Though they are accomplished musicians—favoring

New Magic Item

One of the most jealously guarded secrets among the vetha is the arcane ritual used to create a *bilge fog*.

Bilge fog: Usually crafted in the shape of an eel bent into an elongated S-shape, the *bilge fog* resembles a strange horn or other exotic wind instrument. The *bilge fog* is activated by hooking it over the side of a barge, with one end resting on the deck and the other hanging over the hull. The item has two uses. First, the *bilge fog* magically siphons excess water from the deck, expelling it over the side at the rate of five gallons per minute of operation. Secondly, any water siphoned into the device can be changed to a dense mist, which spews forth as a heavy covering of fog when the proper command word is uttered. If used in this manner, the fog accumulates to such a degree as to completely conceal a standard 18 ft. x 45 ft. barge within five minutes. See the spell *fog cloud* for visibility details. With either application, a command word is required, which is usually known only by the bargewright and his attendant wise woman. The *bilge fog* may be used once per day.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *fog cloud*; *Market Price:* 2,000 gp; *Weight:* 10 lb.

DARKHAGARD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Prone Fighting
2	+2	+3	+0	+0	Bonus Language, Darkha Specialization
3	+3	+3	+1	+1	Increased Range (33 ft.)
4	+4	+4	+1	+1	Uncanny Swim, Improved Weapon Focus
5	+5	+4	+1	+1	Instant Stand
6	+6	+5	+2	+2	Bonus Language, Darkha Mastery 1
7	+7	+5	+2	+2	Increased Range (36 ft.)
8	+8	+6	+2	+2	Bonus Language, Darkha Mastery 2
9	+9	+6	+3	+3	Hold Breath
10	+10	+7	+3	+3	Water Tracking

small stringed instruments and tambourines—their nomadic lifestyle prevents them from brewing their own alcohol. A certain portion of their bartering goods are always earmarked for the ale trade.

Rhennee rarely marry. Most females are seen as little more than chattel. With no formal marriage system, men may keep as many such "helpmates" as they can financially support. Nonetheless, more than one bargewright has grown especially fond of a certain helpmate, treating her with the respect and dignity of a wife and partner, rather than a servant.

Most Rhennee are true neutral with regard to alignment, though many of them operating as inland smugglers or spies are neutral evil. Rhennee PCs are bound by no alignment restrictions (beyond those outlined in the LIVING GREYHAWK character creation guidelines). Such individuals have usually abandoned their barges due to moral or philosophical differences with family members, or perhaps purely from a desire to see the world of the landfolk and claim of bit of its treasure.

Rhennee Magic

... I could only watch as the dragon turtle opened its jaws and bore down upon us....

Yet just when I thought I'd seen my last sunrise, a silver light blazed over my head.

The streaking bolt of lightning sizzled the night sky, trailing sparks as it lanced toward the dragon turtle. The monster was just about to snap its terrible jaws around the hull of our boat when the bolt slammed into the crown of its skull.

The dragon turtle shrieked. Every hair on my arms stood on end.

And then it was over. The beast fell back, howling, and with a tremendous splash plunged into the water. The flames crowning its head were extinguished in a hiss, plumes of steam rising up from where it disappeared.

Our faces as white as Oerth's largest moon, the bargewright and I slowly turned around and looked in the direction from which the bolt had come.

Shara smiled at us. Her old face was a web of wrinkles, curved upwards in delight.

"Many thanks," Ulrenth whispered.

"My pleasure," Shara replied.

Like I said, there are two things we always take with us on hunting trips such as these. Darkhas are one of them. Wise women are the other....

The magic of the Rhennee is primarily the province of the wise women, collectively known as the *vetha*. Each Rhennee family will have at least one veth present, always a woman aged 35 or older. As both soothsayers and spellcasters, wise women represent a powerful force in Rhennee society, acting as counselors, physicians, and capable combatants. Some say they are the true power in Rhennee society, as not even the haughtiest of nobles will ignore their advice or fail to heed their warnings. Not all females are vetha, but their innate ability usually manifests itself at a young age and makes them easy to recognize. Older, more experienced vetha instruct the younger ones, sharing spells and other bits of knowledge they've accumulated over the years. Though most vetha spend their entire lives on the barges of their nomadic folk, a small few shed their family obligations and leave Rhennee society and their family obligations. Adventuring vetha are most likely from this small minority.

The Vetha

As the only trusted spellcasters among the bargefolk, the vetha are able to exert a subtle though powerful influence on the Rhennee lords. None truly know where their magic originates; most believe that the vetha are born with a tenuous yet vital link to the homeland of Rhop. They tend to phrase their counsel in riddles, and are often accused of being intentionally abstruse.

Hit Die: d4.

VETH SPELLS KNOWN

Level	1	2	3	4
1	2*	–	–	–
2	3	–	–	–
3	3	2*	–	–
4	4	3	–	–
5	4	3	–	–
6	4	4	2*	–
7	4	4	3	–
8	4	4	3	–
9	4	4	4	2*
10	4	4	4	3

*Provided the veth has sufficient Charisma to have a bonus spell of this level.

Requirements

To qualify to become a veth, a character must fulfill the following criteria.

Race, Sex, and Age: Rhennee female, aged 35 or older.

Feat: Craft Wondrous Item.

Heal: 4 ranks.

Scry: 8 ranks.

Special: The ability to cast arcane spells without the need of memorization or spellbooks.

Class Skills

The veth's class skills (and the key ability for each skill) are Innuendo (Wis), Knowledge (Nyr Dyv) (Int), Scry (Int), Spellcraft (Int), Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4+Int modifier.

Class Features

Weapon and Armor Proficiency: A veth is proficient with all simple weapons, though she is not proficicient with any type of armor or shield, as such things tend to interfere with spellcasting.

Spells: Beginning at 1st level, a veth gains the ability to cast a small number of arcane spells. To cast a spell, the veth must have a Charisma score of at least 10 + the spell's level, so a veth with a Charisma of 10 or lower cannot cast these spells. Veth bonus spells are based on Charisma and saving throws against these spells have a DC of 10 + spell level + Charisma modifier. When the veth gets "0" spells of a given level, such as 0 1st-level spells at 1st level, the veth gets only bonus spells. A veth without a bonus spell for that level cannot yet cast a spell of that level. The veth spell list appears below. The number of spells of a given level that a veth might know from this list is given in the "Veth Spells Known" sidebar below. A veth casts spells just as a sorcerer does.

Improved Caster Level: When determining the caster level for one of her spells, the veth adds both her veth levels and her levels in one of her other spellcasting classes (in the case of multiple spellcasting classes, she adds her veth levels to whichever level is highest).

Reading the Lake: The vetha are trained to empathize with the waters of the Nyr Dyv and its tributaries, seeing in their disposition some glimmer of the future. Each evening under a clear sky, the veth can survey the waters of a river or lake and make a limited prediction on the future of one passenger on her barge. The veth's knowledge is usually vague, clouded in metaphor and obscure imagery. If a successful Scry check (DC 25) is made, the veth can foresee a general event of the next 10 days, based on the DM's intentions for the next few gaming sessions (or, in the case of the LIVING GREYHAWK campaign, the contents of the scenario being played). The prediction only indicates the potential outcome and does not guarantee the result. If the Scry check is failed, no information can be gained concerning the subject for the next month, as the mists of the future have proven too thick. A veth may consult the waters only once each night.

Hex Mastery: All vetha are instructed in the art of bestowing curses and manipulating the minds and emotions of their enemies. Each time the veth achieves a new level in Hex Mastery, she adds two to her effective caster level when casting the following spells: *bestow curse, cause fear, charm person, charm monster, confusion, contagion, hypnotism,* and *scare.*

VETH

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day 1	2	3	4
1	+0	+0	+0	+2	Reading the Lake, Improved Caster Level	3	–	–	–
2	+1	+0	+0	+3	Hex Mastery +1	4	–	–	–
3	+1	+1	+1	+3	Bonus Language	5	–	–	–
4	+2	+1	+1	+4	Hex Mastery +2	6	3	–	–
5	+2	+1	+1	+4	Master Healer	6	4	–	–
6	+3	+2	+2	+5	Hex Mastery +3	6	5	3	–
7	+3	+2	+2	+5	Bonus Language	6	6	4	–
8	+4	+2	+2	+6	Hex Mastery +4	6	6	5	3
9	+4	+3	+3	+6	Bonus Language	6	6	6	4
10	+5	+3	+3	+7	Greater Eyebite	6	6	6	5

Spells per Day: These are arcane spells (see the *Player's Handbook*, Chapter 12) that are prepared and cast just as a sorcerer casts her spells. If the entry is "-" for a given level of spells, the character cannot cast any spells of that level regardless of bonus spells. If a character has "0" spells of a given level, the character can cast bonus spells of that level. If the entry is a number, the character can cast that many spells plus any bonus spells. Bonus spells for vetha are based on Charisma, and a veth must have a Charisma of at least 10+ a spell's level to cast that spell.

VETH SPELL LIST

1st-Level	2nd-Level	3rd-Level	4th-Level
alarm	*alter self*	*clairaudience/clairvoyance*	*arcane eye*
animate rope	*arcane lock*	*dispel magic*	*bestow curse*
cause fear	*blur*	*greater magic weapon*	*charm monster*
change self	*bull's strength*	*gust of wind*	*confusion*
charm person	*cat's grace*	*hold person*	*contagion*
chill touch	*continual flame*	*lightning bolt*	*detect scrying*
color spray	*darkness*	*magic circle against chaos*	*dream*
comprehend languages	*darkvision*	*magic circle against evil*	*emotion*
endure elements	*detect thoughts*	*magic circle against good*	*enervation*
hypnotism	*endurance*	*magic circle against law*	*Evard's black tentacles*
identify	*fog cloud*	*major image*	*fear*
mage armor	*invisibility*	*nondetection*	*improved invisibility*
magic weapon	*knock*	*protection from elements*	*lesser geas*
message	*locate object*	*sleet storm*	*locate creature*
Nystul's magical aura	*minor image*	*slow*	*mind fog*
Nystul's undetectable aura	*misdirection*	*stinking cloud*	*minor creation*
obscuring mist	*obscure object*	*suggestion*	*phantasmal killer*
protection from chaos	*protection from arrows*	*tongues*	*remove curse*

Illus. Michael Dubisch

Caption

Bonus Languages: In their travels, the vetha come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the veth an edge in dealing with trading partners and potential enemies. Each time the veth achieves a bonus language, choose one tongue from the *Player's Handbook* or the *LIVING GREYHAWK Gazetteer*. The veth can read and write in this language as if she had acquired it in the usual manner. The language must be one with which the veth has had some contact.

Master Healer: As a veteran in the arts of medicine, a veth has greatly refined her talents as a healer. She doubles the hit points of damage she may restore with long-term care, as per the Heal skill.

Greater Eyebite: Upon reaching 10th level, a veth may use a gaze attack, as per the spell *eyebite*, two times per day. This is a spell-like ability. The caster level for the spell is the caster's class level in veth.

Current Plots and Adventure Hooks

The following bits of information deal with current Rhennee endeavors which might eventually affect the PCs and their homelands. Any of these storylines might serve as springboards for future adventures, to be implemented as the Dungeon Master sees fit.

Agents of Iuz: A fleet of five rebel Rhennee barges fly the flag of Iuz—at least in secret. These pirates ply their perfidious trade along the coast of the Shield Lands, concealed by the magic of Iuz's hand-picked wizards. The leader of the pirates is a formidable Darkhagardsman known only as "Eyes." Eyes acts as Iuz's chief smuggler, running weapons up from Greyhawk City and capturing any vessels he encounters along the way.

Eyes can come into conflict with the PCs in any number of ways. Perhaps the heroes have been sent to protect supply ships or to penetrate the ranks of Iuz's inner conclave of wizards and priests—the mysterious Boneheart. Finally, Greyhawk officials could hire the PCs to track the route of several crates of illegally purchased crossbows, and in pursuit of the cache they run afoul of Eyes and his buccaneers. This storyline is a good way to introduce low-level heroes to the machinations of the Rhennee.

Slave Traders: Not all Rhennee distrust landfolk; some outright despise them. Against the wishes of their noble lord, a family of Rhennee is posing as a waterborne carnival troupe in order to abscond with victims to be sold into the slave trade. PCs may uncover the slave ring if searching for a missing loved one . . . or perhaps they fall victim to a kidnapping themselves! If so, they eventually find themselves as part of a chain-gang in the Pomarj, the Scarlet Brotherhood, or some equally undesirable locale. Such a situation is suitable for a party of mid-level characters.

Treasure Hunters: The malicious Rhennee Lord Valkrys Hurth has set his hands upon a map of the legendary Isles of Woe. The map, formerly in the possession of an elf named Keldreth Scaramanthelon but taken forcibly from him, allegedly depicts the location of the fabled sunken islands, where it was reported that the archmage Tzunk once used the power of the *Codex of Infinite Planes* to raze the armies of his enemies and subjugate the entire region. The islands now lay somewhere beneath the surface of the Lake of Unknown Depths. Sages claim that the Isles predate the Oeridian migration. Others believe that the Isles were once the location of Vecna's infamous spider-throne. Whatever the real story, one thing is undisputed: whoever finds the Isles also finds incalculable power.

Lord Hurth commands over 100 barges and counts 22 members of the Darkhagard among his personal enforcers. His flagship is a caravel named *Fathomer*. Though he keeps his quest for the Isles of Woe a well-shrouded secret, an incubus called Yattal has learned of the scheme and managed to insinuate himself into Hurth's confidence, only futher complicating matters. Heroes will only unearth Hurth's grand enterprise as the result of a long and arduous series of seemingly unrelated investigations. Perhaps they could encounter the bargemen through any one of the above adventure hooks and ultimately come face to face with Hurth, his minions, and his wrath. Considering the elements of such a plot—Hurth's sizable resources, an incubus, an extensive underwater quest, and perhaps the *Codex* itself—such an adventure is suitable for a high-level campaign.

Valkrys Hurth, Male Human Rogl/Ftr4/Darkhagardsman10: CR 15; Medium-size Humanoid (5 ft. 9 in. tall); HD 1d6+4d10+10d10+3; hp 88; Init +9 (Dex, Improved Initiative); Spd 30 ft.; AC 22 (+7 studded leather, +5 Dex); Atks +17/+11/+5 melee (1d8+3/crit 19-20, *+3 darkha*) or +22/+16/+10 ranged (1d8+3/crit 19-20, *+3 darkha*); SQ Darkha Mastery 1, Darkha Mastery 2, Prone Fighting, Sneak Attack +1d6; AL NE; SV Fort +11, Ref +11, Will +6; Str 11, Dex 21, Con 11, Int 16, Wis 11, Cha 8.

Skills and Feats: Balance +10, Bluff +3, Climb +6, Disguise +6, Escape Artist +9, Forgery +7, Gather Information +3, Hide +5, Intimidate +13, Intuit Direction +4, Jump +6, Profession (Boater) +10, Spot +18, Swim +18, Use Rope +15; Ambidexterity, Blind-fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (darkha), Improved Initiative, Iron Will, Toughness, Weapon Focus (darkha).

SQ—Increased range, Improved Swim, Instant Stand, Hold Breath, Water Tracking (see above).

Possessions: +3 cloak of resistance, +3 darkha, +4 studded leather armor, goggles of night, hollow boot heel concealing four pearls (500 gp each), small pouch containing 55 gp, and a tortoise-shell scroll case containing the map of the Isles of Woe.

Rhennee References
The City of Greyhawk boxed set
Greyhawk: The Adventure Begins
Iuz the Evil
Living Greyhawk Gazetteer
Saga of Old City (novel)
World of Greyhawk Fantasy Game Setting boxed set

Enchiridion of the Fiend-Sage

(SECOND REPORT)

BY SEAN K REYNOLDS | ILLUSTRATIONS BY SAM WOOD

Coldeven, 591 CY

My immortal sovereign,

Continuing my series of reports on rare and obscure creatures of Oerth, I must inform you that I will need to acquire more spies or arrange for revival of the ones I have now, for this research has been dangerous and most of my employees are now dead.

On a happier note, I am pleased to report that the sorcerer Hathareen of the Three Circles was spotted in the city of Greyhawk bearing the Libram of the Dark Wing with the intent to sell it. One of my contacts posed as a potential buyer and was able to peruse it briefly, but Hathareen became nervous and left with the book before an offer could be made. My contact tells me the book was made of skrift, a kind of paper created by fiendish giant wasps, and among its spells were confusion, expeditious retreat, fly, mass haste, teleport, and (apparently) an arcane version of the poison spell. My spy is trying to determine the current whereabouts of Hathareen so that we may acquire the book from him.

A most gracious thank you for the gift of the bound aasyluth. It was quite tasty, and makes a most satisfying crunch when its joints are broken.

Your humble servant,

The Fiend-Sage

Rel Astra

Animus

As you requested, I have been performing research on others who share your peculiar undead state. This proved difficult, as most parties were uninterested in furthering your research or succumbing to my magical probes. Suffice it to say that a few of your minor opponents are no longer any trouble. One animus who proved quite informative is the missing prince Kobasten of the house Naelax, who submitted to my experiments in exchange for temporary sanctuary from his enemies. I have a full report on his activities since his flight from High Shuttleford, which I will send to you as soon as I have fully verified its veracity. Kobasten fled before I decided to end his sanctuary, unaware that I had placed several tracking spells upon him in anticipation of this turn of events. We may find him any time you desire.

Sample Animus

This example uses a 6th-level human cleric of Hextor as the base creature.

Kobasten of House Naelax
Medium-Size Undead
Hit Dice: 6d12 (39 hp)
Initiative: +6 (Dex, Improved Initiative)
Speed: 30 ft.
AC: 18 (+6 chain mail, +2 Dex)
Attacks: *+1 light flail* +10
Damage: *+1 light flail* 1d8+5
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Command undead, fear touch, *greater command*, *stinking cloud*, paralyzing gaze, *suggestion*
Special Qualities: Damage reduction 10/+1, +4 turn resistance, cold resistance 20, acid resistance 20, electricity resistance 20, fast healing 5, undead
Saves: Fort +5, Ref +4, Will +7
Abilities: Str 18, Dex 15, Con —, Int 12, Wis 15, Cha 13
Skills: Concentration +11, Diplomacy +3, Heal +7, Intimidate +3, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Listen +8, Ride +3, Sense Motive +6, Spellcraft +4, Spot +8
Feats: Alertness, Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (light flail) (bonus feat from War domain), Mounted Combat, Power Attack, Weapon Focus (light flail) (bonus feat from War domain)
Climate/Terrain: Any land
Organization: Solitary
Alignment: lawful evil

Combat

The saving throws against this animus' fear touch, paralyzing gaze, *suggestion*, and *stinking cloud* are DC 13.
Incendiary cloud (Su): Three times per day, Kobasten can breathe forth a 10-foot-cube of *incendiary cloud*, each lasting 5 rounds.
Magic Items Carried: *+1 light flail, +1 chain mail, +1 cloak of resistance, wand of cure light wounds.*
Spells per Day: 5/4+1/4+1/2+1. Domains: Law, War.
Challenge Rating: 9

Animus

The product of a magical ritual on live humanoids by clerics of Hextor in conjunction with devils, an animus is an undead tyrant, full of cold hatred, single-minded and driven toward its goal of power, wealth, or military victory.

An animus appears much as it did in life, except that its skin is weathered and wrinkled. Variances in the ceremony sometimes (25%) create hideous, lichlike creatures, others (10%) are almost indistinguishable from their original forms. As most were formed from nobles of the Great Kingdom, they tend to be vain and dress in clothing appropriate to their status. A typical animus has several levels in aristocrat, cleric of Hextor, expert, and/or fighter.

Most animuses were formed against their will at the command of the mad king Ivid V. Many of his advisors, generals, clerics, and wizards were made into animuses when they failed his expectations or he doubted their loyalty. Ivid's madness in his waning days was so profound that he also considered the process a reward, subjecting some of his most trusted agents to the dark ritual along with his worst enemies. Some of them were powerful at the time of their transformation, while others were able to use their new powers to eliminate competitors and acquired political power after their transformation.

An animus is a loner. It feels no affinity toward its former friends and companions, but has to interact with them to accomplish its goals, and so it wages a constant battle against its own instincts of isolation and antipathy. Simultaneous with these feelings is the desire to complete the goals that Ivid set out for it, although with the disappearance of the mad monarch many of them have overcome this programming and are following their own agendas. Some animuses are flawed and paranoid, seeing enemies all around them. Most of these are obsessed with assassination, going so far as to have their food tested for poison, regardless of the fact that they are immune to it.

Since the disappearance of Ivid V and his Hextorian cohorts, no new animuses have been created. It is likely that the procedure has been lost, although a skilled necromancer may be able to recreate the process if he could study enough subjects.

An animus speaks any languages it knew in life, typically Common and Old Oeridian.

Creating an Animus

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

Hit Dice: Increase to d12.

Speed: Same as the base creature.

Special Attacks: An animus retains all of the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 animus' HD + animus' Charisma modifier unless noted otherwise.

Command Undead (Su): An animus can command non-intelligent undead (undead without an Intelligence score) as a cleric of his or her level. There is no limit to the number of times per day the animus may use this ability, but the animus can only affect up to twice its hit dice at any one time. If the animus can command undead as a class ability, these undead count toward the total hit dice the animus can affect.

Fear Touch (Su): An animus can invoke fear in a creature they touch as if the target were affected by a *fear* spell cast by a sorcerer equal to the animus' hit dice.

Greater Command (Sp): An animus can use a *greater command* spell a number of times per day equal to its Charisma modifier. The animus can only command targets to kneel.

Paralyzing Gaze (Su): An animus can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the animus must take a standard action, and those merely looking at it are unaffected. The target may resist with a Will save or be paralyzed as long as the animus continues to hold the gaze and concentrate.

Suggestion (Su): An animus can give a *suggestion* to any target held by the animus' paralyzing gaze. Giving the suggestion does not interrupt the animus' concentration for holding the gaze.

Special Qualities: An animus retains all of the special qualities of the base creature and those listed below, and also gains the undead type (see the Monster Manual page 6).

Damage Reduction (Su): An animus' body is tough, giving it damage reduction 10/+1.

Turn Resistance (Ex): An animus has +4 turn resistance (see the *Monster Manual* page 10).

Resistance (Ex): An animus has cold, acid, and electricity resistance 20.

Fast Healing (Ex): An animus heals 5 points of damage each round. If reduced to 0 hit points, it is helpless but continues to heal at its normal rate, recovering as soon as it reaches 10 hit points. To destroy an animus, its body must be eradicated by fire or acid. Inflicting 10 points of fire or acid damage while it is at 0 hit points destroys the body.

Grim Visage (Ex): There is a 25% chance that a flaw in the procedure that creates an animus causes it to have a lichlike appearance. These creatures have a -4 penalty to Diplomacy, Disguise, and Gather Information checks, but get a +4 bonus to Intimidate checks.

Disease Vulnerability (Ex): Unlike other undead, an animus' flesh is affected normally by disease, although it cannot die from disease—their ability scores cannot drop below 0 from disease, and diseases that cause Constitution damage do not affect them. They use their Charisma modifier for Fortitude saving throws against disease.

Unique Powers (Su): Some of the animuses (5%) emerge from the ceremony with a unique supernatural power. Example abilities are damage reduction 10/- (possessed by Szeffrin of old Almor), acid touch as a *Melf's acid arrow* cast by a 3rd-level sorcerer except as a touch attack (possessed by the Hextorian cleric Delglath of Rinorlu), and the ability to breathe *a stinking cloud* (possessed by Kobasten of Naelax). Usually, a 2nd-level sor/wiz spell usable up to 5 times per day.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Cha +2. As an undead creature, an animus has no Constitution score.

Skills: An animus receives a +4 racial bonus to Listen, Sense Motive, and Spot checks. Otherwise same as the base creatures.

Feats: An animus gains Alertness, Improved Initiative, and Lightning Reflexes, assuming it meets the prerequisites and doesn't already have these feats.

Climate/Terrain: Any land.

Organization: Squadron (1 plus 5-20 guards and assistants)

Challenge Rating: Same as the base creature +3.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Animus Characters

Animuses are always evil, which causes characters of certain classes to lose their class abilities, as noted in Chapter 3: Classes in the *Player's Handbook*. In addition, certain classes suffer additional penalties.

Clerics: Clerics lose their abilities to turn undead but gain the ability to rebuke undead. Most animus clerics worship Hextor and so have access to the Destruction, Evil, Law, and War domains.

Sorcerers and Wizards: These characters retain their class abilities, but if a character has a familiar, the link between them is broken, and the familiar shuns its former companion.

Bullywug Savant

At first I dismissed the reports of advanced bullywugs, presuming them to be small tribes lead by slaadi or perhaps a rogue hezrou tanar'ri. Much to my surprise, when my agents captured one, I was forced to admit my error. The creature is definitely related to the bullywug and born of the same egg-clutch as the primitive ones. While I have not yet been able to fully determine why it appears, its body structure and relation to other aquatic creatures implies that it is linked to the ancient empire of aboleths that predated the rise of humans on this plane. Furthermore, the poisonous secretion the creature makes are proving to be quite promising as an antidote to several kinds of toxic flora and fauna, and when applied in the proper dose it makes a remarkable aid in the art of torture, for it prevents the victim from thrashing.

Medium-Size Monstrous Humanoid
Hit Dice: 2d8+1d4 (20 hp)
Initiative: +1 (Dex)
Speed: 30 ft., Swim 20 ft.
AC: 15 (+2 leather, +3 natural)
Attacks: Halfspear +1 melee; or halfspear +1 ranged
Damage: Halfspear 1d6; or halfspear 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Poison, Spells
Special Qualities: Darkvision, marsh move, summoning (sorcerers only)
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 10, Dex 12, Con 16, Int 11, Wis 11 , Cha 13
Skills: Bluff +3, Climb +2, Concentration +7, Hide +3*, Intimidate +3, Jump +2, Listen +2, Spellcraft +4, Spot +4, Tumble +3
Feats: Combat Casting
Climate/Terrain: Temperate and warm aquatic and marsh
Organization: Solitary (1), brood (1 plus 1-4 bullywugs), or great brood (1-3 plus 4-16 bullywugs)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class

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Hit Dice: 2d8+1d4 (20 hp)
Initiative: +1 (Dex)
Speed: 30 ft., Swim 20 ft.
AC: 15 (+2 leather, +3 natural)
Attacks: Halfspear +1 melee; or halfspear +1 ranged
Damage: Halfspear 1d6; or halfspear 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Poison, Spells
Special Qualities: Darkvision, marsh move, summoning (sorcerers only)
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 10, Dex 12, Con 16, Int 11, Wis 11 , Cha 13
Skills: Bluff +3, Climb +2, Concentration +7, Hide +3*, Intimidate +3, Jump +2, Listen +2, Spellcraft +4, Spot +4, Tumble +3
Feats: Combat Casting
Climate/Terrain: Temperate and warm aquatic and marsh
Organization: Solitary (1), brood (1 plus 1-4 bullywugs), or great brood (1-3 plus 4-16 bullywugs)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class

Grigaur

All of my information on these beasts is second-hand, for I have been unable to acquire a specimen for study, live or dead, and the two spies who have actually seen the creature had to have their remains magically questioned, for they did not survive the encounter. The grigaurs are certainly formidable for a Prime Plane creature. Although evidence is scarce, there are fragmentary records from a pre-human civilization that mention the grigaurs and lead me to believe that they are particularly receptive to magical enhancement spells, although the exact nature of this receptivity is undecipherable.

Medium-Size Beast
Hit Dice: 4d10+12 (34 hp)
Initiative: +1 (Dex)
Speed: 40 ft.
AC: 15 (+1 Dex, +4 natural)
Attacks: 2 claws +7 melee; bite +2 melee
Damage: Claws 2d4+4, bite 1d6+2
Face/Reach: 10 ft. by 5 ft./15 ft.
Special Attacks: Improved Grab
Special Qualities: Blindsight, damage reduction 5/-, immunities, scent

Saves: Fort +7, Ref +5, Will +2
Abilities: Str 19, Dex 13, Con 16, Int 6, Wis 12, Cha 8
Skills: Climb +6, Hide +4*, Listen +4, Move Silently +6, Spot +4
Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Usually neutral
Advancement Range: 5-8 HD (Large); 9-12 HD (Huge)

"A RACE OF POWERFUL, INTELLIGENT PREDATORS THAT VANISHED FROM THE PLANAESS 1000'S OF YEARS BEFORE THE ARRIVAL OF HUMANS. ABOUT THE SIZE OF A BLACK BEAR. EXCELLENT SCENT AND HEARING. "MOTION DETECTOR" ORGANS PROTRUDING FROM BACK COMPENSATE FOR LACK OF SIGHT BY SENSING MINUTE CHANGES IN AIR PRESSURE, GIVING 360° DETECTION OF MOVING OBJECTS. THEIR SKIN IS REDDISH-BROWN AND RUBBERY.

A POWERFUL WIZARD HAS RECENTLY DISCOVERED A MEANS OF BRINGING GRIGAUR FROM THE DISTANT PAST INTO CONTEMPORARY OERTH. THE CREATURES ARE MUCH PRIZED AS GUARDIANS BY POWERFUL MAGES FOR THEY ARE CUNNING, LOYAL, AND FEARSOME IN COMBAT. OF COURSE THE PRICE IS ACCORDINGLY EXORBITANT WITH ONE OF THESE BEASTS FETCHING THE EQUIVALENT OF A SMALL KINGDOM'S ANNUAL TAXATION REVENUE. ACCORDINGLY, THERE IS A GREAT MARKET FOR STOLEN LIVE GRIGAUR, THOUGH RUSTLING ONE IS NO EASY TASK...

Grigaur

Grigaurs are extinct predators brought to the present by a powerful wizard to be used as guardians. Though blind, their advanced senses allow them to hunt even in total darkness.

Grigaurs once roamed the Flanaess thousands of years before the arrival of modern humans, and are thought to have been killed off by an environmental cataclysm or a sickness. Recently, Kezzark of Greyhawk created a spell to bring young living grigaurs forward in time and has been selling them at exorbitant prices to parties interested in loyal, tough, intelligent guardians. The limited supply has caused several to attempt other methods of acquiring one, and the Scarlet Brotherhood is trying to get one for its breeding program. At least one owner is attempting to have his pet cloned.

Approximately the size of a bear, a grigaur has a muscular build, strong claws, and an angled ovoid face. Its head and back are adorned with different kinds of sensory organs which compensate for its blindness.

Combat

A grigaur's predatory habits are similar to those of a feline, although it normally hunts alone unless part of a mated pair (a nonexistent situation in the modern day). A grigaur stalks its prey quietly, often in the dark, leaping out of hiding to grasp its prey with one or both claws to prevent its escape.

Improved Grab (Ex): To use this ability, the grigaur must hit a Medium-Size or smaller opponent with a claw attack.

Blindsight (Ex): Grigaurs can ascertain all foes within 60 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see Concealment, page 133 in the *Player's Handbook*).

Grigaurs are susceptible to sound- and scent-based attacks, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a grigaur's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are defeated, the grigaur is effectively blinded.

Immunities: Grigaurs are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: Grigaurs get a +4 racial bonus to Move Silently checks. *In areas of natural earth, they get a +4 bonus to Hide checks.

Valley Elf

Valley elves are a minor subrace of elves, closely related to gray elves. Found only in the immediate vicinity of the Valley of the Mage, they are shunned by other kinds of elves, reputedly for selling their loyalty to a human in exchange for knowledge from beyond the outer planes.

As tall as most humans, they are thin with sharp and pointed features. Their hair is pale yellow in the summer, darkening to a rich gold in the winter months. They prefer loose and flowing garments and favor blues and greens. The Mage of the Valley provides for most of their needs, and they forage for the rest.

Valley elves speak Common, Elven and Gnome, although their speech is strangely accented. Unlike other elves, they produce few crafted items and never trade them with outsiders.

Most valley elves are multiclassed ranger/wizards, and their ranger favored enemy is humans. The information in the statistics block is for a Rgr/Wizl.

Combat

Valley elves are quick to enter combat and coordinate their attacks, choosing spells and weapons to complement each others' abilities, such as a first rank of sword-wielders and a second rank of archer-spellcasters. However, other than these general methods, they do not worry much about group tactics. They prefer ambushes in which they can use their knowledge of the local terrain, and while they all study horseback riding, they typically use the animals as transportation rather than fighting while mounted. Most spells chosen are non-combat spells, as they prefer not to risk arcane spell failure from wearing armor. Only the more powerful spellcasters who can afford magical armor or defensive spells rely on active combat magic.

Elven Traits (Ex): Valley elves have the same elven traits as high elves.

Skills: A valley elf gains a +4 racial bonus to Disguise checks when disguising himself as a human. They have a -2 penalty to all Diplomacy, Gather Information, and Intimidate checks involving elves of other subraces.

Valley Elf Characters

A valley elf's favored class is wizard. Valley elves cannot be clerics of the Seldarine, although they can be clerics of any other faith.

Valley Elf

These pariah elves who serve the Black One are eccentric and approaching the point of being inbred. Distrustful of all outsiders, they shun even other elves, normally a privilege reserved only for the drow. I would assume that their unusual traits would become more pronounced, but since elven generations take so long it is likely that the face of the Flanaess will be much different by the time that comes to pass. I did note that one of your house-slaves has valley elf blood, but she knows nothing of her parentage and is not allied to the Mage of the Vale or his servants (confirmed via magic and the rack).

Medium-Size Humanoid (Elf)
Hit Dice: 1d10+1d4 (7 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 14 (+1 Dex, +3 studded leather)
Attacks: Longsword +1 melee; or longbow +2 ranged
Damage: Longsword 1d8-1; or longbow 1d8-1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spells
Special Qualities: Elven traits
Saves: Fort +1, Ref +1, Will +2
Abilities: Str 8, Dex 13, Con 10, Int 13, Wis 10, Cha 9
Skills: Climb +2, Craft (bowmaking) +2, Handle Animal +0, Hide +5, Knowledge (arcana) +2, Knowledge (nature) +1, Listen +6, Move Silently +3, Ride +2, Spellcraft +2, Spot +7, Wilderness Lore +3
Feats: Alertness, Track (ranger bonus feat)
Climate/Terrain: Temperate hill
Organization: Solitary, or squad 10d4 plus 2d4 4th-level sergeant, 1d4 6th-level leaders, and 1d4 cooshies [elven dogs, as riding dog]) or platoon (as squad but at least 30 standard valley elves, plus 2 8th-level assistants and a 12th-level commander)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement Range: By character class

Dispatches

NEWS FROM AROUND THE FLANAESS

Ahlissa (Innspa/Adri)
According to Durlei, a ranger from the southern Adri who recently stopped for the night at a small village in the western reaches, the troubles brewing in the forest seem to have taken on an additional quality. As he tells it, an entire southern Adri village has been wiped out, with all evidence pointing to undead assailants. Durlei didn't see the actual massacre, but reported seeing "creatures of the netherhells" scouring the ruined village picking off survivors. The woodsman could say nothing about the cause of the attacks, but believes there was some greater intelligence behind them.

Bandit Kingdoms
Trouble is brewing among the necromancer guards of Hallorn. While the cause of the problem remains unclear, Earl Aundurach's sinister police force has been on edge for much of the past month. Rumors suggest that the heightened sense of security stems from strange difficulties with the zombies the necromancers use in their dominion of the town.

Elsewhere in the Tangles, rumors circulate about a child seer in the village of Briar's End. According to these tales villagers are rallying around the young boy. Earl Aundurach seems to give the rumors little credit, and there has been no action from Riftcrag.

Bissel
Under continuing pressure from the Knights of the Watch to repair the defenses of his nation, His Lofty Grace Margrave Larrangin has appointed two new barons in the northern provinces of Bissel. Sir Elgar Checaran, a Knight of the Watch and eldest son of the Mayor of Clunther, became the Baron of Dount. Sir Norbert Kerenna, a commander in the Knights of the Watch, was named Baron of Thornward Province. In his first major official act Baron Kerenna dispatched troops to tighten control of trade in and out of Thornward and along the Fals River and has increased tariffs on Ketite goods. The city's Ruling Council is upset that it was not consulted about the appointments or the control of trade.

Dyvers
Her Excellency Larissa Hunter, Magister of Dyvers, has established a candlelight vigil in the high tower of the Castle Grounds for the return of her husband, Rashaman of Safeton. Rashaman disappeared almost one year ago during a violent pirate raid.

Far from Hunter's court, the harbor has been buzzing with the news of the death of Jhon Siggoran, a noted sea captain and heir to the Siggoran Trading Company. Siggoran was rumored to be a high-ranking member of the Alliance's smuggling operations, and his death has led many to fear what the city's powerful union of rogues may do in retaliation.

Furyondy
Food prices are rising across the kingdom as crops continue to suffer under a mysterious blight. Yields in both the Gold County and the March are blighted, as are some fields in Littleberg. So far, crops in other provinces remain unaffected.

Brave warriors reclaimed the city of Crockport from the forces of Iuz more than two years ago, but the city remains in poor repair. The Old One left a multitude of vile creatures in the region: By order of King Belvor, any spoils won against such denizens will be free from royal taxation.

Geoff
Tensions have mounted between loyal citizens of Geoff and her protector-state, the Gran March. While most Geoffites recognize the position they would be in without Marcher protection, an increasingly vocal minority chafes at the inactivity of Field Marshal Helanasdotter. The situation nearly came to a head recently with a series of provocative proclamations made throughout the streets of Hochoch. Potential violence was averted when the source of many of the announcements was found to be agents of the giant king Mogthrasir himself!

Gran March

Wild rumors abound that an ancient scroll written by Trilesimain, the near mythical founder of the order that would become the Knights of the Watch, was recently unearthed in the Rushmoors. The contents of this scroll and its current whereabouts vary depending upon the storyteller.

Goblin raids have increased along the Dim Forest road. Only quick action by brave Gran March soldiers kept vital war supplies from being stolen by the cunning raiders. Raids also have increased against horse farms near the Dim Forest in Barony Malthinius.

To the northeast, setbacks have plagued the Herdmasters' Guild in their rebuilding of a ruined keep northwest of Hookhill. Some (mostly members of the Farmer's Grange) speculate that the repairs will not be completed in time for the Herdmasters to claim the land surrounding the keep.

Greyhawk

City guardsmen stationed in the Garden Quarter have been on high alert after two high-profile burglaries. The Sanctum of Heironeous reports that a crown of platinum, once atop the head of the large statue of the Valorous Knight in the temple's main hall, disappeared around the first of the month. High priest Jaikor Demien, recently in the news for having publicly criticized the Directing Oligarchy's plan to raise temple taxes, decried the theft as a "base act of outrage," and has charged the city's faithful with its speedy return.

No less stunning was the theft of a replica of *Queen Ehlissa's Wondrous Nightingale* from the Grand Theater. The valuable stage prop, said to be worth some 5,000 gp, went missing in the middle of a performance of the theater's popular history play, *The Gilded Monarch*. The celebrated actor Vanrio is said to have quit the show after early suspicion fell on him. Most assume the successful run has come to a disastrous end.

Highfolk

The folk of the good city of Highfolk were shocked when Telvest Lorewin, a master vintner and town councilman, was poisoned by the ceremonial wine after opening this year's Brewfest Harvest Festival. Paxana Eventhil, the town constable, dispatched teams of adventurers to augment the Home Guard's search for the killer. The assassin eventually was found but eluded capture and escaped into the countryside. The murderer has not yet been brought to justice.

A gray-robed cult, its members apparently predominantly olven, recently has been seen operating in the city. Their agenda is unknown, but the Home Guard is watching for trouble.

Keoland

Cryllor's Count Ingaz Manz has been stricken by a mysterious illness. Since the clerics of his court have been unable to cure him, many whisper that the contagion may be magical in nature. In response to a recent threat from a caravan-raiding force of orcs led by a giant, Lady Regent Lora has taken action by calling a general muster (a right generally reserved for the leader of the county).

Viscount Jorgos of Nume-Eor has established a sanctuary for those citizens of Keoland tainted with orcish blood. The construction of this village, the so-called "Haven," is seen by many as a move to bolster the province's beleaguered working population.

The Earl of Gand, by royal edict, recently led a host to reinforce Westkeep, in the chaotic lands of the Sea Princes. Rumors of a renewed offensive into the Hold are the cause of much grumbling among the nobility.

Ket

The Bisselite plan to tax citizens of Baklunish descent to arm the Knights of the Watch has sparked concern among the citizenry of Ket. Most hope that Bissel will reconsider its rash action before it shatters the hard-won peace accord between the two nations. In response to this blatant warmongering from across the border, Ket has dispatched diplomats to Pellak to seek a peaceful resolution, and has increased the vigilance and frequency of its border patrols. So far there has been no word on how the diplomatic discussions with the Bisselite Ruling Council and the Margrave Larrangin are progressing.

Nyrond

Reports have surfaced indicating that the king's traitorous brother, Prince Sewarndt, has been seen in the Gnatmarsh, perhaps in allegiance with the coven of witches said to dwell there.

With the decrease in military need following the cessation of hostilities related to the Greyhawk Wars, many members of the Kingdom's Militia have been allowed leave militia service. Many of these ex-soldiers have become Licensed Adventurers of the Kingdom of Nyrond. These adventurers already have been shown to be a great asset to the kingdom.

With assistance of the militia, the Royal Mail Service has expanded its service along the Duntide River south of Rel Mord.

Onnwal

The first Growfest Tourney held in Sornhill since Onnwal's fall seven years ago was marred by an attempt on the life of Danvirius Soron, leader of the Breakers, a renowned war company. Soron, a loyal servant of Free Onnwal, was stabbed in the back during the grand melee. Immediately borne from the field, his wounds were described as grave. Popular opinion is that the attempted assassination was the act of the Scarlet Brotherhood. Baron Halshas Geldrenn of Silvervale described the attack as "a coward's blow," and vowed that the perpetrators would be found and punished.

Pale

Pholtans everywhere are rejoicing about the recent recovery of a cache of holy relics dating back 300 years. Though the true significance of these items has yet to be determined, they are thought to include the *Libram Sanctus Vox*, believed by many to be among the most sacred writings of the Faith. The relics were recovered with the assistance of a group of heroic individuals who prevented several attempts to steal them. While the identities of the would-be thieves are not known, according to a member of the Church Militant, "they will not remain unknown for long."

Perrenland

The election to determine the new Voormann of Perrenland approaches. Perrenders are more vocal than ever, resulting in numerous brawls on the streets of the nation's capital. Local wisdom suggests that the smart money is on a new voorman, but exactly who will succeed Karenin (if indeed he loses) is anyone's guess.

Weather conditions on the Feronwold, the southern plains of Perrenland, have been unpredictable of late. Several unwary travelers have been swept away by freak tornadoes, and the surface of Lake Quag has seen frequent squalls.

Residents of the central Yatils report attacks by bands of orcs and goblins. These attacks are prevalent especially along the Krestingstrek, the trade road that bisects the Feronwold. Much gossip speculates on what could be driving the creatures from their mountainous territories.

Ratik

Folks living along the southern reaches of Ratik have always lived with the threat of humanoid incursions from occupied Bone March, across the Rakers. Ratikhill has stood at the mouth of Kalmar pass—a great barrier against these evil waves. As Telchur's frozen breath comes across Grendep Bay once again, the armies from the south move through the pass, toward Ratikhill's great walls. To the east, the foresters of the Loftwood report that the various orc and gnoll clans are gathering. With the bulk of Ratik's army stationed at Ratikhill, many fear that the militia of House Bredivan may not be able to hold the Loftwood border.

Sea Princes

A large force of humanoids and imported savages has mustered in the town of Chiswell, in the Duchy of Berghof. Under the command of the ruthless Herdsman Krevaradan of the Scarlet Brotherhood, this army stands positioned to smash into the rag-tag holding of Utavo the Wise, a Touv former slave who recently claimed the town of Kusnir, on the shores of Lake Spendlowe. In past months Kusnir has served as a rallying point for slaves brought to the Hold by the Sea Princes and Brotherhood, and rumors tell of mass defections from Krevaradan's force. Krevaradan quelled a massive uprising in Port Toli in 590 CY, and has made several devastating thrusts into the territory controlled by the Sea Princes near Hokar.

Shield Lands

Disappearances in Tent Town, the refugee camp outside Critwall, continue, and may be getting worse. The city's militia, overworked with problems within the walls, lacks the resources to investigate the situation effectively. The search is further complicated by the fact that many "disappearances" are simply refugees moving on or finding more permanent housing elsewhere. Lady Katarina has publicly announced a plan to dedicate troops to the matter, though it may be some time before a solution is discovered. A cult known as the Open Spirit has promised to use its resources to find the vanished refugees and to patrol Tent Town in an attempt to prevent additional disappearances.

Sterich

It has been three years since the County of Garinac, on Sterich's western fringe, was freed from the control of savage humanoids. Since then the dwarven citadel of Num-Theraz, fortified in a deep valley in the Crystalmists, has served as a rallying point for the remnants of the orcs, gnolls, and kobolds who once held the entire nation. Prince Durrok Korend has mustered a small army of dwur in the western town of Ilaren for a final push into the mountains. For the first time (and after much pressure from dwarves throughout Sterich) the marchioness has pledged a company of halberdiers to the effort.

Ulek, Principality of

Though the forces of Turrosh Mak have not made a major offensive against the eastern border in months, agents of the despot have been discovered in at least one of Ulek's cities, and others could be lurking elsewhere. Reports from recently rescued halfling scouts who were trapped in disputed eastern territory have revealed the location of several camps of orcs and goblins, as well as unexpected information, such as the possible location of an unknown ancient dwarven crypt.

Urnst, County of

Harvest is over in the County of Urnst. Despite an unnatural heat wave near the city of Brotton, the county's rich farmlands have yielded near record crops. Yet all is not safe within the County of Urnst. A wizard in the city of Dosselford has gathered a group of adventurers to stop a raiding party of dark dwarves that came to the surface from the so-called Crystal Caves. The adventurers were successful in thwarting the evil raiding party, and in so doing, discovered a passage to the underworld. More adventurers are being summoned to solve the perplexing mysteries of Crystal Springs.

Recently, a humble temple of Zodal just south of Brotten was discovered to have been built upon the foundations of a much older temple dedicated to Kyuss, a dread being thought to have created several forms of undead creatures in the distant past. While exploring the ruins of the ancient temple, adventurers uncovered a plot by worshippers of Kyuss to assault the County of Urnst from within.

Urnst, Duchy of

After the Honorable Chamber selected Seoman Verle of House Verle as the newest member of their august body, citizens of Leukish were abuzz with discussion of the outcome and its political aftermath. House Kilbourne has been forced out of many political circles, losing much of the support it enjoyed while it was a candidate for the seat. In order to regain prestige, House Verana is rumored to be considering the purchase of a merchant charter, and House Coriner is planning a grand celebration in its Seltaren manorhouse. Seoman Verle has yet to influence the Honorable Chamber in any way; he has only agreed to a suggestion by House Teranor to send envoys into the Celedon Forest to encourage the alliance with the elves.

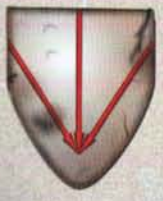
Veluna

The Velunese Guild of Notes and Missives has been experiencing frequent break-ins at their offices in Mitrik, Veluna City, and Gargagest. The guild assures the public that these burglaries in no way compromise the important task with which they have been entrusted. The crimes come at a time when the guild is already under fire for refusing to deliver letters destined for Shandalanar. Once considered a likely candidate for a new branch of the guild, the south-central town has for months been shunned by them for no known reason. Whether or not the affair is related to the break-ins is a topic of much discussion.

Verbobonc

Amidst great controversy, His Lordship Langard, Mayor of Verbobonc, announced the dispatch of the People's Gift, a wooden chest carved with images of the Olvenfather Corellon Larethian, to Queen Yolande, Her Fey Majesty of Celene. Rumors in recent weeks suggest that the precious token of friendship had been misdirected or lost, a claim the mayor himself denies.

Lady Asbury has announced the recovery of the *Star and Glimmer of Asbury*, hereditary symbols of her house that were lost years ago as Lord Asbury and Lady Aluna held Whistler's Creed during the first uprising of the Horde of Elemental Evil. In connection with the announcement, Lady Asbury's smith, Thuldon Rockspitter, voiced a plea to all folk to rise and free the hereditary homelands of his dwarven people in the Principality of Ulek.



Yeomanry

Keoland has offered the Yeomanry a chance to re-assume a seat once held by it in the Council of Niole Dra, Keoland's legislative body of nobles. The Council of Common Grosspokesmen has agreed to send an envoy to discuss the proposal, but no final decision has been made as of yet. Many in the Yeomanry see this merely as a prelude to their country becoming little more than a vassal state again.

In other news, citizens should be advised that the influx of refugees from the south still continues. These refugees may be dangerous or contagious, and citizens are warned to approach such people with caution.

Living Greyhawk Contact List

The LIVING GREYHAWK™ campaign is controlled by Regional Triads, groups of three RPGA GUILD-LEVEL™ members who keep an eye on local activities. The Point of Contact for each triad has been listed below. The overall campaign is managed by the Circle of Six, who oversee international plots, handle rules disputes and issues, and guide the entire campaign. Getting involved is as easy as sending an email to your Regional Triad's Point of Contact.

Circle of Six

Campaign Director
Erik Mona
polyhedron@wizards.com

Communications Director
Cheryl Llwellyn
cheryl@arnak.com

Rules Administrator
Cisco Lopez-Fresquet
cfresquet@aol.com

Regional Liaison
John Richardson
niblik2000@aol.com

Regional Liaison
David "Tip" Vaught
tip@rpga-ds.org

Regional Liaison — Europe
Ann Van Dam
rpgaeurope@wizards.be

Regional Triads

Ahlissa (Innspa/Adri)
Austria, Germany
Rainer Nagel
GHAdri@web.de

Ahlissa (Naerie)
Sweden
Position Vacant

Bandit Kingdoms
Texas, Oklahoma
Clay Hinton
chinton@texas.net

Bissel
Connecticut, Maine, Massachusetts, New Hampshire, Rhode Island, Vermont
Steve Conforti
Scon40@aol.com

Bone March (Knurl)
Greece
Position Vacant

Dyvers
Iowa, Kansas, Missouri, Nebraska
Andrew VanHooreweghe
avan@cfu.net

Ekbir
France
Gael Richard
gael.loic.richard@wanadoo.fr

Furyondy
Michigan
Brian P. Hudson
Mitriad@flashmail.com

Geoff
Delaware, District of Columbia, Maryland, Virginia, West Virginia
Sholom West
alhutt@concentric.net

Gran March
Georgia, North Carolina, South Carolina
Pete Winz
pwinz@nc.rr.com

Highfolk
Wisconsin
Jason Bulmahn
bulmahnjm@aol.com

Keoland
New Jersey, New York, Pennsylvania
Frank Timar
keoland-poc@home.com

Ket
Manitoba, New Brunswick, Newfoundland, Nova Scotia, Ontario, Prince Edward Island
Steve Campey
ket@oerth.com

Nyrond
Arizona, Southern California, Utah
Steve Hardinger
PartDragon@aol.com

Onnwal
United Kingdom
Sean Connor
Seany@aol.com

Pale
Northern California, Nevada
Catie Martolin
catie@brightarrow.reno.nv.us

Perrenland
Australia, New Zealand
Mark Somers
mark.somers@interact.net.au

Ratik
Hawaii
Matt Lau
Mattador5@hotmail.com

Sea Barons
Italy
Position Vacant

Shield Lands
Minnesota, North Dakota, South Dakota
Rick LaRue
RLaRue@aol.com

Sunndi
Belgium, Netherlands, Luxembourg
Pieter Sleijpen
madfox@wxs.nl

Tusmit
Quebec
Position Vacant

Ulek, Principality
Florida, Puerto Rico
Christopher Reed
Fltriad@aol.com

Urnst, County
Colorado, Montana, New Mexico, Wyoming
Richard Kohl
rwkohl@earthlink.net

Urnst, Duchy
Alberta, Alaska, British Columbia, Idaho, Oregon, Saskatchewan, Washington
Ryan Hicks
ryanh@bluenile.com

Veluna
Ohio
David Christ
waveman@nls.net

Verbobonc
Illinois, Indiana
Michael Breslin
viscount@verbobonc.net

Yeomanry
Alabama, Arkansas, Kentucky, Louisiana, Mississippi, Tennessee
Ernest C. Mueller
ernestm@mindspring.com

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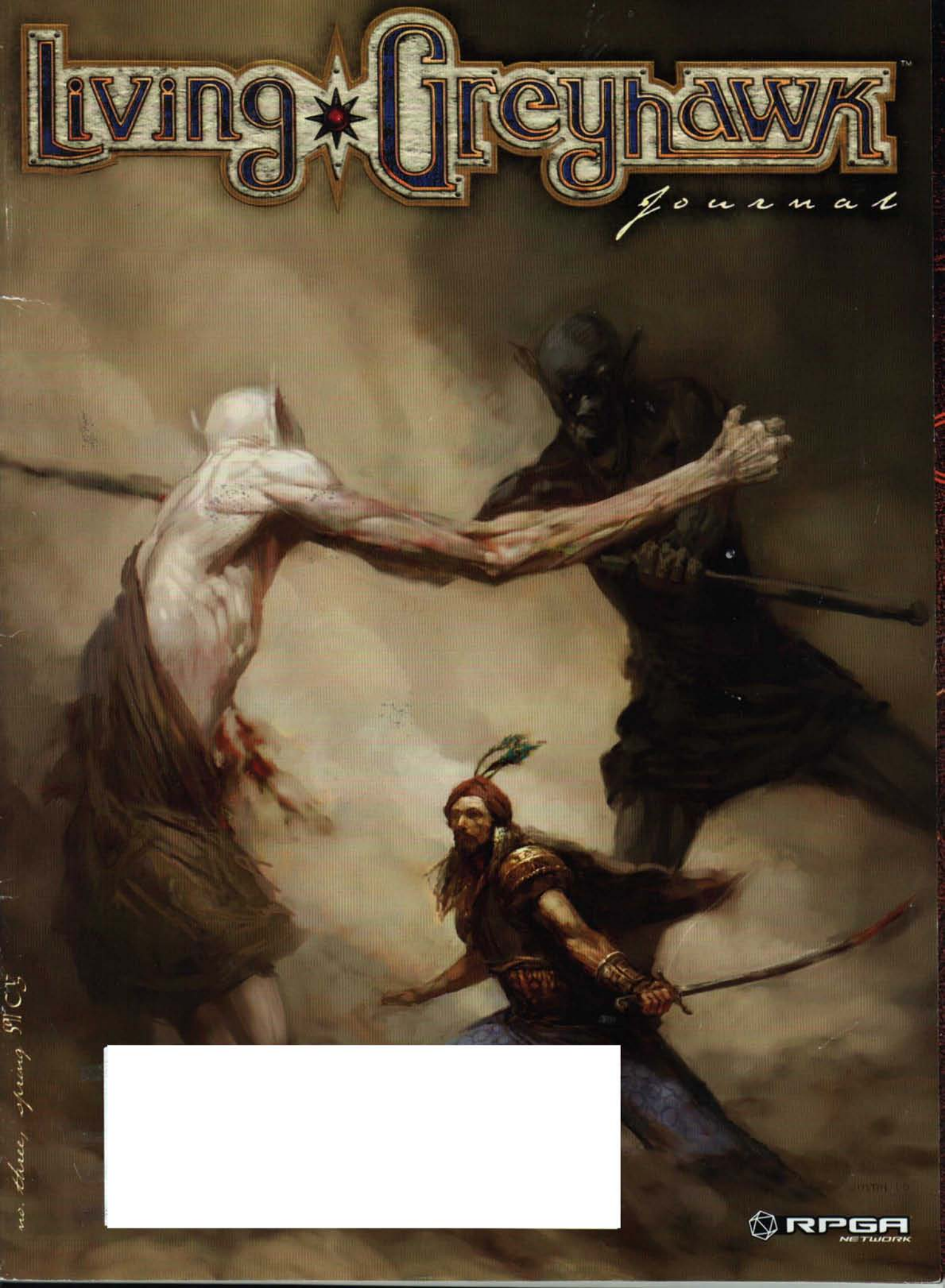
Living Greyhawk

Journal



RPGA NETWORK

Living Greyhawk

PLAYER CHARACTER LOG SHEET

Player Name _____ **RPGA#** _____ **Character Name** _____

EVENT NAME	IN/OUT REGION	INFLUENCE/HONORS GAINED OR LOST	XP EARNED	GP EARNED	TU SPENT FOR SCENARIO
CONVENTION NAME		DATE	XP LOST/SPENT	GP LOST/SPENT	TU SPENT ON ITEM
JUDGE SIGNATURE	RGPA #	ITEM CREATED	USED Y/N	TOTAL CURRENT CHARACTER XP	TOTAL CURRENT CHARACTER GP	TU REMAINING FOR YEAR
NOTES					

EVENT NAME	IN/OUT REGION	INFLUENCE/HONORS GAINED OR LOST	XP EARNED	GP EARNED	TU SPENT FOR SCENARIO
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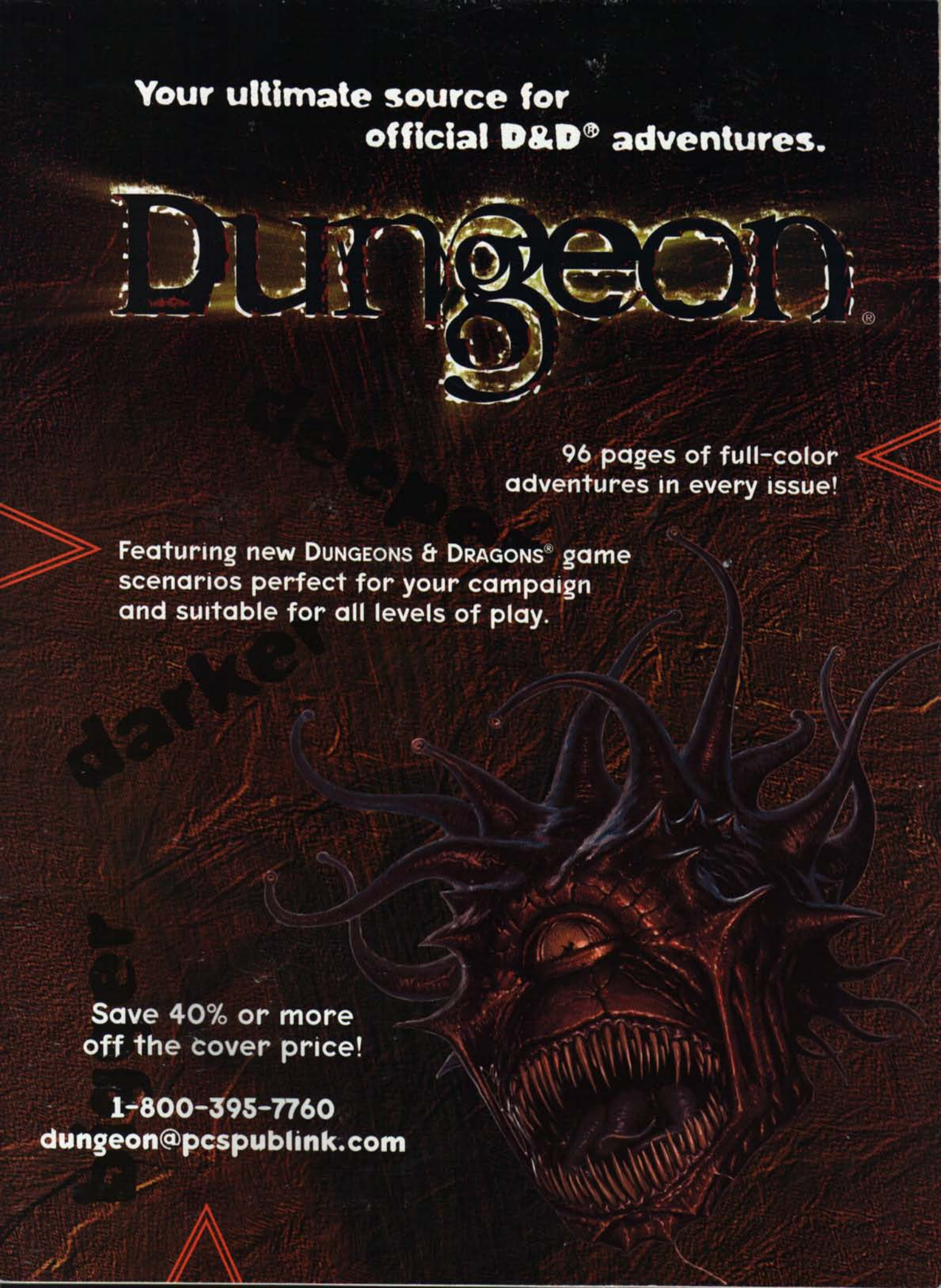

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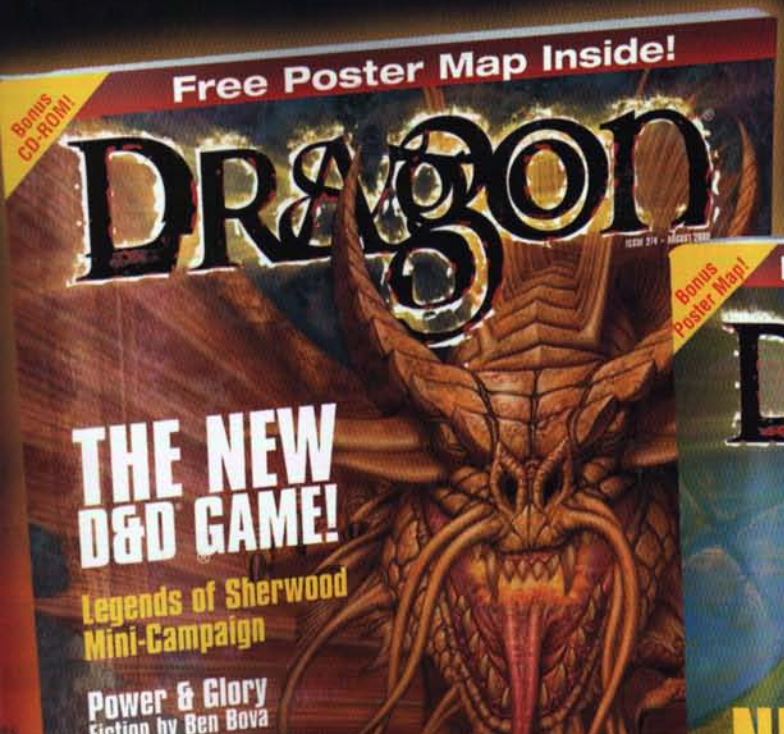

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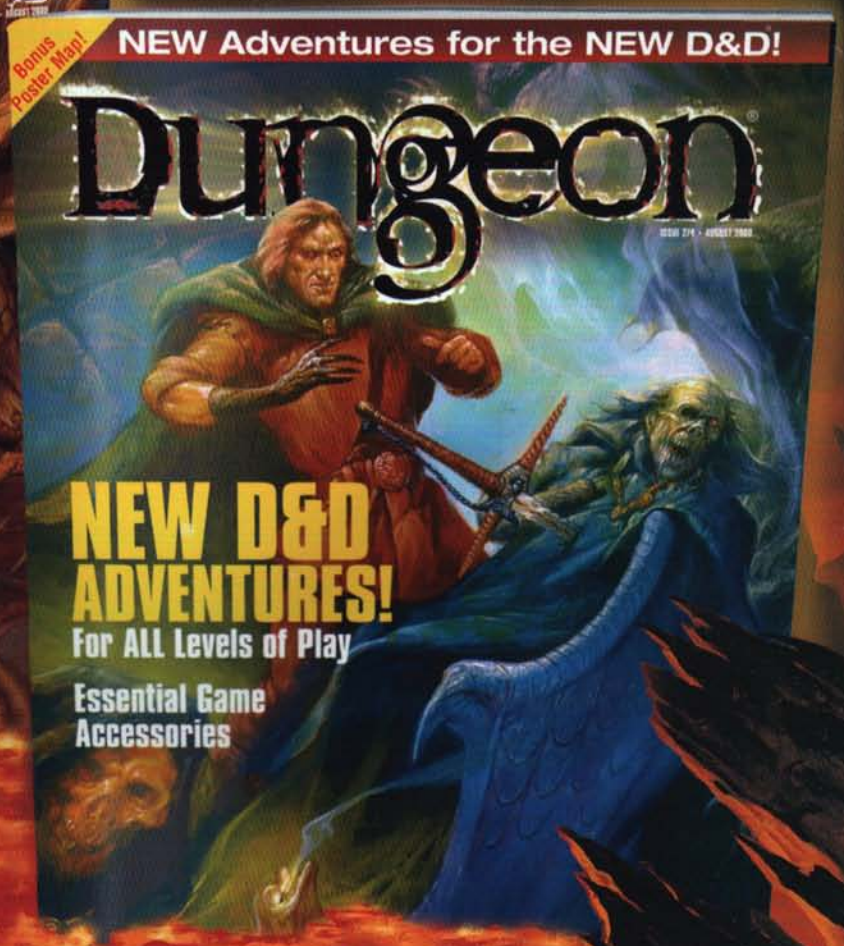

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Living Greyhawk® Journal

Features

Special Feature: LIVING GREYHAWK Character Record Sheets
Track your character's progress on the official LIVING GREYHAWK character record sheet and character log found on the inside covers of this month's issue!

The Blood of Heroes.....8
By Sean K Reynolds, Fred Weining, and Erik Mona
Though found in the lower echelons of Oerth's deific hierarchy, the hero-gods are perhaps the most worldly of superior beings. From humble Daoud to hopeless Vathris, we present more than a dozen godlings for your campaign and for your character to worship.

The Gods of Oerth.....18
The most complete listing of Flanaess deities ever published, including the pantheons of the elves, dwarves, halflings, and gnomes. If it's on this list (and it isn't evil), it can be your patron. Rejoice!

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Playing The Fright at Tristor *as part of the LIVING GREYHAWK campaign, a new axe for Ulek, new scenarios, and the latest character creation guidelines.*

Enchiridion of the Fiend-Sage.....20
By Sean K Reynolds
Whether facing an angry tribe of norkers, negotiating a contract with forlorn swordwraiths, or subjecting captured spies to the rigors of the Amedian gut-worm, the servants of the Fiend-Sage just keep delivering.

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Editor
Erik Mona

Assistant Editor
Stephen Radney-MacFarland

Art Director
Robert Raper

Graphic Designer
Wendy Beth Johnson

Production
Donna Woodcock

Worldwide RPGA Manager
David Wise

Publisher
Wizards of the Coast, Inc.

On the Cover
Justin Sweet's depiction of noble Azor'alq, just one of more than a dozen hero-gods introduced in this issue. The hero-god battles the demon lords Munkir and Nekir at the gates of Heaven.

Map Illustrations
Rob Lazzaretti

The World of Greyhawk created by E. Gary Gygax

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Campaign News

The Fright at Tristor

By now you should have received *The Fright at Tristor*, the only slightly belated year 2000 RPGA® Network GUILD-LEVEL™ member-exclusive DUNGEONS & DRAGONS® adventure. Intended as an introduction to the LIVING GREYHAWK™ campaign, *Tristor* may be played in the comfort of your home, at your own pace, and without the need for ordering or any of that other unfun pre-event paperwork. Simply get together a group of up to six 1st through 3rd level characters and have a go! When you're finished, be sure to fill out the special section at the end of the adventure and send it to the friendly folks here at RPGA HQ.

They will return a record of experience and treasure to the Dungeon Master, who can distribute those goodies to his or her players. Each participant will receive points in the official RPGA database.

Will it work? Is this only the first in a new type of RPGA play experience? To be honest, we're not really sure. We're interested in what you think about playing a "professional" adventure as part of the campaign. If it works, it's not outside the possibility that similar opportunities will follow.

But why worry about that when the poor folks of the village of Tristor are in dire need of help from those of an adventuresome bent? A malign entity has been mutilating animals in this religiously intolerant farming community, and all fear that the bizarre killer will turn to humans next. Will your band of heroes put an end to the *Fright at Tristor*?

Gem of the Flanaess Will Return!

The in-depth look at the city of Greyhawk, cornerstone of the LIVING GREYHAWK campaign, that started last issue continues in the next with a look at Clerkburg, where street philosophers, rowdy students, and gladiatorial combat mix in an erudite but deadly combination. Be here in sixty days for the most challenging exam of the season!

"Retribution" Axe Recall

It finally happened. After sanctioning nearly 50 scenarios (most of them Regionals) and creating more than 400 separate magical items, we accidentally let out a major mistake. If you played the premier edition of the Principality of Ulek scenario *Find my Son*, and received the magical battleaxe known as *Retribution*, please contact Principality of Ulek Point of Contact Christopher Reed at Fltriad@aol.com for a replacement certificate. As of March 15, 2001 any *Retribution* axe that does not contain the word "Revised" in its title is considered null and void.

Tempt Iuz the Evil (or a resonable likeness thereof) in Festival Knight, *the newest Adaptable scenario.*

Adaptable Scenarios Now Available!

The first two of what will be many "Adaptable" scenarios have hit the scene, and both of them offer more than their share of thrills. An Adaptable scenario can be ordered by anyone in the world, but includes information on how to make it "local" to your assigned LIVING GREYHAWK region. Look for news on more Adaptables in the next issue!

What Lies Beneath

by Neil Ikerd

The characters arrive in a small town to find an elaborate funeral in which the guest of honor is staked and beheaded by villagers reeking of garlic. The graveyard is overrun by who knows what kind of evil, and the last troupe to try cleansing the graveyard mysteriously disappeared. An Adaptable scenario for characters levels 1-8.

Festival Knight

by Brian Hudson

It's the Festival of the Fallen Knights! There'll be games, food, drink, and a morbid parade as the Flanaess remembers those who died to save it. Keep an eye out, though...you never know which monsters are simply wearing masks, and which are all too real. An Adaptable scenario for characters levels 1-6.

Character Creation Guidelines
Version 1.2 – February 2001

These guidelines give you the basic information you need to create a starting LIVING GREYHAWK™ character, and to advance that character. Please be aware that these guidelines, like the LIVING GREYHAWK campaign, will change. As more D&D® or GREYHAWK® material is published, we'll want to add those options to the official LIVING GREYHAWK rules. Very infrequently we may have to restrict previously available options, though this certainly isn't a goal, and will only happen after careful consideration.

These guidelines have a version number and date. All LIVING GREYHAWK characters must comply with the most current version of the D&D *Player's Handbook* and these guidelines.

When new options become available you may take advantage of them by adding them to your character at the next normal opportunity (usually level advancement). You may not retroactively change your character to take advantage of new options.

In the LIVING GREYHAWK campaign, each character is from a specific region of the Flanaess, the main continent of the GREYHAWK campaign setting. As a default, all characters in the campaign are assumed to be "from" the region assigned to the real-world area in which you live (each region is maintained by local administrators known as Regional Triads). Before creating your character, you may wish to review the information your Triad has compiled for your home region. To find your Triad's contact information, consult the LIVING GREYHAWK homepage at http://www.livinggreyhawk.com.

To create your LIVING GREYHAWK character, follow these steps:

Step 1: Ability Scores
To put all players on an even footing, the LIVING GREYHAWK campaign uses the Nonstandard Point Buy method of ability score generation, found in Chapter 2 of the D&D *Dungeon Master's Guide*. The LIVING GREYHAWK setting is considered a "Tougher Campaign," hence each character uses 28 points distributed among all six statistics. For example, using the full 28 points, a character's attributes might be purchased as follows:

Str 15: 8 points
Dex 13: 5 points
Con 14: 6 points
Int 10: 2 points
Wis 11: 3 points
Cha 12: 4 points

Ability Costs

Cost	Score	Modifier
—	6	-2
—	7	-2
0	8	-1
1	9	-1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
—	19	+4
—	20	+5

Apply racial modifiers to ability points after the base scores are determined. Thus, ability points range from 8–18 for humans and 6–20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they may be added as explained in the *Player's Handbook*.

Step 2: Race and Class
You may choose any race and class option described in the *Player's Handbook*. The LIVING GREYHAWK campaign also uses the following special rules for character creation. These override or limit the character options in the *Player's Handbook*.

Human characters should choose one of the subraces of humanity, as explained in Chapter 2 of the *Living Greyhawk Gazetteer*. Elf characters must be of the gray, high, or wood subraces. Dwarves may be hill or mountain dwarves. Gnomes must be rock gnomes. Halflings must be of the lightfoot variety. All half-orcs are considered human/orc crossbreeds.

You must choose a non-evil alignment that also meets all requirements for your character's class.

A cleric must serve a specific non-evil deity from the *Player's Handbook*, the *LIVING GREYHAWK Gazetteer*, or issue 3 of the *LIVING GREYHAWK Journal*. A detailed list of all deities appropriate for the LIVING GREYHAWK campaign can be found on the official campaign Web page. A paladin need not (but may) serve a patron deity.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of Chapter 6: Description, in the *Player's Handbook*. Age modifiers to ability scores are not used in the LIVING GREYHAWK campaign. The character may be of any height and weight allowed by the height and weight tables for the character's race.

Starting Money: A starting character receives the maximum amount of gold pieces for its class.

Prestige Classes: The following prestige classes are allowed for PCs: arcane archer, dwarven defender, loremaster, and shadowdancer. PCs must qualify for these classes as described in the *Dungeon Master's Guide*. At this time, several additional prestige classes from *Sword & Fist* and various issues of the *LIVING GREYHAWK Journal* are also approved. To add levels in one of these prestige classes to your character, send a notice to LGprestige@rpga.net to be entered into an official database. Some of these classes may require expenditures of Time Units (see below) or additional administration. See the complete list of available prestige classes at the official campaign Web site.

Step 3: Hit Points
Assign your starting character the maximum hit points possible for its class. For each additional character level, assign hit points according to the new class by taking half the maximum value for the class, then adding 1 point. For example, a character adds 3 hit points upon gaining a new level in the Sorcerer class.

Step 4: Skills and Feats
A few skills need brief additional rulings:

Alchemy Skill and Craft Skill: These skills do not allow you to craft items other than the ones that PCs can purchase normally (see Step 5). In other words, no acid or masterwork equipment.

Knowledge skill: Knowledge skills cannot be anachronistic. Synergy bonuses are applied only at the DM's discretion.

Profession Skill: Players may choose any profession they wish, provided it is not anachronistic. DMs are allowed to deny Profession skill checks or related

synergy bonuses to other checks for professions they do not feel are appropriate to the tone and setting of the campaign.

Step 5: Equipment

Purchase equipment for your character from the Weapons, Armor, and Goods and Services sections of Chapter 7: Equipment in the *Player's Handbook*. You may purchase holy water from the Special, Superior, or Masterwork section of Chapter 7, but nothing else. You may not purchase magical items for your character except through play opportunities. Special, Superior, and Masterwork items will be available in play.

The Carrying Capacity rule is used in the LIVING GREYHAWK campaign, so keep track of what your character is carrying and how much it weighs.

Step 6: Home Region

All LIVING GREYHAWK characters are based in one of the nations of the Flanaess, as detailed in the *LIVING GREYHAWK Gazetteer*. (There is no such thing as a "regionless" character.) The default home region where *your* starting character operates is determined by where you actually live. You may choose a different home region for your starting character, but your character then suffers out-of-region penalties when you use it in the game region assigned to where you live. If you change your address in real life, your character's default home region moves with you. If you move but choose not to change your character's home region, your character again suffers penalties for out-of-region play when you play in the new area to which you moved.

LIVING GREYHAWK Regions

Ahlissa (Innspa/Adri): Austria, Germany
Ahlissa (Naerie): Denmark, Finland, Norway, Sweden
Bandit Kingdoms: OK, TX
Bissel: CT, MA, ME, NH, RI, VT
Bone March (Knurl): Greece
Dullstrand: South Africa
Dyvers: IA, KS, MO, NE
Ekbir: France
Furyondy: MI
Geoff: DC, DE, MD, VA, WV
Gran March: NC, SC, GA
Highfolk: WI
Keoland: NJ, NY, PA
Ket: MB, NB, NS, ON, PEI
Nyrond: AZ, Southern CA, UT
Onnwal: United Kingdom
Pale: Northern CA, NV
Perrenland: Australia, New Zealand
Ratik: HI
Sea Barons: Italy
Shield Lands: MN, ND, SD
Sunndi: Belgium, Netherlands, Luxembourg
Tusmit: PQ
Ulek, Principality of: FL, PR
Urnst, County of: CO, MT, NM, WY
Urnst, Duchy of: AK, AB, BC, SK, ID, OR, WA
Veluna: OH
Verbobonc: IL, IN
Yeomanry: AL, AR, KY, LA, MS, TN

A player may *not* chose as a character's home region the Free City of Greyhawk or any campaign nation not moderated by a Regional Triad.

Consult the table below to determine your LIVING GREYHAWK character's default home region. American states and Canadian provinces are given in abbreviated form. Additional regions will be assigned as the campaign grows. Visit http://www.livinggreyhawk.com for the latest regions list, and for information on how to contact your Regional Triad.

Time Units

Time units are used to record how PCs spend their time. By using time units, you do not need to worry exactly in what order adventures took place, or exactly when you researched a spell or created an item. Time units save you from taking your character out of play to perform non-adventuring activities.

Every year, a PC receives 52 time units (of 1 week each) to spend on their activities—adventuring, spell research, creating magic items, belonging to a knighthood, or managing a business can all potentially take part of a character's time. Adventures take either one or two time units, and the cost will be indicated in the adventure text. Other activities take varying amounts of time, as indicated in the rules for the activity in question.

Learning New Arcane Spells

Learning a new spell normally takes a wizard one Time Unit. However, the two spells a wizard receives for advancing a level do not cost Time Units.

Sorcerers and bards must choose their spells from the appropriate *Players Handbook* spell lists, unless they have a special certificate that allows them to do otherwise. Sorcerers and bards do not normally pay Time Units to learn their spells.

Banned Spells

There are several spells that are not suitable for use in a LIVING Campaign environment. The following spells are not available to PCs: *polymorph other, polymorph self, permanency.*

Influence Points

Influence points are a way of keeping track of who in the World of Greyhawk owes your PC a favor. Influence points can be earned with individuals or organizations, and there is no limit to how many a PC can eventually acquire. Influence points are used (spent) to convince NPCs to do favors for you—enough influence with the right people, and you can convince them to work miracles on your behalf.

Lifestyle

PCs in the LIVING GREYHAWK campaign must pay a lifestyle cost at the beginning of each adventure, associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover the cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain. Each scenario includes the effects of different lifestyles, particularly as they relate to

Diplomacy, Intimidate, Disguise, and Bluff checks.
Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common: You have common lodgings and eat common quality food. You have normal clothing for your profession (probably adventuring); nothing fancy. You probably have two or three sets of clothing.
High: You stay in good quality lodgings and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury: You have luxurious accommodations (twice the cost of good accommodations) and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of a noble's outfit, and buy a new set of clothes every week.

Certificates

You will be issued certificates for items and favors that your character acquires during adventure play, during interactives, and through other means. These certificates include information on the item or favor that you will need in order to use it in play. Some specific sections of the certificate to note are:
Validation: Certificates must be signed in ink by the Dungeon Master who issues them, and the Dungeon Master's RPGA number must be completely legible. The name of the character the certificate is assigned to must be written in ink on the line provided at the top of the certificate.
Use Restriction: Use restriction is a category that describes how many of a certain certificate from a certain scenario a given character can be assigned. The categories are:
Common–A character can possess as many duplicates of this certificate as desired, provided they were all earned in play by some character.
Unusual–A character can possess only one of these items.
Rare–Only one of these rare items may be used at a given table of players. If multiple characters bring this item, then only one "exists" for the adventure. Which of the duplicates exists must be determined at the start of the adventure, and may not be changed during the course of the adventure. Further, all rare items are also bound by the restrictions on unusual items.
Unique–Only one of these exists.
The categories apply by item and scenario name. For example, if you happen to get item X from scenario A, and it is considered "unusual," then you can have only one of item X from scenario A. If item X comes out in scenario B later, you can collect one or more of those as well (depending on its restriction in scenario B), since the scenario name is different.
Trade Policy: Certificates indicate whether they can be traded between characters. If a certificate can be traded, and is traded, a complete trade history must appear on the back of the certificate. The information for each trade must include the player name and RPGA number and character name of the person trading the item away and the person accepting the item, and the date of the trade. This all must be completely legible, and the history must show the progress of the certificate from the original owner (on the front) to the current owner.

Certificates in the LIVING GREYHAWK campaign are the property of Wizards of the Coast, and must be returned to the campaign staff upon request. They have $0 cash value and cannot be sold for cash or other real world considerations.

Making Things

Non-magical crafted items, as well as crafted potions and scrolls, do not require certificates. Make a logbook entry for the time spent, and have your game master sign it. Indicate when you use your crafted potion or scroll in the logbook entry where it is used, referencing the log entry for when it was created.
Craft Items: Crafted items cannot be sold to NPCs; they can only be saved for use by the maker, or sold to other PCs. Crafting an item takes time, as calculated using the formula in the *Player's Handbook*, with a minimum of 1 Time Unit. PCs may not craft items that are restricted from purchase in Step 5 of these guidelines.
Brew Potion: Creating a potion takes material resources (gold) and XP as indicated in the *Player's Handbook*. Creating a potion costs 1 Time Unit regardless of spell or caster level, and only one potion may be created per adventure played.
Scribe Scroll: Creating a scroll takes material resources (gold) and XP as indicated in the *Player's Handbook*. Creating a scroll costs 1 Time Unit regardless of spell or caster level, and only one scroll can be scribed per adventure played.
Other magic creation feats: Costs (in gold, XP, and Time Units) for creating other magic items are covered on a case-by-case basis. Contact your Triad for more details. These items require certificates, so though you may have the prerequisites for making something (according to the rules in the *Player's Handbook* and *Dungeon Master's Guide*) you must use a campaign procedure for doing so.

Guidelines for Ethical Play

In the LIVING GREYHAWK campaign, we expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically,

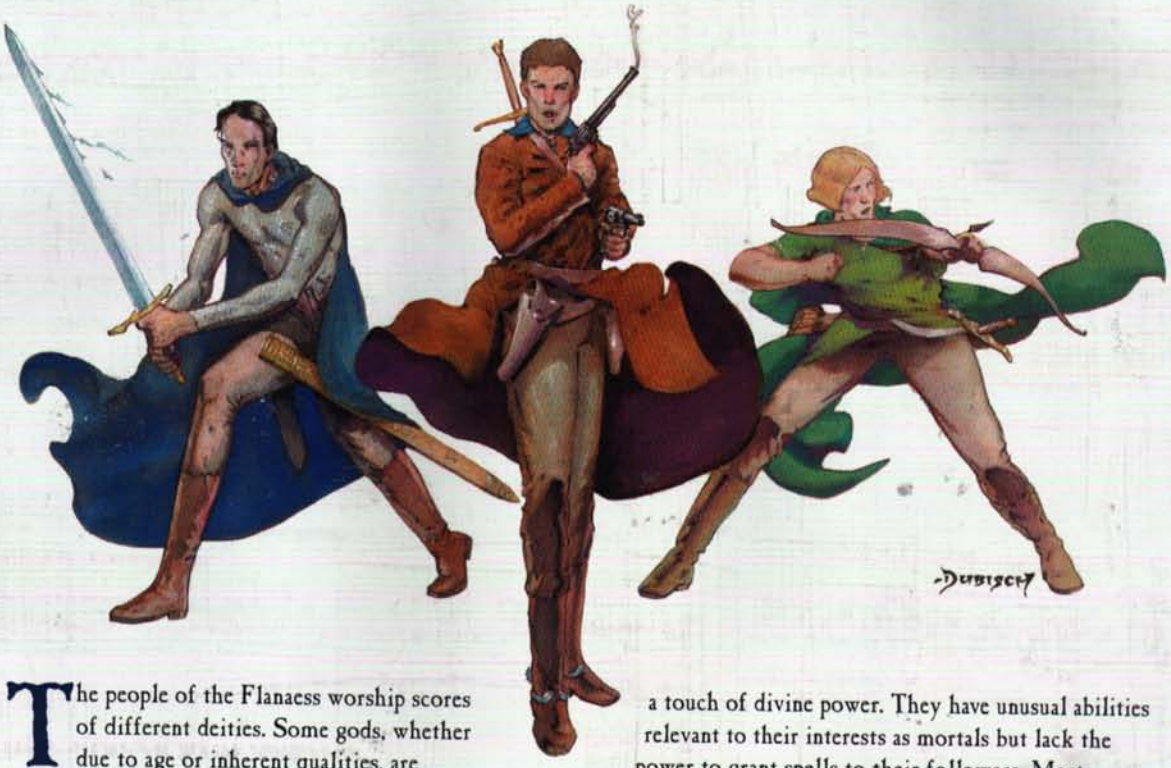
PLAYERS
- Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.
- Play fairly and honestly.
- Be considerate of others, and their right to enjoy the game as much as you do.
- Follow the spirit of the rules, as well as the letter of the rules.

DUNGEON MASTERS
- You are the Dungeon Master. It is your job to run the game. You are not playing against the players. Their fun is your top priority.
- All players should be treated equally and equitably, by you and by other players.
- Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.
- Abide by the expectations that apply to the players.

ADMINISTRATION
- Respond and communicate in an articulate and timely manner.
- Uphold the authority of our game masters, and do not overrule them without careful investigation.
- Abide by the expectations that apply to the players and the Dungeon Masters.

Blood of Heroes

BY SEAN K REYNOLDS, FRED WEINING, AND ERIK MONA
ILLUSTRATIONS BY MICHAEL DUBISCH



The people of the Flanaess worship scores of different deities. Some gods, whether due to age or inherent qualities, are obviously more powerful than others. Hence theologians have divided all the gods of Oerth into categories such as greater, intermediate, lesser, and demigod. The names of these gods are well known across the continent, even in lands where they are not worshipped. Speak the name of Boccob to the Snow Barbarians or the commoners of Keoland, and they will recognize it. However, these are not the only divine beings known to the folk of the Flanaess.

Below the level of demigod or demigoddess is the hero-deity. These beings are powerful former mortals who have been sponsored by an actual deity after much planar traveling and heroic questing. A hero-deity has a very focused areas of concern. They have achieved a spark of divinity, giving them the ability to grant spells to their followers, and yet they remain in some ways mortal. Though they need not fear the ravages of time or disease, they can, and have, been killed. Accordingly, many hero-deities seek to ascend to demigodhood and further, a process so convoluted and inscrutable that it has never been repeated the same way twice.

A step below the hero-deity is the quasi-deity. Those of this rank have transcended normal mortality through magical experimentation, strange extraplanar energies, or a touch of divine power. They have unusual abilities relevant to their interests as mortals but lack the power to grant spells to their followers. Most quasi-deities who wish to become more than that travel a great deal (particularly on other planes), obtain great artifacts such as the Soul Objects that play a part in so many ascensions, and seek a divine patron to give them the boost they need to reach the status of hero-deity. In exchange for this divine aid, the former quasi-deity usually pledges service, sacrifice, or magical energy to his or her patron for a certain period of time (which may be an indefinite period, depending upon the nature of the deity and the new hero-deity's relationship with that entity).

Each hero-deity has only a few worshippers, perhaps numbering less than a thousand across the continent. These devotees usually cluster in cells of no more than a hundred, and so worshippers of the same hero-deity tend to know all of their faith within the area. Most people consider the followers of a hero-deity to be cultists (although their divinely-granted spells put them a step above "common" cultists who show no evidence of such power), and many governments tend to treat them as such.

Azor'alq (Son of Light, Banisher of Darkness), NG Hero-god of Light, Purity, Courage, and Strength

Valiant Azor'alq (Ah-zor-ALK), triumphant champion of the First Dynasty emperors, has been venerated as a hero by the Baklunish people for more than 3,000 years. He is first mentioned in the mythic tale of the Hegira, in which he defended the royal family from the minions of Darkness that assailed them in the flight from their defiled homeland across the desolate western mountains. Poets still sing of his courage and strength in battle, naming him the Banisher of Darkness. Philosophers and mystics esteem his purity and call him the Son of Light. The entrance to his great sanctum is said to be found at the highest peak among the Dramidj Ocean island-pinnacles that bear his name. He dwells within that sanction with his ancient paladins, the Thousand Immortals.

Azor'alq appears as a tall, handsome warrior, dark of skin, clad in a coat of fine mail and a helm topped with peacock feathers. He wields a long curved sword known as *Faruk*. His symbol is an armed man standing atop a stone summit.

Strength grows in the light of courage. The bright sword of Azor'alq, once drawn, may be sheathed again only in victory. A true leader is the first to join in battle, and the last to seek rest. The flame of truth must be tended with good thoughts, good words, and good deeds, so that the purity of its light may dispel the tyranny of darkness.

Azor'alq finds his strongest following among young warriors, but anyone in need of steady courage might call upon him. His adherence to good is unwavering, therefore he does not seek to restore the fallen or convert the evil, for he has no mercy to offer them.

Among the Paynim, the clergy of Azor'alq is hereditary; they claim that the legacy of their cult goes back to the earliest days of the Baklunish empire. They often serve as war-leaders, and are always in the forefront of battle. In the settled lands clerics of Azor-alq are most often found in closed communities, where they are sometimes mistaken for fire-worshippers. His few remaining paladins seek to emulate the legendary Thousand Immortals by destroying creatures of Darkness (typically fiends and undead). Some even make a quest to the Pinnacles of Azor'alq, when they feel they have grown sufficiently in knowledge and strength to overcome the challenges that their master has set for them there.

Domains Good, Sun, War;
Weapon scimitar (m).

Charmalaine (the Lucky Ghost), N hero-goddess of Keen Senses and Narrow Escapes

Charmalaine (TCHAR-mah-lain) is a young halfling goddess concerned with awareness of her environment and the ability to react to its hazards. Sponsored by Fharlanghn and Brandobaris (halfling god of adventurers and thieving), she is an energetic and spontaneous person, unafraid of danger, for she expects to be able to detect it when it approaches and evade it before it brings her harm. The holy text of her faith reads like an adventurer's diary, detailing her escapes from an army of sahuagin, a newly-released demoness, hundreds of magical traps, and even the lair of an ancient red dragon. Charmalaine is depicted as a young halfling with bright and alert eyes, black oiled leather armor, and muddy boots. She carries the light mace *First Warning* and is usually accompanied by her ferret familiar, Xaphan. Her holy symbol is a burning boot-print. She is called the Lucky Ghost because of her ability to send her spirit out of her body to scout ahead safely, and is said to warn halfling adventurers of impending danger while in her incorporeal form.

Be attuned to your surroundings at all times, for the one who is off-guard is the one who gets caught. Hone your reflexes until your body reacts before your mind has time to make you pause, for a moment's hesitation can cost you your life. Be quick on your feet, and don't get weighed down with too many material things, as they make you slow. Enjoy the ability to explore, and revel in the times you are safe, for soon enough you're going to put yourself in danger in the hopes of getting the big catch.

Charmalaine's clerics are almost always adventurers, but some find work in other risky professions such as monster-catching, military scouting, and guarding public officials. Her adventuring clerics are thrill-seekers, for the danger and the rewards it brings. Some join specific quests to experience new things and have interesting tales to tell.

Domains Luck, Protection;
Weapon light mace.

Daern (the Unshakeable), LN hero-goddess of Defense and Fortification

Daern (DAY-ern) is a minor goddess best known for the magical *instant fortresses* that bear her name. As a mortal, Daern was responsible for building several famous fortifications, such as Tarthax (now known as Goldbolt) near Rel Deven and Castle Blazebane in Almor. Certain tomes found throughout the Great Kingdom suggest that she may have played a role in the construction of the Imperial Palace at Rauxes, though this would have involved a visit to the Prime long after she was thought to have perished—shortly after the Battle of a Fortnight's Length.

Daern appears as a plain-faced Oeridian woman with dark hair and strong blue eyes. She is often associated with griffons, and her holy symbol is a shield hanging from a parapet.

While fools believe a good offense is the best defense, few have the strength or skill to make that true. Knowing yourself and your allies is necessary to plan an adequate defense. Make the most of your surroundings, for in any battle you should know your

environment better than your enemy. A single shield can stop a hundred swords, while a foot of stone can break a thousand. Those who fight from behind a wall guard themselves and the helpless, and they draw strength from the stones upon which they stand.

Daern's clerics advise military leaders on placement and construction of castles, fortresses, and towers, and teach defensive strategies to commoners living in areas frequented by monsters or war. They adventure in order to study defensive structures of all sorts, and to acquire funds to build their own tower or castle. Her clerics are valued by rulers wishing to establish stronger borders, and many encourage retired adventurers of this faith to settle in their lands.

Domains Earth, Law, Protection;
Weapons halfspear.

Daoud (the Mendicant, Unraveller of Deceptions), N hero-god of Humility, Clarity, and Immediacy

Daoud (dah-OOD) began life as the son of a noble Baklunish family of great wealth and reputation who were exemplars of those virtues known as the Four Feet of the Dragon (honor, family, generosity, and piety). In his early life he found prosperity and acclaim, until he became the philosopher-pasha of Tusmit. Yet, in his middle years, he was reduced to beggary, stripped of all titles and treasures by the callous hand of fate. Where once he had been celebrated, now he was despised. Exiled from his homeland, he lived as a mendicant priest of Istus and contemplated the harshness of his mistress.

As he regarded his drastic change in fortune, Daoud realized that the Four Feet of the Dragon represented a vulgar philosophy. He saw piety as mere affectation and obsession with honor as arrogance, while generosity and devotion to family were little more than matters of social hygiene. In place of these superficial values he put honesty, humility, poverty and endurance, and called this philosophy the Path of the Seeker.

Daoud appears as an old man with leathery skin and dark, heavy brows, beneath which shine piercing black eyes. He most often wears the simple clothing of a mountain shepherd, with a well-worn turban on his head and a heavy staff in his hand. His symbol is a multi-colored patch of cloth or tangle of yarn, with seven threads depending from the bottom—one for each distinct color of the spectrum.

Seek the boundaries of fortune, good and bad, for there the threads of destiny are exposed. Never desire more than fate provides and never accept less than fate demands. A fabric of lies must be cut with sharp words.

Clerics of Daoud abandon all claims to wealth and social status. Often brutally honest, they have no respect for position. So long as they accept their own fate and follow the path their founder walked before them, they are able to affect the situation of those they encounter. The mighty have been made weak, the downtrodden have been exalted, destinies have been altered, and whole tribes have been scattered by a humble Daoudah's tug at the strands of fate.

Domains Magic, Travel;
Weapon quarterstaff.

Gadhelyn (the Archer, Lord of the Wildwood), CN hero-god of Independence, Outlawry, Feasting, and Hunting

Gadhelyn (Gad-THEL-en) the Archer is an old name in elven mythology. Once a part of the traditional Fey Mysteries, he is now largely forgotten by the elf-kindreds, save among the grugach. To these "wild" elves of the Flanaess he remains a potent and heroic figure appearing as a sharp-featured elf with long, yellow hair and bright green eyes. He is attired in rough garb of hide and fur, the color of which varies according to the season. His symbol is a leaf-shaped arrowhead.

Gadhelyn is the ideal of the noble outlaw, with a court of unruly but loyal subjects. He recognizes no value in family lineage, but admires only individual skill and merit. He delights in discomfiting the high-born, but is known to show generosity to those in genuine need—if the mood strikes him. One or two Knights of Luna are thought to be sympathetic to the Lord of the Wildwood, but otherwise he finds little favor among the members of the Grand Court of Celene.

Rejoice in the springtime, make merry in the summer, feast in the autumn, and dream in winter's shadow. At the court of the Lord of the Wildwood, knights are knaves and the rude are royal. Let all who would enter the forest bring a gift to the Lord of the Wildwood; but beware, if it is not pleasing, he shall take what he will in its stead. When the first arrow strikes the heart, it is a noble wound; when a second must be shot, it is fitting that the hunter should become the hunted.

Gadhelyn has many druids in his service, though very few of them participate in the hierarchy of the Old Faith. His worshippers are most commonly grugach, but also include a number of wood elves, and even a few half-elves and humans revere him and participate in his festivals. His followers are the bane of wealthy travelers in the woodlands, but they are truly dangerous only if attacked, or if their forests are despoiled.

Domains Chaos, Plant, Animal;
Weapon longbow (m).

Gendwar Argrim (the Doomed Dwarf), LN hero-god of Fatalism and Obsession

Young Gendwar Argrim (GEND-war AHR-grihm) was traveling to his apprenticeship in another clan when his home clan was wiped out by an invasion of orcs and giants. Because of the distance between the clans, he didn't find out about it for a year. When he did hear the

news, he abandoned his apprenticeship as a silversmith and swore to keep no wealth and take no wife until every foe of dwarvenkind was slain. Fully expecting to be slain long before he had a chance to complete his goal, Gendwar instead experienced remarkable success and eventually achieved godhood (after a quest in which he slew a divine-descended fire giant and her minions) with the help of Clanggedin Silverbeard, dwarven god of war and battle. Gendwar is the epitome of the stereotypical dwarf: dour, taciturn, and focused on the destruction of evil humanoids. His appearance is unremarkable except for his sandy blond hair and beard. His dwarven waraxe, *Forgotten Hope*, screams every time a dwarven community is attacked. His symbol is a waraxe bearing the dwarven rune for "destruction."

The only hope the dwarven race has to survive is if its enemies are utterly destroyed. Focus on their destruction. They breed faster than the True Folk and spawn ten times our numbers within one dwarven generation. Honor, glory, wealth, and love are all meaningless and trivial while the future of the dwarves is at stake. Focus on their salvation. Commit yourself to the task of destroying the enemies of the dwarves, and expect to die in battle, but make your death cost a thousand enemies their own. If the dwarves survive only in song and legend, ours will be an empty legacy.

Daern at the battlements

Gendwar's clerics seek out and destroy evil humanoids, preferably those that threaten dwarven settlements. They train warriors in the best tactics against traditional dwarven foes, search for vulnerabilities in new enemies, and fortify dwarven clans against attacks. They adventure to unearth pockets of dwarven enemies and to discover dwarven weapons and artifacts useful in their fight. It is a violation of the faith's code to retain more than 1,000 gp of wealth unless it is being saved to purchase better armor or weapons.
Domains Law, War;
Weapon dwarven waraxe (m).

Johydee (The Hidden Empress), NG hero-goddess of Deception, Espionage, and Protection

Before the Oeridians began their migrations into the Flanaess, their race was scattered throughout much of Western Oerik. In the timelost centuries before the Suel and Baklunish empires initiated their terrible conflict, the servants of evil deities held sway over the most prominent Oeridian nation. In time, the wise priestess Johydee (JOY-dee) tricked them into creating a magical mask, which she used to overthrow their hold on her people. While she became a hero-goddess long ago, her sponsor is not known, nor is whom she worshipped in mortal life. Johydee can appear as anything she wishes, but she favors the form of a young woman with honey-colored hair and gray eyes. She appears flighty and mischievous, but this is a front that hides her true agenda. She makes few allies, and never sides with those who serve evil. Her sacred animal is the chameleon, and her holy symbol is a small mask of stylized onyx.

Never let your enemies know your true intent, and casual allies should know little more. Know more about your foes than they know about themselves, and tell their secrets to those who would use that information against them. Guard yourself with layers of deception, for you cannot be harmed if you are not known to be an enemy. Know when to strike and when to flee, and always act to help those who know your true self or those you have sworn to protect.

Johydee's clerics usually work as spies for persons of power, whether nobles, generals, prestigious merchants, or spellcasters. They enjoy situations in which they can pretend to be another person, and often have a different identity in each city they've been to. They adventure to discover useful information about evil persons of renown, thwart the actions of tyrants, or humble those with too much pride and ambition. Because they are skilled at deception, her clerics tend to treat all people equally, regardless of apparent status.
Domains Good, Protection, Trickery;
Weapons short sword (m).

Kelanen (the Prince of Swords), N hero-god of Swords, Sword Skills, and Balance

Of unknown race and origin, Kelanen (KEL-a-nen) is probably the best-known and most popular hero-deity in the Flanaess. He can appear in any

humanoid form, although he is traditionally shown as a fair-skinned man with a silvery scar on the right side of his face. Quiet and determined, Kelanen is obsessed with swords of all types and with preserving the balance between good, evil, chaos, and law. He has been known to work on the side of any of these alignments in order to push the balance of power back toward the middle. His myths say that he discovered the resting place of three of the magical swords known as the *Pillars of Heaven*, and that he wrested the now-lost blade *Fragarach the Answerer* from an alien god. He created the legendary "final word" swords, from which his holy symbol (nine swords in a star shape, points outward) is derived. His cult is popular in the Hold of the Sea Princes, and among the humans of the now Pomarj-controlled Wild Coast and neighboring lands.

Mastery of the sword is the path to mastery of the self. Relentlessly practice your skills with all kinds of blades until you are competent with them all. Eschew all extremes, for only when you are in the center are you truly balanced and at your best. Bring down those in power who carry too strongly the taint of the Four Dooms: Chaos, Evil, Good, and Law, for the Balance is the true ideal.

Kelanen's clerics spend much of their time practicing with at least one kind of sword, and many study at martial academies all over the Flanaess in order to master all styles of combat with their favorite blade. They adventure as a means of acquiring wealth to get more powerful and perfect weapons, and to restore the Balance. Few of his clerics are of alignments other than neutral, for such a paths are seen as intentional disregard for the teachings of Kelanen. It is a violation of the faith's code of conduct to use any sort of weapon other than the sword or crossbow.

Domains Travel, War;
Weapons any martial sword (m).

Johydee dons her famous mask

Keoghtom (the Pulse of the Living Land), NG hero-god of Secret Pursuits, Natural Alchemy, and Extraplanar Exploration

Thought to have been born in the Sheldomar Valley some three hundred years after the Great Migrations, the enigmatic man who would come to be called Keoghtom (KEO-tom) has traveled the whole of the Flanaess and now walks the ephemeral boundaries and unending trails of the Outer Planes. A jack of all trades who has mastered the arts of the hunt, alchemy, and the mysterious Old Lore, Keoghtom seeks to unlock the secrets of the natural world in an attempt to determine man's role in the vastness of nature.

In mortal life he learned about the Old Faith and the Faerie Mysteries, even discovering the inner secrets of the Silent Ones, all without ever becoming fully indoctrinated by any of them. His travels eventually led him to the service and friendship of Fharlanghn, and into the famed company of adventurers led by the mortal Zagig Yragerne. After that being's apotheosis, Keoghtom retreated to the Celadon Forest, and thence from Oerth itself. His quest, he realizes, is an eternal one, and thus Keoghtom seeks the everlasting life of a true god.

Keoghtom appears as a young man of slight build dressed in elven leathers or silken finery. He seldom appears on the Prime, preferring to stay true to the planar path on which he believes he will find enlightenment. His symbol is a round disk bisected by an arrow pointing upward.

There is a fundamental pattern to the natural world. Train yourself to listen to the clues of the raging river and the silent glade. Follow the dewdrop trail of time and progress, and break the code of the elements. We are all of us a part of that code, and discovering our ultimate role is the greatest secret in the multiverse.

Keoghtom's cult is small, though geographically and ideologically diverse. Though the god himself dabbles in many areas of study, he is most popular among alchemists, who tend to focus on pursuits their god would find mundane (such as the transmogrification of lead to gold) rather than the more humanistic and natural

aspects of his doctrine.
Domains Good, Knowledge, Travel;
Weapons short sword (m), shortbow (m).

Kuroth (the Master Thief), CN hero-god of Theft and Treasure-Finding

The Oeridian thief known as Kuroth (CUR-ahth) is said have been the most puissant among the practitioners of his ancient profession. Sponsored by Olidammara after a risky quest for the Laughing Rogue, Kuroth is gaining recognition among more than just sages of old lore. Kuroth is an Oeridian man with medium-length black hair and a fancy moustache. He is sometimes accompanied by a ferret. His symbol is a gold coin with a symbol of a key on it, sometimes with a quill as well, for he is known to many for his association with the magical quill that now bears his name. Kuroth was rich beyond his wildest dreams before becoming a god, and only kept up his trade to maintain his skills and reputation. Even now he enjoys stealing priceless items just to prove that he can, often leaving the item in an obvious, but dangerous, place for its owners to find. His cult is gaining popularity among adventurers because of his enjoyment of acquiring wealth through unusual means.

The ultimate challenge is taking something that its owner doesn't want you to have. Constantly push your limits in your attempts to acquire newer, more valuable, and unusual things, for stealing from a common merchant is little sport compared to stealing from a dragon's hoard. Even if you lack nothing, avoid the trap that success would place on your mind, and seek to acquire more, discarding it afterwards if you don't need it. Never destroy a valuable item, for that deprives another of the chance to steal it in return.

Not surprisingly, most of Kuroth's clerics work as thieves. They break into nobles' houses, merchant guilds, mage towers, and rival churches to find what things can be stolen. They adventure to find the next big hoard, discover (and avoid) the next big trap, and to get into places that have been hidden or locked up for hundreds of years. Their predilection for danger tends to keep their numbers low but their reputation high.
Domains Chaos, Luck, Trickery;
Weapons dagger, rapier (m).

Kyuss (the Bone Master), NE hero-god of Creation and Mastery of Undead

Few have not heard of the dreaded sons of Kyuss—terrible zombies that spawn their kind through sickly green worms that corrupt the living. Few know that the creator of these foul creatures, Kyuss (kai-OOSS) himself, has an active cult in the Flanaess. Sponsored to godhood by Nerull, Kyuss was a Flan priest in the ancient Empire of Sulm, which now lies buried in the Bright Desert. Escaping from there shortly before its destruction, he fled to the Wormcrawl Fissure near the Rift Canyon and underwent apotheosis. He appears as a skeletally gaunt man with hands of bone and eye sockets filled with crawling worms. He is manic and communicates only with his priests, Nerull, and undead beings. He carries a worm-riddled club that turns whatever it strikes into some form of undead. His symbol is a skull with worms in its eyes and jaws.

Life is a temporary obscenity, and death is an eternity of sedentary non-existence. Only undeath is the blessed state. Grant others its wonderful gift, even infidels, so they may see Kyuss' truth. Create undead whenever you are able, abandoning them when you leave. Control undead as you need them, but free them to their own will when you need them no longer. Destroy enemy undead only when you face destruction yourself.

Clerics of this cult raid graveyards to create undead just for the sake of doing so. They sometimes sell their creations to mages or other clerics but often let them run wild in the streets of cities. Powerful clerics attempt to create new kinds of undead, and most seek lichdom rather than face true death. Kyuss' clerics adventure to acquire more undead followers and money to create more undead, discover new or forgotten types of undead, and to discover forgotten holy sites of their patron (such as certain ruins in the Amedio Jungle where Kyuss once traveled).
Domains Death, Evil;
Weapons club.

Murlynd (the White Paladin), LG hero-god of Magical "Technology"

Sponsored to godhood by Heironeous, Murlynd (MURR-lind) is paladin with unusual abilities. From his planar travels he has acquired knowledge of technology unavailable in the Flanaess, and his usage of such devices makes him something of an outcast (although he has been known to travel with Celestian, Heironeous, Zagyg, and certain other hero-deities). He appears as a handsome Oeridian man with weathered features, worn leather clothing, and a light-colored hat of a style unseen elsewhere in the Flanaess. Although he appears taciturn and aloof, he is actually quite personable among his allies and only dangerous if provoked by evil folk. He is familiar with the battleaxe and longsword, but is also fond of crossbows and similar weapons of more exotic make. His symbol is a six-pointed star with rounded points, and his holy book (often titled *Murlynd's Early Adventures & Subsequent Ventures*) bears this stamp. Murlynd was one of the beings who helped imprison Iuz beneath Castle Greyhawk, and this fact is never far from the Old One's mind.

Learn from the advancements of the civilized races, both mundane and magical, and apply this knowledge to helping the common folk. Never use an inferior item when you have access to a superior one, whether a spell, sword, or tool. Protect the weak and

innocent, act honorably at all times, and face danger with certainty and calm. Treat followers of Heironeous as your allies and those of his brother your enemies.

Murlynd's clerics seek to uphold the tenets of law and good, similar to the church of Heironeous, and members of the two faiths often work together. They use their knowledge to help commoners and are never too busy to defend a village against raiding monsters. They adventure to forward the cause of good, throw down outposts of evil, and destroy magical or technological devices capable of great harm (which often teams them with worshippers of Phaulkon).
Domains Good, Knowledge, Law;
Weapons longsword (m), light crossbow.

Nazarn (the Gladiator), N hero-god of Formal and Public Combat

Nazarn (NAZZ-arn) is a half-orc god of ritualistic and public combat, such as honorable duels and gladiator matches. Once a popular gladiator slave owned by a member of the Scarlet Brotherhood, Nazarn escaped from his racist captors to find a better place for himself in the world. He was fortunate to encounter and impress a half-giant descendant of Kord, and eventually convinced the Brawler to elevate him to godhood after defeating all opponents (including a young green dragon) in a Hepmonaland arena run by yuan-ti. Nazarn is honorable but cares little for moral debates, seeking only the freedom to do what he wants and have a fair fight in the arena. He appears as an older half-orc with a strongly orcish appearance and hair that is rapidly graying to white. He is usually shown with his short sword *Crowdpleaser*. His symbol is a chain wrapped around a short sword.

Answer a challenge with honor and bravery. Never fight at anything but your best. Know when you should please the crowd and when you should focus on your foe, for a flamboyant warrior often ends up dead if he underestimates his adversary. Avoid dirty fighting unless it is purely for sport. Offer mercy to a defeated foe if you can, but finish them if they have fought without honor or broken the combat's accepted rules of conduct. Be inspiring to those who fight on your side and those who would emulate you in the future, for your legacy will survive you.

Nazarn's clerics work as professional duelists or gladiators, act as officiators and seconds in formal duels, and minister to gladiators and similar combatants. They adventure to seek out new heroes of the arena in distant cities, to test their mettle against unusual foes, and to collect trophies and scars that add to their reputations.
Domains Luck, War;
Weapon short sword (m).

Roykyn (the Merciless), NE hero-goddess of Cruelty

Roykyn (ROY-kihn) is a gnome goddess of cruelty, particularly cruel pranks. Sponsored to divinity by Erythnul (possibly as an attempt to broaden his appeal to more than just outright violence), she doesn't care who her targets are, as long as they suffer suitably. A former cleric of Urdlen, gnome god of bloodlust, evil, and uncontrolled impulses, she abandoned her faith and turned over an entire temple of her own clergy to a conclave of mind flayers as a cruel joke and insult to her former patron, whom she felt didn't reward her enough for her work. Roykyn is capricious and not above inflicting a cruel joke upon any being, evil or good. She is depicted as a black-haired gnome with a wicked gleam in her eye, but can appear in almost any humanoid form. Her favorite weapon is a spiked gauntlet with poisoned barbs, her favored animal is a feral cat, and her holy symbol is a furled scroll dripping dark fluid.

The greatest joy is in causing pain and suffering to others, whether in the spirit, mind, or body. Let no day pass without giving someone the kindness of a small cruel joke. Be merciless if you find someone who can be humbled with the proper act, for what makes us equal is our capacity for humiliation. The ability to harm another with an unkind word or deed is the greatest power, for cruelty is a tyrant that is always attended with fear. It is fed, not weakened, by tears, and upon the tears of your victims you will grow strong.

Roykyn's clerics scandalize public officials with slanderous letters, embarrassing rumors, and betrayals by lovers and allies. They love nothing more than to see the high brought low and the low forced to sleep in their own misery. They adventure to find new people to harm and for the opportunity to see a terrible fate befall someone undeserving, such as a pious paladin slain by a poisoned spike trap.
Domains Evil, Trickery;
Weapon spiked gauntlet.

Tsolorandril (the Ethereal Walker), LN hero-deity of Wave Motions

Tsolorandril (so-lo-RAND-ril) is a sexless alien being, a native of another plane. How or why it first came to Oerth is unknown, but it frequents the Ethereal plane rather than using a more permanent residence on Oerth or the outer planes. It has few allies save the powerful mortal wizard Elayne Mystica of Irongate, herself an outcast of a lost tribe of Suel refugees. Tsolorandril sees its role as a record-keeper, noting the peaks and valleys of natural cycles of politics, time, and nature, then making predictions based on those patterns. It appears as a tall androgynous humanoid with very white skin, muted features, and silver-blue hair, carrying a length of metal rope that bends as if it were liquid. Its odd appearance and interest in cycles leads some to think it was sponsored by Cyndor. Its symbol is a sphere with a simple wave-shape repeating around its

circumference.

Every action causes changes in the world, like ripples spreading across a pond. These changes always have a rise, a peak, and a decline, repeating until stability is reached. By studying the effects of these changes, you can see what will happen in the future as the next peak occurs. Use this knowledge to prevent Chaos from stepping beyond its bounds. Sometimes these ripples begin on one plane and spread to others, causing greater chaos than local events alone could.

Tsolorandril's clerics works as seers and advisors, using their abilities to predict the outcome of events set into motion by great and terrible deeds. They adventure so they can be closer to people of power who might cause such world-ripples, or to thwart the advances of Chaos. They also study nearby planes and watch people known for plane-travelling or relying upon extraplanar aid.

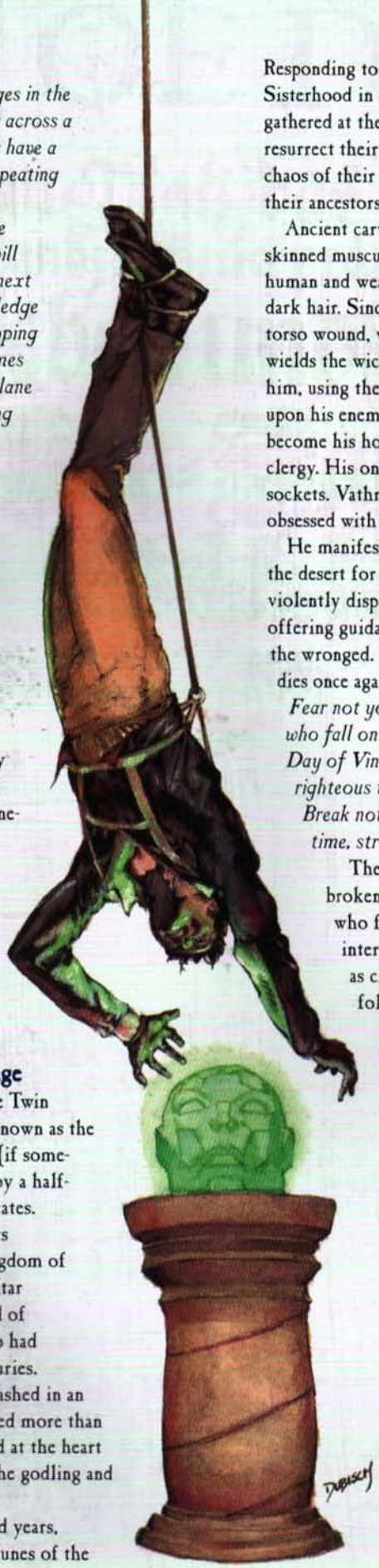
Domains Knowledge, Law; **Weapon** spiked chain (e).

Vathris (the Transfixed), LN hero-god of Anguish, Lost Causes, and Revenge

A thousand years before the Twin Cataclysms, the land now known as the Bright Desert was a fertile (if somewhat arid) basin contested by a half-dozen semi-nomadic Flan states. Necromantic Ur-Flan adepts bolstered the dominant kingdom of Sulm. Their primary rival Itar honored Vathris, a demigod of Progress and Ingenuity who had walked their lands for centuries.

When the two nations clashed in an inevitable conflict that lasted more than three decades, Vathris stood at the heart of the final battle. There, the godling and his army were annihilated.

For more than a thousand years, Flan dervishes ranged the dunes of the now-despoiled desert, venerating a god who would not answer their prayers.



Kuroth snatches the Emarald Idol of Logroth

Responding to a terrible vision seen by the Qolat Sisterhood in 562 CY, thirty six ranking dervish priests gathered at the Plain of Spears and enacted a ritual to resurrect their fallen god. What emerged from the chaos of their casting was hardly the hero of their ancestors.

Ancient carvings depict Vathris as a shirtless copper-skinned muscular man standing half again as tall as a human and wearing metal and clay beads in his long dark hair. Since his "death," he appears with a grisly torso wound, which seeps black poisonous bile. Vathris wields the wickedly barbed onyx longspear that killed him, using the object of his own defeat to exact revenge upon his enemies. In this way the black spear has become his holy symbol, and the favored weapon of his clergy. His once-bright eyes are now empty, hollow sockets. Vathris once stood for the future. Now, he is obsessed with redressing the past.

He manifests perhaps once or twice a year, wandering the desert for days in a weakened, delirious state, violently dispatching monsters and ignoble men, and offering guidance and seeding ideas of revenge among the wronged. Within a matter of weeks, he collapses and dies once again.

Fear not your own suffering and death, for those who fall on the side of right will rise again on the Day of Vindication, and take their place among the righteous tribes who forever torment the malign. Break not the laws of our people, but bide your time, striking when fate allows it.

The Flan dervishes who worship Vathris are broken into two factions. The unpopular priests who follow the god's original manifestation as interpreted from centuries of oral tradition act as clerics who attempt to elevate the desert folk from their nomadic lifestyles, frequently overseeing oases or caravansaries. The more militant dervishes, often warrior priests, venerate Vathris as the Great Talion who rights wrongs perpetrated upon the tribes by local monsters, northerners from Urnst, and (increasingly) the forces of Rary of Ket.

Domains Law, Retribution; **Weapon** longspear.

The Gods of Oerth

Hundreds of deities are worshipped by the folk of the Flanaess. Nearly 100 are available as patrons for LIVING GREYHAWK™ player characters. The list below includes all such entities, from nigh-omnipotent greater gods to interloping and all too mortal hero-deities. Countless additional entities, mostly evil, are propitiated by the so-called savage humanoids (orcs, goblins, and others of their ilk). The dark and desperate alike call to arch-devils and demon princes, and sometimes their malign prayers are answered with priestly spells. In the interest of brevity, such figures are not included in the present listing.

The gods of Oerth are broken down in categories roughly equal to their level of power. Parenthetical notes after the name of each god reveals that being's sex, if known. The "Race" column explains where the worship of these beings originated, and often where it prospers, still. Uppercase letters represent strong association with a particular culture. Lowercase letters represent areas in which the deity is worshipped less frequently, but is generally known. Most non-human deities are not worshipped outside their associated races, though there are exceptions (see the *LIVING GREYHAWK™ Gazetteer* or this issue of the *LIVING GREYHAWK™ Journal* for more details). The Race codes break down as follows: B: Baklunish; C: commonly accepted across the Flanaess; D: Dwarven; E: Elven; F: Flan; G: Gnome; H: Halfling; O: Oeridian; S: Suloise; U: Unknown/mysterious origin.

A deity's Areas of Concern are listed next. These represent the attributes most often associated with the deity and his or her worship (also commonly referred to as the deity's "portfolio"). "Al" reveals the god's alignment, or general outlook. Parenthetical alignments are the most frequent alignment "shifts" represented within the deity's clergy. The Weapons column lists weapons usually associated with the being's worship. The first weapon listed is the form of the god's *spiritual weapon*. Additional weapons are those popular among the deity's priests. Martial (m) and exotic (e) weapons are listed as such.

Greater Gods	Race	Areas of Concern	Al	Domains	Weapons
Beory (f)	FC	Oerth, Nature, Rain	N (NG)	Animal, Earth, Plant, Water	Club, druid weapons
Boccob (m)	C	Magic, Arcane Knowledge, Foresight, Balance	N	Knowledge, Magic, Trickery	Quarterstaff
Corellon Larethian (m)	E	Elves, Magic, Music, Art, Crafts, War	CG	Chaos, Good, Protection, War	Longsword (m)
Incabulos (m)	C	Plagues, Sickness, Famine, Nightmares, Drought, Disasters	NE	Death, Evil, Destruction	Quarterstaff
Garl Glittergold (m)	G	Gnomes, Protection, Humor, Gems, Smithing	NG	Good, Protection, Trickery	Battleaxe (m)
Istus (f)	Bc	Fate, Destiny, Divination, Future, Honesty	N	Chaos, Knowledge, Law, Luck	Web of Istus
Moradin (m)	D	Dwarves, Smithing, Crafts, War	LG	Earth, Good, Law, Protection	Warhammer (m)
Nerull (m)	FC	Death, Darkness, Murder, Underworld	NE	Death, Evil, Trickery	Scythe (m), dagger, quarterstaff, sickle
Pelor (m)	FC	Sun, Light, Strength, Healing	NG	Good, Healing, Strength, Sun	Heavy mace
Rao (m)	FC	Peace, Reason, Serenity	LG	Law, Good, Knowledge	Light mace
Yondolla (f)	H	Halflings, Protection, Fertility	LG	Good, Law, Protection	Short sword (m)

Intermediate Gods	Race	Areas of Concern	Al	Domains	Weapons
Aerdrie Faenya (f)	E	Air, Weather, Avians, Rain, Fertility	CG	Air, Animal, Chaos, Good	Quarterstaff
Arvoreen (m)	H	Protection, Vigilance, War	LG	Law, Protection, War	Short sword (m)
Baervan Wildwanderer (m)	G	Forests, Nature, Travel	NG	Animal, Good, Plant, Travel	Halfspear
Berronar Truesilver (f)	D	Safety, Truth, Home, Healing	LG	Good, Healing, Law, Protection	Heavy mace
Celestian (m)	OC	Stars, Space, Wanderers	N (NG)	Knowledge, Travel, Protection	Shortspear
Clangeddin Silverbeard (m)	D	Battle, War	LG	Good, Law, Strength, War	Battleaxe (m)
Cyrrollalee (f)	H	Friendship, Trust, Home	LG	Good, Law	Club
Dumathoin (m)	D	Mining, Exploration	N	Earth, Knowledge, Protection	Warhammer (m)
Ehlonna (f)	C	Forests, Woodlands, Flora & Fauna, Fertility	NG	Animal, Good, Plant, Sun	Longbow (m), longsword (m)
Erevan Ilesere (m)	E	Mischief, Change, Rogues	CN	Chaos, Luck, Trickery	Short sword (m)
Erythnul (m)	OC	Hate, Envy, Malice, Panic, Ugliness, Slaughter	CE (CN)	Chaos, Evil, Trickery, War	Heavy mace
Fharlanghn (m)	OC	Horizons, Distance, Travel, Roads	N (NG)	Luck, Protection, Travel	Quarterstaff
Flandal Steelskin (m)	G	Mining, Smithing, Fitness	NG	Good, Strength	Warhammer (m)
Hanali Celanil (f)	E	Love, Romance, Beauty, Fine Arts, Artists	CG	Chaos, Good, Magic, Protection	Dagger
Heironeous (m)	OC	Chivalry, Justice, Honor, War, Daring, Valor	LG	Good, Law, War	Longsword (m), battleaxe (m)
Hextor (m)	OC	War, Discord, Massacres, Conflict, Fitness, Tyranny	LE	Destruction, Evil, Law, War	Flail (m)
Kord (m)	S	Athletics, Sport, Brawling, Strength, Courage	CG	Chaos, Good, Luck, Strength	Greatsword (m), bastard sword (c)
Labelas Enoreth (m)	E	Time, Longevity, History	CG	Chaos, Good, Knowledge	Quarterstaff
Lendor (m)	S	Time, Tedium, Patience, Study	LN	Knowledge, Law, Protection	Greatsword (m), slashing and piercing weapons
Obad-Hai (m)	FC	Nature, Woodlands, Freedom, Hunting, Beasts	N	Air, Animal, Earth, Fire, Plant, Water	Quarterstaff, druid weapons
Olidammara (m)	C	Music, Revels, Wine, Rogues, Humor, Tricks	CN	Chaos, Luck, Trickery	Rapier (m), rogue weapons
Pholtus (m)	OC	Light, Resolution, Law, Order, Inflexibility, Sun, Moons	LG (LN)	Good, Knowledge, Law, Sun	Quarterstaff
Procan (m)	OC	Seas, Sea Life, Salt, Sea Weather, Navigation	CN	Animal, Chaos, Travel, Water	Trident (m)
Ralishaz (m)	C	Chance, Ill Luck, Misfortune, Insanity	CN	Chaos, Destruction, Luck	Quarterstaff, wooden weapons
St. Cuthbert (m)	C	Common Sense, Wisdom, Zeal, Honesty, Truth, Discipline	LG (LN)	Destruction, Good, Law, Protection, Strength	Club, bludgeoning weapons
Segojan Earthcaller (m)	G	Earth, Nature	NG	Earth, Good	Heavy mace
Schanine Moonbow (f)	E	Mysticism, Dreams, Far Journeys, Death, Full Moons, Transcendence	CG (NG)	Chaos, Good, Knowledge, Travel, Trickery	Quarterstaff
Sheela Peryroyl (f)	H	Nature, Agriculture, Weather	N	Air, Plant	Sickle
Solonor Thelandria (m)	E	Archery, Hunting, Wilderness Survival	CG	Chaos, Good, Plant, War	Longbow (m)
Tharizdun (m)	U	Eternal Darkness, Decay, Entropy, Malign Knowledge, Insanity	NE	Destruction, Evil, Knowledge	The Spiral of Decay
Trithereon (m)	C	Individuality, Liberty, Retribution, Self-Defense	CG	Chaos, Good, Protection, Strength	Shortspear, longsword (m), greatclub (m)
Ulaa (f)	UC	Hills, Mountains, Gemstones	LG	Earth, Good, Law	Warhammer (m)
Vergadain (m)	D	Wealth, Luck	N	Luck, Trickery	Longsword (m)
Wee Jas (f)	S	Magic, Death, Vanity, Law	LN (LE)	Death, Law, Magic	Dagger, wizard weapons
Zilchus (m)	OC	Power, Prestige, Money, Business, Influence	LN	Knowledge, Law, Trickery	Dagger

Lesser Gods	Race	Areas of Concern	Al	Domains	Weapons
Allitur (m)	Fc	Ethics, Propriety	LG (LN)	Good, Knowledge, Law	Shortspear
Atroa (f)	Oc	Spring, East Wind, Renewal	NG	Air, Good, Plant, Sun	Sling
Baravar Cloakshadow (m)	G	Illusions, Protection, Deception, Hatred of Goblinoids	NG	Good, Protection, Trickery	Dagger
Beltar (f)	S	Malice, Caves, Pits	CE (CN)	Chaos, Earth, Evil, War	Claws of Beltar (unarmed strike or spiked gauntlet)
Berei (f)	Fc	Home, Family, Agriculture	NG	Good, Plant, Protection	Sickle
Bleredd (m)	C	Metal, Mines, Smiths	N	Earth, Fire, Strength	Warhammer (m)
Bralm (f)	Sc	Insects, Industriousness	N (LN)	Animal, Law, Strength	Quarterstaff
Brandobaris (m)	H	Stealth, Thieves, Adventuring	N	Luck, Travel, Trickery	Dagger
Cyndor (m)	C	Time, Infinity, Continuity	LN	Law, Protection, Travel	Sling
Dalt (m)	S	Portals, Doors, Enclosures, Locks, Keys	CG	Chaos, Good, Protection, Travel, Trickery	Dagger
Delleb (m)	O	Reason, Intellect, Study	LG	Good, Knowledge, Law, Magic	Dart
Fortubo (m)	S	Stone, Metals, Mountains, Guardianship	LG (LN)	Earth, Good, Law, Protection	Warhammer (m)
Gaerdal Ironhand (m)	G	Protection, Vigilence, Combat	LG	Good, Law, Protection, War	Warhammer (m)
Geshtai (f)	Bc	Lakes, Rivers, Wells, Streams	N	Plant, Travel, Water	Shortspear
Jascar (m)	S	Hills, Mountains	LG	Earth, Good, Law, Protection	Warhammer (m)
Joramy (f)	C	Fire, Volcanoes, Wrath, Anger, Quarrels	N (NG)	Destruction, Fire, War	Quarterstaff
Kurell (m)	O	Jealousy, Revenge, Theft	CN	Chaos, Luck, Trickery	Short sword (m)
Lirr (f)	C	Prose, Poetry, Literacy, Art	CG	Chaos, Good, Knowledge, Magic, Travel	Shortspear, rapier (m)
Lleng (m)	S	Beasts, Strength	CN	Animal, Chaos, Strength	Battleaxe (m), longsword (m)
Lydia (f)	S	Music, Knowledge, Daylight	NG	Good, Knowledge, Sun, Travel	Shaft of light (shortspear)
Mouqol (m)	B	Trade, Negotiation, Ventures, Appraisal, Reciprocity	N	Knowledge, Travel, Trickery	Dagger, light crossbow
Muamman Duathal (m)	D	Expatriates, Urban Dwarves, Travelers, Exiles	NG	Good, Protection, Travel	Heavy mace
Myhriss (f)	C	Love, Romance, Beauty	NG	Good, Healing, Protection	Shortbow (m), whip (e)
Norebo (m)	S	Luck, Gambling, Risks	CN	Chaos, Trickery, Luck	Dagger
Osprem (f)	S	Sea Voyages, Ships, Sailors	LN	Law, Protection, Travel, Water	Trident (m), sailor weapons
Phaulkon (m)	S	Air, Wind, Clouds, Birds, Archery	CG	Air, Animal, Chaos, Good, War	Longbow (m), dagger
Phyton (m)	S	Nature, Beauty, Farming	CG	Chaos, Good, Plant, Sun, Water	Scimitar (m)
Pyremius (m)	S	Fire, Poison, Murder	NE	Destruction, Evil, Fire	Longsword (m), whip (e)
Raxivort (m)	X	Xvarts, Rats, Wererats, Bats	CE	Animal, Chaos, Evil, Trickery	Scimitar (m), dagger
Sotillon (f)	Oc	Summer, South Wind, Ease, Comfort	CG (CN)	Air, Chaos, Good, Healing, Plant	Net (e)
Syrul (f)	S	Lies, Deceit, Treachery	NE	Evil, Knowledge, Trickery	Dagger
Telchur (m)	Oc	Winter, Cold, North Wind	CN	Air, Chaos, Strength	Shortspear, shortbow (m)
Vatun (m)	S	Northern Barbarians, Cold, Winter, Arctic Beasts	CN	Air, Animal, Chaos, Strength	Battleaxe (m)
Vecna (m)	UF	Destructive and Evil Secrets	NE	Evil, Knowledge, Magic	Dagger, Quarterstaff
Velnius (m)	O	Sky, Weather	N (NG)	Air, Travel, Water	Shortspear

Wenta (f)	Oc	Autumn, West Wind, Harvest, Brewing	CG	Air, Chaos, Good, Plant	Club
Xan Yae (f)	BC	Twilight, Shadows, Stealth, Mental Power	N	Knowledge, Trickery, War	Falchion (m), monk weapons
Xerbo (m)	Sc	Sea, Sailing, Money, Business	N	Animal, Knowledge, Water	Trident (m), sailor weapons
Zodal (m)	FC	Mercy, Hope, Benevolence	NG	Knowledge, Strength, War	Unarmed strike, monk weapons

Demigods

	Race	Areas of Concern	Al	Domains	Weapons
Al'Akbar (m)	B	Guardianship, Faithfulness, Duty	LG	Good, Healing, Law, Protection	Falchion (m)
Iuz (m)	UC	Deceit, Pain, Oppression, Evil	CE	Chaos, Evil, Trickery	Greatsword (m)
Mayaheine (f)	UC	Protection, Justice, Valor	LG	Good, Law, Protection, War	Bastard sword (m), mace, longbow (m)
Merikka (f)	O	Farming, Agriculture, Home	LG	Good, Law, Plant, Protection	Sickle
Rudd (f)	OC	Chance, Good Luck, Skill	CN (CG)	Chaos, Good, Luck	Rapier (m), shortbow (m)
Stern Alia (f)	O	Oeridian Culture, Law, Motherhood	LN (LE)	Knowledge, Law, Protection	Heavy mace
Wastri (m)	U	Amphibians, Bigotry, Self-Deception	LN (LE)	Animal, Law, War	Glaive (m), guisarme (m)
Ye'Cind (m)	E	Music, Magical Songs	CG	Chaos, Good, Knowledge, Magic	Longsword (m)
Zagyg (m)	UC	Humor, Eccentricity, Occult Lore, Unpredictability	CN (CG)	Chaos, Knowledge, Magic	Club
Zuoken (m)	Bc	Physical and Mental Mastery	N	Knowledge, Strength, War	Unarmed Strike

Hero-Gods

	Race	Areas of Concern	Al	Domains	Weapons
Azor'alq (m)	B	Light, Purity, Courage, Strength	NG	Good, Sun, War	Scimitar (m)
Charmalaine (f)	HC	Keen Senses and Narrow Escapes	N	Luck, Protection	Light mace
Daern (f)	OC	Defense, Fortifications	LN	Earth, Law, Protection	Halfspear
Daoud (m)	B	Humility, Clarity, Immediacy	N	Magic, Travel	Quarterstaff
Gadhelyn (m)	E	Independence, Outlawry, Feasting, Hunting	CN	Chaos, Plant, Animal	Longbow (m)
Gendwar Argrim (m)	D	Fatalism and Obsession	LN	Law, War	Dwarven waraxe (m)
Johydee (f)	OC	Deception, Espionage, Protection	NG	Good, Protection, Trickery	Short sword (m)
Kelanen (m)	UC	Swords, Sword Skills, Balance	N	Travel, War	Any martial sword (m)
Keoghtom (m)	UC	Secret Pursuits, Natural Alchemy, Extraplanar Exploration	NG	Good, Knowledge, Travel	Short sword (m), shortbow (m)
Kuroth (m)	OC	Theft and Treasure-Finding	CN	Chaos, Luck, Trickery	Dagger, rapier (m)
Kyuss (m)	U	Creation and Mastery of Undead	NE	Death, Evil	Club
Murlynd (m)	OC	Magical Technology	LG	Good, Knowledge, Law	Longsword (m), light crossbow
Nazarn (m)	Half-Orc	Formal and Public Combat	N	Luck, War	Short sword (m)
Roykyn (f)	G	Cruelty	NE	Evil, Trickery	Spiked gauntlet
Tsolorandril (?)	U	Wave Motions	LN	Knowledge, Law	Spiked chain (e)
Vathris (m)	F	Anguish, Lost Causes, Revenge	LN	Law, Retribution	Longspear

Enchiridion of the Fiend-Sage

(Third Report)

By Sean K Reynolds

Illustrations by Sam Wood

Coldeven, 591 CY

My deathless benefactor,

I am pleased to report that the acquisition and study of the more exotic creatures of this world is going well. The new spies have chosen to be quite skilled, despite their mental and physical scarring.

I regret to inform you that the whereabouts of the razor of Kel-Rena are still unknown. I have been able to ascertain that the thief had divine aid, possibly from the Suel goddess Syrul. The thief's arm severed by your traps was already showing black triangular mottling, so it is apparent that he knew how to activate at least some powers of the device. Its ability to conceal its location is one of the powers we know, and it is likely that the device itself is responsible for our difficulty in finding it. However, I have successfully identified the ring he wore as the white seal of Sarmax, and am cataloging its various ice and abjurative powers.

Your head cook has been compromised by agents of House Darmen and is plotting to kill you. Shall I have him taken to the Third Dungeon?

Your servant,

the Fiend-Sage

Rel Astra

Amedian Gutworm

These strange parasite-predators have recently been discovered in our own city's sewers. They are remarkably adaptable, and I am attempting to find a means to allow them to implant their eggs in fiendish creatures so that we might create a more intelligent and controllable creature to unleash into enemy water supplies. Unfortunately, the profane flesh of my kind and the cursed baatezu seems inherently hostile to the worm's eggs, and so far I have achieved little success.

AMEDIAN GUTWORM

Adult
Medium-Size Vermin
Hit Dice: 3d8 (19 hp)
Initiative: +1 (Dex)
Speed: 20 ft., swim 30 ft.
AC: 12 (+1 Dex, +1 natural)
Attacks: Bite +3, 4 claws -3
Damage: Bite 1d6, claw 1d3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Blood drain, implant egg
Special Qualities: Amphibious, color blind, tremorsense
Saves: Fort +5, Ref +2, Will +3
Abilities: Str 10, Dex 12, Con 14, Int —, Wis 10, Cha 10
Skills: Hide +4*, Listen +4, Move Silently +4
Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm forest and marsh
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-9 HD (Large)

Larva
Small Vermin
1d8 (4 hp)
+1 (Dex)
10 ft., swim 20 ft.
12 (+1 Dex, +1 natural)
Bite +3, 4 claws -3
Bite 1d6-1, claw 1d3-1
5 ft. by 5 ft./5 ft.
Blood drain, Eruption
Amphibious, color blind, tremorsense
Fort +3, Ref +2, Will +3
Str 8, Dex 12, Con 10, Int —, Wis 10, Cha 10
Hide +4*, Listen +4, Move Silently +4
Weapon Finesse (bite)

Temperate and warm forest and marsh
Solitary
1/2
None
Always neutral
2 HD (Small)

Amedian Gutworm

This vicious predator goes through a parasitic stage in its life cycle before emerging from its host as an adult to hunt other creatures and inject them with its eggs.

It its adult form, the Amedian gutworm looks like a yellowish-gray mottled segmented worm five to six feet long, adorned with short claws along its body length. Its head is a series of barbs and pincers, with a pair of eyespots. Its larval form is two to three feet long and much thinner. The adult hunts in and near marshy areas, sucking blood and fluids out of its prey. If it encounters another of its kind, they will mate, and during this time the creature changes its hunting pattern, implanting eggs instead of killing its prey through blood loss.

Injected eggs lie dormant for a few weeks, then begin growing, damaging the host and eventually emerging from it in larval form. The larval form dies if it cannot enter water within a few hours. Once it has reached the safety of water, it grows to adult form in a few months.

The Amedian gutworm was first discovered in the Amedio Jungle, but has since migrated eastward in the bodies of hosts and is now a troublesome creature in the Olman Isles, Tilvanot peninsula, and especially in the sewer systems of the Sea Princes cities Monmurg and Port Toli. It's possible hosts have brought the parasite as far as the city of Greyhawk.

Combat

An adult gutworm lies in wait in areas of water (as a leech might) or actively hunts creatures by swimming. It attacks with its bite and claws, grappling its target until its hunger for blood has been satisfied or (if it has been fertilized) it has implanted an egg.

Amphibious (Ex): An adult gutworm can survive out of the water for 1 hour per 3 points of Constitution (after that, refer to the drowning rules on page 85 of the *Dungeon Master's Guide*).

Blood Drain (Ex): A grappling adult gutworm drains blood, dealing 1d4 points of temporary Constitution damage each round it maintains its grapple.

Color Blind (Ex): A gutworm has limited eyesight, little more than the ability to discern light and dark shapes. This gives it a +4 bonus on all saving throws against light and pattern spells, as well as visual illusions.

Eruption (Ex): When a larva is able to survive as a parasite, it bursts from its host (usually through the belly or the throat) and can live as an independent being. The host must make a Fortitude save (DC 17) or die immediately, and even if it succeeds it takes 3d6 hit points of damage. The gutworm usually attempts to escape to water immediately after freeing itself.

Implant Egg (Ex): Once the adult gutworm has grappled a Medium-Size or larger opponent, it attempts to implant an

Losel

These brutes are little more than animals with a strong proclivity for tools. Iuz seems to be recruiting and breeding more of them, as they reproduce faster than his common orc troops. Apparently bands of them roam free in the southern jungles, but they are adept at hiding themselves or pretending to be simple animals to the casual observer, so discovery of them is difficult. I was fortunate to have been brought one of the more intelligent ones, who has proved trainable in the use of armor and weapons. I find it amusing to see the beast present itself as an orc, and you might consider adding it to your troupe of comedians should he be too undisciplined to work in the dungeons. Keep him in chains should you bring him near anyone you value, as he is prone to great rages.

Medium-Size Humanoid (Orc)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1 (Dex)
Speed: 30 ft, climb 20 ft.
AC: 12 (+1 Dex, +1 natural)
Attacks: Light mace +2 melee; or bite +2 melee, claws -4 melee; or light crossbow +3 ranged
Damage: Light mace 1d6+3, bite 1d4+2, claw 1d4+1; or light crossbow 1d8
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.
Saves: Fort +1, Ref +3, Will +0
Abilities: Str 15, Dex 12, Con 12, Int 6, Wis 10, Cha 6
Skills: Disguise -2*, Listen +6, Move Silently +4, Spot +4
Feats: Alertness
Climate/Terrain: Temperate and warm land and underground
Organization: Gang (3-8) or band (5-30 plus 1 3rd-level leader)
Challenge Rating: 1/2
Treasure: 1/2 standard
Alignment: Usually neutral evil
Advancement: By character class, 2-3 HD (Medium-Size)

egg with its tail injector on its next turn. This is a full-round action that does not require concentration or provoke an attack of opportunity. Implanting an egg causes no damage, but any sort of damage reduction prevents the gutworm from implanting the egg. Once the gutworm has implanted an egg, it switches to another target or flees the area.

An implanted creature has no symptoms for 1-4 weeks. During this time, any magical treatment that removes disease kills the implanted egg. After this incubation period, the gutworm begins to grow, dealing 1-2 points of temporary Strength and Constitution damage to its host each day. After 1-2 weeks, the larval gutworm erupts from its host.

Tremorsense (Ex): Gutworms can automatically sense the location of anything within 30 feet that is in contact with the ground, or within 60 feet if the gutworm is in contact with a body of water.

Skills: *Gutworms receive a +4 racial bonus to Hide checks when submerged in water.

Losel

Losels are primitive orc-baboon crossbreeds. Some tribes of losels were created at the direction of Iuz or the Scarlet Brotherhood, while others occurred without any outside intervention in regions where orcs and baboons are common. Most live simply in the same sort of terrain as baboons, but others have been given some training in weapons by a more civilized group (such as an orc tribe, or the Scarlet Brotherhood, or the minions of Iuz).

Losels look like baboons with orcish features and fully humanoid hands. They are generally more stooped than a typical orc, but can hold a semi-erect posture when necessary. They typically don't wear armor as they can't make their own and their benefactors rarely consider them worth the expense. Their equipment is dirty and unkempt, similar to orc equipment.

Losels defer to stronger creatures and have a patriarchal organization. Rogue males cast out of a losel band sometimes take over a band of normal baboons, pretending to be simple animals when confronted by intelligent foes. When not fighting among themselves or other creatures, the females scavenge for food while the males hunt small animals. Losels communicate with a rudimentary form of Orc which anyone familiar with that language can understand, and can communicate with baboons.

Even the typical trained losel is not a member of a character class. Exceptional individuals can advance as warriors, and quickly become leaders of their groups. Untrained losels can only gain hit dice.

Combat

Trained losels are proficient in all simple weapons, although they prefer smaller weapons that are easy to carry. Standard tactics for losels are to shoot and run away, although they will stay and melee if they outnumber their prey by a factor of two or more.

Skills: Losels receive a +2 racial bonus to Listen and Spot checks. *A losel has a +8 racial bonus to Disguise checks when pretending to be a baboon or an orc.

Losel Society

Losels have a very animalistic view. If something doesn't provide food, shelter, or a means to secure territory, it is irrelevant. They fiercely defend their lands against creatures they believe they can defeat, but quickly relocate if their foes appear much stronger. They have an irrational hatred for beastfolk (another primitive race native to tropical forests), and fear elves because wood elves often hunt losels that share the elven forests.

Losels are patriarchal, but not to the extent that orcs are. A lair includes females (as many as there are males) and young (half as many as there are females). A losel lair may be a cave or a copse of trees. They spend most of their time on the ground but use the trees to sleep and as concealment. A tribe of losels serving orcs either mix among their more civilized cousins or range outside the orc lair. Losels serving a large military force often have their own barracks, usually a large wooden hut. Those that work for orcs take great pride in emulating orcish appearance and behavior.

Losel Characters

A losel's favored class is barbarian. They are largely ignorant of religion, although a rare few exposed to orc clerics can become adepts.

Moving?

The Fiend-Sage of Rel Astra may have spies in every corner. . . .

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Renton, WA 98057-0707

Norker

These hard-skinned goblinoids can be found anywhere goblins live, but Iuz has been breeding them in great numbers because they don't need to be equipped with armor. So far I have been unable to crossbreed a norker with a goblin, and I assume that Iuz has met with similar failure, as otherwise his lands would be populated with lightly-armored fast-breeding humanoids by now.

Their flesh, once you get through the hard skin, is quite delectable, although I am sure that most humans would find the taste, or the thought of eating them, unpalatable.

Small Humanoid (Goblinoid)
Hit Dice: 1d8+2 (6 hp)
Initiative: +1 (Dex)
Speed: 20 ft.
AC: 19 (+1 size, +1 Dex, +7 natural)
Attacks: Club +2, Bite -3 melee; or javelin +3 ranged
Damage: Club 1d6, bite 1d4; or javelin 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.
Saves: Fort +4, Ref +1, Will -1
Abilities: Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8
Skills: Listen +3, Move Silently +5, Spot +3
Feats: Alertness

Climate/Terrain: Temperate and warm land and underground
Organization: Gang (4-9), or band (10-40 plus 50% noncombatants plus 1 3rd-level boss per 20 adults and one leader of 4th-6th level).
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Norkers

Norkers are related to goblins and hobgoblins. They forsake armor because their hide is incredibly tough. They are unreliable troops and tend to quarrel with each other, which keeps their numbers low compared to goblins.

Norkers resemble goblins, except they have three-inch long canine teeth and no hair . Their skin ranges from reddish brown to dark gray. A norker usually wears only a loincloth and belt, tying its favorite possessions and trophies to its belt.

Norkers speak a dialect of Goblin. Those with Intelligence scores of 12 or above also speak Orc.

Most norkers encountered outside their homes are warriors; the information in the statistics block is for one of 1st level. (See page 39 in the *Dungeon Master's Guide* for more about the warrior class).

Combat

Norkers enjoy swarming tactics. Their weapons are simple and crudely made, but they are not adverse to taking better weapons from their fallen foes. When bullied into submission by hobgoblins, they can use basic military tactics, but they lapse into their old ways when not supervised.

Skills: Norkers have a +4 racial bonus to Move Silently checks.

Norker Society

Norkers are tribal, although the leader's influence only extends about as far as his reach. This means their tribes are much smaller than a typical goblin tribe. They raid and steal from other humanoids, as they are too lazy to do their own hunting.

Their lairs are usually caves, old ruins, or villages taken by conquest. They can't cooperate well enough to build anything more than a fence around their lair, perhaps with a gate and a narrow walkway. A lair has one-and-a-half times as many females as males and twice as many young as males.

Different tribes of norkers rarely meet, but when they do the conflict often becomes bloody, with the victors taking the fangs of the losers as trophies. These conflicts rarely result in the complete loss of males on one side, as they occur to establish who is a dominant leader.

When powerful groups of hobgoblins command norkers, they often equip their lesser cousins with scale mail and shields. In these situations, the norkers are used as shock troops, absorbing the brunt of enemy attacks while the hobgoblins use their superior intelligence, tactics, and equipment to break up the enemy forces.

Norkers worship Maglubiyet, the god of goblins and hobgoblins.

Norker Characters

A norker's favored class is rogue, but norker leaders tend to be fighters. Norker clerics worship Maglubiyet and can choose two of the following domains: Chaos, Evil, and Trickery.

Swordwraith

While these undead are most common in the Stark Mounds (most likely due to the curse of the archmage Vargalian during the bloody Battle of Gorna in 450 CY), they exist wherever large battles have been fought. Most of my information comes from swordwraiths in a company found in the Bone March, which were willing to talk in exchange for several dozen magical crossbow bolts. I find it interesting to note that some of the swordwraiths in the Stark Mounds have chosen to make attacks against the giants controlling Geoff, either out of ancient loyalties or in search of plunder.

Sample Swordwraith
This example uses a 5th-level human fighter as the base creature.
Medium-Size Undead
Hit Dice: 5d12 (32 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft.
AC: 20 (+1 Dex, +6 magic breastplate, +3 magic large metal shield)
Attacks: *+1 longsword* +10 melee; or *+1 heavy crossbow* +8 ranged
Damage: Longsword 1d8+6 and Strength damage; or heavy crossbow 1d10+
Face/Reach: 5 ft. by 5ft./5 ft.
Special Attacks: Strength damage
Special Qualities: Undead, damage reduction 10/+2, +2 turn resistance
Saves: Fort +5, Ref +3, Will +5
Abilities: Str 17, Dex 13, Con —, Int 10, Wis 12, Cha 8
Skills: Climb +4, Hide +8, Jump +4, Listen +6, Move Silently +2, Ride +5, Spot +5
Feats: Cleave, Improved Initiative, Iron Will, Power Attack, Quick Draw, Weapon Focus (heavy crossbow), Weapon Focus (longsword), Weapon Specialization (longsword

Combat

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive daage.
Magic Items Carried: *+1 longsword, +1 heavy crossbow, +1 breastplate, +1 large metal shield, +1 cloak of resistance, potion of gaseous form*
Challenge Rating: 7
Alignment: Lawful evil

Swordwraith (Template)

Some mercenaries are so dedicated to a life of war that they rise from death to continue the battle, prowling the site of their deaths or the places of their burial, looking for foes to put to the sword.

Swordwraiths appear similar to how they did in life, although their equipment is more battered and their flesh appears insubstantial. In dim light or darkness, their eyes glow dimly. As most in a particular band come from the same mercenary company, they usually bear the same insignia.

Swordwraiths speak any languages they knew in life. Some have been willing to parlay with those they consider their military equal.

Creating a Swordwraith

"Swordwraith" is a template that can be added to any humanoid or monstrous humanoid creature with levels in fighter (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all of the base creature's statistics and special abilities except as noted here.
Hit Dice: Increase to d12.
Speed: As the base creature.
AC: Same as the base creature.
Special Attacks: A swordwraith retains all of the special attacks of the base creature and also gains the following attack:
Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage.
Special Qualities: A swordwraith retains all of the special qualities of the base creature and also gains the following:
Damage Reduction (Su): A swordwraith's insubstantial-appearing body is tough, giving the creature damage reduction 10/+2. Despite their appearance, swordwraiths are not incorporeal.
Turn Resistance (Ex): A swordwraith has turn resistance +2.
Saves: Same as the base creature.
Abilities: Same as the base creature. As undead creatures, swordwraiths have no Constitution score.
Skills: Swordwraiths receive a +4 racial bonus to Hide and Move Silently checks.
Feats: Swordwraiths gain the Alertness and Iron Will feats.
Climate/Terrain: Any land and underground
Organization: Company (2-8) or squadron (11-20 plus leader 1-4 levels higher)
Challenge Rating: Same as the base creature +2
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class

Dispatches

News from Around the Flanaess

Ahlissa (Adri/Innspa)

Innspa has become a hotbed of activity for adventurers. Some unknown individual is sending groups of very mixed composition on forays into the northwestern reaches of the Adri Forest. Rumor has it that this person is not averse to tricking or coercing her "agents" into their tasks, often leaving them no choice but to heed her wishes. What exactly the mysterious person (most of the adventurers being used in such manner state she is a woman, but others claim he is a man) is looking for is anyone's guess, but a number of small, golden dragon statuettes recently have appeared in Innspa. Rumors claim that these statuettes were taken from small temples dedicated to some obscure lizard deity, and that a mysterious person named Islwyn has come into possession of an ancient tome detailing a former cult of dragon worshippers who once dwelled the great forest.

Bandit Kingdoms

Rumors abound regarding the disappearance of Traynen, formerly betrothed to Myree of Ethelridge. The well-respected young Johrasian soldier was last seen in a tavern in Kinemeet fuming about rumors that a certain officer serving under Cranzer had his eye on Traynen's fiancée.

Bandits in the Midlands have been given credit for sacking a silver caravan bound for Dorakaa. This is not the first time a well-guarded silver caravan has been taken by bandits, which has lead some to suggest these bandits are very organized (though where they're based is anyone's guess).

Bissel

His Lofty Grace Margrave Larrangin has announced a program of homesteading in the northern baronies to redevelop the war-torn northern region, and to resettle those residents driven from their homes during the Ketite occupation. Following complaints about the unfairly increased taxes on citizens of Baklunish descent, the leaders of the Baklunish community have voiced concerns about the potential for unfair treatment in re-assigning lands for homesteading.

A group of Ketite diplomats recently arrived in Pellak to seek a peaceful resolution to what Ket considers blatant warmongering. The margrave and some members of the Bisselite Ruling Council met with the diplomats in Pellak, where they asserted that taxation is an internal issue, and that dislike of a sovereign nation's taxation policy does not justify interference by a foreign government.

The margrave has announced a change to the tariffs for trade goods moving in and out of Thornward and along the Fals River. The tariffs now apply to all trade goods, not just Ketite goods. The tariff has been put into place by the new Baron Kerrena to help maintain the roads and riverways and repair the defenses of the Barony of Thornward. Stressing the need to collect the unpopular new tariffs, the margrave has assigned an extra company of the Knights of the Watch to Baron Kerenna, himself a commander of that order, to aid enforcement efforts.

Bright Lands

Within the past month, no fewer than five ships have come to grief on the notoriously treacherous southern coast of the Bright Desert. The first, a caravel loaded with Pomarj forces intent upon harrying the sea lanes of the northern Wild Coast, found itself facing terrible storms and attacks from powerful sea monsters, forcing the craft ashore southeast of the Brass Hills. When a fellow ship of orcs investigated the wreck after the waters had calmed, they found the bodies of their companions completely stripped of wealth and drained of all signs of life. Similar tales are told of two merchantmen from Fax; the *Azure Warden*, personal ship of the Onnwalish adventurer Slanisar Bantu; and a mariner escorting a merchant fleet from Hardby to Gradsul. The attacks have led many to fear that Rary the Traitor has allied himself with a powerful desert druid using weather magic to accumulate wealth and life energy from these grim harvests.

Dyvers

Dyvers is gearing up for its annual Merchant Festival. Not only does this mean a cornucopia of good bargains and furious dealing, but also another round of the infamous commerce competitions! Arguably the greatest honor in this trading town, dozens of teams compete in a special scavenger hunt at this time every year. Those in the team with the quickest purchase times and least gold spent are crowned merchant princes. Those hoping to form a group are encouraged to select a team with diverse abilities, for achieving the prize is said to test physical and mental skills to the utmost.

Furyondy

Sages and scholars from across the kingdom have traveled to Chendl to convene a council. These learned folk are seeking a cure for the mysterious blight that currently chokes the land. Strange white powder now plagues crops across the March, Littleberg, and the Gold County, and the council hopes to act before it can spread any farther. So far, there is no word that they have succeeded.

In the midst of the blight, rumors of evil abound—orcs and worse in the northern provinces; bandits on the Royal Highway intercepting wangonloads of precious grain; even demons running loose near Libernen. While the commoners strive to eke food from the soil and the nation's leaders search for solutions, the hired swords and spell-slingers of Furyondy are left to seek out these evils. Will swords and spells alone be enough to see the kingdom through its darkest hour?

Geoff

Skirmishing between the forces of the Gran March and the occupying giants continues in the shattered remains of southeastern Geoff. The Gran March has completed a ring of fortresses to protect the freed area around Hochoch, which should allow local farmers to till their land without fear of raiding goblins.

Grand Duke Owen recently traveled with his Court in Exile to Niole Dra to discuss an invitation to reassume his ancestral seat on Keoland's Court of the Land. The Flan lord seemed interested in discussing the possibility in return for military assistance against the giants. However, Owen is not willing to make his homeland another province of Keoland. Several riots broke out during his visit, but neither the grand duke nor any of his lords were injured.

Owen has openly declared his intention to return to the city of Hochoch and oversee the campaign to free his lands. Hochoch is preparing for an election of the two "common" seats on its Town Council. Normally the Town Council and its electors are limited to those who own land inside the walls of Hochoch. At the insistence of Knight Commander Alicia Helenasdotter, the leader of the Gran March's army in Geoff, the Town Council is permitting "those who served with distinction" in the defense of Geoff to sit on the Council and to vote.

Gran March

Rumors out of Hochoch have Knight Field Marshal Helanasdotter planning a spring offensive against the giants in Geoff. Supplies and troops have been pouring into the region and there are signs of imminent activity.

Gastus Huller, a Geoffite refugee known for his bitter distaste for the Gran March troops who stand between him and a giant stewpot, has been decrying these rumors, explaining that these signs of activity are merely intended to appease the refugee community while Gran March secures its hold on Hochoch.

Through representatives, Knight Field Marshal Helanasdotter has denounced Huller, though she refuses comment on the rumored campaign. Huller was overheard in a tavern in Orlane speaking of armed rebellion against the forces of Gran March. After this report, made by refugees who have fought and bled alongside Gran March forces, Huller was declared a traitor.

Anyone with information regarding Huller should contact the nearest military officer immediately.

Greyhawk

A large section of North Hills Park is under interdict by order of the Guild of Wizardry and the Directing Oligarchy following the discovery of a large stone monolith where none had previously existed just off the north eastern road out of Shack Town, not far from the city sawmill. Carved with images similar to those found on the ancient Stone Ring east of the city, the block of nepheline attracted the interest of Thurgis Falden, a visiting druid of Obad-Hai who achieved some local renown fighting alongside the wicked Lord Mastryne in the Welkwood against savage humanoids during the Greyhawk Wars. Falden declared the monolith profane, a timelost relic of Ur-Flan necromancers finally revealed for some unknown but assuredly nefarious purpose. For the past week and a half, a cadre of wizards and priests have been stationed near the object, attempting to divine its purpose and are prepared, if necessary, to destroy it.

Highfolk

The funeral of Councilman Telvest Lorewin was held a few days after the conclusion of the annual harvest festival. He will be sorely missed by the council and

town of Highfolk. His killer is still at large. On a happier note, the words of sacred Old Bough, the treant beloved by all of the townsfolk, shall again ring in their ears. This annual event happens at the end of every harvest festival. Children and adults alike come from around the Flanaess to hear his words of wisdom.

Strange fires of unknown origin are said to be claiming many inns around the Highvale as of late. Local owners of the vandalized inns speak of spying a glimpse of a large flying lizard in the distance when they discovered the flames. Inn and other building owners are asked to remain calm and report anything unusual to the guard.

Ket

Reports of strange events around Molvar continue to circulate throughout the nation. The most recent report concerns a single loud roar heard echoing down from the mountains. The roar was apparently identifiable as a single word that has infected all who heard it with a deep-seated fear—not one witness was willing to repeat it. Graf Aldeen sent a band of experienced adventurers to investigate the strange event. None of those adventurers returned and divinations have confirmed that none of them still live. The graf is now offering a large reward for any information about the missing adventurers or whatever killed them.
Many Ketites have linked the disappearance to recent reports of gnoll activity. However, the graf's representative dismissed the possibility, pointing out that the gnolls have not been particularly hostile and it is unlikely that gnolls would be anything more than a minor inconvenience for such experienced adventurers.

Lordship of the Isles

Talk throughout Ansabo centers on the plight of twelve elves captured by the Lordship Navy during a battle in the rough seas east of Ganode. The crew of a warship known as *Moon's Vigil*, the elves are led by Captain Jezerial Ipahi, who distinguished herself by sinking three Lordship vessels over the course of the last year. By order of Prince Frolmar Ingerskatti, the twelve are to serve public trial in Duxchan, after which they are expected to be disemboweled in public ceremony. The surety of the verdict under the corrupt pressure of Brotherhood agents has many good islanders upset, and rumors circulate that no fewer than four factions in the underground currently plot the escape of Ipahi and her crew.

North Kingdom

Once thought contained, the undead horde infesting Rinloru has swelled its numbers, apparently the result of heretofore unknown magics employed by Delgath the Undying, the mad animus who holds the city. The forces of Overking Grennel are hard pressed to contain the army, which now contains at least a dozen giant skeletal golems who secrete a potent acid that quickly eats through weapons used against them.

In the Principality of Bellport, relations with savage humanoid mercenaries recruited from the Bone March are in tatters after Patriarch Halldrem of Hextor was heard publicly referring to his professed orcish allies as "soulless scum fit only to divert the blades of our enemies from the shining human knights of our legions." A band of orcs, led by the charismatic but boorish Vurak Brokennose, then attempted to murder the priest in a public square, resulting in the deaths of four dozen market patrons when Halldrem let loose a terrifying *blade barrier*. Both humans and orcs have been on edge ever since.

Nyrond

The Royal Mail Service and the Baroness of Woodwych have placed a reward of 1,000 Gold Nobles for the capture of the bandit known as Crippled Max. This bandit leader is wanted for crimes against members of the Royal Mail Service. These incidents occurred in the area of Adrean's Landing, in the Barony of Woodwych. All reports about this criminal should be made to local Royal Militia.

During this summer's celebration of the fifth year of his reign, King Lynwerd will make a declaration as to the final status of the former Almorian lands now under Nyrondal control. Speculation at court is divided on what his decision will be. Many support granting the area full status as a Royal Duchy and others wish it to be an independent nation.

Durinken, High Priest of Rao, has announced portents that indicate that this year's crop shall be the largest in decades.

Onnwal

Recent diplomatic efforts between Onnwalish rebels and the dwur of the Three Citadels—Nerakern, Sarakast, and Vergannin—are thought to have recently ended in failure. The Onnwalish contingent, led by Adrenn "Coinfather" Farester, was attempting to lift the dwur-imposed post-occupation trade embargo on metals and finished goods.

Vargem Morathuann (the dwur religious leader) added that rebel overtures to the Headlander Flan for

aid were a major stumbling block in the negotiations. The dwur objections seem to center on recent proposals for Onnwal to recognize the Headlanders as a separate nation with territorial rights over a portion of the Headlands.

Pleas for military assistance also fell upon deaf ears. Durin Nerathal (Thegn of Nerakern) declaring that the current "troubles" were purely a human affair. This stance is surprising, as many dwur were slain during the Brotherhood's attempts to wrest control of dwarven silver and platinum mines. Onnwal residents are hopeful that negotiations will restart soon.

Pale

On a visit this week to pay respects to the theocrat, Albrecht Ellsran, the Bishop of Hatherleigh, fell to his death from a third story balcony in the Basillica. All efforts to restore his life failed. Reports by several passersby of a translucent, robed figure also on the balcony are being discounted by the Church Militant, though security around the Theocrat has been increased.

This is the third death of a ranking official since the new year began. At a new year's feast, Kellen Perdeau, Chief Archivist for the Great Library in Ogburg, choked on a piece of roast boar despite the efforts of those present to assist. Several weeks ago Janus Trueblade, a retired general of the Pholtan Knights Valorus, was found dead in his bedchamber, his face contorted in fright but his body unmarked by wounds. Mysteriously, neither man could be revived. Church officials see no connection between these incidents.

Perrenland

Hail all Perrenders at home and abroad! Candidacy is hereby open for the election of the next voormann! Rumor has it that there are early machinations afoot in this historic campaign. Already, elder statesman and moralist Ingolt Weisspeer has been highly critical of the Karenin administration, to the point at which he has emerged from retirement to give a series a speeches in Schwartzenbruin about the evil of a neutralist policy toward Iuz. The office of the voormann has been strangely silent over this development. Meanwhile, in the Traft canton, Hetmann Orgus Bildger of Niederschlauss has been given three weeks to demonstrate his ability to prop up the continuing neutralist stance toward Iuz should he be elected. It has been said that Bildger is even willing to talk terms directly with ambassadors from the Old One's regime, and that a terrible visitor has already agreed to travel from Greyhawk City for preliminary discussions!

Pomarj, The

Rumor has spread by way of ranger fellowships and druid circles that the Pomarj forces may be under attack within the ruins of Badwall. The orcs and other savage humanoids guarding the occupied and devastated former Wild Coast city have suffered from strange raids by an invisible or possibly extremely stealthy foe. Entire patrols have been slain; their bodies left for the crows, or else left nowhere to be found. The old ranger Darda Krath, a former resident of Badwall, speculates that the disappearances are the work of a once-sleeping cabal of vampires that were always rumored to be entombed somewhere underneath the city. He believes that the orcs accidentally unearthed these horrors, and are now paying the price for it. The elves of the Welkwood have a different theory—they believe the rampage is the work of an ancient bronze dragon rumored to lair somewhere in the northern Suss. The elves claim this dragon sleeps for as much as three to four decades at a time, and when he awakens begins his own personal campaigns against any goblinoids or other savage humanoids within his territory. A master tactician and a cheerful warrior, the elves say this brass loves sneak attacks and silent raids. The rumored orcish trouble fits his typically playful strategies.

Ratik

House Bredivan's militia has triumphed in a desperate battle against an invading army of savage humanoids from the southern Loftwood. Ratik now turns its attention to the Timberway Forest to the north. The Timberway provides vital ship-building materials, precious furs and hides, and is the shared territory of Ratik's stalwart allies, the Frost Barbarians. For many years, Ratik and the Fruztii nation have lived in relative peace under the Northern Alliance, an agreement forged by Baron Lexnol. All looked well; the monarch of the Fruztii, King Hundgred Ralffson, even married a Ratikkan noblewoman. But now, as Ratik teeters on the brink of political collapse, skirmishes have erupted between the northernmost nobles and the Fruztii clans. The crown has yet to take any action, either politically or militarily, once again leaving its nobles to stand alone. This time House Ulthek and the Order of the Hart guard the border.

Sea Princes

War rages near the shores of Lake Spendlowe, where the forces of Herdsman Krevaradan clash with the army of Utavo the Wise, entrenched in the lakeside town of Kusnir. Since early spring, Utavo has gathered a force of fellow

former slaves to his banner, promising them retribution against their one-time masters and safety from the brothers of the Scarlet Sign. Plagued with defections from his slave legion, Krevaradan sent for the aid of the largely Suel army of Herdsmistress Maleshev, currently in siege against Hokar, on Coldeven 4. This request for succor was ignored, forcing the headstrong general to turn to his clerical advisors, who on the first of Growfest summoned six gelugons to the field of battle.

The devils laid waste to Kusnir, impaling hundreds of Utavo's men on their diabolical longspears. The Touv leader and a cadre of 100 spellcasters apparently fled into the mountains to the east, collapsing a specially prepared rockslide to block the pass into which they escaped. Herdsman Krevaradan remains in the ruins of Kusnir plotting the re-allocation of the half-thousand slaves recaptured following Utavo's retreat. Rumors suggest that Elder Sister Edevedrin, a key Brotherhood agent in Monmurg, has departed the capital for Kusnir, allegedly to reward Krevaradan for his victory.

Shield Lands

Savage humanoid raiders from the occupied lands attacked the border fort nearest Torkeep earlier this month. As the third attack this year, many wonder if this is the beginning of an organized offensive by Iuz to retake the Reclaimed Lands. Knight Banneret Incosee gave assurances that border raids are common in spring and these new raids are no different. Lord Torkeep believes the attacks will only grow worse and is concerned that a prolonged border war will weaken the Shield Lands as it did in the past against the Hierarchs of the Horned Society.

In Critwall, unconfirmed rumors indicate the possibility of treason by a member or members of one of the noble houses. The reports suggest that at least one member of the Council of Lords witnessed the treasonous acts personally. A relative of the accused is said to claim innocence and seeks to clear his family's good name.

Sterich

Tragedy has befallen Lindus Mallaman, Istivin's ranking priest of Heironeous. Mallaman, a leading figure in the city's religious community and perhaps the strongest proponent of the so-called Purifier Faction (influential citizens who believe the city to have changed in some fundamentally evil way during the occupation) was discovered hanging by his feet from the basalt statue of the Valorous Knight, his hands missing and his body scarred by electrical burns, as if charred by several bolts of lightning. As if in mourning, the stature seeped blood from its wrists for three days thereafter.

Dwur Prince Durrok Korend's bid to oust the savage humanoids infesting the conquered dwarven citadel of Num-Theraz, on the Crystalmist border in County Garinac, fares poorly. Though the dwarves under his banner fought bravely in the opening assault, the human halberdiers provided by the Marchioness folded quickly in battle against a nearly endless stream of orcs and gnolls. Korend has put out a call to his dwur brethren in nearby states, but has yet to appreciate sizeable reinforcements.

Stonehold

In the course of three bloody days dozens of young men and women were put to the axe within Vlekstaad. Mad mobs of warriors roamed the ruins of the settlement following the direction of snarling priests of Erythnul who claimed that hated Iuz had possessed some of the Stonehold's youth. The rampage began by decree of Gurfaald the Malformed, a twisted prophet of the Lord of Slaughter who wandered down to Vlekstaad from his filthy hovel near Lake Albanfyl. Other priests believed his revelation, and faithful warriors scoured the already decimated settlement looking for the "spawn" of the Old One. These rabble-rousers claimed that the young were more susceptible to Iuz's magic, but others believe the victims' only crime may have been failing to pay proper tribute to the god of hatred and rage. Rhelt Sevvord himself finally put down the hysteria, confronting Garffald and cleaving the prophet's head with the mighty blow of a waraxe. Many within Stonehold believe that Sevvord ended Garffaald's crusade only because he found it personally insulting.

Ulek, County of

The town of Courwood has dispatched emissaries to Enstad following the disappearance of three caravans bound for the Celenese capital. The abductions left no sign of the wagons, merchants, beasts, or guards that made up the caravan, and few can guess at what might have been behind them. The western banks of the Handmaiden River are thought to be relatively free from savage humanoids (though many infest the Lortmils along the border), and the fact that no tracks from attackers have been left is most puzzling. What might have been a case of banditry may yet become an international fiasco—the second caravan to vanish contained, unknown to all but a few trusted individuals, the *Starlight Loom*, a cherished olven artifact lent to Count Lewenn by the Prince Consort of Celene prior to the Greyhawk Wars. Courwood Mayor Mellith Eveningfrond has yet to inform the Count, hoping her agents can solve the problem before involving her sovereign.

Ulek, Principality of

Reports of increased humanoid activity near Havenhill have surfaced, and the city remains under martial law. Additional patrol forces have been dispatched to keep an eye on the surrounding areas.

Also, it has been learned that thieves have struck the long-lost vault of Rudd Rockcutter. Rudd Rockcutter was a wealthy merchant who worried greatly over the possibility of savage humanoids invading his homeland. Legends say that he was stolen from once too many times, and that he took all his remaining wealth to be placed in a secret vault somewhere within the Lortmil Hills, where he wished it to remain until it could be wisely used to rid the lands of the vile humanoids. The culprits of this horrific action are being sought, but no information has been released. Worse yet is the fact that even the usual grapevines of information have been quiet on this topic, which suggests that no one but the culprits themselves may know who has committed this saddening crime.

Veluna

After much study a gentleman known only as "The Inquisitor" has determined that the Fields of Peren, a term recently unearthed in a temple associated with something known as the "Hosts of Darkness" is an old name for the plains west of the town of Asnath. Attention now turns to the secluded halls of the olven library in the Asnath Copse, where further answers may lie.

Protective goggles? A man has been seen in Veluna City wearing a pair of goggles that appear to be made of smoked or maybe stained glass. When questioned about his curious eyewear, the man, named Palik, remarked that his eyes were sensitive to light, and that the lenses protected him from the glare of the sun. Palik is a traveling hedge wizard who should be congratulated for his inventive use of materials to overcome his condition.

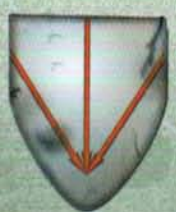
Verbobonc

With the Festival of Readying over, the sturdy folk of Verbobonc turn to planting and other spring activities. His Lordship Viscount Langard visited the growing town of Rhynehurst, located in northwest Verbobonc near the Iron Wood. Constant growth in the area has built the once small hamlet to a large town. Merchants travel to the area for the finely crafted bardic instruments and hearty burgundy. A council of men and women who consult with Lord Rhynehurst in all matters governs the town. Being far-removed from the political troubles between Verbobonc City and the Greenway, Rhynehurst is truly tranquil.

Advanced scouts have confirmed the rumors of organized giant-kin raiding the gnome villages and merchant caravans. Clan Keeleene has dispatched a punitive strike force. A local adventurer was overheard talking about how the giant-kin were taking orders from an unknown human-sized figure in the giant camp.

Wolf Nomads

Agents of the Old One recently captured Molosh Khan, fifth son of Tarkhan Bargru of the Wolf Nomads, while the warrior led a small raiding party against the Iuzite stronghold of Krangord, east of Blackwater Bend. It is said that the tarkhan was outraged at this news, both because his enemies held his sibling and because the raid had been unsanctioned and foolish. Within a week, the wizard Slijan Serle arrived from Dorakaa, demanding a rich ransom for the return of the missing khan. Bargru sent a warchest loaded with treasure and many magical items east to Iuz's capital, topped with the severed head of the imperious wizard and accompanied with a demand that his son be returned immediately, lest the Old One risk all out war. Return he did, in the form of an armless reanimated corpse showing signs of gruesome torture. The tarkhan had the predictable reaction, calling his khans and noyons together for a war council. Iuz himself has done nothing, apparently having lost interest in the matter once it had reached its cruel punchline.



Yeomanry

As noted in a speech given by Mayor Alethrik Holstaad of Nighford on the 15th of Coldeven, CY 591, it is time for elections in the Yeomanry. Several Grossspokesman positions are currently open, and there is quite a stir amongst the Yeoman as their elders and community leaders vie for the top seat in their government. Some Yeoman towns take a unique approach to this election process, as evinced by the small town of Nighford. Mayor Holstaad made mention of a bridge-building contest between the two forerunners for their district's Grossspokesman seat. To quote the mayor, "Now that's Yeoman ingenuity for you!"

The speech concluded with a warning to the citizens of Loftwick concerning the steady influx of refugees into the Yeomanry's southern cities. Tarris and Lasker were specifically named. Strange diseases, shiftless criminals, and pagan religions were all mentioned as things to "steer clear of."

Living Greyhawk Contact List

The LIVING GREYHAWK™ campaign is controlled by Regional Triads, groups of three RPGA GUILD-LEVEL™ members who keep an eye on local activities. The Point of Contact for each triad has been listed below. The overall campaign is managed by the Circle of Six, who oversee international plots, handle rules disputes and issues, and guide the entire campaign. Getting involved is as easy as sending an email to your Regional Triad's Point of Contact.

Circle of Six

Campaign Director
Erik Mona
polyhedron@wizards.com

Communications Director
Cheryl Llewellyn
cheryl@arnak.com

Rules Administrator
Cisco Lopez-Fresquet
cfresquet@aol.com

Regional Liaison
John Richardson
niblik2000@aol.com

Regional Liaison
David "Tip" Vaught
tip@cimtel.net

Regional Liaison — Europe
Ann Van Dam
rpgaeurope@wizards.be

Regional Triads

Ahlissa (Innspa/Adri)
Austria, Germany
Rainer Nagel
GH_Adri@web.de

Ahlissa (Naerie)
Sweden
Position Vacant

Bandit Kingdoms
Texas, Oklahoma
Clay Hinton
chinton@texas.net

Bissel
Connecticut, Maine, Massachusetts, New Hampshire, Rhode Island, Vermont
Steve Conforti
Scon40@aol.com

Bone March (Knurl)
Greece
Position Vacant

Dyvers
Iowa, Kansas, Missouri, Nebraska
Andrew VanHooreweghe
avan@cfu.net

Dullstrand
South Africa
Andre Vermaak
AVermaak@Naspers.com

Ekbir
France
Gael Richard
gael.loic.richard@wanadoo.fr

Furyondy
Michigan
Brian P. Hudson
Mitriad@flashmail.com

Geoff
Delaware, District of Columbia, Maryland, Virginia, West Virginia
Sholom West
alhutt@concentric.net

Gran March
Georgia, North Carolina, South Carolina
Pete Winz
pwinz@nc.rr.com

Highfolk
Wisconsin
Jason Bulmahn
bulmahnjm@aol.com

Keoland
New Jersey, New York, Pennsylvania
Frank Timar
keolandpoc@yahoo.com

Ket
Manitoba, New Brunswick, Newfoundland, Nova Scotia, Ontario, Prince Edward Island
Steve Campey
ket@oerth.com

Nyrond
Arizona, Southern California, Utah
Steve Hardinger
PartDragon@aol.com

Onnwal
United Kingdom
Sean Connor
Seany@aol.com

Pale
Northern California, Nevada
Catie Martolin
catie@brightarrow.reno.nv.us

Perrenland
Australia, New Zealand
Mark Somers
mark.somers@interact.net.au

Ratik
Hawaii
Matt Lau
Mattador5@hotmail.com

Sea Barons
Italy
Position Vacant

Shield Lands
Minnesota, North Dakota, South Dakota
Rick LaRue
RLaRue@aol.com

Sunndi
Belgium, Netherlands, Luxembourg
Pieter Sleijpen
madfox@wxs.nl

Tusmit
Quebec
Philip Wrabel
pwrobel@videotron.ca

Ulek, Principality
Florida, Puerto Rico
Christopher Reed
Fltriad@aol.com

Urnst, County
Colorado, Montana, New Mexico, Wyoming
Richard Kohl
rwkohl@earthlink.net

Urnst, Duchy
Alberta, Alaska, British Columbia, Idaho, Oregon, Saskatchewan, Washington
Ryan Hicks
ryanh@bluenile.com

Veluna
Ohio
David Christ
waveman@nls.net

Verbobonc
Illinois, Indiana
Michael Breslin
viscount@verbobonc.net

Yeomanry
Alabama, Arkansas, Kentucky, Louisiana, Mississippi, Tennessee
Ernest C. Mueller
ernestm@mindspring.com

CHARACTER NAME _____ PLAYER _____

CLASS _____ RACE _____ ALIGNMENT _____ DEITY _____

LEVEL _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

Living Greyhawk
CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	ABILITY COST
STR STRENGTH					
DEX DEXTERITY					
CON CONSTITUTION					
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					

HP (HIT POINTS) — TOTAL _____ WOUNDS/CURRENT HP _____ SUBDUAL DAMAGE _____ DAMAGE REDUCTION _____ HIT DIE TYPE _____

AC (ARMOR CLASS) — TOTAL _____ = 10 + ARMOR BONUS _____ + SHIELD BONUS _____ + DEX MODIFIER _____ + SIZE MODIFIER _____ + NATURAL ARMOR _____ + MISC MODIFIER _____

SPEED _____

MISS CHANCE _____ ARCANE SPELL FAILURE _____ ARMOR CHECK PENALTY _____ SPELL RESISTANCE _____

INITIATIVE MODIFIER — TOTAL _____ = DEX MODIFIER _____ + MISC MODIFIER _____

BASE ATTACK BONUS _____

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)						
REFLEX (DEXTERITY)						
WILL (WISDOM)						

CONDITIONAL MODIFIERS _____

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS						
RANGED ATTACK BONUS						

RANGED: BASE ATTACK BONUS _____ DEX MODIFIER _____ SIZE MODIFIER _____ MISC MODIFIER _____ = TOTAL _____

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES _____

AMMUNITION

_____ _____ _____ _____

SKILLS

MAX RANKS _____ / _____

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	Alchemy	INT				
☐	Animal Empathy	CHA				
☐	Appraise ■	INT				
☐	Balance ■	DEX*				
☐	Bluff ■	CHA				
☐	Climb ■	STR*				
☐	Concentration ■	CON				
☐	Craft ■ (_____)	INT				
☐	Decipher Script	INT				
☐	Diplomacy ■	CHA				
☐	Disable Device	INT				
☐	Disguise ■	CHA				
☐	Escape Artist ■	DEX*				
☐	Forgery ■	INT				
☐	Gather Information ■	CHA				
☐	Handle Animal	CHA				
☐	Heal ■	WIS				
☐	Hide ■	DEX*				
☐	Innuendo	WIS				
☐	Intimidate ■	CHA				
☐	Intuit Direction	WIS				
☐	Jump ■	STR*				
☐	Knowledge (arcana)	INT				
☐	Knowledge (architecture & engineering)	INT				
☐	Knowledge (geography)	INT				
☐	Knowledge (history)	INT				
☐	Knowledge (local)	INT				
☐	Knowledge (nature)	INT				
☐	Knowledge (nobility & royalty)	INT				
☐	Knowledge (the planes)	INT				
☐	Knowledge (religion)	INT				
☐	Listen ■	WIS				
☐	Move Silently ■	DEX*				
☐	Open Lock	DEX				
☐	Perform ■ (_____) (_____) (_____)	CHA				
☐	Pick Pocket	DEX*				
☐	Profession (_____)	WIS				
☐	Read Lips	INT				
☐	Ride ■	DEX				
☐	Scry ■	INT				
☐	Search ■	INT				
☐	Sense Motive ■	WIS				
☐	Spellcraft	INT				
☐	Spot ■	WIS				
☐	Swim ■	STR**				
☐	Tumble	DEX*				
☐	Use Magic Device	CHA				
☐	Use Rope ■	DEX				
☐	Wilderness Lore ■	WIS				
☐	_____	____				

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
*Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies.*
*** –1 per 5 lb. of gear.*

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RPGA NETWORK

HOME REGION

EXPERIENCE POINTS

HERALDRY

MONEY

CP —

SP —

GP —

EP —

PP —

GEMS —

GEAR

ITEM	WT.	ITEM	WT.

Living Greyhawk™

Journal

RPGA NETWORK

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Living Greyhawk® Journal

Features

Gem of the Flanaess: Clerkburg 4
By Erik Mona
The winding streets of the Halls hold eager students and learned sages alike. Decadent tomes gather dust in private libraries as old as the city's walls, tempting adventurers with their tales of kingdoms lost and treasures hidden from the light of the sun.

Silent Sorcery 10
By Gary Holian
The secretive sorcerous society known as the Silent Ones of Keoland comes alive in this history by a co-author of the Living Greyhawk Gazetteer. *Learn of the order's history, and perhaps chart your character along the path of the campaign-approved prestige class included here.*

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The results of our first contest bring several strange visitors to the campaign. Plus, even more information on the Fright at Tristor.

Enchiridion of the Fiend-Sage 22
By Sean K Reynolds
From the windswept hills of the Bright Desert come the mysterious dune stalkers, haunting spirits of elemental earth. Evil wizards throughout the Flanaess toil in darkened workshops on a rare type of ophidian golem called the necrophidius. On the Lake of Unknown Depths, Nyrrian boatcrushers add legendary danger to already treacherous waters. In the north, the quallan savagely enact the will of a bizarre, temperamental dictator. And in Rel Astra, the Fiend-Sage pens yet another missive to his undead lord.

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Editor
Erik Mona

Assistant Editor
Stephen Radney-MacFarland

Art Director
Robert Raper

Graphic Designer
Wendy Beth Johnson

Production
Donna Woodcock

Worldwide RPGA Manager
David Wise

Publisher
Wizards of the Coast, Inc.

On the Cover
The Silent One known as Lotakal the Caretaker administers to her cursed charges from the balcony of the Wretchery in a painting by Linda Medley.

The World of Greyhawk created by E. Gary Gygax

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Campaign News

Tristor Rolls On

Like the derro-driven stone-wheeled whirlwind of death known as the Doomgrinder, the *Fright at Tristor* just keeps chugging along, destroying everything in its path. Network HQ has been inundated with response forms, making the "optimistic" claim of a two-week response time found in the adventure more than a little impossible. Therefore, please allow 6-8 weeks for the return of your official results. We wish we didn't have to do this, but since we're so buried in Tristor-related mail that it's difficult to type, we don't have much of an option.

To speed along your results, be sure to list each player character, and what specific items from the adventure that PC "claims." This, in addition to a detailed summary of how the adventure went, is of utmost importance to us processing the information correctly.

Network HQ will accept *Fright at Tristor* response forms until December 31, 2001. After that, all responses we receive will be burned to warm us through the cold Washington January.

Return to the Temple (Again)

Our special *Return to the Temple of Elemental Evil* adventure at Winter Fantasy™ was so popular we had to turn people away. Now, as a special *Origins*™ exclusive, we're giving you a chance to take the fight to Elemental Evil itself.

At Winter Fantasy, you took your first furtive steps into the moathouse, the weakest outpost of the resurgent Horde of Elemental Evil. Now, you've tracked the Doomdreamer cult to their fantastic lair, a bewildering dungeon loaded with challenge and treasure. This special eight-hour two-round exclusive event pits your Living Greyhawk™ heroes against the legendary forces of Elemental Evil. Play starts at the door, and doesn't stop until time runs out or everyone flees or dies.

It's a tough world in the headquarters of Elemental Evil. 3rd-level or higher characters are STRONGLY recommended, but no one with a ticket will be turned away. *Raise dead* spells will be available (and most likely desperately needed) on site. There's a chance the book will hit the street prior to *Origins*. If that's the case, please don't be a weasel—put off reading it until after the event or feel the wrath of Iuz unchained.

This year's *Origins* takes place July 5-8, 2001 in Columbus, Ohio. Sign up for the Living Greyhawk 2-round feature (8390, 8392, 8394, 8396). See the RPGA/Origins Web site for more details (www.wizards.com/origins).

We Gave Them the World

In our very first issue, we announced a little contest called *We Give You the World* that asked Living Greyhawk players to wish for anything, anything at all, for their characters (in 500 words or less). Some people asked for weapons, some people asked for special pets, and at least one person asked to be a god (hey, serves us right for asking). Out of about a hundred entries, the Circle of Six picked out five that shone a little brighter than the rest. Here they are, listed by the name of the winner.

Bart Scott of California asked for, and received, the right to play an aasimar character. The high-strung prelates of the Theocracy of the Pale will have a lot to answer for when this paladin applies some mercy to the hard-bitten doctrine of Pholtus.

An **Ironically Unknown Member** asked for a neat magic mask that protects his character from the recognition of NPCs. True to form, he didn't include his name on his request, and we tore off his return address when opening his entry. Hey, Masked Mage, send the name of the magical mask to polyhedron@wizards.com, and if it matches the one on the actual request, we'll get it out to you as soon as possible.

Readers of Paleolithic issues of *Dragon Magazine* know about the snow elves, a reclusive exclusively Greyhawk subrace that lives in the Crystalmists. Don't remember them? **Keith Palm** of Virginia remembers. And now, thanks to a brilliant entry, he'll get to play a snow elf as an official Living Greyhawk character.

The Dim Forest has recently become a sanctuary for refugees fleeing Geoff's giant occupiers. Now, the woods has a new protector in the form of Kellin ap Coedwig, who has accepted a gift from the forest's spirit to become the Dim Forest Advocate, bane of giants and the enemies of the wood. Kellin is played by **Eric Lokey** of Sharptown, Maryland.

Sometimes, life stinks. Other times, it's just the young troglodyte adventurer standing near the back of the group. The latter will certainly be the case when **Larry Douglas** of California brings his new character, Skalidar the Troglodyte, to the table.

Aside from out mystery masked man, the above winners have been contacted. The Circle of Six would like to thank everyone who entered. Judging the competition was by no means easy.

Stand Up and Be Counted!

Member stalwart Tim Breen has cooked up something very sweet in his magical Web café. Check out the Unofficial (but cool enough to be mentioned here) Living Greyhawk Character Census at http://www.oerth.com/census.html.

Stop by and enter your character's vitals. While you're at it, check out the fascinating results page, which at press time revealed such interesting facts as the most popular player character race (human), starting class (Fighter), alignment (Chaotic Good), and patron deity (Heironeous). Thanks to Tim for the awesome site, and to everyone who has sent him their character's information.

A Word From Our Art Director

On our cover we have a wonderful piece from Linda Medley, author and illustrator of the fantastic comic, *Castle Waiting*. I'd like to take this opportunity to invite you to march down to your local comic shop and eagerly request a huge fixin' of *Castle Waiting* from the friendly clerk.

What is *Castle Waiting*, you ask? It's about a princess on the run. It's about a castle full of odd inhabitants. It's about monsters and sprites, thieves and fortune-tellers, and how appearances can deceive. It's about refuge, and friendship, and magic.

And it's absolutely glorious. Check it out, even if you don't normally read comics. You'll be glad you did.

New Scenarios Now Available!

Ghouls are nasty. When Nerull grants them spells, they're worse. This lovely lad can be found in one of these brand new adventures.

Snake in the Grass
By Kim Winz
Bandit activity is on the rise, and a traitor may be hiding somewhere in the city. You are asked to find him discreetly before he can disappear again. An Adaptable adventure for levels 1-6.

An Afternoon Outing
By Eric Price
It seemed like just another way-stop at the tail end of the caravan trail, but when the locals began to tell tales of disappearances and phantoms haunting the hills, you changed your mind—this sleepy hamlet is more than just a wagon stop. Are the hills haunted? Are demons stealing away the farmer folk who make their living on the fringes of the settlement? It may just take an afternoon outing to get to the bottom of the strange happenings. An Adaptable adventure for characters level 1-6.

A Plea From Beyond the Grave
By Nicholas Tulach
A poor, lost soul is locked away from his final peace. His efforts to avenge his family's deaths have cost him his life, and now he must haunt his tower until he can achieve a symbolic victory over his murderers. Can you free him from his torment? An Adaptable adventure for characters level 1-6.

Fires of the Storm Tower
By Sean K Reynolds
While on a ship from the city of Greyhawk to Gryrax in the Principality of Ulek, you are blown off-course by a freak storm. Washed overboard, you awaken on the coast of the Pomarj. While the sailors do emergency repairs, you search for an important passenger abducted by a local tribe of orcs. You must enter their lair, a ruined keep called the Storm Tower, retrieve the passenger, and get him back to the ship. A Core adventure for characters level 3-9.

Gem of the Flanaess

CITY OF GREYHAWK—CLERKBURG

BY ERIK MONA ILLUSTRATIONS BY MATTHEW MITCHELL MAP BY DENIS TETREAULT

Facets of Grey, the celebrated epic by the poet Chancreon, describes the streets of Clerkburg as "teeming with young paragons of intellect, their incandescent thoughts emerging in a glorious cacophony of the frenetic, passionate pleas of idealistic political agitators mingled in triumphant, philosophical radiance with the barks of street hawkers and the bustle of a legion of youthful students rushing in herds to classes taught by the greatest minds in the Flanaess." Though characteristic of his overwrought style and romantic oversentimentality, the passage accurately reflects daily life in Clerkburg, a quarter of the city of Greyhawk dominated by temples, parks, and the buildings of a dozen colleges and universities.

The quarter is sometimes referred to as "The Halls," after the numerous institutions of learning found here. The well-manicured grounds of these colleges, as well as the architectural style evident in their greater buildings, belies an altogether different atmosphere of "civic planning" than can be found in the tightly packed tenements of Old City or even the measured practicality of the Artisans and Foreign Quarters. Though not nearly as ostentatious as the structures and parks of New City, Clerkberg's airy gardens, fountains, ponds, and architecture based more on imagery than practicality reflect an era in which the administrators of the metropolis sought to define a distinctly "Greyhawk" style.

More than any other quarter in the city of Greyhawk, Clerkburg benefited from the dynamism of Zagig Yragerne's tenure as Lord Mayor. Zagig purchased the land that would become Clerkburg from the famous Lord Truan Iolavai in 342 CY. He bequeathed the manor house of the half-elven hero to a cadre of influential scholars, ordering the pedants to found Grey College, a school that would not only educate the young adults of Greyhawk, but that would draw students from the "shabby, petulantly overfunded" institutions of Dyvers and Rel Astra. In this manner, Zagig hoped to capture the coin of foreign nobles and the allegiances of their sons and daughters.

After a string of early successes, Zagig sent word across the Flanaess, tempting (and sometimes outright bribing) scores of scholars to come to Greyhawk and found schools of their own. Within a century, Greyhawk would rival Rel Mord as the continent's center of learning.

Zagig's improvements and innovations encompassed more than the seeding of influential institutions of learning. The forceful Lord Mayor encouraged many local nobles to combine their private libraries and scroll collections into a single concentration of knowledge that would one day become the Great Library of Greyhawk. He enlisted the finest architects and masons in the region (men whose apprentices would go on to found the Guild of Architects and Stonemasons in 405 CY) to restore and expand the partially ruined coliseum not far from Grey College, originally built during the reign of Ponjes the Bull to satiate the legendary Oeridian lust for bloodsport. He widened streets and planted trees, ensuring that the quarter would boast both man-made and natural beauty.

In the years since Zagig departed his beloved Greyhawk, Clerkburg has fared relatively well. Its buildings have largely escaped the fires and rowdyism that has plagued the River Quarter and Old City, and if anything the influx of refugees following the Greyhawk Wars has brought even more bright scholars and students to the Gem of the Flanaess.

Most residents of Clerkburg are students, teachers, administrators, or menials tasked with keeping the schools clean and running on time. Though the original purpose of the colleges was to attract the children of nobles and wealthy members of the artisan class, students of this caliber are greatly outnumbered by the sons and daughters of mid-ranking guildsmen and apprentices training one or two days out of the week in some practical craft or trade (Clerkburg, after all, provides its fair share of clerks).

Most colleges hold classes from Goodmonth 1 to Flocktime 28. Students enjoy vacation during Wealsun, Richfest, and Reaping, though most staff remain on duty throughout the summer, spending that time in research or lecturing to each other on the third week of Richfest, known colloquially as Masters' Days. During the school year, classes are held every day save Godsday and Freeday. Many schools close entirely during Needfest, which, of course, sees furious celebration in the local taverns.

Crime in the Halls is relatively low, mostly because students and teachers rarely own anything worth stealing. The district sports a handful of structures that hold nearly untold wealth (the City Mint, certain locked chambers below the Great Library, and

especially the University of Magical Arts), but these are so well protected as to make attempts at infiltration virtually pointless.

The greatest wealth of Clerkburg is difficult to steal, but it is relatively easy to purchase. That wealth is knowledge, and between the books and scrolls of a dozen libraries and the expertise of more than a hundred sages and scholars can doubtless be found the hints and clues that lead to a thousand treasure-laden adventures.

C1: Grey College

The nucleus of the entire quarter, Grey College was established in the newly purchased Iolavai House in 342 CY. Named for the famous scholar and Greyhawk native known as the Grey Savant, said to have played a fundamental role in the instruction of the young Zagig Yragerne, Grey College inherited the staff and sages of the moribund Academy of Art and Science, which had previously held a collection of run-down towers in what would become Old City. In short order the school established a conservative, intellectually sound curriculum that has changed but little in the intervening years. Outside the Royal University at Rel Mord, Grey College is perhaps the most distinguished institution of learning in the entire Flanaess.

The college offers courses and degrees in many fields, including alchemy, astrology and astronomy, architecture and engineering, healing, geography, economics and finance, the fine arts, accounting and mathematics, and history. In Zagig's day the school boasted an excellent series of courses on matters arcane, but the University of Magical Arts has clearly usurped its superior claim in this field of study. About 500 students fill the halls of Grey College each term, with degrees taking anywhere from two to eight years to achieve. Tuition starts at 50 gp per year, and doubles each year thereafter, limiting the student body of Grey College to the children of the privileged classes. Roughly a third of the students come from foreign lands.

Grey College is sometimes known as Greyhawk College or the University of Greyhawk. Though most of its buildings are situated east of the Processional near Garden Gate and along University Street, the college claims a half-dozen structures scattered throughout the district and an observatory outside the eastern wall (Area O9). Important buildings on the main campus are:

C1a) Hall of the Dean. Built within a decade of the college's foundation, the Hall of the Dean is the largest structure owned by the university, containing classrooms, lecture halls, laboratories, and storerooms.

A student agitator in Clerkburg.

A below-ground dining hall serves three meals a day to students, and though the food is universally reviled, it comes free with tuition and is at least tempting enough that truly desperate street folk occasionally attempt to forge identification papers in order to steal their way inside.

The Hall of the Dean teems with students during the day, and is locked at night to protect the notes and lesson plans of various professors as well as the special projects of the students which, in the case of the alchemical classes, can get rather elaborate and sometimes dangerous.

C1b) College Hall. This many-columned stone structure off the processional houses faculty offices, the university's library, and a dozen meeting rooms. The library and meeting rooms can be accessed from a special entrance off University Street. The rest of the building is strictly off limits to students and visitors unless accompanied by a member of the Grey College staff. Though most tutors and school functionaries live in boarding houses and apartments elsewhere in the quarter, about a dozen instructors actually live in College Hall. The most notable of these is a deeply studious and mysterious individual known as the **Savant-Sage** [N hm Expl0], who teaches no classes, tolerates few visitors, and is rarely seen outside his quarters abutting the library. He is said to be in the midst of compiling a vast encyclopedic work called the *Catalogue of the Land Flanaess, being the*

Location Key

C1a-d: Grey College
C2: Great Library of Greyhawk
C3: Old Mill
C4: Black Dragon Inn
C5: Jewelers' and Gemcutters' Guildhall
C6: University of Magical Arts
C7: City Mint
C8: New Mill College
C9: Bardschool
C10: Bridge of Entwined Hearts
C11: Savant Tavern
C12: Free City Arena
C13: Clerkburg City Watch Station
C14: Roc and Oliphant Tavern
C15: University of the Flanaess
C16: Nightwatchmen's Guildstation
C17: School of Clerkship
C18: Gnarleyhouse
C19a-e: "Students' Quarter"
C20: Guildhall of Lawyers & Scribes
C21: Temple of Celestian
C22: Boardinghouse
C23: Residence—Derider Fanshen
C24: Residence—Elraniel Tesmarien
C25: Temple of Boccob

Eastern Portion of the Continent Oerik, of Oerth.

Currently at work on the sixth volume of this open-ended endeavor, a treatise on legendary locales of historical and magical interest in the lands between the Barrier Peaks and the Solnor Ocean, the Savant-Sage occasionally consults with his colleagues in the college to suss out those facts he cannot verify through independent study. The sometimes crotchety old sage funds himself on his meager university salary and the outrageous fees he charges the occasional explorer who wishes to consult the well-regarded maps and histories associated with the *Catalogue's* first three volumes.

C1c) Timber Hall. Though not the largest building on the Grey College campus, Timber Hall, with its five floors, thirteen staircases, and countless hallways is by far the most confusing. The bewildering structure houses most of the college's classrooms. Many first-year classes are situated on the uppermost floor, and upperclassmen take pride in the fact that getting to their first-floor rooms involves the least amount of exploration and exercise.

C1d) Iolavai House. Though the Grey College Dean, currently **Mezakine the Exemplary** [NG hf Expl4] holds all practical power when it comes to setting university policy, the institution is nominally managed by the Chancellor of Iolavai House. This is due to a stipulation in the original contract with the crafty Truan Iolavai that ensured one of his descendants would forever keep a room in the ancestral manor and have the final word in the administration of the institution. Things have hardly gone according to the long-dead hero's plan. Over the last two and a half centuries not only has the position of Chancellor become largely meaningless, but the Iolavai line itself has died out completely, finally being subsumed by marriage of the last female heir to a middle child of the Silverfox family in 529 CY. The current Chancellor is the ineffective **Hewler Silverfox** [LG hm Ari3], who carries himself with great pretension but is barely even tolerated in the Garden Quarter home of his distant and more influential cousin (Area G24).

DM's Notes: As with any of the universities in Clerkburg, Grey College employs instructors who possess knowledge that would be helpful to adventurers seeking to learn more about the tombs they plan to rob. The most dangerous bit of knowledge currently floating around campus, however, has nothing to do with the teachers. Two years ago, a Tenha youth called Umenyeh enrolled in the college's history program. To gain credibility with his fellows, Umenyeh showed them an oversized, aged libram he had "liberated" from a partially destroyed wizard's tower as he fled his home city of Calbut during the Stonefist invasion of 582 CY. The book, written in a phonetic transcription of a time-lost Flan tribal tongue, seemed to Umenyeh and his friends to have something to do with bound spirits and ancient traditions. The budding scholars hope to translate the entire work in order to gain insight into the "quaint" traditions of the primitive Ur-Flan who once inhabited the land that became Tenh.

This is the height of folly, as the work is actually the infamous *Thrice-Damned Tome of Anashelaq*. By personal order of the Duke of Tenh, the malevolent book had been kept under constant guard by a contingent of sorcerers until those adepts were called to the futile defense of Calbut, where they were slain to a man. A month ago, one of Umenyeh's amateur translators vanished while at work on the volume, leaving behind the book and scraps of bloody clothing. Umenyeh covered up the disappearance and is now working more furiously than ever, convinced that the tome soon will reveal some all-important secret.

C2: Great Library of Greyhawk

The Great Library of Greyhawk boasts one of the finest and most complete repositories of books and scrolls in the Flanaess, rivaled only by the Royal Annals of Rel Mord and Enstad's deeply isolationist Nethalion Archive. Its impressive façade, with columns, stairs, and statuary masks the aging bulk of an old Oeridian fort which seemed the perfect spot for the collection in Zagig's day, but is now a dusty, drafty, crumbling mess thanks to the inattention of several previous curators. The library contains books, scrolls, and papers on countless subjects, loosely organized into topics corresponding to the building's six wings (History, Geography, Artistic Studies, Poetry and Literature, Science and Engineering, and everything else, optimistically titled "General").

Each wing is essentially one huge room holding thousands of books arranged in shelves from floor to ceiling. Rickety ladders are situated throughout each room to help patrons access the higher stacks. Tables and chairs stand at the center of each wing, and one or more assistant librarians are usually on hand to help decode the institution's notoriously puzzling coding system and enforce a rigorous code of silence. When not attending to the needs of patrons, these scholars work on volumes of their own, copies of which are added to the collection upon their completion.

The Great Library is open every day from dawn to dusk. Armor and weapons are strictly banned, and anyone caught defacing library property suffers a mandatory term of service in one of the city's more toilsome workgangs. Admission is free, though "Contributing Members" who donate at least 100 gp annually are allowed to take home up to three books at a time for one week. Others must conduct their research on premises.

A well-respected sage known as **Iquander** [LN hm Wiz11] currently manages the affairs of the Great Library as its chief administrator. Iquander keeps

Parties of adventurers often frequent Greyhawk's Great Library.

quarters in a warren of small rooms below the library, but most often can be found manning an impressive desk on a large raised marble platform just inside the building's main entrance. Iquander came to Greyhawk from the Duchy of Urnst a few years ago, on the trail of some elusive bit of arcane lore on behalf of the Society of Sages and Scholars of Nellix Town. He fell in love with Greyhawk's collection, and hasn't left since. Chosen for his position by the previous head librarian prior to that worthy's death, Iquander views the library as the sole living record of the city of Greyhawk (and, to a lesser extent, the Flanaess itself). He sees his role as the protector of that record, a task at which he is occasionally overzealous, redacting certain tomes and doing his best to limit their corruptive impact upon the city's intellectual "canon." Recently eliminated tomes include the entire body of work of the disreputable scholar Estarius Rose, a trilogy of tales of fictional buffoonery featuring a childlike gargoyle puppet, and an odious, notoriously reviled ostensibly humorous history of the construction of Castle Greyhawk known only as *Volume 9222*.

A secret stair behind Iquander's desk leads to the library's much-rumored vaults. Protected by a host of arcane locks and bound outsiders, these vaults contain items considered too dangerous for the wings, and access to them is limited to certain Contributing Members, staff archivists, and a number of dignitaries from the Guild of Wizardry and sundry local universities. The three vaults feature stone walls and iron doors.

The first vault contains copies of magical tomes, librams, and manuals, access to which is limited since a careful read of these texts often results in their destruction or erasure. Nearly a hundred spellbooks line the shelves here, alongside an impressive collection of arcane and divine scrolls containing both simple and elaborate spells. A special section of this vault contains the writings of Zagig Yragerne, which are highly regarded by Iquander and his scribes. While many point at the former mayor's later writings as evidence of his mounting insanity, the library staff cherishes every word, attempting as best they are able to fit his accounts into their interpretation of the city's history. Their zeal in such endeavors often leads to contradictory, mistaken, or even intentionally misleading Yragerne material being incorporated into otherwise flawless accounts, but this is an indulgence to which most staffers freely admit.

The second vault contains folios of priceless art, including works from outside the Flanaess. Among the collection can be found a voluminous roll of silk known as the Mahling Tapestry, which features a painted account of Suel refugees fleeing *west* from the Rain of Colorless Fire, a priceless (but aesthetically jarring) feather-painting from southern Hepmonaland, and a bizarre sculpture of pitted metal allegedly discovered on a Ratikkan ship that had gone missing from

Grendep Bay in 543 CY, but that turned up abandoned in Soull in the summer of 578. The sculpture is warm to the touch, and seems to depict a twisted, many-horned humanoid in a position of intense suffering. Once on display at the Performing Artistes' Guildhall (Area A5), the item was considered too offensive to modern sensibilities and locked away here late last year.

Official city records fill the third vault. Ostensibly, tax records and the like are updated every year and only kept for three decades, but the process has been so haphazardly managed that it is possible to find records dating back to the middle of the Third Century. Copies of treaties, records of military strengths and weaknesses, and detailed maps of the undercity and city walls are probably the most valuable items here. Since most of these are kept in loosely organized piles, however, finding a specific item in a reasonable amount of time usually requires a fair amount of divinatory assistance. The detailed admission rosters for the city's gates are the exception to the more or less random organization of the room. Iquander himself posts these to the room's rear wall, which contains all such records dating back five years. Members of the city watch frequently request a look at these documents when attempting to solve a particularly vexing case, but anyone else is absolutely forbidden from tampering with them.

A special locked cabinet in this vault contains a collection of books deemed libelous or scandalous, including a healthy collection of pornographic woodcuts that took the city by storm during the reign of Nerof Gasgal's predecessor. The images are thought to bear certain similarities to the style of Arentol, an artistically inclined now-dead former guildmaster of thieves, though a definite connection was never established. These images are nonetheless extremely popular with the lesser members of Iquander's staff.

DM's Notes: Among the patrons of the Great Library of Greyhawk can be found no shortage of adventurers, who view the library as an excellent source of both information and cash. Those using the library for more than an hour of study may apply a +5 insight bonus to all Knowledge checks made while within the building, and at least one member of the staff has at least passing knowledge (+15) of just about any general area of study. Less studious adventurers consider Iquander's staff a group of dignified fences, as the scholars are more than willing to pay fair value for tomes of historical or cultural significance. Works related to the early days of the Great Kingdom, Nyrond, Furyondy, and Keoland are of primary interest, with the occasional appearance of a pre-cataclysm work being an instance of great celebration (and healthy pay-outs). Anything written by Zagig is considered valuable.

C3: Old Mill

One of Greyhawk's oldest structures, the Old Mill (which gives the Millstream its name) dates back to the days in which Greyhawk was little more than a small trading town. The mill provides about two-thirds of the grain-grinding needs of the city, a task which keeps teams of six millers busy throughout all hours of the day (the New Mill (Area C8) provides the rest). The building has been the site of many fires over the years, and its ancient foundations hold the ashen scars of several such catastrophes.

Though nearly everyone in the city relies upon the efforts of the mill, many deeply resent those who work there due to the unpopularity of the structure's hereditary owners. The Wheatsmill family, among the more affluent of Greyhawk's nobles, have long wielded their dominance of the Millstream as a weapon against the people of Greyhawk, holding the threat of increased prices over the heads of the general populace. It's said that the construction of the New Mill had to be masked as an institution of learning from Lord Wheatsmill, lest he hold the city ransom in opposition to its completion.

The current patriarch, Lord Hevel Wheatsmill, maintains a small but opulent estate in the Garden Quarter (Area G27). Due primarily to old age, he has little true interaction with the mill these days, instead leaving the day-to-day operations to the able **Brenja Longbaker** [LG halfling Exp2], an immigrant from Elmshire who has managed the mill for the past 20 years.

DM's Notes: The influx of refugees following the Greyhawk Wars has led to increased tensions with the mill's workforce. While most grumbling relates to the fact that a higher population demands more work and hopes that the staff and workshops will be increased to compensate, of late a more sinister worry has come to the fore. Some unknown agency has been trying to sabotage mill operations, first by introducing pests into the flour supply and more recently by sending the overnight crew an unmarked package containing an insane, deranged fire mephit. This last attack triggered an explosion that left three workers dead and the entire workforce demoralized. The aged Lord Wheatsmill has done nothing to address the issue.

Material in this article updates information originally presented in *Greyhawk: Gem of the Flanaess*, by Douglas Niles, and *Greyhawk: The Adventure Begins*, by Roger Moore.

Our tour of Clerkburg continues next issue, with looks at the Black Dragon Inn, the University of Magical Arts, and the Free City Arena!

Silent Sorcery

THE SILENT ONES OF KEOLAND

by Gary Holian

Illustrations by Kalman Andrasofszky

Most honored lord,

The robed corpse carried to my study by your men-at-arms was not a spy of the Scarlet Sign. Though this news will surely give you some comfort, perhaps I can entreat you to worry still. A close examination of the body reveals that this was no Suel monk or assassin, but a magus.

You might immediately wonder how this could be....there was no spellbook, no scrolls, no reagents, and no other particulars of art found on his person. But this was no ordinary spellcaster, my lord. He is one of the Silent Ones from the valleys of the Keogh; an agent of the magi who are called "those who must not speak" from across the waters of the Azure. They practice the ancient magicks of the elders and work assiduously to secret them from all others. Were it not for the accident that killed the man outside your palace, he might have gone completely undiscovered until it was too late.

Surely he was sent by his masters this great distance for a reason, and I believe I have surmised it. Do you remember the sword you had me examine last midsummer? It was an ancient blade with a silver and aquamarine pommel. I told you it was forged before the crowning of Mikar and that the runes upon it hinted at some great hidden power [1]. Be rid of it, my lord, I entreat you. It must be the object of their attraction and for that reason so are you. This is attention you do not desire. Where there was one, there are sure to be others. I've included certain excerpts from my tomes which might be of assistance to you. However, by reputation these Silent Ones are relentless and if it is the sword they want, you will find no quarter among them if you desire to keep it.

Rid yourself of the blade and pray they trouble you no more.

Your Servant,
Shandophal
Eldritch Lord and
Sage of Rel Deven
Weasun, 590 CY

Sorcerers in the Flanaess

While sorcerers have long played a role in the history of the Flanaess, their numbers are fewer than those of wizards, their influence less pervasive. Ancient history, however, suggests that sorcerers were probably more common in the past than they are now. Indeed, anecdotal evidence drawn from the histories of various cultures in the Flanaess implies that sorcerers were likely the dominant practitioners of magic prior to the Great Migrations of the last millennium.

These individuals benefited from innate powers that were quite unlike the rote efforts of modern mages. The Flan believe that ancient sorcerers shared blood with dragons and that this distant kinship was the source of their ability to manipulate magical power. With some variation, this view remains common among the uneducated to this very day. The Suel and Baklunish, on the other hand, were far less superstitious than their neighbors. The former recognized this ability as a fortuitous mutation, while their rivals saw it as the rare seed of a potential spiritual flowering. Both cultures appreciated this gift of sorcery as a commodity to be nurtured or manipulated if need be. Upon the backs of the demiurges who eventually arose from this power, both empires climbed to unequalled heights.

The sagacious Mordenkainen has written in his work, *On the Rise of Magecraft and Modernity*, that the evolution of written wizardry was key to the proliferation of magic among the masses. He theorizes that incantations and other magical formulae were originally developed as teaching tools by such beings as the Suel Mages of Power and Baklunish Sorcerer-Priests to advance the Art in their apprentices. These were, in essence, a mimicry of the magic of these great elders (arts now thought unrecoverable). However, the value of these formulae was quickly exploited by others, particularly after the Twin Cataclysms. Elves and dwarves had learned the power of runes and incantations before even the Suel and Bakluni, but the wandering Oeridian tribes, who lacked powerful magi of their own, were quick to adopt these methods and proliferate them. The ruthless Aerdi were particularly successful. Their nascent battlemages and the potency of their invocations eventually brought large swaths of the Flanaess under their sway. In time, sorcerers became increasingly rare and marginal figures. Even today, the Sorcerers' Nexus in Rel Astra and perhaps the Guild of Wizardry in the Free City of Greyhawk are among the few places outside the Baklunish northwest where sorcerers can be found in any significant numbers.

This article presents one order, however, where sorcerers still dominate the membership. They are the Silent Ones of the Sheldomar Valley.

Those Who Must Not Speak

The Silent Ones are a guild of mysterious spellcasters who hail from the Sheldomar Valley in the Flanaess. They are an eldtritch order of ascetics dedicated to uncovering and safe-guarding ancient secrets of magic and arcane history. The Silent Ones are often called "Those Who Must Not Speak," a phrase roughly translated from their original name in the ancient tongue of their Suel ancestors. Their more common sobriquet derives primarily from the name of their central meeting place which from ancient times has been called the Silent Tower. Their dedication to secrecy and the inscrutability of their actions has only served to give the appellation more weight. Indeed, the Silent Ones are often assumed to be mute by those unfamiliar with them, though this is by no means the case. Many whisper that they are trained mentalists as well as sorcerers, going even so far as to claim they can communicate telepathically and can read the minds of others. Such rumors remain unproven, though the Silent Ones have done little to dispel such idle talk.

The Silent Ones are nominally servants of the Keoish Throne, however no actual authority can be exercised upon them by that crown that is not explicitly given to it by age-old writs. The Silent Ones still enforce certain prohibitions against the use of powerful sorcery in the kingdom, though such interdictions have become increasingly rare. More commonly, the members of the guild act as sages and teachers to noble houses throughout the Sheldomar Valley, not unlike the role played by the Eldritch Lords of the Aerdi in centuries past [2]. The order is often sought out by the high and mighty for counsel and while rarely cryptic in their responses, the Silent Ones are very circumspect about what they reveal and will refuse knowledge they deem dangerous.

The Silent Ones are found in greatest numbers in Keoland, particularly in the north, the ancestral lands of the Neheli. They are few in number, believed to total a few hundred full-fledged members at the present time. Their numbers appear to decrease with every passing winter, though at one time, many centuries ago, it is said they totaled more than a thousand aspirants. Most Silent Ones are chosen to join the order as youths, though later supplicants are taken on rare occasions. Given the deterioration of the order in recent times, it is no longer unheard of for an established sorcerer or mage to become a candidate and be trained in their ways. These practices include some of their most closely guarded secrets.

The Silent Ones' grasp of the underpinnings of magic is considered to be without parallel in the Flanaess, though they are viewed with widespread apprehension and suspicion by friends and foes alike. Their knowledge of the secret times following the Great Migrations and the founding of the modern kingdoms of the Flanaess is also extensive, though much of it is shrouded in rumor and legend. While they are generally beheld with great awe and reverence by the peasantry of the Sheldomar Valley, this view is not universally shared. Some of the most outspoken decry them as menaces and soft-spoken vigilantes. The Shadow-Sage [3] once wryly referred to the Silent Ones in a letter to the Society of Magi in

Uhas of Neheli

Greyhawk as "those who protect a great secret, the nature of which they no longer know."

History of the Order

Most of what is widely known about the Silent Ones has been gleaned from the *Chronicle of Secret Times*. This work was penned by Uhas of Neheli, an obscure scholar who once served the Keoish royal court at Santhmor during the age widely referred to as the Slumbering. Fragments of the book have been copied numerous times and are widely distributed for their scandalous and sometimes lurid prose. The work purports to be an account of the early history of the migrating Suel Houses following the Rain of Colorless Fire. It is littered with rumor and innuendo and has often been painted as the ravings of a madman. It would perhaps not be taken so seriously were it not for the vociferousness with which it has been denounced and for the fact that Uhas of Neheli was himself once a member of the Silent Ones, if a faithless one.

The official history is well known, even though it lacks detail and is often idealized. When the Suel tribes first emerged into the Sheldomar Valley, the major noble houses settled the land quickly and peacefully under the guidance of their seers. These were ostensibly gifted individuals who were former apprentices of the Mages of Power. These sorcerers acted as sages and wise men for the migrants and soon banded together to form of a society to protect their secrets. The noble houses proceeded to build a vast kingdom in union with their newfound allies, the Oeridians of the tribe of Keogh and the demihumans of the valley. These races combined to defeat the remnants of Vecna's Empire and drive the iniquitous Flan survivors to the fringes of the valley before settling into centuries of peaceful and noble rule.

According to the *Chronicle of Secret Times*, however, the real nobility of these events was somewhat questionable. The various Suel tribes fought amongst each other for dominance almost immediately upon entering the Flanaess. Many of the lesser tribes such as the Zelrad were driven out of the valley entirely, to settle elsewhere [4]. The Rhola and Neheli went their separate ways, settling different stretches of the Sheldomar River. The *Chronicle* speaks of a secret bargain that was struck with the Whispered One to the north, negotiated by the seers of the Neheli, which involved mutual aid and information in exchange for a truce. Only the sudden fall of the Arch-Lich failed to bring the pact to fruition, allowing the Neheli to claim a bloodless victory over the dark lord. They proceeded to ally with the migrating Oeridians of the tribe of Keogh who had become enemies of Vecna. The Neheli kept secret the dark pact and watched idly as the Oeridians swept south from the Fals Gap and settled large swaths of the central plains where lesser Suel tribes had staked a claim. Only when the skirmishes threatened to draw the Rhola into a large-scale conflict did the Neheli step in to propose a great compromise at the Council of Niole Dra.

The Malhel, a small though powerful noble house, refused to give quarter to the other Suel houses or to depart the Sheldomar Valley as did the other lesser houses who disagreed with the Neheli and Rhola. According to the *Chronicle*, the seers of the Malhel stood apart from their brethren, refusing to pledge themselves and join "Those Who Must Not Speak," the guild of sorcerers serving all the houses. Uhas speculates that the order was really founded on the cynical attempt to keep secret from the Oeridians aspects of Suel magic and history they didn't want them to have. So much for alliances of mutual respect. The indignant Malhel eventually struck, unleashing powerful magicks and abominations upon the land, killing thousands of settlers. They were finally driven deep into the Dreadwood by a combined host of men and demihumans where the legends say they were eventually consumed by their own vileness. In the aftermath, "Those Who Must Not Speak" were given broad authority to restrain access to sorcery in the kingdom and to stop those who would unleash death and destruction on the citizenry. A populace whose grandparents still remembered the terrors of the Rain of Colorless Fire willingly embraced the stewardship of the Silent Ones to protect them from the evils of unbridled sorcery.

And so the power of the Silent Ones waxed over the

centuries that followed, as their role evolved from advisors and wise men to teachers of magic to the nobility and wardens of sorcery. Freemages, priests, and other suspicious spellcasters in their view became witches and outlaws that needed to be contained. Agents of the Silent Ones spent the next two centuries either burying or vouchsafing the lost magic of the Sheldomar Valley. So complete was the task, that nearly all remnants of the Empire of Vecna in the north were eradicated or entombed and warded. Though subtle, their interference became pervasive in certain segments of Keoish society.

The rise of Tavish the Great in the late 3rd Century CY, finally broke the tight hold that the Silent Ones held over the magical arts in the Sheldomar Valley. The brash young Tavish envied the might of the Aerdi Empire (which was then near its apex) as much as he reviled the stagnancy of his own kingdom. Tavish attributed this primarily to the pervasive superstition which prevented Keoland from fielding the magical power of its neighbors and he vowed to bring this stupor to an end. In a sweeping series of edicts, he lifted many magical prohibitions over the objections of the Silent Ones and their allies among the nobles. An academy of wizardry was founded in Niole Dra to produce war wizards for Tavish's armies. The king's son and successor, Tavish II (known as the Blackguard) consolidated these changes, further marginalizing the role of the Silent Ones by abolishing the advisory post traditionally held by the Wyrd of the Tower and appointing his own court wizard. A thirty year underground conflict broke out between both magical guilds which only ended with the death of Tavish II in 395 CY.

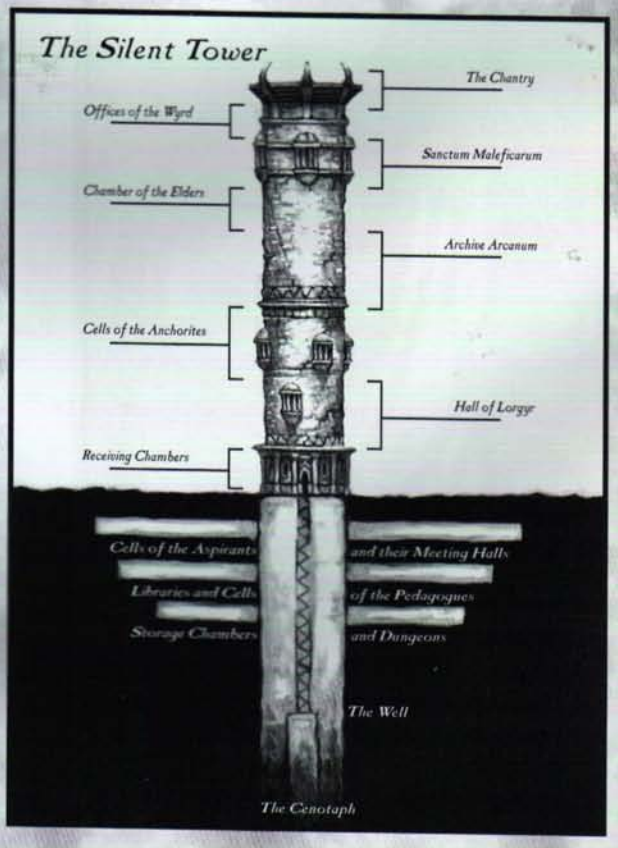
Nemonhas, the young scion of House Neheli was elected that summer in Niole Dra to replace the hated monarch. However, the nobleman refused to appear before his peers and balked at the thought of assuming the Throne of the Lion, deciding instead to reveal his intention to join the order of the Silent Ones as an aspirant. The Court of the Land was in an uproar. No king had ever turned down the throne before in the history of the kingdom. The nobles were uncertain how to handle the chaos surrounding this apparent affront. Many accused the Silent Ones of orchestrating the whole matter to restore their influence and some of the Oeridian margraves cast the sorcerers out of their households. Still, Nemonhas was king, though he would not serve. So after much debate the Council elected Duke Luschan Sellark (a cousin of Tavish within House Rhola) to a regency to serve in his place. Nemonhas retreated to the secrecy of the Silent Tower and was seldom seen thereafter.

Very little information has escaped the order since those days. In the last two centuries, as their numbers have declined, so has the breadth of their exploits. Whether there is another Uhas ready to reveal what he knows, who is to say? Interestingly, history does not record exactly what became of the real Uhas of Neheli in the final years of his life (which reportedly culminated during the reign of Jillum the Mad). It is widely rumored in Niole Dra society that he was spirited away from his home one night, had his tongue and fingers riven off, and then was walled up in a cell in the Silent Tower never to be heard from again. At least that is the tale most often told Keoish schoolchildren who cannot hold still their tongues.

The Silent Tower

The Silent, or Lonely Tower as it is sometimes called, is an eerie spire erupting from the ground on a flat featureless plain located less than a day's ride south of Niole Dra. An architectural wonder, the Tower of Silence seems an alien structure, defying the laws of sensibility. Rising from the ground without any base or support, like the trunk of a great tree, the tower soars hundreds of feet, two and three times the height of the tallest spires of Niole Dra. It completely and totally dominates the lands that surround it and is visible for many miles on approach.

The Silent Ones simply refer to it as the "Tower."



Map by Sam Wood

Mohrgyr the Old

No mage who casts eyes upon it can deny the fact that it would be nearly impossible to construct today, since great sorcery was no doubt required during its construction. Legends abound as to its origins and the blue-grey stone that composes it has no counterpart in more than a thousand miles. The *Chronicle of Secret Times* makes it quite clear that the tower was here before the Neheli and their Seers arrived in the valley, implying that it was not constructed by them [5]. Reportedly, the interior of the tower is honeycombed with scores of small cells clustered around a central shaft which descends from the top of the spire down into the depths of the earth.

The writings of Uhas of Neheli suggest a broad complex beneath the ground that is of more recent construction. It is also broken up into cells and connected by a warren of tunnels. The cells primarily house the aspirants, many of which are children of scarcely ten winters. Here they are taught the ways of the Silent Ones and obedience to the Tower. Some of these cells are also used as quarters by the lesser anchorites of the tower and the rest are said to contain collections of the rarest books and scrolls in the Flanaess, some of which have not seen the light of day since the collapse of the Great Empires. Artifacts and relics of most import to the order are reportedly hidden in the upper reaches of the tower in a windowless collection of rooms called the Sanctum Maleficarum. Only the seniormost Silent Ones may approach these rooms. Those chambers near the base of the tower are completely devoid of such items and are the only ones in which visitors are received.

The Tower has only been attacked once in its history, when the sorcerers of the Suel House of Malhel attempted to sack it during the first century of the migrations. Uhas writes that they were able to make off with a great many artifacts and ancient scrolls before they were driven off, but the true nature of these items has never been catalogued. Since those times, the Tower has never been knowingly breached and the kings of Keoland have given it a wide berth with almost no exceptions [6]. The River Road to Segor is preferred by most southerly traffic from Niole Dra. The Tower Road, which passes within a thousand feet of this edifice at its closest, is avoided by most. It is only traveled by those seeking knowledge from the Silent Ones, those who have business with the Wyrd of the Tower, or those who don't have sense enough to know better.

Eli Tomorast, the Vermillion Queen, and Vontok, Lord of Elder Elements

The Wyrd

The Silent Ones have no known hierarchy, save for one office. The undisputed leader of the society is known as the Wyrd of the Tower, who serves as a sort of abbot for the order and ultimate caretaker of its secrets. Currently, this leader is **Mohrgyr the Old** [N hm Wiz10/Sill0], generally thought to be the most powerful wizard in the Sheldomar Valley, at least by reputation. Rumors place him as over two centuries old, perhaps more, though this is not widely believed by anyone save the most superstitious in the valley. Mohrgyr has held the office for more than five decades and he is as mysterious as any secret hidden by the order. It is well known that the officeholder of the Wyrd changes names with some regularity even when the position is held by the same man, further confusing the matter. Certain wags in Niole Dra continue to propagate the rumor that Mohrgyr the Old (formerly Lorghin the Sagacious) is in fact none other than Nemonhas of Neheli. Whether Mohrgyr the Old is indeed the former king who spurned the crown is entirely unproven, but fear and respect is shown to him on the rarest occasions that he is spied in Niole Dra.

Enemies of the Silent Ones

The Silent Ones have few if any allies of note. Only a few groups, such as the rangers of the Dreadwood (known as the Dreadwalkers) and certain elements of the Old Faith, share any sympathies with them. While the Silent Ones have an ongoing distaste for the activities of Freemages and other magical guilds, this does not amount to true enmity. Agents and allies of the Circle of Eight as well as the Mage of the Valley, for example, are viewed with particular aversion and usually will be avoided at all costs. Indeed, the Vale of the Mage is considered off limits. Only the following groups have made true enemies of the Silent Ones:

The Seekers: The Seekers are a loose-knit society of adventuring scholars and explorers who hunt ancient secrets and magic, often for personal gain and profit. The Seekers have become something of a nuisance to the Silent Ones over the last two centuries, as the two societies have often butted heads contending for the same items. The Seekers have as a particular goal the desire to locate and secure ancient artifacts and relics of a unique nature. In the opinion of the Silent Ones, these are items best left undisturbed, even destroyed if need be, lest they fall into the wrong hands.

Most of the Seekers gather together only in the various clubhouses established by members of the order (often personal residences). These clubhouses are located in far flung cities such as Gradsul, Greyhawk, Irongate, and Rel Astra. They often operate as small drinking houses containing overblown libraries and maprooms, where information (both fact and rumor) is exchanged and digested. Some Seekers share sympathies with the Skeptics of Nellix Town and often share their company in the home of **Marius of Seltaren** [NG hm

Brdl2], who along with the former Seer of Urnst were high ranking members of the order in that nation. The fall of longtime Seeker-turned-renegade, **Eli Tomorast** [CE hm Wizl7] and his quest for the *Tome of the Black Heart*, is still the talk of the order there and remains a cautionary tale. His murder of two agents of the Silent Ones has only deepened the order's enmity towards the Seekers.

Prominent Seekers in the Sheldomar Valley include **Lashton of Grayhill** [LN hm Wizl9] (magical councilor to the King of Keoland), who has made it a personal goal to pierce the secrets of the lost tower of Valadis in the Dreadwood over the objections of the Silent Ones. The Seekers also have patrons among the Sellarks of Gradsul. One **Tibarian Matreyus** [LN hm Ftrll] of Gradsul was sponsored by the Seekers in his recent expedition to the Amedio Jungle in the hopes of recovering lost artifacts of the Suel, though that ultimately proved a failure [7]. Rumors have it that **Baron Malweig of Dilwych** [CN hm Ftr8/Brd7] was once a member of the order in his youth, but he discovered a secret so fantastic that it drove him nearly to insanity. Some of the Seekers suggest, on the contrary, that he was driven to this condition by the Silent Ones in order to hide this very knowledge (members of the Seekers still visit him on occasion in an attempt to crack his mystery).

The Scarlet Brotherhood: The Scarlet Brotherhood (described extensively in the product *The Scarlet Brotherhood* and elsewhere) are by recent terms a new menace in the Flanaess. Though their existence was discovered only in 573 CY, their history is as ancient as that of the Silent Ones and there has been implicit enmity between these two orders for over a millennium. However, it is only until recently that the two groups have begun to actively clash. Legends in the *Chronicle of Secret Times* reveal that the forebears of the Silent Ones were instrumental in casting out the Scarlet Brotherhood from the ancient Imperium of the Suel, shortly before the Rain of Colorless Fire destroyed that civilization. This runs counter to the self-serving history the Brotherhood have concocted for themselves, which the Sheldomar Valley settlers consider a perversion of ancient Suel ideals. As the Silent Ones are the only ones who might expose them, the leaders of the Scarlet Sign have marked them for eradication.

Since the Scarlet Brotherhood first emerged from the self-imposed isolation two decades ago, they have quickly become aware of the amount of powerful magic lost in the Flanaess. This is magic that might be used to help them dominate the Flanaess and refashion a Suel Imperium in their own image. To this end, the Scarlet Brotherhood has been sending agents and spies across the Flanaess to seek out this magic and recover it by any means necessary. The Silent Ones have slowly become apprised of this plan and are moving discreetly against them, lest some great artifact or relic fall into their vile hands. Many within the order believe that Brotherhood activity in Keoland is controlled by the **Vermillion Queen**, a person of unknown identity believed to be a secretive Suel noblewoman who is a mastermind in both politics and the assassin's art. Since their invasion of the Hold of the Sea Princes, the Scarlet Brotherhood has learned the details of the fall of House Malhel and of the potential of recovering their lost sorcery. In response, the Silent Ones have provided secret support for the retaking of Westkeep by the Keoish crown in the hopes of keeping large-scale Brotherhood activity out of the Hool Marshes and the Dreadwood. A clandestine struggle has erupted between both sides and the shrouded race to recover the lost magic of the region has begun.

Degenerate Cults and Adventuring Orders: The Scarlet Brotherhood is probably the best known group opposed to the Silent Ones, but there are others. These include the Sons of Marchanter, based out of the independent town of Melkot in the Tors. Recently, a member of the Sons (undoubtedly a spy) was uncovered trying to gain access to the Tower. He committed suicide before he could be extensively questioned, but the event was of enough concern for the Wyrd of the Tower to dispatch agents to the town of Melkot to investigate.

Elemental Cults going by names such as the Cult of the Black Flame, Cult of the Earth Dragon, Lords of the Elder Elements, and various followers of the so-called Princes of Elemental Evil also have become foes of the Silent Ones. These cults have as a collective goal the release and deification of certain ancient evil beings, abominations long thought driven from Oerth. Their efforts are viewed by the Silent Ones as perverse and dangerous. The recent events near the village of Hommlet in Verbobonc are often cited as an example of the potential threat to humanity which cannot go ignored.

The relatively new development of "colleges" of so-called Dustdiggers, state-sanctioned Yeoman plunderers of tombs and ruins (including those on the fringes of the Sea of Dust), has driven certain Silent Ones to near apoplectic fits of frustration. The diggers seek to discover lost knowledge and wealth for largely personal gains, a goal the Silent Ones view as dangerous and selfish opportunism. A cadre of Wanderers observes one of the centers of Dustdigger activity in the town of Dark Gate, near the entrance to Slerotin's Passage.

Finally, the Cult of Vecna (also known as The Hand and Eye Sect) are enemies of the Silent Ones. There is, of course, the natural disdain such a cult would have for those who claim to have brought low the Whispered One a millenium ago. However, more than a century ago it became rumored that the artifacts known as the *Hand* and *Eye of Vecna* were kept at the Silent Tower. Though this later proved to be untrue, followers of the cult continued attempts to penetrate the tower in order to gain knowledge of the former empire of their lord. Though they had little success, a century of conflict has made the two groups sworn foes.

Silent Ones in the Campaign

The Silent Ones make excellent foils for players in Greyhawk campaigns, particularly those of high level. When the Suel emerged into the Flanaess, they brought with them a great deal of magic salvaged from the Old Imperium. Much of this magic was lost in the first century after the migrations and was dispersed across the Flanaess and buried. This was in addition to the magic and other bibelot lost by the Ancient Flan and stomped into the earth by the march of the Aerdi and other Oeridian tribes. From time to time, this magic or knowledge of it surfaces in treasure troves, lost tombs, and other uncovered caches. Where the discovery is particularly sensitive or unique, the Silent Ones (and their enemies) might become involved. This can lead to scenarios in which PCs are directly confronted by these factions, either before or while in the process of recovering some items. This can lead to an alliance with the Silent Ones or a conflict with them. Or, the Silent Ones can gain knowledge that some particular item of interest was already recovered and seek out those who have retrieved it, either to examine the item or bargain for its possession. On rare occasions they have hired groups of adventurers to perform tasks needed by the society to accomplish some greater goal. In such cases, the Silent Ones will reveal only the information needed to accomplish the task, often leaving their agents in the dark about the greater purpose of their actions.

End Notes:

1. The blade in question is an ancient Suel weapon known as *Vilharian*. It was first wielded by the hero Sellanus of House Zelrad during the Great Migrations (who reportedly lost it in a duel with the Prince of Swords near present day Cryllor). It soon fell into the hands of the Rhola of Gradsul where it remained a prized possession of the scions of that house for centuries (many of whom are followers of Kelanen). Reportedly, *Vilharian* slipped from the hands of Tavish III into the muck surrounding Westkeep during the siege of 453 CY. It was recovered by one of the captains of the brigands, but was believed lost forever a few years later with the sinking of *The Sea Prince* during the Battle of Jetsom Island. The sword has not been seen since.

The blade is a *+5 longsword* with an unusual "bane-like" ability against spellcasters. Reportedly the sword can control the weather for short distances (within 1,000 feet) as well as render its bearer invulnerable to fire and ice. If the rumors prove true and the blade is also intelligent, it would have extensive knowledge about the Great Migrations as well as an insider's account of the history of the Kingdom of Keoland. The Silent Ones would care little about the blade's magic, but they could never allow *Vilharian's* knowledge to fall into the wrong hands.

2. The Eldritch Lords of the Aerdi, who were once based in Rauxes, moved their headquarters to Rel Deven with the rise of Ivid I in the last century. They completely severed their ties with the Malachite Throne by the time of the reign of Ivid V and now only maintain close ties with the celestial houses of Cranden and Garasteth. They have tentatively accepted overtures from Grand Prince Xavener to resume their role as advisors of the court, now at Kalstrand.

3. The Shadow-Sage is widely recognized in wizardly circles as something of an enigma. His letters began appearing about 25 winters ago and have since been widely circulated among the various magical guilds of the Flanaess. His (or her?) identity remains a secret as well as the place he calls home. However, his anonymity has allowed the Shadow-Sage to illuminate mysteries of magic and history as well as reveal the secrets of the high and mighty with impunity. Many suspect the sage of being the Grey Seer of Nyrond, the Fiend-Sage of Rel Astra, or even Mordenkainen (though the last is doubted, given the skewering the Circle of Eight received in a missive two years ago). So far no one has exposed him and his missives continue to arrive in a dozen or more cities of the Flanaess with regularity.

4. After an arduous journey across the Flanaess, the Suel of House Zelrad were welcomed into the ancient and decaying Kingdom of Queen Ehlissa, which was later conquered by the Aerdi to become the South Province of the Great Kingdom. Though there are few if any pure bloods there now, the Suel strain is still strong to this day.

5. There is a portion of the Silent Tower mentioned in only a handful of the most rare and complete copies of Uhas' text. It is submerged beneath the lowest levels of the tower, below even the extensive cellars carved into the rock surrounding the base of the tower. There, according to the legends, the depths of the spire plunge into a well that the Silent Ones call the Cenotaph. Uhas writes that even the Silent Ones will not go there, though he did not say why. Perhaps the perfidious sage did not know, or there are things even he was unwilling to reveal.

6. The Silent Tower was once blockaded during the reign of Mandros the Oeridian, when the order refused his demand that they march into the Dreadwood with his armies and pacify the forest. The Dreadwalkers (officially commissioned by Lorgyr the Seer decades earlier) and elves of the forest supported the Silent Ones, but Mandros was adamant. While the tower was never attacked, The Tower Road was blocked from the north and south for almost two years before the king relented.

7. More on this tale can be found in "The Green Nightmare" by Roger Moore, a document found on

The Silent One

Table Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+0	+2	+1 save vs. magic, *identify* 1/day	+1 level of existing class
2	+1	+0	+0	+3	Silent Spell	+1 level of existing class
3	+1	+1	+1	+3	+2 save vs. magic, *identify* 2/day	+1 level of existing class
4	+2	+1	+1	+4	Still Spell	+1 level of existing class
5	+2	+1	+1	+4	+3 save vs. magic, Tap the Archive Arcanum 1/day	+1 level of existing class
6	+3	+2	+2	+5	Rune of Regulation	+1 level of existing class
7	+3	+2	+2	+5	+4 save vs. magic, Cancellation Touch 1/day	+1 level of existing class
8	+4	+2	+2	+6	Mask of Cymius	+1 level of existing class
9	+4	+3	+3	+6	+5 save vs. magic	+1 level of existing class
10	+5	+3	+3	+7	Spell Clone	+1 level of existing class

many Greyhawk-themed Web sites.

Silent Ones (Prestige Class)

Silent Ones are members of a mysterious and ancient order of spellcasters based in the Sheldomar Valley of the Flanaess. They seek out lost magical lore and forever lock it from would-be abusers. In their vaunted libraries in the Lonely Tower, the Silent Ones guard countless secrets regarding pre-Cataclysms history, the Great Migrations, and the evolution of magical theory from the dawn of time to the present day.

The order can be broken down into two distinct branches: cloistered disciples known as Anchorites of the Tower and roving adherents known as Wanderers. The former spend most of their lives steeped in study and contemplation, often guarding places of magical power or conducting research important to the order. Often sought out as sages, they will exchange knowledge for information that does not violate their trust. Some serve as advisors or seers in various noble courts, but their ultimate allegiance is always to the order. Wanderers, on the other hand, actively seek out ancient magicks and mysteries to protect from exploitation. They often travel in groups of three, or attach themselves to adventuring bands (since the abandoned tombs and keeps that so often capture the attention of thrillseekers also happen to hold the type of magic Silent Ones work to keep from dangerous hands and minds).

The Silent Ones usually accomplish their goals through subterfuge and manipulation, but it is not unheard of for the members of the order to act swiftly, even ruthlessly. They are neither good nor evil, seeing their role as above petty morality. Their ethics tend to the lawful, though they will interpose themselves against anyone to protect their interests, taking whatever actions are deemed necessary.

The bulk of the order is made up of sorcerers, who by their very nature have internalized magical processes to the point at which they cannot be stolen or corrupted by the uninitiated. Among the ranks of the Anchorites are found several wizards, whose penchant for study and research make them the perfect archivists. Bards are increasingly popular among the Wanderers, their greatest performances being private tales told to superiors within the walls of the Tower of Silence. Loremasters rarely become Silent Ones, as their focus on discovering magic for personal improvement is seen as antithetical to the beliefs of order, which hold that some such knowledge should be buried forever from

the ken of man.

Silent Ones usually dress in drab cassocks, with grey and brown being most typical. They eschew armor and weapons save the simplest of implements, such as a staff or dagger. Outside the Tower of Silence, Silent Ones rarely carry dangerous spells (on scrolls or in spellbooks) or easily corrupted magical items, so as to better avoid their secrets falling into the hands of the uninitiated. In fact, Silent Ones believe that they do not truly "own" their magical items at all, but rather hold them in trust until they are destroyed (if evil or dangerous) or deposited in the Tower. When artifacts or other great items of magic are carried they are very well protected.

Hit Die: d4.

Requirements

To qualify to become a Silent One, a character must fulfill all of the following criteria.

Membership: Silent Ones are pledged to the tenets of the order and must submit to the authority of the Tower.

Race: Human (primarily of Suel descent; half-elves and Oeridians are rarely accepted)

Spellcasting: Ability to prepare arcane spells without need for a spellbook.

Gather Information: 4 ranks

Knowledge (arcana): 8 ranks

Knowledge (history): 4 ranks

Knowledge (religion): 4 ranks

Spellcraft: 10 ranks

Language: Must speak Ancient Suel

Feats: Spell Focus (Divination)

Alignment: Lawful neutral or neutral

Class Skills

The Silent Ones' class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Scry (Int), Sense Motive (Wis), Spellcraft (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Silent Ones prestige class.

Spellcasting: A Silent One continues training in magic both in the field and within the forlorn chambers of the Lonely Tower. Thus, when a new Silent One level is gained, the character gains new spells per day as if he had gained a level in an arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as metamagic or item creation feats, bardic knowledge, and so on). This essentially means that he adds the level of Silent One to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Felduthar, a 12th-level sorcerer, gains a level as a Silent One, he gains new spells as if he had risen to 13th level as a sorcerer, but uses the other Silent One aspects of level progression such as base attack bonus and save bonus. If he next gains a level as a sorcerer, making him a 13th-level sorcerer/1st-level Silent One, he gains spells as if he had risen to 14th level as a sorcerer.

If a character had more than one arcane spellcasting class before he became a Silent One, he must decide to which class he adds each level of Silent One for purposes of determining spells per day when he adds the new level.

Saving Throw Bonus vs. Magic: Their knowledge of the workings of magical formulae allows Silent Ones to have a greater chance of success to avoid the effects of magical spells and spell-like effects. This is reflected by an insight bonus to all saves made against magical effects at 1st level that increases by +1 for every two levels the Silent One gains (+1 at 1st level, +2 at 3rd level, +3 at 5th level, and so on).

Identify (Sp): Initiation into the ranks of the Silent Ones involves hours of hands-on study in rooms filled with magical artifice. Silent Ones learn a secret internalized ritual that allows them to learn the single most basic function of a given magic item simply by holding it in their hands and concentrating. Only one item may be examined at a time, and there is no material component for the attempt. Identifying a magic item in this manner counts as a standard action. The ability is otherwise identical to the *identify* spell (*PH* p. 216).

Silent Spell: At 2nd level, a Silent One gains Silent Spell as a bonus feat.

Still Spell: At 4th level, a Silent One gains Still Spell as a bonus feat.

Tap the Archive Arcanum (Sp): A Silent One may enter a meditative state to contact the Archive Arcanum, a mysterious psychic repository of knowledge compiled since the earliest days of the order. The enigmatic archivists speak in cryptic phrasings, however, and an answer to a specific query is seldom straightforward. This effect is identical to casting *legend lore*, save that there is no material component. As with a *legend lore*, physical handling of an object related to the query makes for speedier results. Entering the trance is a standard action that may be used once per day.

Rune of Regulation (Sp): Once per day as a standard action, a Silent One may trace a rune upon a single magic item, nullifying all of that item's magical abilities until such time as the rune is removed. Such runes of regulation, as they are known, are plainly visible, and may be removed at will by any member of the order (this is usually done only in the hidden sanctums of the Lonely Tower). Like *bestow curse*, the rune of regulation cannot be dispelled, but it can be

removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell. This ability does not function on artifacts.

Cancellation Touch (Su): Once per day as a standard action, a Silent One may drain the abilities of a magical item by touch. The item touched gets a Will saving throw (DC 19). If a creature is holding it at the time, the attempt provokes an attack of opportunity and the item can use the holder's Will save bonus in place of its own if the holder's is better. This ability does not function on artifacts.

Mask of Cymius (Su): Sometimes, a Silent One must use subterfuge to enter an enemy's lair or escape undetected from some theft of magical artifice. In these cases, members of the order turn to the lessons of Cymius, a great Silent One who during the Slumbering managed to liberate the *Talons of Athuselah* from the Dire Conclave in Port Toli's fetid undercity. Beginning at 8th level, Silent Ones may *change self* at will. Silent Ones of 8th level or higher can see through the *change self* effects of other Silent Ones using this ability.

Spell Clone (Su): Only the most experienced Silent Ones can attempt a Spell Clone. By observing the completed casting of a spell in their presence, the Silent One attempts to determine the magical formulae used by another caster and approximate it. Upon observing a cast arcane spell and making a successful Spellcraft check (DC 11 + the spell's caster level), the Silent One may cast the observed spell upon his next action. The caster of the original spell must be within 30 ft. of the Silent One at the time of the original casting. If the opportunity to cast the Spell Clone is not taken upon the Silent One's next action, the opportunity is lost. In the case of a multiple-use spell (such as *monster summoning* or *Otiluke's freezing sphere*), only (the observed application of this spell can be cloned).

A Silent One may Spell Clone up to 8 levels of arcane spells per day.

Three Silent Ones

Turgin Ilhane (Sor5/Sil9). Wanderer
(Align LN; Str 12, Dex 9, Con 13, Int 16, Wis 15, Chr 19)

Turgin Ilhane's life is perhaps typical of a fully vested agent of the Silent Ones. He was born near Woodsage in Sayre to a prominent family and was taught magic as a youth under the tutelage of the Baron's high seer. There he was first brought to the attention of the Silent Ones, though none could miss his pleasing face, silvery blonde hair and frosty blue eyes. In his younger years, Turgin spent his time exploring the depths of the Dreadwood with a party of adventurers based in Daerwald. An encounter with a mysterious device constructed by the ancient Malhel to ward a cache of magical scrolls left him with the silvery scar on his right cheek that he bears to this day. Turgin officially joined the order twenty winters ago, following a difficult quest to destroy the vile scrolls. After spending many years in arduous training in the tower, he was assigned to Wanderer Cederastor of Neheli, in whose company he later learned more about the ways the Silent Ones.

Turgin is now based out of Gradsul and spends more than nine-tenths of the year away from the Silent Tower, much of it in his hovel above a tavern in that city's dock quarter. He is a moody man, given to bouts of pronounced irritability, and though he has attracted many would-be apprentices in awe of his strong presence, he has turned all of them away, preferring the solitude. He has, however, developed a network of a agents in the south, where he has been charged with uncovering plots against the interests of the Silent Ones. He has made the acquaintance of the Archmage Drawmij, who has no friendship for the Silent Ones but can be counted on in matters that threaten Keoland. Turgin is considered an expert on the environs of the Dreadwood and the recent activities of the Scarlet Brotherhood there. Of great concern to him at the moment is the large-scale logging being conducted by the duke of Gradsul in the forest's northeastern verges to supply the works for the new fleet at Sanduchar. Rumors last month of mass death at one of the logging camps has made him determined to go beyond simple inquiries and investigate the matter personally.

Lotakal the Caretaker (Brd10/Sil5). Wanderer
(Align N; Str 9, Dex 14, Con 11, Int 14, Wis 15, Chr 18)

To the Silent Ones, among the most despised abuses of magical lore are the creation of artificial life and the summoning of creatures from other planes of existence. While the order punishes these life-giving scientists and summoners with efficient zeal, they are more charitable toward their creations. While powerful outsiders are banished or killed immediately, weaker extra-planar entities who cannot return home under their own power and soulless, innocent homunculi are often entrusted to Lotakal the Caretaker. A kind-hearted young Wanderer, Lotakal maintains a most unusual orphanage known as the Wretchery south of Daerwald on the border of the Barony of Raya.

As a girl of eight years, the vibrant and energetic Lotakal abandoned her troubled home in Silglin in preference for the fey creatures she often encountered when venturing into the dark glades of the Dreadwood. There she stayed for six years, finally returning to her estranged family wise beyond her years, rife with sylvan lore and flush with the enchanting songs of the faun and korred. She soon sought instruction at the Lonely Tower, but abandoned its confines shortly after her initiation, returning to the forested canopy under which she had lived most of her life.

Though Lotakal has advanced quickly in the arts of the Silent Ones, her lack of interest in achieving the discipline needed by the higher ranks may keep her where she is for some time. Indeed, that's exactly her

Turgin Ilhane, Lotakal the Caretaker, and Zenu Lorca.

plan. She loves caring for the strange creatures of the Wretchery, and treats each as a favored child. Lotakal understands that her work is controversial even among her fellow Silent Ones, and hence teaches her charges that their sanctuary is special, unique, and a secret well worth keeping. Though she occasionally confers with those who seek forest lore, she seldom allows those she does not trust to come within a mile of the Wretchery.

Zenu Lorca (Sor7/Sill0). Anchorite of the Tower (Align N; Str 6, Dex 11, Con 8, Int 15, Wis 17, Chr 20)

Though an aberration among his relatives in a minor noble family distantly related to Duke Cedrian of Dorlin, Zenu Lorca's blindness and albinism make him fit in well among the elders of the Silent Ones. Though few among his Neheli family expected the feeble Zenu to survive childhood, he persevered and showed great sorcerous aptitude in his early years. Before his tenth year, the keen child was abandoned to the Lonely Tower to study at the feet of the Silent Ones.

Zenu took to their ways instantly and has spent the last seven decades in service to the order, mostly in his apartments in the Silent Tower. A crippling disease prevented him from any travel and exploration, so he concentrated on close study of ancient texts and personal experimentation. He is now a sage and a teacher, primarily of aspirants of the order, since most nobility are noticeably uncomfortable around him. Zenu has particular expertise in the sciences of the elements and is said to have written a tome on elemental cosmology. He is also one of the order's most learned savants on the subject of evil cults and other abominations which haunt the past of the Flanaess. He often is consulted on these matters by even the most senior members of the Silent Ones, especially since his successful identification of the Abhorrence at Ayr, which had confounded the order for months.

Contrary to the attitude of many Silent Ones, Zenu does not believe in all-or-nothing responses to queries. He often is consulted on matters of arcane import and while he rarely refuses information (the Silent Ones derive income from such services), the more dangerous the knowledge he does reveal, the more he couches it in riddle and enigma. "Knowledge must be earned and in the learning comes the obligation" is a common refrain given to the unsatisfied or confused. He still makes infrequent visits to Niole Dra to explore the broad (though certainly inferior) collection of tomes kept at the royal library. The aspirants who accompany him say he enjoys the attention doted upon him by the handmaidens who must read aloud the contents of the latest volumes to him. Zenu also spends the two months surrounding Needfest wintering in Dorglast Castle where he keeps an apartment, his only sanctuary from the order.

Enchiridion of the Fiend-Sage

(FOURTH REPORT)

BY SEAN K REYNOLDS

ILLUSTRATIONS BY SAM WOOD

Coldeven, 591 CY

My ageless sponsor,

I must congratulate you on your luck. The white gem you discovered in that dragon turtle's lair is actually the Fifth Eye of Delleb, a little-known lesser artifact of that deity. Its scrying abilities are very potent and I have been able to use it to identify other items whose powers have resisted my earlier attempts. I believe it also has the ability to fire darts of force, but it seems that power can only be activated when its bearer is in true mortal danger.

The unusual short sword my agents discovered seems to be made out of sephelil, a kind of metal forged by the slaadi in the planes of Chaos. I have been able to convince it to tell me its name, Kaurok, and that it is a lawful and keen weapon, but it is otherwise reticent. I recommend not exposing it to full sunlight, for the metal reacts to that by exploding in fire and electricity.

The Dweomermasters have been trying to scry my laboratory again. Please arrange to have some of their apprentices flogged as a message to the high mages, or if you prefer I can enact a more subtle retaliation.

Your servant,

the Fiend-Sage

Rel Astra

Dune Stalker

These bizarre creatures do not appear in pre-Migrations accounts. Rather, they seem to have emerged in the Flanaess about 2,000 years ago, after the fall of Sulm, last of the great Flannae kingdoms. They are found almost exclusively in the Bright Desert, but are in fact not native to Oerth (or, as some have suggested, no longer native to Oerth).

I have been able to summon these creatures with the summon monster VIII *spell, and a contact at the temple of Hextor was able to call one with a* lesser planar ally *spell, but the stalker proved very uncooperative and demanded an outrageous price for its services. Perhaps if called by a follower of an earth deity it might prove to be more tractable.*

Medium-Size Outsider (Earth)
Hit Dice: 6d8+12 (39 hp)
Initiative: +7
Speed: 40 ft.
AC: 17 (+3 Dex, +4 natural)
Attacks: Slam +9/+4 melee
Damage: Slam 1d8+4
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Jump, kiss of death, shout
Special Qualities: Damage reduction 10/+1, improved tracking, SR 20
Saves: Fort +7, Ref +8, Will +7
Abilities: Str 16, Dex 16, Con 14, Int 13, Wis 15, Cha 11
Skills: Balance +11, Hide +9, Intimidate+4, Jump +5, Knowledge (nature) +4, Listen +8, Move Silently +12, Search +7, Spot +11, Tumble +12
Feats: Combat Reflexes, Improved Initiative, Track

Climate/Terrain: Any desert and underground
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Usually neutral evil
Advancement: 7-12 HD (Medium-Size), 13-18 HD (Large)

Dune Stalker

Dune stalkers are creatures native to the Elemental Plane of Earth, cousins of the invisible stalkers but with defined forms like genies. They are summoned by evil spellcasters to stalk and kill targets.

A dune stalker is a naked, gangly seven-foot-tall humanoid creature with hard, rough skin and long, bony fingers and toes. It remains silent unless using its magical abilities, and resents its time on the Prime Plane, for it prefers the warm environment of its other-planar home. Dune Stalkers do not speak but understand Common and Terran.

Combat

A dune stalker follows its prey, then waits in ambush or for a time when it can sneak up to its unsuspecting target. It enjoys leaping into combat after disorienting opponents with its sonic powers, then grapples its assigned target and attempts to magically slay it.

Improved Tracking (Ex): Dune stalkers are consummate trackers and make Spot checks instead of the usual Wilderness Lore checks to trace a creature's passage. See the rules on the Wilderness Lore tracking in the *Player's Handbook*

Jump (Ex): A dune stalker can jump at will as if under the influence of a *jump* spell.

Kiss of Death (Su): A dune stalker that has successfully grappled a target can use a standard action to plant its mouth on its target and establish lethal vibrations in the target's body. The target may resist with a Fortitude saving throw (DC 15), which if successful means the target is stunned for one round. This is a death and sonic effect and may be used at will.

Shout (Sp): The dune stalker may use *shout* (DC 11) three times per day as a 6th-level sorcerer.

Skills: Dune stalkers have a +4 racial bonus to Intimidate checks.

Necrophidius

The necrophidius is a stealthy construct often mistaken for an undead creature. They are created to assassinate a target or guard an object or location.

A necrophidius looks like a Medium-Size skeletal snake with a fanged humanoid skull. It normally remains in hiding and absolutely still unless its orders require it to follow a creature or patrol an area. It slithers silently and can climb reasonably well. It understands Common and obeys the orders of its creator, but cannot speak.

Necrophidius

After discovering the secret to making these constructs, I have decided I am quite fond of them. I have a large one guarding my library, and am working on a way to attach one to a large undead skeleton, giving it an advantage of surprise when confronted by clerics. I have also heard of variants that inject venom instead of inducing paralysis, similar to the justly infamous iron cobra.

Medium-Size Construct
Hit Dice: 2d10 (11 hp)
Initiative: +3
Speed: 30 ft., climb 10 ft.
AC: 18 (+3 Dex, +5 natural)
Attacks: Bite +2 melee
Damage: Bite 1d6+1 plus paralysis
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Dance of death, paralysis, sneak attack
Special Qualities: Construct traits
Saves: Fort +0, Ref +3, Will +0
Abilities: Str 13, Dex 16, Con —, Int —, Wis 11, Cha 11
Skills: Climb +9, Hide +11, Move Silently +11

Climate/Terrain: Any land and underground
Organization: Solitary or swarm (2-5)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-5 HD (Medium-Size), 6 HD (Large)

Combat

The creature's normal method of attack is to hide, then stealthily approach and sneak attack an unwary target. If confronted by multiple foes or by a creature aware of its presence, it uses its dance of death to allow it to approach its enemies and bite.

Dance of Death (Su): A necrophidius can sway in a hypnotic manner, riveting the attention of any creature within 30 feet that can see it. Creatures that fail a Will saving throw (DC 11) are dazed for as long as the creature continues its dance. Creatures that make their saving throw may avert their eyes from the necrophidius as if they were avoiding a gaze attack (50% chance per round of not having to make a saving throw, 20% miss chance for attacks against the necrophidius). The necrophidius can move up to its normal speed as a move-equivalent action even if performing its dance of death. This is a mind-influencing effect.

Paralysis (Su): A creature bitten by a necrophidius must succeed at a Will saving throw (DC 11) or be paralyzed and unconscious for 10 minutes.

Sneak Attack (Ex): The necrophidius can sneak attack as a 3rd-level rogue for an additional +2d6 hit points of damage.

Skills: A necrophidius has a +8 racial bonus to Hide and Move Silently checks.

Construction

To construct a necrophidius, the creator needs the Craft Wondrous Item feat and must expend 5,000 gp in materials and 100 XP. The cost includes the need for a skeleton of a Medium-Size snake, the skull of a humanoid creature, and all other mundane ingredients. Assembling the body requires a successful Craft (sculpting) check (DC 13). If the creator is a sorcerer or wizard, the construction process requires *geas/quest, hold person, hypnotism,* and *Mordenkainen's faithful hound.* If a cleric, it requires *animate objects, command, geas/quest,* and *hold person.* The process takes five days.

Larger examples of this creature can be created, with each additional hit die increasing the cost by 2,500 gp and 50 XP.

Nyrrian Boatcrusher

Nyrrian boatcrushers are a type of "sea monster" found in the Nyr Dyv and other large bodies of fresh or salt water, with limited mobility on land.

The boatcrusher is an elephant-sized aggressive predator somewhat resembling a walrus with large bony spurs on its chin. Its thick skin helps to protect it from rivals in the herd, with young bulls being more likely

Nyrrian Boatcrusher

I have had a young pair of these creatures transported to an isolated cove on our coast with the intent of training them to guard a port or attack enemy ships. Should these tasks prove insurmountable or require expensive magical compulsion, I am sure that their bodies contain as many useful substances as the whales or dolphins our fishermen sometimes catch.

Huge Beast (Aquatic)
Hit Dice: 11d10+55 (115 hp)
Initiative: +1
Speed: 15 ft. swim 40 ft.
AC: 16 (-2 size, +1 Dex +7 natural)
Attacks: Bite +14 melee; gore +9 melee; tail slam +9 melee
Damage: Bite 2d6+12; gore 2d6+4; tail slam 1d6+4
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Qualities: Darkvision, low-light vision, 60 ft., power dive
Saves: Fort +12, Ref +8, Will +4
Abilities: Str 27, Dex 12, Con 20, Int 2, Wis 13, Cha 11
Skills: Hide-7, Listen +16, Spot +10

Climate/Terrain: Any aquatic or marsh
Organization: Solitary or herd (4-16)
Challenge Rating: 9
Treasure: None
Alignment: Usually neutral
Advancement: 12 to 33 HD (Gargantuan)

Gullan

These mad creatures, the inhuman shock troops of the Blackmoorish despot known as the Egg of Coot, rival some of the baser sorts of demon with their rage and aggressiveness. All attempts by other warlords to control them and exploit their blade-sharpening abilities have met with failure, and a majority of the information on them was acquired by spying on lairs of those wild specimens who have escaped the Egg's control. A possibility worth investigating is creating an isolated and escape-proof refuge, transporting a tribe there, and regularly swapping their modified weapons for normal ones.

Large Humanoid
Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Speed: 30 ft.
AC: 10 (-1 size, +1 natural)
Attacks: Large longsword +7 melee
or short bow +0 ranged
Damage: Longsword 1d8+4 or short bow 1d6/crit x3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Confusion aura
Special Qualities: Mental feedback,
superior sharpening
Saves: Fort +2, Ref +3, Will +1
Abilities: Str 17, Dex 11, Con 14,
Int 8, Wis 12, Cha 11
Skills: Hide -4, Intimidate +5, Listen +3, Spot +3
Feats: Weapon Focus (longsword)

Climate/Terrain: Temperate and
warm land and underground
Organization: Gang (2-12) or Tribe (5-20)
Challenge Rating: 2
Treasure: 1/2 standard
Alignment: Usually chaotic evil
Advancement: By character class

to attack each other and waterborne objects (such as boats). They are more comfortable in water, but can breathe air for several hours and are not averse to chasing land animals they have injured or attacking creatures sleeping on the shore.

The boatcrusher has the mentality of an animal and speaks no languages. It breathes air and water equally well.

Combat

A boatcrusher attacks with a bite, gores with its chin spurs, and slams with its tail. If it attacks a boat, it attempts to capsize the vessel and grab creatures. If wounded below half its hit points, it attempts to grab a creature with its mouth (a grapple attack) and power dive to safety with it. If the target is within the boatcrusher's heavy load limit, the monster can carry it away.

Power Dive (Ex): When in water, the boatcrusher can dive downward (at any angle up to 45° from straight down) and move up to four times its speed as a double move.

Skills: A Nyrrian boatcrusher receives a +8 racial bonus to Listen checks and a +4 racial bonus to Spot checks.

Nyrrian Boatcrusher Society

Herds of boatcrushers are led by a dominant male and female. Secondary females and all young stay close to the dominant creatures, while younger males rove nearby in search of prey for the herd and potential enemies. Males go through a competitive period in the mating season (spring), challenging each other and the alpha male for dominance. Weaker and irrepressible members are driven out to seek other herds, and it is these loners that are responsible for most encounters with sailors. They communicate with each other over long distances with deep resonant tones, similar to whalesong.

Qullan

Qullans are seemingly insane humanoids adorned with tattoos, warpaint, and ritual scarring. They wield longswords sharpened to an incredible edge.

Never wearing armor and either travelling naked or clad in animal skins, qullans are primitive beings that glorify destruction and chaos. Eight or more feet tall, they ritually scar themselves and adorn their battle scars with tattoos and warpaint. Filled with hate for other intelligent creatures, qullans never cooperate with other creatures and attack beings of all alignments. Despite their limited skills in metalworking, they have an innate talent for sharpening swords until they strike more accurately than any masterwork blade.

Combat

Qullans attack in gangs, using little or no strategy and relying on their confusion aura to disorient their foes. Only rarely do they use ranged weapons, preferring to chop apart their foes with their augmented longswords.

Confusion Aura (Su): A qullan constantly radiates an aura equal to a *confusion* spell in a 5 ft. radius. Other qullans are immune to this effect.

Mental Feedback (Ex): A qullan's insanity makes it impossible for it to be controlled in any way, including magically. If the qullan fails its saving throw against any sort of charm effect or is physically forced to perform acts against its will, its insanity causes it excessive mental feedback, killing it instantly. (The Egg of Coot's primary tactic is to herd the qullan into warbands that are then directed toward the enemy and set loose. Often, they are killed at the end of the battle by the Egg's forces or allowed to inhabit the ruins of whatever battleground or castle they played a part in defeating.)

Superior Sharpening (Ex): Qullans can sharpen a sword to a phenomenal edge, giving it a +3 enchancement bonus to hit. Doing so takes 7 days, with eight hours of work each day. This superior edge is delicate, and each hit made with the weapon has a 20% cumulative chance of ruining it, making the weapon function as a normal weapon of its type (a masterwork weapon improved in this manner reverts to a masterwork weapon, not a normal weapon). This temporary masterwork bonus does not qualify the weapon to be made into a magical item. When a qullan enters combat, assume its sharpened weapon is intact.

Skills: Qullans have a +4 racial bonus to Intimidate checks.

Qullan Society

Qullans spend their time hunting, decorating themselves, and sharpening their swords. Qullans acquire their weapons from the creatures they kill, and each is responsible for his or her own weapon. They never have spare superior-sharpened weapons in their lair.

Qullan Characters

A qullan's favored class is barbarian. They are not known to have any organized religion, although some tribal lairs have had holy symbols of various chaotic and evil deities, or even evidence of crude demon worshipping. Most tribes treat the enigmatic Egg of Coot as a majestic, godlike figure—any attempt to attack the Egg results in life-ending mental feedback (see above).

Dispatches

News from Around the Flanaess

Ahlissa (Adri/Innspa)

Rumors filtering into the city of Innspa speak of a major battle that has taken place deep within the Adri Forest. A motley force of woodsfolk, gnomes, elves, druids, and even some treants reportedly entered into a tenuous alliance to fight off an invading army of humans and savage humanoids. If the rumors are to be believed, the latter force was under the command of Prince Molil, finally intent to forcibly take the tribute he thinks due him from the unwilling forest population. Though reports remain clouded, travelers from Elversford claim that Molil's force numbered some 900 warriors, and that a varied band of adventurers, aided by some of the Adri's guardians, effected a coordinated ambush on Molil's forces next to a forest brook. While Molil's attack was repelled, the folk of Elversford expect problems with stragglers from his army for some time to come.

Bissel

Piracy and smuggling along the Fals River have increased beyond the control of Baron Skaglea's marines, adding to already high tensions regarding the high tariffs on the waterway that recently prompted the Guild of Fals Boatmen to send a letter of protest to Pellak. His Lofty Grace Margrave Larrangin promises to appoint a team of advisors to study the problem.

Baklunish leaders of the Barony of Dount report that farmers are being driven off their lands by homesteaders. The recently appointed Baron Checaran has created a small force of sheriff's men to travel to problem spots and protect the Baklunish where needed. His Lofty Grace Margrave Larrangin promises to appoint a team of advisors to study the problem.

Dyvers

Tensions in the Gnarley Forest have increased, with battles against savage humanoids increasing in number with each week. Now, it appears as though the unliving have entered the fray, leaving few hints as to their source. Rumors connecting this force to the enclave of Bad Deep and organized forces from the Pomarj have not been substantiated (nor, however, have they been discounted). Training of the Gnarley Protectorate by the Rangers has been stepped up to meet new deadlines for the commission of new Juniors. Worthy woodsfolk have been invited to apply in the Great Forest.

Ekbir

The caliph's entourage is befuddled by a recent rumor that the *Cup and Talisman of Al'Akbar* have been seen somewhere in Glendaloch's Moors, not far from the sinister Morskmogil's Coast. Despite the official denial of this rumor from Ekbir's religious authorities, many pilgrims have traveled to the alleged location of the artifacts' revelation. A contingent of Al'Akbari priests, accompanied by many Faris and men-at-arms, have been sent to organize and protect this unexpected pilgrimage, since the area is known to hold many dangers. Ghostly beings prowl in the mists that cover the land. At night, yeth hounds hunt the moors, their hideous howls terrifying the local folk. Even these factors have failed to discourage the pilgrims.

Furyondy

As spring turns to summer, the crop blight that has beset Furyondy for much of the season seems to have slowed, leaving no sign of whatever forces, natural or unnatural, caused the problem. The outlying provinces remain clean.

All is not well in Furyondy, however. Tensions may be on the rise between Furyondy and the elven kingdom of Celene over the recent murder of the Celenese ambassador in Chendl. King Belvor's call for adventurers to clean out the ruins of old Crockport has driven a number of unsavory types to the fallen city. Reports of incidents in and about Crockport (many of them involving deaths or arrests) have made their way to the capital. Even foreign adventurers reportedly have found themselves in jail, or worse, in the reclaimed city. Amidst the commotion, the king is said to be reconsidering the generous "tax-free" status he has given to booty claimed from the ruins.

Geoff

Grand Duke Owen intends to make his long-awaited return to Hochoch this summer, when he will personally assume command of the campaign to liberate Geoff. The Court in Exile is preparing for the week-long journey, and Castle Waterwatch in Hochoch is being prepared for the Grand Duke's arrival. It is unknown what the reaction of the Knights of the Watch and the Gran March will be, as it is suspected that both have designs on the sole remaining town of Geoff. Also, the Duke has periodic lapses into fever, which have plagued him since he was

poisoned during the Fall of Gorna. The bouts raise questions of his ability to lead his beleaguered nation.

The enigmatic fey of Geoff have been playing a role in recent events. A group of heroes entered the Fey Woods to rescue a lost child. While there, they discovered that the Fey Queen Lhiannon has long been in communication with Grand Duke Owen. It is unknown if the other fey lords have had a hand in the giant invasion and recent events.

Gran March

Following the defeat of the goblinoid forces besieging Fort Endurance in the Dim Forest, Commandant Magnus Vrianian recently traveled from Hookhill to personally recognize the bravery of the fort's defenders. In a special ceremony, Vrianian awarded numerous commendations and dedicated a memorial to those who gave the last full measure of devotion to the March. He had this to say concerning Gran March's foreign commitments and recent internal struggles:

"There are those who sit today in foreign capitals and plot to foment dissent within our borders, foolishly believing that this will make us turn a blind eye to those who have allied with us against the blight of evil. I say to them, do not be deceived. The word of the March is the bond of the March. We will stand, and, as our memory is long and our courage undaunted, we will one day have our revenge."

Greyhawk

The Zeifan merchant princess Salif iz-Zelaq has lodged a formal complaint with the Union of Merchant and Traders and the Directing Oligarchy following the cruel murder of her xvart slave, an unassuming manikin known as Xiq-Xiq. The diminutive servant has been a fixture in the taverns of the Foreign Quarter since 581 CY, when his master arrived in Greyhawk with a shipment of fine Baklunish goods that soon assured her a place in the ranks of the city's mercantile cognoscenti. Xiq-Xiq had been performing a dance atop a table at the Blue Dragon Inn when a band of young adventurers burst upon the scene, attacking the creature with savage curses, arrows, and a half-dozen *magic missiles*. Xiq-Xiq finally fell when cleaved in two by a blow from a barbarian's greataxe. Few know what diabolical power drove the bloodlust of the adventurers, but none of the patrons of the inn raised a finger to stop them from leaving shortly after the murder.

No arrests were made, and thus far, iz-Zalaq's protestations have come to naught.

Highfolk

The citizens of Highfolk were shocked to discover that two evil denizens of the nether reaches recently reared their foul heads inside the town itself! One creature, a twisted skeletal horror with the tail of a scorpion, was found in the Temple District home of a reclusive man by the name of Erdel. Stalwart heroes managed to defeat the beast, which apparently had been summoned by the resident of the house.

Across town, at the Vesve's Tankard, another being revealed itself, much to the terror of the tavern's patrons. A shapechanger with powers from the underworld itself, the creature slew one of the barmaids and one of two heroes who attempted to defend her. The other patrons fled. When several adventurers returned, they found a bloody statement written upon the wall. It read: "You have betrayed us for the last time, traitor."

The creature responsible remains at large.

Keoland

Niole Dra remains tense as the political initiatives of the king continue to expand. Despite the apparent refusal of the Grand Duke of Geoff, King Kimbertos Skotti remains determined to seek the return of the former members of the kingdom to full member status and to have them join the Court. Meanwhile, Skotti continues his domestic initiatives, this time announcing an amnesty for former agents of the Scarlet Brotherhood who come forward and offer information about their organization in exchange for pardons (provided their crimes were not too extreme). Many southern nobles who had to fight these agents are upset by the offer, some going so far as to call it treason by the king. The disorder caused by these developments did nothing to stop the parade that sent the ambassadors on their way, but brawling and dueling among the lesser nobility marred the fair that followed.

Ket

Graf Alvaro Aldeen recently sent a formal protest to Beygraf Nadaid concerning the slow depletion of his senior military officers to stations in the fortresses along the Fals River. The protest comes but days after disturbances were reported at several of the celebrations marking the 100th anniversary of the defeat of Iggwilv. The rumor from Molvar is that Aldeen is more concerned than ever about the weakness of the northern border. The beygraf responded that the troops were required as it was foolish for Ket to believe Bissel could defend something as small as a barge when they could not defend something as important as their own country in the recent wars.

Concerns have been raised over the increase in troop activity along Ket's eastern border. Ket's diplomats have stated that other nations have no reason to be concerned, as the redeployment should take more than two months and "historically, that is more time that it takes to conquer Bissel."

Nyrond

Citizens of Nyrond are invited to attend a grand week-long celebration of the founding of Adrean's Landing, a new community conceived as a shining example of what the kingdom will become as it rises from the ashes of the Greyhawk Wars. Located on the Duntide River two days' ride from the lush Celadon Forest and a day's travel down river from Swan

Bore, Adrean's Landing will welcome members of the nobility, adventurers, and commoners alike to take part in the festivities. The festival will feature craftsmen from all over Nyrond, games of skill in the brand-new coliseum, and much, much more! Licensed adventurers interested in serving as part of the festival's security force are asked to inquire with their local militia officer.

Onnwal

Sornhill was this month witness to scenes of jubilation as the caravel *Sapphire Star* returned to port after braving the Scarlet Brotherhood's blockade of the Sea of Gearnat to reach the Free City of Greyhawk. It is whispered that an envoy from Szek Jian Destron to Greyhawk's Directing Oligarchy was aboard the vessel. The leaders of Free Onnwal have refused to comment on the matter. However the number of newly-arrived freeswords seen about Sornhill's keghouses spending Greyhawk coin and spreading wild tales of their exploits in the Free City have lent considerable weight to the rumour.

Meanwhile, Shining Paragon Purcennd Kerondas of Pholtus recently departed Kildeer with a retinue of followers and bodyguards bound for Wintershiven. Before leaving, the Shining Paragon said he would return armed with the blessings of both the Blinding Light and the Theocrat for a holy crusade to convert Onnwal to the One True Path.

Pale

Trade caravans, their goods already delayed by winter storms, have been encountering further difficulty in reaching villages and farmsteads already low on supplies following the long cold season. Hordes of orcish barbarian heathens from the Troll Fens have been raiding the northern trade routes, stealing goods and supplies. Attempts to locate and destroy these godless wretches have thus far failed, as much of the Prelatal Army remains in Tenh, bringing the protection of Pholtus to those living there. Trackers and warriors from the northern Prelacies, faithful followers of the Blinding Light, have answered the call and gone to the defense of those in need. Other foul and faithless wretches, as yet unidentified, are believed to be responsible for mutilation and killing of cattle and other livestock in the remote village of Tristor, on the Yol River near the Tenha border.

Perrenland

Travel along the Krestingstrek is safe once again, thanks to the heroic efforts of Karl Hüssen, who located and led the defeat and destruction of a band of marauding humanoids. Meanwhile, border guards in Clatspurgen have been forced to allow a group of the Fists of Hextor into Perrenland when the Fists claimed mercenary status and rights of sanctuary. In other news, Tielemannschlauss, in the Western Caltspur range, is pleased to announce a busier than normal Pilgrimage this year. The Temple of Jascar thanks those who attended and wishes all pilgrims a safe journey. Finally, The Peacekeepers of the Clatspur Pass would like to report the disappearance of the wondrous *Bow of Light*. Anyone with information as to its whereabouts should contact General Spiros at his encampment just south of Niederschlauss.

Ratik

Attacks against the borders of Ratik have besieged the militias of the northern and southern nobles over the past several months. Lives have been lost. Lumber production in the Timberway and Loftwood has plummeted. All the while, Archbaroness Evaleigh has done nothing. The Council of Lords pleads and demands for decisive action to no avail. The majority of the army remains entrenched at Ratikhill to support the Bone March campaign, while the Lords of Ratik sacrifice their own troops in the country's defense. Finally, some of the noble houses have begun to plot more immediate and drastic action. At the same time, the plummeting economy and lack of trade has driven the various guild leaders to take actions of their own. The throne of the Archbarony, the noble Council of Lords, and the merchant guilds appear to be deploying for an internal conflict which could devastate the country more than any invading army.

Sea Princes

At the close of the first week of Planting, Elder Sister Edevedrin arrived from Monmurg to reward Herdsman Krevaradan for his victory in the occupied town of Kusnir, on the shores of Lake Spendlowe. The town had been a haven for liberated Touv and Olman slaves, who rallied to the banner of an emancipated hero known as Utavo the Wise. After a battle last month, Utavo and a hundred spellcasters fled into the mountains, leaving some thousand inhabitants under the heel of Krevaradan. Edevedrin's arrival was seen as a personal token of appreciation from Elder Brother Hammandaturian, Shepherd of the Sea Princes.

Then, tragedy struck. On the first night after her arrival, fifty-five Olman prisoners disemboweled themselves in their pens, opening their guts to the ground. Sentries at the time reported seeing Utavo's spellcasters encircling the town, and moments later, vile humanoid nagaul demons emerged from the lifeless forms of the prisoners, savaging Brotherhood guards with their needle teeth and jagged claws. According to an eye witness who fled to Port Toli, Utavo the Wise stood at the center of the carnage, giving direction to the demons while wearing an ancient jeweled gauntlet on his left hand.

Shield Lands

In Critwall, food shortages and overcrowding have forced conditions to an all-time low as prices of basic necessities continue to rise. High-ranking members of the major churches, including those of Heironeous, St. Cuthbert, and Pholtus, are meeting daily to discuss how they might help to ease suffering, but a solution continues to evade them. The problem has become so serious that they

have invited representatives from less prominent religions and even a few growing sects such as the Open Spirit to join the discussions.

After three years on the defensive, many think the armies of the Holy Realm will soon march again. In the event of a new offensive, the need for strong allies would become even greater, but aid from Furyondy and other long-time allies may not be as forthcoming as before. Though unconfirmed, reports of a mysterious visitor in Critwall suggest Lady Katarina may have found strange, new allies.

Principality of Ulek

Rumors among scouts and spies in league with the Principality of Ulek suggest that orcs may be the culprits responsible for the theft of valuables from the long-lost vault of Rudd Rockcutter, in the Lortmils. No trace of these savage humanoid grave robbers has been found.

The same sources report tales of a large number of slaves being held within the Disputed Territory. It is believed that these slaves are being forced to work land while their savage humanoid masters reap the rewards of their hard labor. Though this story has not been validated officially, it has spread to Ulek's general population. Many who lost track of relatives during the war have gained hope that their loved ones might be among the survivors, and disgust that they might be kept as chattel. What actions Prince Corond or the other dwarven nobles will take are unknown at this time.

Urnst, County

Reports from Urnst's southern baronies suggest that the influx of refugees that had been on a steady rise since the onset of the Greyhawk Wars has eased in recent months, and hopes are high that many of the largely Nyrondal folk are returning home across the Franz. Local administrators expressed relief at the news, a few going so far as to wish the departing refugees well, blessing their journey in the name of a half-dozen gods.

It is rumored that Lord Artin of Brotton was attacked and killed by bandits while on a hunting expedition near Radigast City. His brother, Erthan, has taken his seat as the new Lord Brotton. To the relief of many in the capital, Lord Erthan does not share his brother's openly rebellious views toward Countess Belissica.

Meanwhile, ready adventurers recently rescued the sorcerer Nimar, mayor of Dosselford, from certain death at the hands of subterranean denizens in the strange hinterlands known as the Crystal Springs. The mayor has been investigating the site for months, and this is not the first time others have had to rescue him from the consequences of his dangerous curiosity.

Urnst, Duchy

Two of the three leading members of the Skeptic movement were recently killed in Nellix. Molfkar Kolir and Daesnar Braden, both practiced debaters for the cause of Skepticism, were assassinated during a late-night stroll, each with an arrow piercing his heart. The Temple of Lydia in Nellix is spreading the knowledge that a blue silken scarf was found near the crime, pointing responsibility toward a renowned assassin known only as Daerog. While the Temple itself is under question, it being a long-time opponent of the Skepticism movement, no evidence is available to incriminate them. Elbain Hothchilde, the remaining leader of the Skepticism movement, has taken to hiding, fearing for his own life and for the future of Skepticism itself. Duke Karll has instituted a 500 gold piece reward for the capture of the assassin Daerog.

Veluna

In Veluna City, Plar Eldried Sarneth has been heard muttering concern for his daughter, Jolene, Supreme Mistress of the Celestial Order of the Moons. Jolene, the head of Veluna's secular nobility, has traveled much in recent months, once again following up leads on the whereabouts of her betrothed, the long-absent Prince Thrommel of Furyondy. Jolene was last seen in Lorrish speaking with Lord Corbin about a sighting of her lost love.

The docks of Mitrik sit idle and the city's merchant stalls run short of goods. The river brings only a trickle of trade from Falsridge and points west, as has been the case for the past weeks. The city's merchant houses have sent representatives to Falsridge to discover the root of the problem, but no news has yet come of their efforts.

Yeomanry

The following text is excerpted from a letter discovered on a body by the Long Pond, 6 Planting, 591 CY:

I wish I had better news to report. The situation on the southern border is worse than we feared. Refugees are more numerous. They're fleeing something, though few of them agree on what. These immigrants bring more than just hard luck with them. Some look a little too hungry, and some do not look hungry enough. We've also encountered signs of small battles along the border. Whoever is fighting is keeping clear of my men. They are well equipped and mobile enough to evade us; I'd need a full regiment to hunt them down. We stopped in Hardwick for supplies but had little luck. Their crops are failing this year from some blight. I could use some help, my friend. I've a feeling this will get worse before it gets better...
Sergeant Orwald, Yeomanry Border Guard

Living Greyhawk Contact List

The LIVING GREYHAWK™ campaign is controlled by Regional Triads, groups of three RPGA GUILD-LEVEL™ members who keep an eye on local activities. The Point of Contact for each triad has been listed below. The overall campaign is managed by the Circle of Six, who oversee international plots, handle rules disputes and issues, and guide the entire campaign. Getting involved is as easy as sending an email to your Regional Triad's Point of Contact.

Circle of Six

Campaign Director
Erik Mona
polyhedron@wizards.com

Communications Director
Cheryl Llwellyn
cheryl@arnak.com

Rules Administrator
Cisco Lopez-Fresquet
cfresquet@aol.com

Regional Liaison
John Richardson
niblik2000@aol.com

Regional Liaison
David "Tip" Vaught
tip@rpga-ds.org

Regional Liaison — Europe
Ann Van Dam
rpgaeurope@wizards.be

Regional Triads

Ahlissa (Innspa/Adri)
Austria, Germany
Rainer Nagel
GHAdri@web.de

Bandit Kingdoms
Texas, Oklahoma
Tim Marling
timothy.marling@standfordalumni.org

Bissel
Connecticut, Maine, Massachusetts, New Hampshire, Rhode Island, Vermont
Steve Conforti
Scon40@aol.com

Dullstrand
South Africa
Andre Vermaak
avermaak@naspers.com

Dyvers
Iowa, Kansas, Missouri, Nebraska
Andrew VanHooreweghe
avan@cfu.net

Ekbir
France
Gael Richard
gael.loic.richard@wanadoo.fr

Furyondy
Michigan
Brian P. Hudson
Mitriad@flashmail.com

Geoff
Delaware, District of Columbia, Maryland, Virginia, West Virginia
Sholom West
alhutt@concentric.net

Gran March
Georgia, North Carolina, South Carolina
Pete Winz
pwinz@nc.rr.com

Highfolk
Wisconsin
Jason Bulmahn
bulmahnjm@aol.com

Keoland
New Jersey, New York, Pennsylvania
Frank Timar
keolandpoc@yahoo.com

Ket
Manitoba, New Brunswick, Newfoundland, Nova Scotia, Ontario, Prince Edward Island
Steve Campey
ket@oerth.com

Lordship of the Isles
Spain
Marco Saoner
alisdair@atlas—iap.es

Nyrond
Arizona, Southern California, Utah
Steve Hardinger
PartDragon@aol.com

Onnwal
United Kingdom
Sean Connor
Seany@aol.com

Pale
Northern California, Nevada
Catie Martolin
catie@brightarrow.reno.nv.us

Perrenland
Australia, New Zealand
Bruce Paris
bparis@austarnet.com.au

Ratik
Hawaii
Matt Lau
Mattador5@hotmail.com

Sea Barons
Italy
Marco Digennaro
marcodige@libero.it

Shield Lands
Minnesota, North Dakota, South Dakota
Rick LaRue
RLaRue@aol.com

Sunndi
Belgium, Netherlands, Luxembourg
Pieter Sleijpen
madfox@wxs.nl

Tusmit
Quebec
Philip Wrobel
pwrobel@videotron.ca

Ulek, Principality
Florida, Puerto Rico
Christopher Reed
Fltriad@aol.com

Urnst, County
Colorado, Montana, New Mexico, Wyoming
Richard Kohl
rwkohl@earthlink.net

Urnst, Duchy
Alberta, Alaska, British Columbia, Idaho, Oregon, Saskatchewan, Washington
Chris Jarvis
cjarvis@gte.net

Veluna
Ohio
David Christ
waveman@nls.net

Verbobonc
Illinois, Indiana
Michael Breslin
viscount@verbobonc.net

Yeomanry
Alabama, Arkansas, Kentucky, Louisiana, Mississippi, Tennessee
Ernest C. Mueller
ernestm@mindspring.com

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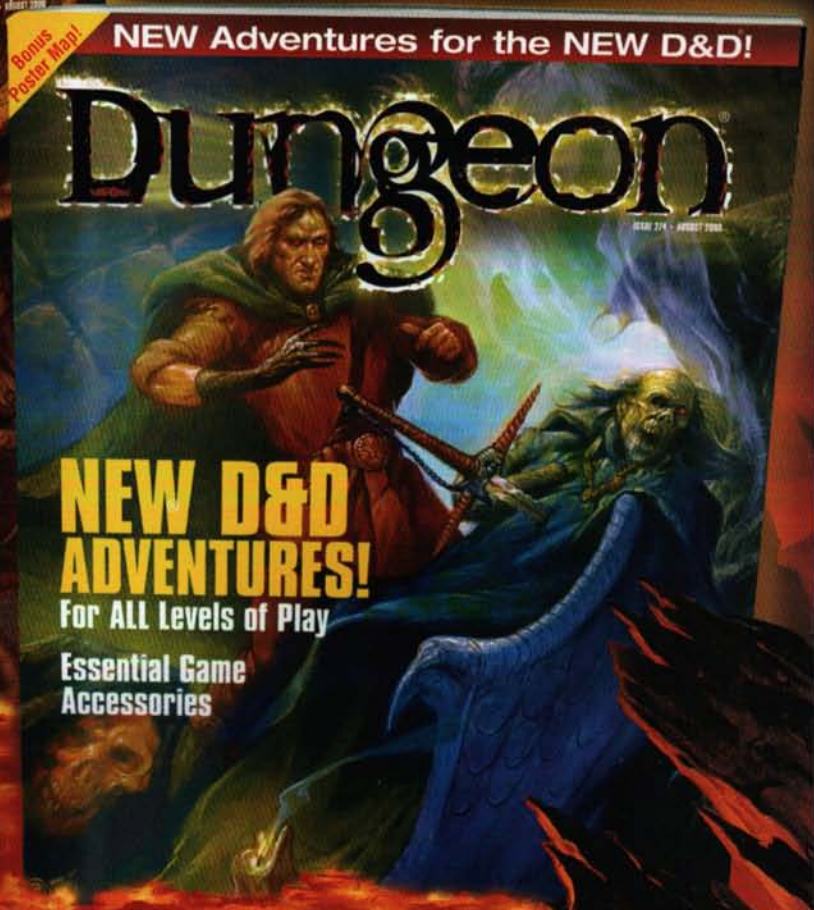

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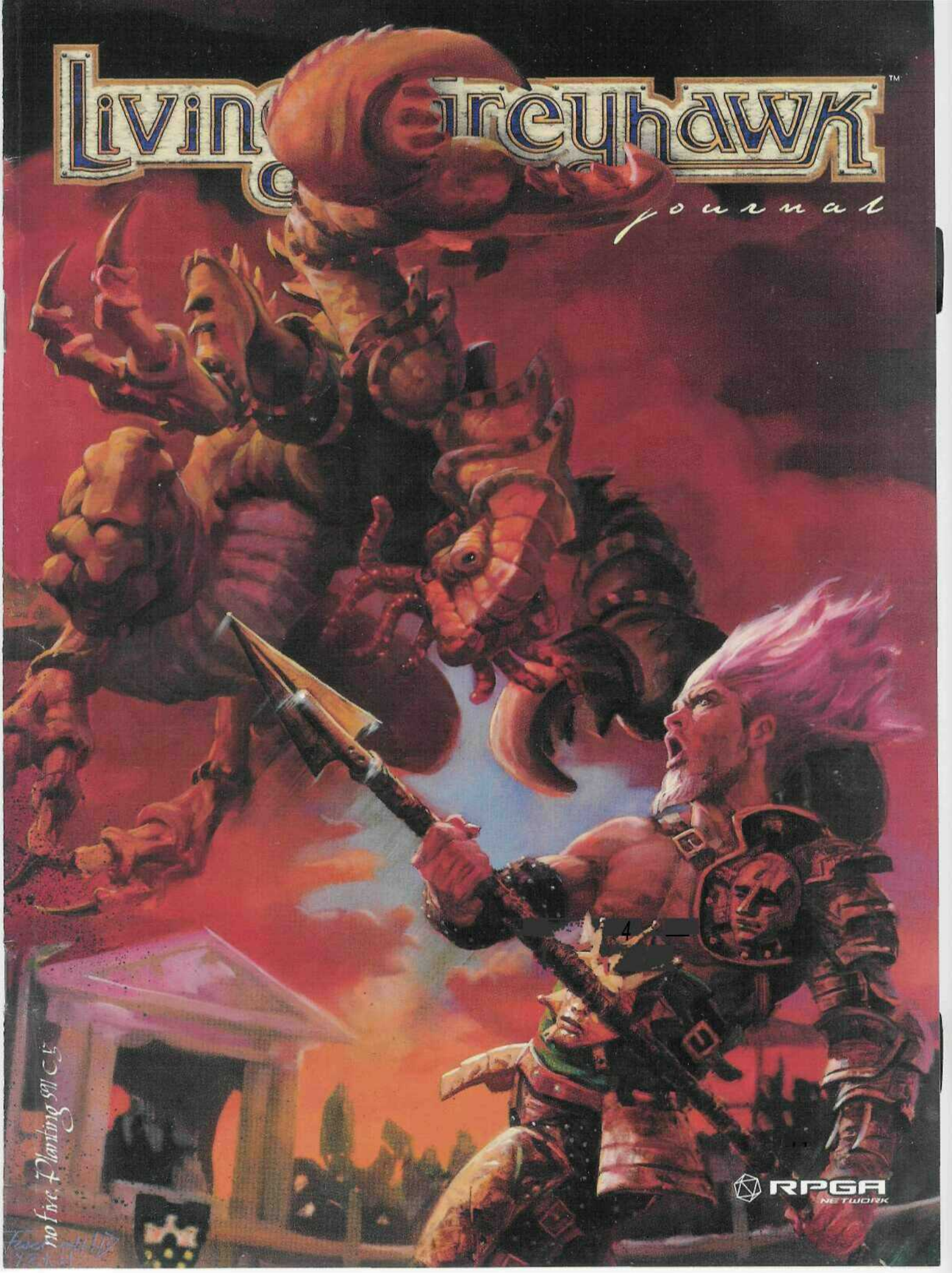
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By Erik Mona

More *tales of crooked professors and scheming students this issue, as me delve further into the district known as Clerkburg, Grab a stack of scrolls and your best set of armor—whether studying for exams or working off a criminal sentence in the Free City Arena, you won't want to be caught unprepared.*

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Editor
Erik Mona

Art Director
Robert Raper

Graphic Designer
Wendy Beth Johnson

Production
Donna Woodcock

Worldwide RPGA Manager
David Wise

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On the Cover

A brazen gladiator squares off against a chuul imported from distant Hepmonaland in Scott Fischer's rendition of a day in the life of the newly refurbished Free City Arena.

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Rob Lazzaretti, Sean Glenn (Zeif)

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State of the Campaign

BY STEPHEN RADNEY-MACFARLAND

Scarcely a year and a half ago I got my first real taste of the LIVING GREYHAWK campaign. It was my first day of work at Wizards of the Coast. My computer had not arrived, and my new boss, David Wise, was not sure where my cube was going to be. I remember that Erik Mona, then the LIVING GREYHAWK campaign director, was poring over the last printer proofs of *The Fright at Tristor,* and finishing the first issue of this magazine. He needed immediate help with another LIVING GREYHAWK issue—the small stack of regional adventures that had grown since GEN CON 2000. In an abandoned corner cube, using Robert Wiese's spare laptop, I began work on the LIVING GREYHAWK campaign, and have never really stopped.

And when I say small stack, I mean small stack—you could count them on one hand. That stack was the molehill that turned into a mountain. Since that day, the LIVING GREYHAWK campaign has brought fun to more than 10,000 players. We've produced almost 250 adventures, hundreds of interactive events worldwide, and a path of fun and carnage that starts at the far reaches of the Udgru Forest and travels to the bustling docks of Oakenheart. The campaign has been the death of hundreds of characters: many falling in both of the special *Return to the Temple of Elemental Evil* events, but even more fell valiantly in whatever games occurred at their weekly events. LIVING GREYHAWK has outstripped everyone's expectations. It took LIVING CITY years to grow to similar numbers, and the momentum of LIVING GREYHAWK shows no sign of slowing any time soon.

With growth comes pain and learning. Due to the ambitiousness of the LIVING GREYHAWK project, we have experienced a lot of both in the last year and a half.

I'm sure that you know that this special issue of LIVING GREYHAWK *Journal is* the last stand-alone version of the magazine. If you didn't know, this magazine now dwells in the larger whole that is *Dragon Magazine.* It seems a pity when the offerings of our favorite fantasy world are affected by the economic reality of the real world, but it happens. Still, having LIVING GREYHAWK *Journal* in *Dragon* has a great upside—it lets other D&D and LIVING GREYHAWK fans know about this campaign, which will drive even more folks to RPGA Network events.

Ah, *Tristor!* No conversation about the growing pains of this campaign would be complete without bringing up *The Fright at Tristor* at-home play adventure. The great news is that *Tristor* was an overwhelming success, generating play from a third of all LIVING GREYHAWK players. The downside to that success is that it generated 500 person-hours of slow and tedious work in order to process results from all those tables. Still, I am happy to say that it got done, with as few snags as humanly possible. I thank everyone for your patience and understanding while weathering *The Fright at Tristor.* We are re-releasing the adventure in the near future, and in that re-release, the DM will be given the tools he or she needs to distribute rewards to characters, so if you have not played *Tristor* yet, I am happy to stay that in this next incarnation you'll receive your experience points and goodies in a fraction of the time it took your friends to get theirs.

We also weathered major rules changes, as we moved forward with the Adventure Certificates. Though I know the changes are not popular with some, and I have to apologize at the speed in which they were released, their implementation was necessary to the continued growth and well being of the campaign. There will be changes to these rules along the way, such as the recent changes that put the original rules for using magic item creation feats much closer to the core D6D rules, but it remains the campaign staff's goal to introduce as few "house" rules as possible for LIVING GREYHAWK play. I am a strong believer in one of the original tenants of the campaign—any player should be able to join the campaign with only the *Player's Handbook* and the current character creation guide. While rules from other D&D sources are constantly added to the campaign, those two documents are all a player needs to start.

Making sure that the campaign is viable and fun to new and old players alike is an extreme challenge for any organized play program, and extremely difficult for a long-term worldwide roleplaying game campaign. New players are overwhelmed by new sources, while seasoned players are reinvigorated by their added options. Most supplementary product produced for the D&D game assumes that an individual Dungeon Master is being very picky with what she allows in her campaign, but even in a home campaign with six or so players, a DM can easily

feel overwhelmed with the number of variables involved. Planning goes out the window, as the players pull something unexpected out of their character's hat. A good friend of mine said that PC doesn't stand for player character, it stands for plot corruptor, and in a very cynical way, he is right. Compound those problems by the thousand, and you have the plight of the typical LIVING GREYHAWK DM.

Help is coming, though, with the creation of a new GM Program which will greatly benefit the LIVING GREYHAWK campaign. In the next couple years, the primary emphasis of the RPGA Network will be on Dungeon Master support. Part of this program involves opportunities for regional DMs to hook up, exchange ideas and tactics, and gain special information and insight from their regional Triads, all away from the prying eyes of players. This kind of DM networking should only increase the quality of the LIVING GREYHAWK game experience. With the forthcoming GM Program, we are also looking into ways to expand LIVING GREYHAWK homeplay by offering experienced and creative DMs a chance to expand play in their own ways, and grant their players interesting and unique game experiences.

While the GM Program is designed to increase the quality of gaming at a very grassroots level, you are also going to see some exciting changes to your convention experience. This year at the Origins Game Expo, we will present a special event related to the mysterious Isles of Woe, said to have fallen beneath the waters of the Lake of Unknown Depths in antiquity. This dungeon delve is the first offering of a year-long plot. While a smaller version of the premiere *Isles of Woe* adventure will be made available for local conventions or smaller events, some future special events will be offered and playable only at select shows. We are also in the process of creating event packages for larger shows and conventions, including tools to advertise and present your LIVING GREYHAWK events.

We go forward with these plans with a restructured Circle. The current Circle, which will be fully in place by this year's Origins, administers five meta-regions, and the Regional Triads that make up each of these meta-regions. Each Circle member is also in charge of one long-term (2-year cycle) core adventure plot, and a group of meta-region adventures that are slated for release in the 593 CY campaign year (that's 2002 CE by the current calendar you are probably used to). These meta-region adventures support play for characters 12th level and higher. We hope creating a campaign structure with a regional emphasis can decrease the number of information bottlenecks the old system had, and create a better connection of interesting core and meta-regional adventures. The Triads will continue to function the way they do now, but with more timely and comprehensive support within the new structure.

How does all of this affect the average LIVING GREYHAWK player? Well, we are striving to give you the best D&D experience you can have.

I understand that's a tall order, and it's going to be tough to fulfill. Still, you can bet when hundreds of RPGA DMs start talking to one another, they are going to come up with some wicked and fiendish ways to test your character's mettle. But if you weren't into challenges, you wouldn't be playing D6D, would you? With these challenging times ahead, I predict that you'll look back on 2002 and 2003 as some of the best years of gaming you've ever had. Just in case you don't know it already, GREYHAWK is the best campaign that has ever graced fantasy roleplaying, and future LIVINGGREYHAWKplaywillonly reconfirm that fact. If you've any doubts about those statements, come join us at your next local RPGA event, and you'll see what I mean...just don't get too attached to your characters, or at least save enough gold for at least one *resurrection.*

STEPHEN RADNEY-MACFARLAND
Living Greyhawk Campaign Director
srm@wizards.com

THE "LOST" ISSUE

As you've most likely puzzled out by now, you're holding a copy of Living Greyhawk *Journal* #5, which was supposed to have come out way back in July, 2001. Seeing as how the magazine is now a part of *Dragon* and that the last issue was somewhere in the early teens, it's fairly clear we're running a little behind on getting this issue to press. The whole tangled story involves transfers, reorganizations, disorganizations, and worse, and would take far more time to cover than I've been afforded here. Grab me at a convention some time and I'll happily tell you about it, provided I'm already on my sixth or seventh beer.

I'm thrilled that we're finally able to bring this issue to you. You don't know how difficult it's been to sit on great material with no outlet for it. Finally, Fred Weining's secrets of Zeif can wind their way into your campaign, we see a little more of Clerkburg, and we get a few more creatures from the mysterious Fiend-Sage. I'd like to specially thank Wendy Johnson for some last minute layout assistance.

We'll keep bringing you this sort of Greyhawk goodness, now on a monthly basis, in the pages of *Dragon Magazine.* Check the inside front cover for details on how you can subscribe. In the meantime, we'll see you in the Cairn Hills.

[Erik Mona, March, 2002]

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Gem of the Flanaess

CITY OF GREYHAWK—CLERKBURG (PART 2)

BY ERIK MONA AND DENIS TETREAULT ILLUSTRATIONS BY MATTHEW MITCHELL MAP BY DENIS TETREAULT

Our survey of Clerkburg continues this month with a look at a more than a half-dozen buildings that form the core of Greyhawk's educational district. See the map on the inside back cover of the magazine.

C4: Black Dragon Inn

After Clerkburg's bustle of young scholars shuffling from hall to hall dies down to the comfortable din of early evening, students, young professors, political agitators, and weary menials crowd the Black Dragon Inn for rest, food, and the strongest drinks east of the Processional. Managed by a gregarious, bear-like retired adventurer named **Miklos Dare** [LG Ft4], the Black Dragon boasts 60 private rooms for rent, one of the city's largest common sleeping rooms, and an unostentatious but skillfully delivered menu for breakfast, lunch, and dinner. More than the food or accommodations, however, the Black Dragon is known for being open at all hours of the day and night, and for the eclectic clientele attracted by such forgiving hours of operation.

Students from the surrounding colleges serve as bouncers, maids, bartenders, and housekeepers, and make up the bulk of the Black Dragon's customers. Traders from the Low Market, city watchmen, former students still caught up in the allure of intellectual debate, and Baklunish inhabitants of the "Little Ket" neighborhood across the Processional augment the youthful atmosphere. Walking from the bar to the private toilet off the taproom, it's possible to hear a heated argument over the rights of Wild Coast slaves whose masters were killed by the warbands of Turrosh Mak, bitter complaints about unfair business practices in the Petit Bazaar, and rampant speculation on the whereabouts of the dastardly Lord Robilar. Miklos Dare listens to all of this talk, and has established a significant body of lore and rumors, some of which happen to be more than the simple blustering of a young pedant striking an intellectual blow against a hated fellow.

DM's Notes: Among the various student social clubs or "literary societies" who congregate here can be found the Dunfalcon Alliance, a secretive body of young would-be revolutionaries who believe that the mayor and oligarchy are irredeemably corrupt puppets of the city's Thieves' Guild. Through the posting of seditious tracts, calumnious graffiti, and secret meetings, the Alliance seeks to undermine the authority of the city's rulers. Eventually, they'd like to depose the directors and mayor, replacing the system with a meritocracy similar to that found in Dyvers. Their charismatic leader, the thirty-two-year-old **Regalian Brax** [CN hm Rog6], emphasizes the need for secrecy among the order, and personally interviews potential recruits before allowing them into the fold. Thus far, the society has undertaken few direct actions—a midnight attack on the business of Director Vesparian Lafanel led to the capture of six members in late 590 CY, and Brax appears reticent to risk further capture and possible discovery with another such blunder. PCs showing a public hatred for the government might find themselves contacted by a member of the Dunfalcon Alliance and, after a simple test of loyalty, indoctrinated into their ranks.

Few question how Brax manages to afford his rather comfortable lifestyle. He claims to have inherited a generous sum from an uncle slain while fleeing from the destruction of Elredd, but the source of his wealth can be found far closer to home. Regalian Brax is in the employ of Mayor Nerof Gasgal, whom he met while a least master in the Thieves' Guild several years ago. Brax had spent most of his time since then as a sleeper agent in Dyvers, and when Gasgal assumed leadership he recalled his former friend, a skilled liar and actor, to serve as his spy among the all-too-idealistic students of the Halls. Gasgal and Brax use the Dunfalcons to weed out those students and malcontents who pose the most serious ideological threats to the government, as well as to attract any rival agents from Dyvers, with whom relations have never been cordial. Once a critical mass" of threats has been assembled, Brax sends them as a team on some mission in which they inevitably are betrayed. The six members captured last year, including the infamous Reductionist pamphleteer Liargo Kline, were captured by agents of the Assassins' Guild and dissolved in the acid vats of the city workhouse (Area F7). A poor, borderline-insane "guest" of the workhouse, an alcoholic halfling carter named Alamant **Bounder** [NG hlm Com2], overheard Lafanel's agents talking about the mayor's ties to the Alliance as they disposed of the bodies. He has been living as a veritable shut-in in his home in Burrow Heights (Area F14) ever since.

C5: Jewelers and Gemcutters' Guildhall

Consisting of three attached buildings, this ornate yet fortress-like structure is the headquarters for one of Greyhawk's most self-important guilds. Inside the buildings are numerous secure storage rooms, workshops, and meeting chambers so overdecorated with riotous collections of rich draperies, elaborate tapestries, exotic carpets, and miscellaneous miss-matched artwork as to bring tears to the eyes of the most devout cleric of Zilchus. Though the guild wields influence in the city befitting its members' roles as wealthy citizens and the guildmaster even serves as a city Director, the extent of ceremony at their hall can only be described as pompous.

Fortified beneath the guildhall are extensive vaults that hold an incredible wealth in gems (both cut and uncut). The impenetrability of the guild's vaults is legendary, and certainly includes both magical and mechanical protections. Periodically, trustworthy adventurers are hired (sometimes indirectly) to test the secu-

rity of the vaults. Guildmaster Gerda Hollardel [CN hf Rog3], daughter of the previous guildmaster, has a good business sense and is popular, if a bit headstrong and conservative.

DM's Notes: Gerda is secretly a low-level member of the Thieves' Guild. She and another Director, Dernen Nathane [N hm Ftr2/Rog5], have shared a romantic relationship for years (the two met while training in the Thieves' Guild, an organization to which Nathane also belongs). Nathane is a high-ranking member of the Merchants and Traders' Guild.

Gerda is not the first master of the guild to have regular dealings with the city's underworld. In his day, her father Bodmi (a personal friend of Nerof Gasgal and Org Nenshen) provided the thieves with information on the shops of fellow guildsmen in exchange for protecting his own holdings and the guildhall itself from intrusion by thieves. In 589 CY, a fellow jeweler was killed when a group of junior thieves bungled a burglary at his shop, and though Bodmi Hollardel was never implicated for providing information to the thieves, he nonetheless retired in anguish. His daughter has continued the practice. If his role in the affair were to come to light, the resulting scandal would rock the Directing Oligarchy.

The entire guild has been atwitter for much of the past month after the guildhall suffered a major theft, despite the unofficial protection from guild thieves. Somehow, a single rogue penetrated the guild's most secure vault. Ignoring items of astounding value, the interloper stole only a single unremarkable ruby with a weak enchantment (previously identified as *Nystul's magic* aura), leaving behind a white glove featuring a monogrammed "Z". Gerda has made no official comment on the theft, but the more vociferous jewelers in the guild have taken the occasion to call for new leadership, citing Hollardel's negligence in allowing the guild's vaults to be plundered.

C6: University of Magical Arts

Across the whole of the Flanaess, the rich and the humble alike dream of sending their children to Greyhawk's prestigious University of Magical Arts. Rightly considered the finest training institution of the arcane arts on the continent, the university accepts applicants based on merit and potential magical aptitude, paying little heed to such meaningless trifles as social class, race, or familial connections. Both wizards and sorcerers are accepted, though many of the more traditional instructors favor wizardly hopefuls, finding it easier to confer magical teachings through rote study of arcane formulae than to guide a would-be sorcerer through the process of tapping her inherent potential for magic through far less tangible means.

The university is situated within a massive pyramid that many scholars consider one of the greatest architectural marvels of the modern Flanaess. Each of the structures three sides is exactly 222 feet long and 181 feet high. No doors, windows, or marks of any kind mar the pyramid's walls—low-level students announce themselves at a pre-arranged spot and are taken within by tutors armed with magical means to bypass the pyramid's many protections. A six-foot-high wall surrounding the pyramid is likewise featureless.

The pyramid features an immense underground auditorium and nine floors, each representing a specific level of arcane magical study. Initiates learn cantrips and 1st-level spells on the

Magic lessons at the University

main floor, and as they progress in study, students move on to higer floors and more rigorous curricula and tutors. The floors get smaller and smaller as they approach the pyramid's zenith. A mess hall takes up a large portion of the ground floor, as do dozens of small dormatories for the use of students in their first through fifth year of study. More experienced students and instructors are expected to keep quarters in the city proper, or on some demiplane parallel to the university's metaphysical axis.

Though instructors and senior students pass in and out of the university with regularity, the youngest and rawest applicants do not leave the pyramid for at least two years after their initial visit. During that time, the would-be arcanists study the fundamentals of magical theory. Graduates of this strict regimen, during which no spells are actually taught, liken the process to a test of endurance—a weeding out of dilettantes and those who lack the discipline required to channel arcane magic appropriately. The college expels students only under the most dire circumstances (theft of a magical treasure from the vaults, destroying university lore, and murder top the short list of exile offenses). Nearly every student who leaves the university does so by her own volition (the longest apprenticeship on record was that of Bandul the Keen, an indolent lout who dithered at the lowest levels of the college for 27 years before accepting a position as a minor functionary in Hardby's unremarkable guild). If an apprentice leaves the university for any reason, she may never return to it unless she does so as an accomplished mage.

Students reaching the end of their apprenticeship (gaining a first level in either the wizard or sorcerer class) are encouraged to leave the school and "explore the world" (read: roam about violating ancient tombs and vanquishing monsters with magic). Such encouragement has led some of the more staunch magical

guilds and institutions of the Flanaess to coin the term "Greyhawk Method" to signify an intellectual pursuit tainted by commercial or foolhardy concerns. Such paragons decry the university as a training ground for base mercenaries, which many professors view as a kind of unintentional endorsement.

The first floor houses about 100 apprentices (who possess no actual spellcasting power), two dozen functionaries who keep the place running, and five priests of Boccob who spend most of their time magically generating food and drink for students not allowed to leave the premises. About 60 1st-level novitiates study on the second floor, 40 2nd-level novices on the third, 20 3rd-level arcanists on the fourth, 12 4th-level casters on the fifth, and six 5th-level wizards and sorcerers practice their abilities on the sixth floor. Floors seven through nine sport at most three or four students each, usually taught by a single instructor (teams of varying sizes oversee students on the lower floors). Generally, instructors are about three levels higher than their brightest student, though the gap grows larger the further one ventures up the pyramid. None are lower than 7th level. Lower-level teachers draw a respectable salary, but the best and most skilled instructors usually bargain a term of service with the university in exchange for spells or lore unavailable anywhere else. The life of a powerful instructor is an easy one, especially when compared to the dangerous adventuring through which most gained their magical experience. Tutors generally view their terms in a pleasing light.

The university's principal, the canny **Kieren Jalucian** [NG hm W21], faces the daunting task of keeping order in an edifice teeming with miscast spells and often extremely self-interested students and faculty. Jalucian tolerates no serious conflict among his staff or students, encouraging antagonists to solve their differences in non-lethal mage duels in an auditorium-like chamber in the university's understructure. The institution officially excludes no one on the basis of alignment, though Jalucian personally has little tolerance for openly evil members of his staff, a practice that has led to some serious difficulties with the new Senior Tutor. The Principal keeps personal rooms at the apex of the pyramid, where he can sometimes be found in the company of his paramour, Jallarzi Salavarian of the Circle of Eight. Rumors tell that Kieren was invited to join that august order after the destruction of Otiluke and Tenser, but that he refused due to his duties as master of the Guild of Wizardry (on top of his position with the university). Now that he has passed on his role in the guild to another, it may only be a matter of time before he opts to join Bigby, Otto, and the others. That is, if Mordenkainen, who has openly derided Jalucian as a "hopeless idealist," will have him.

Until the end of 591 CY, the university's Senior Tutor was an ancient, decrepit wizard by the name of Tobin Potriades. In Patchwall of that year, his body finally gave out, and he died peacefully in his sleep. The archmage's most tenacious political opponent, **Abrazaldin Hosk** [NE hm Wiz20] was only too happy to move into Potriades's ostentatious chambers in the pyramid's top floor, which he had coveted for more than 40 years. Though he appears to be approaching 50, Hosk claims to be more than 100 years old, a refugee from Dorakaa who fled when the rise of luz turned the former Ferrondian regional capital into a living nightmare. The archmage's hatred of luz is one of the few reasons he is trusted by the other instructors at all, as Hosk makes few attempts to disguise the fact that he is interested in making himself more powerful regardless of the philosophical ramifications of his actions. Worse, he seems determined to pass on his work ethic to his students. Jalucian and other highly placed tutors manage to stave off most corruption by ensuring that Hosk receives mostly students who proved themselves to be debased or unbalanced long before coming to the university.

Admission to the college requires the sponsorship of another wizard, approval by a board of tutors, and an initial admission fee of 100 gp. Older wizards often foot the bill, gaining the apprentice's services for the length of his or her initial studies. Training fees for more experienced arcanists vary, and sometimes involve quests of magical lore retrieval rather than cash transactions.

Members of all the common races can be found in the university, though by far the bulk of students come from Greyhawk or the surrounding region (the tutors tend to favor "home grown" magical talent during the approval of potential apprentices). Most students and tutors are of Neutral alignment, and all at least pay lip service to Boccob the Uncaring.

DM's **Notes:** The tomes and scrolls secreted within the university hold countless secrets, but perhaps none so alluring as that which lurks behind the pyramid structure itself. Seven years ago, a student or instructor experimenting with extremely powerful magic on the pyramid's highest floor miscast a delicate incantation. The spell shifted the pyramid ever so slightly out of synch with the surrounding reality, bringing it closer to (still hypothetical) alternate Material planes. Students and teachers alike periodically glimpse "ghost proctors," faintly translucent humanoid images of learners and masters who seem to walk about the university as if they belonged there, completely oblivious to any onlookers.

Though word of these apparitions has spread throughout the Halls, Jalucian discourages investigation of the phenomenon, officially discrediting any mention of the ghost images as the banter of idealistic students still struggling to comprehend the rudiments of illusory magic. Others in the higher echelons of instructors urge further exploration. Led by Abrazaldin Hosk, this faction knows that the barriers between worlds can be pierced. Their certainty derives from a little-known event last year, in which an elderly human wizard with an all-too-familiar face appeared within the structure, claiming to have come from a world known as Yarth. Hosk caught the archmage unawares and imprisoned him upon his private demiplane, but not before the strange visitor had a chance to introduce himself as Xagig Yragurne, Lord Mayor of the city of Greyhawk.

C7: City Mint

The guildhall for the Mintworkers' Guild is the stamping and casting center for the official coinage of the Free City. This heavily fortified, windowless hall has but one entrance and is always guarded by one elite and two standard City Watch patrols, all with magical and mundane protections. Redundant warning procedures can summon reinforcements from the City Watch and the Guildhall of Wizardry at a moment's notice.

Lead-lined, heavy stone vaults beneath the structure reportedly store staggering amounts of platinum, gold, electrum, and silver, as both bars and coins. As a result of recent inflation caused by treasure-hunters returning to the city bearing their new-found

wealth, the mint no longer manufactures bronze or iron coinage. Copper commons are falling out of fashion (except in Old City), and the guild has petitioned the city for permission to halt their production, though there is some political resistance. About once a week, at unpredictable times, coins minted here are transferred under heavy guard to the city's moneylenders and other city-approved repositories.

Guildmaster Wilyard Greathand (LN hm Ftr3) is best described as aggressively paranoid, and rarely leaves the City Mint for any reason. Wilyard has, over the years, acquired quite an extensive personal collection of antique coins from around the world, and the only time he will meet with any outsider is for the purpose of acquiring new coins for his collection.

DM's Notes: Although the Thieves' Guild sometimes manages to skim wealth from shipments once they arrive at moneylenders' establishments, Org Nenshen (Guildmaster of Thieves) and Lord Mayor Nerof Gasgal have forbidden any direct assault on the City Mint, though young thieves can always dream.

In addition to the standard types of precious metals, the mint also holds a small supply of iron-alloyed mithral and adamantite ingots for specialty weapons manufacturing. Other types of specialty metals may periodically be present.

Wilyard's paranoia seems to have reached new heights in recent months. Becoming even more reclusive and beginning to distrust even his most loyal workers, Wilyard has become convinced that some unknown individual or organization is planning a major assault upon the wealth of the Mint. As a result, he has taken the unprecedented step of hiring an independent investigator, one Gom the Enforcer (NE hm Rog8/Ass3), to uncover this suspected plot. Wilyard's associates are afraid of the depths to which this shady character will delve in the pursuit of his mission.

C8: The New Mill

The "New Mill," or New Mill College, is one of two functioning mills within the city walls, and serves as the headquarters for the Guild of Bakers and Cooks. Although some staffers at the Old Mill resented its construction, in truth the output from the New Mill isn't high enough to make any competitive impact since New Mill is first and foremost an educational institution. Here the various skills of food preparation, from the grinding of grain and the storing of milk to the final spicing and steaming of an exotic dish, are well taught by expert chefs from across the Flanaess. The college is also the site of a great cooking competition at the end of Brewfest. The mill's cellar sports a small slaughterhouse and ale-brewing facility.

Next to the mill building is the Chateau, a small yet elegant student-staffed restaurant that is rapidly gaining a reputation as one of the finest eateries in all the Free City. The Chateau is open only for dinner, and serves only foods and beverages produced at the school. Prices are reasonable, and the food is superb. Always crowded, it is best to make reservations at the Chateau at least a day ahead.

Tuition at the New Mill College is double that of Grey College, however advanced students are in great demand around the Flanaess as highly paid master chefs. About a quarter of the 40-50 students here are halflings, many from the nearby community of Elmshire.

DM's Notes: Apparent attacks on the Old Mill operations (see *Living GreyhawkJournal #4),* including several deaths, have caused some anxiety among students and functionaries at the college. A recent outbreak of food poisoning, though most likely accidental, has some seeing Scarlet Brothers in every shadowy corner. Known only to senior faculty is the fact that threatening notes have been found in several sensitive food-preparation areas, and security is being tightened, including the hiring of several guards. The headmaster has been contacting adventurers in a secret search for magical devices that detect and remove poisons and pests. The wizard Otto, an anonymous benefactor of the college and sometimes guest-instructor, has now taken an interest in the problems at the two mills, although his travels keep him away from the Free City much of the time.

C9: The Bardschool

While the Great Library of Greyhawk boasts the best collection of written history in the entire city, Greyhawk's famous Bardschool houses a peerless collection of oral accounts, poems, and songs. Formed about a century ago by disaffected dons of Grey College, the Bardschool now serves as that august institution's greatest intellectual rival (in terms of scholarship) within the city's walls. In truth, it's not a very fair comparison, since the Bardschool offers a wide-ranging curriculum with a strong basis in the liberal arts, spoken histories, and folk traditions (pursuits the industry-minded professors of Grey College often see as "soft" scholorship).

Some students of the Bardschool are in fact bards, but the school is not a traditional bardic college and does not offer strong training in the magical arts. Its unusual name came from the self-depracating scholars who founded the institution, who intended to head off criticism from their former colleagues that the school would cater only to listless jacks of all trades and not to serious scholars. The self-depracating, laid-back nature of the school's name is echoed in the disposition of its students. Often hand-selected from the dropouts of Greyhawk's other universities, a Bardschool student often possesses much more smarts than ambition. Most would prefer tossing *bon mots* at each other over fresh beer to the dreary rote learning of a traditional education. When allowed to develop on their own schedules, however, Bardschool students often (eventually) produce work of true brilliance. Roughly three dozen students enroll here at any time, with educational programs usually lasting from five to six years, since the pace of learning depends entirely upon the interest and motivation of the student in question.

Lactile Furlo [N hm Brdl2], the school's droll High Tutor, is a master bard. He's served the school for half of his more than 60 years, keeping a personal class of a half-dozen of the city's most promising bards and musical prodigies at his side throughout the day. He and his special charges maintain a "living" document known as the History of the Bards. This multivolume work tells the story of the city of Greyhawk, supplementing the official documents of the Great Library and city government with a record of Greyhawk's art, beauty, and ever-developing culture. The work contains many references to possible adventure opportunities or lost hordes, and Furlo helps to finance his small school by charging treasure hunters a small fee to review the document.

GEM OF THE FLANAESS CONTINUES!
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DM's Notes: Those who care little for the arts or scholarship in general still appreciate the Bardschool for its dedication to a century-old tradition of humuliating Grey College, its students, and its deans. The two colleges compete against each other at sporting events in the Free City Arena, and while the Bardschool simply isn't large enough to field competitive teams such events are always well attended by students and menials of the Halls, who hope to see the haughty folk of Grey College put in their place by a small pack of casual, devious geniuses. Past humiliations have included countless mascot abductions and bawdy cheers. At a jumps competition in 579 the entire Bardschool team emerged from their quarters absolutely naked save for the requisite boots of *striding and springing,* their heavily armored competitors staring in bewilderment at their audacity as the crowd screamed approvals and appreciation. To make matters worse, the Bardschool team actually managed to defeat their befuddled opponents, scoring thirteen rings to Grey College's eleven.

This year, the Bardschool swore to take things seriously and field a competitive team. Students have for weeks spread rumors about "Killer Votz," their mysterious new team captain and star jumps player. No one has ever seen this star player, but the buzz (wholly generated by the devious Bardschool students) is so strongly in favor of the Bardschool that a few deans of Grey College have been spotted placing bets against their own team in certain low-class establishments around the district.

"Killer Votz" is, in fact, a much-abused goblin who has been charmed into thinking himself the greatest jumps player of all time. Votz stands just under three feet tall, and weighs about 150 pounds less than the weakest member of the Grey College team. He is, quite literally, a sacrificial lamb. The game of jumps involves a great deal of physical combat, with the ring carrier having to leap his way past a gauntlet of opposing players bearing iron-shod wooden staves. Each team includes one cleric, who tends to wounded players and who cannot be attacked. That said, Votz isn't likely to survive even one blow from such a weapon, which is exactly what the Bardschool players are counting on.

Votz, as it happens, is eldest son of Garrak Bloodbather, the warchief of the Broken Tooth goblin clan currently besieging Narwell, on the Wild Coast. The young goblin was captured by the older brother of the former Bardschool captain, a rambunctious, incautious dandy named Asperd Vondragan [CN hm Rog4]. Vondragan hopes to humiliate Grey College by forcing its players to kill Votz, which he hopes will so enrage Garrak Bloodbather that the goblin will march to Greyhawk itself. The plan is completely absurd and wholeheartedly dangerous, which is of course what makes it so appealing to the foolish Bardschool jumps team.

C10: Bridge of Entwined Hearts

Perhaps the most romantic locale in the city, this elegant stone bridge straddles the Millstream next to the Bardschool. The area is popular among students at Grey College, though it sees a fair amount of traffic from couples from all quarters of the city. A cosy balcony on each side of the bridge at its highest point holds a small bench for two, romantic nooks that have served as the setting for countless marriage proposals throughout the city's long history. When a suitor suggests taking his beloved on "a walk through Clerkburg," it's a sure hint that a proposal is in the works. While some believe the bridge to be magical, most credit the pleasant atmosphere to the Bardschool's tradition of holding outdoor music practice nearby. In the secluded space beneath the bridge one can see many very personal messages of affection inscribed upon the stone blocks.

DM's Notes: The Bardschool does its best to encourage the magical reputation of the bridge, and performers purposefully choose to play romantic music, particularly in the early evening hours. Bardschool students even have good-natured competitions based on the types of amorous behaviors observed during each performance. Magical influence is not permitted during these competitions.

A frequent visitor to the area is an idealistic young Grey College student of religious lore named Stakri Sreabl (NG hf Clr4—Myhriss). Stakri believes that somewhere within the bridge is a block taken from the courtyard of Maid of Light and Dark herself, and would be grateful to anyone who helps to prove her thesis. Her professors remain unconvinced.

C11: The Savant Tavern

Once the stately residence of a Grey College chancellor, the Savant Tavern is a popular destination for tutors, sages, scholars, and other educated gentlefolk. The rambling maze of dimly lit small rooms, narrow corridors, and tiny alcoves, each with but a single table and several chairs, is the place to go for intelligent debate and good ale. The bookshelves lining nearly every wall contain many well-worn tomes, perused by those seeking a quiet, late-evening drink alone and perhaps a bite to eat from the limited menu.

DM's Notes: On most nights, a quiet scholar of Baklunish descent can be found sitting in an out-of-the-way alcove, drowning himself slowly on foul spirits while perusing ancient scrolls stained with spilled beer. The once-proud scholar, Arkalan Sammal of Ket (LN hm Expl7, Int *23),* succumbed to the numbing, forgiving embrace of alcohol shortly after his older brother, the archmage Rary, turned traitor on the city, killing fellow wizards Tenser and Otiluke and immolating several blocks of the city in magical fire. Despite Arkalan's public disavowal of his brother in 584 CY, some Greyhawkers still cast an unfairly suspicious eye in his direction. He was sacked from his instructor position at Grey College in 585, and has spent the ensuing years in service to adventuring bands, a practice he loathes and continues only to finance his further submersion into the world of alcoholism.

His mind is still sharp, though his physical condition is deteriorating. Lost in despair, he fears his brother might turn on him at any time. Still, he hopes to find someone who can restore

Rary to his former rational self, as the brothers were once very close. Recently, Arkalan has had further cause for losing himself in drink with the news from Ket of a serious illness in the family. If Arkalan's skills of observation hadn't become so impaired, he surely would have noticed the several furtive figures who have been watching him from shadows in recent weeks.

C12: Free City Arena

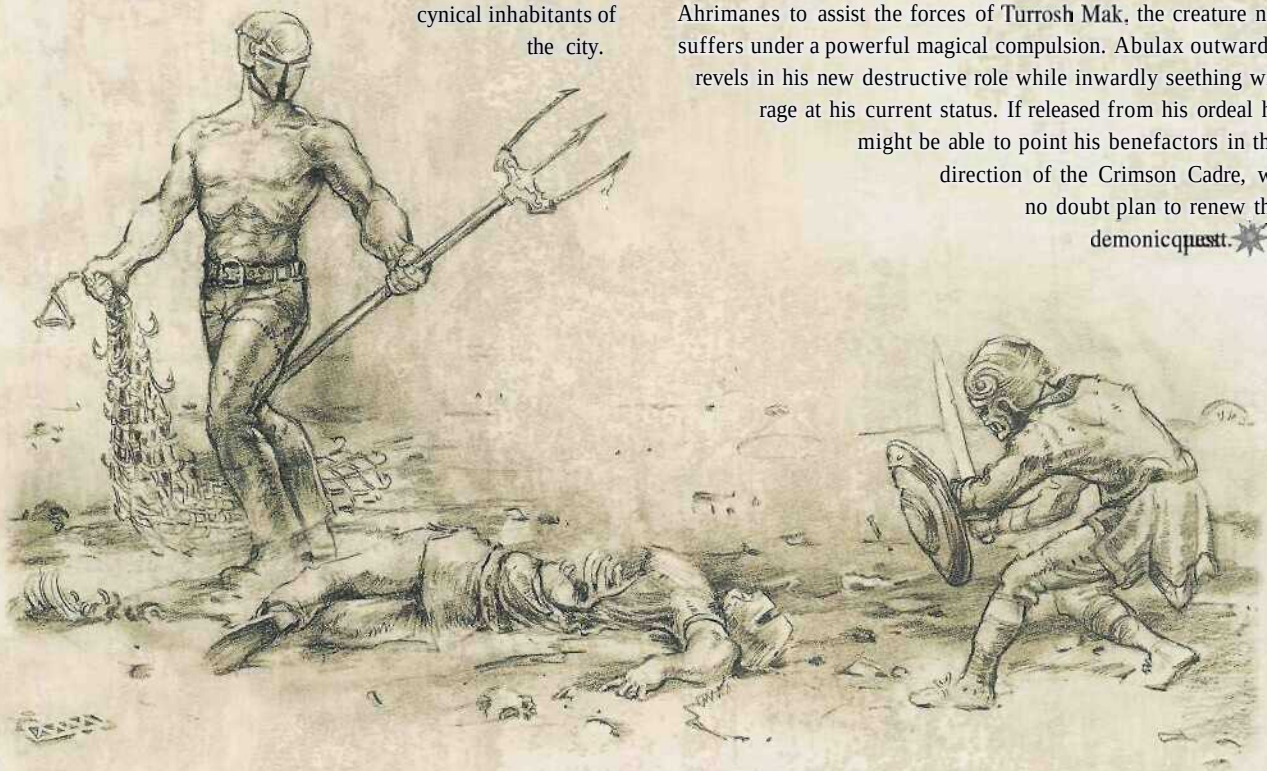
Oeridians have been obsessed with bloodsport since before the migrations, and a common truism throughout the Flanaess holds that one can determine the influence of Oeridians upon a given city by measuring the size and resplendence of its coliseum. Originally built during the reign of Ponjes the Bull, when Greyhawk was considered a *defacto* outpost of the Great Kingdom, Greyhawk's once-impressive arena was allowed to degenerate throughout the years, as the city swelled with autonomy and individualism. In ruins by the time the infamous Zagig Yragerne came to power, that worthy figure made improving the arena a crucial part of his early agenda. "We can still ignore the arrogance of the Overkings," he once said, "without ignoring the fact that it's amusing to watch two gladiators kill each other for the adoration of a loving public."

Zagig employed a cadre of architectural virtuosos to craft one of the most spectacular arenas in modern times. After Zagig's disappearance, the Directing Oligarchy forbade lethal combat in the arena, preferring to focus on athletic competitions between the city's many colleges (the brutal sport of jumps remains popular, no doubt in part because its players occasionally manage to suffer lethal injuries on the field). Last year. Mayor Gasgal reinstated lethal combat in the arena as a means to deal with overcrowding in the city's workhouses. Hardened criminals are now given the opportunity to do battle against imported creatures or each other at biweekly day-long festivals of violence. The irony that vicious criminals now rank among some of Greyhawk's most popular residents is not lost upon the cynical inhabitants of the city.

In addition to sport and gladiatorial combat, the Free City Arena sees action as a home to militia and city watch drills, countless open-air performances, musical concerts, and holiday celebrations. At least once a year, guild wizards seal the field's two entrances with walls of force and flood the playing field allowing for simulated naval battles that draw observers from as far as Nyrond.

The arena holds up to 20,000 spectators, and consists of fifteen sections situated around an ovular field of play. Four large gates at the east, west, and south of the arena allow large crowds to enter and exit the structure on a timely basis. Players and gladiators enter the arena from smaller gates at the east and west, which are in turn connected to a vast understructure of caves, animal pens, and storage chambers. Seats along the northern side of the arena command greater prices, with the most expensive section being that situated just left of the western gate. This section bears the Grand Box of the Lord Mayor, where Gasgal and his honored guests admire the competition under the shade of an elaborately columned roof. In addition to space for dozens of cronies and functionaries, the Box contains an elaborate wooden throne known as Zagig's Seat, which to this day is left empty should the city's infamous mayor drop by for a bit of sport.

DM's Notes: The catacomb of passages under the arena contain dozens of beasts and creatures from all over the Flanaess, and even a few from the outer planes. A current champion brawler, known locally as Vorrex the Bear-faced Mangier, has ravaged all opponents in the four months since he was first introduced. The ursine figure is in fact a guardinal, a normally chaotic good outsider dedicated to contemplative philosophical pursuits. In late 591 CY, a group of adventurers from Safeton known as the Crimson Cadre sold the creature to the arena for a pretty penny, claiming to have captured it in an expedition to the Pomarj. In fact, the beast's name is Abulax the Even-Handed. Captured by the cadre after he foiled their attempt to unleash the demon lady Ahrimanes to assist the forces of Turrosh Mak, the creature now suffers under a powerful magical compulsion. Abulax outwardly revels in his new destructive role while inwardly seething with rage at his current status. If released from his ordeal he might be able to point his benefactors in the direction of the Crimson Cadre, who no doubt plan to renew their demonic quest.



The Rock of the West

EXPLORING THE SULTANATE OF ZEIF BY FRED WEINING
ILLUSTRATIONS BY VINCE LOCKE AND RAVEN MIMURA

The Sultanate of Zeif is the greatest of the successor states to the ancient Baklunish Empire. It has been the dominant force in the Near West for almost nine centuries, and it is still the pre-eminent nation of the Baklunish. Zeif has no great range of hills or mountains to define its territory, but the long valley of the Wadi Khijar serves to separate the eastern from the western lands of the sultanate. This valley runs from the Dry Steppes of the Paynims to the northern coast of Zeif. At one time a mighty river coursed through the Khijar Valley, but now only seasonal runoff normally flows over its rugged bed. In fact, the Wadi Khijar is dry for most of the year, though the valley may flood for weeks at a time during the rainy season.

The different regions of Zeif are also distinguished by the quality of their soil. The northeastern portion of the country makes up the tilled fields of Retsaba, where almost all Zeif's farmlands are found. Across the Khijar Valley in the rough and uneven northwestern lands are the mines of Vaar, from whence a wealth of chrysoberyls is taken for the sultan. South of both regions are the uncultivated grasslands called the Timarral; again, the lands to the west of the Wadi Khijar are generally rougher than those to the east. Finally, the harsh Plain of Antal is part of both the Paynim lands and the sultanate. It tends to be a lawless region, serving as a battle-ground for nomads and bandits, as well as other predators.

The people of Zeif place great importance on personal honor and family position; to them, any loss of reputation in the eyes of their fellows is the greatest calamity. Among themselves, the citizens of Zeif speak the Osfaradd dialect of the Baklunish language, but with infidels they will deign to use the Common Tongue of the Flanaess. Only the well educated are truly skilled in the use of Ancient Baklunish, making it the domain of the scholars, officials, and nobles who use the classical language in their professional affairs.

Politically, the sultanate is laid out in a haphazard-seeming assortment of lesser territories: pashaliks, beyliks, deylik's, timars, and the odd emirate or sheikdom. In theory, the sultan is the unquestioned ruler of all these lands, but in practice he must contend with opposing forces among his nobles and within his own government. These forces can range from local administrators and rulers all the way to the ministers of the Diwan, and even to the grand vizier; but most insidious of all are the intrigues of the harem and its denizens, led by the matron sultana.

THE DIWAN

The Diwan is the sultan's cabinet, made up of the chief viziers of each government ministry. The sultan appoints its members with the assistance of his grand vizier, who in turn oversees the operations of Zeif's bureaucracy. The sultan may dismiss any of his viziers at will, though most officials have a network of allies in the bureaucracy that can make life difficult and dangerous for their replacements. However, any acts that disrupt the smooth function of government are considered treason, and the sultan may have offenders imprisoned or executed.

The current sultan did exactly this early in his reign when he purged the Ministry of the Treasury by executing the vizier and senior staff and selling their families into slavery. While this act was not universally applauded, it did stop the rampant embezzlement of treasury funds, and brought about remarkable improvements in the overall efficiency of his government. Of course, excessively brutal sultans must also beware of retaliation in turn, particularly if the offending viziers can gain the support of the matron sultana or other allies in the court.

THE MILITARY

The military of Zeif is broadly divided into cavalry, infantry and naval forces. The cavalry are led by the officers of the spahis, the sultan's knights. The senior officers, called spahi elders, administer their own fiefs, called timars, from which they must earn sufficient funds to maintain a ready force of mounted warriors. Commonly, they induct their relatives as junior officers, and hire paynim mercenaries to provide the bulk of their cavalry units.

A spahi, one of the sultan's honored knights

A spahi is responsible for the actions of his hired paynims, and must make reparation for any damages or casualties he causes among the citizens of Zeif. While some knights are very conscientious in their duty, many are not averse to permitting their mercenaries some small-scale raiding against travelers (particularly foreigners)—provided the spahi receives a generous share of the spoils.

The infantry is subdivided into two branches: the regular army and an elite group of orcish soldiers called the Uruzary Corps. The regular army is under the direct jurisdiction of the Ministry of War, which oversees the funding and assignment of junior officers to the different companies. Commonly, wealthy families will purchase an officers commission from the Ministry of War for their otherwise unemployable offspring; it is then left to the senior commanders to provide for their training. The most successful officers learn to rely heavily on their enlisted staff in actual combat situations.

The Uruzary Corps is another matter entirely. The legendary sultan Jehef the Splendid created this renowned force of elite orcish infantry eight centuries ago to serve as his personal guard. The uruzaries are still the terror of the sultan's enemies at home and abroad, wielding their great two-handed swords to devastating effect. The corps has been enlarged over the years and its duties greatly expanded, but it is still funded by the sultan and considered part of his personal retinue. The uruzaries give their loyalty to no one but him. The senior uruzary commanders are always chosen by the sultan himself, and bear the title of aga; other officers of the corps are promoted from within the ranks. The uruzaries are renowned for both their fierceness and their iron discipline.

The Royal Navy of Zeif is nominally under the jurisdiction of the Ministry of War, but a high admiral called the kapudan pasha, who has direct authority over the navy and its captains, actually commands the fleet. Naval commissions are purchased in a manner similar to that of the regular army, save that payment must be made to both the kapudan pasha and the captain of the particular vessel on which the junior officer is assigned. Generally, these arrangements are negotiated with the ship's captain beforehand, allowing him to choose the most worthwhile candidate.

Sufficiently experienced officers may rise to the rank of naval captain, with the title reis, though such advancement is very expensive. The promotion often can be so costly that the potential rise will require the support of a wealthy patron, or patrons, from whom he can obtain the necessary tribute money. This might easily cause the captain's loyalty to be divided between his naval superiors and his civilian sponsors, but typically a reis of the Royal Navy will resolve this conflict by giving his first loyalty to himself.

THE CLERGY

The merchants' alliance known as the Mouqollad Consortium serves the sultanate by ensuring the continued flow of trade. Officially, it is an advisory body to government, with no granted authority. However, the vizier of Weights and Measures is usually a cleric of Mouqol (as are many in the Ministry of Trade), and he will work closely with his fellows in the Mouqollad to maintain the sanctity of the market-places of Zeif.

The Mouqollad also directs international trade, whether conducted over land or sea. Land trade is the province of the caravan-masters, and most caravan circuits are well established and assigned to specific merchant clans, though each journey offers its own unique dangers and challenges. Similarly, sea-trade is the province of the merchant-fleet captains. Local sea-traders may travel alone or in pairs, but those making longer journeys do so in larger flotillas of as many as a dozen ships. Candidates for mastery of a caravan or captaincy of a merchant-ship must have fulfilled many years of service to the consortium, and they will only be installed after rigorous examination by the Worthy Elders of Mouqol.

The Qudah is the Zeifan assembly of the Exalted Faith of Al'Akbar. The purpose of the Qudah as a whole is to strengthen and support the lawful institutions of the sultanate, but many of its member clerics also take it upon themselves to protect the interests of the common people. While there are certainly other clerics of Al'Akbar in Zeif, only the members of the Qudah are officially recognized by the government. This group also differs from Zeif's other bureaucracies in that it has no tradition of hereditary succession, and almost all its members are from families of common birth.

Their chief priest is called the pir qadi, and he has the unenviable responsibility of reconciling the ethical requirements of the Exalted Faith, under the authority of the Holy Caliph, with the duties imposed upon his assembly by the laws and government of the sultanate. The appointment of any cleric to civil or military office ultimately derives from the sultan and the Diwan, but among the faith of Al'Akbar such

Mogh Sultan Morad appears young, he has ruled nearly 40 years

The Sultan's Truce

Though the servants of the Caliph never ceased in their labors during the brief years of Ozef's reign, theirs was not the only voice the sultan heeded. Many of the lesser officials of the old regime had defected to the side of Ozef Khan (as he was then known) during his years of struggle against the false satraps who were their former masters. Some of these defectors now managed to ingratiate themselves with the new sultanate, and they worked to diminish the influence of the missionaries from Ekbir. Other long-standing conflicts began to re-emerge as well, whether between nomad and town-dweller, between orc and human, or simply between local clans and families revisiting old rivalries.

Ozef's answer to this was the sultan's Truce. Still considered the first law of Zeif, the sultan's Truce declares that the sultan is the single ultimate and proper authority in the Sultanate. It dismisses the claims of all others and binds the fate of the entire nation to the sultan's will.

By invoking the first law of Zeif, Ozef removed many petty, local tyrants from power and placed his own loyal servants in charge of towns and villages throughout the new Sultanate. Even commoners could be elevated to positions of authority, and this often was often a necessity, for the only nobles recognized in Zeif were members of sultan Ozef's personal clan, the Osfaraddi. However, members of the old aristocracy quickly joined this group through intermarriage and adoption, until now all that truly remains of the first sultan's clan is the family name and their particular dialect of Baklunish.

an assignment is also based on the official recommendation of the pir qadi.

Many other religions are represented in Zeif, and some are widely followed—particularly those of the familiar feminine Baklunish deities. However, the activities of these conservative ethnic religions in modern Baklunish society are more limited, perhaps due to the influence of priesthoods drawn mostly from the aristocracy. (The exception to this is the faith of Geshtai, which is vitally important to the agrarian economy, and plays a very practical role in the lives of its adherents.) Traditional element-worship is not uncommon, but most of these religions are only loosely organized. Likewise, numerous hero and ancestor cults, some of which may be quite prominent in certain small communities, play only a minor role overall.

A SURVEY OF MODERN ZEIF

The Sultanate of Zeif boasts some of the most populous cities of the Baklunish West, each with a host of intrigues and interesting locales. From the crowded avenues of the capital to the desolate, airy markets of Antalotol, Zeif offers countless opportunities for an adventurer to make a profit, and to get himself in a great deal of trouble... (See the map of Zeif on the inside back cover for geographic details.)

ZEIR-I-ZEIF

This coastal metropolis is the capital of the sultanate that bears its name. Often called Zeif City by infidels, it was founded by Ozef the Warrior almost 900 years ago at the site his coastal encampment. Here the ships of Ekbir first landed, bringing aid to their beleaguered ally during his war against the Imperial Pretenders. After Ozefs final victory in 2353 BH destroyed the last traces of the Satrapy of Ghayar, the caliph himself journeyed here from Ekbir to inaugurate both the new sultan and the new nation of Zeif. Unfortunately, the close relationship between the zeif and Ektoir did not survive Ozefs demise at sea in 2366.

Ozef reigned as sultan for only 13 years. He accepted the invitation of the caliph to visit Ekbir in 2366 BH, but tragedy struck when his galley was attacked by a huge sea-monster—the terrible dragon turtle Xoshour. Xoshour had been a menace to sea-travelers for over three and a half centuries, though it had not been encountered within sight of the coast in all that time.

Yet the monster struck the sultan's vessel even as it passed by the mouth of the Tuflik, overturning the ship and scalding escaping crewmembers to death. Witnesses on shore saw one figure fighting the dragon turtle from the keel of the overturned ship until it was lost from sight within the steaming vapors of the battle, but no survivors emerged from the combat. Ozef's remains were never found.

The great dragon turtle Xoshour

Sailors have reported sightings of Xoshour over the years, now with but a single eye, the other having been put out long ago in its confrontation with the first sultan. If it still lives, as some scholars believe, then the monster must be ancient indeed, and they surmise that the dragon turtle may possess a great store of the sorcerous lore of old. Most adventurers simply presume the monster's hoard to be immense, perhaps containing treasures from the imperial Baklunish era as well as the lost heirlooms of Ozef the Warrior, and for this reason alone will continue to seek out the beast.

Even in the wake of Ozefs tragic death, both the city and the Sultanate of Zeif continued to grow. The city expanded out from the shore and is now encircled by 18 miles of multi-leveled wall made of blue granite from the western Vaar. Ismuyin the Wise began construction of this wall in 2550 BH, and it is still called the Sultana's Girdle in her honor. Each of its ten grand gates is covered in patterned mosaic designed by the esteemed lady herself to represent the name of the goddess Istus.

Even as the heirs of Ozef have been installed on the sultan's Couch in their turn over the centuries, so have the customs of the court become more entrenched, until only a strong will and ruthless mind may hope to control Zeif now. Usually, the prestige of the matron sultana and the authority of the grand vizier serve to check the power of the sultan, whose tyranny

would otherwise be absolute, while he in turn will favor one against the other in hopes of diminishing the influence of both. Thus is formed the traditional conflict that has played out many times through the years in the Palace of Peh'reen.

PALACE OF PEH'REEN

The heart of government in Zeif is the palace of Peh'reen. It is the home of the reigning sultan, Murad (LN human male Ftrl5). He is called "the Proud" because of his claim to be the rightful sovereign of all the Baklunish, but in truth he has done little to enforce this claim, and thus often is called Murad the Wary instead. This is appropriate, for the sultan is suspicious by nature and difficult to decipher.

The palace itself was commissioned by sultan Jehef "the Splendid" and completed in 2481 BH. Its golden-hued walls are made of the richest marble in Zeif, and its bronze gates were worked by the finest craftsmen in the Near West. Peh'reen is a world unto itself, divided into three major sections to serve as government capitol, royal residence, and private academy.

The first section is called the Outer Palace, and houses the ministerial offices and the Chamber of the Diwan. If is the demesne of the grand vizier, Okolloz Seyish (N human male Ftr8/Wizll) "the Statesman." This is the only portion of Peh'reen that a typical citizen or visitor can ever expect to see; even the royal viziers must have the sultan s permission to enter other sections of the palace, though it is usually granted to them as a matter of course.

The grand vizier himself is an imposing figure, well past middle age, but strong and remorseless. His devotion to the sultanate is unwavering, but as a devout follower of Istus, he tends to leave the disposition of individual lives in the hands of fate. His concern is the nation of Zeif as a whole, and he encourages the sultan to rule rationally, despite the influence of other members of the court and the royal family. The rest of the sultan's court tends to follow policies based on whim if not strongly held in check by the grand vizier.

The royal chamberlain oversees the Inner Palace, as the second section of Peh'reen is known. The current royal chamberlain is Awan Mevet (N human male Wiz7/Lor6), who often is called "the Panderer of Petitions," for he has been known to accept gifts of money or other favors in return for using his influence with the sultan. Also part of the Inner Palace are the Twelve Vaults, as the great archives and treasuries of the sultanate are known, though the last of these remains empty, having been built only to house the fabled *Jacinth of Inestimable Beauty*, which was lost before the palace was completed.

The privileged residents of the Inner Palace also include one hundred of the most disciplined and fiercely loyal of the uruzaries, who serve as the sultan's personal guard. Of course, the sultan's personal chambers are located here as well, though he often will be found elsewhere, for he has many dwellings to choose from.

Perhaps chief among these alternative dwellings is the third and most infamous section of the royal palace—the Harem. Ruled by the matron sultana, this is the home of the sultan's numerous concubines and consorts. All of these are chosen for their beauty and kept secluded from outsiders, at least until they have served long enough to be entrusted with the title and privileges of a sultana.

The Harem also has many other residents, the most important of whom are the sultan's own children. They are generally kept segregated from the adults. There are well-appointed nurseries for the youngest, and dormitories and schools for the elder. The finest scholars in Zeif are retained to instruct the sultan's offspring, and the children of favored nobles are also permitted to receive their education here. Thus, many in Zeifs ruling-class are close acquaintances from their youths, and the friendships and rivalries formed in these years are often sustained throughout the rest of their lives.

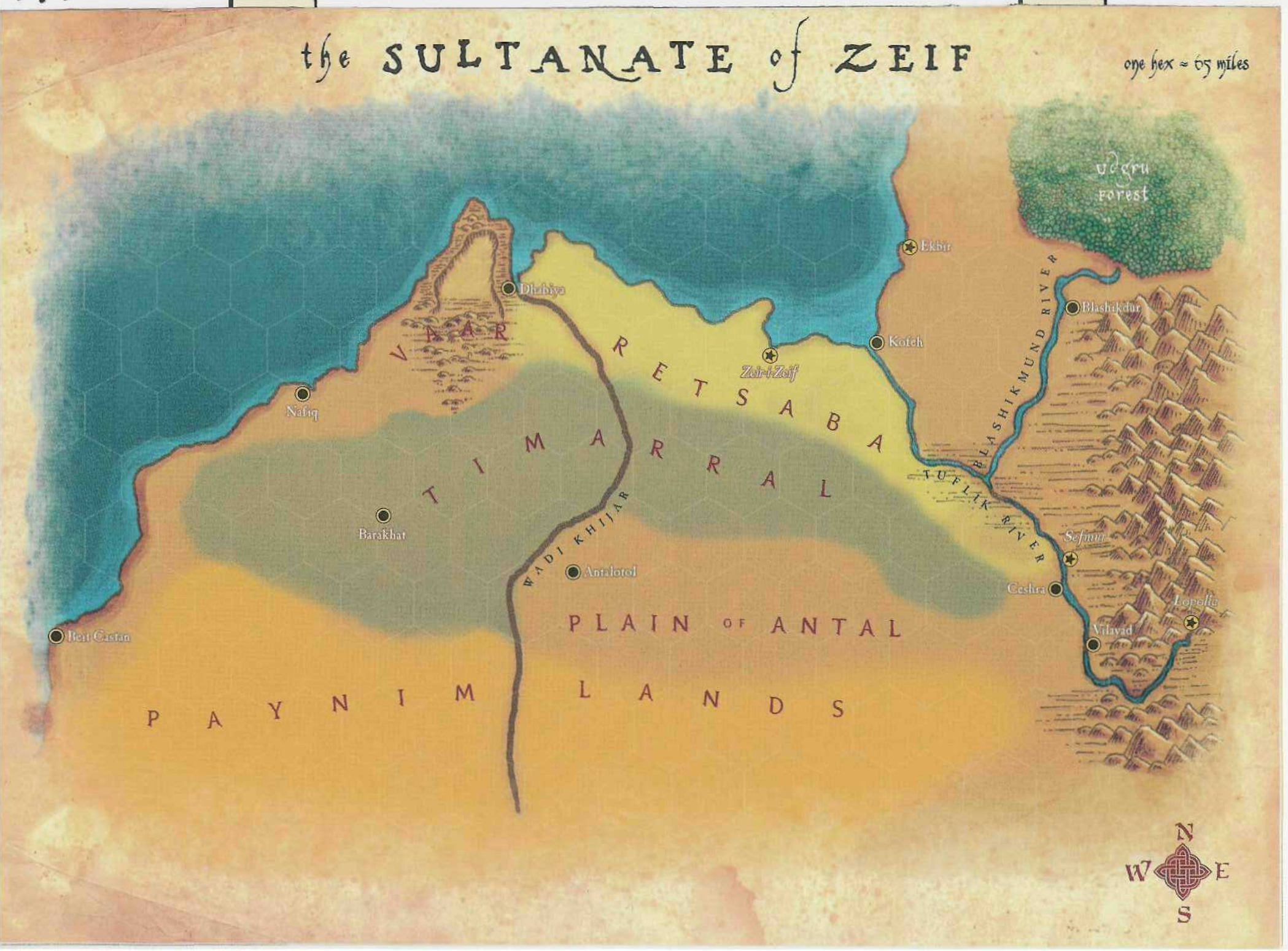
The matron sultana is the sultan's mother. She is named Nur Karu (LE human female Rog6/AsnlO), and began her career as a beautiful young concubine of the current sultan s father. With the passing of the years, she has become an increasingly powerful and mysterious figure, so that she is now often referred to as "the Veiled sultan."

The notorious rivalry of the matron sultana with the grand vizier has grown so great in recent years that a state of palace warfare has developed between the two. Each competes against the other to gain a greater number of allies at court, with the ultimate prize in this game of political chess being Murad; but both parties have proven willing to use any means necessary to secure their own advantage, including execution or assassination. Currently Okolloz maintains the upper hand, but Nur Karu is always searching for ways to embarrass or demean her opponent in the eyes of the sultan, and she has found her share of allies in the Diwan who chafe under the strict supervision of the grand vizier.

FORTRESS OF THE SEA LION

Across the causeway from Zeif City sits the fortress of the Sea Lion, home port to the high admiral of the royal navy, Pandhar Reis (N human male Ftrl6), the kapudan pasha. For 26 years Pandar Reis has flown the sea-lion banner from his mast, and he has sent many of his sons to die in battle for the further glory of Zeif. The kapudan pasha is more often away at sea than at his island home, but both his harem and his treasury are well stocked and well guarded.

A large man with huge appetites, his lust for travel is perhaps his greatest craving. On his ostentatious, seven-decked galley, the *Lion s Mane*, he roams throughout the gulf waters and the southern Dramidj. He gives lip service to the Lady of Fate, but if he has any true religion it is the sea. As a practical matter, he also reveres the elemental powers of wind and wave, sacrificing to them as the need arises. Though he is seldom seen at court, the kapudan pasha is still a favorite of the sultan,


the SULTANATE of ZEIF
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Battle Beneath the Waves

The naval disaster called the Battle Beneath the Waves was the culmination of many years of tension with Komal and the merfolk of the gulf. The battle itself took place in 3095 BH, after a series Komali raids against the port of Yif Qayah. Despite warnings from his locathah scouts about a large gathering of mermen, the kapudan pasha of the Zeifan fleet pursued the Komali flotilla into the shallows of Ikayal Strait. The broad-ribbed coasters of Komal were no match for the huge war-galleys of Zeif in a direct conflict, and the Zeifan captains looked for an easy victory. However, once in the strait, the Zeifan captains found their oars bound and their ships breached beneath the waterline.

One third of the Zeifan fleet was lost that day, and nearly half the remainder was lost before they could reach their mainland ports. A huge number of prisoners were taken, with all of the officers being claimed by the merfolk. Most of them were eventually ransomed, but not before they had spent several years in servitude to the mer-sheiks. Yif Qayah came under the sovereignty of Komal, while many of the other island colonies of Zeif shook off the yoke of the Sultanate and began to form their own alliances. Piracy went nearly unchecked for many years in the gulf and in the Qayah-Bureis chain. Zeifan supremacy in the southern Dramidj was brought to an end and Zeifan sea power was crippled for half a century.

and he always brings ample tribute when appearing before his sovereign to ensure that this remains so.

THE HIGH BEDESTAN

As headquarters of the Mouqollad, this complex is both a temple and a working marketplace, though its most important function is the administration of the merchant's consortium. The Worthy Elders of Mouqol hold court here on a monthly basis, receiving petitions from consortium members and hearing news from the trade missions. They are led by the Most Worthy Feyin Cemul (N human male Clr19 of Mouqol), an aged priest whose contemplative demeanor belies his skill as a master negotiator.

Sages and specialists from within the ranks of the consortium are brought in to augment the priestly council during the spring of each year. This is when examinations are held to determine who will be admitted into the prestigious order of the Assayers of Magic, and who will be advanced to the level of master assayer. This three-week event brings candidates from all over the Baklunish lands into Zeif. Its conclusion coincides with the beginning of caravan season, when old assignments are confirmed or concluded, and new assignments are made for the coming year's trading missions.

This year, there may even be candidates for admittance to the Assayers of Magic arriving from beneath the Baklunish seas, as members from both of the Mouqolladi mer-clans are expected to take their examinations in spring. A special seawater fountain is kept in one the inner courtyards of the Bedestan, attached to several submerged chambers specifically designed to house such guests.

ZEIR IMARET

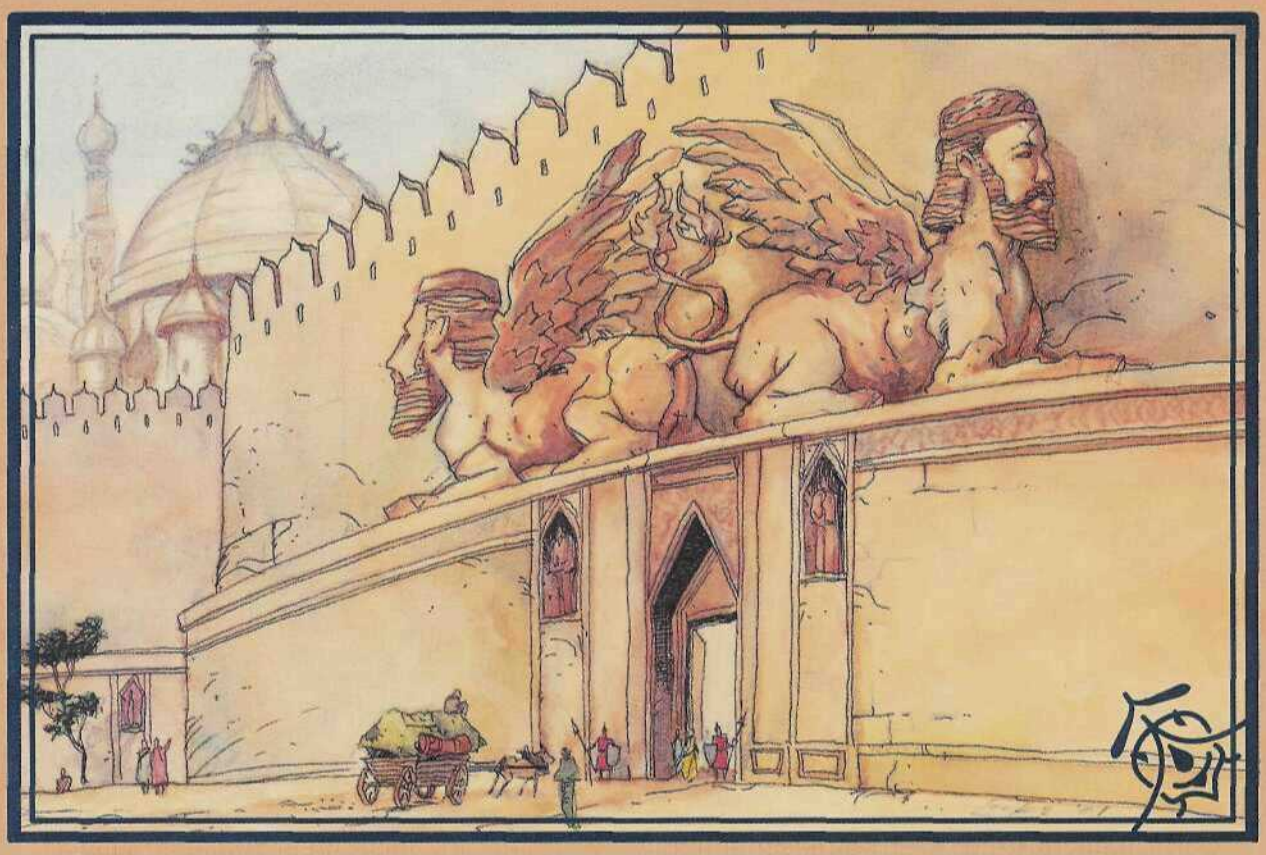
First among the imarets of the sultanate, this edifice serves not only as a hostel, but also as the gathering place for the leaders of the Zeifan branch of the Exalted Faith. They meet here when summoned by the sultan to determine issues of religious practice, and here they remain until they render a judgement that is pleasing to him. Their chief priest is Pir Nerrim Qadi (LG human male Clr14 of Al'Akbar). This tall, highly energetic leader of the Qudah is, at age 36. the youngest pir qadi in three centuries.

The clerical assembly holds council on other matters, as well. Evidence gathered by the ongoing quest for the *Cup and Talisman of Al'Akbar is* regularly reviewed here, and the most promising reports are assigned to teams of experts for further investigation. The Qudah also engages in exploration of other events beyond Zeifs borders: one such expedition is being formed for a journey into the Dry Steppes, where the Qudah seeks to learn the truth behind rumors of a new Mahdi among the Paynim dervishes.

KABIR KAFEZ

Sultan Firouz built this edifice on the grounds of the royal mausoleum in 3049 BH to house his younger brother, Mansur. While not a part of the city of Zeif proper, the Kafez is still purely dependent on the capital city for its existence. It is the prison palace, the residence of the sultans heir apparent. Upon reaching his majority, the royal heir is promptly removed to the prison palace and given the title Sheik al-Kafez. The current Sheik al-Kafez is Tariq (N human male Ftr9), sixth son of sultan Murad, who has resided here in isolation with his small retinue for nearly three years. The sheik is considered sovereign within his palace, but he has no direct contact with any outside its dark walls.

The true master of the Kafez is black Naubek (NE lich male Sor18/Clr11), who is called the Grim Vizier. Once a powerful sorcerer-priest, the Grim Vizier has held his current office for over two centuries. He seldom leaves the crypts of the Kafez, but when he must, he is swathed in deep, heavily scented robes and accompanied by a train of servants both



Dhabiya's ancient gates

living and unliving, including famed odalisques from years past. *An* appearance by the Grim Vizier at the court of the sultan is an occasion of the greatest dread and embarrassment. The Grim Vizier is responsible both for the protection of the royal heir, and for his disposal when the need arises. Once the sultan's heir has been delivered into Kabsr Kafez, he will not be released until the sultan himself is surrendered once more into the care of the Grim Vizier.

DHABIYA

Though it was little more than a remote provincial village at the time of the Invoked Devastation, many Dhabiyans still consider their home to have the most ancient pedigree in Zeif. First built by imperial satraps in the last years of the Baklunish Empire, it remains a stronghold of traditional elementalism (particularly fire-worship) to this day. The upper gates of the city even bear the twin-shedu emblem of the Baklunish Empire. The upper city itself is seldom visited by outsiders, but the lower city is the hub of trade for the northern Zeifan coast. Shipbuilding and sea-trade are prominent here, and most commerce is dominated by the Mouqollad. The exception to this is the slave trade, which remains the province of the city's old families. This also serves to indicate the divided nature of the community.

The old families of Dhabiya make up a nearly closed society. Many of them are related to the inhabitants of the Ataphad islands, and are distinct in their traditions and even in their speech; they do not favor the Osfaradd dialect of Zeif, preferring to use Ancient Baklunish with outsiders. They have little affection for the Mouqollad (whom they consider upstarts) or the Qudah (whom they deride as "peasant-priests"); they also sneer at the royal navy, whose captains are so readily bought. They do seem to avoid offending the uruzaries and the spahis, but few of the ore-soldiers are stationed in Dhabiya, and the knights seldom visit the coast.

The common folk of Dhabiya are usually very deferential to the local aristocrats, though newcomers who have dealings with the old families often find that they have unknowingly violated some unwritten rule of conduct. When this happens, the offending persons are best advised to leave as quickly as possible, otherwise ill-fortune will certainly befall them. Commoners refer to this as the "evil eye" and will do their best to avoid contact with anyone so afflicted. Even prominent officials have been thus beset, so few outsiders seek service here. Administration of the town is therefore generally left in the hands of the old families.

The sovereign of Dhabiya, Rafayda Amir (NE human female Ftr9/Blk6), rules her town almost independently of the Diwan. The amir appears slight, but is agile and untiring.

and is a formidable swordswoman. While she can be very charming, she is also utterly ruthless and disdains charity in any form. It is rumored that her family fortune was made in illegal flesh trade with the Ataphads (where slaves are commonly used as ritual sacrifices), and many people suspect it continues still.

THE SANSERAIL

Built during the final days of the empire, the Sanserail is one of the oldest structures in Zeif, sitting above the city of Dhabiya like a pillar of indifference. Legend says that the last imperial high priestess of Istus sent her followers here with consecrated tapestries and orders to begin construction on a new sanctuary. The temple was still incomplete when the Invoked Devastation struck, and has for over a thousand years remained unfinished. Though the imperial high priestess died in the cataclysm when the ancient home temple was destroyed, the priestly line and legacy of Istus were able to continue unbroken here in the north.

Rather than being domed, the roof of the Sanserail is made of canvas that is re-draped every three years. By tradition, the old canvas is transported to the ruins of one of the ancient temples to be burned. The regular daily rituals of Istus are conducted in the outer passages of the Sanserail, while the inner sanctuary remains a place of meditation. Private rituals are also conducted on certain nights, but only members and servants of the old families are normally invited to participate.

NAFIQ

Originally a Zeifan naval base, the town of Nafiq later grew up around the docks, and it still retains much of its original military character. Its thick walls and broad streets are laid out evenly, radiating from the dey s palace in the north central section of the town. Twin-towered gates are set in the walls facing south, east, and northeast, while a great, lone tower guards the harbor.

Many years after the Battle Beneath the Waves, when a lasting peace had been achieved with the merfolk of the gulf, the sea-people returned a large number of captured sailors here at the order of their great sidi. Since then, Nafiq has provided a home for elderly seamen—both naval officers and common sailors alike. Officially, the government provides these lodgings, but the Mouqollad supplies most of the financing, just as they have for over a century and a half.

Representatives of the mer-sheiks still travel Nafiq for trade, festivals, or other ceremonial engagements, and Zeifan naval officers will often guest with them at their submerged oases in order to maintain friendly relations between the royal navy and the sea people. These air-filled grottos offer shelter and sustenance for surface-dwellers, along with other necessities that give such visitors from the surface the temporary ability to breathe under water.

The current ruler of Nafiq, Yildwar Dey (LN human male Rog4/Ftr10), is well liked by both the local inhabitants and the neighboring merfolk. This aging veteran of the royal navy is a skilled leader, though his ambition reaches no further than his current station. His family was of high enough position for him to receive his education in the Harem alongside the future sultan, Murad. They were close friends in their youth, but Yildwar has seen what the years in high office have done to Murad and he wants no part of life in the sultan's palace.

ARM OF KWALISH

The inventor Kwalish lived here over 400 years ago, and the fortified workshop he built for himself is still to be found high on an inaccessible rock pillar several hundred yards from the mainland. A narrow arch once spanned the gap between the cliffside and the pillar, but that has since crumbled into the surf below. The upper works are also much weathered but local residents still know this place as the Arm of Kwalish. It is thought to be filled with traps and guardians designed by the great inventor himself, along with a number of his other intriguing but generally less dangerous works.

Many examples of his works—murals, sculptures, and bas-reliefs, as well as other, specifically mechanical inventions are found throughout Zeif and abroad. Even the Sidi of the sea people was one of his patrons. Kwalish designed the great Dome of the Reef for that renowned ruler of the mermen, as well as numerous devices for the use of his subjects. The various minor inventions of Kwalish are still highly sought after by collectors, as are the original plans for his creations. Some believe that Kwalish left scrolls with his outlines for several major unfinished works hidden somewhere in his workshop: but if he did so the plans are well concealed, for they have never been brought to light.

BEIT CASTAN

The seaside town of Beit Castan is the southernmost port within the borders of Zeif. Its low walls and narrow towers give little evidence of having faced any assailant save the weather, and the dey s palace is an unassuming villa overlooking the shore. The unpaved streets of Beit Castan circle the town, weaving in and out of the plaster-walled buildings with no apparent pattern.

Once considered part of the Bakhoury Coast, this town came fully under Zeifan administration following the self-exile of its famed Last Amir two centuries ago. The old families of Beit Castan still have many ties to the other coastal settlements, and traders from Oum al-Ghayar and points south are frequent visitors to this port. Many come for the fine pearls that are gathered here, for the pearl beds of Beit Castan are among the richest in the gulf.

Not all trade is quite so open, however. Beit Castan is known to harbor members of a smuggler s cabal called the Dusk Lash that operates throughout the gulf. The cabal makes

***Four** Feet of the Dragon*

To a perceptive few, the Pillars of Istus have come to represent the folly of men and women whose desire to rule the world nearly brought its end. However, the vast majority of people hold a great reverence for anything associated with the Lady of Fate and the days of empire. It is generally believed that the Four Feet of the Dragon (a simple philosophy based on honor, family, generosity, and piety) was first expounded here, and that an oath sworn on the Pillars of Istus is sacred. Anyone breaking a vow made on the Pillars will certainly find his reputation destroyed, and the onus will continue to follow him wherever he goes.

its local headquarters in a dockside kiosk that abuts the temple of Xan Yae. It is well known that most cabal members are worshippers of the goddess, but so are many people in this region.

The ruler of Beit Castan is Turhan Dey (N human female Rog5/Shd7), who is also one of the few licensed privateers outside the Bakhoury Coast. Her ship is named the *Silent Siren,* and has had surprisingly good luck in encounters with the ubiquitous coastal smugglers. The patrols of the royal navy have met with less success in the region, but they are still treated with respect by the locals.

GARDEN OF SHADRAKIR

This narrow tract of parkland on the northern side of the town was walled off by the Last Amir and dedicated to his old friend, Shadrakir the Seer. It is filled with an abundance of plants and many small animals, some of which seem unusually intelligent. Like nearly everything associated with the Last Amir this place is rumored to be cursed or haunted, perhaps because its features seem to inexplicably change, becoming suddenly dangerous to trespassers.

However, this does not keep the inhabitants of Beit Castan from having a certain pride in its presence. They believe visitors to the Garden will not suffer any misfortune if they are properly respectful, and this feeling seems to be confirmed by the fact that a small group of monks dedicated to Zuoken are able to dwell here on a permanent basis without apparent harm.

The Zuokenai monks tend the paths, bridges and other buildings, and spend their remaining hours meditating at Shadrakirs modest shrine. It is said that two small pyramidions within the shrine display strange inscriptions that change over time. A few adventurous sages and scholars have visited the shrine to view the inscriptions and consult with the resident monks. At least one visiting sage believed the inscriptions that he read foretold the reappearance of the Last Amir's island lair, and so he organized a voyage to find and explore it several years ago. Neither he nor any of his companions has ever returned.

BARAKHAT

The town of Barakhat lies in the open grasslands north of the Plains of the Paynims, and the prevailing culture here is that of the mounted warrior. But rather than being the domain of tribal nomads, Barakhat is the stronghold of the spahi knights of Zeif. The town itself is more an intersection of trails than a single community, having neither walls nor gates. Therefore the temple and caravansary of Mouqol that sits at the center of town has its own walls, gates and guard towers. The handful of other large structures in town (most notably the sheik's palace) are similarly fortified.

Several major timars are located in this region, which represents the western end of the spahis' territory. From here these rural holdings spread across central Zeif in an arc toward the Tuflik valley. Those timars east of the Khijar Valley are much smaller than the western fiefs, being hemmed in by the tilled fields of Retsaba to the north and the tribal Paynim lands to the south.

Fierce Harvest

The highest ambition for most Zeifan orcs is to have their offspring taken into the military brotherhood of orcish soldiers who serve the sultan: the Uruzary Corps. Every four to six years, lieutenants of the corps gather orcish youth from throughout the Sultanate in a ceremony called the Fierce Harvest. Up to half the candidates presented are chosen for training, and the tribal leaders receive a head-price for each young orc that is accepted by the corps. If the new uruzary conscript survives his training, he is then indentured to a 20-year active term, during which time he belongs entirely to the corps and the sultan. Officers may remain for much longer periods, if the sultan permits, but no active uruzary is allowed to have personal property, family attachments or partake of anything that is not provided by the corps, regardless of rank.

The elected sheik of Barakhat, Koyun Kinja (N human male Rgr14), has ties to the jann tribes of the central plains. He is an elder of the spahis, but his daughter Deshani (N human female Ftr10) holds his timar in trust while he governs in town. She was a successful adventurer for a short time, travelling as far south as the Sharifate of Risay, and as far east as the Shield Lands of the central Flanaess. Her father, the sheik, understands that she desires to resume her adventurous wanderings but he wishes to groom her for a political career in her home country.

Barakhat is a rival of Antalotol to the east, much as the spahis rival the uruzaries. Both towns court trade coming north through the plains, but Barakhat has certain advantages due to its connection to the nearby Paynim tribes. Many of the Paynim are employed as auxiliary troops under spahi command, and their long history of cooperation increases the likelihood of nomad guides "steering * caravans westward towards Barakhat. The natives of Antalotol are well aware of this, and it increases their dislike of their western neighbors.

PILLARS OF ISTUS

The Pillars of Istus are group of ruins found on a high tel south of Barakhat that provides the most prominent landmark in the area. They are the remains of an old temple complex of the goddess Istus, dating from the last years of the Baklunish Empire. Though no longer used as an active temple, they still serve as a memorial to the empire and its ultimate fate.

One ceremony is still regularly conducted here in the name of the goddess: the holocaust of roof-canvas from the Sanserail. This is done at nightfall, in view of a gathered crowd of observers, and followed by feasting and celebration until dawn. The firing is considered particularly successful if it brings with it a manifestation of the First Servant of Istus. This being appears as a great whirlwind that raises the flames high into the air, then consumes the ashes of the sacrifice. The attending clerics will then be given portents and visions of momentous future events. However, the First Servant has not manifested since the firing of 579 CY, and the followers of the goddess are anxious for his next revelation.

ANTALOTOL

Near the southern border of Zeif, the caravan-town of Antalotol sits on the edge of the desolate Plain of Antal. The town itself is strategically placed, being built on the only high ground for 10 leagues in any direction. Its walls are constructed of local limestone, and the wood for its gates is bronzewood imported from the Ulsprue Range. Almost half of the inhabitants of this moderate-sized settlement are orcs, for the major portion of Zeif's orcish population lives in the scrublands surrounding Antalotol, though many travel to other areas (such as the mines of Vaar) in search of work.

An uruzary, elite orc warrior of Zeif

Ziefan Lineage

All dates given in the Baklunish Hegira.
3250BH=591CY.

Ozef (2353-2366), the Warrior
Marut (2366-2402), the Mournful
Tembel (2402-2441), the Lamented
Jehef (2441-2529), the Splendid
Ismuyin (Sultana) (2529-2577), the Wise (the Weaver)
Ayusen/efez (2577-2608), the Serene
Irmun (2608-2625), the Beggar
Zeyim/efez (2625-2668), the Scholar
Melek I (2668-2702), the Clever
Payezif I (2702-2746), the Poet
Yazerak (2746-2770), the Thunderous
Mirzad (2770-2811), the Holy (the Dervish)
Beroz (2811-2847), the Mariner
Kouroz (2847-2892), the Cruel
Keshkadar (2892-2944), the Golden
Melek II (2944-2982), the Restless
Payezif II (2982-3019), the Pure
Garod/efez (3019-3041), the Reviled
Firouz (3041 -3062), the Dark (the Faithless)
Mansur (3062-3091), the Damned
Turuvez (3091 -3122), the Triumphant
Muktar (3122-3148), the Crafty
Kamuran (3148-3189), the Fortunate
Selim (3189-3213), the Scoundrel
Murad (3213-3250), the Proud

Zeifs orcs are descendants of the first humanoid mercenaries enlisted during the Baklunish-Suloise wars. Though once led by powerful chieftains, they now form an impoverished underclass, earning their livings as miners and laborers, or merely surviving day to day as scavengers. Orcs in Zeif are commonly thought of as "tribeless" though this is not entirely correct. But it is true that they no longer display their once feared tribal totems and symbols. The orcish language is not publicly spoken either, though many orcish words have found their way into the argot used by thieves and other criminals in Zeif.

The ruler of Antalotol is Nejak Pasha (LE human male Sor8), a bureaucrat who briefly served on the royal chamberlains staff in the Inner Palace of Peh'reen. He has held his current office for almost seventeen years, far longer than most of his predecessors. The pasha is stocky and heavy browed, with broad features rather than the typical aquiline Baklunish profile. Inevitably, he is thought to have orcish blood himself, but this is unlikely, for no orc has ever held non-military office in Zeif.

MUKHAZIN

In the final years of the Baklunish Empire, the city of Mukhazin was the capital of the most powerful orcish malik in the Satrapy of Ghayar. After the empire was destroyed the human survivors of the Invoked Devastation fled from their ruined homeland, and it was in Mukhazin that they first found shelter but lost their freedom. Many were enslaved to orcish masters in those days, as were their descendants until the city was razed by Ozef Khan at the beginning of his war against the Imperial Pretenders. Now there is little left above ground but weathered stones, though there are said to be innumerable chambers and passages still partly intact beneath the upper city ruins. Adventurers are sometimes allowed to explore this underground environment, but only with the permission of the local authorities—who, in this case, are retired uruzaries.

A fortress called Dar-Zaribad is built on the ruins of the old city, and it is manned by ex-uruzaries who are very protective of their ancestral home. The commanding officer here is Uluj Aga (LN orc male Ftrl6j, a scarred, forty-year veteran of the corps. His troops guard both the fortress and the remains of the city. It is said they do so even in death, for the fallen of the Uruzary Corps are brought here to be entombed under their old banners alongside their fellow soldiers, and in dire need may be called forth to fulfill their vows once again. According to legend, one such army of the dead, led by spectral officers, rose to take vengeance against a tribe of nomad marauders from Ull before turning their wrath upon the surviving Zeifan soldiers who had allowed themselves to be defeated in the first place.

CESHRA

The port of Ceshra lies on a bend of the Tuflik across the river from Sefmur, capital of Tusmit. These cities are historic rivals, dating from the early days of Zeifan hegemony, when the pasha of Sefmur claimed authority over the bey of Ceshra. While Sefmur has grown greatly over the years, Ceshra has added only a few small groups of buildings outside its old flintwork walls. These structures line the broad roads leading to the southern and western gates, while the narrow, paved streets within the confines of the town all slope gradually down toward the riverside.

Ceshra is the hub of trade moving between Ket and Zeif, and local merchants often employ Paynim mercenaries to guard their caravans against bandits and tribesmen, particularly in the vulnerable area of the Tuflik Gorge. This practice is

now more common than ever, due to troubles in Ket, for its patrols have been reduced and it makes little attempt to control the unruly tribesmen of the Banner and Tusman hills.

Like all settlements in the region, Ceshra has also long had to contend with raids and extortion by Paynim bandits. This has lessened over the last two decades, for representatives of the sultan have made alliances with several of the major nomad tribes and encouraged them to turn their aggression towards U13. The Paynim have not conducted a major raid against Ceshra in over fifteen years, though small bands still sometimes push northward, striking the eastern holdings of Zeif or across the river into southern Tusmit.

The ruler of Ceshra is Hassan Bey (LE human male Arill), a middle-aged, life-long civil servant who bears the distinction of having survived both the sultan's purge of the Ministry of the Treasury 37 years ago, and his purge of Ceshra 13 years ago. Meanwhile, within the past decade the pasha of Tusmit, Muammar Qharan, has allied himself with the court of the sultan. While this has done little to assuage tensions between Ceshra and Sefmur, it does reduce the likelihood of actual armed conflict between the two.

However, the bey of Ceshra is not personally impressive, and he is jealous and fearful of the charismatic young pasha's growing favor in the sultans court. Therefore, he works to diminish Muammar s popularity at home, and he keeps a group of spies in Sefmur in his personal employ for just this purpose. The sultan has directed Hassan Bey to support Muammar Pasha, especially in the latter's opposition to Ekbir. The bey has secretly defied the sultan's command, for he does not believe the Tusmite alliance can be maintained. Instead, Hassan Bey has his agents sow dissent in the pasha's capital, and spread rumors of his debauchery throughout the countryside

DAOUD'S QUOIN

When Daoud, the legendary philosopher-pasha of Tusmit, was exiled from his homeland by the forces of the Caliph he settled here on the outskirts of Ceshra. Having been stripped of all his status and wealth (including his *Wondrous Lanthorn),* he lived as a beggar whose only shelter was in the corner of an old fallen minaret, where Daoud the Mendicant dwelt in utter poverty, contemplating the ways of Istus and the harshness of fate.

Daoud gathered adherents to his ascetic way of life while he dwelt in the shadow of the quoin, and his teachings found a spiritual resonance that allowed him to grant clerical gifts to his followers. It is said that at the time of his departure more than 200 years ago, the jagged walls of his quoin parted, opening like a doorway to a distant plane. Through these doors he took his final mortal steps, and when they closed again the substance of the quoin had become the strange, prismatic crystal that it is today.

A Zeifan Chronology

All dates given in the Baklunish Hegira.
3250BH=591CY.

2353 Sultan's Truce (Zeif founded)
2454 Uruzary Corps established
2529 Merchants' War
2614 Eastern Fortification (Lopolla founded)
2769 War of Possession
2788 Banishment of the Sorcerers
2813 Western Colonization (Bureisfounded)
2871 Slaughter of the Sea People
2878 Theft of the Relics in Ekbir
2917 First Khedivate in Mur
2958 Secession ofTusmit
2972 Paynim Unrest; Severing of Ket
3095 Battle Beneath the Waves
3133 Khedivate of Mur granted autonomy
3158 Bakhoury subjugation begins
3186 The Sand Battle; Imam overthrown in Risay
3207 Siege of Zirat
3237 Purge of Ceshra
3250 The current year

Daoud's Quoin is a sacred place to his worshippers, serving as their main pilgrimage destination. It is revered as the site of his apotheosis, but also has the unusual property of disrupting all magics involving illusion, deception, or compulsion. Often, people thought to be under the influence of such magics will be brought to the quoin for the purpose of removing the effects. It is believed by many that were the crystal walls of the quoin exposed to the rays of the *Wondrous Lanthorn,* the latter artifacts healing properties might be amplified beyond measure. Others say that the purity of the resulting light would destroy anything it touched, perhaps including the *Lanthorn* itself. 5V

Enchiridion of the Fiend-Sage

(FIFTH REPORT) BY SEAN K REYNOLDS ILLUSTRATIONS BY SAM WOOD

Planting, 591 CY

My dark sponsor,

I am certain that the outbreak of sons of Kyuss in the outskirts of the city has been contained, and I am working to discovering the identity of the one responsible for its origin. The overly pleasant clerics of Pelor who aided in the eradication of the sons were paid with the golden charm of Tarruk-Hree, a minor artifact valued by that faith which we had secured. I have arranged for it to be stolen by a third party and returned to us, as the thing may prove useful to you despite the damage it causes to undead or fiendish flesh.

Yach-Tek the cambion sends his regards, and wishes to know if we have a copy of Nolzur's chromatic binding spell.

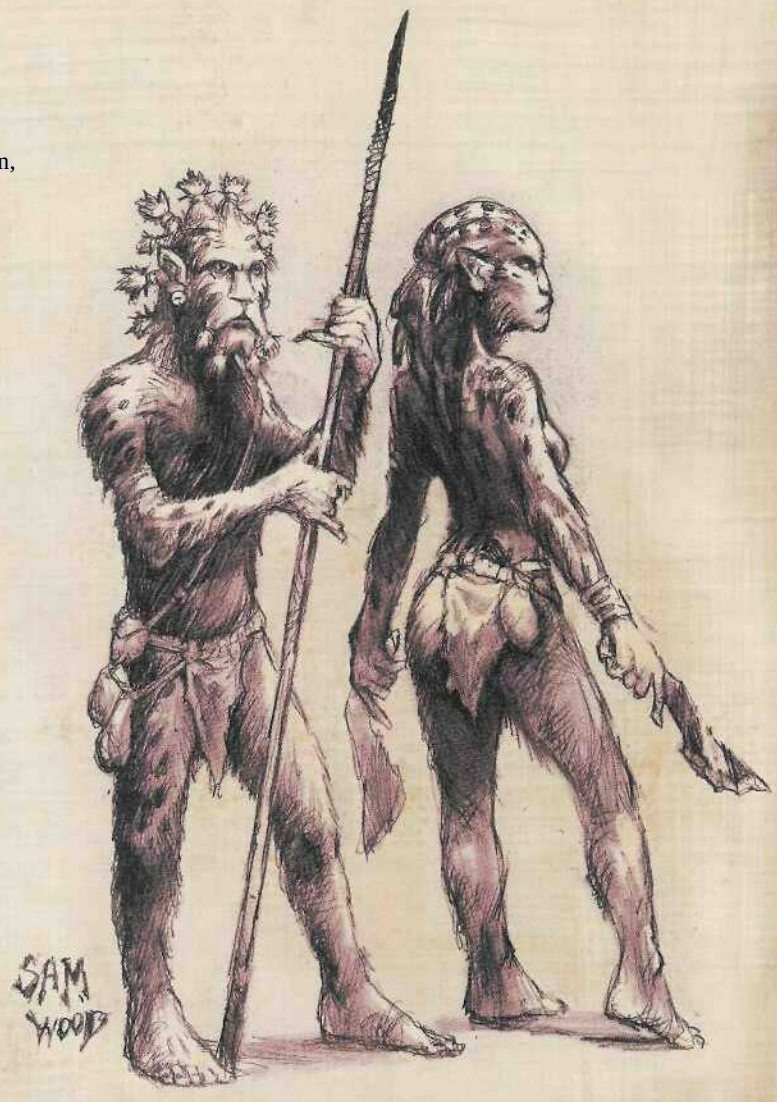
I regret to inform you of the passing of your artificer, Rengalam. My surgeons labored upon him for three full days, but in the end his passing was unavoidable. We had hoped that the replacement of his anterior lobe with a portion of the brain of an intellect devourer would grant him the ability to detect the thoughts of those who work against you, but alas his body wasn't up to the challenge. If you have other traitors with which we might further our experimentation, by all means do send them to my abode. If, like Rengalam, they have a bit of fight in them, so much the better. -The Fiend-Sage

Beastfolk

These kind and benign humanoids have no useful skills and respond poorly to training, conditioning, or torture. Their hides, however, are quite remarkable, and I have been able to use them to create a magic cloak similar to a cloak of elvenkind *but only effective in forested environments. Be forewarned: the hide must be extracted from the creature while it is still alive. I am attempting to identify what makes them so resistant to magic; I suspect it has something to do with their bones.*

Medium-Size Humanoid
Hit Dice: 2d8 (13 hp)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 12 (+2 Dex)
Attacks: Shortspear +1 melee or
dart +3 ranged or net +3 ranged
Damage: Shortspear 1d8 or
dart 1d4 plus poison or
net entangle
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Poisoned darts
Special Qualities: Low-light vision,
SR 20
Saves: Fort +0, Ref +5, Will +3
Abilities: Str 10, Dex 15, Con 11,
Int 10, Wis 13, Cha 10
Skills: Climb +2, Hide +4*,
Move Silently +5
Feats: Iron Will

Climate/Terrain: Warm forest
Organization: Band (2-12)
or tribe (30-60)
Challenge Hating: 1/2
Treasure: 1/2 standard
Alignment: Usually neutral
Advancement: By character class



Beastfolk

Beastfolk are highly magic-resistant primitive humanoids adept at camouflage. They have a cooperative society that does not believe in the supernatural.

Beastfolk have a fine coat of dark green or olive hair covering their entire bodies. Underneath this outer coat is a layer of coarse black fur. They can cause the outer hairs to raise or lower, exposing the darker hair in patterns that help them hide in their jungle environment. Beastfolk wear very few if any clothes, and prefer to keep themselves far from hostile creatures, living peacefully in their remote villages.

Beastfolk speak a very limited form of Sylvan, augmented by hand and body gestures and alterations in the color patterns of their fur. A speaker of Sylvan can communicate rudimentary concepts but usually cannot master the nonverbal aspects of beastfolk communications.

Combat

Beastfolk usually attack from ambush, but *rarely* fight except for food or to defend their territory. On rare occasions they choose to take prisoners rather than slay enemies outright, capturing them with nets. Captured prisoners are stripped of all possessions and then released outside the beastfolk territory, although subdued opponents that are considered a serious threat are put to a painless death rather than released.

Poisoned Darts: Beastfolk use greenblood oil (DC 13,1 Con/ld2 Con) on their darts against creatures they consider a threat (rather than food).

Skills: When in areas of thick greenery, such as their forest habitat, beastfolk have a +8 racial bonus to Hide checks.

Beastfolk Society

Male and female beastfolk are treated equally, they divide tasks so that each utilizes its best skills. The tribal leader changes often, with the most talented individual for a given situation taking charge as long as needed. A village holds young equal to 30% of the adult population. Because of their high spell resistance, beastfolk are rarely harmed by magic and therefore largely discount its existence. They have no spellcasters, relying on herbs and other mundane methods to treat their sick and injured.

Beastfolk Characters

A beastfoik's favored class is rogue. The have no concept of deities (or anything they cannot directly see or touch) and so even beastfolk exposed to creatures that worship deities are very unlikely to ever gain levels in classes that feature divine spellcasting.

Crypt Thing

Locating one of these rare guardians was problematic, and approaching it even more so, for it was more reclusive and uncommunicative that a typical creature of its type. My agents were finally able to approach it after shrouding themselves in dimensional anchor *spells. Something inherent in their nature makes them prefer nonlethal methods of dealing with intruders, but we may be able to find some way to create a similar intelligent creature that is not adverse to slaying intruders instead of repelling them.*

Medium-Size Undead
Hit Dice: 6dl2(39hp)
Initiative: +1 (Dex)
Speed: 30ft.
AC: 17 (+3 Dex, +4 natural)
Attacks: 2 claws +6 melee
Damage: Claw 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Scatter defilers
Special Qualities: Undead, +4 turn resistance
Saves: Fort +2, Ref +5, Will +7
Abilities: Str 10, Dex 16, Con -, Int11, Wis 15, Cha 13
Skills: Bluff +6, Diplomacy +10, Escape Artist +8, Intimidate +8, Jump +5, Listen +7, Sense Motive +7, Spot +10
Feats: Deflect Arrows, Weapon Finesse (claw)

Climate/Terrain: Underground
Organization: Solitary
Challenge Rating: 3
Treasure: None (sec text)
Alignment: Always neutral
Advancement Range: 6-12 HD (Medium-size); 13-18 HD (Large).

Crypt Thing

A crypt thing is a kind of guardian undead, built to watch over a particular site or object and deal with intruders in a nonlethal manner.

A crypt thing appears as nothing more unusual than a skeletal figure in tattered robes. When active, its eyes are lit with a fierce red light. A crypt thing exists only to guard, typically a religious treasure, tomb, or holy site. It normally waits in an alcove or on a chair provided for it. It speaks Common, and is willing to converse with those that do not threaten it, and tries to scare away creatures it thinks are easily cowed.

A cleric 14th or higher level may use the *create undead* spell to create a crypt thing.

Combat

A crypt thing only attacks if attacked or if it believes it cannot drive away those that enter the place it guards. Its first act is to use its scatter defilers ability, and then follow up with claw attacks until all of its enemies are dead or fleeing. If approached by creatures it has dispersed by its scatter defilers ability, it attacks immediately.

Scatter Defilers (Su): Once per day a crypt thing may target its enemies with a teleportation effect, causing them to be transportedlOdlOxlOfeet in a random direction (use the second deviation diagram on page 68 of the *Dungeon Master's Guide).* Targets may resist with a Will saving throw (DC 14). The targets always arrive safely, appearing in the closest open space to the target location (including shifting up or down if necessary) if that location is occupied by a solid body. This ability affects a number of enemies equal to the crypt thing's hit dice, all of which must be within a 30 foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn.

Turn Resistance (Ex): A crypt thing only has its turn resistance when it is within 50 feet of the place or object it guards.

Dak

It is my estimation that these ape-men are almost certainly the d'kana, a race of intelligent apes that controlled much of the Amedio Jungle millennia ago. My spies located ancient d'kana burial caves, and the physical resemblance of the remains therein to the dakon is too similar to be coincidental. Furthermore, the presence of spell components and other arcane items among the dead corroborates the relation with the dakon leaders' wizard abilities. It seems the d'kana practiced advanced illusion and abjuration magic, and fragments of some of their spellbooks are likely to result in some interesting breakthroughs in those fields. I believe the d'kana retreated from the waves of deliciously brutal Olman that eventually migrated there and became nomadic near-civilized creatures. Their remote location and lack of interest in conquest make them unsuitable trading partners, nor have I been able to find any magical uses for their body pans.

Medium-Size Humanoid
Hit Dice: 1d8+1 (5 hp)
Initiative: +2 (Dex)
Speed: 30 ft., climb 30 ft.
AC 14 (+2 Dex, +2 natural)
Attacks: 2 slams +4 melee
Damage: Slam ld3+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Scent
Saves: Fort +0+lcon, Ref +2+2dex.
Will +0+lwis+2ironwill
Abilities: Str 18, Dex 15, Con 12,
Int 11, Wis 12, Cha 11
Skills: Balance +6, Climb +12, Hide +1
Jump +6, Listen +3, Sense Motive +5
Feats: Iron Will

Climate/Terrain: Temperate and warm forest, hill, and mountain
Organization: Company (3-12) or tribe (10-40)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class

Dakon

Dakons are quiet and reclusive intelligent apes with a talent for wizardry that prefer to avoid conflicts with other creatures, particularly humanoids.

Dakons are usually light brown, with green eyes and black hands. Very social among their own kind, dakons can be befriended by beings that follow their lawful customs. They do not associate with apes. They speak their own language, and those with Int 10 or better also speak Common.

Combat

Dakons use their great strength to their advantage, pummeling their foes or grappling. They often grapple their opponents into unconsciousness, leaving the invaders bound outside their territory. If confronted by a superior foe or if they have no reason to fight, they retreat.

Skills: Dakons have a +4 racial bonus to Balance and Sense Motive checks.

Dakon Society

Dakons are believed to be the same creatures as the d'kana, a race of intelligent gorillas that held a peaceful empire in the Amedio Jungle over 2,000 years ago. Now existing in a much more primitive state, they have a tribal organization led by an alpha male and female and their close family members. Tribes occasionally mix to allow young adults to find mates. Dakons sometimes study arcane magic, and the leaders often have levels in wizard.

Dakon Characters

A dakons favored class is wizard. It is thought that they worship deities such as Boccob and Obad-Hai, albeit under different names.

Phalanx Vermin

A few mages have some of these strange insectoid guardians as guards, and I was personally able to steal one for study. They resemble the tales of a mindless army of insect-men ruled by a cabal of mind-mages known as the Hivecouncil who allegedly hold some amount of power in the Fabled City of Dar-Kesh Anam. I caution you about holding these unsubstantiated legends as truth, however.

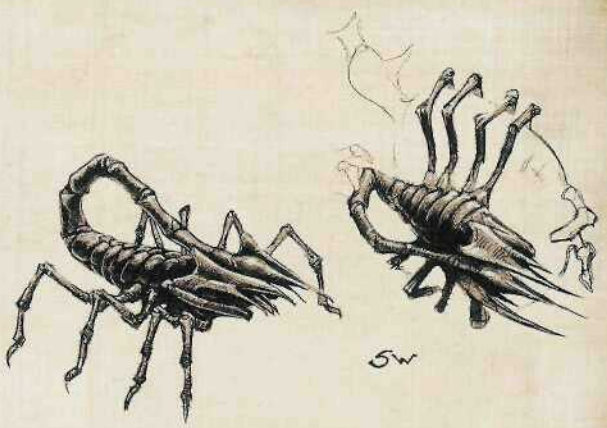
The creature has vestigial growths on its back and arms, which may indicate that it is just one type of creature from within a many-shaped common race of creatures featuring specimens with wings or even more limbs. Growths within its primitive brain have convinced me that some of these variants may be more intelligent. The thing's scent detectors are very keen, and it is likely that the mages that own them (and, presumably, their intelligent cousins, should they exist) can control them with spells or alchemical items that produce certain scents.

Medium-Size Vermin
Hit Dice: 2d8+2 (11 hp)
Initiative: +0
Speed: 40 ft.
AC: 18 (+7 natural, +1 shield)
Attacks: Halfspear +2 melee or light crossbow +0 ranged
Damage: Halfspear ld8+2 or light crossbow 1d8 plus poison
Face/Reach: 5 **ft. by** 5 **ft/5** ft.
Special **Qualities:** Scent, living crossbow, vermin
Saves: Fort +4, Ref +0, Will +1
Abilities: Str 14, Dex 10, Con 13, Int -, Wis 13, Cha 11
Skills: Hide +4, Listen +5, Spot +5

Climate/Terrain: Any temperate and warm land and underground
Organization: Gang (2-5) or Squad (5-30)
Challenge Rating: 1
Treasure: None (see text)
Alignment: Always neutral
Advancement: 3-4 HD (Medium-size), 5-6 HD (Large)

Living Crossbow; CR 1/4; Tiny vermin; HD l/2d8+l; hp 4; Init +0; Spd 20 ft.; AC 14 (touch 12, flat-footed 14); Atk +2 ranged (1d8 plus poison, dart); Face/Reach 2 1/2 ft. [TS] 2 1/2 ft./0 ft.; SA poison (DC 11, ld2 Str/ld2 Str); SQ vermin traits; AL N; SV Fort 44, Ref +0, Will +0; Str 3, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills: Climb +0, Hide +15, Spot +7.



Phalanx Vermin

Phalanx vermin are man-sized and man-shaped insect creatures with strange natural weaponry. They carry symbiotic insect creatures they use as weapons.

A phalanx vermin is an upright vaguely humanoid insect with a hard carapace, two stout legs, two small arms with small primitive hands, and two large arms, one of which is shaped like a spear and the other a small shield. Its head has two eyes, antennae, and pincers around the small mouth. Small spiky growths cover its large arms and back, but they serve no combat purpose. A phalanx vermin can travel at great speed or stand completely still for hours. The large arms are used for fighting and hunting, while the small ones are used to manipulate items such as food or drag slain prey to a lair.

Phalanx vermin have no apparent means of communication, but like some sorts of normal insects they are capable of guarding an area against intruders or coordinating their attacks against large opponents. They do not speak or understand any known languages but may be capable of relaying simple information via odor.

Combat

Phalanx vermin attack in number, acting as shock troops with no concern for their own lives. When guarding or idle, they often cluster together in close formations, which is how they got their appellation in the Common tongue.

Living Crossbow (Ex): Some phalanx vermin carry strange insects about the size of a small shield. These creatures attach themselves to the underside of the phalanx vermin's shield-arm and act like a light crossbow, firing a poisoned dart when prodded by one of the phalanx vermin's lesser arms. These "living crossbows" can live independently of the phalanx vermin, and a normal creature (such as a human) can use one as a weapon if he has at least one rank in the Handle Animal skill and takes an Exotic Weapon Proficiency to learn how to aim and trigger the creature's firing reflex. The living crossbows require food and water like any animal, but can easily subside upon meat paste and sugar water. If not fed, it attacks nearby creatures (including its "owner") for food.

The living crossbow is treated as a Small ranged weapon that inflicts 1d8 piercing damage, has a threat range of 19-20 for x2 damage, with a range increment of 20 feet and weighs 6 pounds. It can fire up to ten darts per day before its store is depleted (it grows its own darts). Triggering a living crossbow is the equivalent of triggering a normal light crossbow. It reloads itself automatically each round. The living crossbow must cling to one of its wielder's arms in order to be aimed; this arm is treated as carrying a small shield for the purpose of determining what you can do with that arm.

Phalanx Vermin Society

Phalanx vermin appear to have no society, although they have been encountered so infrequently that it is possible they are part of some larger whole, perhaps the mindless warrior caste of an insect society such as the formians. In any case, among themselves they seem content to hunt, store food, and guard their lair, honoring no apparent leaders.

Dispatches

NEWS FROM AROUND THE FLANAESS

Ahlissa (Adri/Innspa)

The mystery behind the dragon statuettes being gathered from the Adri by a mysteri-i-ous stranger continues to deepen. One suchh statuette, given not to the strange collectonr but to the local temple of Heironeous (nowww only a shadow of its former self), recentllyy was stolen from the library in which it had been placed. It took the actions of a stalwart group of adventurers to returnn the object. Upon returning from the mission, these heroes told an amazing tale. Not only had they managed to apprehend the thief (without discovering the nature of his employer), but they also claimed to have met and old Knight Protector of the Great Kingdom during their ordeal. If the once-great knights are active in the region once more, interesting times are in store for the reigning Princess Karasin.

Bissel

Ebbernant is set to see its inns filled to capacity in the coming weeks. Two major events will bring hundreds to the town. The first is the Feast of Fate, an important holy day of Istus, at which a prophetic tapestry will be unveiled. The second is Brewfest, which culminates with the arrival of the extremely popular Barrier Brew, a secret recipe brewed by the nearby dwarves of the Barrier Peaks.

Baron Nanjari of the Barony of Bandalar has been resistant to the Margrave's tax on Bissel's Baklunish citizens, refusing to collect it. As punishment, Larrangin has increased the taxes on Nanjari's entire estate and the presence of the Knights of the Watch in Bandalar. The increased tensions have led to skirmishes between the baron's troops and the Watchers. The Bisselite Ruling Council is concerned the conflict will escalate, leading to interference from Ket, and they are pushing for a compromise between the two parties.

Dyvers

Surviving merchant vessels continue to limp into Dyvers after repelling pirate attacks on the open water. More than a dozen ships have disappeared, leaving many to speculate about whom might be behind the ruthless attacks. One survivor from a ship in the Siggoran shipping fleet came forward to claim her ship was boarded and then scuttled by men from two ships bearing yellow sails.

Meanwhile, as if the pirates didn't threaten to disrupt trade enough, shipments traveling north out of the Gnarley Forest continue to experience problems with mysterious attackers. The Gnarley Rangers, in collaboration with heroes from around the nearby countryside, have made some progress at determining what is behind the attacks. Still the attacks persist. On a more positive note, the deranged rogue Kaphas and his minions, who had troubled routes from their lair south of the city, were found and dealt with, leaving the other overland routes at least a little safer.

Geoff

The Gran March's Army of Retribution and Geoffs Army of Liberation scored a stunning victory over a large giant force sent against Hochoch at the Battle of Bloody Ridge. The combined armies shrugged off wave after wave of orcs, ogres, and then finally giants before charges by the Gran March cavalry and Knights of the Watch broke the giant lines. The routed giant force retreated to the west across the Javan River.

Grand Duke Owen led a triumphant procession across the Realstream and entered his lands for the first time since Geoff fell to the giants eight years ago. Owen's return, coupled with the discovery of the fabled *Gonfalon of Gyruff* has lifted spirits in the beleaguered land. The Army of Liberation grows daily as the *Gonfalon*, with its image of the Greenman and the Gyric Griffon, flies over the camp. Gyric refugees that settled in Keoland, Sterich, and the Gran March are returning to Geoff in droves.

Gran March

Recent conflict in and around Hochoch has led to the appointment of Watcher Caticial Fangorn, Vengeful Elder Wyrm, to a new post in Hochoch. Officially, Watcher Fangorn and his entourage are responsible for clearing the way for more troops and supplies to enter the war zone. All work crews and caravans on the Buxton's Crossing—Hochoch route now report to him. Several rumors make his real purpose out to be something more sinister, though such rumors have been extremely vague thus far.

Elector Basilio Gesmundo of Barony Dieren died in honorable combat with the Champion of the Realm after being brought up on charges of gross dereliction of duty in

regard to recent troubles in Liabac while he was away attending to personal business in Thornward. He is succeeded by his 14-year-old son, Esmil. A regent has been appointed to oversee the Electorate until Esmil has completed his military service.

Greyhawk

Nak Perjurer, a notorious lowlife common to the lowest avenues of the Slum Quarter, recently stirred up something of a controversy when he appeared at the prestigious Patrician's Club decked out in the latest fashions and a bulging purse. The thin, uneducated man prattled on for nearly an hour about a treasure chest he won from the clutches of a demon in the Cairn Hills, though after a few drinks it became apparent that he referred to a warped wooden crate he'd discovered while scavenging Garbage Hill. The "Stygian Trove," as he called it (undoubtedly not its real name) contained five small sealed ceramic casks filled with some sort of liquid. Nak claimed to have sold four of the casks to a "Halls toff" for an exorbitant fee, saving the last for "special circumstances."

Though members of Greyhawk's upper class were inconvenienced by Nak's presence at the club (by his smell alone if nothing else), such affairs occur somewhat regularly. What makes this item noteworthy is that, days later, the Nightwatch pulled the body of Nak Perjurer from the city's sewers, near the School of Clerkship. Among his belongings was an empty cracked ceramic cask topped with a stylized clay animal head. The man's eyes had been removed, seemingly by talons or claws. Following up on stories heard from Patrician's Club patrons, the Watch made a cursory investigation in Clerkburg to find and warn the noble who purchased the remaining four casks, but were unable to locate him.

Highfolk

Highfolk town was gravely threatened with total destruction recently, as the forest which comprises the northern reaches of the community was set ablaze. The Home Guard, along with many of the adventurers in the area, managed to contain the conflagration before the community itself was harmed. Apparently, creatures from the Elemental Plane of Fire were behind the disaster. A one square mile area of the forest was destroyed. Mayor Ersteader and the Town Council are scheduled to meet soon on the disposition of this land.

Various factions devoted to protecting the Vesve Forest from the ravages of evil are asking for assistance in matters involving containment of the humanoid threat that continues to grow in the great wood. The easten and central forest has seen a rise in evil humanoid activity, including the construction of outposts. In the western Vesve, reports of abductions of the reclusive beastfolk that dwell in the area have the Rangers of the Vesve very concerned.

luz

Scouts along Furyondy's northeastern border report excitement across the river in the hobgoblin Veng Camps. According to their reports, luz's armies, which had remained relatively constant in size since the close of the Greyhawk Wars, have received hundreds of new recruits from deeper in the cambion lord's domain, bolstering the demigod's ready military forces.

It's unlikely these soldiers came from the Howling Hills region, as Iuzite troops stationed at Fort Krangord have been beset by a large group of horsed Wolf Nomads for much of the past month. Led by Leshek Khan, second son of Tarkhan Bargru, the Wegwiur force numbers about a thousand horsemen. Their attack came as a result of the murder by luz's forces of Bargru's fifth son, Molosh Khan, in Coldeven. Leshek has sworn that his force will not quit the field until Krangord has been reduced to rubble.

Kcoland

Unrest continues in Niole Dra as King Kimbertos Skotti remains absent from the capital at the Axewood estate of Baron Anladon. In his absence, the partisan fighting between factions supporting and opposing his diplomatic initiatives has intensified, with duels and street brawls between factions escalating.

In Cryllor, tensions between the refugees and the local guilds continue to grow as the countess continues to reverse her father's policy of supporting the local guilds in excluding non-humans from their ranks.

From Gradsul, new reports of disappearances in and around logging camps cutting wood for the naval expansion are causing worries for the duke and local merchants. Guards are being sought to escort caravans into increasingly dangerous areas.

Kct

A representative of the Mouqollad Consortium publicly chastised Falwur for the recent and sharp decline in the safety of caravans travelling in the province. The representative cautioned that if this continues, trade would avoid the area in favor of the traditional east-west trade routes. He also cautioned that, of course, if trade were to decline, there would be a corresponding decrease in the contributions to charitable works in the Bramblewood Gap.

Many rumors surround the recent trade disruptions in the region. Some reports insist that the bandits are raiding out of the neighboring Nehez province, while others place the blame at the feet of the Knights of the Watch. However, the involvement of the Knights of the Watch has been officially denied with a note from Lopolla that with the recent thinning of the Watcher's ranks in recent years the Beygraf now considers them at best a minor nuisance.

Living Greyhawk Contact List

The LIVING GREYHAWK™ campaign is controlled by Regional Triads, groups of three RPGA GUILD-LEVEL™ members who keep an eye on local activities. The Point of Contact for each triad has been listed below. The overall campaign is managed by The Circle, who oversee international plots, handle rules disputes and issues, and guide the entire campaign. Getting involved is as easy as sending an email to your Regional Triad's Point of Contact.

The Circle

Campaign Director
Stephen Radney-MacFarland
srm@ wizards.com

Communications Director
David Christ
wavester@neo.rr.com

Additional Members Currently Being Selected

Regional Triads

Ahlissa (Innspa/Adri)
Austria. Germany
RainerNagel
rnagcl@mail.uni-mainz.de

Bandit Kingdoms
Texas, Oklahoma
Jason Covitz
bkpoc@earthlink.net

Bissel
Connecticut, Maine. Massachusetts, New Hampshire, Rhode Island, Vermont
Steve Conforti
Scon40@aol.com

Dullstrand
South Africa
Rijk Stofberg
rijk@attix5.com

Dyvcrs
Iowa, Kansas, Missouri, Nebraska
Phil Thompson
jcts@iland.net

Ekbir
France
Gael Richard
gael.loic.richard@wanadoo.fr

Furyondy
Michigan
Brian P. Hudson
Mitriad@flashmail.com

Geoff
Delaware, District of Columbia, Maryland Virginia, West Virginia
Brian Lamprecht
blampy@pcs.cnu.edu

Gran March
Georgia, North Carolina, South Carolina
Michael Eshleman
grey sector@hotmail.com

Highfolk
Wisconsin
Jason Bulmahn
bulmahnjm@aol.com

Keoland
New Jersey, New York, Pennsylvania
Sam Weiss
samwisel@email.msn.com

Lordship of the Isles
Spain
Marco Saoner
msaoner@ infonegocio.com

Ket
Manitoba, New Brunswick, Newfoundland. Nova Scotia, Ontario, Prince Edward Island
Tyler Bannister
tyler@nas.net

Nyrond
Arizona, Southern California, Utah
Craig Hier
craig@hierview.com

Onnwal
United Kingdom and Ireland
Creighton Broadhurst
creighton.broadhurst@ntlworld.com

Pale
Northern California, Nevada
Brian Hannock
briandh@mindsync.com

Perrenland
Australia, New Zealand
Bruce Paris
paris@hn.ozemail.com.au

Ratik
Hawaii
Matt Lau
Mattador5@hotmail.com

Sea Barons
Italy
Maurizio Vaggi
mavaggi@tin.it

Shield Lands
Minnesota, North Dakota, South Dakota
Rick LaRue
RLaRue@aol.com

Sunndi
Belgium, Netherlands, Luxembourg
Pieter Sleijpen
madfox@wxs.nl

Tusmit
Quebec
Bradley Fenton
bfento@sprint.ca

Ulek. Principality
Florida, Puerto Rico
Christopher Reed
Fltriad@aol.com

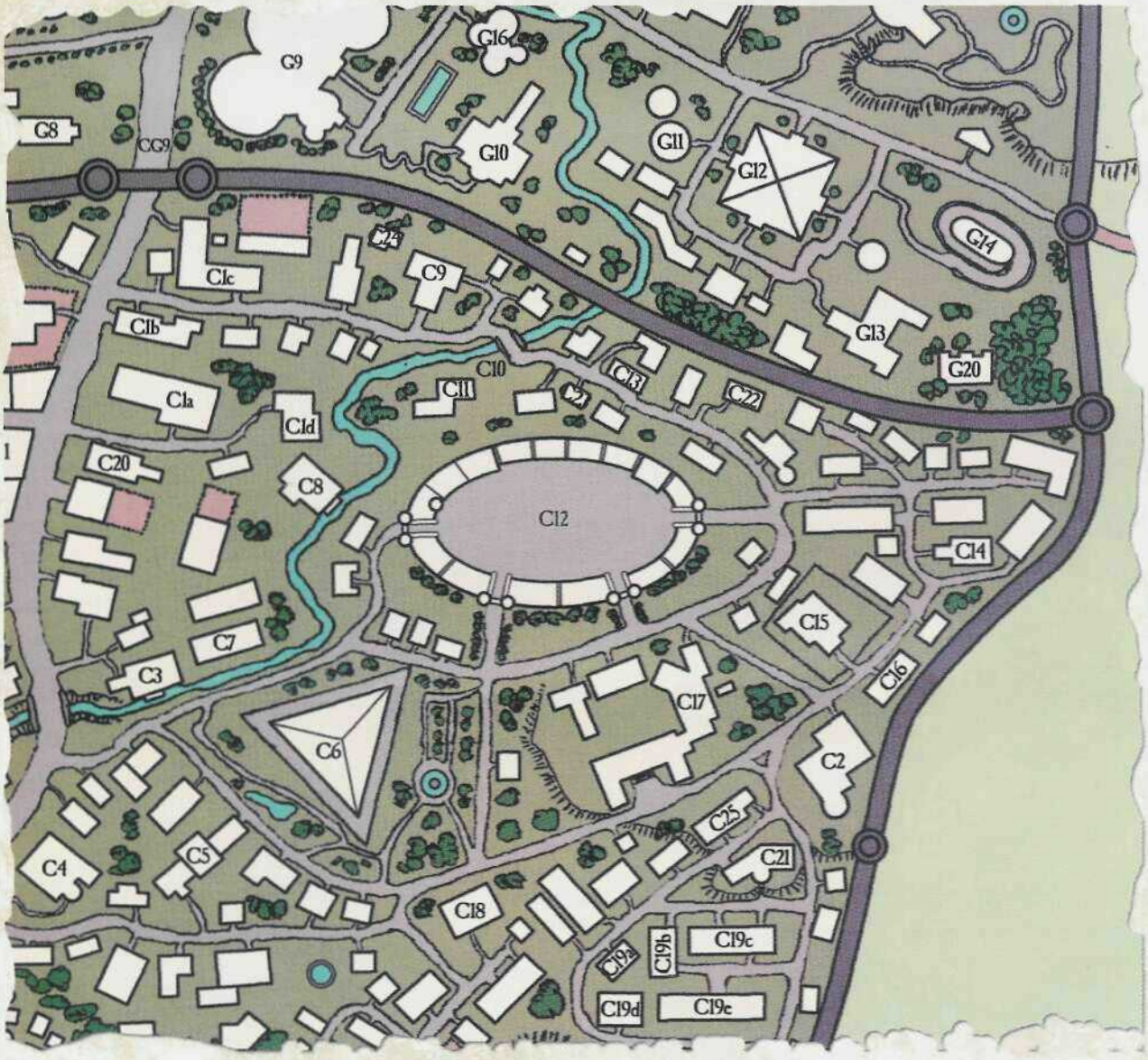
Urnst. County
Colorado, Montana, New Mexico, Wyoming
Richard Kohl
rwkohl@ earthlinfc.net

Urnst. Duchy
Alberta, Alaska, British Columbia, Idaho, Oregon. Saskatchewan, Washington
RussTaylor
rtaylor@cmc.net

Velana
Ohio
Victor Long
thenodrin@aol.com

Verbobonc
Illinois, Indiana
Michael Breslin
verbobonctriad@verbobonc.net

Yeomanry
Alabama, Arkansas, Kentucky, Louisiana, Mississippi, Tennessee
Kevin Freeman
madman31@mindspring.com



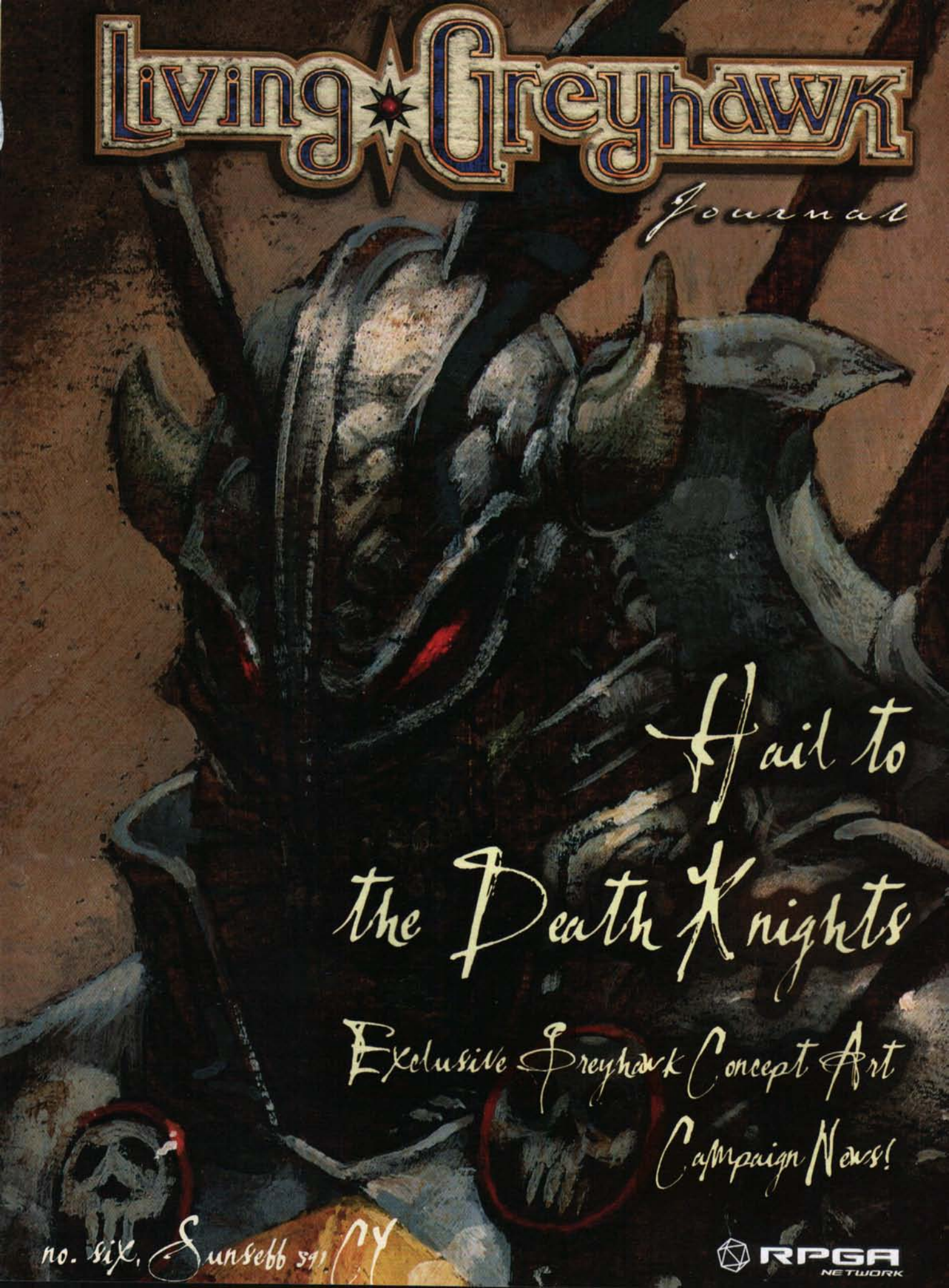
CLERKBURG

Location Key

C1a-d: Grey College
C2: Great Library of Greyhawk
C3: Old Mill
C4: Black Dragon Inn
C5: Jewelers' and Gemcutters' Guildhall
C6: University of Magical Arts
C7: City Mint
C8: New Mill College
C9: Bardschool
C10: Bridge of Entwined Hearts
C11: Savant Tavern
C12: Free City Arena
C13: Clerkburg City Watch Station
C14: Roc and Oliphant Tavern
C15: University of the Flanaess
C16: Nightwatchmen's Guildstation
C17: School of Clerkship
C18: Gnarleyhouse
C19a-e: "Students' Quarter"
C20: Guildhall of Lawyers 6 Scribes
C21: Temple of Celestian
C22: Boardinghouse
C23: Residence— Derider Fanshen
C24: Residence— Elraniel Tesmarien
C25: Temple of Boccob

Living Greyhawk

Journal



Hail to the Death Knights

Exclusive Greyhawk Concept Art

Campaign News!

no. six, Sunsebb 591 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*. Longtime 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 weeks of this issue's release. Strange? Perhaps. We prefer to look at it is Ralishaz-tinged.

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**.

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

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

(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 Swydesin 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.

–2nd Quatrain,
The Lays of Bar Stannich

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 thosewilling 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

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.

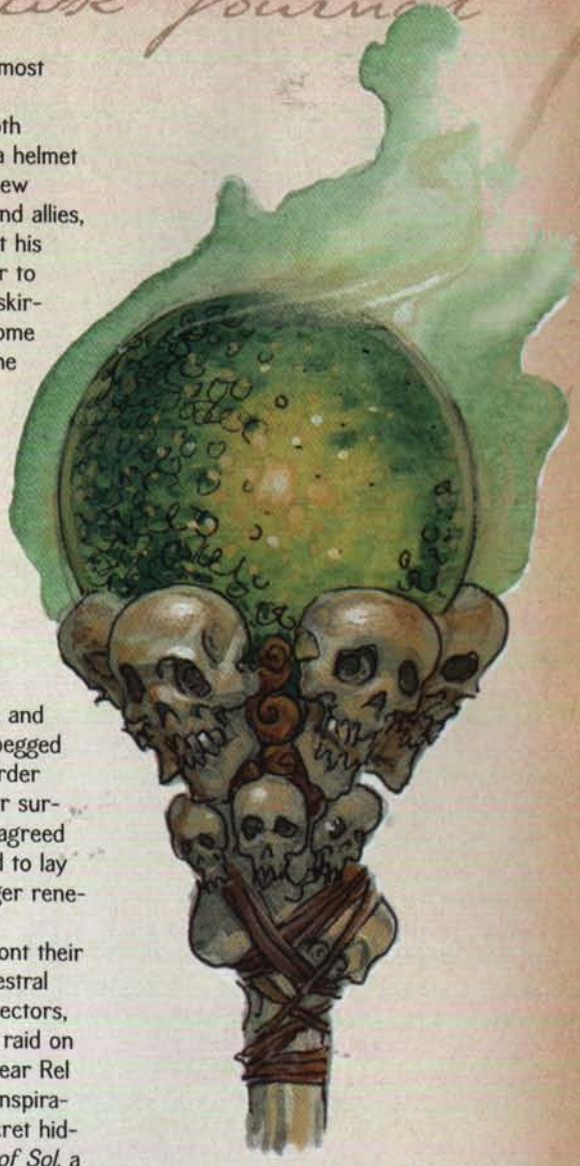
A chattering began to buzz in his ears as a voice spoke to him from out of the din. It seemed to emanate from the monstrous icon, which the paladin immediately recognized as that of a prince of the Abyss. The ancient Aerdi called this demon *Ahmon-Ibor,* The Sibilant Beast, a fiend known more commonly 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

Great tongues of unearthly fire began to shoot out from the Orb in all directions. The other knights were struck down where they stood by the relentless flames.

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 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-Ibor* 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 Aerdi. 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-

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 + 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 + 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 ghasts, 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.**)

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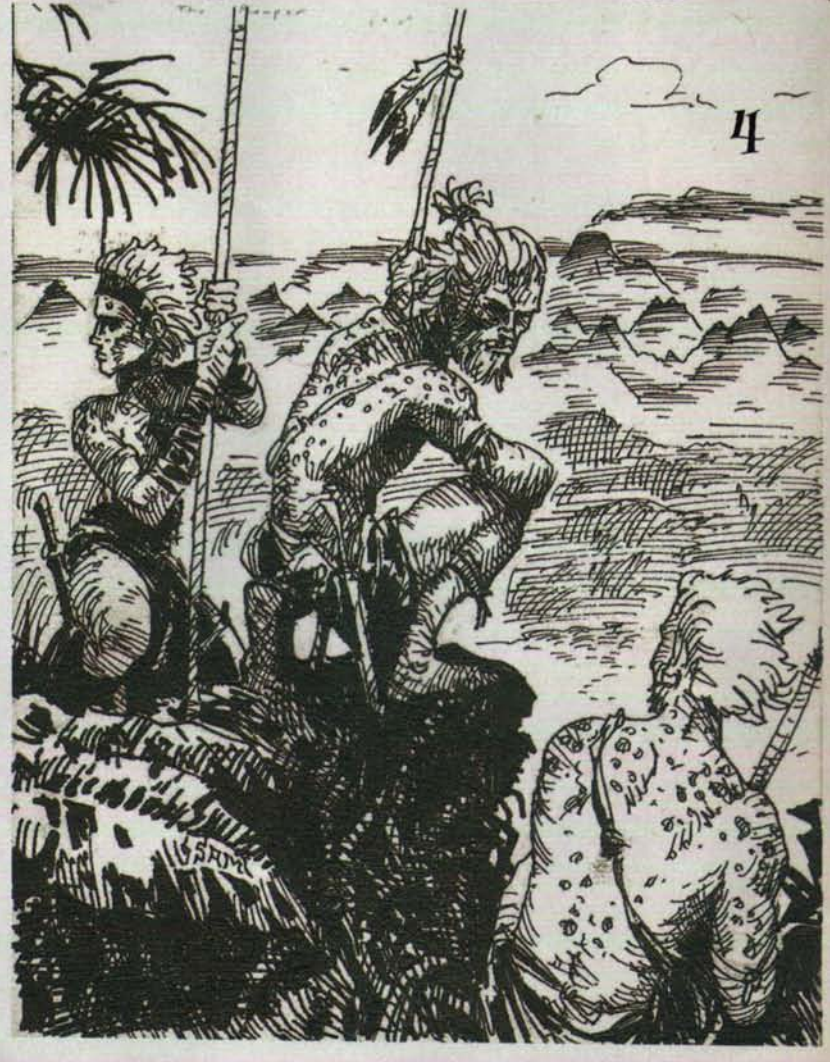

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Window on the World

(Continued from Page 106.)

5) **Iuz 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.** "Iuz's high priestess has a neurotic sort of introverted, paranoid outlook." 7) **Althea.** "I wanted Iuz'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 Iuz's servants." 9) **Null.** "A straightforward case of trying to capture a character with a quick pencil and inkwash sketch." 10) **Iuz (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."

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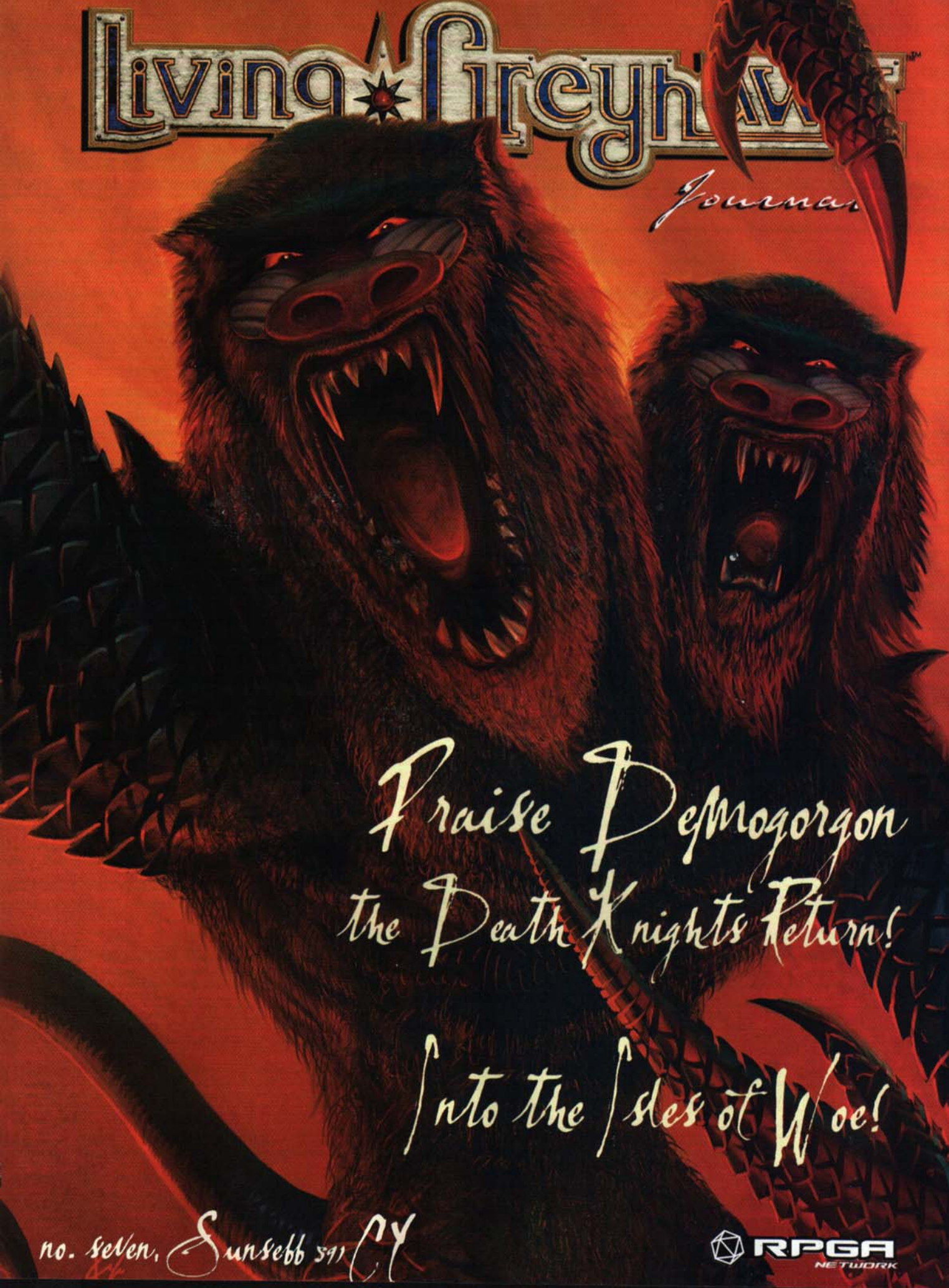
Living Greyhawk
Journal
Praise Demogorgon
the Death Knights Return!
Into the Isles of Woe!
no. seven, Sunsebb 591 CY
RPGA
NETWORK

Campaign News

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.**

Woe to You, O Earth and Sea...

Forget Castle Greyhawk—the buzz among Flanaess adventurers in 592 CY will be the Isles of Woe. ORIGINS 2002 offers a special event in which the RPGA Network teams up with Dwarven Forge, makers of MasterMaze three-dimensional hand-painted dungeon environments, to present players with a massive exploration and crawl of these legendary lost islands. Get ready to test your LIVING GREYHAWK character's delving skill in the haunted halls of these submerged death traps. Also, test your painting skill, as we award prizes for the best-painted LIVING GREYHAWK character miniatures brought to the event!

Not able to make it to ORIGINS? No problem. A limited version of this event is scheduled for release for convention, game day, and home play. Stay tuned for details.

Something Missing from The Forbidden Choice?

Did you lose a part of you in COR1-07 *The Forbidden Choice*, by Chris Tulach and Jason Bulmahn? You put your hand in the urn, didn't you? Worry not! All is not lost, and neither is your appendage. The *disintegrate* function of the urn destroys only non-organic material—body parts, familiars, kid brothers, all can be placed in the urn without ill effect. If your DM ruled you lost an organic bit, it is returned. To limit confusion, have your next DM note this on your campaign tracking sheet at the soonest possible opportunity (and show them this section of the *LIVING GREYHAWK Journal*, just in case they haven't had a chance to see it). This is an official erratum, and the change appears in newer versions of the adventure.

New Scenarios Now Available!

In the bustle to update you on the latest scenario offerings, we passed up a whole passel of fairly new scenarios you'll want to order. You can snag any one (or all) of these by visiting **www.livinggreyhawk.com.** Click on the "game play" line in the sidebar to get things started.

COR1-05 *Brendingund's Bride*

by Sean Flaherty and John Richardson
Auldon Brendingund is getting married, and you have been chosen to escort the groom to Hardby. All's not bliss, however. Even though Brendingund fortunes are in the black, his luck is still foul. Bleak swamps, a dwarven laird, and a strange necklace all stand in the way of the nuptials. Your aid will determine whether or not Brendingund remains a bachelor! Part II of the Brendingund Chronicle (sequel to The Reckoning). An Adaptable adventure for characters level 1-6.

COR1-06 *The Forbidden Choice*

by Jason Bulmahn and Chris Tulach
Thought lost to antiquity, the remains of an ancient elven chest have been recovered. Why is this relic so important that luz's followers would take interest in it? A Core adventure for characters level 1-6.

Scaly death awaits you in one of these adventures. Which? Order and find out!

COR1-07 *Bendingund's Blood*

by Sean Flaherty and John Richardson
Auldon Brendingund needs you to assist him again. This time his wife has given birth to an "unexpected" child and he seeks your help to find the father. Part III of the Brendingund Chronicle. An Adaptable adventure for characters level 1-6.

ADP1-09 *Sinkhole*

by Christopher Jensen Rumors have spread across the land of buried treasures found on an old widow's farm. They say that there are gems just lying in a sinkhole for the taking. It can't be that easy, can it? An Adaptable adventure for characters level 1-8.

Are You Moving?

If you are moving in the real world, you can always hop over to the RPGA website (**www.wizards.com/rpga**) and change your address in the members-only section. But what about your LIVING GREYHAWK character? What does she need to do to switch regions?

Once a campaign year, including the first (591 CY), a character may switch regions at no Time Unit (TU) cost. If you desire your character to move more times a year, you can, but at a cost of 4 TUs for each move. You can pay the cost and switch regions as many times you are able, but you cannot go into a TU deficit to pay this cost. If you do not use your free move in a given campaign year, you cannot save it to use in future years; it is lost at the end of the game year.

Each character has 52 TUs to spend each campaign year on adventures and other activities. The 592 campaign year began on January 1, 2002, and all future campaign years begin on January 1 of the corresponding real-world year.

Let Your Region be Your Guide for Guidebooks

Fans of the D&D class guidebooks rejoice! Their options now appear in the LIVING GREYHAWK campaign. Your Regional Triad, through meta-campaign activity offered at special events, will offer options from these books, following the guidelines found in campaign Rules Update 1 (RUP-1), which you can find on the RPGA Network Website (again, **www.wizards.com/rpga**).

RUP-1 also offers an expanded list of prestige classes you can take in the LG campaign, including those from the newly released *Song and Silence: A Guidebook to Bards and Rogues* and the soon-to-be released *Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers.* Check them out, and plan your character's progression.

Viva Italia!

The LIVING GREYHAWK campaign staff would like to thank and congratulate the Italian Triad for the completion of the first two Italian language LIVING GREYHAWK adventures, both of which are now orderable from the RPGA Website.

The two Italian regional adventures, set in the Sea Barons, are titled SBN1-01 *Fiori Neri* and SBN1-02 *Nel Covo Dei Pirati.* If you live in Italy and you want some native language Greyhawk fun, order them today!

Back Issue Bonanza!

RPGA HQ remains flush with back issues of the *LIVING GREYHAWK Journal* just waiting to be added to your musty magazine collection. Plentiful quantities exist of stand-alone issues 1-4. These may be ordered by RPGA members in good standing at a cost of $5.00 US each.

Not a member of the RPGA? Don't despair! Hop over to the RPGA website and sign yourself up. It costs five bucks, and you'll shortly be on your way to LIVING GREYHAWK goodness.

Issue 5 Still Delayed

We get cracking on the "lost" *LIVING GREYHAWK Journal* issue (#5) just as soon as this issue goes to press. Everyone who was a member of the RPGA in August (when it should have come out) will recieve their issue shortly. Thanks for your patience!

Demogorgon's Champions

The Death Knights of Oerth • Part Two

by Gary Holian • illustrated by Adam Rex

The dreaded St. Kargoth has terrorized the eastern Flanaess for centuries. The first of Oerth's death knights, Kargoth serves as the demon prince Demogorgon's most devoted Oerthbound champion and as a spiritual role-model for honorless knights throughout the old Great Kingdom (his fall from grace and transformation were recounted in last month's *Living Greyhawk Journal*). St. Kargoth and his remaining twelve fiendish sires are described below, along with brief sketches of their personalities and goals. All these beings are more than 400 years old and are very powerful, experienced adversaries, easily the match of any elder vampire or lich. Their legend is a powerful force in the Great Kingdom and was exploited even by Overking Ivid V and his former court wizard, Xaene, with their creation of Knights of Doom, a pale mockery meant to evoke these ancient villains to frighten the populace. Though they have dispersed throughout the world over the centuries, Kargoth's death knights remain a potent threat to good-loving denizens of Greyhawk's world. All have unique agendas, often enjoying complex alliances with other powerful forces of darkness. They should make exceedingly formidable opponents for any group of adventurers who cross their paths. Most death knights are attended by all manner of undead, notably skeleton warriors and swordwraiths (who often serve as lieutenants and scouts). Some death knights maintain hidden strongholds, while others are wanderers, but all are compelled by their nature to increase the suffering of the world. Thanks to their undeath, they have forever to reach this goal, and savor every minute of the journey.

St. Kargoth the Betrayer, CR 23

Male Half-Fiend, Half-Human Death Knight, 8th-Level Paladin/10th-Level Blackguard

Strength	24	(+7)	Fort. Save +20
Dexterity	16	(+3)	Ref. Save +17
Constitution	–	(+0)	Will Save +18
Intelligence	20	(+5)	Alignment LE
Wisdom	8	(+4)	Speed 20 ft.
Charisma	26	(+7)	Size M (6 ft. 4 in.)
Hit Points	117		Armor Class 33
Melee Attack	+25/+20/+15/+10		Flat-Footed AC 30
Ranged Attack	+21/+16/+11/+6		Touch AC 14

Most Common Attack
+5 longsword +31/+26/+22/+16, 1d8+12 (19-20/x2)

Skills: Climb +16, Concentration +14, Bluff +14, Diplomacy +21, Handle Animal +16, Hide +13, Intimidate +16, Jump +11, Knowledge (religion) +13, Knowledge (the planes) +8, Listen +6, Ride +21, Spot +6.

Feats: Alertness, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Sunder, Weapon Focus (longsword).

Possessions: *+5 longsword, +5 full plate of shadow, Demogorgon's bilious sphere* (see below), *ring of protection +3, boots of speed, brooch of shielding, cloak of Charisma +4.*

Blackguard Spells (3/3/3/2; base DC = 15 + spell level): 1st—*inflict light wounds* x4; 2nd—*bull's strength, darkness* x2, *inflict moderate wounds;* 3rd—*contagion, deeper darkness* x2, *inflict serious wounds;* 4th—*freedom of movement, inflict critical wounds* x2.

Special Attacks: Special damage—melee attacks cause 1 point of Constitution damage (Will save, DC 25 negates), melee touch attacks cause 1d8+5 points of damage +1 point of Constitution damage (Will save, DC 25 for half damage, negates Constitution damage); *abyssal blast* 1/day—1,120-ft. range, 20-ft.-radius spread, 18d6 fireball, damage is half-fire and half-divine, (Reflex save, DC 25 for half damage); fear aura—creatures of less than 5 HD within 15-ft. radius affected by *fear* as though cast by 18th-level sorcerer (Will save, DC 25 negates); *darkness, poison,* and *unholy aura* 3/day as though cast by 18th-level sorcerer; *desecrate, unholy blight, contagion, blasphemy, unhallow, horrid wilting,* and *summon monster IX* (fiends only) 1/day as though cast by 18th-level sorcerer; *detect good* at will; *summon monster I* 1/day as though cast by 20th-level sorcerer; smite good 2/day (+7 to hit, +10 points of damage); command undead 10/day as an 8th-level cleric; sneak attack 4d6.

Special Qualities: Undead, undead followers (6 wights mounted on skeletal horses), DR 15/+1, Immunities (cold, electricity, fire, polymorph), acid resistance 20, SR 28, summon mount (St. Kargoth rides a nightmare into battle. This nightmare is also his fiendish servant.), turn immunity (cannot be turned, *holy word* can dispel), dark blessing (Charisma bonus applies to saves), *lay on hands* 1/day (inflict 126 points on himself only), aura of despair (enemies within 10 ft. suffer a -2 morale penalty to saves), fiendish servant (see below).

St. Kargoth's Fiendish Servant and Mount

Nightmare: CR 9; Large Outsider; Hit Dice 12d8+36; hp 92; Init +6 (+2 Dex, +4 Improved Initiative); Speed 40 ft., fly 90 ft. (good); AC 29 (-1 size, +2 Dex, +18 natural); Atk 2 hooves +16 melee (1d8+5), bite +11 melee (1d4+2); Face 5 ft. by 10 ft.; AL NE; SV Fort +16, Ref +10, Will +11; Str 21, Dex 15, Con 16, Int 13, Wis 11, Cha 12.

Skills: Intuit Direction +19, Listen +21, Move Silently +20, Search +19, Sense Motive +19, Spot +21.

Feats: Alertness, Improved Initiative, Iron Will.

Special Attacks: Flaming hooves, smoke.

Special Qualities: Astral projection, etherealness, improved evasion, share spells, empathic link, share saving throws, speak with blackguard, SR 15.

Demogorgon's Bilious Sphere (major artifact)

This twisted iron rod is topped by the *Bilious Sphere*, an obscene parody of the *Orb of Sol*, the goodly artifact that played an important role in the formation of Kargoth's death knights and has vexed them ever since.

Demogorgon's bilious sphere bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the rod is in hand and disappears when the rod is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the rod is wielded. Its other magical powers are as follows:

- ***Acid:*** Five times per day, the rod can be used as a *+5 heavy mace* that causes an extra 3d6 points of acid damage. Activating this power is a free action, and it works if the wielder strikes an opponent within 1 round.
- ***Bile:*** Five times per day, the rod can be used to cast *stinking cloud* as though cast by a 20th-level sorcerer.
- ***Vitriol:*** Three times per day, the rod can be used to cast *acid fog* as though cast by a 20th-level sorcerer.
- ***Rancor:*** Once a day, the rod can be used to create a feeling of intense hatred in a nearby creature. A single creature within 60 feet chosen by the rod's user must make a Will saving throw (DC 23) or view another creature within sight (chosen by the rod's user) as its most hated enemy. The target creature attacks this hated foe with the deadliest means available until the creature is dead or a full day of time elapses. The target creature attacks its hated foe heedless of danger, but in situations where death seems certain, the target creature attempts to avoid such a fate in the hopes of attacking the foe at a better time. Should the hated foe become *invisible*, *teleport* away, or otherwise flee, the target creature hunts the foe down to the best of its ability. For purposes of dispelling, this effect is treated as *dominate monster* cast by a 20th-level sorcerer.
- ***Bilious Spheres:*** Three times per day, the rod can be used to create three spheres of acid. This effect is as a *flaming sphere* spell cast by a 20th-level sorcerer with the following exceptions: three glowing green spheres of acid are created, the spheres cause acid damage instead of fire damage, and all the spheres can be moved individually with a single move-equivalent action.
- ***Demogorgon's Favor:*** This power can be invoked only by an evil wielder whom Demogorgon actually favors (such as

Kargoth). Once a day, the favored wielder can use the rod to gain immunity to acid for 1 hour, 4d12 temporary hit points that last 1 hour, a +6 enhancement bonus to Strength for 1 hour, and Damage Reduction 25/+5 for 1 hour.

St. Kargoth is the much reviled Lord of the Death Knights, the first and most powerful such being ever created by the forces of darkness. He is widely notorious for the depth of his infamous betrayal and the hatred he inspires in followers of goodness and light. He appears slightly larger and more fearsome than his compatriots, but has transcended their undead state through wanton accumulation of power and an incessant campaign of wickedness against the living. Kargoth's features are skeletal, his face glows a hideous green and his eyes gleam a fiery red. He wears ancient black armor and carries only the most powerful and fearsome blades available to him (such as the legendary sword *Shatterer*, now thankfully thought lost forever).

Kargoth began life as a widely admired paladin in the Great Kingdom, but a dark pact with the demon prince Demogorgon, whose cult was once profligate among the Ur-Flan of the eastern coast of the Flanaess, turned him completely to evil. He has long since abandoned his ruined castle Fharlanst, which was situated along the Aerdi coast between Roland and Winetha. Its walls were cast down by the siege engines of the Knight Protectors in 247 CY and the secrets of the fell place have been buried ever since. Many coastal peasants whisper that the dreaded knight now resides on the Isle of Cursed Souls, though in truth he has been spied only once near the northern coast, many decades ago on a night the Flan refer to as the festival of the Bloody Moon.

In the centuries since his rise to power, Kargoth has quickly ascended the ranks of the demonic hierarchy. Having long since departed the ken of mortals, his evil has spread to other planes of existence and his power now rivals that of many demon lords. While steeped in the intricate politics of the Abyss, he nevertheless willingly advances the interests of Demogorgon on this and other dimensionalities (in return, Demogorgon turned him over to his demonic surgeons, who through skin grafts and hideous transfusions managed to imbue Kargoth with fiendish essence). St. Kargoth still visits the material plane on rare occasions to wreak additional havoc in the name of chaos and to further his vengeance upon the kingdom of his birth. He has many enemies, not the least of which are the mysterious Whiteguard and the Lords of the Gloaming dedicated to Pholtus. He is greatly despised among the councils of the Balance and is still viewed as an archenemy by the surviving members of the Knight Protectors of the Great Kingdom. His rivalry with the patron of that order, St. Benedor of the Ashen Hand, is legendary.

Some debased humans worship Kargoth as a god, though they gain no spells for doing so. The Sunsebb Sodality, a very secretive cult of undeath, spreads its devotion among him and the other death knights. Devoid for the most part of any hierarchy or codified dogma, the chaotic cultists respect malevolence and above that only raw power (for which they lust). Kargoth cares little for this supplication, though he has been adopted as a saint by renegade elements of the Church of Hextor, who revere him as an embodiment of villainy and discord, particularly in North Kingdom and other exceedingly decadent portions of the former Great Kingdom. St. Kargoth takes as a personal symbol a glowing green skull. He is often the favored patron of blackguards, anti-paladins, and other traitors. Other death knights recognize him as the anterior of their lineage, but many despise him for linking their fate inexorably to his own. They obey him only when commanded, though such occasions have grown exceedingly rare over the centuries.

Lord Monduiz Dephaar, CR 21

Male Human Death Knight, 18th-Level Fighter

Strength	28	(+9)	Fort. Save +13
Dexterity	13	(+1)	Ref. Save +11
Constitution	–	(+0)	Will Save +13
Intelligence	15	(+2)	Alignment CE
Wisdom	16	(+3)	Speed 20 ft.
Charisma	18	(+4)	Size M (6 ft. 3 in.)
Hit Points	117		Armor Class 32
Melee Attack	+27/+22/+17/+12		Flat-Footed AC 31
Ranged Attack	+19/+14/+9/+4		Touch AC 13

Most Common Attacks

+3 keen greataxe, bane vs. humanoids (humans) +38/+33/+28/+22, 1d12+18+1 Con (18-20 x3)

+3 keen greataxe, bane vs. humanoids (humans) vs. humans +40/+35/+30/+25, 1d12+20+2d6+1 Con (18-20 x3)

Skills: Climb +23, Bluff +9, Diplomacy +9, Handle Animal +14, Intimidate +16, Jump +21, Ride +24.

Feats: Dodge, Expertise, Improved Critical (greataxe), Improved Disarm, Iron Will, Lightning Reflexes, Mobility, Mounted Combat, Power Attack, Ride-by Attack, Run, Spirited Charge, Spring Attack, Sunder, Trample, Weapon Focus (greataxe), Weapon Specialization (greataxe), Whirlwind Attack.

Possessions: *+3 keen greataxe, bane vs. humanoids (humans); +2 full-plate; +2 animated large steel shield; +2 half-plate barding; belt of giant strength +4; ring of protection +2; cloak of resistance +2.*

Special Attacks: Special damage—melee attacks cause 1 point of Constitution damage (Will save, DC 22 negates), melee touch attacks cause 1d8+5 points of damage +1 point of Constitution damage (Will save, DC 22 for half damage, negates Constitution damage); *abyssal blast* 1/day—1,120-ft. range, 20-ft.-radius spread, 18d6 fireball, damage is half-fire and half-divine, (Reflex save, DC 22 for half damage); fear aura—creatures of less than 5 HD within 15-ft. radius affected by *fear* as though cast by 18th-level sorcerer (Will save, DC 22 negates).

Special Qualities: Undead, undead followers (6 wights mounted on skeletal horses), DR 15/+1, Immunities (cold, electricity, fire, polymorph), SR 28, summon mount (Lord Monduiz Dephaar rides a behir into battle. He armors it with *+2 half-plate barding*, granting it an Armor Class of 25 and reducing its speed to 30 ft.), turn immunity (cannot be turned, *holy word* can dispel).

Monduiz Dephaar, the Terror of the Fruztii, was in life a Torquann nobleman and Kargoth's chief lieutenant. His nigh-unparalleled infamy continues in undeath. Like all death knights, his features are skeletal and burnt, but he sports a shock of brittle scorched hair which he binds after the fash-

ion of some of the northern barbarians. He rarely dons a helm, preferring to strike fear in his enemies by openly displaying his ghastly visage. His eyes glow fiercely and wide at the opportunity of melee. He has centuries of experience in warfare and his instincts on the battlefield are nonpareil, but he is given to blood-rages which cannot be sated until all his enemies are utterly destroyed. He is infamous for taking totems from foes defeated in single combat, most particularly their severed heads. The grisly visages of dozens of former Knight Protectors line the walls of his sanctuary. Lord Dephaar prefers the great axe to all weapons, having wrested the infamous *Lyrngode* from a champion from Djekul centuries ago. The magnificent weapon is seldom outside his reach.

Monduiz Dephaar was born in the North Province at Bellport in 167 CY. His family was one of many which fell victim to the seasonal raids of the Fruztii on the Solnor Coast following the wresting of the Bone March and Ratik by the Aerdi as buffer states against these savage marauders a few decades earlier. Lord Dephaar survived to earn himself membership in the order of the Knight Protectors, which formed the primary vanguard against these raids. He fought beside such luminaries as Sir Forran Vir and Lord Kargoth. Dephaar soon became a veteran of these northern campaigns, a great and relentless warrior feared by the hardy Thillonrian invaders. As his victories against the Fruztii piled up, his reported atrocities were initially overlooked. Eventually, they could not be ignored and he was censured by the highest echelons of the Knight Protectors for violating their time-honored codes. Lord Dephaar went into self-imposed exile to the far north, vowing requital. He lived for a time among the Schnai, where he not only continued his campaign against the Fruztii but was also forced to learn the ways of the barbarians. He returned south to Castle Fharlanst in 203 CY, when word spread around the kingdom that Lord Kargoth had decided to challenge the Council Gallant of the knighthood. Only then was the true horror of the traitorous paladin's plan visited upon Lord Dephaar, who had willingly joined his seditious circle. He has been a death knight ever since.

Though he served Kargoth for a time, Dephaar concentrates on his own affairs. Flushed with his new powers, Lord Monduiz spent years hunting after his enemies, both among the Knight Protectors and the Fruztii, like the quarry he once tormented in the Timberway. The foundering of the knighthood during the reign of Ivid I brought the monster back to the Bone March, where he established a stronghold somewhere in the eastern Blemu Hills. Following the collapse of the Bone March in 563 CY, Lord Dephaar carved out a small realm for himself surrounding his stronghold. He now rules over a mass of humanoids and bandits, who refer to him as the Dreadlord of the Hills. From this northern fastness, Dephaar commands an army of undead servants, still bent on hunting down and killing all the remaining Knight Protectors of the Great Kingdom that he can get his hands on. The order considers him an equally mortal adversary, but the death knight has been given great resources by the fiend Demogorgon, with whose cult he maintains close ties. Both Prince Grenell of North Kingdom and the humanoid chieftains of Spinecastle are well aware of his presence, but grant him a wide berth.

Lady Lorana Kath of Naelax, CR 19

Female Human Death Knight, 16th-Level Cleric of Hextor

Strength	16	(+3)	Fort. Save +15
Dexterity	14	(+2)	Ref. Save +12
Constitution	–	(+0)	Will Save +20
Intelligence	14	(+2)	Alignment NE
Wisdom	20	(+5)	Speed 20 ft.
Charisma	20	(+5)	Size M (5 ft. 7 in.)
Hit Points	104		Armor Class 27
Melee Attack	+15/+10/+5		Flat-Footed AC 25
Ranged Attack	+14/+9/+4		Touch AC 12

Most Common Attacks

+3 light flail (two handed) +18/+13/+8, 1d8+7+1 Con
Inflict critical wounds (touch attack) +18, 4d8+16+1 Con

Skills: Concentration +19, Bluff +11, Diplomacy +18, Knowledge (religion) +18, Scry +18, Spellcraft +18, Ride +8.

Feats: Extra Turning, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Enchantment), Spell Focus (Necromancy).

Possessions: *+3 light flail, +5 breastplate, belt of giant strength +4; cloak of resistance +5 necklace of fireballs (Type VII).*

Cleric Spells (6/7/6/6/5/5/3/3/2; base DC = 15 + spell level): 0-level–*detect magic* x4, *guidance, resitance;* 1st–*bane, deathwatch, detect good, entropic shield, protection from good*, random action* x2, *shield of faith;* 2nd–*bull's strength, darkness, desecrate*, hold person* x3, *inflict moderate wounds* x2; 3rd–*animate dead* x3, *contagion, magic circle against good*, silence* x2; 4th–*air walk, freedom of movement, poison* x2, *restoration, unholy blight*;* 5th–*circle of doom, circle of doom*, ethereal jaunt, slay living* x3; 6th–*antilife shell, blade barrier, create undead, harm*;* 7th–*blasphemy* x2, *destruction, disintigrate*;* 8th–*antimagic field, create greater undead, earthquake**.

*Domain Spells. Domains: Destruction (+4 to hit, +16 to damage 1/day), Evil (cast evil spells at +1 caster level).

Special Attacks: Special damage–melee attacks cause 1 point of Constitution damage (Will save, DC 23 negates), melee touch attacks cause 1d8+5 points of damage +1 point of Constitution damage (Will save, DC 23 for half damage, negates Constitution damage); *abyssal blast* 1/day–1,040-ft. range, 20-ft.-radius spread, 16d6 fireball, damage is half-fire and half-divine, (Reflex save, DC 23 for half damage); fear aura–creatures of less than 5 HD within 15-ft. radius affected by *fear* as though cast by 16th-level sorcerer (Will save, DC 23 negates); rebuke undead 12/day.

Special Qualities: Undead, undead followers (8 ghasts), DR 15/+1, Immunities (cold, electricity, fire, polymorph), SR 26, summon mount (Lady Lorana Kath rides a nightmare into battle.), turn immunity (cannot be turned, *holy word* can dispel).

The only distaff member of Kargoth's infernal company is possibly its cruelest and most debauched personage. Lady Kath was a vile schemer who whispered veiled treason to Lord Kargoth for years and encouraged his descent into darkness. In life, Lady Kath was a priestess of Hextor and in undeath remains one still, though she is now an unwilling pawn of the demon prince Demogorgon, who holds the

promise of the expiation of her suffering. Lorana remains obsessed with her lost beauty and often wears flesh faces (death masks) culled from horrified maidens that only serve to make her look more ghastly. She wears the armor of a typical death knight, often augmented by what appears to be a bridal veil, at other times the blood-stained leather apron of a butcher. Lorana is a fierce combatant, but prefers to torture weaker foes. She is fond of poisons and cursing magic and she rarely allows people to get near enough to strike at her directly.

The curse of undeath was never her desire, only temporal power, which as a member of House Naelax she deeply craved. As a woman in the late 2nd century CY, however, power could come only through marriage. She earned her rare knighthood through her prodigious skill at arms, but won the respect of her compatriots as a steely-minded battlefield surgeon during the Red Gnoll Clashes of the late 180s CY. In 196 CY, Lorana was promised to Prince Movanich of House Atirr, heir to the Herzogy of the North Province, in an effort by the Overking to heal the rift between the two then warring houses. But Movanich would not have her and spurned the marriage. Lady Kath was humiliated. She joined Kargoth's mutinous retinue, indeed was one of its instigators, but suffered the same fate as all the others when the paladin unleashed a demonic horror on the Great Kingdom in 203 CY. The newly sired lady death knight returned to North Province following the upheaval. Herzog Movanich died mysteriously in 223 CY and House Naelax once again ruled in Eastfair, while the Atirr were nearly persecuted out of existence over the next two centuries. Lady Kath was accepted back into her house and granted a manor and estate, far from the centers of power in the North Kingdom.

Lady Kath's home is two days northeast of Stringen, where she has ruled over a cowed peasantry for untold decades. She has personally conducted many lifetimes of research and experimentation, digging up long-buried secrets of the ancient Ur-Flan necromancers who once inhabited those lands before the arrival of the Aerdi. She uses the local natives as cattle, culling the herd for her gruesome investigations. Her efforts resulted in the creation of the animus (see *Living Greyhawk Journal* #2)for the priesthood of Hextor, presented to Ivid V as a gift before the onset of the Greyhawk Wars a decade ago. Some say this creation was a mad bid by the death knight to create a mate that could abide her nature or the byproduct of experiments into reversing her own curse. Now, with the fall of Rauxes, Lady Kath's stronghold may be the last place in the Great Kingdom that new animuses might still be created, making it a place of great importance to the priesthood of Hextor. She is served there by animuses and morbid priests of Hextor who obey her every desire in order to avoid her frequent rages. Among Lady Kath's few willing guests is the Hextorian cleric Verminek of Eastfair, who is nearly as vile as she, but fawns upon her in a mockery of courtly manners. Prince Grenell avoids her frequent summons as though they were sent by the Reaper himself, but often sends servitors who have fallen out of favor with the court at Eastfair in his place.

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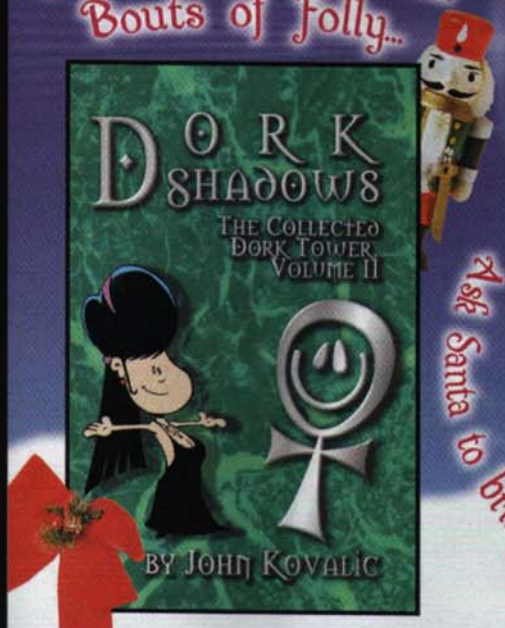

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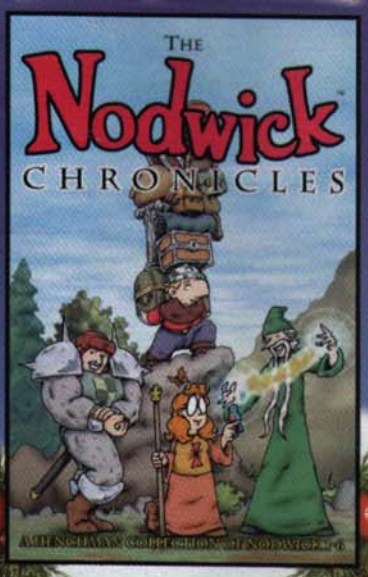

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Prince Myrhal of Rax, CR 18

Male Human Death Knight, 15th-Level Fighter

Strength	22	(+6)	Fort. Save+11
Dexterity	18	(+4)	Ref. Save+11
Constitution	–	(+0)	Will Save+9
Intelligence	10	(+0)	AlignmentCE
Wisdom	14	(+2)	Speed 20 ft.
Charisma	10	(+0)	Size M (5 ft. 9 in.)
Hit Points	97		Armor Class 29
Melee Attack	+21/+16/+11		Flat-Footed AC 26
Ranged Attack	+19/+14/+9		Touch AC 13

Most Common Attacks

Oozing trident of Azharadian (melee) +25/+20/+15, 1d8+11+1d6+1 Con (19-20 x2)

Oozing trident of Azharadian (thrown) +23/+18/+13, 1d8+11+1d6+1 Con (19-20 x2)

Skills: Climb +11r, Diplomacy +9, Handle Animal +10, Ride +9.

Feats: Cleave, Combat Reflexes, Dodge, Far Shot, Great Fortitude, Improved Critical (trident), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (trident), Weapon Specialization (trident).

Possessions: *Oozing trident of Azharadian, +2 breastplate, +2 large steel shield, belt of giant srength +4, Myrhal's Crown.*

Special Attacks: Special damage—melee attacks cause 1 point of Constitution damage (Will save, DC 17 negates), melee touch attacks cause 1d8+5 points of damage +1 point of Constitution damage (Will save, DC 17 for half damage, negates Constitution damage); *abyssal blast* 1/day—600-ft. range, 20-ft.-radius spread, 15d6 fireball, damage is half-fire and half-divine, (Reflex save, DC 17 for half damage); fear aura—creatures of less than 5 HD within 15-ft. radius affected by *fear* as though cast by 15th-level sorcerer (Will save, DC 17 negates).

Special Qualities: Undead, undead followers (7 ghast courtiers), DR 15/+1, Immunities (cold, electricity, fire, polymorph), SR 25, summon mount (Prince Myrhal rides a wyvern into battle.), turn immunity (cannot be turned, *holy word* can dispel).

Myrhal's Crown (minor artifact)

Prince Myrhal believes his prized crown to be a third of the famed *regalia of might* dedicated to the ethos of evil (the other components being an orb and scepter). He won the crown in a battle with the lich Hathamriz the Dissaffected on an island in the Solnor Ocean a century ago, and views that event as the moment at which the Lords of Evil sponsored him as their immortal champion.

Whether or not the crown is in fact the genuine article, few can refute that it grants its wearer extraordinary powers. Upon command, the crown can render its wearer invisible, per the *invisibility* spell. The wearer may *detect thoughts* at all times (as the spell of the same name). Additionally, the crown enables its wearer to act as though hasted for up to 10 rounds each day. The duration of the *haste* need not be consecutive rounds.

The crown bestows one negative level on any nonevil creature attempting to wear it. The negative level remains as long as the crown is worn, and disappears when the crown is

removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the crown is worn.

Assuming *Myrhal's crown* is in fact a part of the *regalia of might*, it will grant its user further powers when worn in conjunction with its counterparts.

Caster Level: 18th; Weight: 3 lb.

Oozing Trident of Azharadian

In the days when the great general Azharadian led Aerdy warbands to victory, this graceful weapon served as a symbol of his power. Now, after centuries in the hands of the death knight Prince Myrhal, it has become corrupted and pitted with corrosive acid.

Upon uttering a command word, the bearer of the weapon may cast *command* (as the cleric spell, Will save DC 13) up to three times per day.

The trident bears a +3 enhancement bonus, and deals +1d6 bonus points of acid damage on a successful hit. Additionally, twice per day it may be commanded to spout a gout of corrosive acid 5 ft. wide by 150 ft. long, starting from the tip of the trident's tines. Anyone caught within the area of the gout suffers 5d6 points of acid damage. Those making a successful Reflex save (DC 15) suffer only half damage.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, command, Melf's acid arrow; Market Price: 48,200; Weight: 5 lb.

Prince Myrhal of Rax is thought to be the only death knight of high noble birth. In 203 CY, when the paladin Kargoth turned traitor, he had no greater proponent than Prince Myrhal of Dustbridge, a cousin of the reigning Overking Jiranen and a schemer who desired the Malachite Throne for himself. He willingly threw his lot in with the traitorous Lord Kargoth, but failed to foresee the consequences of his actions. Though this miscalculation initially proved costly, the prince now revels in his preternatural power, which has given him unending life and the time to construct plots of exceeding intricacy and maliciousness. Prince Myrhal wears the darkened armor and flowing cape typical of a death knight, but in the place of a helm has donned an imperious diadem, rumored to be an ancient *crown of might*. He also wields a great trident once held by the heralded Aerdi general, Azharadian, which has the power to compel men to obey his commands.

Prince Myrhal still sees himself as the rightful heir to the Aerdy throne and has plotted for the entire length of his undead existence to gain it for himself. He is not mad, but certainly evinces strong megalomania. He has taken as a personal symbol the Aerdi Sol ringed with teeth. The death knight abandoned his personal demesne soon after his transformation and established a hidden enclave in the vast Adri forest. Over the centuries, he has paid close attention to the politics of the celestial houses of the Great Kingdom through the aid of spies and scrying spells. He has subtly tried to manipulate events in his favor. Prince Myrhal had his own relatives (descendents within the House of Rax) assassinated in a mad bargain with Prince Ivid I of the North in the 430s CY, but the Naelaxian prince double-crossed him, taking the throne for himself and earning his house Myrhal's undying hatred. Dustbridge, once an ancestral holding of his family, was given over to Naelax princelings and the once-prodigious forests around the castle were cleared. The death knight has watched with derision as successive Naelaxian Overkings have diminished the Great Kingdom into a shadow of its former self, culminating with the recent conflagration of Rauxes at the hands of Ivid V. Prince Myrhal believes that his time is finally nigh and that little will stop him from claiming his birthright.

Myrhal is believed to have a stronghold in some of the deepest parts of the Adri forest, some 45 miles southeast of the Coldwood. From there he awaits his opportunity in a debauched mockery of the old court at Rauxes, complete with retainers (many undead) and a throne room. His long-time seneschal is an old vampire named Lurgenz, a dissident Darmen princeling whom the death knight has dispatched to the ruins of Rauxes to learn the fate of Ivid the Undying. Prince Myrhal's attention has not only extended outside the vast wood, but to its environs as well. He has conducted decades of research on the lost lore and magic of the elves, particularly focusing on the lost city in the Coldwood. He constantly sends raids to test the defenses of the Sentinels who protect that place. Only Parren Ludern, a surviving Knight Protector and Ranger Lord based at Elversford in the Adri forest, has marshaled any significant human opposition to the death knight. All the denizens of the wood fear what would happen should he gain access to the secrets buried there.

More Death Knights

Kargoth, Dephaar, Kath, and Myrhal are the most powerful and influential of Berth's death knights, but a number of other one-time confidants of Lord Kargoth continue to roam the Flanaess.

Sir Maeril of Naelax

Ftr12/Rog4 (Chaotic Evil)

Only two of the original death knights remained companions throughout their lives—the brothers Sir Maeril and Sir Farian of Lirtham. Centuries later, only Maeril survives, though the memory of his brother haunts him still. They were former Naelaxian nobleman whose family lost most of their possessions during the ascension of House Atirr to the Herzogy of the North Province in 134 CY. They overcame their meager circumstances to earn worthy places among the ranks of the Knight Protectors, ultimately siding with the ill-fated Lord Kargoth. Their inherited slight was never forgotten and in 209 CY, possessed of their new infernal powers, they attempted to lead an undead army on the city of Delaric. The invasion was foiled by the fortuitous arrival of St. Benedor and a squadron of Knight Protectors, who had been chasing word of Lord Kargoth in Dustbridge only days before. Benedor unleashed the Orb of Sol and the artifact destroyed Lord Farian, immolating the death knight in curtains of strange white flame. Maeril claimed the still burning skull of his brother and rode off with it, vowing infernal vengeance on his former comrades.

It would be years before he would get an opportunity to make good on his claim. Members of House of Naelax were

known to have dealings with fiends, and the discovery of the Cauldron of Night during this time provided Lord Maeril the opportunity he had long sought. He and certain diabolical priests of Hextor made the arduous journey to the isle to forge a weapon that incorporated his brother's skull with the magical substrates there. The product of their efforts was *Astrosus*, the infamous deathblade which could communicate with its wielder, retaining the memories of Farian of Lirtham. It was instantly a weapon of great evil with an insatiable bloodlust. Lord Maeril carried it proudly and wrought great destruction with the weapon over the ensuing years, but lost the blade in battle with St. Ceril the Relentless in 392 CY and has never recovered it, though he wanders the Flanaess still, seeking its return.

Lord Andromansis of Garasteth

Wiz15/Ftr5 (Neutral Evil)

Lord Adromansis was a haughty young nobleman from the southeastern coast who became embroiled in Kargoth's plot at the eleventh hour. Persuaded by this last minute bid to get a taste of the secrets of the great Schandor's magic, he acceded to the raid on the Temple of Lothan. But Kargoth deceived him like all the others and he was transformed into a hideous death knight. Adromansis despises his condition and has turned to magecraft to research a cure to the curse which binds him to his undead shell. He has stripped himself of his infernal armor and wears only a cowl. He spurned Demogorgon by striking a bargain with the demon prince's great rival, Orcus, quickly becoming obsessed with the intersection of magic and undeath.

He has a tower, located somewhere in the vaunted and bustling Old City of Rel Astra, from which he is seldom thought to venture forth. Only Lord Drax, who shares distant kinship with the death knight, visits him with any regularity. The Lord Mayor seeks a cure to his own undead condition, and the death knight has agreed to treat him. Adromansis is attended by many forms of intelligent undead in his home. They serve as his spies and procurers of the unspeakable ingredients required for his experiments.

Sir Oslan Knarren

Pal5/Blk8 (Lawful Evil)

Oslan of Oldridge was a great paladin of Pholtus and an acclaimed Knight Protector who was duped by Lord Kargoth into being an accomplice to his fell plan. A Cranden nobleman, distantly related to St. Benedor and an ancestor of the mage Bigby, he has suffered greatly due to his horrific state. Pholtus no longer hears his entreaties and the death knight continuously tries to redeem himself. Oslan's nature constantly betrays him, however, and his efforts to perform chivalrously often go horribly wrong. His greatest desire is to see St. Kargoth die at his hands, but Demogorgon urges him onward, allowing him no peace or rest. Sir Knarren wanders the wildernesses of the central Flanaess, avoiding most contact with humanity, seeking a honorable death which never comes to him. The death knight's only companion is an undead horse named, Corrigor, which is fiercely loyal to its master.

Sir Rezinar of Haxx

Ftr12 (Chaotic Evil)

Rezinar of Haxx was a naïve young knight from Idee who unwittingly became wrapped up in the plots of his compatriots. Becoming a death knight has driven him progressively mad and he suffers from many delusions, most particularly that he is being hunted down by mages of the Overking. He murdered a powerful South Province wizard, Allreynen the Gripper, who attempted to destroy him only months after he was cursed. He lost a hand in the conflict, which has never been restored. The order of wizards known as the Eldritch Lords attempted to hunt him down, but they were unsuccessful and the death knight was driven beyond the borders of Aerdy. Sir Rezinar continues to despise all mages. Though he escaped the Great Kingdom many years ago, he is obsessed with his homeland and wanders the rest of the Flanaess still believing the empire is intact. He hopes one day to return to it in glory at the head of great army that will purge the land of wizards and magi. Sir Rezinar was last seen in the Sheldomar Valley, where rumors say he was trying to raise an army in the Lost Lands.

Lord Thyrian of Naelax

Ftr14 (Lawful Evil)

A dastardly figure and an uncle of the vampire Maskaleyne (who currently serves the dark lord of Dorakaa as a member of the Boneheart), Lord Thyrian thirsts for additional power and a realm of his own, but thus far has bided his time. Centuries of infernal service to Demogorgon have marked his undead life, but his diligence and ruthlessness have won him great freedoms. His hatred of St. Kargoth was waned over the years and Lord Thyrian has since turned himself into a hired sword, a mercenary to many evil tyrants, including most recently Duke Szeffrin of Almor. He is currently thought to be under the employ of Iuz, working as a roving enforcer of the evil god's will. He is paid in the only currency which matters to him now, the powerful sorcery he requires to destroy the Orb of Sol and with it, hopefully end his curse.

The Remains

Four additional death knights stalk the Flanaess, though their histories and whereabouts are little known. Many assume that their avoidance of the public eye must mean they are dead, but all have been seen within the last century, and divinations engaged by the Eldritch Lords reveal that they still scheme from locations unknown. The mysterious four tend to work alone, and have little contact with each other. They are as follows:

Sir Minar Syrric of Darmen: Brd12/Ftr3 (LE)
Duke Urkar Grasz of Torquann: Clr11–Hextor/Ftr4 (LE)
Sir Luren the Boar of Torquann: Ftr18 (CE)
Lord Khayven of Rax: Pal7/Blk10 (CE)

Those attempting to apprehend or destroy a death knight are encouraged to contact a representative from the Knight Protectors of the Great Kingdom before setting out.

Author Gary Holian co-wrote the Living Greyhawk Gazetteer and maintains the WORLD OF GREYHAWK fansite: Canonfire! (**www.canonfire.com**). He sends thanks to Scott Bennie, author of *"Saintly Standards"* (DRAGON, 1983), *who inspired this work. Thanks to Darrin Drader, who contributed ideas to the death knight template last issue.*

Living Greyhawk™

Journal

Are You a Donor?

Blood Problems of Hextor

New NPC Feature

Campaign News

no. eight. Readying 592 CY

RPGA NETWORK

Campaign News

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.**

New Adventure Tracking in the World of GREYHAWK

There's a new way to track the rewards and perils that affect your character in the LIVING GREYHAWK campaign! The campaign has now moved beyond the one cert for one magic item method that grew out of second edition DUNGEONS & DRAGONS tournament play, and on to a more flexible way to track your wealth and experience point rewards: the adventure certificate.

For each adventure in which your character participates (and survives), you'll receive a certificate that grants you your fair split of the gold and experience points gained in that adventure. This certificate replaces the official campaign Log Sheet, so be sure to keep copies of all your adventure certificates with your character sheet. With your newly gotten plunder you can purchase items from the DUNGEON & DRAGONS Core Rulebooks to outfit your character for the next adventure.

After updating the bottom half of your adventure certificate, which tracks your character's wealth and item inventory, you go on to more dangerous adventures and greater rewards (again, if you survive). Your character level determines the maximum gold piece value of items you can buy from the Core Rulebooks. Think of it as a store that allows you to buy different wares based upon your level. At character creation, you can buy only items from Chapter 7 of the *Player's Handbook*. As your level increases, your buying options increase, too, allowing you to buy progressively more expensive items from the *DUNGEON MASTER'S Guide*.

Basically, between each adventure you can buy any item or combination of items from charts 8–3 to 8–30 that you can both afford and that costs less than your upper gold piece limit (as determined by the chart below). Some regions may ban certain items for sale in their region, which means you cannot buy those items directly after playing a regional scenario in that region or an adaptable scenario adapted to that region. The following chart gives the progression of your upper gold piece limits for character levels 1-7:

Character Level / Items
Character Creation: PH items only.
1st–2nd level: PH and DMG items, 500 gp or less.
3rd level: PH and DMG items, 1,500 gp or less.
4th level: PH and DMG items, 2,500 gp or less.
5th level: PH and DMG items, 4,500 gp or less.
6th level: PH and DMG items, 7,500 gp or less.
7th level: PH and DMG items, 9,500 gp or less.

The progression for up to level 20 can be found in the Rules Update 3 (RUP-3) document, which you can grab from the RPGA website (**www.wizards.com/rpga**). That Rules Update also has more in-depth rules and explanations about the adventure cert, and rules for updating your LIVING GREYHAWK character to the new system.

Remember, there is official *DUNGEON MASTER'S Guide* errata on the Wizards of the Coast website, and a few of the prices for magic items have changed. The most notable change to magic item prices involves the *boots of striding and springing*, which now cost a whopping 6,000 gp. So save up your gold, because you can't spring into that magic item action until your character reaches at least 6th level.

Existing magic item certificates are still valid. Still, some of you may want to sell them for half value, and gain some extra gold flexibility with the new system. You can do that, but wait to do it at the game table so that a Dungeon Master can moderate the transaction and note it on that adventure's adventure certificate. Keep in mind that items that can't be traded can't be sold either, and that upon cashing in an old magic item certificate, that certificated item must be voided (marked "void" in big bold letters along the length of the certificate) and kept as proof of the transaction; preferably attached to the adventure cert for the adventure in which the transaction took place.

GREYHAWK Years and Adventure Half-Life

How long do you have to play a particular LIVING GREYHAWK Adventure? Every LIVING GREYHAWK adventure is either assigned a GREYHAWK year or is slated as an "evergreen" adventure. All adventures released before January 2002 are considered 591 CY (the game year that started in August 2000 and ended December 31, 2001) adventures. Most adventures released in 2002 will be 592 CY adventures. An adventure may only be played during its year and the year after. So while this year you can play both 591 CY and 592 CY adventures, in 2003

the 591 CY adventures will retire, and you will be able to play only 592 CY and 593 CY adventures.

Evergreen adventures are adventures with longer lifespans. Those adventures are good until either the LIVING GREYHAWK campaign staff (in the case of Core or Adaptable evergreens) or the Regional Triad (in the case of regional adventures) decide to put them out to pasture.

Tristor Redux? All the Fun; None of the Hassle!

Did you miss out on the first run of *The Fright at Tristor*, the special LIVING GREYHAWK event that also served as the 2001 RPGA Member-Only Adventure? Afraid that your response would get lost in the mail or that you would be collecting Social Security by the time RPGA HQ got around to scoring your packet?

We feel your pain.

Happily, all the fun of *Tristor* is coming back in a new and hassle-free format. Starting May 2002, DMs Network-wide will be able to run *The Fright at Tristor* again. Just order the adventure as an event on the RPGA website, and we will send you a *Fright at Tristor* adventure cert, a table with experience point and treasure breakdown, as well as details on how to run the adventure for higher than 1st- and 2nd-level characters. DMs can process their own results for *Tristor* when they run the table. The new release of *The Fright at Tristor* costs 6 Time Units (TUs) to play, and is an adventure for characters level 1-6. The re-release of *Tristor* is a 592 CY adventure.

If you joined the RPGA late, and you need a copy of *The Fright at Tristor*, fear not. Details on how to buy the adventure will soon appear on the RPGA website. By hook or by crook, if you are willing to put down the cash, we will get you copy . . . while supplies last.

Tristor is Only the Beginning

Ever wish that you could play *The Sunless Citadel, The Forge of Fury* or *The Speaker in Dreams* with your LIVING GREYHAWK character? Soon, you'll be able to. By Gen Con 2001, these adventures will be sanctioned for LIVING GREYHAWK play in the same way *the Fright at Tristor* will be re-sanctioned. Eventually, more Wizards of the Coast published adventures will be sanctioned for LIVING GREYHAWK play, possibly including some sections of *Return to the Temple of Elemental Evil.*

ON THE COVER

Illustrator Marc Sasso gives us a trio of blood golems of Hextor scouring Rift Canyon in search of elusive prey.

New Scenarios Now Available!

COR2-01 *As He Lay Dying*
by Erik Mona
An ambassador from the Duchy of Urnst needs adventurers to transport her cousin's cursed corpse from the city of Greyhawk to their ancestral home in Leukish. She's hired a barge, complete with its superstitious Rhennee crew, to carry the party from city to city. The dangers of river travel and the specter of an ancient curse will stand in the way of success. A Core adventure for characters level 3-8.

COR2-02 *Brendingund's Brood*
by Sean Flaherty and John Richardson
The church of Pelor needs your help in guiding a lost soul into the light—A lost soul with a familiar name: Brendingund. Part four of the *Brendingund Saga*. A Core adventure for characters level 1-6.

ADP2-01 *Descent into Darkness*
by Neil Ikerd
Undead are attacking farmsteads. The farmers speak of a mysterious "man of shadow's shroud." A crippled wizard seeks your help in recovering a family heirloom from the bottom of an abandoned freedom fighter's den. What evil lies within the old base? Does the shadowy man have anything to do with attacks? Can you survive the answers to these questions? The sequel to APD1-04 *What Lies Beneath*, this is an Adaptable adventure for characters level 3-12.

COR2-03 *Amidst the Mists and Coldest Frosts*
by Dale Friesen
You undertake an expedition in the lands of the Frost Barbarians to secure a trade agreement with the Fruztii. While you dream of coming home richer, the only thing the barren landscape promises is a quick death for the unprepared or the stupid. And that was before the locals began falling prey to the supernatural killer that raids from mist. Can you save the locals, secure the lucrative trade agreement, and make it home alive? A Core adventure for characters level 1-8.

Blood Golems of Hextor

Enchiridon the Fiend Sage

by Sean K Reynolds • illustrated by Sam Wood

My grim benefactor,

My congratulations to you on the discovery of the location of Chnasar's Pale Urn. Please let me know if it contains anyone who claims to know me. I warn you that it tends to reset its own magical wards over time, so any research should be undertaken with care.

Have you finished your examination of the links of Atamalir? Hersol's animated head has proven reticent in revealing information on his lycanthropic spells, and I feel it would be helpful to have that item so that I may better coerce his cooperation. I take it that you enjoyed the magical cloak I made of his skin, for my spies have heard other nobles speaking of it after your appearance at the feast of Hextor last month. In any case, that should show your other advisors what fate awaits them should they betray you.

The Baklunish necromancer has contacted me again but refuses to give his name, and I have been unable to penetrate his defenses to learn it independently. He claims to have made copies of three pages of the Codex of Infinite Planes, which might be valuable in pinning down the item's position. All he wants in return for the pages is a copy of your eyes of bone spell. Do you wish to pursue the trade?

Your humble scholar,

the Fiend-Sage

Blood Golem of Hextor

Although the original blood golems created by the church of Hextor in Rauxes were lost along with everything else in that place, apparently one of the local temples has unearthed the secret or a process similar to it. They also have improved on the model, encasing it in arcane armor and giving it magic weapons as limbs. The drawbacks of the creature mean that it requires a constant supply of blood, making it a less than ideal guardian for our purposes, if only because we can put such blood to more productive uses. Still, they are intimidating in a grisly way, and they are incredibly useful against the weak-stomached.

Blood Golem of Hextor
Large Construct
Hit Dice: 10d10 (55 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (can't run)
AC: 26 (-1 size, -1 Dex, +9 natural, +9 *+1 full plate*)
Attacks: 2 *+1 heavy flails* +13 melee
Damage: *+1 heavy flail* 1d10+7
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Blood siphon, whirlwind of death
Special Qualities: Blood dependency, construct, damage reduction 10/+1, magic armor and weapons, magic immunity, rust vulnerability
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 22, Dex 8, Con —, Int —, Wis 10, Cha 1

Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-5)
Challenge Rating: 8
Treasure: See below

Alignment: Always neutral
Advancement: 11-20 HD (Large), 21-30 HD (Huge)

The blood golems of Hextor are foul constructs made of the coagulated blood of sacrificial victims. Girded in magic armor and bearing magic weapons, they bring only death.

Without its armor, a blood golem looks like a vaguely humanoid shape made out of thickened red and black blood. It constantly leaks small amounts of blood, and it is often surrounded by swarms of flies and other flying vermin that dine on its leavings. Although the church of Hextor was once satisfied with this raw form, recently they have added a final step in which they seal the golem in a custom-made suit of *+1 full plate* with *+1 heavy flails* fused to each of its arms. This suit of armor includes two large spherical reservoirs on the shoulders that store blood to fuel the creature's power. Metal pipes and valves convey the creature's blood within the armor, but the seals are imperfect, and it still leaks fluid, albeit at a reduced rate.

Because it is a construct, the blood golem can remain in one place for hours or days, although it requires fresh blood on a regular basis, making it suitable as a guardian only if there are acolytes or other cultists available to attend to the golem's recurrent thrist.

Combat

A blood golem is straightforward in combat, lashing out at its foes with its weapons. It seems to be a cruel and malicious combatant, torturing and inflicting the maximum amount of pain on its enemies despite its lack of true intelligence.

Blood Dependency (Ex): Because a blood golem constantly leaks its own vital fluid, it would eventually dwindle away to nothing and must frequently absorb blood from other creatures to continue functioning. A blood golem with full reservoirs has enough blood to function normally for 20 hours. Once the reservoirs are expended, the creature loses 1 hit point every hour until it reaches 0 hit points and is destroyed, leaving only its armor.

Blood Siphon (Ex): A blood golem can suck the blood out of a helpless living creature or a body that has died within the past hour. This blood drain causes one point of permanent Constitution drain. Every Constitution point of the creature so drained is enough to heal the golem of 5 hit points of damage or (once it is at its normal hit point total) power the blood golem for one hour. The siphon takes one full round for every Constitution point drained. The golem may store enough blood to power it for 20 hours. Once the golem's reservoir is full, it can still drain Constitution from its victims, but it gains no further benefits from doing so.

Magic Armor: A blood golem is always encased in a suit of full plate with at least a +1 enhancement bonus. If the golem is destroyed, the armor may be reused for another blood golem, but it does not resize to fit other creatures. Separating the *+1 heavy flails* from the armor ruins all the items.

Magic Immunity (Ex): A blood golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. The *gentle repose* spell acts as a *slow* spell for three rounds with no saving throw. The *regenerate* spell restores 1 hit point of damage per caster level. The *horrid wilting* spell does half or one-quarter damage if the golem fails or succeeds at its saving throw. The *repair damage* spells from *Tome and Blood* function normally on blood golems.

Rust Vulnerability (Ex): A blood golem's armor is vulnerable to rust attacks such as from a rust monster or the *rusting grasp* spell. If its armor is destroyed in this manner, the golem's armor class drops to 17, and it makes slam attacks (+12 melee, 1d8+6 damage) instead of flail attacks. Should its armor be destroyed, the golem's blood supply lasts half as long before it starts taking damage, and it loses 2 hit points per hour instead of 1 point per hour.

Whirlwind of Death (Ex): A blood golem can spin its upper body, causing its flails to rotate at high speed, shredding everything they touch. This ability allows it to attack all creatures within its reach as if it had the Whirlwind Attack feat. The round after the golem performs this maneuver it can only take a partial action.

Construction

A blood golem's semisolid body is created from the blood of 16 humanoids sacrificed to Hextor. The golem costs 50,000 gp to create. Extracting the blood from the sacrificial victims requires a successful Heal check (DC 15). The creator must be 14th level and able to cast divine spells. Completing the creation drains 1,000 XP from the creator and requires *animate objects, bull's strength, gentle repose,* and *heal.*

The magic armor of the golem costs the standard amount for its kind, except that the materials cost for the masterwork full plate costs twice the normal amount because of the larger size and special requirements of the golem's physiology (total cost for the armor is 4,150 gp). The magic heavy flails cost 2,315 gp each. Blood golems can be built with more powerful armor, and a golem's existing armor can be further enhanced.

Marodin

These fleshy, intelligent plants are weak and inanely opposed to violence. They make poor slaves, succumb to pain rather than retaliating, and taste like boiled hellcabbage (a bland and textureless meal, with even the strong taste of sulfur failing to make up for its shortcomings). As water creatures, it is difficult to dry them out well enough to use them as firewood, but I am trying several sorts of fungal and parasitic infestations to see if they have any use as a host for such things. So far their only redeeming quality is their keen sense for vibrations, which allows them to locate invisible creatures. I hope to find some way to convert them to a subservient type of undead that we can use as guards.

Marodin

Medium-Size Plant (Aquatic)
Hit Dice: 2d8-2 (7 hp)
Initiative: +1 (Dex)
Speed: 20 ft., Swim 30 ft.
AC: 14 (+1 Dex, +3 natural)
Attacks: Halfspear +1 melee
Damage: Halfspear 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Blindsight 60 ft., half damage from bludgeoning weapons, plant, water dependency
Saves: Fort +2, Ref +1, Will +1
Abilities: Str 10, Dex 13, Con 9, Int 11, Wis 12, Cha 8
Skills: Animal Empathy +1, Concentration +3, Craft (any) +4, Diplomacy +4, Heal +5, Intuit Direction +3, Knowledge (nature) +4, Spellcraft +3, Spot +4, Wilderness Lore +5
Feats: Scribe Scroll

Climate/Terrain: Temperate and warm aquatic
Organization: Cluster (2-5) or colony (6-24)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class

The marodins are a race of intelligent, man-shaped plants with thick flesh. They are nonaggressive to the point of pacifism and practice druidic magic in their aquatic homes.

A marodin is vaguely human-shaped and appears to be made out of twining bundles of green plant fibers. Extraneous spurs of these fibers sometimes extend from the creature's joints like thorns, but these and its other body parts are soft and malleable. Its "fingers" are more of these thorny growths, specialized for fine manipulation. The creature has no true neck, with the head tapering out to merge with the shoulders. The marodin's head has several eye-like growths, but these are just primitive light-sensors useful in telling which way is up when in a lake or similar body of water. The creature's entire body is actually a sensory organ, capable of detecting fine vibrations in the air, land, or water and allowing it to "see" better than a human to a limited distance. A marodin has a deep furrow on its "face" or chest that it uses to intake the small amount of solid nutrients it needs, but the majority of its sustenance comes from sunlight or is absorbed directly through the skin.

Marodins have a peaceful society based on coexistence with the natural world. Their colonies are always underwater and led by a druid who counsels avoiding conflict with other races. The marodins have been known to help coastal communities or sailors in danger, but for the most part they remain underwater because they cannot function for long in the open air. If exposed to creatures that insist on hostility, marodins use their magic to thwart the aggressor without harming it, and rather than using lethal force, they flee. Marodins are so committed to pacifism that they relocate their communities rather than be drawn into violent conflict. Fortunately for the marodins, their command of nature magic is usually enough to drive off aquatic predators, and their underwater homes are hard to reach by landbound monsters.

The one known colony of marodin is in Lake Spendlowe in the Hold of the Sea Princes, although it is likely that they live undiscovered in other places.

Combat

Marodins prefer to use their spell-like abilities against opponents and only resort to using their spears against creatures

that can't be reasoned with (like constructs, undead, and vermin). When they fight, they take advantage of the natural terrain and ambush creatures that would overwhelm them in a fair fight.

Because they live underwater, they cannot forge metal objects, so their spears and other tools are made of wood, bone, and other natural materials (unless there is a druid in the colony capable of casting the *ironwood* spell).

Half Damage from Bludgeoning Weapons (Ex): A marodin's fleshy body suffers half damage from bludgeoning weapons.

Marodin Scrolls: Marodins have the ability to use the Scribe Scroll feat. Since normal scrolls are quickly ruined underwater, marodins instead carve sigils on small sticks. These "scrolls" hold one spell each and work exactly like parchment scrolls. Marodins can scribe their spell-like abilities as scrolls as well as any spells they can cast from spellcasting class levels. Normally half of a marodin's treasure is in the form of these scrolls.

Spell-like Abilities: 1/day—*calm animals, cure light wounds, entangle, guidance,* and *resistance.* The marodin casts these spells as a sorcerer with a level equal to its hit dice.

Water Dependency (Ex): A marodin's body dries and stiffens when out of the water for too long. Each hour a marodin is out of the water it takes 1 point of Dexterity damage. When the marodin reaches 0 Dexterity, its body has hardened enough to leave it paralyzed; a marodin in this state slowly starves to death over the course of several weeks. Immersion in water restores 1 point of Dexterity lost in this manner per minute.

Marodin Characters

A marodin's favored class is druid, and all marodin leaders are druids or multiclassed druids. Most marodins with character classes are either druids or experts because other classes have too much of a martial aspect for their tastes.

Playing Pieces

Living Greyhawk Journal Staff
illustrated by Todd Lockwood

Countless heroes and villains walk the Flanaess in search of fabulous treasure, political prestige, or a quick death. Here are some of their stories, along with complete statistics to help you drop two such characters into your campaign with little difficulty.

Eramheh Swiftwind

The streets of cosmopolitan Kalstrand, capital of the United Kingdom of Ahlissa, see all manner of steeds, wheeled vehicles, travelers, and merchants. Several times a year, they also feel the tread of Ashama, a rare Hepmonaland tiger companion of the druidess Eramheh Swiftwind. A patient half-elven woman of Flan heritage, Swiftwind serves Overking Xavener reluctantly, operating as the government's eyes and ears in the woodlands of Ahlissa in return for a service provided to her long ago by the would-be king. Cast out from druidic circles thanks to her friendship with the occasionally tyrannical and always self-interested monarch, Eramheh does her best to serve the wilderness and those who live off it. She operates as a solitary agent, exacting vengeance for the helpless when needed and always watching the woods for her calculating benefactor.

Eramheh Swiftwind

Female Half-Elf, 8th-level Druid

Strength	13	(+1)	Fort. Save	+6
Dexterity	12	(+1)	Ref. Save	+5
Constitution	10	(+0)	Will Save	+9
Intelligence	11	(+0)	Alignment	N
Wisdom	16	(+3)	Speed	30ft.
Charisma	14	(+2)	Size	M (5 ft. 3 in.)
Hit Points	42		Armor Class	15
Melee Attack	+7/+2		Flat-Footed AC	14
Ranged Attack	+7/+2		Touch AC	11

Most Common Attack
+2 scythe +9/+4, 2d4+3

Skills: Animal Empathy +13, Concentration +11, Heal +14, Handle Animal +13.

Feats: Scribe Scroll, Weapon Focus (scythe), Lightning Reflexes.

Possessions: *+1 hide armor, +2 scythe,* scroll of *cure light wounds,* scroll of *endure elements (cold),* scroll of *flamestrike.*

Druid Spells (6/5/4/4/2 base DC = 13 + spell level): 0th—*cure minor wounds, detect magic (x2), detect poison, know direction, light;* 1st—*cure light wounds (x2), endure elements, entangle, obscuring mist;* 2nd—*barkskin, flaming sphere, speak with animals, tree shape;* 3rd—*cure moderate wounds, greater magic fang, snare, spike growth;* 4th—*flame strike, summon nature's ally IV.*

Special Abilities: Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wild shape, low-light vision, immunity to sleep, +2 racial bonus to saving throws against Enchantment spells or effects.

Background

Eramheh first came to Xavener's attention in 585 CY, when she implored the prince to help her discover the whereabouts of her brother, a mercenary of strong reputation who had last been seen the previous summer in Xavener's employ. She had been adventuring in the Scarlet Brotherhood-infested jungles of Hepmonaland, and she suspected unknown agents of the Scarlet Sign in Kalstrand of abducting and murdering her sibling.

True to his word, Xavener tracked down the agents who had murdered Eramheh's brother and had them publicly executed as a sign to the southern interlopers. In thanks for her role in exposing the cabal, Xavener offered Eramheh a pension and role as his personal agent in the forests. Her previous bonds to the local druidic circle forbade such political appointments, but she accepted due to loyalty and thanks for avenging her beloved brother.

Connections

Eramheh keeps mostly to the lands claimed by Ahlissa, but she frequently ventures as far afield as the southern Rieuwood, where she has befriended a powerful clan of satyrs. Players might encounter her when lost in woodlands or along a desolate country road. She knows much of the surrounding lands and is more than willing to reveal her knowledge to those who tell her tales of their own.

Powerful characters might even change her life with a little investigative work. Anyone looking into the public burning of the seven Scarlet Brotherhood agents in Kalstrand six years ago might also notice that the same number of men were released from the city's lunatic asylum earlier that same day.

A chat with a tavern owner might reveal that Eramheh's brother was a darker fellow than even his sister had imagined, but that the dirty work he did for the government weighed heavily upon him. The week before he disappeared, he was heard to say that he had important information on what Xavener was "really up to." It goes without saying, of course, that Eramheh might be interested in her sibling's final revelation.

Animal Companion
Ashama, Tiger: hp 48, see *Monster Manual* page 202.

Keldrin Thade

The elven nation of Celene takes its isolation seriously and maintains vigilant patrols along all of its borders, especially throughout the Welkwood and Suss Forests. Most of these patrols consist of a dozen or so low-level warriors and scouts, but the court also maintains a small network of more accomplished agents that act alone or in small groups. For almost 20 years, one such independent scout, a half-elf named Keldrin Thade, has patrolled the dangerous regions of the Suss Forest south of Courwood.

Keldrin Thade, CR 13

Male Half-Elf, 8th-level Ranger, 1st-level Wizard, 4th-level Arcane Archer

Strength	16	(+3)	Fort. Save	+14
Dexterity	18	(+4)	Ref. Save	+12
Constitution	14	(+2)	Will Save	+8
Intelligence	11	(+0)	Alignment	NG
Wisdom	12	(+1)	Speed	30 ft.
Charisma	8	(-1)	Size	M (5 ft. 11 in.)
Hit Points	93		Armor Class	21
Melee Attack	+15/+10/+5		Flat-Footed AC	17
Ranged Attack	+16/+11/+6		Touch AC	16

Most Common Attack
+1 mighty composite longbow (+3 STR) +20/+15/+10, 1d8+6

Skills: Hide +12, Intuit Direction +7, Listen +12, Move Silently +24, Search +7, Spellcraft +2, Spot +17, Wilderness Lore +9.

Feats: Alertness, Weapon Focus (composite longbow), Point Blank Shot, Precise Shot, Rapid Shot, Far Shot, Scribe Scroll, Track.

Possessions: *+1 mighty composite longbow (+4 STR), cloak of resistance +2, gloves of dexterity +2, belt of giant strength +2, ring of protection +2, elven boots, eyes of the eagle,* elven chain, masterwork longsword, masterwork shortsword, 60 arrows.

Ranger Spells (2 base DC = 11 + spell level): 1st—*entangle, resist elements.*

Wizard Spells (3/1 base DC = 10 + spell level): 0th—*detect magic, light, read magic;* 1st—*spider climb.*

Wizard Spells Known: 0th—*all;* 1st—*shield, true strike, spider climb.*

Special Abilities: Ambidexterity and Two-Weapon Fighting when wearing light or no armor, favored enemy (goblinoids +2, giants +1), enchant arrow +2, imbue arrow, seeker arrow, summon familiar, low-light vision, immunity to sleep, +2 racial bonus to saving throws against Enchantment spells or effects.

Background

Keldrin had more chances than most half-elves to find acceptance in Celene, but his distant personality kept the elves he grew up with away. Keldrin served in Celene's military for several years, but his superiors quickly realized that his skill in the woodlands (coupled with some dabbling in arcane studies) made him ill-suited for duties other than scouting.

With his military superior's consent, Keldrin has spent decades scouting the perimeter of the elven kingdom.

Personality and Mannerisms
The burdens of being a half-elf in an elven kingdom as tradition-bound as Celene have left their marks on Keldrin's outlook. Keldrin is hardly friendly, but he does his best to look out for less-experienced wanderers, warning them away from powerful predators and helping out if the need arises.

Connections
Keldrin ranges over a large area and can appear almost anywhere along the Wild Coast, throughout any of the wild lands bordering Celene, or even deep in the Pomarj. When encountered, Keldrin is brusque, but he'll help those in need and knows a great deal about the areas around the elf kingdom.

Familiar & Animal Companion
In battle, Thyrrn, Keldrin's owl familiar, is trained to retrieve Keldrin's arrows if they miss their mark and are still intact.

Thyrnn, owl familiar; hp 46, see *Monster Manual* page 199 and the *Player's Handbook* page 51.

Arbaen and Araetha, wolves that Keldrin befriended using the *animal friendship* spell, share most of Keldrin's travels. Although they readily join in fights against goblins and the like, Keldrin is careful to keep them out of battles in which they would be overmatched.

Wolves (2); hp 15, 13; see *Monster Manual* page 204.

Living Greyhawk™

Journal

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RPGA NETWORK

Places of Mystery

Spinecastle and Veralos

by Gary Holian • illustrated by Kalman Andrasofszky

The Flanaess bears no shortage of exotic locales in which adventurers can risk their lives chasing the barest rumors of treasure. Great dungeons such as those found in the Wormcrawl Fissure, the Belching Vortex of Leuk-O, or White Plume Mountain predominate the tavern talk of would-be heroes, but not all adventure locales are "gilded holes" waiting to be plundered. A few of the most notable sites in the Flanaess, from the point of view of men and women seeking dangerous thrills and rich rewards, are citadels and keeps. Foremost among such structures is the legendary Castle Greyhawk, but two other strongholds, Spinecastle and Veralos, deserve further attention.

The Ruins of Spinecastle

Once a name that represented honor and glory in victory to the Aerdi people, Spinecastle is now a place steeped in infamy. Centuries ago, the land upon which this great castle was built was the site of the largest battle in the history of the Great Kingdom, the bloody Battle of the Shamblefield (108 CY), in which thousands of northern Suel barbarians clashed with legions of imperial troops. The Aerdi eventually won the day, and the heroics of Lord Caldni Vir (later elevated to Marquis of the Bone March) are well recounted. But to protect the northern provinces of the Great Kingdom from invasion through the strategic Kalmar Pass, construction of the most vast castle the Flanaess has ever known continued unabated. The clash left thousands of Aerdi and Frost Barbarian corpses among the works of the newly built fortress. So many were these dead that their bodies were left unsanctified and often unburied—farmers plowing nearby land regularly turned up bleached bones centuries after the battle. Some even whispered that these remains found their way into the original mortar of the castle's labyrinthine walls. The blood of the Aerdi fallen hallowed the ground in the eyes of the stout marquises who would rule from Spinecastle for the next 450 years, but the Fruztii pronounced a curse upon the place. A curse which went largely ignored by the lords of the Bone March, some say to their peril.

Many misfortunes have befallen the rulers of Spinecastle over the years, including mysterious illnesses and death, but none greater than the fall of its last known lord, the Marquis Clement. The fortress was sacked by surprise in 563 CY by marauding tribes of orcs and gnolls who first emerged from the Rakers *en masse* in 561 CY. These humanoid invaders swept across the march over the next two years and put most of its leaders to the sword. Presumably, this included Clement and his family, who sheltered at the impregnable Spinecastle until the final assault by the orcs. The marquis, along with many of the surviving nobles and richest merchants of the land, held out hope for succor from Ratik or the North Province, but it never came. The city of Spinecastle fell suddenly and surprisingly to the invaders after a prolonged siege. Most rumors at the time indicated that the castle's defenses were pierced from within, that dark and hidden ways unknown even to the residents of the castle were suddenly laid open from the depths. Whispers spoke of a dark betrayal, and this tragedy only served to confirm for some the notion that Spinecastle was cursed. The invading orcs and gnolls

made quick work of the inhabitants who sheltered in the castle during the siege.

The savage humanoids, led by their vile shamans and bloodthirsty warchiefs, searched in vain for the hidden treasures of Spinecastle. Great wealth and magic from all over the march were certainly hidden in the vast castle by the besieged defenders, but the plunder and spoils expected by the invaders never materialized. The Euroz (orc) tribes searching the castle were soon struck by a series of horrors that drove them from the vast complex in unremitting fear. Members of missing patrols were sometimes found splayed and hung from the walls of the castle in a gory pastiche. Lone individuals were discovered hacked to pieces in solitary rooms of the castle, their heads and hands missing. Blood ran from the ceilings of chambers during the middle of war councils. Some claimed that walls and whole rooms even appeared and disappeared. Monsters, fierce enough to unnerve even the heartiest of Rakers inhabitants, were found rampaging the halls, attacking and killing whole patrols. The orcs quickly abandoned the castle, retreating instead to the confines of the surrounding city, which they still hold to this day, twenty-five years later. Their shamans would no longer approach the place, which they now deemed haunted, or allow others to do so. Bloody Spinecastle seemed determined to hold fast to its secrets.

DM's Notes: The vast complex at Spinecastle is built on an imposing spur of angular rock jutting from the Rakers. It guards the southern terminus of Kalmar Pass, which cuts through the mountains, forming the primary passage between the Bone March and Ratik. Spinecastle overlooks a large walled town of the same name, which is now only a shadow of its former self. The city is an armed camp inhabited mostly by orcs, brigands, and enslaved humanity totaling a few thousand souls. The vaulted castle, composed of a massive central keep and many interconnected towers, has deep dungeons dug straight into the mountains. The keep and its towers have remained uninhabited for close to three decades, though the walls look to be in good condition. They were largely untouched by the orcs during the wars, as the savage humanoids possessed few siege engines capable of harming them. The high quarter closest to the castle is lightly patrolled to prevent incursions into the castle, but the orcs are highly reluctant to follow anyone into the place should they gain access. It is widely rumored that much of the magical wealth and treasures of the Bone March still lie unclaimed within its walls. Over the years, many thieves and intrepid adventurers have pierced the armed camp of orcs surrounding the castle to brave the passages of Spinecastle. These furtive attempts to plumb the depths of the mysterious edifice have produced few successes—indeed most explorers do not return at all. On the rarest occasions, however, explorers have emerged with wondrous artifacts or sacks laden in riches. Despite the efforts of the orcs, a clandestine cottage industry has emerged, catering to the would-be treasure hunters.

The mystery surrounding the fall of Clement remains among the central issues forming the legend of the castle. The largest fortress in the Flanaess was somehow taken virtually overnight. It is almost certain that the besieged defenders of Spinecastle were betrayed from within, but how this was accomplished remains a mystery. The bodies of the marquis and his family were never found, nor was

the *Key of Spinecastle*, a talisman of gnarled bone worn by the lords of the place for centuries. The only surviving plans to the complex, once housed within the archives of the royal architecture school at Eastfair, have disappeared. No other copies survive. Many suspect that Grenell, now the self-styled Overking of North Kingdom, betrayed his Aerdi cousins to the north by divulging the secrets of the castle's defenses to the chiefs of the Euroz in the Rakers, with whom he is now tenuously allied. The orcs are thought to have gained access to the castle from below, through the Underdark, from ways even the former lords of Spinecastle did not know. But their sway was short-lived, for something in the castle drove them away, mad with fear.

No one knows what force penetrated Spinecastle's walls and now roams the fortress. A full exploration of Spinecastle would prove exceedingly difficult, as the hundreds of labyrinthine chambers that comprise the castle includes levels that descend deep into the foothills of the Rakers. The most common rumor in town is that some dark diabolical force from deep within the earth followed on the heels of the invading orcs into the castle from the Underdark and now inhabits the castle as its own private demesne. The appearance of heinous monsters within the walls of the edifice is surely explained by the existence of these passages laid open from below. However, a less-frequently told tale suggests that the blundering orcs disturbed a slumbering spirit of the Fruztii, which is wreaking its vengeance upon all who would invade the hallowed ground of the Frost Barbarian dead.

Veralos, Lost Citadel of the Flan

As the scholar Nezirdas of Rel Deven has often noted in his highly underrated (though often controversial) histories, much of the culture and heritage of the ancient Flan was wiped out or driven to the periphery of the Flanaess by the invading Oeridian and Suel tribes during the Great Migrations. These nascent conquerors pulled down ancient settlements, built new ones atop them, and in the process of settling eastern Oerik destroyed the bulk of ancient Flannish magic, art, and writings. Surely, some of these societies (such as the infamous tyrants of the Trask) were quite evil and exceedingly bellicose, leaving the invaders no choice. But this slow cultural diaspora has left modern folk with the impression that the culture of the ancient peoples of the Flanaess was quite rudimentary. Indeed, the word Flan has become synonymous with primitive, and most of what survives to the present day is myth and legend, preserved only by a proud oral tradition still practiced among certain Flannae conclaves such as the Tenhas and the northern nomads.

One persistent legend among the Flan is that of a wondrous citadel, said to have sat near the very heart of the Flanaess in ancient times, when kingdoms of the Ur-Flan spanned the length and breadth of the subcontinent. Known as Veralos, a word meaning "aerie" in the ancient tongue of the Flan, the structure was supposedly erected somewhere near the cracked and broken ridge of the Rift Canyon, in what is now referred to as the Bandit Kingdoms. According to the oral traditions, the stronghold was the retreat of princely Ur-Flan scholars, artisans, and mystics in ancient times. It was a repository of great knowledge, learning, and contemplation, drawing disciples from many neighboring kingdoms. These highly-skilled Flan were said to have created extraordinary wonders (such as magical tablets, statuary, ensorcelled jewelry, and astounding weapons) often by commission for the lords of lands such as Sulm, Itar, Ahlissa, and Nuria. The gathered lords of the citadel even paid fealty to the Wizard-Priests of the Isles of Woe, until that fell dominion sank beneath the waves early in prehistory.

Veralos was supposedly thrown down just prior to the arrival of the migrants following the Twin Cataclysms. The legends say the inhabitants of Veralos fell victim to a curse brought on by the residents themselves, when the society was consumed by a panic caused by the oncoming and inexorable eastward march of the Aerdi tribes, who were first reported on the western shores of the Nyr Dyv in 1785 FT. Rarer legends, common only in the Bright Desert, tell of the arrival of a prophet to the ancient citadel. Using their fear against them, he persuaded the residents of Veralos to turn to an enigmatic sinister force for succor. Dabbling in dark rites came naturally to the Ur-Flan, and some say that by rousing a sleeping power from the depths of the canyon they were ultimately destroyed, leaving their citadel and treasures unguarded.

Centuries later, as the Great Kingdom expanded to the west, the Aerdi took little interest in the badlands north of the Rift Canyon, favoring the fertile lands to the south where they settled the Shield Lands, connecting their vast east-west provinces of Nyrond and Ferrond. No real effort was made to locate the ruins of Veralos, as many Flannish legends had proved to be spurious or highly exaggerated. Even so, the territory surrounding the Rift Canyon stretches over 400 miles around the rim and encompasses thousands of square miles. It is characterized by a harsh badlands, which has served to protect the supposed location of the lost citadel from curious eyes for centuries. According to the legends, Veralos is not a large complex, comprising no more than one hundred buildings arranged tightly together and surrounded by a wall made from the same stone that lines the canyon. With few buildings rising more than two stories and much of the stronghold built into the canyon wall itself, there are no spires to give away its location. Little else distinguishes it from the surrounding bluffs and so, if it ever existed, it has remained hidden for centuries.

The city would have probably remained lost to the mists of prehistory were it not for the efforts of a young lord from a burgeoning city south of the Nyr Dyv called Greyhawk. In 318 CY, the eccentric Zagig Yragerne led a quixotic expedition of his companions on a quest to locate the lost Flan citadel of Veralos. He was accompanied by such young personages as Murlynd and Keoghtom, who among others formed the auspicious Company of Seven. After a much-ballyhooed sendoff, they did not return to the city until almost a year after their departure. They surprisingly claimed to have not only found Veralos, but to have plundered it,, producing a wagon laden with unusual treasures as proof of their success. Most of the wondrous material ended up in the private collections of the Seven,

but some of it was sold off to sorcerous societies and the rest lost in future campaigns. Their expedition single-handedly revived the legend of the lost citadel of the Flan, and while many followed in the their wake to seek out the place, few succeeded. Those few who did either returned with little to show for their efforts or didn't return at all.

DM's Notes: Veralos does exist, and it is located along the northern edge of the Rift Canyon, but the land immediately surrounding the ruin is reportedly cracked and perilously dotted with sinkholes, making it difficult to approach. Mordenkainen himself has reluctantly confirmed as much on a few occasions, especially to the mage Nystul (of Flannish heritage) who took a particular interest in the place.

However, Veralos is not an uninhabited ruin waiting to be despoiled, even if its significant geographical impediments can be overcome. While Zagig reported that his expedition had been a great success, the truth of the matter was revealed by Keoghtom over a century later in a letter to the famed bard Heward. The group of explorers, who spent months tracking down the exact location of the place, only blundered upon it after taking shelter from the rapacious servants of the great dracolich Dragotha, whose lair they disturbed while seeking out the citadel. The Company of Seven were lucky to escape with their lives, for no more than half a day into their exploration of the mysterious stronghold they were attacked by pillars of dark smoke that began to form everywhere they went. These dark spirits were of a shadowy semi-corporeal form previously uncatalogued in the Flanaess. But the wily Zagig would not be driven off before risking life and limb to recover as many artifacts as he could carry. He discovered a prototype for his infamous binding cages and was able to load the partial contents of a library in which he discovered the infamous *Tome of the Black Heart*. The group sped out of Veralos, racing the sunrise for their lives with death nipping at their heels.

Keoghtom had nearly forgotten his fear of that day until a century later when a dark form materialized in his forest fastness in the Celadon and confronted him in his private sanctum. The shadow attacked him by surprise, trying seemingly to tear an amulet from his chest. The powerful alchemist soon dispatched the creature, suffering only minor harm. However, his comfort was shaken and he sat down to write a letter to his confidant, Heward. Only later did he learn that the attacker was one of shadows from the old Flan citadel he had explored so long ago.

Veralos Shadows are the evil transmogrified former inhabitants of Veralos. They are highly intelligent, powerful shadows (8 HD) with the ability to *teleport* within darkness twice per day at any range. Once roused, the spirits pursue their quarry until they've been driven out of the citadel or are dead. They are not purposefully malicious, desiring only the recovery of lost lore stolen from their citadel. On rare occasions, they are willing to go far afield to track down their pilfered treasures.

Gary Holian co-wrote the LIVING GREYHAWK Gazetteer *and maitains Canonfire, a* WORLD OF GREYHAWK *fansite (www.canonfire.com).*

This month's interior cover depicts Mordenkainen the Archmage as seen through the eyes of artist Greg Staples.

Campaign News Will Return!

As this issue of the *LIVING GREYHAWK Journal* went to press, the RPGA staff was hard at work preparing for WINTER FANTASY™, the Network's premiere convention and one of the cornerstones of organized roleplaying in the United States. There's plenty to tell you about upcoming LIVING GREYHAWK™ events and activities, so tune in next issue for a full report!

A Splintered Sun

Onnwal and the Glaives of Azharadian

By Stuart Kerrigan (with assistance from the Onnwal Design Team)
Illustration by Todd Lockwood

The Greyhawk Wars brought ruin to dozens of nations in the Flanaess, but few suffered as greatly as the Free State of Onnwal. Overpowered by the villainous Scarlet Brotherhood during that great struggle, only recently has the country regained a sense of normalcy, as its inhabitants arose to cast away the strictures of Suloise tyranny. Foremost in the battle against the occupiers was the Order of the Golden Sun, Onnwal's only chivalric order. The order's elite knights, the Glaives of Azharadian, take their name and credo from Azharadian, a great general of Aerdi antiquity said to be a Child of Johydee, a man so gifted that he never lost a single battle during his long lifetime. The knighthood forms a cult of personality within Onnwal, serving citizens of the Free State in their battles against the remnants of the Scarlet Sign.

All is not well within the order, however. A plan to integrate commoners into the ranks of what was once a purely noble institution has brought cries of concern from many corners, and claims of dark betrayals on the eve of the Brotherhood's occupation continue to haunt the organization. Whatever the future holds for the people of Onnwal, it seems clear that the Knights of Azharadian will play an important role.

To understand the present status of the Order of the Golden Sun, it is necessary to delve into the history of the man for whom the order is named—Azharadian the Great.

The Time of Azharadian

Even in an age in which his homeland has fallen to darkness and despair, the noble Azharadian is hailed as one of the finest generals in the history of the Great Kingdom. There is no greater testament to his skill than the fact that in his 40 years of campaigning he never lost a major battle. To many, Azharadian represents the greatness of the Aerdi during their halcyon days. As a man, his integrity and honor were beyond reproach. An ardent reverer of Heironeous, the general recorded his thoughts and lessons from his campaigns late in life in *The Strictures of Azharadian*, a work which forms the creed of the Order of the Golden Sun.

Azharadian's war captains had the utmost respect for him. Their accounts often mention his idiosyncrasies. At times he could seem aloof and distracted, while other times he spoke resoundingly and empathized with his men. Time and time again he was able to rally the common man to take up arms and fight for the Golden Sun of Aerdy, even when they seemed close to faltering. Azharadian was also a magnificent general, able to second-guess his opponent's moves before they themselves had made them.

Azharadian's life ended on the soil of Onnwal, far removed from his home and family in Rel Astra. Historians claim it was a disease of the lungs that claimed him, but the folktale "The General and the Reaper" is a more

THE STRICTURES OF AZHARADIAN

The Strictures of Azharadian contains both the general's personal writings on warfare, strategy, and the philosophy of war and the commentaries of his captains and distinguished glaives of the past. The *Strictures* are considered the template for the perfect glaive, and the volume is studied extensively by all members of the order. It is worth noting that while the *Strictures* themselves are succinct, several of the more scholarly knights over the years have written lengthy commentaries spanning several tomes.

A chapter dealing with "The Virtues of the Ideal Warrior" is held up as a code of conduct to which all the glaives of the order must adhere.

Compassion—*In battle and in peace, never stand idle when the innocent cry out for aid. It is your duty and your honor as one of superior lineage to protect the weak and champion that which is right.*

Honor the Brethren—*Treat your fellow knights as if they shared your family's blood. We are all brothers in battle. If one of the brethren requests sanctuary, provide it.*

Valor—*Valor is the hand that gathers the flame of selfish courage and cools it with the beliefs that we share. To demand valor of oneself is to lead the way for others to find it in their hearts.*

Humility—*Ever at our heels is one of the greatest foes of all—hubris. Though our deeds may be great and our history worthy, one must be wary of the begetter of pride and discontent. To find humility you must bear witness to the pride in your spirit. Only after such an examination can you call fourth the winds of humility.*

Justice—*Justice is an elusive quality that does not shine in the fog of war. One must always judge with a level eye and with conviction in the pursuit of truth.*

Atonement—*For those who have truly strayed too far from the path of these strictures, the only way your soul shall find salvation is through the blade of your own axe.*

romantic account of Azharadian's fight against death itself to win his final campaign in Onnwal. Upon his death, The general's body was returned to Rel Astra, where his tomb remains to this day. His war banner and axe, however, remained in Onnwal. The renowned axe *Bardinar* ("Glaive of Victory" in Old Oeridian) is said to be interred inside a large pillar raised on the site of Azhardian's death in tribute to the general, while the banner remained in the keeping of his captains.

A Rising Sun

Upon their return to Rel Astra with their general's body, Azharadian's four war captains were each given generous land grants in Onnwal; their families and retainers became the Great Houses of Onnwal. The families and comrades of the ennobled captains were to form the core not only of Onnwal's Great Noble Houses, but also of the Order of the Golden Sun, a chivalrous order dedicated to preserving the principles by which Azharadian had lived. Founded in the year 600 OR on the site of Azharadian's death at the edge of the Headlands, the order takes its name from the Golden Sun of Aerdy that formed the centerpiece of Azharadian's heraldry.

The order was never popular outside Onnwal, with the more established Knight Protectors of the Great Kingdom viewing them as a little more a fringe cult blindly devoted to a dead (albeit extremely impressive) military genius. Nevertheless, the captains of Azharadian and their descendants kept alive the traditions of their deceased paragon. From its inception, the ranks of the Glaives were restricted to those of noble blood. A second group, the Glaives Cohort, was founded to cater initially for the noble's retinues, though later it also accepted priests of Heironeous. The Cohort became the sole focus of the Invincible One's faith in Onnwal, though its doctrine of chivalry and honorable battle found little purchase among the Onnwalon peasantry.

In 447 CY, the Glaives were key players in the rebellion against the Szek, Trevellyn of Hexpools, a crony of the oppressive Naelax Herzog of South Province. It was they who marched upon the Szek's palace in Scant and seized it from Trevellyn's bodyguards, signaling the end of Aerdi rule in Onnwal. When Parmus Destron, the first ruler of a free and independent Onnwal, ascended to the throne, he did not forget the role of the Order of the Golden Sun. In return for the prestige and honors he lavished upon them, the knights swore oaths that bound their fates to that of the Szeks of Onnwal forevermore.

A Splintered Sun

During the Greyhawk Wars, the order fought with distinction on the plains of Idee. Just prior to the fall of Onnwal in 584 CY, the Glaives were summoned to a conclave in the chapterhouse of the Order in Scant's Bastion of the Golden Sun. On the eve of the meeting, however, Scarlet Brotherhood assassins struck at Onnwal's leaders, including Glaive Superior Jian Relaster, master of the order. Those knights gathered at the Bastion of the Golden Sun found themselves assailed by advance parties of Brotherhood forces bent on disabling the city's seaward defences. By dawn the surviving members of the Glaives and the Cohort had been trapped in the temple of Heironeous inside the Bastion. They could only look in despair as the red-sailed ships of the Scarlet Sign passed unaccosted beneath Scant's defences and began to land troops in the Inner Harbor. They fought grimly to the last man. The fate of Azharadian's Banner, upon which all new glaives swore their oaths, is unknown, but it is feared that it was destroyed by the Brotherhood.

By the time of the Brewfest Rebellion in 586 CY, only six glaives remained alive, all having been outside Scant during its fall for various reasons. The Cohort suffered similar losses, with fewer than a dozen surviving. The Golden Sun entered a dark period, splintered by suspicion and mistrust. The most senior surviving glaive, Gellen Cadwale, Duke-apparent of the Azure Coast, should be the undisputed head of the order. However, Cadwale was the one who bore the writ recalling the glaives to their doom in Scant. Cadwale is deeply concerned that the order is on the verge of extinction, and he has proposed that the conditions for membership be extended to accept commoners in an effort to bolster their numbers.

Halrend Lorendrenn, Baron of Dunheern and a decorated hero of the Greyhawk Wars, openly denounces Cadwale as a traitor to the order and the Free State. The surviving members of the order have become polarized between the two leaders, with Glaive Virtuous Tiren Farness and Glaive Valorous Baernen Keldas backing the duke and the younger Glaive Martials Milos Faskel and Dorlan Maldrenn backing Baron Halrend. Each knight has questioned the other's reason for being outside the city at the time, and there is a conviction that one among the two front-runners must be a traitor. This corrosive mistrust has split the surviving knights into two camps and has prevented the election of a new Glaive Superior.

The Glaive Cohort

The Glaive Cohort consists of priests of the Invincible One, men-at-arms from the households of the noble glaives and those aspiring to the ranks of the glaives. Most members of the Cohort have earned their places through their deeds. Cohorts act to support the knighthood, in battle as well as in spiritual and moral matters. Most possess riding skill and keep a strong horse. Armor serves as an important point of pride to members of the Cohort, who often bedeck themselves in elaborate chain or full plate. The Cohort greatly values members with martial skill, particularly those with affinity for the battleaxe and lance.

Glaive Errant of the Cohort

Supplicants to the Glaives of Azharadian make up a large part of the Glaive Cohort, chosen to undertake the training and trials to officially enter the greater knighthood. Such squires are called Glaives Errant of the Cohort, and have until recently consisted only of members of the nobility. Each glaive errant typically serves one of the knights as a squire. In exchange for being bound to a full glaive by an oath of fealty, the glaive errant is taught the ways of the order by the his mentor.

Given that this protocol was until recently primarily used for exchanging young and promising noblemen in an attempt to broaden their horizons and enrich bonds between Onnwal's noble families, service in the Glaive Errant has resulted in many life-long friendships between former squires and their sponsors, resulting in stronger ties between the nobility. Few can predict how the inclusion of commoners will affect this old tradition.

Candidates for the order are considered members of the Glaives Cohort from the time they are proposed to the time they are dubbed. They can therefore wear the symbol of the Cohort and must conform to the standards of behavior that govern the activity of all members of the order.

Pillars of the Order

Three Glaives of Azharadian

The following NPCs might very well shape the future of the order, and each plays an important role in the politics of modern Onnwal.

Duke-Apparent Gellen Cadwale (Pal 6/Gla 8), Glaive Virtuous

(AL LG; Str 16, Dex 16, Con 16, Int 15, Wis 17, Cha 18)
Of medium build and standing just under six feet tall, Gellen Cadwale appears to have aged beyond his 42 years. Subtly whitening steely gray hair rests atop what seems to be a constantly furrowed brow. Always a serious man, Gellen's eyes of late seem to stare warily into the distance. To the outward observer, Gellen bears the mark of one who carries the fate of the world upon his weary shoulders.

Gellen bore the recall order that many consider the coincidental death knell of the order. Accordingly, many question his loyalty to the knighthood and to Onnwal itself, seeing secret schemes in the timing of his order. Gellen's detractors claim that the occupation of Onnwal is the best thing that ever happened to him. The view has some merit—Gellen emerged from the occupation as the senior-most surviving Glaive of Azharadian, and with the death of his brother, Duke Ansend, he gained the ducal coronet of the Azure Coast.

Gellen appears deeply concerned that the order stands on the brink of extinction, a conviction that propelled him to suggest extending membership in the order to commoners, an extremely unpopular proposal in some quarters.

Despite his controversial position and rumors of dangerous self-aggrandizement, Gellen has managed to garner the support of two other senior knights, Glaive Virtuous Tiren Farness and Glaive Valorous Baernen Kelldas.

Halrend Lorenndren (Pal 6/Gla 5), Glaive Valorous

(AL LG; Str 18, Dex 15, Con 13, Int 11, Wis 15, Cha 17)
A tall, striking man of strong build and prominent Oeridian features, Halrend Lorenndren has the bearing and posture of a professional soldier, an occupation for which House Lorendrenn has a strong tradition. Indeed, the family crest bears a golden lightning bolt, symbolizing its dedication to the ideals of Heironeous and Azharadian. Halrend fought with distinction in Idee during the Greyhawk Wars. It was only because he and his banner were cut off from Irongate while raiding into the South Province that he was not present at the slaughter in Scant.

Lorenndren is convinced that Gellen is a traitor to the order and refuses to acknowledge his claim to the position of Glaive Superior. Privately, he agrees that the order needs new blood, but he opposes Gellen's proposals to extend membership to commoners on the grounds that it is a ploy to recruit more supporters and thus gain the leadership of the order (a position which he, of course, covets for himself). The Glaives Martial Dorlan Maldrenn and Milos Faskel, as well as the majority of the surviving Glaives Cohort, support him.

Milos Faskel (Ftr 6/Gla 1), Glaive Martial

(AL LG; Str 18, Dex 10, Con 15, Int 11, Wis 10, Cha 16)
A young man of 25 years, the dashing Milos Faskel strikes a fetching pose with his curly blond hair and athletic build. The youngest among the knights who survived the slaughter in Scant, Milos makes up for any lack in battle-tactics and experience with an overabundance of enthusiasm and energy.

The son of Lord Kalderon, Baron of the High Headland, Milos is no stranger to tragedy—his family has seen plenty of it since the advent of the Greyhawk Wars. His father came to power after Milos' uncle, the former baron, was lured to Scant and slain by the Brotherhood. The family holdings at Notil were seized by the Brotherhood's savage humanoid army, forcing his entire family into hiding. During the occupation, the house joined forces with House Keldas in an attempt to thwart the plans of the Brotherhood while evading capture. Rumors circulate that the alliance may have been more than temporary—according to several within the Order of the Golden Sun, Milos is soon to wed Lady Natalia Keldas in a union that will bring the two powerful houses even closer.

New Prestige Class

The Glaive of Azharadian

The knights of Onnwal's Order of the Golden Sun are known as the Glaives of Azharadian, taking their name from that of one of the greatest generals in the history of the Aerdi people. The knighthood consists of three ranks, ascending in importance and influence from the general Glaives Martial to the journeymen Glaives Valorous and ultimately to the Glaives Virtuous, who comprise the most puissant warriors in the order. The foremost Glaive of Azharadian (typically a scion of one of Onnwal's four Great Noble Houses) is known as the Glaive Superior.

The knighthood follows the tenets of Heironeous, so most members take up an active opposition of evil through honorable combat and good works throughout Onnwal. Ever since the nation fell under the thumb of the Scarlet Brotherhood during the Greyhawk Wars, the Glaives of Azharadian have worked to free their homeland from the clutches of tyranny.

Prospective knights must be sponsored by a glaive in good standing and seconded by any member of the Order of the Golden Sun (who need not be a knight). A candidate can be granted the title of knight only by the Glaive Superior at a conclave of no fewer than four other knights or priests of

Heironeous, preferably members of the Glaives Cohort (see above). At the ceremony, the candidate must swear an oath of allegiance to the Order of the Golden sun, to the Free State of Onnwal, and to the nation's rightful and just ruler, Szek Jian Destron. A second oath is sworn to Heironeous to uphold honor, justice, and the ideals and traditions of the order as outlined in the Strictures of Azharadian. Before Onnwal's occupation, such ceremonies were commonly held under the Sacred Banner of the Golden Sun, once flown by Azharadian himself. Since the fall of Scant and the presumed destruction of the banner, the knighthood has taken to using a convincing replica for this purpose.

Glaives of Azharadian are expected to at least wear chainmail in the field, and since until recently all members of the knighthood were nobles, full plate predominates. Skill with a battleaxe or longsword is required, to honor the Archpaladin, and familiarity with the lance is greatly appreciated (axe-users greatly outnumber sword-wielders in the knighthood, in part because Azharadian himself used a battleaxe). All candidates to the order must know how to ride a horse. Full knights bear shields emblazoned with the arms of the Order of the Golden Sun—the flaming Aerdi sun surmounted by a silver hand gripping a lightning bolt with the slogan "Unvanquished even in death" written in Old Oeridian beneath the image.

Not surprisingly, paladins dominate the order (they may multiclass freely as a Glaive of Azharadian). Fighters, who have the greatest potential for mastering the axe, and particularly powerful clerics of the Invincible One round out the order. Members of other classes, though uncommon, occasionally become Glaives of Azharadian.

Hit Die: d8

Requirements

To qualify to become a glaive of Azharadian, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Language: Old Oeridian.

Handle Animal: 3 ranks.

Knowledge (religion): 3 ranks.

Ride: 6 ranks.

Feats: Leadership, Weapon Focus (battleaxe or longsword).

Alignment: Lawful neutral or lawful good.

Other: Must worship Heironeous. Also, would-be glaives must have done a great deed in the eyes of the Order of the Golden Sun (usually some exceptional service to the Free State of Onnwal), garnering the sponsorship of two members of the order. They also must pass the first trial of membership, known as the Trial Martial (see sidebar).

Class Skills

The glaive of Azharadian's class skills (and the key ability for each skill) are: Climb (Str), Diplomacy (Cha), Handle Animal (Wis), Heal (Wis), Knowledge (history) (Int), Knowledge (religion) (Int), Ride (Dex), and Jump (Str).

Skill Points at Each Level: 2 + Int modifier.

Level	Base Attack	Fort. Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+2	Martial Axe
2	+2	+3	+0	+3	Unvanquished Even In Death (+2 Con)
3	+3	+3	+1	+3	*Bolt of Glory*
4	+4	+4	+1	+4	Presence of Azharadian
5	+5	+4	+1	+4	Valorous Axe
6	+6	+5	+2	+5	Unvanquished Even In Death (+4 Con)
7	+7	+5	+2	+5	Wisdom of Azharadian
8	+8	+6	+2	+6	Virtuous Axe
9	+9	+6	+3	+6	Unvanquished Even In Death (+6 Con)
10	+10	+7	+3	+7	Sight of Azharadian

Class Features

Weapon and Armor Proficiency: Glaives of Azharadian are proficient in the use of all simple and martial weapons and all armor, and with shields.

Martial Axe (Ex): Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

Unvanquished Even in Death (Su): Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a burst of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution. At 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

Bolt of Glory (Sp): By yelling an oath to the Archpaladin, a glaive wielding a battleaxe or longsword can cast the spell *searing light* as though cast by a cleric equal to the glaive's character level. A glaive can use this ability once per day.

Presence of Azharadian (Su): The mere presence of the glaive is enough to bolster the courage of his allies and keep their minds focused on the task at hand. Any ally within 60 feet gains a +2 morale bonus to saving throws against fear or charm effects.

Valorous Axe (Su): Once per day, when employing a battleaxe or longsword in combat, the glaive can treat the weapon as if it has the *keen* weapon quality. The glaive can do this for a number of rounds equal to the glaive of Azharadian's class level. If the weapon is already *keen*, this power has no effect.

Wisdom of Azharadian (Ex): The glaive embodies Azharadian's natural talent for the martial life and thus selects a number of glaive of Azharadian class skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, the glaive can take 10 even if stress and distractions would normally prevent him from doing so.

Virtuous Axe (Su): Once per day, when employing a battleaxe or longsword in combat, the glaive can treat the

weapon as if it has the *holy* weapon quality. The glaive can do this for a number of rounds equal to the glaive of Azharadian's class level. If the weapon is already *holy*, this power has no effect.

Sight of Azharadian (Ex): The supreme embodiment of the virtues of Azharadian, the glaive also embodies Azharadian's intuitive knowledge of his enemies. Therefore the glaive is never surprised and thus can always take a partial action during a surprise round (unless otherwise prevented from doing so).

Code of Conduct: Should a glaive ever willingly betray the tenets of his order, he immediately loses all glaive of Azharadian special class abilities. To regain those abilities, the glaive must renew his oaths with the leaders of the order; they must be aware of all the circumstances of the betrayal and willing to allow the glaive to return to the fold.

Ranks Within the Order

The Glaives of Azharadian can be divided into three specific branches, each technically subservient to those above it. When a candidate becomes a glaive, he is counted among the ranks of the Glaives Martial, which generally consists of knights of levels 1-4. More experienced knights often are elevated into the ranks of the Glaives Valorous. Around the time a knight achieves 7th level in the glaive of Azharadian prestige class, he is invited to test for the most honored rank within the knighthood, that of the Glaives Virtuous.

Each rank enjoys its own characteristic rituals and observances, and prospective knights must apply for and successfully test into each of the branches. Such tests generally take place at knightly conclaves. At the end of such meetings, those who have successfully tested are elevated to their new rank. The specifics of each branch's test follows:

The Trial Martial: Over the years, the order's entrance trials have become increasingly ritualized. The Order of the Golden Sun holds a trial by combat annually at the Pavilion of the Order (near Azharadian's Pillar). There, candidates who have garnered a sponsorship from a serving glaive in good standing that is seconded by any member of the order endure a battle against an active Glaive Martial attending the conclave. While the candidate humbles himself in obeisance to Heironeous, the glaive dons ornamental black full plate and ceremonial robes, clothing his horse in onyx barding. The supplicant is not told the identity of his helmed opponent, who is meant to represent the Ebon Knight, Azharadian's final opponent and a nearly mythical figure who is said to usher the greatest Oeridian heroes into the afterlife.

The supplicant and the Ebon Knight fight a duel from horseback with axes or longswords until one or the other asks for quarter. Such combats occasionally escalate to battles on foot, and throughout the history of the order,. several obstinate knights or would-be glaives have been killed rather than dishonor themselves in surrender. While the hierarchy of the order frowns upon such lethality, the spirits of those who have fallen in the Trial Martial loom large over the proceedings, and all take the combats extremely seriously.

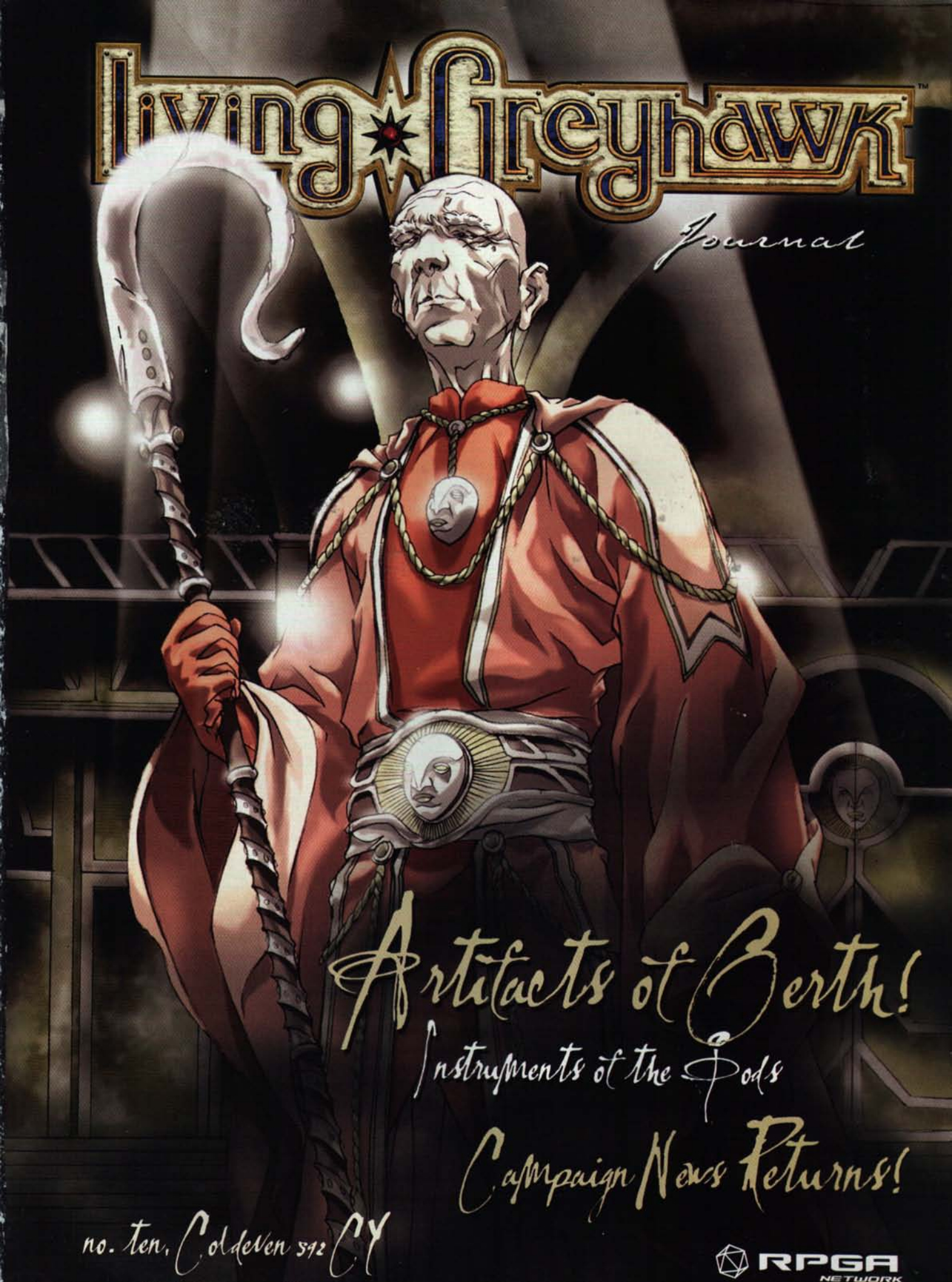
If the supplicant proves victorious, he is said to have died and been reborn as a Glaive Martial, "unvanquished even in death." (Defeating the Ebon Knight is one of several requirements for choosing the glaive of Azharadian prestige class.) Only after he has been defeated is the identity of the mysterious Ebon Knight revealed, an event usually greeted with congratulations or commiserations from the "vanquished" foe.

The Trial Valorous: Few know the details of this intensely secret trial, in which a prospective journeyman knight is subjected not to a test of his martial ability, but of the mettle of his spirit and soul. Candidates fast and meditate within the shadow of Azharadian's Pillar, reportedly struggling with a vision of their own inner turmoil and the darkest aspects of their soul. Those who manage to overcome their personal weaknesses without being defeated by them are elevated to the ranks of the Glaive Valorous, but the specifics of how the contest is judged remain occluded to all who have not undergone the ordeal.

The Trial Virtuous: Like the trial that precedes it, the test to enter the Glaives Virtuous involves a meditative spiritual journey into the darkness of the knight's own heart. The trial begins when the knight is ushered to a secret cave beneath the Pillar of Azharadian. There, spirits from the serried ranks of Azharadian's fallen allies assail the knight in visions, testing his compassion, honor, valor, humility, and sense of justice. It is said that the final test is given by the spirit of Azharadian himself, in the company of Heironeous—Glaives who ultimately prove unworthy often quit the test in shame, their minds wholly broken by the terrible ordeal. Those who succeed, however, join the highest echelons of the Glaives of Azharadian and can claim the title Glaive Virtuous.

Living Greyhawk™

Journal



Artifacts of Berth!

Instruments of the Gods

Campaign News Returns!

no. ten, Coldeven 592 CY

RPGA NETWORK

Campaign News

Sail on to the Isles of Woe

"Gone, like the three of Heraan."
—A strange saying among the Flan hillfolk of the Cairn Hills.

It all started with an eccentric wizard from the city of Greyhawk. His name is not important—after all, that city spawns crazed mages by the dozen. What is important is that he might have solved the most famous mystery of the Nyr Dyv: They say he's found the Isles of Woe.

The wizard hired a small mercenary company that worked out of Elmshire and giddily led his hired army into the Nyr Dyv, setting out upon ancient spell-constructed boats moored in a cove about a week beyond lonely Stankaster. According to the wizard, these boats were the only way a soul could set foot onto ancient Heraan—the city where the *Codex of the Infinite Planes* was supposedly first inscribed and where countless other treasures still rest. The mercenaries' captain, an ambitious and greedy warrior named Deneju, liked what the wizard told him about the ancient lost city. He only barely missed the great plundering of the Temple of All-Consumption, arriving at the foot of that dead volcano after would-be treasure-seekers began to find only ungilded death there. This new treasure trove would be his from the ground floor, so he followed the unstable wizard across the Nyr Dyv's waters to the fabled isles. While I do not know the entire story that followed, I know that the wizard and Deneju went their separate paths. The wizard grew more erratic the longer they stayed on the isle, and he eventually disappeared into a massive structure the captain called the Green Devil's Tower, while Deneju went on to search for his treasure in an abandoned temple devoted to some long-forgotten watery god.

Deneju has ... retired. What he found on the Isles of Woe put an end to his adventuring days, and his worries settle on coin no more. But before the end of his mercenary career, he told me where that arcane boathouse lies—the exact spot—and I am willing to pass on that information to you. And it'll only cost you ten gold orbs . . .

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**.

You Want Some of This?

At Origins 2002 the LIVING GREYHAWK campaign kicks off its 592 CY dungeon delve event: *The Isles of Woe*. During this event, your character will travel to the ruined ancient city of Heraan to unlock its secrets and unhinge ancient treasure hidden for more than a millennium.

But you're not there, yet.

This year, Origins takes place in Columbus, Ohio on July 4-7, 2002. If you are planning to attend Origins and participate in the *Isles of Woe* event, you must still face the challenges of the boathouse hidden in a once-sunken cove on the Cairn Hills coast of the Nyr Dyv. We've included encounters for three levels of play below. Before you come to Origins, find the most devious DM you know and have him or her challenge you with the encounter appropriate for your characters' level of play. When you arrive at the *Isles of Woe* event, your DM will ask you what challenges you faced at the boathouse, and the challenges and rewards you find on the Isles just might change based upon your answer. How? Here's a hint: If the DM is not amused or touched by your tales of valor and heroism, his or her heart will turn colder toward your plights in Heraan—so bring your best bard or suffer the consequences.

When you play these encounters, you don't gain experience points, and you don't gain gold. If your character dies, you can keep on playing it as if nothing bad ever happened—though you might want to rethink your plans for plundering the *Isles of Woe* ... death there will be swift and real, and if you can't handle the foes below, it is doubtful your character can handle the challenges of the isle. In short, these introductory encounters are presented "for fun" only and don't "count" in the overall LIVING GREYHAWK campaign.

DMs Unite!

An encounter is only as tough as its DM—and we're always on the lookout for that excellent mix of devious and fair for our LIVING GREYHAWK DM pool. Read the encounters below, and set up strategies that will challenge your foes. When you have a top-notched strategy, point your Internet browser toward the Community section of the Wizards of the Coast website (**www.wizards.com/community**). Go to the RPGA message boards, and scroll down to the LIVING GREYHAWK boards. A thread called "Isle of Woe Strategies Contest" will be there waiting for you. Post your best ideas there. Each month until Origins, we'll pick the top three strategies posted on the list and send our top strategist a treasure chest of D&D and GREYHAWK prizes. At Origins we'll award a special prize to our top DM strategist. What will it be? Let's just say that the prize will be ... fitting. Next month, we'll give you another hint!

Delve Toward the Boathouse, EL 3 to 6

"The easiest way to the boathouse is by way of the cave next to the old Flan standing stones."

That's what the man who gave you directions to this place told you, and looking down into that cave—more like a pit with its steep limestone sides descending down to the shadow-shrouded floor some hundred feet below—dissuades you from searching for the "hard way." Once you make it to the bottom of the pit, you have half a mile of twisted caverns until you reach the arcane boathouse.

Like the majority of the subterranean passages in the Flanaess, the natural limestone caves that reach down into the arcane boathouse are inhabited. Humanoid tribes from both the Cairn Hills and the waters of the Nyr Dyv use the caves, but they usually (and wisely) stay away from the magical boats. Lower-level characters encounter a group of these squatters on their way to their destination. These encounters can occur in whatever cave passage or chamber the DM deems fit.

Three to Five 1st-level characters, EL 3

Kobolds (6): hp 4, 3, 3, 2, 2, 1; see *Monster Manual* page 123.

Zezzru: female kobold Rgr1/Sor1; CR 2; Small humanoid (reptilian); HD 1d10+1d4; hp 13; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d6-1, halfspear), or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; SV Fort +2, Ref +2, Will +2; Str 8, Dex 15, Con 11, Int 10, Wis 10, Cha 12.

Skills and Feats: Concentration +5, Jump +4, Spellcraft +1; Ambidexterity, Point Blank Shot, Track, Two-Weapon Fighting.

Light Sensitivity (Ex): Zezzru suffers a -1 penalty to attack rolls in bright sunlight or with the radius of a *daylight* spell.

Possessions: Leather armor, halfspear, light crossbow, 10 bolts, spell component pouch.

Spells Known (5/4; Base DC = 11 + spell level; arcane spell failure 10%); *0—daze, ghost sound, mage hand, resistance*; 1st—*shield, true strike.*

Average Party Level 2, EL4

Lizardfolk (2): AC 17 (touch 10, flat-footed 17); hp 14, 11, 11; see *Monster Manual* page 128.

Possessions: Large shield, greatclub, 5 javelins.

Pzartez: male lizardfolk Drd2; CR 3; Medium-size humanoid (reptilian); HD 4d8+6; hp 29; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +4 melee (1d8+2/x3, longspear), or +4 melee (1d6, club); SV Fort +5, Ref +3, Will +5; Str 13, Dex 10, Con 14, Int 9, Wis 14, Cha 10.

Skills and Feats: Animal Empathy +4, Balance +4, Concentration +6, Jump +7, Swim +9; Multiattack; Spell Focus (Transmutation).

Possessions: Large wooden shield, longspear, club, spell component pouch.

Spells Prepared (4/3; Base DC = 12 + spell level; +2 Transmutation spells) 0—*flare, guidance, light, resistance*; 1st—*entangle, magic fang (x2)*

Snake, Viper, Medium-size (Pzartez's animal companion): hp 9; see *Monster Manual* Appendix I: Animals.

Average Party Level 4, EL 6

Howlers (2): hp 45, 39; see *Monster Manual* page 121.

Hertog the Quasit: hp 18; see *Monster Manual* page 41. Hertog can take two forms, that of a large black dog, and that of a hunched and ancient human man.

Higher-level characters on their way to the *Isles of Woe* will encounter resistance in the boathouse. See us next month for Encounter Levels 8 to 12!

LIVING GREYHAWK Website Receives Facelift

With all the LIVING GREYHAWK activity of the last year, our campaign Web page grew woefully out-of-date. Just last month we unleashed a new page that features regular content. Some of the newest releases include all three Rules Updates and the Regional Dispatches that formerly appeared in the *LIVING GREYHAWK Journal*. Stop by **www.livinggreyhawk.com** and check it out.

On the Cover: Canadian artist Kalman Andrasofszky reveals a contemplative Canon Hazen of Rao, the mortal who used the *Crook of Rao* to expel legions of fiends from the Flanaess.

LIVING GREYHAWK BACK ISSUES STILL AVAILABLE!

Have you missed an issue of the *LIVING GREYHAWK Journal*? Back issues are still available to active members of the RPGA Network. Contact RPGA HQ via **rpgahq@wizards.com** to order up some GREYHAWK goodness. Issues 0 and 1 are already sold out, and our remaining quantities of the issues we do have in stock are waning fast.

Back issues cost $5.00 US per copy, which includes shipping and handling. If you'd rather not pay upwards of $10.00 per issue via online auctions, we strongly suggest dropping HQ a line.

Back issues for *DRAGON Magazine* installments and the yet-to-be-printed "lost" fifth issue are sadly not available. Here's what the stand-alone issues you're missing contain:

Issue 2: Exclusive city of Greyhawk poster map. Greyhawk map key. Gem of the Flanaess: The Artistan's Quarter. The Way of the Lake (Rhennee culture and prestige classes). Enchiridion of the Fiend-Sage (Animus, Bullywug Savant, Grigaur, Valley Elf). Dispatches.

Issue 3: Blood of Heroes (hero-deities of the Flanaess). Complete Gods of Oerth table. Enchiridion of the Fiend-Sage (Amedian Gutworm, Losel, Norker, Swordwraith). Dispatches. Official LIVING GREYHAWK Character Record Sheet.

Issue 4: Gem of the Flanaess: Clerkburg (Part 1). The Silent Ones of Keoland (including new prestige class). Enchiridion of the Fiend-Sage (Dune Stalker, Necrophidius, Nyrrian Boatcrusher, Qullan).

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Artifacts of Oerth

Instruments of the Gods

By Allan Grohe and Erik Mona • Illustrations by Richard Pace

Pompous scholars declare Oerth the center of the multiverse, dismissing all other Material worlds as insignificant backwaters populated by dim rustics. Though perhaps somewhat overstated, the belief focuses upon an undeniable fact—Oerth is a planar nexus. The humble Material world supports the active interests of more than one hundred gods, and scores of demon princes and diabolical archdevils enjoy the adoration of Oerth's more depraved residents. Planar adventurers find their way to Oerth with some frequency, gaining access to the world through countless gates, conduits, and interconnected demiplanes.

What draws so much attention to Oerth? The answer might lie in its strong presence of magic, particularly as manifested by the numerous powerful artifacts situated throughout the world. The hundreds of divine, infernal, and neutral powers who intervene in the affairs of the Flanaess often bear with them personal items of power, and sometimes they send these objects into the world as proxies of their will. Other artifacts are mysterious even to Oerth's deities and antedate them by millennia.

Regardless of origin, artifacts have always shaped the history of Oerth. The Twin Cataclysms of the Invoked Devastation and the Rain of Colorless Fire almost certainly involved the employment of several items of power, while the Great Migrations that followed them spread legends of artifact usage far and wide across Oerik. More recently, Canon Hazen of Veluna employed the sacred *Crook of Rao* to seemingly expel most evil outsiders from the Flanaess.

But some artifacts play a more humble role in the day-to-day lives of the people of Oerth. Few indeed are little girls of the Flanaess who have not spent hours enchanted with tales of *Queen Ehlissa's Marvelous Nightingale*. Fewer still are those who have not, if even for a moment, entertained thoughts of leaving a hard day's work behind for a grand quest to reconstruct the fabled *Rod of Seven Parts*.

In a world in which magic and evil are both very real and very present, the value of a good artifact is incalculable (at least in gold pieces). Though few can claim the lofty goals and achievements of Canon Hazen, most who care to think on the matter know that owning an artifact can be an instant ticket to power. While some seek out such items (and such power) for altruistic reasons, far more seek some personal gain. Often, a great hero captures a powerful artifact, but an even greater hero prevents its capture by agents of evil.

ARTIFACTS IN LIVING GREYHAWK

Of course, it'll be a good long while before your LIVING GREYHAWK character comes upon an artifact or participates in the creation of one. By definition, major artifacts defy the basic rules of the DUNGEONS & DRAGONS game. They have no market price and cannot be created via the usual means of magical artifice. Unless your character comes across one in a sanctioned LIVING GREYHAWK adventure (something that's not likely to happen soon), he'll probably never even see one.

Despite this, however, artifacts play an important role in your character's life. Without the *Crook of Rao*, Iuz's armies to the north would still be bolstered by demonic troops. Without the *Hand* and *Eye of Vecna*, the history of the central Flanaess might be forever changed. The construction and use (and sometimes destruction) of major artifacts have important repercussions upon the campaign world—repercussions sure to be felt by your LIVING GREYHAWK character.

What is a Major Artifact?

Not all objects of power are created equal. To begin, artifacts are items of intense magical power crafted by humans, powerful monsters, or even the gods. They might grant known arcane or divine powers and abilities, or they might wield energies beyond the comprehension of mere mortals. The distinction between major and minor artifacts and powerful magical items is vague, and often one sage's steadfast classification of an item differs from those of any three of her associates. Generally, minor artifacts are powerful items within the realm of mortal magic for which the "recipe" has been lost. By contrast, several criteria exist for classification of an item as a major artifact:

- All major artifacts are unique. While *staves of the magi* are potent magic items, Boccob's *Staff of the Archmage* is a singular powerful major artifact

- Substantial bodies of folklore and legends surround all major artifacts. While such histories are often contradictory, incomplete, and inaccurate, every major artifact fits within the context of Oerth's living history. A bandit lord wielding a *vorpal sword* might take a few heads, but he is unlikely to hold the key to the destruction of an ancient lich-king who became a god, as he would were he wielding the terrible *Sword of Kas*.

• Most of the artifacts catalogued in the libraries and magical guilds of the Flanaess possess some potentially harmful side effect that might vex the item's owner. Major artifacts stand as testaments to the universal truth that power cannot be achieved without a price. When Shattados, last ruler of the ancient Flannish Kingdom of Sulm, entreated his wicked gods for aid in the form of the *Scorpion Crown*, he knew he would become everlasting overlord of his people. He did not, however, anticipate his empire turning into a desert wasteland or his subjects mutating into hideous insectoid beasts. Shattados's example is a harsh one, but it makes an excellent lesson for those expecting no consequences in exchange for the invocation of awesome power.

• Major artifacts possess a durability unknown to most substances in the multiverse. The creation of an artifact is the supreme apex of magical artifice. Having struggled so hard for survival, such items do not pass easily. Most artifacts and relics are effectively invulnerable, save for certain, extremely specific conditions. The *Crystal of Ebon Flame* might appear brittle, but it can only be crushed beneath *Golbi*, the massive hammer of Fortubo, Suel god of stone, metals, and mountains (and *Golbi* itself is a powerful artifact).

Using Artifacts in a Greyhawk Campaign

Artifacts present DMs with a wealth of roleplaying possibilities. Many players will want to take part in heroic quests to rescue artifacts (or even portions of artifacts) from diabolical dungeons or exotic locales. Such campaigns can last for years, with the PCs working their way from obscure riddles to ancient maps to powerful enemies who also seek the same artifact for their own, malignant ends. An artifact should be used as a goal, a just-over-the-horizon reward that keeps heroes walking the trails of the Flanaess for seasons, or even years. DMs running high-fantasy campaigns might even allow the party to capture and use an artifact, no doubt drawing the attention and ire of powerful minions of evil, good, and neutrality.

Artifacts often change the world, and it is important to understand that the world of Oerth is filled with powerful NPCs who prefer that things continue to work exactly as they did yesterday. Artifact-wielding PCs have much to fear from such agents, be they well-intentioned paladins of Pelor hoping to convince the PCs to use their power wisely, scheming servants of Iuz looking for a trinket to add to the coffers of Dorakaa, or secret cabals of Hierophant druids that travel Oerth, always looking to quash would-be power mongers who thought a simple item, no matter how mighty, would be an easy route to lasting glory.

Even DMs running a low-level campaign can find a good use for artifacts. While the PCs might never come within leagues of a relic such as the *Talisman of Al-Akbar*, those passing through Baklunish lands will hear tales and chants about its rich history. Those who look like foolish foreigners might even find a friendly merchant willing to sell them the "genuine" article.

In short, artifacts have much to add to any campaign. They are an integral part of the GREYHAWK campaign, and whether used directly or to color background and history, their presence can inspire lively play that will be remembered fondly for years to come.

Creating Artifacts

Certain secret locales present mortals with the raw materials needed to construct artifacts, and a journey to one such location might form the basis of an entire campaign. These places include:

• Beneath Castle Greyhawk, in its lowest and most inaccessible dungeon levels, lurk the *Oerth Stone* and the *Obelisk*. Each of these strange, quasi-sentient artifacts can tap vast magical energies, which are well-nigh unfathomable when used in tandem. However, few adventurers have survived the castle's dangers to discover the *Oerth Stone*, much less the *Obelisk* (which exists in a hidden demiplane of its own). The powerful objects can channel power into items or people, and that played an integral role in Zagig Yragerne's ascension to demigodhood. Although the mortal Zagig was able to chip a shard from the *Oerth Stone*, even he never knew with certainty that the *Obelisk* existed—he could only detect its presence through the subtle effect that it had on his perceptions and the enchantments of his castle. The secrets and powers of these stones have not been rediscovered since Zagig's ascension.

• The Causeway of Fiends lies just off of the northeasternmost point of North Kingdom, between the shore and the treacherous Isle of Lost Souls. The Cauldron of Night exists beneath Asperdi Isle's Tar Hill, a deep and cavernous blight in the lands of the Sea Barons. These places of dark might are sought by the most treacherous and vile of Oerth's villains, for from the sites can be harvested the components necessary to fashion such items as *Talismans of Ultimate Evil* and *Spheres of Annihilation*. The Great Kingdom's legendary *Malachite Throne* was born from the living darkness beneath Tar Hill, its evil emanations lending vicious strength to the Overkings who ruled from Rauxes for generations. Yugoloths, dark elemental spirits, and fouler aberrations are known to be attracted to these sites, and as they devour blackguards as swiftly as paladins, only the strongest of evil's champions dare to risk approaching these areas.

• *Oerthblood* seeps into The Endless Well from deep beneath the Fortress of Unknown Depths, the dwelling place of the archmage Tenser. His ancient keep was built by migrating Oeridians to guard and harvest this rich magical ore. Few know *Oerthblood* exists—Tenser has been studying the substance in seclusion for decades—and no one knows exactly what it is. Tenser recently reactivated his keep's mining operations (which had been shut down after his death during the Greyhawk Wars), and minor earthquakes and strange grinding vibrations occasionally rumble into the surrounding area from deep beneath the citadel, hinting at the immense golems currently at work harvesting the world's magical essence.

A Selection of Major Artifacts

A complete overview of all artifacts in the Flanaess would be nearly impossible—there are simply too many to cover here. A handful of artifacts important to the Flanaess within the last century have been included; a future issue of the *Living Greyhawk Journal* will contain a complete list of all known artifacts on Oerth.

The Chalice Everlasting: In the earliest days of conflict between the Suel and Baklunish empires, Suloise magi sought to turn the legendary Baklunish affection for the elements against them. To do this, they created four artifacts of surpassing power and infused these symbols of elemental magic with a portion of the spirits of powerful elemental princes. By all accounts, the experiments failed, resulting in flawed artifice bound (unwillingly) to potent elemental nobles. After their creation, the flawed items spread throughout Oerik. The item dedicated to water, the *Chalice Everlasting*, currently rests within the Flanaess.

The *Chalice Everlasting* appears as an ornate cup formed from constantly swirling water (though it is hard as metal). Small water droplets occasionally spray off of its surfaces and edges, and when holding the *Chalice*, the wielder feels the movement of small waves beneath her fingers. The fresh scent of ocean spray always surrounds the magical cup. The *Chalice* is extremely empathic: when its bearer is in foul spirits, the waters are agitated and stormy, sometimes appearing brackish and giving off faint traces of steam. Most of the time, however, the *Chalice* appears utterly clear and enchantingly beautiful.

The *Chalice Everlasting* can alter any liquid it contacts, including acids and the most harmful poisons. Once per day, its owner can transmogrify up to 20 cubic feet of liquid into pure, fresh water simply by touching the cup to the surface of the liquid and uttering a command word. Unholy water, potions, or drinks of significance are spoiled by this effect, but the *Chalice* has no effect upon creatures of any type. Each use elicits a 10% chance that instead of purifying the liquid, the *Chalice* instead turns it into putrid swamp filth. Anyone drinking such liquid becomes nauseated.

When tipped on its side and a command word is spoken, the *Chalice* can double as a *decanter of endless water*.

Anyone wielding the *Chalice Everlasting* is wrapped in a shell of fresh air, making him immune to all gases and allowing him to breathe underwater or in a vacuum.

A final command word transforms the *Chalice* into a greater water elemental that serves the bearer for a period of up to three full days before the power falls dormant for a full week and it reforms into the artifact. Destruction or banishment of the elemental reverts the *Chalice* to its normal form, which remains dormant for one month.

Legends abound that the *Chalice* can be used to summon the powerful elemental prince of evil known as Olhydra, who rules a dark corner of the Elemental Plane of Water. The specifics of this summoning, however, have been lost to time.

The bearer of the *Chalice Everlasting* need not drink as long as the item remains in his possession. This magical nourishment is insidious, however. When the bearer and the *Chalice* are inevitably separated, the former bearer must make a Fortitude save (DC 30) or suffer crippling dehydration. Dehydrated characters are exhausted for as many days as they possessed the *Chalice*. They cannot recover through rest—only a *wish*, *miracle*, or similar magic restores them to full vigor.

After detecting the flaws in the elemental items, the Suel dispatched them to foreign lands as gifts of the emperor's gratitude. The *Oerthly Plates* were lost somewhere in the central Flanaess. The *Unquenchable Scepter* traveled north, to what would become Blackmoor (and rested in that land's fabled castle for centuries), and the *Tempest Horn* was sent to a distant empire in the Far West. All four of the items returned to the Flanaess within the past 50 years, and were employed by forces loyal to Iuz and Zuggtmoy, the Demon Queen of Fungi, to sanctify the four elemental nodes within the dungeons of the Temple of Elemental Evil. Since that action, the *Chalice* was lost on the Azure Sea and swallowed by an ancient whale. That creature's stomach acids were altered to pure water, and its corpse now lies on the ocean floor amid a wide stretch of fresh water fifty leagues southeast of Gryrax.

Suggested Means of Destruction: Feed the *Chalice* to the balor Ter-Soth; fill it with the gastric juices of six beautiful night hags; boil its composite water within the deepest cavern of Lake Udrukankar.

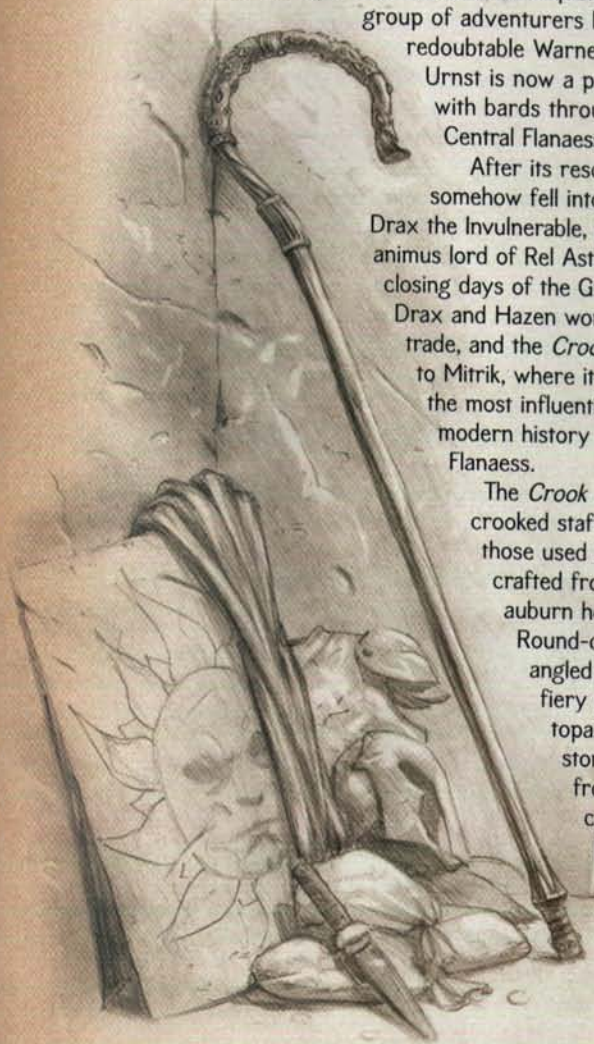
The Crook of Rao: Among the most revered relics in the history of Oerth, the *Crook of Rao* currently enjoys a reputation shared only by true messiahs and the gods.

In Coldeven of 586 CY, His Venerable Reverence, The Savior of Our Lands, Canon Hazen of Mitrik used the *Crook* to stunning effect, banishing thousands of demons, devils, yugoloths, and other outsiders from all parts of the Flanaess, and possibly from throughout the lands of all Oerth. Though a few sages suspected the item's potential for awesome power, none would have predicted such pervasive effectiveness. The assistance of nearly every priest of Rao in Mitrik as well as the aid (some say manipulation) of the archmage Bigby, certainly played an important role in the effort's success.

Hazen's victory allowed many goodly armies to gain advantage against the formerly fiend-stacked forces of Iuz and the former Great Kingdom, and Rao's popularity, even far from his clergy's base in Veluna, has never been stronger.

Prior to these events, the *Crook* played a relatively minor role in the affairs of the Flanaess. Many believe that the relic's existence predates that of humanity, and perhaps even that of Oerth itself. Raoan scripture claims that the *Crook* alone protected Oerth from the insurgence of evil outsiders prior to the discovery of magic by the world's denizens, though many rival faiths dispute such boasts.

To the average man of the modern era, the *Crook* existed only in scripture and hymn. In the mid-sixth century CY, however, the adventurers Tenser, Terik, Merlynd, and Robilar discovered the artifact in the depths of Castle Greyhawk, only to lose it again in a bizarre demiplane known as the Isle of the Ape. The artifact's subsequent rescue by a group of adventurers led by the redoubtable Warnes Starcoat of Urnst is now a popular tale with bards throughout the Central Flanaess.



After its rescue, the *Crook* somehow fell into the hands of Drax the Invulnerable, the calculating animus lord of Rel Astra. In the closing days of the Greyhawk Wars, Drax and Hazen worked out a trade, and the *Crook* soon came to Mitrik, where it would become the most influential item in the modern history of the Flanaess.

The *Crook of Rao* is a crooked staff not unlike those used by shepherds, crafted from a lustrous auburn hornwood. Round-cut jacinth, angled alexandrite, fiery sard, golden topaz, and other stones set it apart from its counterparts, however, as do the cold iron and silver that form its shaft and headpiece. Despite the expensive materials that dress it, the *Crook* gives the impression of age; those in its presence feel as though they gaze upon a remnant from a bygone era.

Before the Flight of Fiends, few would have ascribed planetary banishment abilities to the *Crook of Rao*. Now, many see the staff as a relic of near limitless power—the infinite will of a god given form. The majority of the pilgrims now flocking to Veluna discount the fact that many fiends escaped banishment, and point to the gains in Nyrond and Furyondy as evidence of Rao's influence on Oerth. Though the *Crook's* current resting place in Mitrik is known to all, rumors circulate that the banishment drained the *Crook* of all power, and that it exists now only as an icon of Rao's gift of mercy to the people of Oerth.

Regardless, the powers of the *Crook* prior to the Flight of Fiends are well chronicled. Any good-aligned mortal being grasping it and invoking the name of Rao may use the *Crook* to turn evil outsiders (demons, devils, yugoloths, and so on) as a 20th-level cleric of Rao turns undead. Turned outsiders are instead banished to their home plane for 100 years.

An evil outsider's summoning abilities do not function within a mile radius of the *Crook*. Further, the bearer of the *Crook of Rao* gains a +4 deflection bonus to AC against attacks made by evil creatures. In combat, the *Crook* serves as a *+3 quarterstaff*, with successful hits driving evil outsiders to their plane of origin unless they make a successful Will save (DC 25).

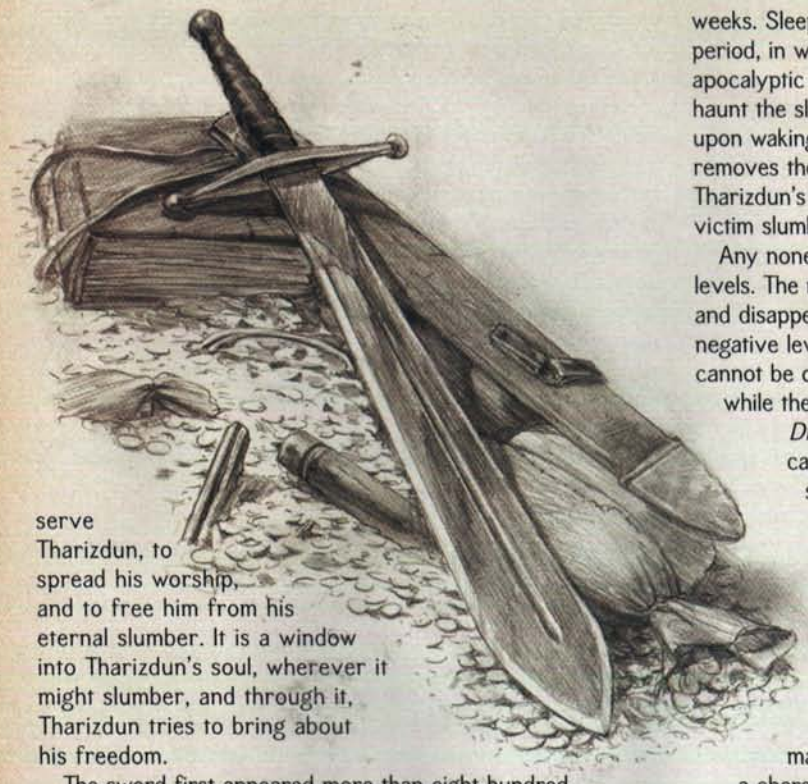
If new powers have manifested following the Flight of the Fiends, they have not yet been recorded by any save the Canon's closest advisors.

The use of the *Crook of Rao* does not seem to trigger a curse of any kind. Because of this, residents of the dark quarters of Veluna and further afield speculate wildly on what the use of the artifact might have "cost" Hazen of Rao, or even those assisting him. These rumors became something of a cottage industry within two weeks of the Flight of Fiends, when tales told as far as Ratik intimated that the pontiff might have vanished from the site of the ritual entirely, perhaps as a sacrifice to the *Crook's* power, or perhaps because Rao decided to bring him to his Sacred Realm in the Seven Heavens. Since Hazen remains in Mitrik, the tale has been discounted. However, a now-excommunicated underpriest by the name of Jander Semmisel, who can be found in various drinking establishments in Veluna City, claims that he took part in the ritual, and personally witnessed the Canon vanish completely for at least fifteen seconds at the culmination of the ceremony.

In light of any concrete evidence on the matter, most expect speculation to continue for years to come.

Suggested Means of Destruction: Invoking the power of the *Crook* on every layer of the Abyss within the same Oerth-day; cutting its supply of power by killing Rao, himself; assaulting the *Crook* with illogical and unreasonable riddles every day for 300 years (rumors tell that Tenser and company discovered the *Crook* in a chamber within Castle Greyhawk that featured mindless automatons speaking such nonsense from day to night).

Druniazth: *Druniazth* (DROON-ee-AH-zzth) is the *Claw of Tharizdun*, one of the more potent artifacts associated with that dread god of insanity and entropy. *Druniazth* exists to



serve Tharizdun, to spread his worship, and to free him from his eternal slumber. It is a window into Tharizdun's soul, wherever it might slumber, and through it, Tharizdun tries to bring about his freedom.

The sword first appeared more than eight hundred years ago in the hands of Baron Lum (years before he discovered his infamous *Machine*). He wielded a blade in combat described in the same manner as *Druniazth* against Ur-Flan sorcerers near what's now the Bonewood, but he lost it during the fray. He spent his remaining years trying to recover the sword, and the search for it drove him slowly mad. *Druniazth* changed hands for centuries before it was cast into the Rift Canyon in the early 100s CY by an unnamed wielder who sought to end its influence in her life. It remained there for many decades until being discovered by a group of illithids, who traded it to drow merchants in 233 CY. Their caravan, however, was attacked and destroyed somewhere in the Underdark between the Rift Canyon and the Crystalmists, and the blade passed out of living memory.

This simple, plain bastard sword is forged from an unknown purplish-black metal. It is devoid of decoration, save for strange patterns that whorl and shift across the blade and guard. The blade is wider than that of most bastard swords, and it emanates cold at all times—in non-arctic conditions, wisps of fog drift from its surface, and it seems to drink light and heat (which dim in its presence). Rounded knobs about the size of a large thumbnail mark the ends of the sword's guard. Black, tanned leather wraps the tang, apparently some addition made by one of the weapon's mortal owners. The round pommel twists and locks into place on the bottom of the tang, hiding the tang nut.

Created by the doomdreamers of Tharizdun from a secret metallic alloy they call ruinite, *Druniazth* serves as a *+5 frost bastard sword of wounding*. Any nonevil creature struck by the blade must make a successful Will save (DC 33). Success results in searing chills that reduce Dexterity by 2 and impose a -4 penalty on attack rolls, skill checks, and ability checks for one hour. Those who fail fall into a catatonic slumber for 1d6 weeks. Sleeping characters cannot be awoken during this period, in which they suffer terrible nightmares and apocalyptic visions of the Dark One's return. Such visions haunt the sleeper for the rest of his life, leaving him fatigued upon waking up every morning until a *wish* or *miracle* removes the effect. As the blade's goal is to spread Tharizdun's influence, the wielder cannot attack or harm a victim slumbering under the weapon's influence.

Any nonevil being who wields *Druniazth* gains four negative levels. The negative levels persist as long as the sword is held and disappear when the weapon is no longer wielded. The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is held.

Druniazth perverts any non-evil user to Tharizdun's cause through subtle nightmares, empathic suggestions, and the slow poisoning of the soul. Roughly 1d4 weeks after first coming into contact with it (the DM makes this roll in secret), the wielder's alignment changes to neutral evil (no saving throw). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. Only a *wish* or *miracle* can restore the former alignment, and the affected individual does not make any attempt to return to the former alignment. If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated.

Druniazth was recovered from a buried temple of Tharizdun in the Jotens during the mid-570s CY. It passed from the party of adventurers who discovered it to various tribes of ogres and hill giants in that area for twenty years. In 591 CY, the blade resurfaced in Dyvers, in the hands of an assassin in service to Iuz. This assassin, Kerrab by name, was slain by the city watch, and the blade was set aside for investigation due to its strange appearance. Unfortunately, one of the guardsmen who handled *Druniazth* was converted to Tharizdun's service through the sword's influence. This guard, a cretinous half-elf named Nizar Drav'va, absconded with the sword and began an overland pilgrimage toward the Kron Hills, unsure of where he was going or what he sought. Neither Nizar nor *Druniazth* have been seen since.

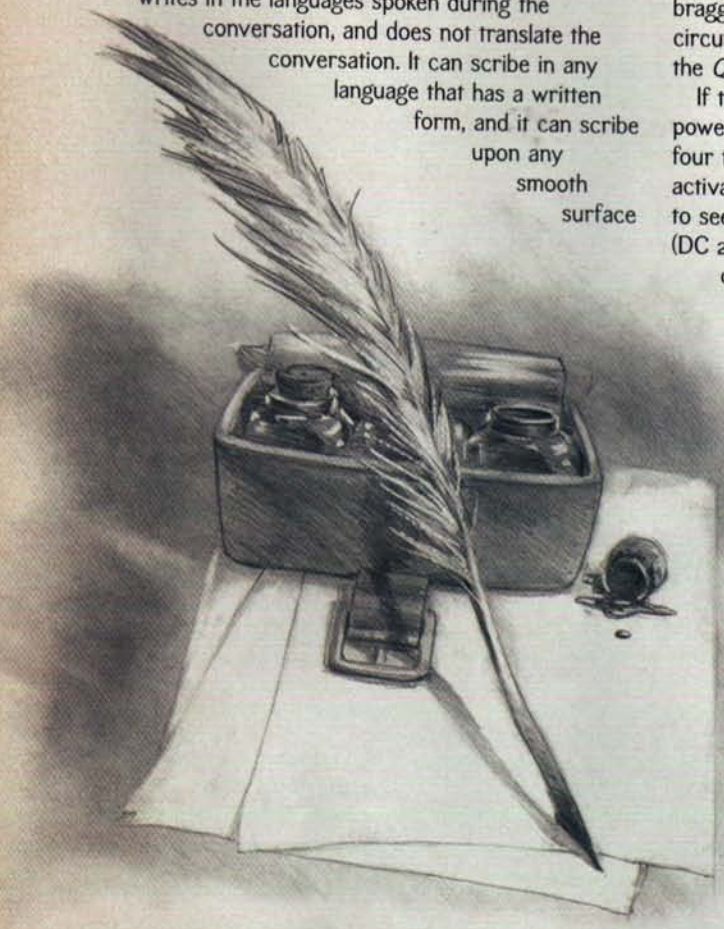
Suggested Means of Destruction: Plunge the blade into the heart of the Demiplane of Imprisonment; expose it to a dream of pure happiness. Some loremasters among the Silent Ones believe that *Druniazth* cannot be destroyed so long as Tharizdun lives. They suggest submerging it deep in a rift of the Solnor Ocean, which will remove it from Oerth's troubles at least until its inevitable rediscovery.

Kuroth's Quill: *Kuroth's Quill* was made famous through its use by the Oeridian hero god of theft and treasure-finding for which it is named. His exploits are legendary throughout the Flanaess, and they include the daring theft of *Schandor's Gavel* while the Court of Essence (in the Overking's Palace in Rauxes) was in session; the surreptitious removal of a necklace of flawless, matched emeralds from the coffin of Vlad Tolenkov (while the vampire slept); and similar perilous (and lucrative) exploits. Many attribute Kuroth's skill to his discovery of the ancient writing device.

Kuroth's Quill is a large feather quill about 18 inches long, whose feather has worn thin and reedy over the years (the plume is approximately one and one-half inches across at the top). Some of the horizontal feather "spines" are missing, and the *Quill* appears to have seen better days. The spines are a variety of light colors, with blues and greens predominating. Ink stains the lower two to three inches of the *Quill's* shaft, and the spines begin to fan outward about six to seven inches up from the base of the shaft's tip. The spines are shorter closest to the tip, and they grow longer as they continue up the spine.

Kuroth's Quill can be commanded to detect the largest treasure within 100 miles, allowing its wielder to home in on the target's location through feelings of "closer" and "further" to indicate proximity. It can scan into other planes that intersect with Oerth (including the Ethereal, Astral, and Shadow planes, as well as demiplanes). The treasure detection ceases once the wielder is within a one-half mile radius of the loot, and she is on her own from that point onward. This power can be used once per month, and functions continuously to provide directional and distance guidance, so long as the user doesn't abandon the hunt. The owner can attempt to direct the *Quill* to ephemeral treasures (true love, the most handsome elf, and so on), but the *Quill* almost always tries to combine such activity with more profitable ventures (so that the wielder might end up finding the fairest maiden who happens to be wearing 25,000 gp worth of diamond jewelry, for example).

Once per day, *Kuroth's Quill* can scribe perfect dictation of any conversation within 120 feet, so long as the wielder can see those participating in the conversation. The *Quill* writes in the languages spoken during the conversation, and does not translate the conversation. It can scribe in any language that has a written form, and it can scribe upon any smooth surface (from paper to sword blades to stone). The *Quill* does not require ink, and it can scribe on wet surfaces as easily as it can on dry ones. All transcriptions are written in the owner's handwriting.



Upon command, the *Quill* can draw an area map revealing the general lay of the land within a 50-foot radius of the wielder, providing a valuable dungeoneering service. This ability may be used once per week, for up to four hours. The *Quill* extends its mapping as its wielder moves beyond the edge of her original radius, so it can be used to map a landscape as the *Quill's* owner travels through it. The *Quill* does not draw pictures that are not maps (for instance, it will not create portraits or landscapes), and it draws from an overhead, omniscient point-of-view (as if looking down from above onto the area being mapped). The *Quill's* maps do not reveal traps or secret doors, but the item will add notes to its map if commanded to do so.

Once per day, the *Quill* can be used to cast *find the path* as a 20th-level cleric.

Its wielder is immune to the effects of the *maze* spell.

Twice per month, The *Quill* can create a perfect copy of any nonmagical written document's writing content, or of any map. The drawing style, penmanship quality, and signatures are exact forgeries. The *Quill* does not copy the paper itself on which the original was created, however, nor does it age the drawing medium of its duplicates to match that of the original.

Kuroth's Quill inspires great faith and self-assurance in its owners, who feel that they can overcome any challenge while wielding such a powerful artifact. Owners are likely to become braggarts and egoists, such that the wielder suffers a -4 circumstance penalty to all Diplomacy checks while she owns the *Quill*.

If the wielder does not employ the *Quill's* treasure hunting powers and follow-up on them with looting activity at least four times per year, the *Quill* drains a point of Wisdom, activates its detection powers, and encourages the character to seek out the largest treasure within its range. A Will save (DC 25) can resist this effect if the wielder is unwilling, with a cumulative penalty of -1 for each time the wielder has passed up a treasure revealed by the *Quill* (to a maximum of -4).

Kuroth generally keeps his *Quill* to himself, although from time-to-time he returns it to Oerth as a test to rogues throughout the world. Those who know of the bizarre etiquette of Kuroth's faithful sometimes steal an item of personal importance from one of his clerics (who are themselves notoriously difficult to find), returning it the next day as proof of their thiefly abilities. According to custom, the thief may then request a boon of the cleric, which most often comes in the form of a hint about the *Quill's* location.

Suggested Means of Destruction: Using the *Quill* to transcribe the millions of texts in the great library of the demon prince Gresil; plunging the tip of the pen into the eye of Delleb, god of intellect and study, as the Scholar sleeps.

Living Greyhawk

Monstrous Musings from the Fiend-Sage

no. eleven, Planting 592 CY

RPGA NETWORK

Enchiridion of the Fiend-Sage (Seventh Report)

Monstrous Denizens of Oerth

by Sean K Reynolds • illustrated by Sam Wood

My grave liege,

I regret to inform you that Draulstaak, the Black Worm of Avernus, has been hired by one of your enemies to kill you. Be sure to gird yourself against acid, and be alert for his minions, who have unusually large, red-rimmed eyes. I am working to discover who hired him and if he can be turned away from this task without an overt battle.

In lighter news, I have succeeded in opening the clasp of the *Book of the Fifth Shadow* and only had to sacrifice the lives of three slaves to do it. Upon first perusal, the book contains several spells pertaining to shadow illusions, a ritual for binding a shadow demon, and the location of a fortress on the Shadow Plane said to hold an artifact of a dead Suel goddess. I shall attempt to establish the veracity of this latter subject and determine its value to us.

Toskara's transformation into a stench kow is proceeding apace, and I have not been able to reverse or slow it, but I do suspect that the *blood bane of fiendish purity* spell is to blame. Assuming that this metamorphosis shall be complete within a week, how shall I dispose of her?

Your servant,

the Fiend-Sage, Rel Astra

Cataboligne Demon

These demons were unknown to me until recently, when the report of one serving as a guardian was given to me by one of my spies in Greyhawk who heard the tale from a young rogue. After some research, I discovered that one of my former slaves, an old hezrou named Gsstarkaneth, had fought against one centuries ago and was able to tell me about these nearly extinct Abyssal dwellers. In any case, they are almost unheard of on any of the Abyssal planes I have frequented, and it is possible that they live in one of the more inhospitable layers or have moved to another plane entirely after suffering terrible losses at the hands of the tanar'ri. They are about as powerful as a vrock, but have few special abilities that would give them a fighting chance against anything more powerful. I have not been able to acquire an actual body for study, but I suspect that there is little to them that might serve useful that could not be found in other fiendish corpses.

Cataboligne Demon
Large Outsider (Chaotic, Evil)
Hit Dice: 9d8+45 (85 hp)
Initiative: +8 (Dex, Improved Initiative)
Speed: 40 ft., fly 50 ft. (average)
AC: 27 (-1 size, +4 Dex, +14 natural)
Attacks: 2 claws +13 melee, bite +8 melee
Damage: Claw 1d6+5, bite 1d8+3
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Acid resistance 20, blindsight 60 ft., cold resistance 20, DR 15/+3, immunities (electricity, poison), outsider, regeneration 5, SR 22
Saves: Fort +11, Ref +10, Will +7
Abilities: Str 20, Dex 18, Con 20, Int 14, Wis 12, Cha 14
Skills: Bluff +14, Climb +12, Concentration +17, Hide +10, Listen +13, Search +8, Sense Motive +10, Spellcraft +7, Spot +8, Tumble +14
Feats: Combat Reflexes, Improved Initiative, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 12
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 10-18 HD (Large), 19-27 HD (Huge)

Cataboligne demons are crafty outsiders native to the Abyss. Enemies of the tanar'ri, their numbers are declining and many are bound as guardians for mortal treasures.

Cataboligne demons are scaled and horned, with strong claws on their hands and a spade-ended tail. Unlike most demons, they lack wings, but their magic allows them to fly. Their eyes are bulbous, with slit pupils. Broad of frame but with a lanky build, cataboligne demons have an uncanny catlike grace and speed. The demon's voice is that of a beautiful female human or elf, and when it detects visitors, the illusion-shrouded demon announces its presence to mislead them from its true nature.

Cataboligne demons are thought to come from a part of the Abyss where cold and electricity are more prevalent than fire. Long-standing enemies of the tanar'ri, their rarity leads many Oerthly sages to believe that the cataboligne demons are on the losing end of a continuing war.

Mortals are likely to encounter these demons in old crypts and treasure chambers, as their abilities make them suitable guardians for delicate treasures. Others ally themselves with evil mages and clerics

GINGWATZIM

	PAKIM Small Elemental (Air)	GRAEGZIM Medium-Size Elemental (Air)	EOLUZIM Large Elemental (Air)	MARONZIM Large Elemental (Air)	NARANZIM Large Elemental (Air)
Hit Dice:	2d8+2 (13 hp)	3d8+6 (19 hp)	4d8+8 (26 hp)	6d8+12 (39 hp)	8d8+16 (52 hp)
Initiative:	+1 (Dex)	+0	+0	+0	+4 (Improved Initiative)
Speed:	20 ft, fly 40 ft. (perfect)	30 ft., fly 40 ft. (perfect)	30 ft., fly 40 ft. (perfect)	30 ft., fly 40 ft. (perfect)	30 ft., fly 40 ft. (perfect)
AC:	15 (+1 size, +1 Dex, +3 natural)	16 (+4 natural)	14 (-1 size, +5 natural)	15 (-1 size, +6 natural)	16 (-1 size, +7 natural)
Attacks:	Touch +2 melee	Touch +3 melee	Touch +7 melee	Touch +8 melee	Touch +10 melee
Damage:	1d2 temporary Strength	1d4 temporary Strength	1d6 temporary Strength	1d6 temporary Strength	1d8 temporary Strength
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Alternate forms, elemental traits, DR 5/+1, telepathy	Alternate forms, elemental traits, DR 10/+1, telepathy	Alternate forms, elemental traits, DR 10/+2, SR 13, telepathy	Alternate forms, elemental traits, DR 10/+2, spell-like abilities, SR 15, telepathy	Alternate forms, elemental traits, DR 10/+3, spell-like abilities, SR 18, telepathy
Saves:	Fort +2, Ref +4, Will +0	Fort +3, Ref +3, Will +1	Fort +3, Ref +4, Will +1	Fort +4, Ref +5, Will +3	Fort +4, Ref +6, Will +5
Abilities:	Str 10, Dex 13, Con 14, Int 3, Wis 10, Cha 5	Str 12, Dex 11, Con 14, Int 7, Wis 10, Cha 7	Str 20, Dex 11, Con 14, Int 9, Wis 10, Cha 11	Str 20, Dex 11, Con 14, Int 11, Wis 12, Cha 11	Str 20, Dex 11, Con 14, Int 15, Wis 12, Cha 13
Skills:	Hide +7, Listen +2, Move Silently +3, Spot +2	Hide +4, Listen +4, Move Silently +4, Spot +4	Hide +0, Intimidate +2, Listen +4, Move Silently +2, Spot +4	Concentration +4, Hide +0, Knowledge (any two) +3, Listen +5, Move Silently +4, Spellcraft +3, Spot +5.	Concentration +10, Hide +0, Intimidate +3, Knowledge (any two) +5, Listen +5, Move Silently +4, Sense Motive +3, Spellcraft +6, Spot +5.
Feats:	Flyby Attack	Flyby Attack	Flyby Attack	Flyby Attack	Combat Casting, Flyby Attack, Improved Initiative, Iron Will
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary	Solitary	Solitary	Solitary
CR:	1	2	2	4	7
Treasure:	None	None	None	None	None
Alignment:	Usually neutral	Often neutral evil	Often neutral evil	Usually neutral evil	Usually neutral evil
Advancement:	See text	See text	See text	See text	See text

in hopes of tempting souls, for their powers of illusion and persuasion are strong and subtle.

Cataboligne demons speak and understand Common, Abyssal, and Infernal, and most know at least one other mortal language, such as Elven. Unlike tanar'ri, they do not have the natural ability to communicate telepathically with other beings.

Combat

Cataboligne demons like to prepare a battlefield to their advantage, using their spell-like abilities to bring darkness upon foes, negate enemies' magic, and neutralize the most powerful enemy first before engaging in melee combat. A cataboligne demon's *mage armor* gives off a blue glow and is often mistaken for another spell effect such as *fire shield.* Unlike the tanar'ri, cataboligne demons are not immune to fire, which may be a contributing factor to their losses in the war.

Spell-Like Abilities (Sp): At will—*cause fear, change self, charm person, darkness, dispel magic, hallucinatory terrain, hold person, levitate, mage armor, magic missile, minor image.* These abilities are as the spells cast by a 9th-level sorcerer (DC 12 + spell level).

Regeneration (Ex): Blessed weapons, holy weapons, and fire deal normal damage to the demon. It can regrow or reattach severed body parts.

Gingwatzim

Were I to compose a treatise on the weakness of the Baklunish, I might start by comparing the powerful demons used to guard Oeridian troves with the indolent, slow-witted air elementals employed for similar purposes in the west. These creatures, known as gingwatzims, are minor predators on the Ethereal Plane, but their greatest value on this plane is that they are easily bound into the form of a magic weapon. While this may seem desirable, the binding is easily dispelled. Far less effective than simply forcing a demon to do one's bidding, in my considerably experienced opinion.

That said, the gingwatzims were first bound by the legendary Last Amir of Beit Castan, and that relationship alone is enough to encourage further study.

Gingwatzims are gaseous elemental beings that live on the Ethereal Plane. They are brought to the Material Plane by arcane magic, bound into solid forms, and used as guards.

In its natural state, a gingwatzim is a faintly glowing sphere of semisolid swirling gases. Each subtype of gingwatzim has its own color. A powerful spell brings a gingwatzim to the material plane, and the spellcaster can choose two additional forms for the creature: one of a living creature and one of an inanimate object (typically a magic weapon). The more intelligent gingwatzims resent this service and often try to escape or kill their controller.

In its natural state, or free form, the gingwatzim serves as a guardian for an area, attacking creatures that enter its territory. In an animate form, it usually pretends to be a pet, familiar, or advisor of its controller, depending upon its form. In its object form, a gingwatzim is a magic weapon and is usually wielded by its controller or another being to whom it is given.

Gingwatzims understand Common and Auran but cannot speak any languages. They use telepathy to communicate with their own kind and other creatures.

As a gingwatzim grows larger, it metamorphoses into a different kind of gingwatzim. Thus, a 2-HD pakim that gains an additional Hit Die turns into a 3-HD graegzim and could eventually turn into a eoluzim if it gained yet another Hit Die. It is thought that these beings reproduce by splitting into several smaller creatures of equal size.

Combat

When in their natural state, gingwatzims have a touch attack that deals Strength damage, which is how they feed. Against creatures that are immune to ability damage, they flee or change to their animate form if possible. As they are solitary predators on the Ethereal Plane, their main tactic is to harry a creature with successive attacks and retreats until it succumbs to Strength damage.

Gingwatzim Qualities

Alternate Forms (Su): Conjured gingwatzims are assigned two additional forms by the magic of the spell that calls them. The animate and object forms are chosen and fixed when the gingwatzim is called and cannot be changed unless the creature is returned to the Ethereal Plane. The gingwatzim can assume one of its other forms or return to its natural form as a free action once per round. Often (especially in the case of less intelligent gingwatzim) their controller orders them to remain in one particular form.

In the form of another creature, the gingwatzim retains its own ability scores and other abilities, and its deflection bonus becomes a natural armor bonus. It gains none of the assumed form's ability scores or abilities in any way, and it retains the immunities of its elemental type. Armor class and skill bonuses based on size (such as Hide) use the new form's size instead of the gingwatzim's normal size.

In object form, a gingwatzim cannot move itself or drain Strength using its touch attack ability, and it loses its deflection bonus. When it takes the form of a weapon, a gingwatzim has an enhancement bonus equal to the bonus that would bypass its own damage reduction. For example, a pakim gingwatzim, which has damage reduction 5/+1, that takes the form of a longsword is effectively a *+1 longsword.*

Telepathy (Su): Gingwatzims can communicate telepathically with any creature within 100 feet as long as that creature has a language. The low Intelligence of some gingwatzims hampers their ability to communicate anything but the most basic concepts.

Pakim

Pakim gingwatzims in their natural form are green air spheres with a diameter of 4 feet. Pakims have poor reasoning skills and can only understand simple commands. Particularly docile, they often don't bother to resist their master's control. They can be bound into the form of an animal or plant of up to Small size. In object form, they can be +1 weapons with no magical properties.

Graegzim

Graegzim in their natural form are gray air spheres with a diameter of 6 feet. They have poor memories and cannot

Summoning Gingwatzim

The legendary Last Amir of the Zeifan city of Biet Castan first discovered the means by which gingwatzim can be summoned and bound on the Material Plane. His knowledge has passed down in the centuries since his disappearance, and written commentaries and instructions regarding the practice are commonplace in grimoires found throughout the western Flanaess, allowing lesser spellcasters to bring the creatures to Oerth using the standard *summon monster* spells.

Pakim can be summoned and bound via *summon monster II*. *Summon monster III* is adequate to summon graegim and eoluzim, and maronzim can be brought to the Material Plane via *summon monster IV*. The relatively powerful naranzim can be summoned and bound by *summon monster V*.

handle complicated instructions. Their animate forms can be animals, plants, or fey of up to Medium-size. In object form, they can be +1 weapons with no magical properties. They have an annoying habit of telepathically complaining to their owner when they are not being used.

Eoluzim

Violet spheres of air with a diameter of 8 feet, eoluzims are aggressive and violent. They are usually bound into an animate form of some kind of evil humanoid, although they can be given animal, plant, or fey forms of Medium-size or smaller. Often they are given roles as leaders to regular humanoids. In object form, they are +1 weapons with a +1-equivalent property, such as flaming, frost, or shock.

Maronzim

Reasonably intelligent and gifted with additional magic powers, maronzims in their natural state are yellow air spheres with a diameter of 10 feet. They have excellent memories and evaluate situations without the burden of emotion, making them somewhat dangerous because of their inclination to subtly rebel against their controller. Maronzims are usually bound into the form of a human, elf, or half-elf, but they can be bound into the form of any humanoid, fey, animal, or plant of Large size or smaller. In their object form, they are often bound as rods or staffs, allowing them to use their spell-like abilities without appearing to be anything other than a magic item. Other common object forms are +1 weapons with a +1-equivalent property, such as *defending*, *ghost touch*, or *keen*.

Spell-Like Abilities (Sp): At will—*color spray, ghost sound, invisibility* (self only), *Nystul's magic aura, Nystul's undetectable aura, silent image, ventriloquism;* 1/day—*blur* (self only), *hypnotic pattern, minor image, mirror image, misdirection*. These abilities are as the spells cast by a 3rd-level sorcerer (DC 10 + spell level).

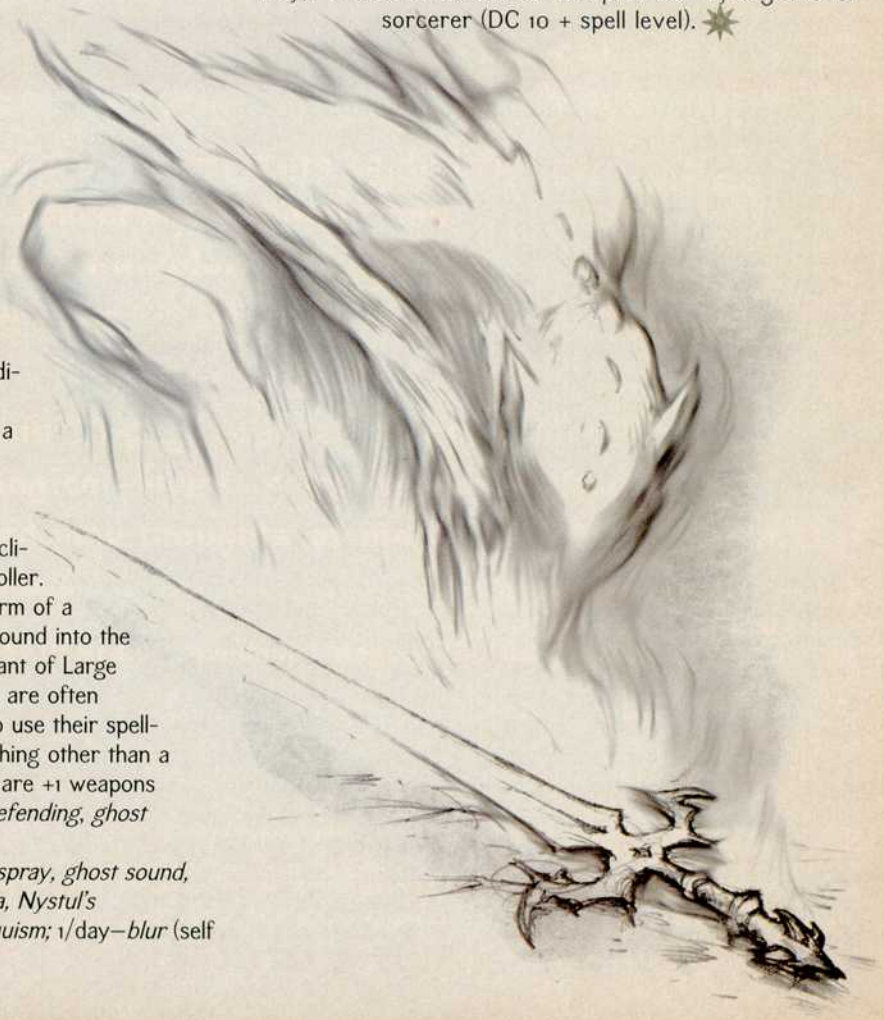
Naranzim

The most powerful of the gingwatzims, naranzims in their natural form are red-orange spheres with a diameter of 15 feet. Mysterious and impossible to control, little is known about them or their role in gingwatzim society. They hate forced servitude and always work to destroy their controllers. They can be bound into the form of any Large or smaller humanoid, fey, animal, or plant. In object form, they are shaped into rods or wands like the maronzims, or made into +1 weapons with a +2-equivalent property such as *bane, unholy*, or *wounding*.

Unlike other gingwatzims, naranzims that advance usually do not split into multiple gingwatzims, preferring to enjoy their own growing power. As it becomes more powerful, a naranzim gains access to more Illusion spells, each of which can be used once per day as a spell-like ability:

- 12 HD: *improved invisibility, phantasmal killer, rainbow pattern*.
- 16 HD: *dream, nightmare, persistent image*.

Spell-Like Abilities (Sp): At will—*color spray, ghost sound, invisibility* (self only), *Nystul's magic aura, Nystul's undetectable aura, silent image, ventriloquism;* 3/day—*blur* (self only), *hypnotic pattern, minor image, mirror image, misdirection;* 1/day—*displacement, invisibility sphere, major image* (with itself as the targeted recipient only). These abilities are as the spells cast by a 5th-level sorcerer (DC 10 + spell level).



Campaign News

Deeper Toward Woe

Last month, we warned of the impending doom that is the *Isles of Woe* special event, which will be unleashed at the 2002 *Origins Games Expo*. In that issue's Campaign News, we presented preview encounters for that event, accompanied by a challenge to you: Play the introduction encounter on your own time before the convention, and be ready to summarize what happens to your *Origins* judge. If you don't come loaded with grand tales of heroic deeds accomplished at the boathouse leading to the Isles, things will be much more difficult for you once you arrive.

When you play the preview encounters, you don't gain experience points or gold. If your characters die, you can keep on playing your character (just pretend it never happened). If you do die, you might want to rethink your plans on plundering the Isles of Woe. . .

As promised, this month we present Encounter Levels 8-12.

The Once-Submerged Boathouse

The long trek through the limestone caves has brought you to this strange underground cove. The cave entrance to this place is obscured by seaweed, and only a little light trickles in through the vegetation. The walls are decorated with strange symbols and artwork in a style unlike anything you have ever seen. Upon the shore sit three longships. None have sails, and all are made of what appears to be corroded copper. In the center of each ship stands a column with a steering wheel attached.

This is the Heraan Boathouse—the once-lost passage to the strange, obscured city that dominates the Isles of Woe. Once aboard the strange arcane boats, the characters can cross over to the magical isles. But the characters are not the only ones who have found (or are looking for) this place. Before they board the boats, the characters must defeat monsters lurking here.

Average Party Level 6, EL 8

Assassin Vines (4): hp 48, 47, 35, 32; see the *Monster Manual*.

Shambling Mound (11 HD): CR 7; size Large; hp 110; AC 20 (touch 9, flat-footed 20); Add +2 to attacks, +1 to saves; see the *Monster Manual*.

Average Party Level 8, EL 10

The four sisters, aquatic elf wraiths (4): hp 50, 47, 40, 35; as standard wraith, see the *Monster Manual*.

Kahg: female scrag Clr5; CR 9; Large giant; HD 11d8+66; hp 132; Init +2; Speed 15 ft., swim 40 ft.; AC 22 (touch 11, flat-footed 20); Atk +12 melee (1d6+6, 2 claws) and +7 melee (1d6+2, bite), or +14/+9 (2d6+10, +1 Huge greatclub); SA Rend 2d6+9, spells, spontaneous cast inflict spells, rebuke undead; SQ: Regeneration 5, scent, darkvision 90 ft.; Face/Reach: 5 ft. by 5 ft./10 ft.; AL CE; SV Fort +15, Ref +1, Will +10; Str 23, Dex 14, Con 23, Int 10, Wis 14, Cha 10.

Skills and Feats: Concentration +11, Listen +5, Spellcraft +5, Spot +5; Alertness, Cleave, Iron Will, Power Attack.

Rend (Ex): If Kahg hits with both claw attacks, she latches onto her opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a scrag. Scrags only regenerate when they are mostly immersed in water.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): *0—create water, resistance* (2) *virtue* (2); *1st—entropic shield, inflict light wounds*, divine favor, obscuring mist, shield of faith; 2nd—bull's strength, death knell, endurance, spiritual weapon**; 3rd—*contagion*, protection from elements.*

*Domain spell. Deity: Vaprak; Domains: Destruction (Smite (Su): 1/day—on a declared attack against a foe, gain +4 attack bonus, +5 damage bonus) and War (Free Marital Weapon Proficiency [greatclub], and Weapon Focus [greatclub]).

Possessions: +1 Shark hide armor, +1 Huge greatclub, pearl of power (1st-level).

Average Party Level 10, EL 12

Guifren and Xinzol: blue slaads: hp 72, 65; see the *Monster Manual*.

Wide Eyes (Ex): Guifren has wide eyes, granting him a +1 bonus to Spot checks (Spot +9).

Hjur'fiunt: gray slaad Sor1; CR 11; Medium-size outsider (chaotic); HD 10d8+1d4+33; hp 90; Init +1; Spd 30 ft.; AC 24 (touch 13, flat-footed 23); Atk +14 melee (2d4+4, claws); +12 bite (2d8+2, bite); SA Spell-like abilities; summon slaad, breath weapon; SQ Fast healing 4, damage reduction 10/+1, resitance, alternate form; SV Fort +11, Ref +9, Will +12; Str 19, Dex 13, Con 17, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +15, Hide +14, Jump +17; Knowledge (arcana) +13; Listen +15; Move Silently +14; Search +15, Spot +15; Craft Wondrous Item, Forge Ring, Multiattack.

Resistance (Ex): Hjur'fiunt has acid, cold, electricity, fire, and sonic resistance 5.

Spell-like Abilities: At will—*animate objects, chaos hammer, deeper darkness, detect magic, dispel law, fly, identify, invisibility, lightning bolt, magic circle against law, see invisibility, shatter*, and *power word, blind.* These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Alternate Form (Su): A gray slaad can shift between its natural and any humanoid form at will as a standard action. A gray slaad remains in humanoid form indefinitely. This ability is otherwise similar to *polymorph self* cast by a 10th-level sorcerer.

Summon Slaad (Sp): Twice per day a gray slaad also can attempt to summon 1-2 red slaadi or 1 blue slaad with a 40% chance of success, or 1 green slaad with a 20% chance of success.

Breath Weapon (Su): Hjur'fiunt can produce a 20-foot cone of painful pulsating sound that does 3d6 points of sonic damage (Reflex save DC 18 for half).

Spells Known (5/4; base DC = 12 + spell level); 0—*daze, ghost sound, prestidigitation, resistance*; 2nd—*protection from good, shield.*

Possessions: Ring of protection +1, cloak of resistance +1.

Living Greyhawk

Journal

Monstrous Gazetteer Index

RPGA NETWORK

no. twelve, Readying 592 CY

Living Greyhawk Gazetteer Index

Let Your Mage Hand Do the Walking

Compiled by Jason Zavoda

When we first published the *Living Greyhawk Gazetteer* a little more than two years ago, one of my greatest regrets was that we didn't have room for a good index. The book was gilded with hundreds of juicy facts about interesting GREYHAWK characters, events, and locales, but even its primary architect (namely, me) admits that it's a textually dense piece of work.

I reference the *Gazetteer* nearly every day, and even I have difficulty remembering where Fred Weining, Gary Holian, Sean K Reynolds, and I name dropped some significant proper noun from the setting's more than 20-year history. If I had problems finding a given fact in the *Gazetteer's* tiny type and tightly spaced lines, I figured Joe Gamer might be having some real trouble. Until recently, it looked as if that's how things would sit forever.

Enter Jason Zavoda. Jason is one of those obsessive GREYHAWK fans who take it upon themselves to index GREYHAWK products, sharing their completed resources with the vibrant online fan community. I used to be one of those guys, and in fact still am, but even I didn't have the guts to embark on such an ambitious project. Jason, on the other hand, was undaunted, Boccob bless him.

So here you have it. A complete index of the setting's most comprehensive sourcebook, right here in the pages of the *Living Greyhawk Journal*. Proper names are listed in alphabetical order by first name. Most entries have been annotated with class, race, and level (in the case of NPCs) or by an identifying abbreviation, found in the box on the next page.

—*ERIK MONA*

Abbreviations

IBC = Inside Back Cover
IFC = Inside Front Cover
[BK] = Book
[BTL] = Battle/War
[BRG] = Bridge
[CAL] = Date/Event/Time
[CAP] = Capital
[CLN] = Clan/Family/Tribe
[CTL] = Castle/Fort/Camp
[GLD] = Guild/League/Union
[ILE] = Islands
[ITM] = Item/Spell
[KNG] = Country/Kingdom/Province
[LNG] = Language
[MON] = Monster
[MT] = Mountain/Hill
[ORG] = Organization/Society
[PHL] = Philosophy/Belief
[PLC] = Place
[PLN] = Plane/Dimension
[PPL] = People/Organization/Position
[PRV] = Province
[QTR] = City Quarter/District/Buildings
[RVR] = River/Lake/Stream
[SCL] = College/School
[STR] = Street/Road/Path
[TMP] = Temple/Church/Shrine
[TRT] = Treaty
[TWN] = City/Town/Village
[WD] = Woods/Forest/Jungle

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Living Greyhawk™ Journal

A Publication of the RPGA Network
Editor: Erik Mona • Campaign Director: Stephen Radney-MacFarland
Enlightenment can penetrate even the helm of iron—Cuthbertine proverb

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Think your character's tough? Test your mettle against these new adventures by ordering them from www.rpga.com.

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By Kevin Freeman
Carnival time arrives in Istivin as the people celebrate a local landowner's birthday, and everyone is invited! What fun and games await those who show up for the festivities? An adventure for characters level 3-12. The first adventure in the *Gloom and Disunion* cycle. This adventure is available now.

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COR 2-06: *Finders Keepers*
By Chris Lindsay and Matt Lovell
One part earth, two parts flame, step into darkness where we all scream the same.

CAMPAIGN NEWS

Living Greyhawk Journal #5 Finally Rescued from Oblivion

Long-suffering Greyhawk fans have much to cheer about with the release of the *Living Greyhawk Journal* #5, the final "stand-alone" issue of the magazine (originally slated to appear last summer). The magazine has been sent to everyone who was an RPGA member in August, 2001, when the issue was originally scheduled for release.

The long-awaited issue contains a "state of the campaign" address from campaign director Stephen Radney-MacFarland, a survey of the Clerkburg neighborhood of the city of Greyhawk by Erik Mona and Denis Tetreault, an immense overview of the Sultanate of Zeif by *Living Greyhawk Gazetteer* co-author Frederick Weining, and information about four more monsters straight from the slab of the inquisitive Fiend-Sage of Rel Astra (as translated by Sean K Reynolds).

If you're owed an issue and have not yet received one, contact Tim Kelley at rpgahq@wizards.com, and he'll send out a replacement immediately (be sure to include your RPGA number and current mailing address in the email).

If you weren't a member at the time but would like a copy anyway, don't despair! Members in good standing may order the issue for $5.00 US by contacting Tim at the above address. Thanks to everyone for their patience, and we hope you enjoy the issue!

New Magic Item Creation Rules are Live

The Circle has reworked the adjudication of magic item creation to more closely match that detailed in the Dungeons & Dragons Core Rules. Now, instead of gaining gold for your character through magic item creation, you create individual items. Items you are able to craft are dictated by your magic item creation feats, and the ability to gather the item's published prerequisites. Check out the new rules in the newest version of Rules Update 2: Beyond the Core Rules, found on the Living Greyhawk homepage (www.living-greyhawk.com). These rules also include a special log sheet so you can track your creation history. These rules went into effect worldwide on May 15, 2002.

Adaptable Adventures Discontinued

Scent of a Demon, the latest Adaptable adventure by Nicholas K. Tulach, is the last Adaptable adventure for the Living Greyhawk campaign. While an interesting experiment, the RPGA Network has decided to discontinue the Adaptable adventure format in order to supply DMs and players with a larger number of Core adventure releases (adventures set in non-Triad-controlled regions such as the city of Greyhawk and the lands of Iuz). The 592 CY campaign year will feature 18 Core adventures instead of the originally

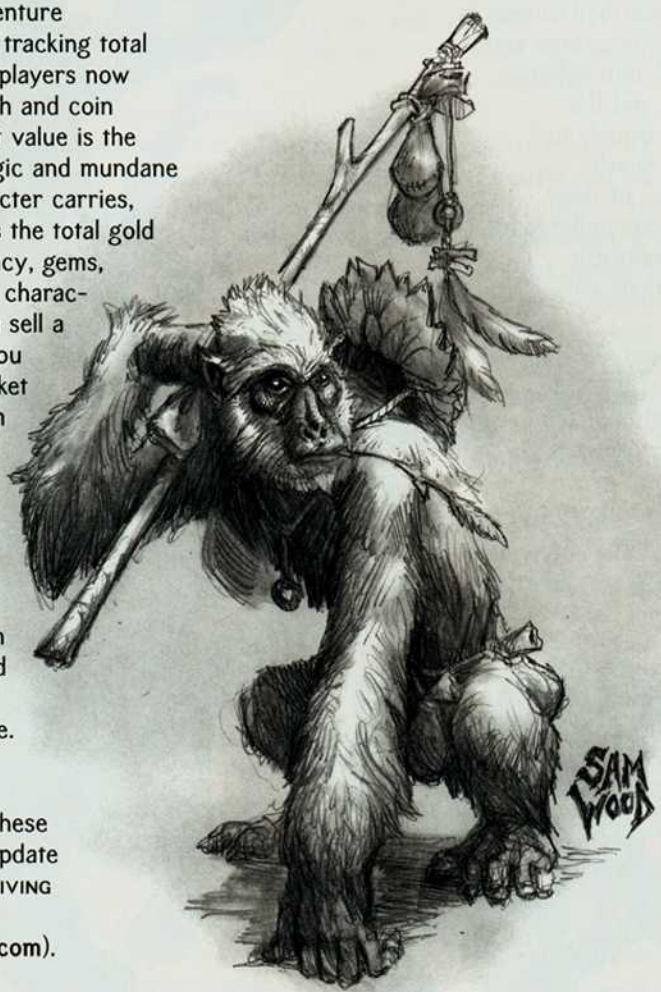
slated 12. The Yyear 593 CY (2003) and future campaign years will feature 20 Core adventures in addition to the usual compliment of Regional adventures. Stay tuned to these pages and the RPGA Network website (**www.rpga.com**) for the titles and release dates of the rest of this year's LIVING GREYHAWK Core adventures.

Official Changes to Adventure Certificates

In the interest of more clear and concise reward tracking, we've made some changes to the way players track their wealth and equipment on the LIVING GREYHAWK Adventure Certificate. Instead of tracking total value and coin value, players now track equipment wealth and coin wealth. The equipment value is the total worth of the magic and mundane equipment your character carries, while the coin value is the total gold piece worth of currency, gems, and jewelry that your character carries. When you sell a piece of equipment, you subtract the total market value of the item from the equipment value and add half of that value to the coin value. When you buy equipment, you subtract the total market value of the item from the coin value and add the total market value to the equipment value. Version 3 of Rules Update 3: Adventure Certificates features these changes. That Rules Update can be found on the LIVING GREYHAWK homepage (**www.livinggreyhawk.com**).

Non-Regional DM Requirements Relaxed

In October of last year, the RPGA announced the policy that a DM must live in the associated region in order to run a LIVING GREYHAWK Regional adventure based in that region. Because this is a burden to larger conventions that sometimes need to recruit DMs from outside their region to support higher levels of game play, we've decided to relax this rule. Convention-size events (25 tables or higher) can have out-of-region DMs run regional events, but smaller events (home games, game days, and retail events) cannot.



Primate playmates like this dakon await you in the finally published LIVING GREYHAWK Journal #5!

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 RPGA Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by playing specially constructed adventures 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**

It's a recipe for evil, but who wins the prize? Just step inside the door, and don't close your eyes. An adventure for characters level 2-10. This adventure premieres at the 2002 Origins Games Expo.

COR 2-07: *Ashes of Innocence*
By David Christ
Towns near the southern border of the domain of Greyhawk City are being ravaged by fire. Rumors abound of people exploding into flames while talk of a creature of black flame becomes more common further east toward Safeton. The only link between the burnt towns so far is an old Raoan cleric traveling toward the eastern horizon with a small boy. No one has caught up with them so far, and, even more strangely, none have even dared to try. An adventure for characters level 3-10. This adventure premieres at the 2002 Origins Games Expo.

COR 2-08: *Echo*
By Stephen Radney-MacFarland
Concerned by stories of the resurfacing of the Isles of Woe, the archmage Warnes Starcoat sponsors an expedition into the Brass Hills to explore a site called the Zochal. According to the Nesser Opuscule, the only surviving fragment of a greater work attributed to the legendary Tzunk, the Zochal is an echo point for the planar confluence that infuses the once lost sunken isles. What does that mean? That is exactly what the Circle of Eight wants you to find out. An adventure for characters level 3-12. This adventure premieres at the 2002 Origins Game Expo.

CHAMPIONS of Vengeance

The Knights of the Chase

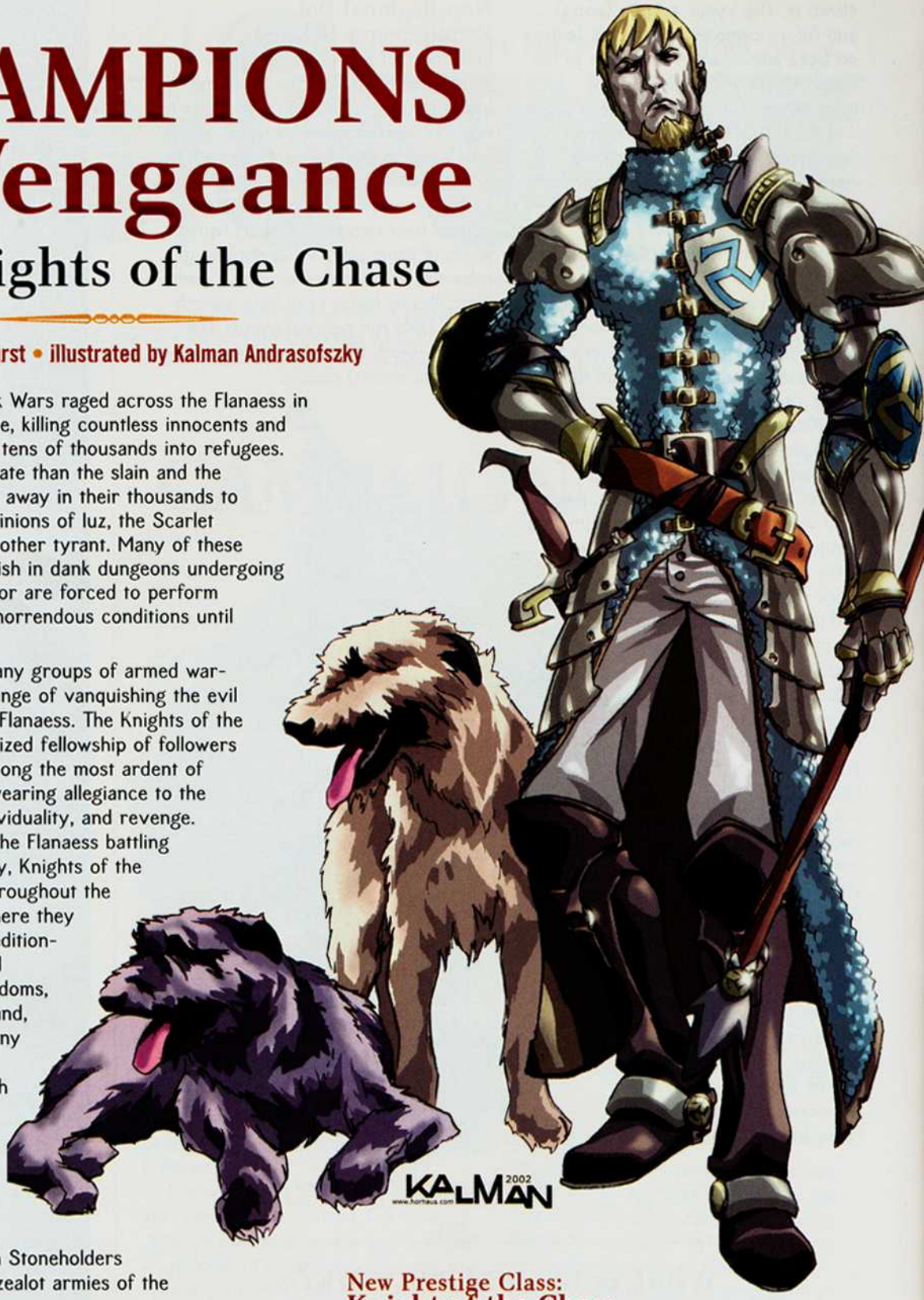
by Creighton Broadhurst • illustrated by Kalman Andrasofszky

The Greyhawk Wars raged across the Flanaess in the last decade, killing countless innocents and turning many tens of thousands into refugees. Those even less fortunate than the slain and the displaced were carried away in their thousands to unknowable fates by minions of Iuz, the Scarlet Brotherhood, or some other tyrant. Many of these unfortunates yet languish in dank dungeons undergoing indescribable tortures or are forced to perform backbreaking labor in horrendous conditions until they perish.

During this time, many groups of armed warriors rose to the challenge of vanquishing the evil stalking the post-wars Flanaess. The Knights of the Chase—a loosely organized fellowship of followers of Trithereon—rank among the most ardent of these organizations, swearing allegiance to the ideals of freedom, individuality, and revenge.

Active throughout the Flanaess battling oppression and tyranny, Knights of the Chase can be found throughout the old Great Kingdom (where they are often hanged as seditionists), Sunndi, Ratik, Old Almor, the Bandit Kingdoms, the Shield Lands, Keoland, and the Yeomanry. Many Knights of the Chase flock to free lands such as Furyondy, which offers a fairly stable base from which to attack the lands of Iuz. In ruined Tenh, members of the order war against both Stoneholders and the law-obsessed zealot armies of the Theocracy of the Pale.

Iuz and the Scarlet Brotherhood currently serve as the main foci of the order's wrath, though Knights of the Chase remain vigilant against the rise of smaller threats and petty despots. They also distrust many good- and neutral-aligned religions that espouse the tenets of law, order, and conformity over the expression of individual thought or vigilante justice.



New Prestige Class: Knight of the Chase

The Knights of the Chase are loosely organized into a knighthood made up exclusively of fanatical followers of Trithereon the Summoner, Oerth's god of individuality, liberty, retribution, and self-defense. Most knights come from the ranks of wronged clerics or fighters, although some rangers (and even a few rogues) have joined the fellowship. Members of other classes are welcome within the

order, though rare. Due to the usually unhappy circumstances surrounding their birth, many half-orcs and half-elves find themselves attracted to the order.

Most knights work and travel alone, although on some occasions, small groups of Chasers have acted in concert to rid the Flanaess of would-be oppressors. Such groups rarely stay together long, as the highly individualistic, chaotic personalities of the members are seldom conducive to long-term teamwork.

As befits the chaotic nature of its members, the Order of the Chase was for many years an informal organization dedicated to following Trithereon's liberating doctrine. The order organized itself into its current incarnation during the series of conflicts that marked the eastward retreat of the Great Kingdom after the independence of Nyrond in the late 350s CY. Three knights of the order took the field in the legendary Battle of a Thousand Banners in 447 CY, and Chasers have stood watch along the eastern border of Almor since the foundation of that realm.

In the West, the order first gained popularity among those opposed to Keoish expansion. As the Throne of the Lion's interest in its neighbors waned, the resident Chasers (typical for Trithereonites) flocked to the southern borders to protect local folk from the depravities of the slave-taking Sea Princes.

Today, individual knights mete out justice and vengeance as they see fit. No official hierarchy exists within the order, though most members defer to the views of experienced Chasers. All recognize the authority of senior clerics of Trithereon, and the church's tacit support of what many consider a terrorist organization has led to a great deal of tension between Trithereonite superiors and the leaders of their resident communities. Though most temple clerics deny a strong correlation between their belief and the knighthood, membership in the Order of the Chase comes only through invitation by senior clerics of the Summoner, usually as recognition of the individual's dedication to liberty and vengeance.

Though the order's support structure remains a poorly guarded secret, the knights themselves seldom take precaution against detection. Most knights clad themselves in distinctive blue chainmail emblazoned with a metallic rune of pursuit (Trithereon's holy symbol) across the chest. Most Chasers choose a silver color for this device, but particularly devout or powerful knights often favor gold. Like their divine patron, most Knights of the Chase travel with one or more animal companions. Members of the order favor the longsword and shortspear, with many naming their favored weapons in homage to Trithereon.

Wanderers all, Knights of the Chase travel the Flanaess fighting oppression and freeing those who are enslaved or held for no just cause. As wanderers they own only what they carry, but many bear extra weapons to gift to those in need.

Many Chasers travel with sleek, swift dogs well trained in the arts of hunting and warfare. These hounds, known as Nemoud's Brethren, are specially selected and trained at centers of Trithereonite worship and share a special bond with proven members of the order. Particularly accomplished knights may call upon the services of intelligent hawks known collectively as Harrukin. No one outside the order knows how the Chasers come by these majestic beasts. Some suggest that the Summoner himself dispatches a Harrukin when one of his favored knights has earned its companionship through word and deed.

Knights of the Chase are highly individualistic, devoted folk used to acting on their own initiative to right the wrongs of the world. Merciless opponents, they relentlessly hunt those who have earned their ire. Chasers rarely turn over apprehended transgressors. Instead, each knight deals with his captives as he sees fit. Within the order's infrequent counsels, actions most definitely speak louder than words, and decisions are made swiftly and without mercy.

The order's legendary disregard for the laws and customs of civilized lands often brings knights into conflict with local rulers eager to defend their authority. Since the knights represent a destabalizing influence upon the downtrodden and desperate, few in positions of authority appreciate the meddling of a Chaser in pursuit of his prey.

Hit Dice: d8

Requirements

To qualify to become a Knight of the Chase, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Base Attack Bonus: +6.

Handle Animal: 4 ranks.

Ride: 4 ranks.

Feats: Weapon Focus (longsword).

Special: The character must be an ardent worshiper of Trithereon who has performed some great undertaking in the name of his deity.

Class Skills

The Knight of the Chase's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (religion) (Wis), Profession (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for full descriptions of these skills.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Knight of the Chase prestige class.

Weapon and Armor Proficiency: A knight is proficient in the use of all simple and martial weapons, all armors (heavy, medium, and light), and shields.

Spells per Day: A Knight of the Chase has the ability to cast a small number of divine spells from the cleric spell list (see *Player's Handbook*, page 160). To cast a spell, the Knight of the Chase must have a Wisdom score of at least 10 + spell level, so a Knight of the Chase with a Wisdom of 10 or lower cannot cast these spells. Knight of the Chase bonus spells are based on Wisdom, and saving throws against those spells have a DC of 10 + spell level + the Chaser's Wisdom modifier. When the Knight of the Chase gets 0 spells of a given level, such as 0 1st-level spells at 2nd level, he gets only bonus spells. A Knight of the Chase prepares and casts spells as a cleric does (though he cannot spontaneously cast *cure* or *inflict* spells).

Knight of the Chase Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Cleric Spells per Day 1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Special hindrances, Track	–	–	–	–
2nd	+2	+3	+0	+0	Insight of vengeance	0*	–	–	–
3rd	+3	+3	+1	+1	Nemoud's brethren	1	–	–	–
4th	+4	+4	+1	+1		2	0*	–	–
5th	+5	+4	+1	+1	Flight of Krelestro	2	1	–	–
6th	+6	+5	+2	+2		3	2	0*	–
7th	+7	+5	+2	+2	Harrukin	3	2	1	–
8th	+8	+6	+2	+2		3	3	2	0*
9th	+9	+6	+3	+3		4	3	2	1
10th	+10	+7	+3	+3	*The doom of inescapable retribution*	4	3	3	2

*Provided the knight has sufficient Wisdom to have a bonus spell of this level.

Special Hindrances: A knight must always follow the Code of the Chase (see sidebar). Should a senior cleric of Trithereon determine that the knight has acted against the code, the character may not attain another level in this class until the senior cleric willingly casts *atonement* upon him. This usually involves a quest at the behest of the cleric's church, the difficulty of which greatly depends upon the seriousness of the Chaser's transgression.

Track: At 1st level, a knight gains Track as a bonus feat. If the knight already possesses the Track feat, he gains a +2 synergy bonus to associated skill checks instead.

Insight of Vengeance: When fighting with a longsword or shortspear, a knight gains a +1 insight bonus to attack rolls.

Nemoud's Brethren: At 3rd level, the knight gains the services of a specially selected hound. This hound is similar to a war dog, however it also gains abilities in a comparable fashion to a wizard's familiar (see the War Dog Special Abilities chart in this article and page 51 of the *Player's Handbook*). Nemoud's Brethren, however, do not grant their master any special powers (such as the toad's +2 Constitution bonus) in the way that familiars do. If the dog is slain, the knight gains no replacement until he has gained an additional level as a knight.

Flight of Krelestro (Su): Once per day a knight can affect a shortspear as if a *true strike* spell has been cast upon it. If the spear has previously been blessed by a cleric of The Vengeful One, its range increment is tripled. The act of imbuing a shortspear with the Flight of Krelestro is a move-equivalent action that provokes an attack of opportunity. The effect lasts until the spear is used in combat or for a number of rounds equal to the knight's class level, whichever occurs first.

Harrukin: At 7th level, the knight gains the services of an intelligent hawk. This bird has the basic characteristics of a hawk (as noted in the *Monster Manual*, page 197), and in addition gains further abilities in a similar fashion to a wizard's familiar (see the Harrukin Special Abilities chart below and page 51 of the *Player's Handbook*). Harrukin, however, do not grant their master any special powers (such as the weasel's +2 bonus on Reflex saves) in the way that familiars do. If the hawk is slain, the knight gains no replacement until he has gained an additional level as a knight.

War Dog Special Abilities

Knight Level	Natural AC	Int	Special
3	+1	6	Alertness, improved evasion, share spells, empathic link
4	+2	7	Touch
5-6	+3	8	Speak with master
7-8	+4	9	Speak with animals of its type
9-10	+5	10	–

The Doom of Inescapable Retribution (Sp): Only the most powerful of knights can invoke this ability, the power for which is said to come directly from Trithereon himself. Because of this, they use it sparingly and only against those who are guilty of denying others their freedom. In the past it has been inflicted upon dictators, brutal military officers, slaveholders, and high priests of certain highly lawful religions.

A Knight of the Chase can use this spell-like ability once per day. To invoke this power the knight must make a successful touch attack against his opponent while declaring: "In the name of The Summoner, I mark you!" If the attack is successful, the target must succeed at a Will save (DC = 10 + 1/2 the knight's Hit Dice + the knight's Wisdom bonus). The Doom of Inescapable Retribution has two main effects:

- The rune of pursuit is burnt into the forehead of the target. This process inflicts 2d8 points of fire damage upon the target. This effect occurs even if the subject made a successful saving throw.
- The target is subjected to a *mark of justice* spell as though cast by a cleric of the knight's character level.

Harrukin Special Abilities

Knight Level	Natural AC	Int	Special
7	+1	6	Alertness, improved evasion, share spells, empathic link
8	+2	7	Touch
9	+3	8	Speak with master
10	+4	9	Speak with animals of its type

The Code of the Chase

A knight of the chase never turns away from those in need of rescue or protection, as doing so is a mortal sin in the eyes of Trithereon. Knights live their lives by the following four principles:

Individuality–Live your life as you see fit as long as you act in the cause of good. Do not force your beliefs on others. Let your conscience guide you, but do not allow unbelievers to sway you. The end justifies the means.

Liberty–Freedom is an individual's greatest treasure, which should be safeguarded at all costs. Laws can be oppressive whether enacted for "good" or "evil." Those who oppress or enslave others should be persecuted without mercy. Unjust laws should be denounced and opposed wherever uncovered.

Retribution–Avenge yourself against those who have wronged you. Justice comes from the heart and can only be truly meted out by the persecuted. The law is often inadequate and should be ignored if it fails to dispense justice.

Self-Defense–All folk deserve the ability to defend themselves and their property. Those who cannot defend themselves should be protected so that they remain free. Killing another is justified if he wrongs you.

The most common behavior proscribed by a knight is the keeping of slaves. If the target already has slaves, he must release his slaves immediately, renounce slavery, and never keep slaves again or suffer the curse of the *mark of justuce*.

The *mark of justice* spell can be removed by the means outlined in the spell's description, but the rune of pursuit scar remains until the target is healed by a *heal* spell or atones for his misdeeds and receives the benefit of an *atonement* spell.

Notable Knights of the Chase

Dallrend Grasinen (Clr8/Ftr3/Knight of the Chase 5)
(AL CG; Str 16, Dex 12, Con 14, Int 10, Wis 15, Cha 14)
Deeply tanned, with close-cropped black-hued hair and eyes the color of steel, Dallrend is of obvious Oeridian descent. Stocky and still fit despite his advancing years, he has, if anything, become more merciless and reckless in his pursuit of transgressors.

A native of Chathold in Almor, Dallrend has fought for almost two decades against the incursions of the Great Kingdom; the Aerdi remain for him the culprits for all misfortunes and calamities that befell his land. Now that Almor has passed into history and his family's fate remains a mystery, he spends his time searching for his family and punishing any who seek to persecute his shattered homeland. Many within Nyrond's occupying forces consider Dallrend a hothead, but they respect him because he rescued several of their countrymen from slavers raiding the coastal areas of Old Almor.

Corquisavel Rusanthas (Rog1/Ftr5/Rgr1/Knight of the Chase 4)
(AL CG; Str 13, Dex 17, Con 13, Int 13, Wis 13, Cha 5)
Surprisingly (for a follower of Trithereon), this soft-spoken half-elf warrior is not given to acting on impulse. The offspring of an unhappy union between an olven warrior and an Oeridian wizardess, Corquisavel was born during 531 CY in northern Veluna. Corquisavel's mother died, a victim of marauding orcs in the southern Yatils, while he was a young child. His mother's killers discovered and tortured the infant, and would have killed him if not for the timely arrival of his father's brethren. (To this day he bares horrific facial scars gained from that encounter and still harbors a deep fear of fire). Corquisavel dwelt amongst his father's people for the next three decades, learning the ways of the forest and of war.

He has spent much of the intervening years scouring the Vesve and the Yatils, hunting down and brutally slaying all evil savage humanoids he comes across. He also has a particular distaste for followers of Pholtus, and is known to have slain obstreperous clerics of the Blinding Light.

Short for one of mixed human/olven heritage Corquisavel stands only 4 ft. 7 in. tall, but moves with a fluidity few can match. He wears his dark brown hair long while his eyes, a legacy of his father, are deep green in hue and seem to be able to weigh a man's innocence or guilt in a second.

Kelmur Trantis (Ftr7/Knight of the Chase 6)
(AL CG; Str 16, Dex 10, Con 15, Int 13, Wis 11, Cha 14)
Perhaps the best known of the knights currently battling the followers of the Scarlet Sign in the Headlands, Kelmur is thought to have personally slain two kesh and presided over the execution of a third. As a consequence he has been nicknamed by the rebels "The Scourge of the Scarlet Sign," and he is widely reviled by the occupying forces. Rumors suggest that Sister Kuranyie and Maranafel Toktot (the so-called "Butcher of Scant") have placed a substantial sum of gold on the head of this charismatic loner. Typical for a Chaser, Kelmur prefers to act alone and sometimes disappears into the Headlands for weeks at a time. Though the general populace loves him, some Onnwallish nobles (notably Baron Halshas Geldrenn) see the man as a dangerous rabble-rouser who gives the peasants ideas above their station.

A native of Nyrond, Kelmur sailed to Onnwal at the onset of the rebellion. A tall man, thought by many to be dashingly handsome, Kelmur has become a living symbol of resistance for many of the rebels who struggle against the Brotherhood.

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A Publication of the RPGA Network
Editor: Erik Mona • Campaign Director: Stephen Radney-MacFarland
Enlightenment can penetrate even the helm of iron—Cuthbertine proverb

CAMPAIGN NEWS

News from the Top

Our bi-monthly round-up of RPGA Network news and information usually appears in *Polyhedron*, our sister publication. This month, however, we've got very important news that simply can't wait for the next *Polyhedron*. I apologize for interrupting your regularly scheduled Living Greyhawk *Campaign News*, but I trust you'll agree that the following information is worth it.

So what could be so important?

In our bid to continue to offer better games for more members, the RPGA has dropped ALL membership fees as of the time you read this. For those of you now leaping around looking for the telephone number of HQ as you just paid us renewal money, I ask you to first please read on, as I suspect you'll like what I have to say.

To address and thank those members who have joined, renewed, or have multi-year memberships, we are working with Chessex, a leading manufacturer of gaming aids and accessories, to develop an RPGA Network member-exclusive vinyl Battlemat that will be sent free of charge to all RPGA Network members who joined prior to July 1, 2002.

Measuring 23 1/2 in. by 26 in., the new RPGA Battlemats feature a one-inch square grid suitable for Dungeons & Dragons miniature play. The Battlemats will be available for collection at both the US and UK Gen Cons. Thereafter, we will mail all remaining qualifying members their Battlemats at absolutely no charge.

Is that the only good news? Not hardly.

I promised in *Polyhedron* #151 that I would release additional information regarding our brand-new DM Training program as that program was developed. I'm pleased to inform you that stage one of that program will be live by the time you read this. I'd like to offer a huge thanks to all those who have contributed to setting up this important initiative in such a short period of time.

The entry level in the new DM program is known as Herald level. To qualify as a Herald-level DM, new members must pass a simple test of basic table managment skills administered via the rpga.com website.

This and future tests for higher judge levels have been designed to help DMs deal with situations that occasionally arise during Network-sanctioned games (what to do when a player cheats, when a die rolls off the table, or even when a player falls asleep!). The entry-level Herald test is available now. New members must take the test to qualify to order RPGA scenarios, including Living Greyhawk adventures.

Current members in good standing retain their existing judge ranking (and the ability to order scenarios). Once we've rolled out the complete program, higher level judges might have to sustain their current ranking through participation and/or additional tests, but that's a ways off.

Members who joined prior to July 1st, 2002 but who do not have an existing judge rating may continue to order scenarios as normal. Once the full program is in swing, however, such members will be required to maintain a DM rank at the minimum level to retain that ability.

We're initiating this new program because we feel it will improve the play experience of all RPGA members by giving Network DMs a common set of "best practices." In doing so, we hope to create a corps of superb Dungeon Masters. Give it a little time, and we're certain you'll agree.

For now, may the goddess Tymora [or in this case, Rudd—ed.] shine upon d20s everywhere.

Ian Richards
Worldwide RPGA Director
ianr@wizards.com

Gen Con UK to Host Special Events

The RPGA Network is happy to announce that this year's Gen Con UK, taking place August 29 to September 1 at the Olympia 2 in London, will feature

both a Living Greyhawk Open Regional Slot, and the special *Isle of Woe* event set to debut at this year's Origins Game Expo about the time you read this.

The Living Greyhawk Open Regional slot premiered at Winter Fantasy 2002, where hundreds of Living Greyhawk players sunk their teeth into a single slot of Regional adventures from across the states and around the world run by Dungeon Masters from those home regions.

Now, it's Europe's turn!

The Open Regional Slot is the only place that DMs can run a home regional adventure away from the real-world geographic region they are from. For an event to qualify, it must be a single-round Living Greyhawk event, and the DM must be an RPGA Network member in good standing and a resident of the Living Greyhawk region featured in the adventure. And yes, U.S. and other military servicepeople stationed abroad can run adventures from the region of their permanent residence.

And if that weren't enough Greyhawk fun, Gen Con UK is also the second site for the *Isle of Woe* special event. Like the Origins Games Expo 2002 version of the event, the UK version features Dwarven Forge MasterMaze pieces for the dungeon works, graciously donated by the UK game store Hidden Fortress, which is co-sponsoring the event.

If you are interested in attending Gen Con UK, check www.genconuk.com.

The Curse of Tristor

It seems there is a Rhennee curse on the town of Tristor. The slated June re-release of the 2000 member-exclusive adventure has been delayed, due to some logistic issues. But, by the end of 2002, RPGA Network members will again have the opportunity to delve into the mysteries of a superstitious village in the heart of the famously intolerant Theocracy of the Pale.

The re-release of the *Fright at Tristor* Living Greyhawk home play adventure, when it occurs, will give RPGA gamemasters the ability to order the adventure for home play. The new version of the event features an Adventure Certificate, instructions on how to run the adventure as a non-standard event (that is, longer than a typical five-hour slot adventure), and how to increase the challenge of the adventure to 3-6 levels of play. It also will give RPGA Network Dungeon Masters the ability to order hard copies of the adventure—which made its exclusive premiere more than two years ago—for $9.95 U.S. (while supplies last). If you missed out on the *Fright at Tristor* the first time around, you'll definitely want to take notice of this new offer. Keep your eyes on the RPGA website (www.wizards.com/rpga) for more details about Tristor's rebirth.

The RPGA has dropped ALL membership fees as of the time you read this.

Two Important Adventures to Debut at Gen Con 2002

Polish your sword and dust off the spellbooks—this year's Gen Con and Gen Con UK are set to feature two highly anticipated adventures—COR2-09: *Final Reckoning*, a conclusion to the series of adventures featuring everyone's favorite miscreant, Auldon Brendingund, and COR2-10: *Forgotten Echoes*, the much-feared follow-up to last year's smash adventure by Chris Tulach and Jason Bulmahn, noted masters of the Living Greyhawk beat-down.

In *Final Reckoning*, by Sean Flaherty and John Richardson, your characters are tasked by Greyhawk City's Church of Pelor to help undo the taint of evil unwittingly unleashed by the Brendingund paterfamilias. After all he has done, can Auldon be redeemed?

Not even the healing spells of Pelor's priests can save you from the insane voice in your head—that familiar voice is back again, the one that whispered to you deep in the Vesve forest, and it's telling you that it is now free. Can you put an end to the *Forgotten Echoes?*

Both Gen Cons will feature a third Living Greyhawk adventure: COR2-11: *Escape from Tehn*, by David Christ and Stephen Radney-MacFarland. In that event, the story that started with the *Isles of Woe* takes a dangerous turn, as its legacy erupts from the splintered duchy. Your only chance for escape is a running fight to the banks of the Artonsamay River.

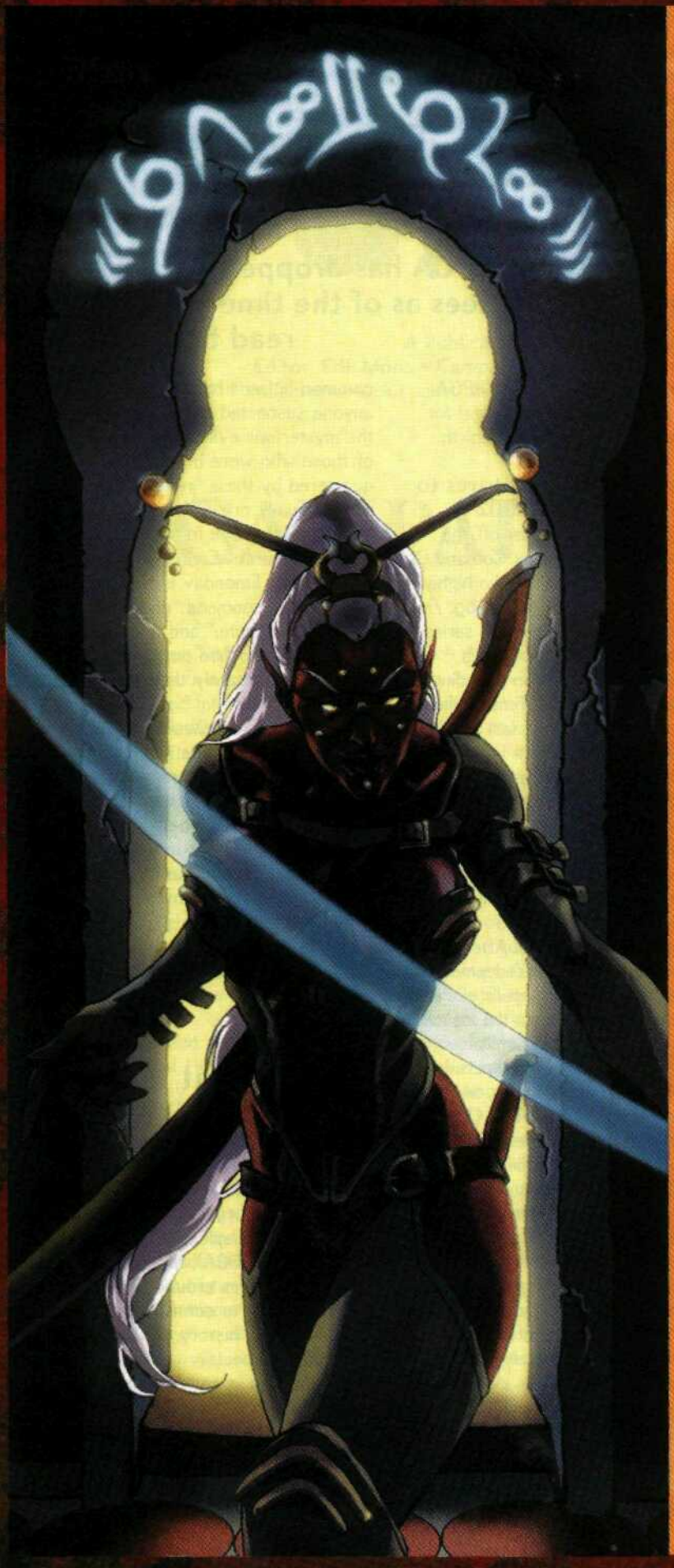
Troubling Resurgence of Drow in Sterich

A troubling encounter with some disguised black-skinned elves in Istivin has the people of that recaptured and recovering city on edge. With reports that adventurers have discovered a small drow enclave under the city, that paranoia has turned to murderous insanity. No fewer than five vigilante killings have taken place over the last fortnight, as adventurers and even common citizens have taken to killing anyone suspected to be in league with the mysterious evil elves. While none of those who were brutally drawn and quartered by these "revenge mobs" were actually drow, the authorities are turning a blind eye to such sickening citizen outbursts. Even Marchioness Resbin Dren Emondav is said to have called the phenomena "understandable, if not unfortunate," and is said to be making plans to find out more about the danger currently threatening the capital.

The *Gloom and Disunion Cycle*, which started with the adventure COR2-04: *Birthday Bash*, and continued with COR2-05: *Behind the Veil*, marches on this October with COR2-13: *Bridge Over Svartjet*, in which characters delve deep into the Underdark in an attempt to ascertain the true nature of the threat to Istivin.

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 RPGA Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by playing specially constructed adventures 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**



THE

by Frederick Weining

illustrated by Kalman Andrasofszky

cartography by Christopher West

Ages ago, in the youth of their race, a fundamental discord divided the elves into two opposing camps. On the side of goodness and light were the majority of olvenfolk, who were filled with a joyous and life-embracing spirit. But there were others, those whose natures were fettered with wickedness and cruelty; and they loved the darkness, for their deeds were evil.

So the goodly elves shunned their evil kindred and drove them out from their communities, denying their kinship and naming them drow. The two sides made war upon each other, but good was ever victorious over evil; at last, shamed and defeated, the drow retreated altogether from the sunlit lands of the surface to take refuge in the dark recesses of the underworld.

The most evil and ambitious of these drow venerated the demoness Lolth, Queen of the Spiders; and they, having imbibed of her venemous ichor, became the nobles of their kind. By demon-endowed fertility the drow multiplied and grew strong again in the underworld, their race born anew and nurtured in the balm of darkness. The drow themselves became dark, in flesh as in spirit, hating the light and all who dwelled in it.

Females of the noble blood waxed powerful in the service of Lolth, ruling their people with cruelty and cunning, leading the race of dark elves ever deeper through lightless caverns and black passages. In the grandest of all the deep caverns they built their principal city, palaces for their nobles, and a great fane for their goddess and her priesthood. Thus they created their own subterranean realm, a gloomy fairyland in which to practice all the perverse arts cherished by Lolth.

At last, rumor of their enduring evil has risen once more to trouble the lands above, speaking of strange elves as dark as the faeries are bright. If any would seek the truth of these tales, let

VAULT OF THE DROW

DARK ELF METROPOLIS

(Based on out-of-print material by Gary Gygax and Monte Cook)

them take the perilous road to the world below, that they may behold with their own eyes that terrifying and magnificent homeland of the dark elves: the Vault of the Drow.

The Last Testament of Algorthas the Seer
Councilor Emeritus to the Royal Court of Sterich at Istivin,
588 CY

THE VAULT OF THE DROW

Deep beneath the mighty Hellfurnace Mountains lies the Vault of the Drow, an immense hemispherical cyst in Oerth's crust over six miles long and nearly as broad. Its mineral-veined ceiling rises more than 1000 fathoms above its crystal-strewn floor; near the zenith of the dome is a huge mass of tumkeoite, which as it slowly decays and transforms into lacofcite glows like a ghostly, plum-colored moon in the firmament of the Vault, while other phosphorescent nodes dimly gleam like stars in the same stony heaven. The lights of this subterranean sky reflect in the dark waters of the Pitchy Flow and the Weeping Spring, and the image of the whole strange canopy is trapped and distorted within the Mere of Glooms.

Many passages and trails wind throughout the underworld, but one road enters the Vault through a fissure in its southern wall. The road descends through a gorge about 200 yards wide, which gradually becomes broader as it goes north. A full mile from the entrance, an ancient stronghold called the Black Tower stands four stories high, watching over the Underdark road. The tower's foundations rest upon a steep-sided mound of stone, its massive walls worn smooth by the passing of ages, almost fused with the natural rock platform upon which the tower was built.

A narrow incline leads up to the Black Tower—all visitors are required to report there, for it serves as a checkpoint and customhouse for foreigners entering the Vault. All non-drow are questioned regarding the purpose of their visit, and those deemed acceptable are issued a cloak of silk dyed an unnatural shade of green, which they must wear to identify themselves as aliens in the drow homeland. Interlopers who lack the special cloak soon find themselves killed or enslaved by the many drow patrols that range the Lower Vault.

An enormous natural antechamber to the Vault opens perhaps two miles west of the Black Tower. Its entrance is walled and gated, with six strong towers along its length. Behind this wall is the fortress of the military sisterhood of the Vault, a society of female drow warriors sponsored by each of the eight noble houses, but who swear allegiance only to Lolth. Nearly two and a half miles to the northeast of the Black Tower is a walled compound that serves as the stronghold of the military brotherhood of the Vault, a society of male drow warriors in service to Lolth, which is financed by the sixteen merchant clans who dwell in the Lower Vault.

The strongholds of these merchant clans are walled villas scattered throughout the Lower Vault. Disturbing forests and thickets of fungi grow between the sixteen merchant villas here, all on a floor of jagged rocks and jutting formations of crystal. To the north, by the banks of the Pitchy Flow, the black-walled city of Erelhei-Cinlu stands as a gateway to the Upper Vault. A plateau occupied by eight noble estates stands across a leering span called the Flying Bridge on the other side of the river. Further still is a guarded passageway leading to

the temple chamber of the Demon Queen of Spiders, called Lolth's Egg. The enormous red and green ochre cavern holds an accursed pagoda-like spider temple, the infamous Great Fane of Lolth.

The mostly likely destination for adventurers travelling to the Vault of the Drow is Erelhei-Cinlu itself. Representatives of nearly any race might be found here, whether as visitor, resident, or captive; indeed, it is not unknown for one person to have each of these ranks at some point during his sojourn in Erelhei-Cinlu, and the city of the dark elves is always ready to tempt new visitors with all the arousements that darkness can offer.

ERELHEI-CINLU (eh-reel-hay-sen-loo)

Erelhei-Cinlu looks out like a degenerate lover upon the homeland of the drow, as it has for countless centuries. Within its black walls ferment all manner of evils, depravities, and addictions. A 30-foot high wall of black stone surrounds the city on the east, south and west, with eleven square towers placed at irregular intervals around its length. The wall to the north is fifty feet high and made of smooth, perfectly joined stone, which runs alongside the banks of the Pitchy Flow. Two gates, one to the south and one to the north, give access to the city (though only the southern "Great Gate" is open to non-drow); there are also a number of small doors in or near the walls, though these are spell-warded, locked, and concealed. A perimeter wall-walk links both the city gates and all eleven towers. Protected by crenelated battlements, the wall-walk crawls with groups of drow warriors on patrol.

ERELHEI-CINLU (Metropolis): Nonstandard; AL CE; 100,000 gp limit; Assets 135 million gp; Population 27,000; Demographic category (drow 40%, troglodytes 15%, bugbears 12%, others (surface dwellers and undead) 10%, mindflayers 4%, trolls 4%, yugoloths 4%, kuo-toa 3%, demons 3%, xvarts 2%, deep gnomes 1%, orcs 1%, gith races 1%).

Travelers enter Erelhei-Cinlu via the Great Gate, a broad stone structure four stories high crowned with rooftop battlements. Elaborate stone-carved figures of demons and monsters leer from the piled stones of the exterior, while the entryway holds four great warrior statues. The two larger of the quartet, the females, face each other across the entry arch, holding tall, narrow-bladed axes; the two smaller figures, the males, face out into the Vault, gripping their thin swords with both hands. A raised portcullis protects the Great Gate's interior passage on the southern end, and a large spiked bronze gate stands open to the north. Lurid frescoes of demon visages cover the interior walls, which cleverly conceal the arrow slits and murder holes that guard its length.

The Great Gate opens onto the High Street, which divides the eastern and western halves of the city. High Street runs generally north-south from the Great Gate to the Noble Gate. End Street crosses it running vaguely east-west; hence, the two branches are commonly called East End Street and West End Street, respectively. All told there are eight sections, or ghettos, of Erelhei-Cinlu. Four patrols of male drow soldiers make hourly rounds on the main streets, while six patrols of female drow soldiers roam the back streets and alleys on a similar schedule.

The two main streets meet at the broad circle intersection of the Concourse, at the center of which stands a temple of Keptolo, the drow goddess of flattery, intoxication, rumor, and opportunism. A large arena pit opens in the circle's center, where performances of the most depraved acts serve as public spectacle. The guardian priests determine who enters the

Erelhei-Cinlu
City of Drow
WEST
1. Palace of Amalriv
2. Foreign Temples
3. Antisolar Institute
4. Spire of the Encyclic
5. Twilight Gallery
6. House of Abandonment
7. Acrobats' Terrace
8. Silver Stage
9. Ceremonial Arena
10. Yugoloth Barrack
11. Verdict Hall
12. Menagerie Square
13. Sarcoma Keep
14. Alabaster Slab
15. Necropolis Square
16. Great Gate
17. Noble Gate
Aisle of Scribes
Ghetto of Artisans
Player's Lane
Ghetto of Performers
West End Street
Concourse
Ghetto of Savages
Ghetto of the Dead
Dead End Street
Sentinel Street
Ghetto of Scholars
Ghetto of Foreigners
Street of Lies
High Street
East End Street
Ghetto of Outcasts
Blackrail Alley
Ghetto of Chattels
Yards
0 100 200 300 400 500 600 700 800 900 1000

Amalriv: Male drow Wiz19; CR 21; Medium-size humanoid; HD 19d4; hp 47; Init +6; Spd 30 ft.; AC 21 (touch 16, flat-footed 18); Atk +13/+8 melee (1d6+5, *+3 quarterstaff*); SQ Darkvision 120 ft., drow traits, SR 30; AL CE; SV Fort +7, Ref +9, Will +16; Str 12, Dex 14, Con 11, Int 23, Wis 18, Cha 10.

Skills and Feats: Alchemy +26, Concentration +12, Diplomacy +10, Disguise +10, Forgery +16, Hide +12, Knowledge (arcana) +28, Listen +11, Profession (trader) +26, Search +13, Spot +2; Brew Potion, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Extend Spell, Improved Critical (quarterstaff), Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Still Spell.

Wizard Spells Prepared (4/6/6/5/5/5/4/3/3; base DC = 16 + spell level): 0—*daze* (2), *mage hand, read magic*; 1st—*charm person, identify, magic missile* (3), *shield*; 2nd—*darkness, knock, spectral hand, summon monster II, web* (2); 3rd—*fly, haste, hold person* (2), *vampiric touch*; 4th—*dimension door, improved invisibility, polymorph self, stoneskin* (2); 5th—*cone of cold* (2), *summon monster V, teleport, wall of iron*; 6th—*circle of death, disintegrate, flesh to stone, globe of invulnerability, repulsion*; 7th—*control undead, finger of death, limited wish, shadow walk*; 8th—*horrid wilting, maze, Otiluke's telekinetic sphere*; 9th—*gate, time stop, wail of the banshee.*

Possessions: +3 quarterstaff, ring of protection +4, rod of rulership, robe of the archmagi (black).

The so-called "tax baron" of the Ghetto of Foreigners, Amalriv is one of the most powerful permanent residents of Erelhei-Cinlu, and its wealthiest non-noble. Amalriv served house Eilservs for many years, but has since switched allegiances to Tormtor. Eclavdra's return complicates matters, for although he no longer serves the cleric, his long relationship with her and her family cannot be ignored. In his own right, Amalriv is the closest thing to a mayor the city can boast, and he loves Erelhei-Cinlu as only a drow can. A survivor and above all a pragmatist, Amalriv respects power and enjoys the misfortune of the weak and foolish.

central flesh-pit: only the most attractive or wealthy. Facing this pit from the south end of the Concourse, just before rising to intersect with the High Street, is the main sewer gate.

Many smaller streets and alleys wind and zig-zag between the city's buildings, but six are especially important in separating the eastern and western ghettos from each other. On the western side of the city, the Player's Lane separates the Performers and Artisans districts, while the Aisle of Scribes divides the Artisans and Scholars. Between the Scholars and Foreigners runs the Street of Lies. On the east, Sentinel Street twists its way in a long arc from Necropolis Square (with its memorial Well of Despair) to the North Wall, dividing the Tombs from the Savage Ghetto. From the eastern corner of Necropolis Square to the easternmost wall-tower crosses Dead End Street, separating the Tombs from the Beggar's district. Finally, cutting between the Beggar's Ghetto and the Chattel's Ghetto, is Blackrail Alley.

The Noble Gate marks the far end of the High Street. It stands out against the towerless northern wall as a final defense, not for the city, but to protect the wealthy properties to the north from the dregs of Erelhei-Cinlu. The gatehouse stands six stories high, built with a set of double gates protected from each side with portcullises and topped with crenelated battlements on the roof and the wall balcony overlooking the city. The southern archway of the gate, facing the city, features a haunting carving of Lolth in her spider form, while the Queen of Spiders in the guise of a regally attired drow noblewoman leers from the northern arch. Two small towers extend from this arch to watch over the Flying Bridge to the north, which leads to the noble manors on the plateau of the Upper Vault.

City dwellings range from abject squalor to sumptuous excess and are crowded together in a chaotic welter of different shapes, sizes, and styles. Its streets and alleyways are crooked and narrow, named by signs carved into elaborate plaques, or crudely etched into the building walls. Many such signs are outlined in phosphorescent chemicals or illuminated by glowing lichens or fire beetle cages.

Though no real order prevails inside the dark elven city, its eight ghettos are historically associated with the eight noble houses. The nobles have the right to tax the inhabitants of their related ghetto, but even this is not performed in any organized manner, for the tax collectors—despised by both their masters and their subjects—seek only to enrich themselves. In turn, the collectors are normally assassinated (again, whether by master or subject, it matters little) and replaced

after only a brief time in office. Yet, since they employ the greatest number of hirelings (notably mercenary guards), they provide a boon to the economy of the city. They do so even in death, for tax collectors traditionally are honored with expensive funerals by their masters, and even more expensive funeral celebrations by friends and foes.

The life of the city goes on otherwise in an almost timeless cycle of pleasure, pain, and oblivion. A civil war in recent years has not changed this; indeed, most of the casualties of that war came from among the nobles, or the servants and soldiers of their houses. The inhabitants of Erelhei-Cinlu, long inured to bloody conflict, treated the civil war as merely another murder-spree; knowing how to hide themselves, they cast only a few of their own before the blade to distract the blood-lust of the nobles.

With the cessation of internecine strife, the common citizens of Erelhei-Cinlu have returned to their chosen professions and turned their attention to their favored victims: each other. Visitors from the surface are also choice targets, but they are often too dangerous for any but the most skilled or powerful drow to prey upon.

THE GHETTO OF FOREIGNERS

Most humans resident in Erelhi-Cinlu live in the Ghetto of Foreigners, which teems with run-down dwellings for both permanent and transitory visitors from the surface world. The establishments found here reflect this in many ways: the use of light, far more prevalent here than in any other part of the Vault; the presence of foreign temples, for no outside deities are permitted worship elsewhere in the drow realm (and even here they are treated as just another business catering to non-drow); and even the food and drink are made to better suit surface tastes, though more exotic fare is always available for a price.

Foreign Temples

The Foreigner's Ghetto is home to the only temples of non-drow gods allowed in the Vault. All are located along the Street of Lies, over the entrance of which stands a tall, gated arch covered with a relief of the demoness Lolth. Indeed a shrine to the Queen of the Spiders lies just within the gate, and tradition dictates that all visitors make a nominal offering of silver as they enter.

The first foreign temple is that of Nerull, who is well respected in the underworld (particularly among assassins and executioners). The next is a small temple to the god Boccob, frequented mostly by wizards from the surface world, but whose clerics are on good terms with a modest number of drow scholars and sages. A similarly sized temple dedicated to Ralishaz stands further along the Street of Lies, the bane and boon of those addicted to gambling. A well-appointed sanctum of Incabulos, popular with both drow and non-drow (most notably poisoners) comes next, just before similar structures dedicated to Erythnul, Beltar, and Raxivort.

A black ziggurat temple of Tharizdun sits at the turn of the street, although it serves as more of a museum than an active house of worship. Finally, near the end of the street sits a large group of one- and two-story buildings connected by pillar-lined courtyards, a motley assembly that serves as a place of worship dedicated to the lich god Vecna. Many drow scholars, as well as evil human wizards, sorcerers, and visiting liches frequent this bizarre complex.

Palace of Amalriv

The home and private fortress of the most successful tax collector in Erelhei-Cinlu rises seven stories above the city streets. The round, multi-domed edifice of puce-colored stone squats at the junction of Squander and Salvage, near the very center of the Foreigner's Ghetto. The palace was briefly put under siege during the civil war a few years ago, but proved impenetrable despite some damage to the outer facing.

Currently, the lower two floors of the palace see much traffic, for Amalriv also acts as a pawnbroker and moneylender for the entire ghetto. Common sorts of goods are readily available here, including adventuring gear, weapons, and clothing. Amalriv stocks second-hand goods particular to the Vault, such as the red eye cusps worn by some experienced visitors and various fungal ointments used by hunters, which otherwise must be custom made by a skilled artisan.

Amalriv also offers loans, usually with severe terms that would be illegal in any normal city. His yugoloth bondsmen are quite relentless in their collection activities, and the tax collector's relationship with the city's impressive vampiric community gives him connections even on the surface. In fact, he is rumored to have a vampire harem on one of the upper floors of his palace, but visitors are not invited there and intruders may never leave.

Establishments

The ghetto features many bordellos, casinos, and taverns (or combinations thereof) suitable for the pursuit of any common vice found among the surface races. Games and competitions of every kind are available, from cards and dice to races and combat, and anything in between. The most popular gambling house is the Demon's Draw Casino, a broad, four-story edifice on Serpent Street.

Other gambling establishments include the Black Widow (bordello, casino, and inn), the Dragon's Hoard, the Turning Wheel, and Gengar's Blade, the latter known for its hard liquor and bloodsport. Famous bordellos include the aforementioned Black Widow, the Green Door, the Serpent's Charm (which employs a group of medusa paramours for select clientele), and the Dreampearl, infamous for its free use of dangerous potions and elixirs.

The list of taverns and inns found in the Foreigner's Ghetto is vast, but two are imminently suitable for first-time visitors. The Deep, on Haze Avenue, and the Far Night, an inn and tavern located on Stranger Road. Both are owned and operated by humans who maintain their own security forces and keep the local drow patrols well bribed. Though these establishments are far from safe, the proprietors strive to keep good relations with others from the surface world.

THE GHETTO OF SCHOLARS

Located next to the Ghetto of Foreigners, the Ghetto of Scholars is the next most common destination of travellers from the surface. Indeed some of the savants and scholars found here are human, or once-human, and the language of almost any race can be heard somewhere within the ghetto's confines. Tutors in any of the arcane professions

liscul: Male mind flayer Mnk14; CR 22; Medium-size aberration; HD 8d8+16 + 14d8+28; hp 143; Init +7; Spd 70 ft.; AC 31 (touch 28, flat-footed 29); Atk +23/+18 melee (1d12+7, unarmed strike); SA flurry of blows, *ki* strike (+2), stunning attack; SQ abundant step, diamond body, diamond soul, improved evasion, leap of the clouds, purity of body, slow fall (50 ft.), still mind, wholeness of body; AL LE; SV Fort +13, Ref +14, Will +27; Str 24, Dex 17, Con 14, Int 20, Wis 30, Cha 11.

Skills and Feats: Balance +30, Concentration +27, Diplomacy +2, Intimidate +11, Knowledge (arcana) +30, Listen +37, Move Silently +28, Sense Motive +21, Spot +37, Swim +17, Tumble +28; Alertness, Ambidexterity, Blind-Fight, Deflect Arrows, Dodge, Endurance, Expertise, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Skill Focus (Swim), Stunning Fist.

Possessions: Belt of giant's strength +6, Daern's instant fortress, gem of seeing, periapt of wisdom +6, mantle of spell resistance (SR 21), *necklace of prayer beads (bead of summons), robe of blending.*

The chief scientist of Erelhei-Cinlu's Antisolar Institute, liscul first came to the Vault from his native city of Dhra-Muor-Shaiiu as a student of the institute 60 years ago. He left after a dozen years to participate in field study with several successful inquisitions, but finally returned to accept his current post at the institute just five years ago, replacing the previous chief scientist, who was slain in the drow civil war. Despite his stereotypical illithid reserve, liscul relishes his position and secretly enjoys the excitement that Erelhei-Cinlu has to offer. Often seen perusing the stock at different slave markets throughout the city, liscul has become something of a gourmand, always in search of delicious graymatter fresh from the cranium.

can be found here, divided into differing and rival philosophical schools, though all are devoted to evil. These folk spend much time in vicious debate and disagreement, creating conflicts in which truth is not the only casualty.

The greatest scholarly institution of the drow in Erelhei-Cinlu is the Spire of the Encyclic, which claims the membership of the vast majority of drow sages, whether as professors, professors emeritus, or simply as students. The district sports many other scholarly enclaves as well, and not only of drow. Some human scholars, as well as smaller groups of illithid and derro savants, also live and teach here, and even visitors from other planes are not unusual.

The Spire of the Encyclic

The Spire of the Encyclic looks down on the city from the western end of the quarter, south of the Aisle of Scribes off of Libram Square. Its broad central stair spirals up 13 stories, though only the lower three are open to the public. The Spire houses the *Libram Encyclic*, which is said to contain all the accumulated knowledge of the drow, and its guardian, an ancient male drow known as the Inscrutable Redactor. The Redactor appoints membership to the body of scholars called the Professors of the Encyclic, to whom he grants access to the great *Libram* as well as all the libraries of the Spire.

The Professors of the Encyclic are expected to be quite ruthless in the pursuit of knowledge, as well as in the uses to which they put their subordinates. These subordinates serve as the staff of the lower libraries and often sell their services as private tutors or sages, for they, like their masters, also have access to the upper libraries of the Spire. Even the lower libraries contain thousands of tomes and scrolls found nowhere else. Thus, the Spire of the Encyclic draws many visitors from the surface world who come in search of knowledge forbidden in their own lands.

The Antisolar Institute

Ages ago, illithid scientists founded the Antisolar Institute to broaden their scholarly contacts beyond their own race. Built of greenish-gray stone not native to the Vault, the Institute is a broad, four-story building located on both sides of central Tumkeoite Boulevard. The larger northern section of the Institute houses laboratories and lecture halls, as well as the living quarters of the two dozen illithid staff members and their leader, the chief scientist liscul. The smaller southern section is home to three derro savants and their followers, and holds an unknown number of secret laboratories. Covered walkways on the third and fourth floors join

the two sections, but overall there is limited interaction between the illithids and derro who work here.

Under normal circumstances, derro and illithids seldom cooperate, but in this case they share a common belief in a secret radiation that permeates the Vault. At one time, the existence of this radiation was more generally accepted, but evidence of its presence is no longer considered valid by most of the drow and human scholars of Erelhei-Cinlu. However, the illithids hold that its properties alter as the hypothetical radiation phases through different wavelengths. The three derro savants employed here, refugees from a past Uniting War, are acknowledged experts in the field of preternatural radiation, and the illithids wish to take advantage of their expertise. If possible, they hope to find a way to use the secret radiation to nullify the detrimental effects of sunlight upon the races of the Night Below.

Establishments

Favored pubs in the Ghetto of Scholars include the Doctrinaire and the Poison Pen, two turbulent pubs on Polemic Avenue, and the more sedate Third Level located on the corner of Missive Street and Ruse Alley. The Third Level is favored by devotees of the drowic version of Dragon Chess, who can be found here at all hours exercising their strategic abilities against each other.

THE GHETTO OF ARTISANS

The insular craftsmen of the drow make their homes and businesses in the Ghetto of Artisans. Alchemists, jewelers, sculptors (of stone or flesh), scribes, painters, poisoners, tailors, taxidermists, and more all serve the needs of an eclectic group of customers. As with their neighbors in the Ghetto of Scholars, the artisans form cabals and guilds with ever-changing alliances, disputing the quality and worth of each other's craftsmanship while tormenting their own apprentices with impossible tasks and cruel, demeaning criticism.

Much of the ghetto is inaccessible to visitors, being a maze of private walled communities, within which are houses and workshops, as well as taverns, bordellos and gambling dens open only to the local residents. Small shops and storefronts ring these closed neighborhoods, guarded with traps, curses, and trained monsters (trained wolf-spiders are commonly found roaming the premises of local shops), as well as hired mercenaries (though the latter are hardly considered trustworthy). They also sometimes employ xvart menials as "runners" to fetch raw materials or other necessities from elsewhere in the city or the Vault. Some of the artisans have made contracts with specific merchant clans, trading their finished goods for needed raw materials, while the rest sell their wares to both drow merchants and outsiders.

The Twilight Gallery

The stained granite facade of the Twilight Gallery rises three stories above Rebuke Avenue. Two tall, narrow doorways that face the street are always open, casting a dim, shifting illumination on any passerby. Within is a veritable maze of halls and chambers, filled with the paintings and etchings of the legendary drow artist, Ool Eurts. A staff of six dopplegangers act as curators of the gallery, describing the works found in their allotted sections to visitors and sometimes adopting the guises of those pictured in the paintings. The artist himself attends gallery exhibitions of his latest works, and may otherwise be encountered wandering the city looking for new subjects.

In the final chamber hangs the *Last Canvas*, normally covered by a heavy drapery, but clearly almost as tall as the three stories of the gallery. Each formal exhibition concludes here with a viewing of the magical canvas, into which admirers are drawn to enjoy its contents at close hand. Usually an image of some Abyssal vista, or occasionally a great event in drow history, the subject of the *Last Canvas* is always entirely vivid and often lethal to unlucky visitors. Nevertheless, it is considered the high point of any exhibit. The painting remains covered at all other times, when it is said to show nothing but the great void. Obviously, anyone drawn into that image would be forever lost, and many suspect that certain unwary critics have been disposed of thusly.

The House of Abandonment

The eastern ghetto holds the House of Abandonment, a large block of tenements occupying all of Mourningweb Court. Unwanted drow and half-drow children are given or sold to this orphanage, where they are tested to determine their fitness to live. Those with aptitudes receive some rudimentary training, and the chance to demonstrate their worth, up to the age of eight years. From there they are farmed out as apprentices, given to the military societies, or sold to the nobles; otherwise they are simply cast out.

Life in the orphanage prior to this point is hardly pleasant, but it does represent the drow social ideal. The strong torment and demean the weak; all presence of kindness and trust are exploited, then eliminated; and above all, the young learn to fear Lolth and her priestesses. Deaths are quite common here, sometimes resulting in the rare "child-banshees" so highly prized as mourners by the drow priesthoods.

Establishments

Tailors who make and alter delicate drow garments dwell along the length of Sash Avenue. The tattoo artists, barbers, and flesh-sculptors, who bear some little resemblance to surgeons, congregate along Flensers Passage, where they make their alterations to both slaves and beasts, as well as to the occasional willing victim. Survival rates are actually fairly high, but even when bad alterations result in the loss of favored pets or slaves, the skills of the drow taxidermists (most located along Shredfell Lane) stand ready and waiting. Alchemists and poisoners work closely together on Crucible Road, where visitors can purchase the best, and worst, potions and elixirs. Finally, jewelers and weaponsmiths congregate near the north wall on Daggerstaff Alley

THE GHETTO OF PERFORMERS

Drow players and performers live in the Ghetto of Performers. Musicians, jugglers, tumblers, dancers, actors, puppeteers, playwrites, poets, and singers—as well as the dreaded lurking mimes—all practice their arts in the theaters, halls, squares, streets, and even the alleys of their ghetto. All save the mimes seek the attention of the largest crowds they can gather. The more lurid and gaudy the performance, the better they and their audience enjoy it. In spite of constantly changing fads, there is always a certain sameness to drow performances;

Pruuma She-bear: Female bugbear Ftr11; CR 13; Medium-size humanoid (goblinoid); HD 3d8+9 + 11d10+33; hp 116; Init +7; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Atk +21/+16/+11 melee (1d8+9, *+3 morningstar*); SQ Darkvision 60 ft.; AL CE; SV Fort +11, Ref +9, Will +4; Str 19, Dex 16, Con 16, Int 17, Wis 11, Cha 10.

Skills and Feats: Climb +18, Handle Animal +14, Intimidate +5, Listen +2, Move Silently +10, Ride +20, Spot +2, Swim +18; Alertness, Cleave, Dodge, Expertise, Improved Critical (morningstar), Improved Disarm, Improved Initiative, Improved Unarmed Strike, Mobility, Power Attack, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Possessions: +3 morningstar, banded mail +3, rope of entanglement.

The reigning arena champion is the bugbear bounty hunter Pruuma She-bear. The warrior's dramatic flair aids her reputation as a flamboyant combatant and executioner. Those who underestimate her skills at bounty hunting seldom profit, as Pruuma studies her quarry carefully, learning their habits and anticipating their moves. An excellent strategist and developer of traps, Pruuma favors using decoys, spies, and many sorts of bait carefully selected to lure her prey into her powerful clutches. A great favorite of the mistress of House Vae, Pruuma nonetheless continues to turn down offers of a position in that household, for she knows it is better to catch slaves than to be one.

however, since most drow performers are severe addicts to every vice, few of them live long enough to develop any real perspective. Most wish only for a glorious demise. To their audience, it is all the same, and they quickly find some other "star" to watch until it too falls.

The Silver Stage

The drow playwrite Drucena owns and operates this seven-story theater, the lower four levels of which house the city's largest stage. Named for its pale, shimmering procenium arch and renowned for its elaborate moving scenery and other mechanical gimmicks (including the classic *deus ex machina*), the theater also boasts the most debauched company of performers in Erelhei-Cinlu. No act is too vile or depraved for their tastes, and they constantly seek young talents to despoil.

Perhaps the most admired play in the company's repertoire is the *War of the Houses*, depicting an idealized Vault in which the noble houses bloodily destroy each other, allowing the survivors in the city to enjoy a perfect and uninhibited anarchy. The show then devolves into a typical drow orgy; performances usually sell out weeks in advance. The audience is expected to participate, and for grand performances ushers release airborne hallucinogens into the theater to add to the mayhem.

The Acrobats' Terrace

A large courtyard known as the Acrobats' Terrace stands near the southeast corner of the Noble Gate. The gate's parapets allow a good view of the courtyard, and guards often gather here to watch the performance of acrobats practicing on the field below. Three graceful towers rise four stories high in the middle of the courtyard, joined by slender ropes of woven silk that bridge the tops of the towers. Protruding arms of stone run down the tower walls, and between and around them on the ground stand small fountains, benches, and statuary.

During festivals, the resident acrobats climb and tumble between the towers, or perform feats of daring while combating each other with bladed pole-arms. Jugglers practice their arts in the courtyard below, heedless of the safety of onlookers. During less hectic periods, the lurking mimes sometimes congregate here, where they have been seen to cavort with marlgoyles from the outer Vault. Outsiders are not welcomed at these silent fêtes, and will be stalked by mimes for the duration of their stay in Erelhei-Cinlu should they breach the dignity of the mimes' gathering.

Establishments

All the underworld's a stage, at least in the view of drow entertainers, and that outlook certainly holds true in the brothels, taverns, and drug emporiums of this

ghetto. The Silk Curtain on Strut Lane is known for its acrobatic and dancing harlots. Further north, on Odium Avenue, the costumed and painted doxies of Mock Hall hurl their derision, and sometimes their ordure, on both customers and passersby alike. The Upturned Jar, at the intersection of Mingle Street and Tac Alley, serves the best of the musty-flavored fungal wines found in the Vault, to the accompaniment of drum and pipe. Finally, the Quandarium, on Netherlorn Road, serves more refined and addictive liquors, like the deadly abyssenthe, which is said to sharpen all the senses even as it destroys the body.

THE GHETTO OF SAVAGES

Large numbers of non-drow soldiers, whether of goblinoid stock or members of the scaled-races, make this ghetto home. Bugbears and troglodytes form the bulk of these fighters, whose status in the Vault hovers somewhere between mercenary and slave. The most prominent of these mercenaries is a bugbear bounty-hunter named Pruuma She-bear; when not chasing escaped slaves, she serves as mistress of ceremonies at the arena, and she carries her heavy, spiked Morningstar of Office wherever she goes.

The Ceremonial Arena

This arena on Chainmail Boulevard provides solid, brutal entertainment to drow and non-drow alike. Built of common clay brick, it stands six stories high at its outer edge, with a special seating section for drow nobles and their retainers. The only rule on the floor of the arena is kill or be killed. Combatants include paid gladiators, bugbears, or troglodytes alone or in groups (here to settle grudges), trained or wild beasts, monsters, or any combination of the above. In addition, escaped slaves are often brought here when re-captured, assuming no one else claims them, to be given to the troglogytes for combat practice. Such captives are killed (or at least wounded) and then eaten, their unwanted remains thrown to the ghouls of the Ghetto of the Dead.

The arena is home to two popular annual festivals. The first, the troglodyte Triumph of Strength, begins with horrifying violence and concludes with the even more horrifying troglodyte mating ritual, performed each year at molting time. Visitors are welcome, but protective magic is recommended for those not naturally able to withstand the stench. The other festival is the Executioners' Revel, in dishonor of the traitorous House Kilsek, held every year since their departure. It begins with the normal roster of killings and concludes with the dismemberment and execution of drow "traitors" (potentially any in disfavor with Lolth's priestesses) by ranking bugbear soldiers.

The Yugoloth Barrack

Most of the many nycaloths and mezzoloths (see *Manual of the Planes*) that dwell within Erelhei-Cinlu live in the Yugoloth Barrack. A long, three-story structure situated between the bend of Sentinel Street and West End Street, the barrack occupies all the area from Netherdelve Alley to Carveheart Road. Built by fiends from dark red stones, the barrack's outer walls bear a beaten bronze gate on the southern face. Night hags come and go at odd times via several small doors on the north wall.

The yugoloths who dwell here are the unchallenged masters of this ghetto, though they wander throughout the rest of the city as well. It might be possible to purchase the service of one of the fiendish mercenaries, though not for any action against the priesthood of Lolth. They likewise will take no action against any of their kin in the Vault, although other creatures, including outsiders such as demons, devils, or the gith-races are fair game.

Establishments

The rank neighborhood between the Concourse and northern High Street teems with taverns and brothels catering to the goblinoids and other savage humanoids that visit the city. The Old Battleaxe, a large gambling house and tavern on Hauberk Street, caters mostly to bugbear soldiers. Further east, on Rend Road, sits the Hair o' the Grog, a tavern and inn managed by a human former mercenary who happens to be infected with lycanthropy. The jolly proprietor often entertains his jaded guests by transforming into a werewolf.

THE GHETTO OF CHATTELS

The Ghetto of Chattels holds Erelhei-Cinlu's slave and livestock pens. The slaves' treatment (and resulting quality) varies widely by trader. Many of the best slaves and beasts are located in the southern sections of the ghetto, or anywhere along the High Street. Traders offer undead and even demonic slaves along with natural creatures, though such unusual chattel usually comes from hags visiting the city from their refuge in the Lower Planes.

Demons and undead also come here to buy slaves or other livestock, as do derro, illithids, and the occasional surface dweller. The markets primarily serve noble drow, of course, who also enjoy the specialty brothels found in this ghetto. The priesthood of Kiaransali is predominant here, though always under the watchful eye of Lolth's priestesses and their servants in the city patrols.

The Verdict Hall

Overlooking the city from the east side of the High Street, just south of the Concourse, the bleached limestone walls of Verdict Hall rise eight stories high. The top three stories are actually one large pillared auditorium. Any foreigner or non-noble drow arrested in Erelhei-Cinlu is brought here for trial and ultimate disposition. Of course, guilt is the only verdict ever delivered in this court, and there are but two possible penalties for the convicted: slavery or death. Therefore, in drow jurisprudence, the winning strategy is the one that avoids trial altogether.

Bribery is the key, but negotiations must be carefully handled. Offering too little moves a detainee closer to trial, but offering too much has the same effect; for it is obvious that anyone capable of paying much is also capable of paying much more—especially when they are visitors to the city. Chief Discriminator Kemehdra reviews all cases involving foreigners that come to trial, for she particularly enjoys adding mutilation to their sentences, a task she occasionally performs herself.

Menagerie Square

Menagerie Square is home to the largest slave-market in the city, and surrounding it on all sides are establishments catering to the needs of the slave-buyer. Smiths work chaining slaves or repairing cages, while branders work to mark slaves and

beasts with hot iron and crushed crystal. While brands can be, (and often are) altered as ownership of a slave is transferred between masters, the root-brand is indelible. When properly marked by a drow slave-brander, the imprint cannot be removed by anything short of a *wish* or *miracle*.

The Venerable Fleshpeddler, master auctioneer of Menagerie Square, has dwelt and worked here for nearly six centuries. None of his many apprentices and juniors can compare to his talent for getting the best prices for slaves and livestock, though his large commissions are often too much for many slave-traders to afford. Many other "deals" can be made on chattels found in this large ghetto, but the buyer should (here, as everywhere in Erelhei-Cinlu) always beware.

Establishments

The Silver Collar, on Venom Boulevard, is an expensive and exclusive bordello, while the sanguinary pleasures found in the numerous torture parlors lining Throttle Street are priced more negotiably. Other popular brothels and taverns include the Cloven Hoof on Stable Street, the Dark Desire on Manacle Avenue, and the Soulcrusher Saloon on Slavers' Way.

THE GHETTO OF OUTCASTS (Beggar's Ghetto)

This section of the city is given over to the Outcasts, the ultimate undesirables of Erelhei-Cinlu. Among their number are the beggars, tainted by disease; the half-breeds, tainted by mixed blood (either human, elven, or outsider); and the lost foreigners, who bear the taint of their own inferior races. One quality unites all who dwell here: poverty.

The drow dislike poverty, as they dislike sickness, weakness, and ugliness, but they still occasionally have uses for those so afflicted. Therefore, the outcasts are permitted to remain here, on the edge of dark elven society. Thieves abound here, though they practice their art throughout the rest of the city, as do the ubiquitous beggars.

Thieves

The thieves of the city band together for mutual support and protection. Of course betrayals are common, but such is the way of thieves everywhere. Here, however, there are two groups at almost opposite ends of the spectrum. One branch is the lowest of the low, the dregs of even this most depraved of cultures. Most of these rogues lack the wit and skill of the powerful drow masters of Erelhei-Cinlu, but they are well practiced in the low arts of mugging, ambush, and brutal murder.

Members of the other branch hate dark elven society and would see it changed. Among them are many who have the blood of surface elves or humans. These principled outcasts call themselves rakes, to distinguish themselves from mere rogues, and they are particularly despised by the nobles. The leading voice among the rakes is the half-drow

Jalvan: Male half-drow Rog12; CR 12; Medium-size humanoid; HD 12d6+12; hp 54; Init +6; Spd 30 ft.; AC 18 (touch 18, flat-footed 10); Atk +21/+16 melee (1d6+3/crit 18-20/x2, *+3 rapier*); SA Sneak attack +6d6; SQ Darkvision 60 ft., half-elf traits, improved evasion, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps); AL CN; SV Fort +5, Ref +16, Will +6; Str 11, Dex 27, Con 13, Int 14, Wis 14, Cha 12.

Skills and Feats: Appraise +12, Balance +15, Bluff +11, Decipher Script +12, Diplomacy +13, Disable Device +18, Escape Artist +18, Forgery +12, Gather Information +11, Hide +24, Innuendo +12, Jump +11, Listen +3, Move Silently +18, Pick Pocket +20, Search +3, Spot +3, Tumble +20; Dodge, Mobility, Spring Attack, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: +3 rapier, gloves of Dexterity +4.

An Erelhei-Cinlu native of unknown parentage, Jalvan was cast out from the guild of scribes early in his apprenticeship. He has since risen to a position of leadership among the rakes of the city due mostly to his heroic actions during the drow civil war. The nobles of House Kilsek persecuted the upstart rakes, sentencing them to mutilation and death by torture. Through his skills as a forger, Jalvan helped pass false orders and documents to mislead the authorities that attempted to rule the city, until their attention was turned elsewhere. The outcasts hid as the nobles fought, and before long Kilsek was itself brought low by the cruel goddess Lolth. Jalvan dreams of true revolution, but has made few advances since the end of the civil war. In the meantime, he makes a good contact for adventurers from the surface world who hope to find allies in the city.

Jalvan, who makes his headquarters in the Tavern of Nines off of Cresset Alley.

Beggars

The beggars who wander the streets of Erelhei-Cinlu make their homes, such as they are, in the so-called Beggar's Ghetto. Many—perhaps most—are simply poverty-stricken, brought to their destitute state by the usual array of addictions, curses, or incurable madness. These beggars wander the back streets and alleys, scavenging what they can and seeking handouts from those they encounter. Sometimes the drow, even the nobles, respond favorably to these supplications, for the dark elves are moved by the suffering of others and wish to prolong it when possible.

Erelhei-Cinlu also possesses different sorts of palmers, who ply the begging bowl with even greater fervor; and these are feared in their own right, for they carry a dread disease. Called the Poxbearers, these beggars plead with glazed white eyes, picking at skin covered in milky lesions connected by chalky, deep-veined tendrils of rotting flesh. The stricken rogues serve Govoc the Prophet, an influential orator most often seen begging on the Concourse in a place of honor before the sewer gates.

The mere threat of their touch is enough to provoke the toss of a few coins, but the Poxbearers also are rumored to have second-sight. To an obliging donor, they usually predict good fortune, while to the ungenerous they foretell doom. They might even grasp such an offender in order to spread the contagion they bear, which even the strongest magics cannot cure.

Establishments

Numerous cheap brothels and taverns operate in the Ghetto of Outcasts. Several rakish retreats cluster near the eastern wall. The best is the aforementioned Nines, but only those known in the area are permitted to enter the tavern. Not far away, on Crew Lane, stands the Greedy Beggar Inn, a place entirely unwelcoming to beggars, but where visitors may find food and lodging. Nearby on Fathom Avenue is the Snake & Weasel, a notorious dive, though the owner is well respected for his ability to fence stolen goods, even to markets outside the Vault. Finally, the Itchy Witch, a brothel and inn on Furuncle Road, is considered remarkable for the advanced skill, and advanced age, of its prostitutes.

Closer to the Ghetto of Chattels are the lairs of the lowly roguish thieves of Erelhei-Cinlu. Few visitors would have any desire to call on these establishments, but two are worthy of mention. The Bent Bar, on Shirk Street, is famous for its cockatrice fights. Run by a pair of half-ogre brothers with connections to the temple of Erythnul in the Foreigner's Ghetto, the place is a good spot for diners looking for a fistfight with their food and drink. The Grimacing Wizard, on Blackrail Alley, is rumored to be the best place in the city (other than the Snake & Weasel) to find the location of goods stolen in the city, particularly magic items.

THE GHETTO OF THE DEAD (The Tombs)

The Ghetto of the Dead, more commonly called the Tombs, is the lair of the undead in Erelhei-Cinlu, ceded to them in honor of their service to the Queen of Spiders. The city's vampiric denizens are most often found here, rather than in one of the more upscale areas; for even in Erelhei-Cinlu, a city devoted to addiction and depravity, the vampire and vampire spawn's addiction to blood is considered *declasse*, little better than the ghouls' craving for flesh. Necromancers dwell here too, where they can practice their craft without restriction. They produce an almost endless supply of zombies and skeletons for their own use, as well as animating some of the creations of the taxidermists of the artisan's quarter. The ghouls who lair here are reasonably tame, following the leadership of their ghastly masters, for they have learned that they need only wait—eventually, all the inhabitants of the city become their meat.

Necropolis Square

Whether an elaborate funeral procession of some wealthy non-noble, the modest death service of a commoner, or even the callous final disposition of a pauper, all end in Necropolis Square. The Square is well tended and maintained, licked clean as it were by the ghouls and ghasts of the city. Eight tall obelisks, one for each of the noble houses, sit at its eight corners. At its center stands the Well of Despair, considered the birthplace of the Vault's shadows, and certainly a stronghold of those vaporous undead. By tradition, the undead do not enter the Square to feed until a drow priest or priestess has ritually shut the eastern gate. The exception to this is the annual festival called the Running of the Ghouls.

Once a year, the ghouls and ghasts of the city revert to their feral natures, running through the Tombs and spilling out into the rest of the city, where they may feed freely on any who cannot defend themselves. Many noble youth join in the debauch, though covering themselves first in a protective fungal ointment to avoid being scented as prey. A few of these young drow may even participate in the feeding, but most often they simply use their skills to open the locked gates and doors of the poor, or strangers, for the young nobles enjoy the spectacle of forcing others to defend themselves against the ravenous undead. Citizens of greater means buy wards against the undead from Lolth's priestesses, as the priestesses call the ghouls back into the Ghetto of the Dead to end the festival.

The Alabaster Slab

Erelhei-Cinlu is a city famed for its bordellos, and even the Tombs are no exception. While there are several here, the one most often spoken of is the Alabaster Slab, simply called the Slab. Only two stories high, but many more below, it is located at the intersection of Banshee Corridor and Handpallor Avenue. A true den of iniquity, the slab is a brothel of the dead. From pale and beautiful vampiric paramours to other, more repugnant offerings, the Slab serves a clientele whose passion runs cold. Particularly favored by necromancers, this establishment is operated by a seldom seen, possibly demonic madame named Suraala Mora. A devout worshiper of Lolth, Suraala makes it her mission to provide dark oblivion to her clients and customers, while seeing that her favored employees are always well fed.

Sarcoma Keep

This fortified mausoleum at the north end of Annihilation Street is the stronghold of the vampire-warlord Telagos. Once a proud human warrior of Flan heritage, he has dwelt in the Vault since he fled the surface nearly five centuries ago and

has made Sarcoma Keep his lair for more than three. The building stands four stories high, with a central tower rising four more above that. Surprisingly, many of the vampire's servitors are outcast drow or half-drow whom he instructs in the arts of warfare in exchange for their procurement of necessities for him. He also houses a group of trained trolls to guard his keep from attack, and these creatures proved most useful during the recent civil war.

Establishments

A few watering holes that cater to troglodytes hunker along the "Tomb-side" of Sentinel Street, the proprietors of which often trade flesh for coin, even to ghouls and ghasts. Closer to Necropolis Square are a small number of vampire-run taverns where humans or other living clients might occasionally be found. The best of these is doubtless the Black Chalice on Pandemonium Way, a haven for those gamblers who would "risk all" during their visit to Erelhei-Cinlu.

ERELHEI-CINLU IN THE CAMPAIGN

The drow metropolis offers many opportunities for adventure. Good or neutral parties can be drawn here in order to retrieve a lost adventurer, purchase the freedom of a slave, or capture a fugitive from surface justice. Even good-aligned characters on missions such as these might be allowed access to the city, on the understanding that they will not interfere with the ongoing commerce of the drow.

For evil characters, training in many dark arts can be obtained in Erelhei-Cinlu. For both neutral and evil alignments, there are unusual magic items, spells, or other forbidden lore that may be found here, as well. Neutral or evil parties can even enjoy visiting the city on a recurring basis; unlike other bastions of evil in the World of Greyhawk, the great city of the drow is "open for business" to all who wish to risk its perils.

RECENT HISTORY OF THE VAULT

Before the Greyhawk Wars fractured the nations of the Flanaess, the noble house of Eilservs devised a bold scheme to establish themselves as leaders of a true drow monarchy. Though the priestesses of Lolth opposed them, the rebellious Eilservs found power in the worship of an alien god, and through alliances with evil giants from the Hellfurnace and Crystalmist mountains, Eilservs created a clandestine stronghold outside the Vault. But this gambit proved their undoing.

Marauders from the upper world followed the trail of influence back to the Vault, where they assaulted not only the Eilservs estate, but also the Fane of Lolth itself. The destruction that the surface dwellers wrought was not vast, but its effects were ruinous to house Eilservs. Its nobles were made hostages, to be ravaged by their captors; with its wealth and pride despoiled, the noble house of Eilservs fell in disgrace for its weakness.

The Fane of Lolth survived intact, but not unshaken. The wrath of the priestesses was visited upon the surviving Eilservs, and the wrath of Lolth was poured out upon the surface world. The Queen of the Spiders did not scruple to build upon the foundation laid by the fallen house of Eilservs, and in the midst of the Greyhawk Wars the giantish cohorts they had assembled were finally loosed upon the nations bordering the central Crystalmists—but this time at Lolth's command.

Though her power grew on the surface, the remaining noble houses tested Lolth's strength in the Vault. House Tormtor, former ally of Eilservs, now pressed their claim to be first among the nobility, in honor of their strength and decisive action against the enemies of the drow. Set against them was house Kilsek, once the greatest enemy of Eilservs, who also demanded preeminance among the houses, asserting their long devotion to Lolth as justification. In response, Tormtor espoused the newly militant faith of Kiaransalee and took up the banner of rebellion.

With Tormtor were joined the houses of Everhate and Aleval, who saw the prospect of advancement for themselves in a Tormtor victory. Kilsek aligned with the houses of Despana, Noquar, and Godeep, who held that sanction from the Fane of Lolth would determine the victor. Further complicating matters was the intrusion of astral mercenaries called the githyanki, ancient enemies of the illithid race. As the githyanki served on the side of the rebel faction, so the illithid felt compelled to join the conflict on the side of those who claimed loyalty to the Spider Queen.

Civil war erupted in the drow homeland—a brief, yet bloody conflict that spilled from the noble estates of the Upper Vault to the camps and villas of the Lower Vault, and finally into the streets of Erelhei-Cinlu. Before the end, hundreds of drow and hundreds more of their savage mercenaries were killed. The nobles might have destroyed themselves entirely had not the Queen of the Spiders intervened, though the cost was great to both Lolth and the noble houses. For her, the price was the loss of her holdings on the surface of Oerth, but the price she exacted from her most devoted house was even greater—Kilsek was sent into exile.

This was no simple expulsion, but a divine punishment for the failure of Kilsek to triumph over their rivals without putting the entire drow nation in jeopardy. All those of Kilsek blood were branded like slaves with the device of their house, and over this with the sign of the spider, marking them as anathema in the Vault. The servants of Lolth could detect the presence of those so marked, lest they ever attempt to return surreptitiously to the Vault. And so the Kilsek were cast out, and with them their servants and soldiers. Perhaps Lolth has other designs for her outcast children, but these will only be revealed far from the homeland of their birth.

In the wake of this departure came the revelation that Lolth had accepted the repentance of her most wayward disciple: Eclavdra, mistress of house Eilservs. The Eilservs were restored to their former holdings, if not their former position of leadership; and Eclavdra herself, that most resourceful of adventurers, became Lolth's ambassador to the realm of Iuz. Lest the dynamic rivalry of the houses again become unbalanced, an eighth noble family was introduced: the Vae.

A family of landless nobles from a lost city beneath the Pomarj, the Vae had long worked as slave-traders traveling with their attendant merchant clans, from whom they were indistinguishable, save for their house emblems. House Vae was granted the properties of the exiled Kilsek and charged with the task of restoring the drow to prosperity. Though they and their merchant followers were worshipers of the goddess Kiaransali (as they named her), the traditions of their cult allowed them to give deference to the Queen of

the Spiders, and so the Vae were found acceptable to Lolth and her priestesses.

Lolth took living sacrifices from the six warring houses before departing the Vault, so that none should go unpunished. Her high priestess put the chief consort of house Tormtor through the Test of Sacrifice, one of her many punishments, transforming him into a hideous drider, and conferred the surviving githyanki mercenaries to her illithid allies, to deal with as they saw fit. The drow nobles were then free to set about repairing their estates and nurturing new rivalries under the watchful eye of the Fane.

NOBLE FAMILIES OF THE VAULT

Eight noble houses control the affairs of the Vault. Over the years, houses have come and gone (usually due to internecine fighting), the most recent change being the expulsion of House Kilsek (and its subsequent replacement by House Vae) roughly seven years ago.

Tormtor

House Device: Electrum javelin
Urban Mandate: Ghetto of Foreigners
Rank: 1st
Alliances: Aleval, Vae

Verdaeth (CE female drow Clr13/Ftr6), mistress of House Tormtor, has been without a chief consort for nearly seven years, since her previous mate was taken to the Fane to endure the Test of Sacrifice. Failing that test resulted in his transformation into a spiderleg horror (See "The Punishments of Lolth"), and saw him driven out of the Vault. Lolth and her priesthood exacted this price from Verdaeth in exchange for permitting her house to retain its position of superiority over the other drow nobles. Mistress Verdaeth is philosophical about the sacrifice of her consort, but would enjoy seeing Charinida, the high priestess of Lolth, suffer his same fate.

Aleval

House Device: Gold wand
Urban Mandate: Ghetto of Performers
Rank: 2nd
Alliances: Tormtor, Vae

Under the rule of mistress Mevremas (CE female drow Clr14), Aleval has grown from the weakest of the drow houses to its current position near the top of the social structure. Mevremas's choice to ally with house Tormtor has proven very advantageous, as have the close relationships she has maintained with adventuring bands in the Underdark. Of all the nobles, Mevremas has the most extensive spy network in Erelhei-Cinlu. Her agents report to her on the activities of visitors whom she might find useful. Indeed, her willingness to bring foreigners into her service as more or less "free agents" is unusual among drow nobles, but she rationalizes that there will be plenty of time to enslave the world once she has gained supremacy over her own kindred.

Despana

House Device: Adamantine mace
Urban Mandate: Ghetto of Savages
Rank: 3rd
Alliances: Noquar, Godeep

The aggressive Mistress Nedylene (CE female drow Clr8) took command of house Despana during the midst of the civil war seven years ago. Nedylene's evil is unusually brutal, almost crude by drow standards, but very effective on the field of battle. House Despana is now organized in a more or less military fashion, maintained with a very un-drowlike discipline. Many in her own household would like to see their mistress assassinated, but her yugoloth guards have so far prevented the success of every such attack to date.

Noquar

House Device: Bronze nightmare head
Urban Mandate: Ghetto of Scholars
Rank: 4th
Alliances: Despana, Godeep

House Noquar is ruled by mistress Fedarra (CE female drow Clr17), a traditional drow matron steeped in the virtues of Lolth. However, her house owes its current position to her close contacts with several conservative illithid factions outside the Vault. With their counsel and support, Noquar withdrew early from the house-strife of seven years ago, and so was in a stronger position than most of the other noble families when Lolth intervened to end the conflict. With the passing of time, however, the other houses have been able to rebuild their strength while Noquar has continued to play a defensive strategy, making it vulnerable to future gambits from its rivals.

Godeep

House Device: Platinum Crossbow
Urban Mandate: Ghetto of Artisans
Rank: 5th
Alliances: Noquar, Despana

The mistress of house Godeep, Siadef (CE female drow Clr8/Ftr8), has ruled for longer than any of the other noble leaders currently in power. She succeeded in having the mistress of house Everhate assassinated two years before the civil war began, and with the exile of house Kilsek at the end of the conflict, Siadef was left as the most experienced noble ruler in the Vault. She was unwilling to commit to any significant military action (save for a series of strikes against Everhate) during the civil war, and this defensive stance allowed Godeep to come through nearly unscathed. In the long run, however, caution is seldom the path to power among the drow.

Vae

House Device: Iron chain
Urban Mandate: Ghetto of Slaves
Rank: 6th
Alliances: Tormtor, Aleval

House Vae had no direct involvement in the civil war, but mistress Sereska (CE female drow Clr7/Wiz8) responded quickly to rumors of the house-strife in the Vault, hoping to ally with the winning side. The unexpected seriousness of the conflict proved especially rewarding to this wandering house, which not only joined with the winning alliance, but also supplanted the leading house of the defeated faction. The Vae are still not well accepted by the other noble families of the Vault, but they have made themselves useful in the restoration of drow commerce, based on active and efficient slave trade.

Eilservs

House Device: Bronze staff
Urban Mandate: Ghetto of the Dead
Rank: 7th
Alliances: None

The legendary mistress Eclavdra (CE female drow Clr23) returned to the direct rulership of house Eilservs just three months ago, after several years in the Flanaess. She has been invaluable in her service to Lolth since the end of the Greyhawk Wars, but the time has come to begin her final gambit in the Vault. She intends to make a bid for the leadership of the Great Fane of Lolth. The Queen of the Spiders does not oppose this so long as Eclavdra is precise in her strike against the current high priestess. The drow nation must not be further harmed, but when the time comes, Eclavdra must not be hesitant. In the coming duel, there will be no second chances.

Everhate

House Device: Silver daggers
Urban Mandate: Ghetto of the Outcasts
Rank: 8th
Alliances: None

The strategy of mistress Gahnah (CE female drow Clr12) during the civil war was to commit all the resources of Everhate to house Tormtor, while still proclaiming loyalty to the Fane of Lolth. The result was that Everhate gained nothing politically, while at the same time losing nearly everything in its estate. Since the end of the conflict, the house has continued to lose status. Everhate now has very little left to offer any potential allies, and its lowly position is quite properly blamed on the poor leadership of mistress Gahnah.

THE SERVANTS OF LOLTH

The Great Fane is the principal temple of Lolth on Oerth. It houses the servants of Lolth, a small but powerful community of priestesses, together with their servants and guards. All of them are required to abandon the loyalties they may once have held to noble families or factions, in favor of pure devotion to Lolth and obedience to her high priestess. Matron Charinida (CE female drow Clr21) currently holds power here, as she has for the past two centuries. Her rule has been at risk several times in the past, but never more so than during the drow civil war.

Charinida chose sides in that struggle, which only helped to prolong the fighting and diminish her own authority. The civil war was finally ended by the intervention of Lolth, but at the price of her holdings on the surface. However, what few understood at the time was that Charinida had not summoned the deity. It was Eclavdra of the ravaged house of Eilservs who abased herself before the Queen of the Spiders, undergoing another of the punishments of Lolth to further prove herself. Eclavdra survived unmarred and communed directly with Lolth, making a pact with her in the Web, the details of which Charinida still does not know.

Now, seven years later, Eclavdra has returned to the Vault. Both she and the high priestess have grown in power since their last encounter, and it seems that the time is swiftly approaching when they must determine which of them is most fit to rule. In the coming duel Lolth cannot be expected to intervene, but the rewards for victory will be great, and the penalties for defeat will be absolute. If Eclvadra should prevail, the surface nations of the Flanaess can also expect to suffer her retribution, and feel the venom of the Queen of the Spiders once again.

Drow Deities

The three gods detailed below will help Dungeon Masters interested in fleshing out the inhabitants of the Vault. Zinzerena and Keptolo are completely new. Kiaransali has appeared in several sources, but the version presented here describes her persona and motivations in the World of Greyhawk. The Forgotten Realms version of a larger drow pantheon can be found in Forgotten Realms: *Faiths & Pantheons*. A description of Lolth, the Demon Queen of the Drow, can be found in *Deities & Demigods*.

Keptolo

The Eager Consort
Drow Demigod
Symbol: Stylized mushroom
Home Plane: Demonweb Pits (Abyss)
Alignment: Chaotic evil
Portfolio: Flattery, intoxication, rumor, opportunism
Worshipers: Drow males
Cleric Alignments: CE, CN, NE
Domains: Chaos, Evil, Knowledge, Travel
Favored Weapon: Longsword

Keptolo (kep-*toe*-low) is the drow male ideal: elegant, quick-witted, attentive, and eagerly debauched. He normally appears as a young nobleman dressed in well-tailored silks of red, purple, jet, and amber. He is armed with a thin but sturdy poinard and a filigreed longsword. He affects a two-handed fighting style, using both weapons at once. Otherwise he appears dressed for the hunt, velvet-cloaked and armed with a magnificent crossbow. His relationship with other drow deities is one of insincere amity, save for Zinzerena, whom he openly despises. His symbol is a stylized mushroom, which in drow culture is associated with both strong drink and fertility.

Feed the vanity of your mistress, and all her treasures shall be yours. Be careful whom you offend, and keep an expendable companion nearby to hold culpable for your crimes. Gossip can be as deadly as the venom on an assassin's blade. Use the poison of words to destroy your rivals, that you may claim for yourself all they once presumed was theirs.

Shrines to Keptolo are found throughout the underworld, for many male drow worship him as their patron, mostly due to his association with drinking. Tales of his sexual exploits are quite popular, and there are groups of performers who act them out for festivals and private gatherings. His greatest temple is in the drow city of Erelhei-Cinlu, but only his most attractive or wealthy worshipers are permitted to participate in services there.

Clerics of Keptolo are found as advisors, critics, philosophers, and politicians: essentially, any role that does not require actual work. They seek to emulate their deity in all ways, and as such number among the most handsome and charming of the drow race. However, followers of

Keptolo remain very dangerous, for many of them are skilled dirksmen, poisoners, or spies. Utterly capricious and completely untrustworthy (even by drow standards), worshipers of the Eager Consort are deferential to priestesses of Lolth and attentive to the matrons of the powerful noble houses. In other relationships, they are manipulative and abusive, particularly with fellow clerics lower in the hierarchy.

Kiaransali

The Pitiless Dowager
Drow Demigoddess
Symbol: Female drow hand wearing silver rings
Home Plane: Demonweb Pits (Abyss)
Alignment: Chaotic evil
Portfolio: Slavery, Vengeance, Undeath
Worshipers: Drow, necromancers, undead
Cleric Alignments: CE, CN, NE
Domains: Chaos, Death, Evil
Favored Weapon: Dagger

Kiaransali (*kee*-uh-*ran*-sa-lee) is the divine sponsor of the drow slave trade in all its varied aspects. She appears as a sinuous drow female wearing only silver jewelry and black silk veils. Her only obvious weapon is her curved dagger, but her long, sharp fingernails are just as dangerous, and her touch is said to be as cold as that of a lich. This goddess has flirted with madness, even thinking to defy her queen. But Lolth's power is inexorable, and Kiaransali has taken of the queen's venom, returning once more to sanity and servitude. The symbol of Kiaransali is a hand of a female drow with three silver rings on each finger and one on the thumb, with the entire image surrounded by the silver strands of a spiderweb.

Forgive neither a slight, nor a debt; remember that payment must always be collected, whether in treasure or in vengeance. Life is the greatest crime, and perpetual slavery the fittest punishment. Let there be no freedom for the enslaved, even in death. Death comes for all; when it comes for you, take your slaves and your treasure with you to the grave. The riches of the grave are the dowry of the mistress.

Worship of Kiaransali has changed since the drow civil war. Prior to that, she was known as Kiaransalee, but the final glyph of her name was altered in all texts and inscriptions, and her liturgy was abridged to conform to more acceptable doctrines. Her religion no longer claims any authority that does not derive from the Queen of the Spiders, though some long-time worshipers still maintain the traditional resentments.

Clerics of Kiaransali often work as slavers, and occasionally as torturers or executioners. They are meticulous, almost paranoid, about record keeping, as well as being miserly with wealth. They commonly work their slaves to death and then animate the corpses so they may continue to serve. They keep their other servants in a state as close to slavery as they can manage, and withhold wages for the slightest offense. However, despite their stinginess, they are the first to offer bounty on escaped slaves and prisoners, and they will pay these rewards in full.

Zinzerena

The Princess of the Outcasts
Drow Hero Goddess
Symbol: The draped sword
Home Plane: Material Plane
Alignment: Chaotic neutral
Portfolio: Deception, humiliation, ambush, assassination
Worshipers: Drow outcasts, rakes, assassins, malcontents
Cleric Alignments: CE, CN, CG, N
Domains: Chaos, Luck, Trickery
Favored Weapon: Shortsword

Zinzerena (zin-zuh-RAY-nuh) is a rebellious heroine venerated by the dissidents and outcasts of drow society. She appears as a cloaked and masked drow rogue who moves with astounding agility. Her cloak has the powers of *displacement* and *protection*, while her shortsword produces a paralyzing venom. She also carries a black-handled crop, which she uses to stun her victims. The great artifact also has the powers of a *wand of wonder*. Her sponsor to divinity was Keptolo, though she gained a fraction of his power by a ruse, for which he hates her. Her symbol is the draped sword, representing her hidden menace.

Raise yourself up by bringing others down. Don't reveal your strength, or your hatred, until your victim is helpless. Don't strike until you have the advantage; the only fair fight is the one you win. Once the trap is sprung, make time to gloat before the kill. The legs of the spider are made to be broken.

The liturgy of Zinzerena is passed on in the form of folk-tales, for her faith has no place among the leadership of drow society. Her tales usually describe her hiding and waiting until her foes are weakened or lax in their attention before she attacks, and stories of her origin always describe her as local to the region in which they are told.

Clerics of Zinzerena often multi-class as fighters or rogues. They are much more common in the decadent cities of the drow, but may be encountered almost anywhere, for even the noble estates have servants and staff drawn from among the commoners. Only the most bohemian of nobles would enter her priesthood, though some have done so; inevitably, when they are discovered they are cast out as traitors to their social class. Ironically, such downcast nobles often become the greatest leaders of Zinzerena's clergy, for they are the best educated and most politically experienced. Her clerics work as anything from simple rogues, to laborers, guides, physicians, poets, prostitutes, or nearly any other profession. What they all share is a rebellious spirit and a desire for change.

Living Greyhawk **Campaign Note:** Knowledge of Zinzerena's cult has not yet spread to the surface world. At the present time, no player character in the Living Greyhawk campaign can take Zinzerena as a patron.

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Editor: Erik Mona • Campaign Director: Stephen Radney-MacFarland
Enlightenment can penetrate even the helm of iron—Cuthbertine proverb

CAMPAIGN NEWS

Isles of Whoa!

While the surrounding community celebrated Independence Day, darkness fell on a small corner of Columbus, Ohio. The U.S. version of the *Isles of Woe* special event wowed players and spectators alike at the 2002 *Origins Games Expo*. Almost 400 players participated in the massive dungeon delve, and in the carnage that ensued, fun was had by all.

The isles, for centuries falsely believed to have sunk into the waters of the Nyr Dyv, resurfaced not from the water, but from the Ethereal Plane. Victims of powerful planar magic, the group of islands sank into that transitive plane a millennium ago, reacquainting with its space on the Material Plane only recently. Sages versed in planar mysteries have this warning to adventurers: The isles' connection to Oerth is tenuous at best, and they could sink back into the Ethereal Plane at any time. It's prudent to be careful and quick when exploring the site.

But every stablehand in the Flanaess knows that adventurers are rarely careful, and only quick when running from powerful enemies.

The *Isles of Woe* event was split up into four sections. In the low-level section, 1st- to 4th-level characters explored the Temple of Olhydra, were they faced off against nefarious rival treasure hunters and the remaining minions of the princess of evil elemental creatures. Mid-level characters plundered the Village of the Ancients, the remains of a town once inhabited by the isles' planar-savvy inhabitants. A second mid-level event took characters into the Green Devil's Tower, a large structure

The Legacy of the Dead. *By the last day the gaping maw of luz (above) was almost sated. More than a dozen characters and twenty times as many "die bump" and magic item certificates litter the altar to Old Wicked.*

Christ have Mercy. *Circle of Six member David Christ (pronounced Ka-rist) runs a group of victims through the lower level of the Green Devil's Tower (right).*

set into a cliff face around the center of the main island. Believed to be either a school of magic or the abode of an incredibly powerful arcane spellcaster, the place was guarded by treacherous traps and horrible abominations. The higher-level events pitted LIVING GREYHAWK heroes against a similar level of the tower, but with the Encounter Level dial cranked up full blast.

Every participant in the special event was up to the challenge. Yes, characters died, their characters and certificates sacrificed to the altar of Iuz (see picture), but everyone walked away with tales of high adventure, bragging rights, and memories of a smashing time.

Thanks to everyone who participated and served as DUNGEON MASTERS for the event, Dwarven Forge for supplying the MasterMaze three-dimensional dungeons, and to Jason Bulmahn, David Christ, Chris Tulach, Chris Lindsay, Sean K Reynolds, Monte Cook, and Andy Collins for their design work on the event. Stay tuned for the report from the U.K. version of the event!

Origins Adventures: A Rough Ride

While much of the buzz at the *Origins Games Expo* gathered around the *Isles of Woe* special event, the three Core adventures that premiered at the show offered great challenges, as well. While we have received many comments about all the adventures, the majority of them have centered around the adventure COR2-8: *Echo*, and characters who are "Lost!"

In that adventure, the characters gained a chance to explore Yaxx's Demiplane, a long-forgotten extra-planar laboratory of an ancient wizard. While playing in the twisted reality of that locale, there was a chance that characters could become lost in the planes beyond. Those characters gained a special Adventure Certificate with the "Lost!" game effect. Those characters are out of play until their player plays COR2-11: *Escape from Tehn*, which premieres at both GEN CONS, and is available for convention ordering in September and to all other gatherings in October.

In *Escape from Tenh*, players of "Lost!" characters have the opportunity to bring that character back into play. The directions on how to do this are presented in the adventure text. So if you have folks asking exactly how they can get their characters back into play, schedule *Escape from Tehn*, and tell those players they'll want to play their "Lost!" characters in those events.

While not nearly as controversial, the other two *Origins* 2002 premier events, COR2-06: *Finders Keepers* and COR2-07: *Ashes of Innocence* are very challenging adventures in their own right. If you are looking to challenge players at a local show or home event, these adventures are available to conventions in August, and to all other venues in September.

Introducing Quick Start Adventures

Ever wish there was a lightning-quick and fun way to introduce new players to the LIVING GREYHAWK campaign? That's why we created *Into the Cairn Hills*, a pair of mini-adventures tailored to create a fitting first-play LIVING GREYHAWK experience. The adventure pack, which will be available from rpga.com later this year, features two mini-adventures and a group of 11 pre-generated characters, one for each class. Each adventure features a short, action-packed dungeon delve that takes place a day or two's travel outside the walls of Greyhawk City. Both mini-adventures are designed to allow a prospective LIVING GREYHAWK player sit down and play within a matter of minutes.

Want to go for that extra oomph? Each delve is designed to use Dwarven Forge MasterMaze pieces and miniatures from the DUNGEONS & DRAGONS and CHAINMAIL lines, and comes with instructions to make this intro event as visually striking as possible. This packet is a must-have to anyone running conventions or trying to build LIVING GREYHAWK interest in local games stores.

Almost 400 players participated in the massive delve, and in the carnage that ensued, fun was had by all.

Circle Increases by Two

With more than 12,000 players around the world participating in LIVING GREYHAWK events, we undoubtedly have a monster on our hands. In order to handle the mammoth task of making sure that players have enough adventures to play, and to ensure that the campaign is responsive to their needs, we have regionalized the controlling Circle of the campaign (Circle members manage individual Triad concerns and adventure flow).

We are happy to announce that the circle has been increased by two: Steven Conforti, formerly of the Bissel Triad, and Creighton Broadhurst, formerly of the Onnwal Triad, have been selected to head the Shelomar River Metaregion and the Against the Brotherhood (formerly called the European and South African Mash) Metaregion, respectively. Both of these former Regional Triad members have shown great distinction in those positions, and we are confident they will handle their new responsibilities with great precision and relish. And we are sure that the members of their Metaregion will give them all the support and respect they need to ensure their sometimes-daunting job is manageable and rewarding. Stay tuned to the next Campaign News for a breakdown of metaregions, or visit us as www.living-greyhawk.com.

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 RPGA Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by playing specially constructed adventures 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**

PLAYING PIECES
Heroes of Onnwal

by Stuart Kerrigan and the Onnwal Design Team • illustrated by Kalman Andrasofszky

My liege,

I found this report near Tessak's Cove on the bloodied corpse of one of our couriers. He was headed behind enemy lines before a hochebi's misaimed spear ended his life. Given the sensitive nature of the report, the contents of which would never be given to a mere courier, one can assume that under the green and gold he wore there lurked the color of scarlet.

When the altern who found his body handed me this missive, a chill gripped my heart—one that I am sure you share. I need not lecture you on the accuracy of the details below, which raises the disturbing question—who among your court is in the pay of the Scarlet Sign?

Baron Keirnal Maldrenn to Szek Jian Destron,
Spring 592 cy

Jian Destron

Szek Jian Destron moves about the Free State of Onnwal in disguise, both to avoid the daggers of Scarlet Brotherhood assassins and to oversee the rebellion against their unlawful dominion over his homeland. He stands just under 6 feet tall, and in the rare instances in which he is not disguised, intense gray eyes peer from behind a shock of auburn hair topping a heavily freckled, sun-worn face. Jian has good reason to be careful about revealing his identity, even to those who appear trustworthy—he has survived several attempts on his life by close associates, which has made him distrustful of those new to him.

Due to this mistrust, some consider Jian to be a harsh man, but they forget he carries a heavy burden upon his young shoulders. He is the last of his line, and should he fail in his tasks, both his family and his country will be relegated to the pages of history. At a mere 28 years of age, Jian is already a seasoned warrior and tactician. Groomed from an early age for the life of a naval officer, indications show that he has inherited his father's military acumen and mind for tactics. He dearly wishes to see his slain father avenged and Onnwal free from Brotherhood tyranny.

Jian shirks from the path of the diplomat or scholar, preferring to leave matters other than military studies to a small circle of trusted advisors. He routinely must deal with the divided loyalties of his surviving dukes and barons, who are incensed by the level of power he has invested in his ally, the redoubtable Rakehell Chert.

Background

Jian Destron was the only son and heir of Szek Ewerd Destron. As the son of the szek, Jian was given the title of Duke of Gilderond, one of the four ducal coronets within Onnwal. He was raised a professional sailor, and from a young age served in Onnwal's navy. His early study bypassed academic pursuits for a strong focus on tactics and warfare, since few could anticipate him being thrust into the life of a ruler at such a young age.

On the Night of Scarlet Knives, when Onnwal fell to the Brotherhood, Szek Ewerd Destron was slain in his own chambers by the poisoned dagger of a trusted bodyguard. The Brotherhood assassin, a man named Ared Yor, to this day remains at large and is one of the most deadly Brotherhood agents of the Scarlet Sign.

Jian had been on a patrol vessel sailing the Gearnat Sea at the time, but the Scarlet Brotherhood had made allowances for this. A sharp conflict broke out among the young duke's personal guard, for many among their number had been bought with Scarlet coin. Furthermore, three vessels bearing the colors of the Scarlet Sign closed upon the Onnwalon caravel, intent on finishing the task. Few can explain the strange mist that hid Jian's vessel from its pursuers and enabled the loyal

Onnwalons to subdue the traitors and reach the relative safety of Nyrond.

The credit for Jian's escape was claimed by a mysterious visitor of Baklunish extraction, who appeared during a court at Sornhill in early 592 CY. This man was a representative of the Empire of the Bright Desert who said that his unnamed master (doubtless Rary the Traitor) would someday require a favor in return.

Jian, upon receiving reports of what had happened to his homeland, established a court-in-exile within the Nyrondese port of Nessermouth. In the spring of 585 CY, he and his loyal followers vented their anger upon a Brotherhood vessel that attempted to trade with the Nyrondese, sinking the ship and slaying its crew to the last man. The Brotherhood protested to the Nyrondese officials, but given the lack of law and order within Nyrond during those troubled times, and the fact the bailiff of Nessermouth was sympathetic to Jian's cause, the matter was ignored.

As soon as the weather allowed, Jian sent his agents back to his homeland to gather news of events across the peninsula. In the summer of 585 CY, in response to his queries, it is said that Rakehell Chert arrived in Nessermouth in secret and that he left as Lord Marshal of Onnwal and Commander of the Free Onnwal Army of Rebellion. The exact nature of Jian's relationship with the notorious rogue is unknown, but Chert did subsequently succeed in liberating three-quarters of the Dragonshead Peninsula after the Brewfest Rebellion of 586 CY.

Jian Destron returned to his homeland, declaring the reestablishment of the Free State of Onnwal and setting up court within the Duke's Keep in Killdeer, now nominally the capital of the Free State. Often on the move, Jian rarely risks public appearances. The young szek is still somewhat naive in the way of politics—many of the high priests and barons of Onnwal question his leadership and the wisdom of dealing with a rogue like Rakehell Chert.

Rakehell Chert

Chert is the Guildmaster of the Wreckers (the name given to Onnwal's thieves' guild) and a former adventurer. Now one of the two most influential men in the Free State of Onnwal, Chert's personal skills are said to border upon the superlative. He is so puissant that even the Circle of Eight has made use of his talents in the past. Chert has been given authority over the Army of the Rebellion by Jian Destron and has turned them into a flexible fighting force. A prime target for Brotherhood assassins, only his old adventuring comrades know his true appearance. His current whereabouts are unknown.

A master of disguises, Chert's exact looks are difficult to ascertain. He stands roughly 5 feet 7 inches and has short, curly brown hair. An easy-going devotee of Olidammara, the Laughing Rogue, Chert prefers nonviolent, cunning solutions over brute force.

Legends suggest that Chert owns a vast collection of treasures scattered throughout Onnwal, preferring curios over items of raw

Jian Destron: Male human Ftr8; CR 8; Medium-size humanoid; HD 8d10+8; hp 55; Init +6; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +14/+9 melee (1d8+7/17-20/x2, *+2 longsword*); AL LN; SV Fort +7, Ref +4, Will +1; Str 17, Dex 14, Con 12, Int 13, Wisdom 9, Charisma 15.

Skills and Feats: Balance +3, Climb +6, Handle Animal +7, Intuit Direction +0, Knowledge (history) +2, Knowledge (Onnwal) +3, Knowledge (nobility and royalty) +3, Knowledge (war) +2, Listen +3, Profession (sailor) +1, Ride +7, Spot +2, Swim +8; Alertness, Improved Critical (longsword), Improved Initiative, Leadership, Mounted Combat, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 longsword (Gildenbrand), +2 mithral chainmail (Breaker's Crest).

Breaker's Crest: This incredibly light, green-tinted *+2 mithral chainmail* with golden highlights confers permanent *water breathing* upon its wearer. The armor is said to have been given to the mighty Craylest Destron, war captain of the great Azharadian, by sea elves in Onnwal's founding years. In his legacy, Craylest bequeathed the armor to his youngest heir, and thus it has passed through the centuries.

Gildenbrand: Passed to each new Duke of Gildenrond (who typically is heir to the *Platinum Diadem of Onnwal*), the *+2 longsword* known as *Gildenbrand* plays an important role in Onnwal's cultural history. Upon ascending the throne of Onnwal, a new szek typically relinquishes the blade to his heir, gaining the *Platinum Diadem* and *Foamreaver*, the ceremonial axe of state. The entire Onnwalon regalia was lost with the Fall of Scant, so Jian wears a replica of the diadem upon his troubled brow.

Rakehell Chert: Male human Rog18; CR 18; Medium-size humanoid; HD 18d6+54; hp 117; Init +9; Spd 30 ft.; AC 22 (touch 14, flat-footed 18); Atk +23/+18/+13 melee (1d6+9, *+5 shortsword*); AL N; SV Fort +9, Ref +16, Will +9; Str 18, Dex 20, Con 16, Int 18, Wisdom 13, Charisma 13.

Skills and Feats: Appraise +14, Balance +17, Bluff +21, Climb +14, Diplomacy +18, Disable Device +14, Disguise +11, Escape Artist +15, Forgery +14, Gather Information +11, Hide +15, Innuendo +13, Intimidate +3, Jump +14, Knowledge (Onnwal) +9, Listen +13, Move Silently +15, Open Lock +15, Perform +11, Pick Pocket +17, Read Lips +14, Search +14, Sense Motive +11, Spot +13, Tumble +17, Use Magical Device +11, Use Rope +15; Alertness, Dodge, Far Shot, Improved Initiative, Iron Will, Leadership, Point Blank Shot, Weapon Finesse (shortsword).

Possessions: +5 shortsword (Omrannin—the Laughing Blade), +3 elven chainmail, eyes of charming, numerous magic items secreted across the Flanaess.

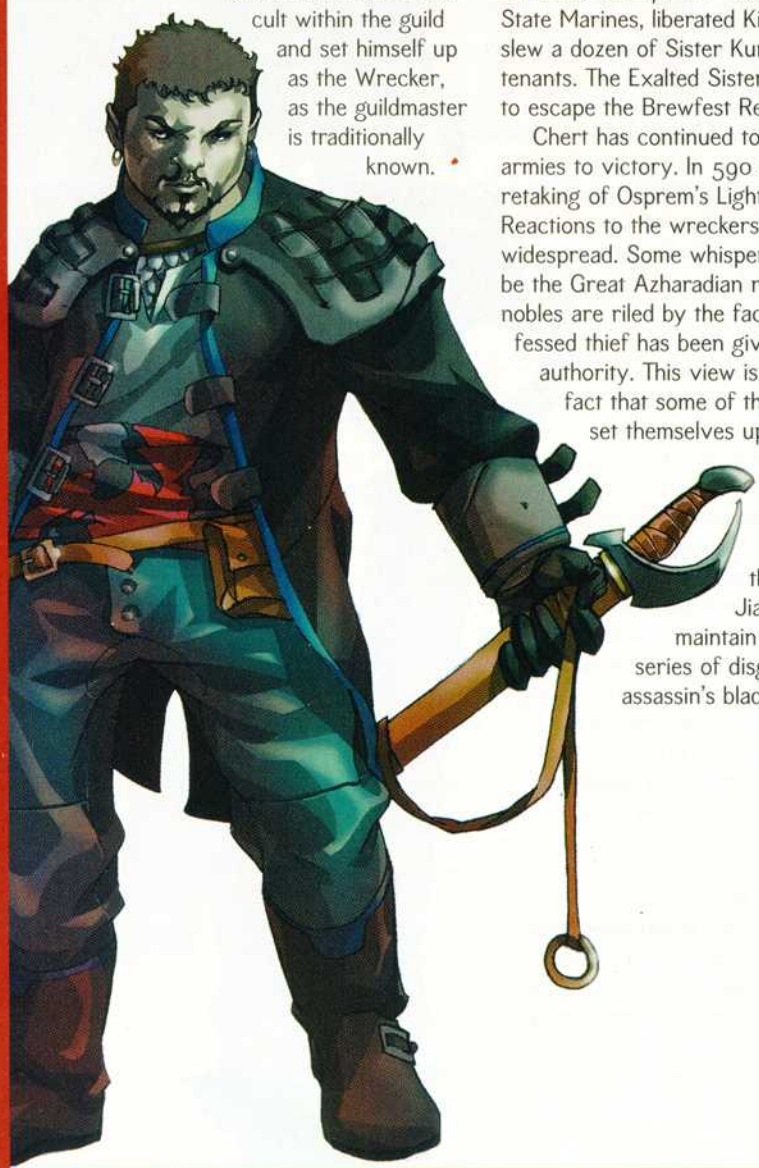
Omarannin—the Laughing Blade: Chert loves his magical shortsword not just for its swift, sharp blade but also for its unique magic ability. Those struck by the blade must make a successful Will save (DC 16) or suffer the effects of *Tasha's hideous laughter*, as cast by a 9th-level sorcerer. The blade confers *Tasha's hideous laughter* on up to three victims per day before going dormant until the following dawn, at which point it is completely recharged.

Chert often uses *Omarannin* to disable his opponents for capture—his most famous victim was the previous Wrecker, Jerik Semoll, a Kurellite who was found by guardsmen sleeping in a carriage outside his villa in Scant, tied up and snoring loudly with a contented smile on his face. He was later tried and hanged, paving the way for Chert to take over the guild.

power. Tales across the Storm Coast mention that a war company recently recovered Chert's old short sword, the *Silver Left*, which he lost (like many of his one-time possessions) in a game of cards. Chert prefers to shrug and smile. He tends not to worry about such matters—his finances shall last a considerable lifetime, and he is more concerned with liberating his adopted homeland.

Background

Chert's life has been one of mystery and adventure. He was born in Hexpools in the South Province but came to Scant thirty years ago claiming to be the son of a disaffected merchant. He was in fact on the run from the church of Zilchus in Kalstrand and decided Onnwal was a quiet place to settle down. He attracted the attentions, and then the ire, of the shadowy hierarchy of wreckers in Scant, called the Spurned Circle—devotees of Kurell. Eventually Chert overthrew the Kurellite cult within the guild and set himself up as the Wrecker, as the guildmaster is traditionally known.



No sooner had he done this than he began to turn his fickle attentions elsewhere, working for luminaries such as Tenser (then of the Circle of Eight) for whom he retrieved the *Crook of Rao* from the depths of Castle Greyhawk.

Before the Night of the Scarlet Knives, Chert was aware of the Brotherhood's plans. Exactly how he became aware is a matter of speculation—some say Tenser or Bigby alerted him, others say that Chert has the sight of one touched by the goddess Johydee. Nonetheless, Chert survived the Night of Scarlet Knives while the szek and the flower of the Onnwalish nobility fell, and he organized his cells of wreckers into the only effective fighting force within Occupied Onnwal. Jian Destron's trust in naming Chert Lord Marshal of Onnwal and Commander of the Free Onnwal Army of Rebellion was obviously well deserved, for on the 1st of Brewfest, 586 CY, Chert, with the aid of handpicked wreckers and Free State Marines, liberated Killdeer Castle and slew a dozen of Sister Kuryanie's lieutenants. The Exalted Sister was scarcely able to escape the Brewfest Rebellion alive.

Chert has continued to direct Onnwal's armies to victory. In 590 CY, he directed the retaking of Osprem's Light near Sornhill. Reactions to the wreckers' successes are widespread. Some whisper that Chert might be the Great Azharadian reborn, while the nobles are riled by the fact that a self-professed thief has been given so much authority. This view is not helped by the fact that some of the wreckers have set themselves up as bandit-lords within the cantreds of Onnwal. Chert himself is rarely in the public eye—like Jian he must now maintain an elaborate series of disguises to avoid an assassin's blade.

ALL OERTH'S ARTIFACTS

A Complete Annotated Listing

by Allan T. Grohe, Jr. (with Erik Mona)

Artifacts have played an important role in the development of the GREYHAWK campaign setting. Canny GREYHAWK fans will recongnize the names Vecna, Aaqa, Daoud, Al'Akbar, and more from recent sources such as *Deities & Demigods*, the *LIVING GREYHAWK Gazetteer*, and the *Living Greyhawk Journal*. Most D&D fans will recognize the names, too, because they first appeared in DUNGEONS & DRAGONS lore as background flavor surrounding this or that magical artifact (the *Eye* and *Hand of Vecna*, the *Rod of Seven Parts*, *Daoud's Wondrous Lanthorn*, and the *Cup and Talisman of Al'Akbar*, respectively). Even if they never physically enter a campaign, artifacts carry with them a history and impact that can influence even the lowest-level GREYHAWK campaign.

Published as an addendum to the article "Artifacts of Oerth," by Allan Grohe and Erik Mona (which appeared in DRAGON #294), the following list includes just about every "known" GREYHAWK major artifact we could come up with, along with basic descriptions and some pointers on where to go to find more information. We've chosen to focus on artifacts with a specific GREYHAWK role—if the artifact does not serve a purpose in the GREYHAWK campaign, it's not listed here. We've also chosen to omit certain unnamed artifacts ("Hextor's sword," for instance) and certain less-inspiring artifacts (such as a barrel from *Fate of Istus* that magically creates grain) on the grounds that they're boring. Undoubtedly, we've made some accidental omissions that we hope you'll forgive. The setting is more than 20 years old, you know.

Artifact	Sources	Notes
Afterglow	DRAGON #86, *LIVING GREYHAWK Gazetteer*	Intelligent, lawful neutral flaming greatsword owned by Lendor, god of time.
Axe of the Dwarvish Lords	*DUNGEON MASTER'S Guide* (1e), *Axe of the Dwarvish Lords*	Lost during the Invoked Devastation, this axe symbolized harmony between ancient dwarf clans.
Azure Razor	DRAGON #64, *LIVING GREYHAWK Gazetteer*	Paralytic falchion owned by Raxivort, god of xvarts.
Baba Yaga's Dancing Hut	*DUNGEON MASTER'S Guide* (1e), DRAGON #53, DRAGON #83	Dancing domicile of the infamous witch.
Baton of Retribution	DRAGON #68, *LIVING GREYHAWK Gazetteer*	Scepter that grants summoning and divinitory powers. Owned by Trithereon, god of retribution.
Blackrazor	S2: *White Plume Mountain, Return to White Plume Mountain*	The notorious longsword *Blackrazor* cuts through enemies while endangering the soul of its wielder.
Bracers of Vecna	*City of Greyhawk Boxed Set (FFF)*	Grant ability to command undead and cast spells.
Bringer of Doom	*Monster Manual 2* (hordeling)	Mysterious box that summons fiends at a touch.
Bronze Key of Portals	*Return of the Eight*	Sacred to Dalt, god of portals. Related to the *Silver Key of Portals*.
Chalice Everlasting	DRAGON #294	Ancient Suel artifact with ties to elemental evil.
Codex of the Infinite Planes	*Eldritch Wizardry*, *DUNGEON MASTER'S Guide* (1e)	An ancient book containing forbidden lore and the secret to travel between planes and dimensions. Also called *Yagrax's Tome*, after the fanatical wizard-priest of the Isles of Woe.
Court of Essence	*Ivid the Undying*	Magical court constructed by the legendary archmage Schandor.
Crook of Rao	WG6: *Isle of the Ape*, DRAGON #294	Magical shepherd's crook of late used by Canon Hazen of Rao to initiate the Flight of Fiends, which purged most demons and devils from the Flanaess.
Cup and Talisman of Al-Akbar	*DUNGEON MASTER'S Guide* (1e), *LIVING GREYHAWK Gazetteer*	Given by the gods to the most exhalted high priest of the Paynims following the Invoked Devastation, the now-lost *Cup and Talisman of Al'Akbar* inspire hundreds of quests annually.
Daoud's Wondrous Lanthorn	S4: *The Lost Caverns of Tsojcanth*, *LIVING GREYHAWK Journal* #5	Magical lantern created by Daoud, hero-deity of humility, clarity, and immediacy. Once owned by the witch queen Iggwilv; since lost to adventurers.
Demonomicon of Iggwilv	S4: *The Lost Caverns of Tsojcanth*	Tome of vile magical spells and rituals.
Druniazth	DRAGON #294	Maddening sword of Tharizdun once owned by Lum the Mad.

Artifact	Sources	Notes
Earth Stone, The	*Greyhawk Ruins*	Deposit of raw magic beneath Castle Greyhawk.
Eye of Vecna	*Eldritch Wizardry, Book of Artifacts, Vecna Lives!, Vecna Reborn!, Die, Vecna, Die!*	The cursed eye of a vanquished lich king who later became a god, *Vecna's Eye* takes over the spirit of anyone foolish enough to use it.
Face of Xenous	*Treasures of Greyhawk*	Diabolical mask trapped in the Great Maze of Zagyg, a confounding demiplane.
Faruk	*Living Greyhawk Journal* #3	The curved sword of the hero-deity Azor-alq.
First Warning	*Living Greyhawk Journal* #3	Light mace of Charmalaine, hero-deity of keen senses and narrow escapes.
Fraz-Urb-luu's Staff	S4: *Lost Caverns of Tsojcanth, City of Greyhawk Boxed Set* (card 10)	Fragmented and stolen away by Zagig after he imprisoned the demon prince of deception in the dungeons below Castle Greyhawk.
Freedom's Tongue	Dragon #68, *Living Greyhawk Gazetteer*	Fear-inducing magical longsword owned by Trithereon, god of retribution.
Frostrazor	*Return to White Plume Mountain*	A cold sword tied to the never-ending story of White Plume Mountain.
Fury	*Living Greyhawk Gazetteer*	Mighty hammer of Bleredd, god of metal, mines, and smiths. Thought to be the prototype for the first *hammer of thunderbolts*.
Gauntlet, The	UK3: *The Gauntlet*	Magical glove opposed to *The Sentinel*. Currently lost in the southern Hold of the Sea Princes.
Golbi	Dragon #88, *Living Greyhawk Gazetteer*	A hammer forged by Moradin himself and wielded by Fortubo, god of stone, metals, and mountains.
Hand of Vecna	*Eldritch Wizardry, Book of Artifacts, Vecna Lives!, Vecna Reborn!, Die, Vecna, Die!*	One of two material remnants of Vecna, the Flan lich king of antiquity. Since his fall, many tyrants have lopped off their own hands to make way for this corrupting member.
Harsh Truth	Dragon #88, *Living Greyhawk Gazetteer*	Syrul's (goddess of lies, deciet, and treachery) *rod of withering* and *beguiling*.
Helm and Wand of Lynerden the Spinner	*Ivid the Undying*	Powerful artifact, of an ancient Oeridian wizard.
Heward's Mystical Organ	*Eldritch Wizardry, Dungeon Master's Guide* (1e)	Playing this multi-purpose organ summons various magical effects.
Hope's Champion	*Living Greyhawk Gazetteer*	Shield of Mayaheine, demigoddess of protection, justice, and valor.
Hunger	*Ivid the Undying*	Terrible bastard sword forged by the insane elf Darnakurian. Currently residing (with a very angry Darnakurian) in the heart of the Coldwood. Among the most powerful swords ever crafted.
Invulnerable Coat of Arnd	*Eldritch Wizardry, Dungeon Master's Guide* (1e)	Defensive garment originally owned by High Priest Arnd of Tdon. If only scholars could agree on who or what "Tdon" was, there might be a decent chance of discovering this long-lost artifact.
Iron Flask of Tuerney the Merciless	*Dungeon Master's Guide* (1e), *Return of the Eight*	A terrible flask that contains an even more terrible spirit.
Jacinth of Inestimable Beauty	*Dungeon Master's Guide* (1e), *Living Greyhawk Journal* #5	A beautiful corundum gem fashioned by the gods themselves. Once owned by the Sultan of Zeif, the jacinth is now lost. It was last seen in Keoland.
Johydee's Mask	*Living Greyhawk Journal* #3	Mask of Johydee, hero-goddess of espionage.
Kanteel of the Eldest	Dragon #70	Stringed instrument with spell-like powers.
Kelmar	Dragon #87	Greatsword of Kord, god of strength.
Krelestro	Dragon #68	Also called "The Harbinger of Doom." Longspear of Trithereon, god of retribution.
Kuroth's Quill	*Dungeon Master's Guide* (1e), Dragon #294	Multi-purpose magic quill discovered by Kuroth, hero god of theft and treasure-finding.
Lens of Transformation	*Temple of Elemental Evil*	A mirrored sheet of cloudy crystal that reflects the opposite of what is shown to it. Created by luz.
Life Cutter	Dragon #71	Nerull's death-inducing magical scythe.
Mace of Cuthbert	*Dungeon Master's Guide* (1e), Dragon #67	Wielded by the mortal St. Cuthbert, this ornate mace now contains several relics related to the god.

Artifact	Sources	Notes
Mace and Talisman of Krevell	*Ivid the Undying*	Unholy artifacts of an evil cleric of Nerull.
Machine of Lum the Mad	*Dungeon Master's Guide* (1e), *Ivid the Undying*	Unusual technological machine now housed in the fortress Rifter, near Rauxes.
Malachite Throne	*Ivid the Undying*	Powerful throne drawn from the *Cauldron of Night*. Seat of the Aerdy Empire.
Mighty Servant of Leuk-O	*Dungeon Master's Guide* (1e), *Living Greyhawk Journal* #1	Towering crystal automaton once owned by the Oeridian general Leuk-O. Of similar manufacture to the *Machine of Lum the Mad*.
Murky Deep	Dragon #90	Trident of Xerbo, god of the sea and business.
Obelisk, The	*Greyhawk Ruins*	Magical monolith beneath Castle Greyhawk.
Oerth Disk	Dragon #68	Wooden disk that reveals affairs throughout Oerth.
Oerthly Plates	Dragon #294	Ancient Suel artifact tied to elemental evil.
Orb of Golden Death	*Temple of Elemental Evil*, *Return to the Temple of Elemental Evil*	Now-destroyed skull-shaped golden sphere created by Iuz and the demoness Zuggtmoy.
Orb of Oblivion	*Return to the Temple of Elemental Evil*	Crystal skull tied to the worship of Tharizdun. Dark inspiration for the *Orb of Golden Death* and the *Orb of Silvery Death*.
Orb of Silvery Death	*Return to the Temple of Elemental Evil*	Silver skull similar to the *Orb of Golden Death*.
Orbs of Dragonkind	*Dungeon Master's Guide* (1e), Dragon #230	Ancient dragon-controlling artifacts created during the height of the Suel Imperium.
Perpetual Libram	*Living Greyhawk Gazetteer*	A record of all happenings on Oerth owned and written by Cyndor, god of continuity.
Prison of Zagyg	S4: *The Lost Caverns of Tsojcanth*	Magical cage once used by Iggwilv to entrap the demon prince Graz'zt in the Caverns of Tsojcanth.
Queen Ehlissa's Marvelous Nightingale	*Dungeon Master's Guide* (1e)	Singing mechanical bird created by Xagy and Joramy, goddess of wrath and quarrels.
Readying's Dawn	*Living Greyhawk Gazetteer*	Ice-melting talisman of Atroa, goddess of spring.
Regalia of Might	*Dungeon Master's Guide* (1e)	Vestments of power (crown, orb, and scepter).
Recorder of Ye'Cind	*Dungeon Master's Guide* (1e), *Book of Artifacts*	Communicative instrument created by Ye'Cind, demigod of music.
Red Light of Hades	Dragon #89	Exceptionally deadly bastard sword wielded by Pyremius, god of fire, poison, and murder.
Rod of Seven Parts	*Dungeon Master's Guide* (1e), *Book of Artifacts*, *The Rod of Seven Parts*, Dragon #224	Created by the Wind Dukes of Aaqa in prehistory to defend Oerth from armies of Chaos, the *Rod* was split into seven parts and scattered.
Sentinel, The	UK2: *The Sentinel*	Magical glove opposed to *The Gauntlet*. Currently lost in the southern Hold of the Sea Princes.
Shalmstaff, The	Dragon #69	Powerful weapon of Obad-Hai, god of nature.
Silver Key of Portals	WG5: *Mordenkainen's Fantastic Adventure*	All-access key created by Dalt, god of portals.
Skewer of the Impure	Dragon #71	Glaive-guisarme of Wastri, god of bigotry.
Skull Ringer	World of Greyhawk *Boxed Set*, *Living Greyhawk Gazetteer*	Savage humanoid-killing hammer of Ulaa, goddess of hills, mountains, and gemstones.
Small Lie	Dragon #88, *Living Greyhawk Gazetteer*	*Dagger of venom* owned by Syrul, goddess of lies.
Soul Gem	C1: *The Ghost Tower of Inverness*	Many-faceted gem with the ability to trap souls.
Spear of Sorrow	*Ivid the Undying*	Spear tasked to revivify temples of Tharizdun.
Staff of the Silvery Sun	Dragon #67	Illuminating staff of Pholtus, god of inflexibility.
Sword of Kas	*Dungeon Master's Guide* (1e), *Dungeon Master's Guide* (3e)	The infamous longsword of the vampire Kas, used to slay Vecna and forever tied to his destruction.
Symbol of Hate and Discord	Dragon #67	Discord-arousing symbol of Hextor, god of conflict.
Tempest Horn	Dragon #294	Ancient Suel artifact tied to elemental evil.
Triumph	*Living Greyhawk Gazetteer*	Bastard sword of Mayahiene, goddess of justice.
Trumpet of Acheron	Dragon #67	Undead-summoning instrument of Hextor.
Undertow	*Living Greyhawk Gazetteer*	Trident of Procan, god of the sea.
Unquenchable Scepter	Dragon #294	Ancient Suel artifact tied to elemental evil.
Viper of Hades	Dragon #89	Poisonous whip of Pyremius, god of murder.
Wave	S2: *White Plume Mountain*	Watery trident lost in White Plume Mountain.
Whelm	S2: *White Plume Mountain*	Thunderous hammer lost in White Plume Mountain.
Windstorm	*Living Greyhawk Gazetteer*	Ensorcelled sling of Atroa, goddess of spring.
Winter's Bite	*Living Greyhawk Gazetteer*	Icy battleaxe of Vatun, god of northern barbarians.

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Contributing Reporters: Jason Bulmahn and David Christ
Enlightenment can penetrate even the helm of iron. —Cuthbertine proverb

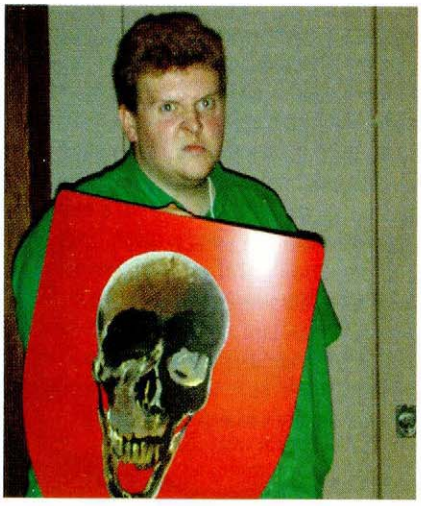
CAMPAIGN NEWS

GEN CON WRAP-UP

As another summer draws to a close, we put another Gen Con Game Fair into the books. The LIVING GREYHAWK campaign premiered at Gen Con 2000, so this summer's show also marked the two-year anniversary of the campaign. We have gone through a lot of changes in those two years, but the campaign is stronger than ever and is still roaring down the tracks.

This year we premiered three new core modules with great success. *Final Reckoning* wrapped up the long-running *Brendingund* series, *Forbidden Echoes* had players going mad as the voice in their heads returned for another round, and *Escape from Tenh* continued the plot started in *Isles of Woe* and moved it in a new and dangerous direction. A few PCs missing since July returned to active duty and a few more disappeared in Tenh, never to be seen again. All told, every Gen Con attendee who came to play a LIVING GREYHAWK adventure got their chance, and more than 500 attendees played each event during the show.

This year's show also featured the debut of brand-new LIVING GREYHAWK prize shields (see picture). We had our master craftsman make up a shield with the heraldry of each GREYHAWK kingdom and faction. We then awarded these shields to the best of the best at the show. William Muench walked away with the best LIVING GREYHAWK Judge award and picked the city of Greyhawk shield for his reward. The top four players also were awarded shields of their choice.



The Young Old One: Circle of Six member Jason Bulmahn *is* Iuz the Evil.
Eyes on the Prize: David Haga, one of three "Best LG Player" winners, and Bill Meunch "Best LG Judge" show off their newfound defenses at the Gen Con award ceremony.

We'll be brining the shields to WINTER FANTASY, so be sure to show up and see if you take your region's shield back home in victory.

BIG BLACK EVIL STONE 1, HEROES 0

This year's Gen Con saw the world premiere of *Forgotten Echoes*, a sequel to last year's *Forbidden Choice*. After each running of the event, the judges carefully tallied the results of a few key plot points. We've tallied up these results and are ready to give them to you. If you have not yet played the event, you may want to skip the next paragraph.

After long-fought battles and a harrowing escape from the clutches of death, most of the heroes managed to recover a large black stone. The voices that echoed from its deep recesses drove many to madness, and in the end the stone was tossed deep into the waters of the Nyr Dyv. As it sank into the black waters of the Lake of Unknown Depths, the madness subsided. The vile voice of the evil stone, however, did not. As a result, the voices will continue to plague some LIVING GREYHAWK characters. Maybe in time a way will be found to rid Oerth of this insidious presence once and for all, but for now the best some heroes can hope for is a strong pint of ale and an unwavering faith to keep the darkness at bay.

The curse of the voice will remain in play until further notice. Don't worry; there will be another chance to even the score. Look for another part of this series to debut later next year.

ECHO AND TENH

A problem has arisen concerning *Echo* and *Escape from Tenh*, two scenarios currently available for play. It is highly recommended that the events be played in order—you'll want to play *Echo* before you play *Escape from Tenh*. If played out of order, it is possible that the outcome from playing *Echo* could result in your character being irrevocably lost. If this occurs, and the player has already played *Escape from Tenh*, the following solution remedies the problem. The character in question is not lost, but instead spends four time units wandering aimlessly on the Ethereal Plane before eventually finding a way home. This loss should be recorded on the *Echo* adventure certificate and cancels any contradictory text already contained on that certificate. This solution applies to heroes who have played the events out of order only. Players who have not yet played *Escape from Tenh* proceed according to the original instructions found in *Echo*.

SPREADING THREAT

Bards across Greyhawk City speak in broken voices when spinning tales concerning the belabored Duchy of Tenh. Some stories tell of survivors seen stumbling out of the region with entire parts of their bodies missing or bearing other ghastly wounds. Perhaps more shocking, they also speak of the complete withdrawal of the Old One's forces from the region. Opinions vary greatly as to what could force Iuz to surrender such a large parcel of his domain so quickly and completely. Rumor has it that some of the more powerful forces in and around the city of Greyhawk are becoming very concerned over this growing dilemma. Fears speak of a new enemy worse than Iuz.

To see what the bards are buzzing about, check out the new *Ether Threat* core storyline, which begins in *Escape from Tenh* (now available) and continues in *Into the Dying Lands*, set to premier in November.

WHAT DO YOU WANT ?

In our efforts to bring you the best campaign possible, we have created a new tool for you, the player, to use. Head over to www.living-greyhawk.com and click "Features." There you will find a survey about the LIVING GREYHAWK campaign. The survey contains some specific questions as well as a general "sound off" section for you to get what you like and dislike about the campaign off your chest. We will be using this information to help steer the campaign as it enters year three, so do not hold back. If you dislike something, say so, but please be polite in doing so. We are looking for constructive criticism and feedback, here. Pointing out what you see as a problem is good, but saying what you think needs to be done to correct it is even better. Also, please be as complete as possible when you take the survey. We will randomly select one respondent to win a prize. While we are not sure what that prize will be, we promise it will be something cool.

WHAT'S OFFICIAL?

Over the past few months there has been some confusion as to what is and is not official for the LIVING GREYHAWK campaign. We have devoted this little corner of the *Journal* to clearing that up for you.

The following are official resources for the LIVING GREYHAWK campaign:

- LIVING GREYHAWK Character Creation Rules
- Rules Updates 1, 2, & 3 (commonly referred to as the RUP's)
- *Players Handbook* (current printing)
- *Dungeon Master* Guide (with errata from website)
- *Monster Manual* (with errata from website)
- *LIVING GREYHAWK Gazetteer* (current printing)
- Builder Books (Per rules contained in RUP-1. This includes *Sword & Fist, Defenders of the Faith, Tome & Blood, Song & Silence,* and *Master of the Wild,* with errata from website if available.)
- *LIVING GREYHAWK Journal* (Issues 0-5 separate magazines, Issues 6 + contained in *DRAGON Magazine*)
- D&D FAQ (available on the wizards.com website)

Updates to these documents happen often, so check www.living-greyhawk.com regularly to make sure you have the most up-to-date information.

NEW APL ROUNDING RULE

In November of 2001, the LIVING GREYHAWK campaign initiated a new system to determine the correct scenario "challenge level" based upon the relative experience of the characters embarking on the adventure. This Average Party Level (APL) system calculated the average level of the party, along with any animals and companions that might be tagging along. The original APL rule stipulated that when determining the party's average level, the judge was to round up fractional levels. This has led to some characters accidentally "bumping" themselves into more difficult APLs and finding themselves facing dangers too powerful for them.

Starting November 1st, 2002, judges must use standard rounding procedures to determine APL. If the fractional level is .5 or higher, the judge should round up. If it's less than .5, the fraction should be rounded down. This will eliminate the problem of lower-level parties being just on the borderline and finding themselves outclassed, while allowing parties legitimately on the cusp of the next highest APL to take a slightly risky plunge.

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 RPGA Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by playing specially constructed adventures 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**

To the Losers Go the Spoils

GREYHAWK'S BEGGAR'S UNION

By Erik Mona · illustrations by Karl Kerschl

As even the most naive caravan boy can tell you, Greyhawk is a city of thieves. From the crumbling tenements of the Slum Quarter to the highest courts of New City, the influence of Greyhawk's Guild of Thieves worms its way throughout the metropolis, secretly pulling along the city's businesses while at the same time imagining and implementing new means by which to divorce those agencies from their lawfully gained coin. The guild's control of illegal activities in a city made famous by its illegal activities approaches absolute. But even Greyhawk's illustrious Guild of Thieves has its competitors.

The city's Beggar's Union, a collection of con artists, panhandlers, and low-grade criminals, has big plans for the future—plans that might cross the path of your LIVING GREYHAWK character.

HISTORY OF THE UNION

Shortly after Lord Mayor Paerinn declared Greyhawk a free city in 498 CY, several thieves and shady merchants banded together to opportunistically corner the city's burgeoning crime market. As a parody of the various business guilds that had sprung up over the last century, the villains called themselves the Guild of Thieves. Not all of Greyhawk's crooks were willing to join the guild, however, and many aligned themselves with rival gangs or operations. These secondary organizations lacked the high-powered corrupt businessmen and politicians so crucial to the success of the Guild of Thieves, however, and this lack proved their collective downfall.

In 510 CY, the Directing Oligarchy issued a secret decree that stipulated the powers of the guild, granting that body dominion over nearly all aspects of criminal activity in the city. Word soon passed through the Greyhawk underworld that members of the guild would receive lighter sentences when captured, and that non-affiliated thieves would be prosecuted with vigor. Understanding that they must allow some means by which non-affiliated dregs might make a dishonest living, the Oligarchy (at this point virtually controlled by the Guild of Thieves) "insured" that begging (a low-profit enterprise unattractive to the guild for several pragmatic reasons) fell outside the guild's charter, effectively allowing anyone to become a panhandler or street con artist without needing the approval of the Guild of Thieves.

By 533 CY, the guild's hold over Greyhawk's commerce became so pervasive that it threatened to drive all legitimate business from the city. A political struggle between those who wished to keep the status quo and those who wished to work hand-in-hand with the city's merchants soon erupted, throwing the guild into an internal war that lasted nearly two years. By the time the bloody conflict came to an end, the reformers stood victorious, but at great cost. Wounded and unable to enforce their dominance, the thieves watched impotently as several of the city's criminal outcasts banded together in a rival organization jokingly called the Beggars' Union, a mocking play on the Guild of Thieves' ostentatious title. The unionists knew that the guild would regain its strength in time, and rather than attempting to snuff out the weakened organization, the beggars instead chose to standardize and dominate those areas of crime that had been left to them in 510 CY. By the time the Guild of Thieves had regained its footing, the beggars were entrenched.

WAR IN THE STREETS

The two guilds existed in a state of grudging tolerance for years, the thieves generally viewing the beggars as low-class bottom feeders and the beggars always trying to gain grudging acceptance from their underworld competitors by pulling off more and more daring gambits. In 571 CY, Theobald, the union's preening, corpulent Beggarmaster, initiated the most daring gambit of all.

Long tired of his organization's inferior status, Theobald secretly hired a number of independent rogues to train his apprentices in the arts of thievery. He then had the renegade thieves murdered to cover his subterfuge, hoping one day to control a secret elite cadre of beggar-thieves who swore allegiance only to him. He squirreled away the proceeds from his illicit thieving operations in order to pay for mercenaries and sellswords, who he hoped would protect him from the inevitable backlash from the Thieves' Guild. If he could pull it off, Theobald hoped he might leverage his private army against his enemies in the

city government. In his most grandiose, narcotic-smoke-addled moments, he even fancied himself in the Lord Mayor's chair.

It was not to be. When an unsanctioned thievery operation resulted in the murder of a guild thief, Theobald's enemies had the ammunition they needed to wipe the smug, slovenly smear from the face of the Slum Quarter. The Beggarmaster's enemies in the city government, including a furious Lord Mayor Nerof Gasgal, turned a blind eye to the guild's harsh retribution. In the month of Harvester, Greyhawk's thieves made war on the beggars, slaying dozens of them in a raid on the Beggarmaster's own Palace of Trash. Theobald vanished in the conflict, and most expected the union itself to disappear shortly thereafter.

Instead, the canny Arentol, then Guildmaster of Thieves, bargained with the few remaining master beggars and established a new relationship between guild and union. Henceforth, the Beggars' Union would serve as scouts and information brokers for the Guild of Thieves, donating a substantial portion of their earnings to their superiors in the guild. In return, the beggars received de facto control of the Slum Quarter and were held to an even more restricted list of "acceptable" crimes. The living master beggars elected a treacherous former plaything of Theobald named Gaspar to serve as the new Beggarmaster, fully expecting him to be assassinated within the year.

Gaspar filled his inner circle with the best surviving union members and wasn't shy about recruiting rogues from other parts of the Flanaess to help him lead the organization. His first recruit was a former lover from Zeif whom he had met during his early adventuring days, a bold burglar named Haarkon Diardra who had been exiled from his position as a master in the Ceshra Thieves' Guild after the disappearance of the sultanate's crown jewels (which remain unrecovered). Fleeing Zeifan assassins, Diardra sought succor in Greyhawk, where he soon joined Gaspar. As taskmaster for the union, Diardra taught new beggars, paying particular attention to Gaspar's elite private order of indentured children.

A more important addition came in the form of the frugal Simeon Hellwater, a long-time unionist who became the organization's chief treasurer following the troubles of 571. Hellwater's diligent bookkeeping and conservative point of view encouraged Gaspar to focus on improving the margins of those activities ceded to the union by the Thieves' Guild, hence increasing the profit of begging operations without risking the ire of the union's most powerful enemies. Under Gaspar and Hellwater, the union became more successful than ever before, and relations with the Guild of Thieves brightened considerably.

RECENT HAPPENINGS

But Gaspar could sense that something was wrong. Old Arentol, Guildmaster of Thieves, died shortly after the 571 war and was replaced by his second in command, the wily Org Nenshen. The change in leadership brought a change in style for the thieves, and Gaspar soon discovered that his organization had sprung a leak, since the thieves often anticipated his moves before he had even committed to them. To test the union, the Beggarmaster faked rumors of a cult of Kurell that sought to encroach on the union's activities. Gaspar vanished during a personal investigation of that cult shortly after the Greyhawk Wars, leaving many to think that he'd finally taken one risk too many.

Gaspar had planned to leave the city, anyway. During the hiatus he ventured to distant Zeif, paying off the sultan's assassins with coins skimmed from Beggars' Union profits. It took him more than a year to trek to the Baklunish lands and back, and in that time, his traitor didn't fail to disappoint.

Long in the employ of the Thieves' Guild as a mole within the union, Simeon Hellwater took Gaspar's absence as an opportunity to set himself up as Beggarmaster. He framed the union's loyal spymaster as an agent of the Scarlet Brotherhood and paid the Assassins' Guild to deal with Haarkon Diardra, whose body was never recovered. He named himself King of Beggars and filled the union's inner circle with rogues hand-picked for their loyalty to the Thieves' Guild.

Gaspar returned to Greyhawk in 592 CY, pardon in hand, to find "his" union in shambles, a puppet of the Thieves' Guild lorded over by the maddeningly efficient, humorless Hellwater.

News of his lover's fate sent him into a rage, but rather than strike out blindly, Gaspar kept to the shadows and plotted his return to power. He and a few beggars who remained loyal to him burglarized Hellwater's stately home in the Artisans' Quarter, carting off his valuable art and wealth to Dyvers, where it was fenced to provide the funds for Diardra's *true resurrection*. Gaspar and his associates regained the guild simply by walking in the front door and cutting the treacherous Simeon Hellwater to pieces.

Despite the troubles of the last year, Hellwater's coup may turn out to be one of the best things to have ever happened to Gaspar. His ostentatious return to the union boosted his credibility with many members, and the revelation of Hellwater's ties to the Thieves' Guild has bolstered union members' support of their "independent" leader.

Best of all, Gaspar recently discovered that Hellwater had been using the union's impressive information network to gather embarrassing facts about several city officials, including members of the Directing Oligarchy. Gaspar jovially threatened Guildmaster Org Nenshen about revealing the files to the directors as evidence of the thieves' treachery (which was illegal even by the city's exceptionally lax standards). He privately pushes to have himself added to the Directing Oligarchy in exchange for dropping the whole affair. Like Theobald before him, Beggarmaster Gaspar has big plans in politics, and hopes one day to become Lord Mayor of the City of Greyhawk.

A BEGGAR'S LIFE

Union members break down into two types. Common beggars—legitimately poverty-stricken, diseased, or handicapped panhandlers—pay the union a small fee in exchange for the right to beg legally, a limited license to beg in a certain part of the city, and the promise of union help if they should get themselves into trouble. It's impossible to say how many such beggars exist, but their numbers easily top 500.

These common beggars always bear the sign of the open palm, a wooden medallion worn around the neck. Begging without such a symbol is a crime punishable by a sentence to the city workhouse, but the greater danger comes from affiliated thieves or beggars, who have no appreciation for independent agents. Common beggars generally get along well with the city's thieves, as the relationship between guild and union mandates that beggars must always pass along information regarding potential marks to members of the guild, who in turn give generously to beggars whenever they are encountered. A successful job that capitalized on beggar-provided information sees a 10% tithe paid directly to the Beggar's Union. If lucky, the beggar scout receives 1% of the total take.

Despite the excessive 50% tax on earnings due to the union, a great number of common beggars make a healthy living off Greyhawk's credulous populace.

The heart of the union comes not from these rank-and-file panhandlers, but from the Beggarmaster's own private association of highly trained charlatans, con artists, and contortionists who live at the Palace of Trash, the union's gaudy headquarters in the Slum Quarter. These beggars undertake and oversee most of the guild's scam and outright theft operations.

THE INNER CIRCLE

In addition to at least a half-dozen full masters, the Beggars' Union supports a small "inner circle" of leaders. Gaspar has not yet filled the positions of treasurer or spymaster, and he is considering selecting replacements from outside the union, seeing the "inside" recruitment pool as hopelessly compromised by the Thieves' Guild.

Beggarmaster Gaspar, Male Human Rog3/Ftr8: CR 11; Medium-size Humanoid (5 ft. 8 in. tall); HD 3d6+6 plus 8d10+16; hp 90; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 17; Atk +16/11 (1d6+7/crit 12-20, *+2 keen scimitar*), or +13/8 (1d6+3/crit x3, masterwork mighty composite shortbow [+3]); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +9, Ref +7, Will +7; Str 17, Dex 14, Con 15, Int 16, Wis 14, Cha 16.

Skills and Feats: Appraise +10, Bluff +17, Diplomacy +10, Disguise +10, Escape Artist +6, Gather Information +10, Hide +9, Innuendo +5, Intimidate +8, Listen +8, Move Silently +9, Open Lock +5, Pick Pocket +6, Read Lips +8, Search +7, Spot +13*; Blind-Fight, Dodge, Improved Critical (scimitar), Iron Will, Leadership, Mobility, Quick Draw, Spring Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar).

*Includes +5 circumstance bonus from *eyes of the eagle*.

Possessions: +1 glamered studded leather, +2 keen scimitar, cloak of resistance +1, eyes of the eagle, potion of invisibility, potion of expeditious retreat, potion of cure moderate wounds x2, masterwork buckler, masterwork mighty composite shortbow [+3] with 20 arrows, shoddy noble clothes, costume jewelry.

Armed with Simeon Hellwater's files, Gaspar has high hopes for the future but remains worried about the affairs of the present. A driven man with a playful, somewhat effeminate demeanor, the Beggarmaster seldom allows others to see his worry, masking his calculation and pragmatism behind a mask of joviality.

The self-proclaimed King of Beggars quite literally clothes himself in the finery of a noble, having fished most of his wardrobe from the garbage of New City's most prestigious clotheshounds. He fancies costume jewelry, especially gold and silver necklaces and nonmagical rings.

Gaspar's recent betrayal hardened him to the point that he now shows affection only for his deceased paramour, the taskmaster Haarkon Diardra (CG male human Rog12), and while he is proud of his beggars and respects more than a few of them, every single one is expendable in the pursuit of his goal to join the Directing Oligarchy and finally get some respect.

UNION SERVICES

Although the Beggar's Union exists primarily to enrich its leadership and members, the organization offers a number of services that might be useful to adventurers visiting or inhabiting the free city.

Location: Few have as many contacts or know the city streets as well as members of the Beggars' Union. For a fee of 5 gp, the union will locate anyone within the city of Greyhawk. Searches last from a matter of hours to several days, and no refund is paid if the quarry cannot be located.

Guides: Young urchins in the employ of the union flock to the city gates, offering to act as guides to travelers and merchants for just 1 gp. For a larger, secret fee, the guides

will point out secret passages, false walls, and sewer shortcuts. Only occasionally do the children lead their charges to a dangerous Slum Quarter neighborhood, promising that they could remember the way to safety for "only a few coppers more."

Misinformation: Many beggars delight in using their extensive network of snitches and spies to spread false or damaging information about a person, with fees ranging wildly depending upon the smeared individual's social status. Beggars often dress in finery, feigning a certain amount of class to lend veracity to their slanderous gossip. Of course, the union is not above selling out its own clients to former victims, essentially playing one side against the other in a war of hearsay.

Scouting: Anyone curious about the movements of a certain ship, cart, or person would be well-served to hire a beggar, as the eyes of the union are everywhere. Compared to the often-inaccurate logs of comings and goings kept at the city gates, a beggar's memory often can be the best source of information available. For a retainer of 2 gp per day, a beggar will remain at a single location, keeping close watch for their employer.

Information Brokering: It took Simeon Hellwater to suggest that what the beggars in the field saw and heard might very likely be worth more to the union than the money they could convince others to give them out of pity. People say the dumbest, most private things in front of a "harmless" cripple or "drunken" homeless wretch. The Beggars' Union, of course, is more than happy to sell that information to the highest bidder.

COMMON CONS

Greyhawk beggars employ countless tricks and stratagems to convince marks to hand over their cash. Here are a few of their more popular street cons:

Hot Coins: By "chance," a beggar dressed in ordinary street clothes comes across a planted purse filled with gold and platinum coins just as a mark happens to walk by. The beggar points out his find, revealing the purse's contents in a hushed but obviously excited voice. "This must be worth at least 100 gold!" the beggar exclaims, opening the purse to reveal the valuable coins within. The beggar "discovers" the monogram of a well-known, benevolent noble on the purse and mentions that the kindly old man likely will offer a handsome reward for the prompt return of the coins.

The beggar confides that he would return the pouch personally if not for the fact that his ship sets sail for Nyrond in the next hour. In return for a good-faith payment of 30 gp, the beggar will allow the mark to return the purse and collect the reward. Once the exchange has been made, the beggar hands over the monogrammed purse and beats a hasty retreat back to his ship, having surreptitiously switched the purse with one filled with worthless iron and brass coins only moments before, right under the mark's nose.

The con works best in seedier neighborhoods like the River Quarter, where the mark is more likely to consider simply keeping the purse rather than settling on some fractional reward. A mark's greed, says the beggars' credo, is the best weapon to use against him.

Guilty Conscience: Popular among Greyhawk's youngest beggars, this con requires a small, expensive-looking trinket, often a broken sculpture or plate fished out of a High or Garden Quarter trashbin. In a busy part of town, the beggar collides with her mark, dropping the now-broken trinket to the ground. Struggling with tears, the beggar explains that the item belongs to a harsh master or parent, and that she is sure to be beaten for breaking the object. Most marks immediately offer to compensate the youngster for the broken trinket, paying a beggar-provided estimate of the item's value often several times its actual worth. Best of all, once the mark has left, the "useless" trinket can be scooped up and used again.

The Fake Fight: This con requires at least three beggars, one of whom must be a child or someone capable of appearing old and feeble. The three set up in an alleyway or courtyard just off a major thoroughfare. When a group of marks (preferably a party of inexperienced, foreign adventurers) approaches, the two "able-bodied" beggars attempt to hassle and sometimes even beat the weaker beggar, who cries for help. When the rescue-minded adventurers shuck their backpacks in an attempt to fight the bullies, the child or "old" beggar sprints for their set-aside items, quickly scrambling through a tight building abutment, sewer grating, or small hole in the wall, packs in hand. The other two beggars immediately flee in two different directions, attempting to use their strong command of the city's winding streets against their pursuers. Due to the dangers involved in attempting to con powerful adventurers, the union attempts this scam only on those it has previously seen in action (perhaps in response to another con attempt). If a group has access to *lightning bolt* or *fireball*, they're likely safe from facing such a risky gambit.

Issue Number Eighteen • Patchwall, 592 CY

Living Greyhawk™ JOURNAL

A Publication of the RPGA Network
Editor: Erik Mona • Campaign Director: Stephen Radney-MacFarland
Contributing Reporters: Jason Bulmahn and David Christ
Enlightenment can penetrate even the helm of iron. —Cuthbertine proverb

CAMPAIGN NEWS

FULLY OPERATIONAL DEATH STAR

The circle is pleased to announce that it is once again complete and is prepared to commence firing sequence upon Oerth. In a secret ceremony deep within the bowels of the netherworld, Craig Hier, formerly the Point of Contact for the Nyrond Triad, was promoted to the position of Circle member in charge of Nyrond and her Environs. At the end of the ceremony, which involved much screaming and sharp pointy things, Craig's first declaration was said to be "Wow, that hurt." This was followed directly by "I will make everyone pay for this." The current Circle composition and assignments of each of its members is listed below.

Metaregion I: Sheldomar Valley
Steve Conforti (scon40@aol.com)
Metaregion II: Tuflik, Fals, and Velverdyva Trade Route
David Christ (wavester@neo.rr.com)
Metaregion III: Iuz's Border States
Jason Bulmahn (IuztheEvil@aol.com)
Metaregion IV: Nyrond and Her Environs
Craig Hier (craig@hierview.com)
Metaregion V: The European and South African Mash
Creighton Broadhurst (creighton.broadhurst@ntlworld.com)

TAKING HER IN FOR THE 593 CY TUNE UP

As year two of the campaign draws to a close, the LIVING GREYHAWK campaign is more popular than ever. Our play statistics are higher than even last year's lofty numbers, and they're still increasing. LIVING GREYHAWK has become the most-played LIVING campaign in RPGA history, and we in the Circle believe that our campaign has become the standard against which all future organized play campaigns will be compared. The regional system has instilled local pride in players and created roleplaying opportunities for all. The past two and a half years have flown by, and hundreds of scenarios have been played by thousands of excited players. The campaign has had some growing pains, but we weathered them all fairly well and came out better for having gone through the experience. Now, 593 CY is fast approaching, and as some characters in the campaign near 10th level and beyond, some changes must be made to give the campaign's future a solid foundation.

Introduced at last year's WINTER FANTASY, Adventure Certs were a huge change in the way the RPGA handled the tracking of treasure and wealth in its LIVING campaigns. The certificates achieved some of the goals that were set for them and missed some others.

Over the past several months, the campaign staff has evaluated the successes and failures of Adventure Certs and has determined some changes to the system that must be made in order to allow the campaign to flourish in year three and beyond. To give you some insight into our thoughts, we've provided a short list of Adventure Cert benefits and problems that the new system will address.

Adventure Cert Benefits

- The ability to purchase items at home games or smaller game days without the need for a complicated Activity Center rules supplement or the oversight of campaign management.
- Grant players who do not travel or who do not live in regions with a high density of LIVING GREYHAWK activity similar benefits and opportunities for character diversity as are available to those who do.
- Discourage uneven treasure distribution and lengthy arguments of "who gets what" at the conclusion of every scenario.

Problems We'd Like to Address

- Remove Magicmart™ system of treasure distribution in which characters purchase anything they want from the *Dungeon Master's Guide*. The negative impact of such an open system is already being felt, and the Circle and Triads were concerned that, if allowed to continue, it would be detrimental to the long-term success of the campaign.

The Pale

• Remove the need for complex and all-too-frequent "Total Equipment Value" computations, which are presently required each and every time you play LIVING GREYHAWK.

• Simplify the Adventure Cert as much as possible, lowering the campaign's barrier to entry.

• Try to breathe uniqueness into regions and PCs similar to that seen in the early months of the campaign.

The campaign staff has worked up the below changes, which will take affect as of January 1st, 2003. After the changes, we've included some tips on how you can convert your character to fit into the new system. Don't panic! It's a short process that will make keeping your character up to date much easier. Some of these changes might seem a little heavy-handed, but we believe it is best to make the changes quickly so that we can move forward in confidence rather than slowly addressing each of these problems as they get worse over a longer period of time.

LIVING GREYHAWK CAMPAIGN CHANGES

1. Adventure Certificates will now be referred to as Adventure Records to solve the confusing abbreviation issue (AC becomes AR).

2. As of January 1st, 2003, MagicMart™ is closed for business. Players may purchase items only from approved sources. Adventure Records and regional Meta-Orgs are two such places; others can be found in the *LIVING GREYHAWK* Campaign Sourcebook.

3. As of January 1st, 2003, all separate item and influence certificates leave the campaign. If you have an item certificate from a "Year One" scenario (591 CY), write the item on your last Year Two Adventure Record, write "converted" across the cert, and staple it to that Adventure Record. Any certs not "converted" to your last Year Two Adventure Record are lost when you play your first Year Three adventure. If you have influence certs from regional or core scenarios, check your region's website or contact your local Triad for information on how to convert them.

4. As of January 1st, 2003, you may change your character's home region once a calendar year, at the beginning of a campaign/calendar year. If you wish to change your character's home region, note the change on your first Adventure Record of the new year; you must change regions before you play your first event in the new campaign year. If you physically move at some point during the year and wish to change your character's home region to your new dwelling location, contact your new Triad for approval and instructions on how to make the change.

5. As of January 1st, 2003, the Magic Item Creation (MIC) rules have changed. You may now make items using the following guidelines:

• Potions from Table 8–18 in the *DUNGEON MASTER'S Guide*.

• Scrolls of spells that you know. You may use metamagic feats when scribing scrolls, adjusting costs accordingly.

• Wands of spells that you know. You may use metamagic feats when creating them (with a maximum of 4th-level spells per the Craft Wand feat).

• You can create any item you can purchase as long as you meet the applicable prerequisites.

6. As of January 1st, 2003, the concept of signature items is removed from the campaign. Upon converting your character, all of his signature items become normal items. You can no longer change items' properties or upgrade their powers. Methods for improving items will be made available in scenarios.

7. Items owned will no longer be recorded on every Adventure Record. They will now be recorded on the Master Item List (MIL). See the *LIVING GREYHAWK Campaign Sourcebook* for more on the MIL.

8. Allowable items are now purchased at the table, either before or after the event. Related paperwork (gp spent, XP spent, and so on) is always completed at the end of the event.

Character Conversion for 593 CY

It's very easy to get your LIVING GREYHAWK character in compliance with the above rules. The following five steps will prepare you for play in the upcoming campaign year.

1. Print a copy of the Master Item List found at **www.living-greyhawk.com**.

2. Gather your certs from Year One (591 CY) and your last Adventure Record from Year Two (592 CY). Make sure your complete list of equipment is on your last 592 Adventure Record. Staple the old item certificates to your Adventure Record. This should result in a complete list of all items on your last 592 CY Adventure Record and on your basic equipment list (if you kept your list of mundane equipment from the *Player's Handbook* on a separate page).

3. List all items on your last 592 Adventure Record on the Master Item list. List the number of charges remaining for charged items.

4. Each item has a space called "Acquired AR#." This space is for the number of the Year Three Adventure Record from which you acquired the item. For all items you just wrote on your Master Item List, put "Year Two" in that space. Thus, all items acquired before January 1st, 2003 should be noted as having been acquired in 592 CY.

5. Attach your last 592 Adventure Record to your Master Item List as supporting documentation for your items. Have your first judge review your conversion and sign off on your Master Item List.

Done. It's that easy. You now have one sheet with all your items on it, and you do not have to rewrite them constantly. More details on this change can be found in the *LIVING GREYHAWK Campaign Sourcebook* that is available for download at **www.living-greyhawk.com**.

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 RPGA Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by playing specially constructed adventures 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**

MASKS OF IRON

Agents of the Iron League

by Paul Looby and Creighton Broadhurst
illustrated by Kalman Andrasofszky

Many in the Flanaess once thought of the Iron League as a chain of reason restraining the madness of the Great Kingdom, its links forged of something stronger than Irongate steel: the dream of freedom. Now, that chain lies shattered. Yet the dream that gave birth to the Iron League still burns in the hearts of many, and hope stirs once more among the ashes of past glory.

THE FORGING

The Iron League was forged in the fires of the Turmoil Between the Crowns and tempered in the blood of the Aerdi chivalry whose pennants carpeted the red-stained field of the Battle of a Thousand Banners in 447 CY. There, before the walls of Irongate itself, the combined forces of the free peoples of the south crushed the hosts of the South Province.

As the pyres for the slain still burned, Irongate, Onnwal, Idee, and the dwur of the Iron Hills signed a pact of mutual aid and fraternity that came to be called the Iron League. Under its terms, each member was bound to protect and assist his fellows from the aggressions of the Great Kingdom and the fell ambitions of the Overking.

In 448 CY, the Lords of the Isles pledged their oath to the League. Sunndi had to wait another seven years before rebels armed and aided by the League rose up and slaughtered the Imperial garrisons and nobles loyal to Rauxes.

THE JADE MASK

The south was now free—but it faced a determined foe with powerful armies that far outnumbered the combined forces of the free states. Where might of arms could not prevail, stealth and guile would redress the balance. The rulers of the Iron League states created a shadowy organization they called the Jade Mask, populating the group with some of the most skillful saboteurs, burglars, and professional liars in all the southeast Flanaess. Outwardly, the Mask appeared to be no more than a diplomatic corps tasked to foster cooperation between the members of the League and to represent their interests abroad. In fact, it was one of the most extensive spy networks on the continent.

The Jade Mask consisted of several chapters—one based in each Iron League state and another devoted to matters beyond the borders of the League. The Home Chapters dealt with threats to their home state, overt and covert, internal and external. Each member adopted different guises to blend into the cultures and societies of his homeland; few beyond the land's sovereign and his closest ministers were aware of the existence of Jade Mask agents in their midst. The Foreign Chapter's remit was limited only by the known boundaries of the Flanaess. Where the League's diplomats and merchants went, so too went the Mask's agents and spies.

A shadowy group known as the Twelve oversaw the Jade Mask. Comprised of two officials selected by the rulers of each member state of the League, the Twelve's mandate was to act at their discretion to preserve the security and liberty of the states of the League by whatever means it deemed necessary. This they did with ruthless efficiency.

THE CHAIN SUNDERED

The most dangerous threat to the Iron League came not from within, nor even from Aerdy. In 576 CY, the Mask's agents reported the arrival of envoys from the Land of Purity in the courts of the south. Despite strenuous efforts, the Mask discovered little about either the newcomers or their homeland. While the number of agents that disappeared in the sweltering south troubled the Twelve, the War of the Golden League, a conflict pitting Aerdy and South Province against Nyrond, Almor, and the Iron League, soon monopolized their attention. The enigmatic monks were forgotten.

Outfoxed by a far more effective and insidious spy network, the Twelve and their agents were among the first to fall beneath assassins' knives when the Scarlet Brotherhood struck during the Greyhawk Wars. The Chapters in Onnwal, Idee, and the Isles were all but eliminated in a single night—in some cases by double agents striking from within. The headquarters of the League in Irongate saw the worst of the slaughter, with at least seven of the Twelve falling to agents of the Scarlet Sign.

Irongate was saved by her Lord Mayor Cobb Darg, who had not been blind to the tentacles of the Scarlet Brotherhood encroaching on his city. The following morning, the bodies of nearly 60 Brotherhood agents hanged from gibbets before the city hall, while three merchant vessels—and their hidden cargo of Brotherhood troops—blazed in the harbor. Though Irongate had been saved, the League was shattered. Disgraced and defeated, the Jade Mask faded into obscurity.

THE LEAGUE REFORGED?

A small group of loyal Jade Mask agents declared themselves the new Twelve in Irongate in 585 CY, reaffirming the oath of the Iron League in the presence of Cobb Darg, a delegation of Sunnd nobles, and representatives of the dwarven kingdoms of the Glorioles, Hestmark Highlands, and Iron Hills. The leaders of this new Jade Mask promised to operate differently than the previous leaders, whose policies had failed so disastrously during the Greyhawk Wars. Many of the new Twelve belonged to a cult known as the masks of Johydee, who honored the so-called Hidden Empress of Oeridian myth who, through deception and guile, freed the race from the influence of evil gods centuries before the Great Migrations. The cult had been prevalent among the human members of the Jade Mask, but after the death of their more public companions, they stepped forward from the shadows to set new goals for the order.

Primary among these goals are the liberation of those League states still enslaved by the Brotherhood and the reformation of the Iron League as a military and political alliance. Another key goal is the defense of Oeridian peoples and heritage from the insidious peril of the Scarlet Brotherhood on one hand and from Ahlissa on the other. The Twelve and their agents realize that ultimate Brotherhood victory will mean the utter destruction of the Oeridian people. Masters of disguise in their own right, the Twelve easily see through the fair guise Overking Xavener presents to the world, glimpsing the unbounded avarice, ambition, and evil that lies beneath. According to the new Jade Mask, Xavener and his ilk are despoilers of the great destiny promised the Aerdi in ancient times and no less of a threat to the future of the Oeridian people than the Brotherhood.

The Twelve's first move was to reform the Mask's shattered chapters. In Onnwal, Jade Mask agents acted in concert with the forces of Free Onnwal, helping to bring about the Brewfest Rebellion of 586 CY. In Idee and the Lordship of the Isles, agents form a hidden but essential part of the resistance movements, especially among the oppressed Oeridian nobility of the Isles. In Sunndi, the Mask is active in rooting out Ahlissan spies as well as infiltrating its own agents across the long border with the United Kingdom to report on events in the courts of Kalstrand, Rel Astra, Eastfair, and beyond.

The reformed Jade Mask has its critics. After years of disagreement, relations with Cobb Darg appear strained. The Twelve wonder how the Lord Mayor uncovered the Brotherhood plot in his city when they did not and why he did nothing to warn them and the other member states. Some agents have begun delving into Darg's enigmatic and largely unknown past. Rumors of tensions between the Mask and the archmage Bigby abound, but the particulars of the situation remain unknown.

Both King Hazendel and the dwur of the Iron Hills have expressed disquiet at the influence the Johydeens have had upon the Jade Mask, chafing at their placement of the preservation of Oeridians before all others. The Olvenking has pointed out the similarity in this outlook with that of the Scarlet Brotherhood, noting that it is the fate of fanatics to become that which they most despise. On such matters of criticism, the Jade Mask has maintained its usual, inscrutable silence.

NEW PRESTIGE CLASS: MASK OF JOHYDEE

The faith of Johydee is an ancient one, and her followers are scattered across the Flanaess. Many sages speculate that members of the masks of Johydee can be found in lands far from the Iron League, but certainly the greatest concentration inhabits the southeastern Flanaess. Adopting many different guises, masks serve as the hidden guardians of the Oeridian people. They prefer to use the weapons of their foes against them, following the ancient example of Johydee. (In ancient times, the Hidden Empress tricked the Lords of Evil to fashion for her a mask that allowed her to take any shape, which she then used to rescue her people from thralldom.) Given their very nature, it is unknown whether the masks represent a vast network spanning the Flanaess or merely isolated individuals quietly fighting their own private wars against the enemies of all things Oeridian.

Masks of Johydee often serve as spies for armies or the nobility, capitalizing on their dedication to subterfuge and disguise while quietly pushing a pro-Oeridian agenda. Most

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th	5th
1st	+0	+0	+2	+2	Bonus language: Ferral	1	-	-	-	-
2nd	+1	+0	+3	+3		2	-	-	-	-
3rd	+2	+1	+3	+3	Mask thoughts	2	1	-	-	-
4th	+3	+1	+4	+4		3	2	-	-	-
5th	+3	+1	+4	+4	Persuasive	3	2	1	-	-
6th	+4	+2	+5	+5		3	3	2	-	-
7th	+5	+2	+5	+5	Trustworthy	4	3	2	1	-
8th	+6	+2	+6	+6	Alluring	4	3	3	2	-
9th	+6	+3	+6	+6	*Alter self* 3/day	4	4	3	2	1
10th	+7	+3	+7	+7	*Mind blank*	4	4	3	3	2

believe that their daring exploits, secret missions, and narrow escapes please Johydee. Prized by their benefactors as peerless agents, those who know of the cult know enough to respect their ability and fear their reach. Rogues, fighters, and rangers dominate the rank and file of the cult, with the somewhat more rare clerics serving in positions of authority.

NPC masks of Johydee usually work alone, and they can serve as both allies and adversaries to player characters (and sometimes both at the same time). They often have powerful political allies who can pull the right strings to get them in and out of danger with relative ease. Though as a whole dedicated to good, masks of Johydee can be ruthless in their double-crossings.

Hit Die: d8

Requirements

To qualify to become a mask of Johydee, a character must fulfill all the following criteria.

Alignment: Neutral good.

Base Attack Bonus: +5.

Disguise: 6 ranks.

Gather Information: 6 ranks.

Spot: 4 ranks.

Feats: Alertness, Skill Focus (Bluff, Diplomacy, or Gather Information).

Special: The character must be an ardent worshiper of Johydee and must speak Old Oeridian.

Mask of Johydee Class Skills

A mask of Johydee's class skills (and the key ability for each skill) are:

Str: Climb

Dex: Disable Device, Hide, Move Silently, Open Locks.

Con: –

Int: Appraise, Decipher Script), Read Lips.

Wis: Innuendo, Listen, Spot.

Cha: Bluff, Diplomacy, Disguise, Gather Information.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the masks of Johydee prestige class:

Weapon and Armor Proficiency: A mask's training focuses on small and easily concealable weapons. All masks are proficient with the crossbow (light or hand), dagger (any type), dart, handaxe, light mace, sap, shortbow, short sword, sling, throwing axe, and rapier. They are proficient with light armor and shields.

Spells: Masks of Johydee may prepare and cast a small number of divine spells. To cast a spell, the mask must have a Wisdom score of at least 10 + the spell's level. Masks of Johydee with a Wisdom of 10 or lower cannot cast these spells. Mask of Johydee bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. Masks have access to any spell in the Mask of Johydee Spell List sidebar and can freely choose which to prepare, just as a cleric does (although the mask of Johydee cannot use spontaneous casting to substitute a cure spell in place of a prepared spell).

Bonus Language: As part of his initial training, a mask of Johydee learns the ancient Oeridian tribal language of Ferral. Long forgotten to the rest of the world, agents of the Iron League use the language to communicate reports and orders, zealously keeping its existence and meaning secret to all but the uninitiated. A dead language originally used to bark orders on the field of combat, Ferral is ill-equipped to handle emotions or modern concepts.

Mask Thoughts (Ex): At 3rd level, a mask gains a +2 bonus to saving throws against spells and effects from the Enchantment school, since his training enables him to better resist mind-affecting attacks.

Persuasive (Ex): At 5th level, a mask gains a +2 bonus to all Bluff and Intimidate checks.

Trustworthy (Ex): At 7th level, a mask gains a +2 bonus to all Diplomacy and Gather Information checks.

Alluring (Ex): At 8th level, a mask gains a +2 bonus to all Diplomacy checks and to the save DCs of her mind-affecting, language-dependent spells.

***Alter Self* (Sp):** Masks of Johydee of 9th level or higher can tap into the power of Johydee's fabled mask, granting them the spell-like ability to cast *alter self* up to three times per day.

***Mind Blank* (Sp):** At 10th level, a mask of Johydee gains the ability to cast *mind blank* once per day.

Mask of Johydee Spell List

1st: *Change self, comprehend languages, detect chaos/evil/good/law, detect undead, endure elements, obscuring mist, protection from chaos/evil/good/law, sanctuary, shield of faith*

2nd: *Aid, alter self, augury, find traps, invisibility, resist elements, shield other, undetectable alignment, zone of truth*

3rd: *Dispel magic, glyph of warding, locate object, magic circle against chaos/evil/good/law, magic vestment, nondetection, obscure object, protection from elements*

4th: *Confusion, discern lies, divination, freedom of movement, holy smite, repel vermin, sending, spell immunity, status*

5th: *Break enchantment, commune, dispel evil, false vision, scrying, spell resistance, true seeing*

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Enlightenment can penetrate even the helm of iron. —Cuthbertine proverb

CAMPAIGN NEWS

YOU'RE OUTTA HERE!

Can you believe it's been more than two years since the LIVING GREYHAWK Campaign premiered? More than 300 rounds of adventures have come out in that time, and many more are on the way. To that end, it is time to say goodbye to the adventures that premiered in the first year of the campaign, 591 CY. As of December 31st, 2002, all adventures designated "Year 1" have been retired from the campaign. Although it may take some time to get the RPGA database updated to reflect this change, this is the official notice that after that date, no year one adventure should be ordered or run.

BUTTONS? WE DON'T NEED NO STINKING BUTTONS!

At last summer's Gen Con US and Gen Con UK, the RPGA handed out special buttons as a way to thank all members who attended and visited the RPGA booth. These buttons give bonuses to different kinds of rolls while playing an RPGA scenario. The buttons are official and are legal to use in the LIVING GREYHAWK Campaign. For more details on these items, please check out the RPGA website at **www.wizards.com/rpga.**

THE LIVING GREYHAWK CAMPAIGN SOURCEBOOK

In *DRAGON* #302, we briefly touched on some of the changes coming for Year 3 of the campaign. This month, we delve more deeply into some of those changes.

The first of these changes is the *LIVING GREYHAWK Campaign Sourcebook*, a new resource that combines all previous campaign rules updates into a single free downloadable volume. The sourcebook's 40+ pages might seem intimidating, but the easy-to-reference book should provide a valuable resource to LIVING GREYHAWK DMs and players.

The *Campaign Sourcebook* includes several official rulings, answers to commonly asked questions about the campaign, and additional information aimed at making it easier to introduce new players into the campaign.

By the time you read this, the LIVING GREYHAWK *Campaign Sourcebook* should be available on the LIVING GREYHAWK website at **www.living-greyhawk.com.** Here's an overview of what you'll find within its pages:

Chapter One: What is a "Living" Campaign?

This is the most common question asked by new members of the RPGA. This chapter is an introduction to the concept of LIVING campaigns, giving an overview of how a campaign is managed and what players must know and do to participate.

Chapter Two: Living Greyhawk Primer

This chapter introduces the LIVING GREYHAWK Campaign, briefly explaining some things that make it unique among LIVING campaigns. It explains the regional system and the different kinds of scenarios and events available to interested players and DMs.

Chapter Three: Character Generation Guidelines

The rules used to make a starting character for the LIVING GREYHAWK Campaign are outlined here. The chapter includes a list of books you will need to play and any changes to the core rules that have been made specifically for LIVING GREYHAWK. This section contains very few changes from what you most likely already know. We have included a complete list of legal gods, their domains, and favorite weapons to make it easier to pick for your cleric or paladin.

Chapter Four: Adventure Record and Master Item Logsheet

This section explains the biggest changes to the campaign. We've revamped what used to be called the Adventure Cert into an easier-to-use form. Now known as the Adventure Record, this full-page colored certificate will make it much easier to keep your character's records up to date and in order.

For starters, you'll no longer have to keep track of total character wealth, and instead will merely record total gold pieces on hand. We've also separated the Time Unit, Gold-on-Hand, and Experience boxes into three different

sections of the Adventure Record, in order to clear up confusion. These boxes are now color coded with new subtotal boxes, which should make it easier to add things up at the end of an adventure.

And, in a move sure to be popular the world over, players no longer must write every single item they own on each Adventure Record. The Master Item Logsheet (MIL) is a single sheet used to track all of your non-*Player's Handbook* equipment (such as magic items). Now, instead of meticulously tracking that stuff every single time you play, you can go months without having to redo it and can manage your gear during down-time at home instead of in a frantic rush between slots at the gaming table.

Chapter Five: Rulebook and Metagame Policy

Although LIVING GREYHAWK follows the core rules of DUNGEONS & DRAGONS as expressed in the *Player's Handbook*, *DUNGEON MASTER'S Guide*, and *Monster Manual*, it also utilizes rules material from other Wizards of the Coast DUNGEONS & DRAGONS products. Chapter Five reviews this additional material and provides guidelines on how it can be used in the campaign.

A newly expanded prestige class list includes additional options from past issues of the *LIVING GREYHAWK Journal*, and a new section on feats explains how your character can take advantage of unusual non-core options.

Chapter Six: Beyond the Core Rules

Certain spells, game issues, and magic items require additional clarification and rules to work in a massive organized play campaign environment. This section details those spells and items, providing additional rules and guidelines on how LIVING GREYHAWK players and DUNGEON MASTERS should handle them when they come up during a game session.

A newly expanded section on spells covers campaign rules designed to handle such thorny issues as *clone*, *lesser planar ally*, *awaken*, and many others. The *Campaign Sourcebook* also features rules on how to bring your comrades back from the dead and how to handle that pesky party member who has fleas and howls at the moon.

Additionally, we've included errata on several magic items and expanded rules on how to use the Leadership feat in the LIVING GREYHAWK campaign.

Chapter Seven: Magic Item Creation

This chapter covers how to create magic items. For the most part, we've left this section the same as it's been in the past. Though we've made some modifications to how a player determines what his character can make, the actual rules covering the creation process have not changed and still follow the guidelines laid out in the core D&D rules.

Chapter Eight: Running a Living Greyhawk Event

So you want to run a LIVING GREYHAWK event? This chapter was created just for you. It covers everything you need to know as a judge and as an event coordinator. Look for rules on what you can and cannot do, how to handle paperwork, and where to turn if you need a ruling or run into a problem.

Chapter Nine: The LG FAQ

We've gathered the most commonly asked questions about the campaign and compiled them (along with answers) in this helpful chapter. Before you send an email to a campaign administrator, please check the *Campaign Sourcebook* to ensure that your question hasn't already been answered.

Chapter Ten: Contacts, Websites, & Message Boards

This chapter might be called the Who's Who of LIVING GREYHAWK, with a full contact list for the campaign's directing Circle as well as the Points of Contact for all LIVING GREYHAWK regions. Also included are regional website links and links to various campaign message boards and mailing lists.

In Summary

As you can see, the *Campaign Sourcebook* is stocked full of LIVING GREYHAWK goodness, including all the rules that you as a player or DM must know to play in the campaign. Updates to the *Campaign Sourcebook* will be considered every 6 months, although we will do our best to leave the document unchanged for as long as possible.

We know that change for the sake of change is bad, but in this case the change was needed. Some checks and balances needed to be put into the system before it overloaded itself and fell apart. We want the LIVING GREYHAWK Campaign to be around for a long time, and we believe that with these new rules and the help of our massive and dedicated staff, we can continue to bring you what we think is the greatest LIVING campaign for years to come.

BUT I NEED TO PLAY RIGHT NOW!

Okay. So it's past January 1st by the time you're reading this. You have some Year 2 scenarios ordered and are ready to play. How do you handle the paperwork, since you have the old Adventure Certs that came with the scenario from RPGA HQ? Don't sweat it. It's easy.

For regional modules, contact your triad for a new version of the cert. For core events, contact the Circle representative for your meta-region (found in the *Campaign Sourcebook*). You will need to provide your name, RPGA #, event code, and when and where the game is running. He will provide you with an updated Adventure Record for the events you are running. All 593 CY and beyond scenarios will of course already have the correct cert file included. Over the next year, this problem will slowly work itself out and disappear.

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 RPGA Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by playing specially constructed adventures at conventions, game days, or in the comfort of home. For more information on how you can get involved in the campaign, visit **www.living-greyhawk.com**

PLACES OF MYSTERY

GATEWAYS TO ADVENTURE

by Gary Holian · illustrated by Kalman Andrasofszky

THE DRAGONSHEAD BARROWS

Since the arrival of the Aerdi more than 600 years ago, the uplands warding the peninsula of Onnwal have been known as the Headlands. The ancient Flan called them the Dragonshead Hills, for their stark appearance and for the numerous fierce wyrms hatched in their unforgiving heights. To this day, a handful of great drakes and numerous wyverns range throughout the region, nesting in forlorn crags and mountaintop caverns.

Today, most Headland settlements (notably mines and other delves fashioned by hillfolk) remain within the vicinity of Irongate and the low foothills of Onnwal, near the coast. The relative inaccessibility of the central heights and the inhospitable nature of their environs have kept the bulk of the Headlands free from trespass for most of the last 500 years, but myths and legends of the distant past persist to this day, drawing the attention of scholars and adventurers alike.

The hardy Flan who once populated these hinterlands lived on the westernmost verges of the fabled prehistoric Kingdom of Queen Ehlissa, known today primarily for the Fabulous Nightingale artifact that bears her name. Scholars have long assumed that the hills hold great treasure due to the nature of the hoarding dragons that once called them home, but the Headlands also contain answers to some of the deepest mysteries of the ancient Flan. Until now, however, the hills have kept their most interesting secrets to themselves.

Before the Great Migrations brought new disease, magic, and violence to the Flanaess, wide-ranging tribes of Flan thrived in the hilly regions between the Pomarj and the Hestmark Highlands, but their numbers have dwindled in recent years. The folk of Onnwal refer to the local hillfolk as Headlanders. Numbering about a thousand, the fierce warriors have guarded their ancient burial places ruthlessly for most of their history, often from intrepid explorers seeking the tombs of the *Hradikar*, fearless, dedicated ancient Flan fighters renowned for their courage and bravura.

Totemistic warriors chosen above all others from the hardy hillfolk to represent their clans and serve as a vanguard to the Ahlissan Throne at the city of Karnosa (near modern Irongate), the greatest *Hradikar* often served the queen as personal bodyguards. Like the early Flan heroes Krovis and the warrior-chief Torvan of the Drachensgrab Hills to the west, local heroes like Vestakan the Huntress and the fierce brothers Graguul and Venod gave rise to legends of their own.

Vestakan the Huntress, *Hardikar* of old.

Upon the death of a *Hradikar* (whether in battle or after infirmity forced their retirement and ritual suicide), the local community spared no expense to honor them with elaborate tombs situated near the place of their birth. These hallowed resting places reportedly dot the highest crests of the Headlands landscape, defying discovery by blending naturally with the surrounding terrain. Local dwarves and gnomes, who have inhabited the Headlands for centuries, hate the Flan and deny assistance to those who seek to have anything to do with them, even those planning to desecrate the holy tombs of the *Hradikar*.

Usually located in solitary places, high among the folds of the undulating hills or within carefully sheltered cracks and crevices, the ancient tombs often were covered by a pile of unworked stone and earth, forming an exterior mound that requires extensive excavation to uncover. Some of the larger tombs (such as those dedicated to the heroes mentioned above) are located in exceedingly deep delves, and often include many rough-hewn rooms complete with elaborate traps and *bas-relief* carvings recording the deeds of the deceased *Hradikar*. Rarely, the Flan buried their heroes in the abandoned aeries of dragons, some of which have gained new monstrous inhabitants in the ensuing centuries.

Under the camouflaging rubble, tomb entrances generally feature a bestial totem capstone. Lesser creatures such as mountain lions, wolves, or eagles tend to mark the burial sites of most *Hradikar*, while the greatest of the deceased are honored by images of fantastical creatures such as wyverns, dragons, griffons, or chimeras. Even some of the undisturbed tombs contain little more than mundane weapons and cultural artifacts, but approximately one in eight hold the remains of a great Flan warrior-prince buried along with his weapons and armor, as well as the bodies and accoutrements of his soldiers and personal attendants.

Many such weapons bear the device of the ancient Flan kingdom of Ahlissa (named for its famous Queen), whose sorcerous artificers rival the best weaponsmiths of the modern era. In addition to impressive weapons, many of the tombs contain armor crafted from the hides of powerful or magical beasts, including dragons. Explorations to date have turned up so few examples of such artifice that many Irongate scholars believe the vast bulk of Ancient Ahlissan artifacts remain hidden away. Rumors that a secluded Headlands vale might hide the final resting place of Queen Ehlissa herself fuel much speculation among the adventurers of Irongate, many of whom have more ideas about how to spend the discovered treasure than they do about how to find it.

Flan Headlanders protect the tombs of their honored ancestors from desecration as they have for centuries, and tales of hauntings litter the oral traditions of these proud people. The reports of Aerdi scholars confirm such stories, recounting tales of narrow escapes from numerous undead or vicious monsters who have claimed the delves as their own. Those foolish enough to brave battles with the undead usually balk at taking on the dragons and other winged creatures native to the region.

The Greyhawk Wars, however, changed the Headlands, just as they changed so many other places in the Flanaess. The Headlanders fiercely resisted Scarlet Brotherhood incursions during their occupation of greater Onnwal, and the local tribes lost many of their best warriors, depriving dozens of barrows of their protectors and leaving them open to graverobbers. The Brotherhood's naval blockade and siege of Irongate drove many citizens into the hills, and the armies of Free Onnwal used the lower Headlands as a base of operations, further opening the heights to scrutiny.

Adventurers have flocked to the Free City of Irongate over the last two seasons, following stories of fantastic discoveries in the Dragonshead Barrows (as the tombs are now known). The influx of treasure-seeking explorers echoes the adventuring boom that "made" the Free City of Greyhawk in the 550s, when thrillseekers from throughout the Flanaess converged on the city to exploit the wealth and adventure offered by Castle Greyhawk and the Cairn Hills. Whether the rush will help the city to expand or will plunge it into lawlessness remains for historians to decide.

DM's Notes: The treasures brought back to Irongate are undeniable in both quality and quantity—even the mundane items show evidence of a highly advanced "Bronze Age" culture. The leadership of Free Onnwal recognizes the barrows as a potential source of wealth to fund their insurgency, but remain wary of offending their prospective allies, the Flan hillmen. Magical traps still guard the most important tombs, sometimes involving monsters kept in stasis or devastating discharges of eldritch energy. Early explorations uncovered evidence that one *Hradikar* barrow contained access to a warren of subterranean tunnels linking it to other burial sites. No one knows who created these tunnels, but links to the Underdark seem likely.

The adventuring boom has placed Irongate's government in a tight political situation. On the surface, the city must respect the territorial and burial rites of the Flan hillfolk. Rumors place the number of undiscovered barrows in the hundreds, however, which offers a potential financial boon to the city the likes of which has not been seen in the more than a century since the Turmoil Between Crowns plunged the Great Kingdom into chaos. Publicly, Lord Mayor Cobb Darg and his ministers decry the explorations, but evidence of tacit approval is everywhere.

Despite the increase in explorations, the Headlands remain an extremely dangerous environment, and many intrepid adventures do not return at all. On rare occasions, explorers return to the city with wondrous treasure, attracting the notice of even the otherwise stolid Artificer's Union.

Last Brewfest, a ghostly figure dressed in the livery of the ancient *Hradikar* passed through the city walls and entered the Leaky Lantern, a known hangout of adventurers exploring the Dragonshead Barrows. The apparition scattered the entire house and half the surrounding block before it was subdued by clerics in the employ of the city watch. Some sober voices in government suggest outlawing expeditions into the western

hills, but the decidedly less sober voices of the city's influential adventuring community have so far managed to shout down such proposals.

THE HOOL BEACON

North of the vast meanders of the Javan River, where the Hool Marshes verge upon the dark boughs of the Dreadwood, lies an expanse of swamp some 100 square miles in size. Thickly overgrown, covered with a mixture of cypress trees, saw grass, and other stranger botanical specimens growing out of the muck to create a trackless morass, the bemired ground makes for difficult passage for any would-be explorers. The region is not known for its flora, fauna, or terrain, however, but for the dull green glow at its center, which emanates for miles and serves as a local landmark during murky Hool nights. The light's origin frightens away even the heartiest marshfolk, and has been a source of mystery for years since the light first shone forth. The luminescence intensifies as one approaches its source—the upper reaches of the central keep of a small, ruined fort. The structure resembles a ghostly lighthouse, but most who have seen it consider it an infernal beacon to the underworld.

Located on a low hillock (one of the few patches of solid ground in the region), the long-abandoned structure was once a Keolandish foothold. One of a chain of similar forts constructed more than a century ago to protect the kingdom's southern border during Keoland's ill-fated imperial age, the never-completed keep suffered a series of enervating attacks by local tribes of lizardfolk, who inhabited the place after the exhausted Keolanders finally abandoned it, deciding at last to establish the kingdom's southern frontier in the Dreadwood.

The lizardfolk didn't hold sway for long. Nearly a century ago, the diabolical Cult of the Black Flame, led by a charismatic Suloise high priest known as Ohjos (the "Eye of God"), swept in to claim the ruined works and complete construction of the fort. Although denizens of the marsh shunned the place, word of the cult's increasing outrages soon spread beyond the borders of the Hool. When several youths, including the children of nobility, began disappearing from a neighboring province of Keoland, the local lord, Count Arthemene, assembled a small army, even bidding reluctant old King Nyhan IV to sponsor a contingent of grizzled Dreadwood rangers, known as the Dreadwalkers to assist in the effort. The host marched on the cult's fort, but much to their surprise, they found no evidence of the cult. It had vanished into the mists like a morning fog, leaving the keep totally abandoned save for the grisly remains of the Keolandish younglings.

And so the keep remained until about twenty years ago, when a mage exiled from Keoland took up residence in the lonely fort. Called Baltronus Zemner of Linth, the wizard of some repute (much of it ill) had spent a good deal of his life combing the depths of the Dreadwood looking for the lost magic of the infamous (though by that time extinct) Suel House of Malhel. According to legend, the Malhel came to a cataclysmic end at their own hands after dabbling in long-lost magic in the years following the Great Migrations. Despite longstanding Keoish prohibitions against seeking out the dark heritage of the Malhel, "Baltron" craved this knowledge and could not be dissuaded from its pursuit.

Expelled from the national academy of wizards and hounded from Niole Dra for his efforts, Baltron was able to continue his research undisturbed in the lonely Hool Marsh keep. His research reportedly involved the summoning of a lost elemental power of great might, which he hoped to bend to his will and make his servant. After many years of isolation, Baltron finally succeeded in his summoning, but was unable to control the forces which he unleashed, resulting in a calamitous backfire which destroyed the mage, damaged the keep, and set off the eerie green glow now visible in all directions from the heights of the central tower.

The Silent Ones of Niole Dra, guardians of Keoland's magical secrets, attempted an exploration of the ruins shortly after the explosion, eager to discover Baltron's fate and whereabouts, but the small party was driven away by certain powerful and evil denizens of the swamp, who flocked to the disturbing beacon. One of the Keoish agents, a monk named Eson, braved the beacon alone, but never returned.

Just prior to the Greyhawk Wars, a man named Leptor, a protégé of Baltron and a moderately powerful wizard in his own right, led a party to explore the ruins as part of an expedition sponsored by an organization of adventuring explorers known as the Seekers, who once claimed Baltron as a member. The expedition included the infamous ranger lord Arcturus of Sayre, known throughout the kingdom for his treachery, along with a rag-tag mercenary retinue. Leptor and his band sought out not only Baltron's dark knowledge, but the treasure said to have been abandoned by the Cult of the Black Flame, hidden and undiscovered somewhere within the citadel. The party's fate remains unknown. Some say that Leptor spent many months trying to reclaim the ruins and their secrets amid the omnipresent threat of lizardfolk attack only to disappear one forlorn night, never to be seen since. Some claim that the Cult of the Black Flame has finally returned. Though rumors abound of treasure and mystery at the site, few in the past decade have attempted to claim the place for themselves.

DM's Notes: Baltron's research appears to have uncovered only fragments of the lost lore of the Malhel. His surviving notes indicate that his experiments succeeded in drawing the attention of an evil and powerful elemental being of the Plane of Ooze. This Mud Lord, possibly the being known as Nakimas to the Suel or to some Oeridian scholars as Bwimb, briefly gained access to Oerth during Baltron's summoning, but the wizard failed utterly to properly ward himself and was sucked into the maw of the crackling nexus that accompanied the elemental lord. The resulting fracture in the veil between the planes has remained open ever since, and is causing the sickly green glow that emanates from the top of the tower. The glow attracts creatures with similar affinities to the nexus and allows malicious (and highly dangerous) elemental creatures to pass unfettered into the Material Plane, further exacerbating the extreme dangers of the region.

The strange energy that seeps from the nexus has fostered a resurgence of the Cult of the Black Flame. According to rumors, Ohjos, the leader of the cult in the last century, was directly descendent from the last scion of House Malhel. He and his followers escaped destruction at the hands of Arthemene's host by opening doorways to other dimensions and leaving the tower from somewhere within its walls, perhaps escaping to a secret underground temple. Leptor and his cohorts tried to discover the secret of the Black Flame, but reportedly met a swift fate at unknown hands.

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Living Greyhawk™ JOURNAL

A Publication of the RPGA Network
Editor: Erik Mona • Campaign Director: Stephen Radney-MacFarland
Contributing Reporters: Jason Bulmahn and David Christ
Enlightenment can penetrate even the helm of iron. —Cuthbertine proverb

CAMPAIGN NEWS

WE'RE SWITCHING MAGAZINES!

This is the last *Living Greyhawk Journal* to appear in *Dragon Magazine*. We're moving over to our sister publication, *Dungeon/Polyhedron Magazine*, which increases frequency to monthly starting in May. Thanks to everyone who followed us here from the stand-alone *Journal* and thanks especially to *Dragon's* staff for making us feel at home in these pages. Give us a look in May (*Dungeon/Polyhedron* #98) for a gargantuan overview of the Bright Desert and in later months for even more exciting Living Greyhawk news and articles. You ain't seen nothing yet!

NEW YEAR, NEW ORDER

Due to changes in the campaign structure and how events are sanctioned, we have created a new system for the ordering of events and downloading scenarios.

Core Scenarios: When you create an event via the ordering system at www.rpga.com, pick core scenarios from the list as normal. You'll receive a link from RPGA HQ that will allow you to download the scenario files.

Regional Scenarios: In Year Three and beyond you will not order specific regional events from the RPGA website. You will instead order a placeholder scenario. For example, the Veluna placeholder may read "VEL03-XX." After ordering one placeholder scenario, head over to the campaign website at http://www.living-greyhawk.com, where you'll find a link to a scenarios page. There you will find PDFs of all the scenarios for every available region and meta-region. Download the event files you need. The files are password protected. Contact your local triad with your event information (Event Code and Date) and they will provide the password to open the scenario. They also will provide the Adventure Record for that scenario, which will allow your players to collect treasure and experience points after the adventure is run.

Meta-Regional Scenarios: Order the meta-regional placeholder instead of the regional one. Contact your local triad for the password and Adventure Record.

This system allows us to get events online and ready for ordering faster and makes it easier for us to make corrections to events with minimal problems.

SWORD OF EARTH

In the summer of 591 CY, brave adventures from across the Flanaess dared to attempt what many called a death sentence. Gathering their most trusted companions, they trekked into the Kron Hills and assaulted the forces of the Temple of Elemental Evil in their new home, the Temple of All Consumption. Though many did not return, the heroes' brave exploits were successful in dealing a heavy blow to the forces of the temple. One of the treasures brought out form those halls was the *Sword of Earth*. This fabled greatsword could slice through the thickest armor and on command could send rocks flying from its shaft to down enemies from afar. Alhough its owners turned the weapon's power to the side of good, it was only a matter of time before its powers faded.

As of Fireseek, 593 CY, the Temple of All Consumption has been destroyed and the Temple of Earth within it thrown down. These events culminated in the Meta-Regional scenario VTF3-01: *Crystal Falls*. Once you have played in this scenario (or March 31st rolls around, whichever comes first), the *Sword of Earth* loses its special powers and becomes a standard *+2 greatsword* with a value of 8,350 gp. Owners of the *Sword of Earth* should make the appropriate modification to their character's Master Item List and note the change on their next Adventure Record.

META-REGIONS

Year Three of the Living Greyhawk Campaign kicks off an exciting new kind of scenario: The Meta-Regional. These scenarios span many regions and bring international plots into focus for adventurers native to the area. Unlike regional scenarios, they can go past APL 12 and are meant as an avenue to support higher-level play in the campaign. We have included some information on each Meta-Region below.

Meta-Region One

The Sheldomar Valley

Circle Representative: Steven Conforti (scon40@aol.com)

Regions: Bissel, Geoff, Gran March, Keoland, Principality of Ulek, Yeomanry

The Sheldomar Valley has a long and troubled history. Once dominated by the terrible lich Vecna, it is a fertile but war-torn place. It is a land where many of the Suel and Oeridians took refuge among the native Flan of the region after the Twin Cataclysms, forming the mighty kingdom of Keoland. The Valley has seen hard times lately: invasions by giants on its western borders, interference by the Scarlet Brotherhood in the south, invasion by evil humanoids of the Pomarj in the east, and the conquering of its northernmost reaches by the nation of Ket. The giants have been driven out of Sterich, and Ket has vacated Bissel, but Geoff and the Principality of Ulek still remain under siege. If not for the assistance of Gran March and the Yeomanry these last years, who knows how long the Sheldomar Valley would remain under the control of the forces of good?

Meta-Region Two

Tuflik, Fals, and Velverdyva Trade Route

Circle Representative: David Christ (wavester@neo.rr.com)

Regions: Dyvers, Ekbir, Ket, Tusmit, Veluna, Verbobonc

Adventure beckons! Disembarking from the Lake of Unknown Depths you're drawn into the bustling mercantile city of Dyvers. Traveling through the Gnarly Forest into the heart of Old Ferrond, the halls of the Viscount of Verbobonc await. All is not well here, as Verbobonc is the uneasy keeper of the ruin known as the Temple of Elemental Evil. Although the temple was destroyed many years ago, its legacy lingers no matter how hard the souls of good men try to forget. To the west lies the Archclericy of Veluna, its people living in harmony as Rao watches over and protects them all. Beyond the Bramblewood Forest lies Ket, the crossroads between the East and West, with its strong military and deft merchants. Across the Yatil mountains lies Tusmit, home of some of the finest weapons and armor in the Baklunish lands. Settled upon the shores of the Dramidj Ocean is possibly the oldest of the Baklunish states, the Caliphate of Ekbir. Adventure, wealth, and danger abound. Are you up to the task of finding it and living to tell the tale?

Meta-Region Three

Iuz's Border States

Circle Representative: Jason Bulmahn (iuztheevil@aol.com)

Regions: Bandit Kingdoms, Furyondy, Highfolk, Perrenland, Shield Lands

Many in the Flanaess believe that Iuz, the ancient Man-God of the Middle Lands, is a spent force. Much recent evidence suggests that Old Wicked has been content to merely tease the fringes of his border states as an annoyance rather than as a true threat. But it takes time to hatch new plots and spawn unmentionable offspring, time to delve deeper into the darkest places, and time to create armies that will not be vulnerable again. Now, the border states of Iuz, who have been rebuilding and reorganizing since the Flight Of Fiends, are about to discover what new nightmare Iuz the Evil is ready to unleash upon the lands of the Flanaess! Are you prepared to fight?

Meta-Region Four

Nyrond and Her Environs

Circle Representative: Craig Hier (craig@hierview.com)

Regions: County of Urnst, Duchy of Urnst, Nyrond, Ratik, Theocracy of the Pale

The fertile lands that once made up the western part of the Great Kingdom are now home to the Kingdom of Nyrond, County and Duchy of Urnst, Theocracy of the Pale, and the Archbarony of Ratik. Political intrigue is rife in the area. The widow Archbaroness of Ratik has all but disappeared from public view, leaving the noble lords to defend themselves against border raids. The traitorous Prince Sewarndt's attempted coup in Nyrond keeps the king ever watching for traitors in his court. Countess Belissica of the County of Urnst aids her neighbors and plays hostess to the exiled Duke of Tenh, trying to strike a balance between aiding him and upsetting others who have eyes on his fallen lands. The noble houses of the Duchy of Urnst have perfected the game of political intrigue, trying to get rid of their enemies and further their own ends. In the Pale, Theocrat Ogon Tillit has fallen ill and the prelates squabble to place themselves in his office. All of this added to the shifting alliances between states and the external threats of Iuz, the Great Kingdom, and Scarlet Brotherhood provide a dangerous and potentially explosive environment. How long can an area subjected to these tensions avoid conflict or all-out war?

Meta-Region Five

Splintered Suns and Scarlet Signs Against Tyranny

Circle Representative: Creighton Broadhurst (creighton.broadhurst@ntlworld.com)

Regions: Ahlissa (Adri), Ahlissa (Naerie), Bone March, Lordship of the Isles, Onnwal, Sea Barons, Sunndi, Dullstrand

Once the Golden Sun of Aerdy was the light of the Flanaess, a shining bastion of civilization and culture. Now that sun is splintered into a handful of successor states, struggling among themselves to reclaim some small fragment of their glorious birthright. In the heartlands of Aerdy, two Overkings vie for a debased throne, a tarnished crown, and a lost city. In the South, the states of the once-proud Iron League fight desperately to resist the insidious tendrils of the Scarlet Brotherhood and their nested conspiracies to restore another lost empire—the ancient Suel Imperium.

What is Living Greyhawk?

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PALADINS OF GREYHAWK

HOLY WARRIORS OF THE FLANAESS

by Gary Holian · illustrated by Jake Parker

Why does a god, through paladinhood, invest a mortal with a sliver of his divine essence when ostensibly a cleric could serve just as well and in the case of most gods usually does? The answer is that a paladin is more than just an embodiment of the religion and its teachings. He is also a warrior for the faith and a standard bearer of the deity in a way that most clerics cannot be. He is not the hand but the fist of the deity's will.

–Excerpted from the commentaries of Herdan, Sage of Radigast City

Paladins account for some of the greatest adventurers in the Flanaess, and make some of the most interesting options for LIVING GREYHAWK players. This article and others soon to follow outline the beliefs, customs, and costumes of some of the more common paladins native to the WORLD OF GREYHAWK. Each entry below details historical and philosophical information to help you create and play a holy warrior dedicated to one of Oerth's most righteous deities. Each paladin faith includes a special feat unique to holy warriors of that order, allowing you to customize your paladin when playing in the RPGA's official LIVING GREYHAWK campaign or when playing GREYHAWK games of your own design. If you plan to use one of these feats at a sanctioned LIVING GREYHAWK event, be sure to bring along this article to show to your Dungeon Master.

A WORD ON FORMAT

Each entry starts with the name of a god followed by suggested titles for paladins of that god in parentheses below. An italic statement below the suggested titles briefly outlines the philosophy of paladins dedicated to that deity, followed by a list of the paladins' most frequent allies and enemies. Generally, lawful good paladins can be assumed to get along with others sharing their alignment, so those listed as allies represent significant bonds friendship and assistance between faiths, knightly orders, and individuals. Likewise, listed enemies include noteworthy hatreds common to all paladins of a given faith. It's reasonable to assume that every paladin regardless of deity despises fiends, undead, and evil clerics, for example, but paladins of Pelor and of St. Cuthbert might have radically different ideas about adventuring with a cleric of Pholtus.

MORE PALADINS TO COME

This article outlines five paladin faiths. More information about paladins of Heironeous, Al'Akbar, Azor'alq, Pholtus, and Allitur, as well as notes about holy warriors dedicated to Trithereon and Hextor, will follow in future installments of the *LIVING GREYHAWK Journal*, which henceforth will be found in the pages of *DUNGEON/POLYHEDRON Magazine*.

MAYAHEINE
(Valiants)

Fortitude within and Valor without

Allies: Followers of Pelor
Enemies: Iuz, Fiends

Paladins of Mayaheine are few. Theirs is a young order of scarcely a handful of years, having arisen after the recent arrival of their patroness in the Flanaess during the Greyhawk Wars. According to the doctrine of the faith, Mayaheine was once a mortal paladin of Pelor (albeit from another world or plane), a fact which drew many Pelorian paladins to her service upon her arrival on Oerth. While most of her paladins emerged from the ranks of existing Pelorian knighthoods, Mayaheine's fame grows stronger with each year. Her

Shield Maiden's Grace

You can channel energy to grant grace and spiritual calm to your companions.

Patron: Mayaheine.

Prerequisite: Divine grace, turn undead.

Benefit: Spend one of your turn undead attempts to grant a touched creature the protection of your divine grace. The creature applies your Charisma modifier at the time it was touched as a bonus to all saving throws. The Shield Maiden's grace lasts a number of rounds equal to your Charisma bonus. You can't use the Quicken Turning feat (*Defenders of the Faith*, p. 20) to speed up the use of this feat. The bonus from this ability does not stack with a paladin's divine grace.

tolerant doctrine espouses equality between men and women; as many as three in five of her holy warriors are female.

Mayaheine's faith dedicates itself to the protection of the faithful, the good, the downtrodden, and the innocent. This goal, according to their teachings, is best accomplished by honest and honorable force of arms designed to fortify the defenseless. In so doing, the paladin becomes a human bulwark against evil. The Shield Maiden's paladins tend toward more martial attitudes and pursuits than their Pelorian cousins, lacking the Sun God's focus on matters of light and darkness.

Paladins of Mayaheine typically wear flowing tabards cinched at the waist with a golden cord or girdle. Proud of their burgeoning faith, most of Mayaheine's followers wear their patron's holy symbol emblazoned on their tabards. The paladins favor light blues, greens, and tans, but as of yet have no standardized uniform. The Shield Maiden's valiants tend to prefer bladed weapons, particularly the bastard sword. They always carry shields.

A great degree of optimism surrounds the arrival of Mayaheine, an emotion shared and fiercely espoused by the example of her paladins. These holy warriors usually operate alone or in small groups composed of like-minded clerics and warriors. The religion has yet to develop significant sects or sub-societies. It doesn't sport much of a hierarchy, either, although the church maintains close ties to its origins within the Pelorian faith, which leads to great cooperation between the two religions. Mayaheine's clergy asserts that the Shield Maiden herself inhabits the Flanaess, though she has not been witnessed by anyone other than the faithful since the close of the Greyhawk wars. If she does maintain an Oerthly stronghold, it has never been found. Instead, her religion is headquartered around the Nyr Dyv, with its largest chapter and training house in Hardby. Paladins of Mayaheine strengthen the front against Iuz in Furyondy and the Shield lands, doing their best to shield the helpless from the depredations of the Dark Lord of Dorakaa.

MURLYND
(The White Paladins)

Technology is an instrument of Justice so long as the hand that wields it is True

Allies: Followers of Heironeous

Enemies: Followers of Iuz, enemies of technology

Paladins of Murlynd are the most esoteric holy warriors in all of the Flanaess. They are in fact a distinctive and exceedingly rare sect of paladins of Heironeous and not truly consecrated by Murlynd himself (for the original White Paladin still serves the Invincible One.) However, like their infamous founder, they are an order outside regular society. They share Murlynd's quirky interest in otherworldly mechanical devices and weapons as well as his devotion to using this technology to aid the struggle of the good and lawful against the forces of evil. While the White Paladins share strong connections to the faith of Heironeous and were likely once standard aspirants to his order, their nonconformity drew them to the teachings of Murlynd. Although their means are strange, they have a strong sense of honor and an unquenchable desire to see justice done and the wicked vanquished.

Paladins of Murlynd are all unique individuals and their appearance reflects this fact. Their eccentricity prevented

them from conforming to the regular code of conduct of the faith of Heironeous and they were drawn to the strange teachings of Murlynd, the White Paladin. His followers usually wear a hodge-podge of strange armor and clothing, almost all of it self-developed and constructed for purposes, only the paladin himself knows. Foreign hats, odd breastplates, or shirts of chain in combination with leather breaches or pantaloons are common. One leather glove matched with a gauntlet might be employed in some cases, along with unusual iron-shod boots and other curious items in inscrutable combinations in others. Coloration is without limitation, although they all find a way to incorporate the six-pointed star of Murlynd. Their weapons are nearly as odd as their dress and include strange crossbows and other unique ranged weapons. The more complex or technologically oriented the weapon, the more it is desired by these paladins. The most jealously guarded inventions of the White Paladins are called firebrands, remarkable (some think magical) devices that can fire small metallic balls with sufficient force to pierce flesh and penetrate hide at great distances.

Murlynd rose to prominence in the Flanaess more than two centuries ago and accorded such luminaries as Zagig Yragerne and Keoghtom as his contemporaries (their adventures are best recounted in the tome *Tales of the Company of Seven* by the mage-bard Heward). The White Paladin now shares the company of his sire, Heironeous, as well as Celestian and other deities, often traveling the planes of existence in his search for knowledge and technology that might aid his eccentric quests. Murlynd was a part of the plot (along with St. Cuthbert and the mage Zagig) that saw the demigod Iuz confined to the dungeons of Greyhawk for a time. For that effort he won the enduring enmity of the Dark Lord of Dorakaa and the White Paladin still seeks his downfall. Iuz has marked his sect for destruction. Murylnd is currently engaged in a contretemps with the fiendish St. Kargoth over a weapon known as the *Quannon*, which has drawn him away from Oerth for a time. To a lesser degree, Murlynd's holy warriors share his pursuits. They travel the Flanaess in search of knowledge and technology that will aid their battle against the forces evil. Firebrands are their greatest weapons and are highly prized.

Secret of the Firebrands

Murlynd speaks to you in dreams, whispering arcane alchemical formulae into your ears and granting you the ability to make and wield firearms.

Patron: Murlynd.

Prerequisite: Divine Grace.

Benefit: You can purchase and use the weapons (which you call "firebrands") listed on Table 6-3: Renaissance Weapons and Table 6-4: Renaissance Grenadelike Weapons on page 162 of the *Dungeon Master's Guide*. These weapons are not widely available, but Murlynd's faithful keep a small underground market stocked with the appropriate weaponry, which they sell only to other members of the faithful.

If you have the Craft (weaponsmith) skill, you can create these items. Pistols and muskets have a Craft DC of 20. Bullets have a Craft DC of 10. Bombs and smokebombs have a Craft DC of 15.

Gunpowder, a nonmagical substance which must be purchased or created in order for the guns or to work, has an Alchemy DC of 25. One ounce of gunpowder is needed to propel a bullet. The cost of gunpowder related to bombs and smokebombs is included in the prices listed in the *Dungeon Master's Guide*. Gunpowder is sold in small kegs (15 pound capacity and 20 pounds total weight, 250 gp each) and in water-resistant powder horns (2-pound capacity and total weight, 35 gp each). If gunpowder gets wet, it cannot be used to fire a bullet.

This feat is not presently allowed in the Living Greyhawk campaign.

Normal: Gunpowder has not yet been discovered on Oerth.

Special: If firearms are widespread in your campaign, this feat grants a +1 bonus to attack rolls made with firearms.

PELOR
(Crusaders)

Equity for the Meek with Perseverance and Strength

Allies: Followers of Mayaheine, followers of Heironeous, followers of Zodal

Enemies: Undead, followers of Nerull

As Pelor is the god of goodness, strength, and healing, is it any wonder that the Sun God's paladins are among the most passionate and ardent in their protection and defense of the weak and innocent? Pelorian paladins tend to be altruists and selfless crusaders. They set their considerable skills against the evil and darkness that threatens their charges, the innocent subjects of Oerth. Always willing to make great sacrifices to save the helpless, Pelorian paladins are revered by the underclass of the Flanaess. The paladins consider most laws helpful, but realize that laws alone do not remove suffering from the world, and that laws sometimes can be abused to become a symptom of the problem rather than a cure. To Pelorians, the emollient light of the sun is the best balm for Oerth's ailments. Only unending perseverance and self-sacrifice can bring about true freedom and justice. Since they value goodness above all, paladins of Pelor tend to be ethically well meaning and are always morally resolute.

As paladins of Pelor can be found in nearly every nation in the Flanaess, their dress varies widely from culture to culture. Most adorn themselves in plate or chain armor and carry weapons appropriate to their needs as warriors and knights. Some few Pelorian paladins garb themselves in common dress, particularly when serving as community healers or when disguised while accomplishing goals in urban or agricultural environments. Pelorians favor light-colored tunics (especially sky blues, pale greens, or grays) when dressed informally, and always honor the Sun God with a gold orb holy symbol worn somewhere on their person, usually emblazoned on chestplates or shields. All paladins of Pelor wear a so-emblazoned inky black cloak on formal occasions or when engaging in a planned battle with the forces of darkness (such as a war). When so garbed, the Pelorians blend into the darkness, looking like floating suns charging into battle.

Pelorian paladins are eminent combatants (though never reckless) and rarely risk harm to the innocent when parley or discretion might better serve their goals. As a whole they favor no weapons over others, but individuals often focus on mastering the sword, mace, or axe over the course of their lives. The greatest among them wield legendary *sunblades* or *maces of disruption.*

Pelor's greatest enemy was the Dark God, Tharizdun, until that power was bound from the Material Plane in time immemorial. Ever since, the Lord of Light has taken on the duty of protecting mortal life from the forces of darkness and decay. "Pelor" is but the Flan name for the Sun God—the Flanaess and its rich history boast many others. Legends of the once-great Lords of Sol, a now-lost order of paladins that predates the migrations, infuse the history of the Aerdi tribes and are popular even today. The vast Solnor Ocean (literally "birthplace of the sun") takes its name in honor of Pelor, although the usage is now archaic. By the time of the Migrations, however, most glories fell to the holy warriors of Heironeous and Hextor, who largely subsumed the traditional role of the Pelorian paladin in Oeridian society. St. Benedor of the Ashen Hand, patron of the Knight Protectors of the Great Kingdom, remains a greatly revered saint in the order of the Sun Lord.

A paladin of Pelor founded the Prelacy of Almor in the years after the Battle of a Fortnight's Length, and while many religions flourished in what became a multifaith theocracy, Almor nevertheless boasted the largest plurality of Pelorian

Scalding Faith of the Sun

The power and grace of the Sun Lord has enhanced your ability to turn undead

Patron: Pelor.

Prerequisite: Divine grace, turn undead.

Benefit: You turn undead as a cleric of your class level.

Normal: A paladin turns undead as a cleric two levels lower would.

faithful in the Flanaess until the Greyhawk Wars brought that land low. As a reprieve, Pelor sent his servant Mayaheine to carry on the fight along with existing figures such as the legendary St. Bane, thought to be the greatest undead hunter in the history of the Flanaess.

Paladins of Pelor are sworn foes of the undead, whose presence their religion finds anathema to all living things. They despise Nerull and other dark gods that create such abominations. They reserve their greatest ire for vampire princes, death knights, and other malevolent lichforms, whom they hunt to destroy. Although most common in Nyrond, the Urnst States, and the Sheldomar Valley, Pelorian paladins can be found anywhere the innocent need succor and protection.

RAO
(Envoys, Heralds)

Peace through Strength of Words and Weight of Reason

Allies: Followers of St. Cuthbert

Enemies: Followers of Incabulos

Rao is the supreme deity of peace and reason. Many believe that his adherents would rather die than lift a sword in anger, preferring to outwit or outmaneuver their foes by guile or magic. The idea of a holy warrior seems foreign to the philosophy of Rao, but these are largely misunderstandings, for the god of reason knows well that peace is rarely bought cheaply. It must often be won at the point of a sword and is usually enforced through strength of arms. Therefore, in rare circumstances, paladins have been recognized and invested by the faith of Rao. Although few in number, Raoan paladins are exceedingly formidable individuals chosen for both their martial abilities and their keen wisdom and intellect. Paladins of Rao study everything they can about their opponents, learning their every vice and weakness. They are excellent negotiators and interlocutors, but if pressed they make extremely nuanced tacticians and field masters. Holy warriors of all faiths have the highest, if sometimes grudging, respect for paladins of Rao.

While the image of the "man with the swordless scabbard" pervades their legends, Raoan paladins are not masters of unarmed combat like the martial monks of some western sects. Paladins of Rao are modest individual warriors. They typically go lightly armored and often minimally armed, unless expecting the worst. Serene, patrician figures, most possess spotless manners and erudition. They favor chainmail or leather armor and light, single-handed weapons such as shortswords and maces. They rarely wear helms and almost never carry shields. Paladins of Rao typically wear grey or blue-grey tunics trimmed in white or gold and sometimes don a cowl. Rao's symbol, the white mask of serenity, is embroidered over their chests.

Rao is an old god, whose great wisdom has long been respected by the Flan tribes of eastern Oerik and later by the migrants who poured into the Flanaess following the Twin Cataclysms. While his teachings never made large inroads among the Aerdi in the Great Kingdom, his philosophy found purchase among other Oeridian settlers, particularly the Velondi of the central Flanaess. Veluna, Furyondy, and Bissel boast the greatest concentration of Raoan paladins, although distant war zones and other sites of great conflict attract wandering Raoan warriors eager to return things to a reasonable status quo. Rao's paladins maintain close ties to his church and have friendly relations with followers of St. Cuthbert. They have few sects, since their numbers are so few. The so-called Monks Attendant, who serve as escorts, guardians, and special agents for the Church of Rao in Veluna, enjoy the most widespread notoriety of any paladin subgroup. A rivalry between Raoan paladins and paladins and adherents of St. Cuthbert and Heironeous seems limited to the Knights of the Hart, where the conflict seems rooted in nationalism. Despite this, the former Plar of Veluna, Lord Alenar, himself a highly placed Paladin of Rao, was key in negotiating the treaty which would unite the kingdoms of Furyondy and Veluna. Successive setbacks have foiled this plan, including the death of Lord Alenar on a mission to Lopolla following the Greyhawk Wars, but the paladins of Rao remain its strongest proponents.

Serenity

Your wisdom, inner calm, and sagacity fuels your class abilities rather than your force of personality or will.

Patron: Rao.

Prerequisite: Divine Grace.

Benefit: Use your Wisdom bonus in place of your Charisma bonus for purposes of divine grace, lay on hands, smite evil, and turn undead.

Normal: The abilities use your Charisma bonus.

ST. CUTHBERT
(Votary, Communicant)

The Quality of a Man is not measured in his Hands or his Heart, but in his Mind

Allies: Followers of Rao

Enemies: Followers of Iuz, followers of Pholtus

Paladins of St. Cuthbert are forthright and deliberate warriors who seek to apply the common sense and truth embodied in their god's teachings while combating those who would deceive the good or injure the unenlightened. They are very nearly the classic paladin, but unlike the Heironeans, they place a greater emphasis on the practicality and wisdom of their actions and less on the honor or pride either they or society might derive from them. Paladins of St. Cuthbert consider the means as well as the ends—both must be debated and carefully weighed, lest evil gain more by precipitousness than by cautious and decisive action. Once applied to a cause, however, they are swift, valiant, and even ruthless warriors. Paladins of St. Cuthbert tend to value law and rightness more than they appreciate the value of happiness and abundance. Wealth and privilege impress them little, only forthrightness and perspicuity gain their admiration. Some find these paladins severe, even harsh.

St. Cuthbert's paladins tend to be dour, sober folk, favoring drab clothing and heavy, practical armor with no filigree. The often-repaired (seldom replaced) armor frequently shows signs of battle, including dings and dents. Many Cuthbertines wear a crumpled hat (often made of old leather) atop a suit of plate or chain and a green or russet cloak thrown over their armor. Cuthbertines tend to have long facial hair and a common man's taste for weed and fermented drinks. They wear no other particular symbols and do not to tend to offer other obvious displays of their association, but instead are well known for keen knowledge, wit, and guile. They typically wield maces, flails, staves, cudgels and other blunted weapons, but are not required to do so.

Since the time when legends record that St. Cuthbert walked Oerth as a mortal man, Cuthbertine clerics have taken it as their duty to spread the word of his practical wisdom to all men. The paladin's role, however, is not merely to preach but to actively fight enemies of the faith. Common folk, who tend to be most in need of protection, are most drawn to Cuthbert's dogma, which over the centuries has supplanted the simpler old faiths that once held sway. Paladins of St. Cuthbert are given honorary position in the order of Chapeaux of St. Cuthbert, a wandering sect dedicated to the conversion of non-believers. Due to a distant kinship, Cuthbertines are strong allies of the faith of Rao. Iuz and his followers represent the religion's greatest nemeses, as St. Cuthbert himself assisted the archmage (and later god) Zagig Yragerne imprison the Old One beneath Castle Greyhawk in 505 CY. Upon his return in 570 CY, the Lord of Pain declared a great vengeance upon St. Cuthbert and his followers, a pronouncement that redoubled the order's efforts to destroy Iuz and his minions wherever they can be found. Beyond this specific enmity, Cuthbertines also hate those that seek to spread chaos and evil, particularly wizards, demons, and religious sects that rely on ignorance and fear to achieve their goals.

Like their strong-willed god, who still walks the lands of the Flanaess on occasion, paladins of St. Cuthbert proactively assist the world. Most common in the heartlands of Flanaess, their numbers are growing particularly in Furyondy, along the front with Iuz. Faith in the Bandit Kingdoms grows stronger as well, and by some reports followers of St. Cuthbert have been making inroads even in the countryside of the former Great Kingdom. Paladins of St. Cuthbert play a crucial role in spreading the faith, and are most common in lands just beginning to understand the bare truth of the holy cudgel.

Cuthbert's Smite

You can smite chaotic creatures as well as evil ones.

Patron: St. Cuthbert.

Prerequisite: Smite evil.

Benefit: Your smite evil class ability also works against chaotic creatures. Additionally, you may use your smite ability one more time per day. If you accidentally smite a creature that is not chaotic or evil, the smite has no effect but is still used up for that day. Smite evil or chaos is a supernatural ability.

News from the Biggest D&D Campaign in the World Number 21, Flocktime, 593 CY

Living Greyhawk™

Enlightenment can penetrate even the helm of iron—Cuthbertine proverb

Campaign Director: Stephan Radney-MacFarland • Contributing Reporters: Jason Bulmahn and David Christ

3.5 Edition and Living Greyhawk

Recent months have brought a lot of discussion and speculation regarding the new "3.5" edition of the D&D core rules, set to hit store shelves in July. Many LIVING GREYHAWK players have wondered when and how the campaign will support these new rules. While the campaign administrators have not yet finalized all the details of how to implement the changes, we have been working very hard with the new rules to make any changes as smooth as possible.

We do know that LIVING GREYHAWK will support the new rules. Those rules will not "go live" for the campaign in July, but will be implemented by the end of 2003. We wish to give our players and especially our judges enough time to become familiar with the new rules before we make them official.

Shortly after the new books hit the shelves, we will place a conversion document in the "Files" section of the campaign website (www.living-greyhawk.com). The document will detail what changes must be made to your character, with a deadline for when all changes must go into effect. We realize that not knowing what changes await your characters can be frustrating, but we plan to incorporate the new rules in a manner that causes as little strife to the players as possible. With a positive attitude and a litte understanding from all involved we can make this change as quickly as possible and get back to the fun of playing the game we all love.

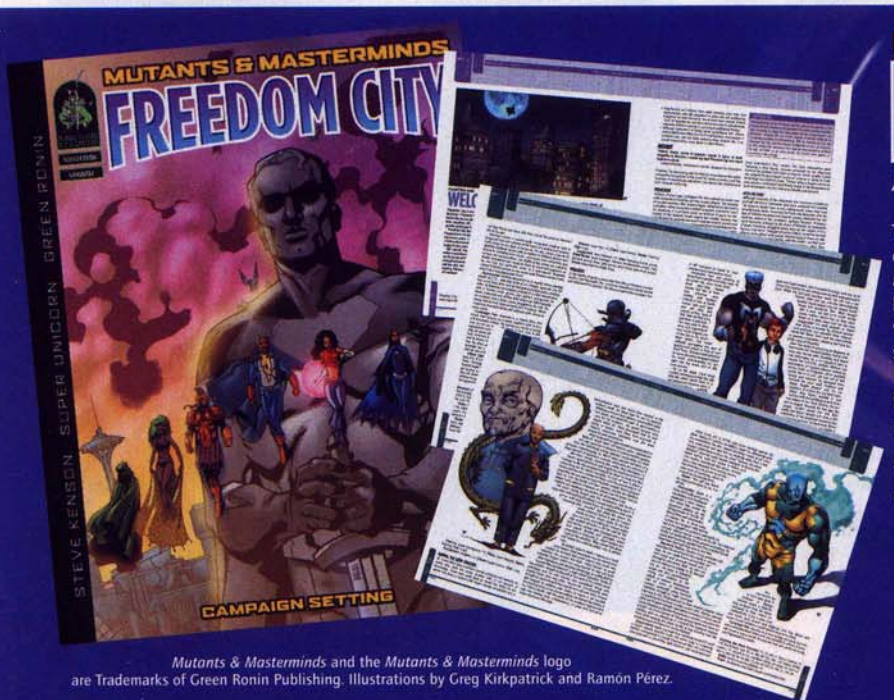
Campaign Policy: Regionals at the "Big" Shows

The RPGA Network designates certain conventions as "spotlight" shows. These shows receive Core Premieres, special events, and other special considerations unavailable to regional shows. As a balancing factor, "spotlight" shows cannot run regional or meta-regional events, which are reserved for smaller local shows. The current "spotlight" shows are: WINTER FANTASY, Origins, Gen Con Midwest, Gen Con West.

New Books, New Spells, New Ways to Die

Got a feat or prestige class from a new Wizards of the Coast product that's just perfect for your character? The list of allowable rules expansions changes twice annually, and is noted in two important campaign documents. The *LIVING GREYHAWK Campaign Sourcebook* (LGCS) contains everything a player needs to create and play a character in the campaign. The *LIVING GREYHAWK Administrators Handbook* (LGAH) provides guidelines regarding what rules can and cannot be used in the campaign, and is a resource for the Regional Triads who manage the campaign regionally.

Campaign administrators update both documents every six months (in January and July), adding character options that have come out since the last update once they have been reviewed for campaign compatibility. As always, the current version of the LGCS can be found at www.livinggreyhawk.com. ●



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INTO THE BRIGHT DESERT

By Creighton Broadhurst
with special thanks to Stuart Kerrigan and Paul Looby
Illustrations by David Hendee and Phil Hilliker
Cartography by Craig Zipse

Living Greyhawk™

Two millennia ago, Flan civilization reached its zenith on the arid grasslands of Sulm. Here, the Flan learned the secrets of agriculture, ironwork, and engineering, founded great cities, and raised majestic temples to their gods. In a series of swift, hard-fought campaigns, Sulm's neighbor states (Ronhas, Durha, Rhugha, and Truun) fell before the might of her iron-shod hosts. Continued aggression brought open warfare with an implacable enemy—Itar.

Situated in a rich coastal region southeast of Sulm, the valorous Sun Kingdom of Itar honored gods of light and progress and posed a serious military, financial, and ideological threat to Sulm. It wasn't enough. After three decades of open warfare, Sulm obliterated Itar's armies, mingling the blood of its soldiers with the ebbing lifeforce of Vathris, an Itarran god of ingenuity who had manifested to aid his people on the field of battle only to be stricken down by dark Sulmish magics.

With Itar's destruction, the entire region fell under Sulmish hegemony. Her people grew proud and her leaders corrupt and arrogant as wealth and tribute poured into the great temple-city capital, Utaa, seat of Sulmish rule. Sulmish society stagnated for centuries as decadence and evil grew into the hearts of her people; simultaneously tendrils of insurrection crept among the subjugated folk of the hinterlands.

For all its might and wisdom, doom came suddenly to Sulm. The nation's rulers, desperate to stem the rising tide of civil unrest and rebellion, delved too deeply into the poisonous wellspring from which their civilization had sprung. The last of Sulm's rulers, an ambitious an undoubtedly mad sorcerer named Shattados, cried out to the Lords of Evil for aid and received a whispered promise in exchange. His divine patron, Tharizdun, granted Shattados a powerful magic artifact, the *Scorpion Crown*, that would allow him total control over his subjects. The greedy overlord thrust the crown upon his head and brought doom to the entire region.

The *Crown's* fell curse initiated an agonizing transformation in Sulm's citizens, who found themselves transformed into hideous "manscorpions," half-breed wretches magically bound to the wearer of the Scorpion Crown.

Within a decade the grasslands were dead, withered into nothingness by an unnatural heat that yet plagues the region or scoured from the face of Oerth by violent and prolonged storms sweeping in from the Gearnat. The small pockets of vegetation surviving these twin perils were finally buried beneath an insidious, unstoppable tide of sand issuing like a cancer from the cities and holy places of the fallen Sulmites. Soon the curse took hold throughout the area, and what had once been called Sulm became the Bright Desert.

And somewhere, deep within the darkest recesses of the Lower Planes, Tharizdun chuckled softly to himself.

Thus Sulm passed into history, languishing all but forgotten until events transpiring in the city of Greyhawk in the year 584 CY thrust the accursed lands of the Bright Desert into the minds of the great and the good. In Harvester of that year, delegates from several nations gathered in the free city to sign a pact of non-aggression, hoping to bring an end to the so-called "Greyhawk Wars." On the Day of Great Signing, the archmage Rary of the Circle of Eight betrayed the city and his allies by attempting to destroy the entire delegation in a fiery conflagration. Rary's companions Tenser and Otiluke discovered their friend preparing to sabotage the treaty and were killed for their trouble. The archmage Bigby, also present, was wounded to within an inch of his life. But their sacrifice saved the treaty and revealed Rary as a traitor to his friends, to Greyhawk, and to the whole of the Flanaess.

But Rary hadn't acted alone. On the day of his treachery, cohorts and apprentices under the direction of the wily Lord Robilar (late of the Citadel of Eight) ransacked the lairs of Tenser and Otiluke, destroying potential clones and ensuring that the wizards would not return to avenge their deaths. Rary gathered his forces late in the day, teleporting en masse to his tower in Lopolla. Calling upon unrivaled magical powers, he wrenched his tower whole from the very foundation-rock of Ket's capital and transported it, along with Lord Robilar and his fanatical followers, thousands of leagues eastward to the Brass Hills, at the center of the Bright Desert. In short order Robilar's forces pacified the indigenous desertfolk, forcing them to pay homage to a burgeoning "Empire of the Bright Lands." A new power was born.

To this day, rumors abound about what drove the previously calm and peerlessly intelligent Rary to betray his former friends. Mordenkainen and wizards of Greyhawk's Society of Magi believe that Rary knew of the ancient histories that cluster thick about the Bright Lands, and that he likely seeks the catalyst of Sulm's unnatural fall. The Ketite archmage was always obsessed with *ioun stones*,

Hardby Pass
Abbor Alz
Knife Edge Pass
Ghost Tower of Inverness
N
Dagger Rock
Old Truun Northlands
Necropolis of Unaagh
Ul Bakak
Tulwar Oasis
Shembai Oasis
Ruins of Darkbridge Temple
Gai Hur
Abbor Alz
Woolly Bay
Old Durha
Fort Whiterock
Kalundi
Kary's Tower
Uplands of Unath
Brass Hills
Old Sulm
Old Rhugha
Kolum Oasis
Ruins of Utaa
Old Truun Wanderlands
The Zochal
Plain of Spears
Tower of the Sands
Var Oasis
The Twisted Canyon
Old Ronhass
Histak
Bright Desert
Empire of the Bright Lands
50 miles
Sea of Gearnat
Old Itar
Sennerae

and scholarly adventurers recently turned up a 574 CY paper he'd logged with the Great Library of Lopolla that suggests the Bright Desert might contain the highest concentration of these magical rocks in the Flanaess. Control over such a resource would make Rary mighty (and rich) beyond belief.

But in the Bright Desert, all is not yet lost. Although warriors of many native tribes have joined Rary's massive army in the years since his arrival, a few tribes still resist. None stand so bitterly opposed to the Traitor's machinations as the hueleneaer (a race of desert dwelling centaurs). A fierce and proud people, they yet war with the outlanders, for in Rary they recognize the countenance of evil and ambition personified. Their guerrilla tactics have stained the shifting sands with the lifeblood of hundreds of Robilar's soldiers and their constant raiding continues to tie down and harass the empire's forces. A steady stream of adventurers also now trickles into the region, beguiled by tales of high adventure and the near-limitless wealth said to lie discarded in ancient Sulm's abandoned cities.

Flora, Fauna, and Climate

Squatting at the near-center of the Flanaess and bounded on all sides by arid, windswept hills or tumultuous, treacherous waters, the Bright Lands are all but isolated from the surrounding civilized nations.

Two passes cut through the torturous ridges of the Abbor-Alz, allowing a trickle of travelers and trade to pass into the desert fastness. Flan tribes existing in a state little better than barbarism have dwelt amongst the ravines for millennia, jealously guarding their high villages and sacred places. Manticores, wyverns, leucrotta, lamia, mountain tigers, ogres, hill giants, and trolls all infest the broken landscape of the inner hills. Bandits, criminals, and deserters have also found sanctuary within the uplands and, like the more monstrous inhabitants, prey upon any who enter their domain.

Travelers approaching by sea must contend with fierce seasonal storms, Pomarji pirates, and sea monsters lurking beneath the warm, turbulent waters of the Gearnat. No known safe, sheltered anchorages exist upon the treacherous Bright Coast and no sane sailor willingly anchors here. The last two years have witnessed an increase in the number of vessels attacked along the coast by an as-yet-unidentified agency that appears not to care under what flag a vessel sails. Merchantmen, warships, and pirates have all fallen to this malign entity. Attempts by several individuals and states to uncover the perpetrator of these attacks have so far met with failure.

The bulk of the Bright Desert is a desolate, waterless wasteland seemingly composed of endless ranks of wide, ever-shifting crescent-shaped dunes. Rainfall here is rare; sandstorms frequently scour the interior, sometimes lasting for days at a time. A handful of oases, most jealously guarded by Rary's forces, are scattered throughout the region. During the summer, temperatures soar far above 100 degrees Fahrenheit during the day and plunge at night to near freezing.

Few creatures have the abilities to survive deep in the desert and those that do are uniformly deadly. Giant ant lions, poisonous snakes, fire toads, giant scorpions, the fearsome dune stalkers, and feral manscorpions all dwell in the deep desert. The more benign brightly colored insect-like pernicons, prized by nomads, hueleneaer, and travellers alike for their water-divining abilities, also haunt the inner reaches of this land. What little plant life exists here is limited to a few date palms, attendant shrubbery found around oases, and the occasional lone cacti, a few of which are thought to be able to drain moisture from living creatures straying too close.

The desert's coastal reaches are more temperate in nature, cooled by sea breezes and watered by spring and autumnal storms that batter the coast. The dusty, sandy soil acts as a boon to the vegetation that is more predominant here than in the interior. After heavy rainfall the desert explodes with color. Wildflowers, grasses, and shrubs bloom prodigiously for several weeks before returning to dormancy. Nomads have found many uses for these plants. They weave the fibrous deep-questing roots of the yellowthorn into hemp-like rope, whilst the carefully harvested pollen of many other flowers is crushed and mixed to produce their sacred ochre. Amongst the nomads the small shrunken melons found growing near oases and along the few rivulets crossing this harsh landscape are a great delicacy; crushed and boiled they made a thick, bitter and pungent jam.

Stands of withered thorn-laden bushes also grow here along with the occasional desiccated, forlorn pine tree. Undeniably ancient, some struggle to sixty feet in height and boast a high-set spherical crown of pale green needles. Their trunks are often S-shaped as if bowed by savage winds and are wreathed in thick, deeply furrowed greyish-silvery bark reputed to have healing properties. The druids of the Flan tribes ascribe great spiritual power and significance to these trees, believing them to be Oerthly manifestations of the Shalm's powers. Harming such a tree is a mortal sin amongst them.

In similar fashion the desert's northern regions are more temperate in nature than its inner reaches. Sheltered somewhat by the uplands of the Abbor-Alz and watered by periodic cloudbursts falling over the range's dusty peaks, this narrow tract of arid land supports flora and fauna similar to that along the coast. The shadowy canyons and ravines of this rocky land offer respite from the murderous sun but weave a torturous course across the blasted landscape. Caves abound here, although few are occupied. This swath of land quickly gives way to dunes unlike any found elsewhere within the Bright. The complex underlying local topography and convoluted wind patterns combine to form a deep zone of lofty steep-sided star-shaped dunes. Higher than the squat dunes of the interior and in places prone to collapse, these three-legged dunes reach heights of over two hundred feet.

In the north and west of the desert, the sand is white. It is from these sands, composed of pulverized granules of glassy quartz, that the desert derives its name, for the sun's light transforms the dunes into a shimmering sea of dazzling white. Prolonged exposure to the glare of the sands produces a condition known as "bright blindness," which though normally temporary, can in severe cases lead to permanent blindness (see sidebar). Nomads and centaurs that travel these regions generally do so by night, protecting their eyes with veils of fine cloths if they must travel by day.

Trade and Travel

Trade in the Bright is limited. A complete absence of highways through the region coupled with the small number of settlements and the ever-present dangers of desert predators dissuade many merchants from journeying here. The market of Ul Bakak is one of the few commerce centers of note. Trade flows sporadically from two main sources—the Duchy of Urnst and Hardby. Weapons are in great demand now as is wood required for the construction of the nomads' bows. In return, the nomads trade stone statuettes carved by skilled craftsmen and polished by the desert winds. Sturdy ponies can be had for trade in the market of Ul Bakak, as can nearly worthless artifacts of long-fallen Sulm or Itar, mere hints at the treasure to be found in the desert's interior. Some less moralistic nomads hire themselves out as guides to explorers intent on locating the countless treasures of the Bright.

Travel through the Bright Desert is fraught with peril. One of the chief dangers is the climate. Desert travellers are exposed to Heat Dangers (described in the *Dungeon Master's Guide*, page 86), having to make a Heat Danger check every hour. Travel during the summer months, or through the deep desert, is particularly hazardous, necessitating a Heat Danger check every ten minutes.

Peoples of the Great Sand-Sea

Unaffected by the deviltry that wrought Sulm's end, her subjugated peoples, enemies, and the hueleneaer returned to their itinerant ways.

The most numerous of the desert peoples are the nomads. Predominately of unblemished Flan lineage, the warrior-nomads who dwell in the Bright Lands are a surly, violent, honor-driven folk famed for their incessant inter-tribal warfare, superstitious beliefs, and disdain of outsiders. A strongly patriarchal society, among them strength—be it spiritual or temporal—is the only source of power. Speakers of Ancient Flan, few know any of the Common tongue, deeming it beneath them.

The stocky, bandy-legged Bright Desert Flan exhibit uniformly tanned skin, lanky straight hair ranging from brown to black, and dark eyes. Their dress typically consists of dark-colored lightweight flowing robes worn over simple

Bright Blindness

Those who travel the white sands of the Bright Desert at day without adequate eye protection risk bright blindness, a condition unique to the region. At first, an afflicted individual's vision becomes indistinct, muddled by colored flashes and indistinct shapes. Later, the eyes begin to ache, becoming inflamed before the victim loses his vision for a number of days. Prolonged exposure can lead to permanent blindness.

Anyone travelling the white sands without protection must make a Constitution check (DC 15) every four hours of travel. The DC of subsequent checks throughout the day increases cumulatively by one with each check. Failure means the character is temporarily blinded for 1d4 days.

Characters suffering from bright blindness should also make these additional checks unless they have been completely blindfolded. If a character suffering from bright blindness fails a subsequent Constitution check, his eyes are damaged beyond repair, rendering him permanently blind.

A successful Heal check (DC 15) and the complete blindfolding of the afflicted character's eyes halves the duration of the temporary blindness. *Remove blindness* removes both temporary and permanent bright blindness instantly.

buckskin garments. When going into battle or mourning, the desert folk daub sacred symbols on their faces with sacred ochre, which they believe imparts strength to the wearer. They prize ornamentation; bone or brass headbands decorated with brightly colored beads attract especial attention from them and are highly valued.

A simple folk who eschew most forms of magic, the desert folk worship the spirits of earth, air, and water. Chief amongst their pantheon are Beory, the Oerth Mother, and her lord, Obad-Hai (the Shalm), known also to them as Lord of Wild Places. Above all they fear Nerull, for to them he is death incarnate; some even denounce Rary as the Reaper's emissary. Some few venerate Pelor, invoking him as a protective power against the pervasive evil of Nerull, or seek to improve their lot through the worship of Vathris in his original guise as patron of ingenuity and progress.

Arcane ability among them is largely unknown and brutally suppressed when discovered. The larger tribes, however, maintain a handful of druids (or *brajal*, as they are known) who derive their powers from the Lord of the Wild. Almost exclusively female, *brajals* act as seers, healers, and advisors. It is a measure of status amongst the chieftains to maintain a large group of such women. They live apart from the rest of the tribe and their lives are sacrosanct. These women are the tribe's spiritual link to the past and are believed to be able to commune with tribal ancestors.

Warriors garbed in sand-scarred leather armor bearing lance, scimitar, and short bow, frequently harass outlanders traveling through the desert. The Bright, unlike other deserts in the Far West, boasts no camels, so natives have domesticated a hardy breed of horse for locomotion (and, occasionally, milk and meat). Some of the greatest horsemen of the central Flanaess come from the Bright, where many children are literally born on the back of a sturdy pony.

A few tribes are of Suel descent and speak only the ancient language of the Imperium. A thousand years ago, several large bands of Suel, fleeing the destruction of their empire, forced a passage through the Abbor-Alz in a fruitless search for a bountiful land spoken of in Flan legends. By the time their folly was revealed they had not the strength to win free and were trapped by vengeful native tribes. Now dangerously inbred, they are reviled and distrusted by their Flan brethren and are slowly being hunted into extinction. Foremost amongst them are the Tareg who, from the ancient Suel fortress of Ghazal, control Hardby Pass, exacting a heavy toll on all who pass through. Led by the sorcerer **Kekravil** [LE Suel male Sor11/Clr5—Llerg] a swarthy, bald-headed, obnoxious man, these folk cling to fragments of their ancient heritage, worshipping Llerg above all others. In this harsh (but starkly beautiful) environment they have forgotten most other deities of note, although some few still revere Phyton.

Bright Desert Suel possess deeply tanned (sometimes burned) skin, which they protect with light cloth robes and hoods. Most have red or blond hair, which they wear closely cropped beneath leather coifs. Warriors proclaim their tribal allegiance by wearing cleverly crafted brass armbands inlaid with mottled blue or black ornamental stones. A Bright Desert Suel's broach is his honor, and will never willingly be surrendered.

The Hueleneaer

A dwindling people, the centaurs yet lingering in the Bright Lands are the final inheritors of a long and glorious past. The progeny of mercenary warriors who once guarded the sorcerer-kings of Sulm, they are a proud and noble race that still sings the songs of their past, recalling the folly of those who venerate fell powers. Strongly good-aligned in nature, they had all but abandoned their former allies by the time Shattados donned Tharizdun's "gift." The intelligent, cultured hueleneaer, rich in the lore of elder days, still remember where many of Sulm's ruins lie hidden.

Despite their culture, hueleneaer can be savage and merciless when aroused. Although smaller than their plains-dwelling cousins, the desert centaurs are more muscular and hardy than their kin, making them expert warriors and scouts. They hate manscorpions above all the menaces of the Bright; tribes occasionally unite to speed through the desert, slaying all such creatures they find.

Although in their historical twilight, strength and might still lurks within the hueleneaer. Since 589 CY, when a prominent chief was slain by unknown assailants, they have waged a bitter guerrilla war against Rary's forces. Champions amongst them still bear carefully preserved Sulmish blades and armor, gifted to their ancestors when they served as honored mercenaries in the Sulmish hosts. Today, these ancient treasures have been brought forth once more and are wielded to terrible effect against the followers of Rary and Robilar.

After last year's pitched battle at Gai Hur, centaur chiefs beat the sacred drum and passed the blood-red battle lance, summoning the tribes to war. The centaurs now prepare as a unified people for what could be their final crusade against the legacy of the evil that sundered their homeland centuries ago.

Angeanali [NG desert centaur male Bar4/Rgr8], a hot-blooded young chief, is one of the most fervent proponents of war. He seeks to carry the battle to Robilar at every opportunity and dreams of defeating the infamous Lord of Greyhawk in single combat. A small faction primarily composed of older centaurs stands against him, led by the astute and cautious **Kethharon** [NG desert centaur male Clr9—Skerrit], counsels patience in their struggle. Many young warriors accuse Kethharon and his followers of cowardice, not understanding that their stance almost certainly spells the complete destruction of their culture. Only the intercession of **Mailannaaethus** [N desert centaur male Brd11], a brave warrior renown for his mastery of the hueleneaer legends, has thus far averted bloodshed.

The Empire of the Bright Lands

As the Greyhawk Wars drew to a close, the arrival of Rary and his army irrevocably altered the Bright Desert's balance of power. None could stand before their might and the factious politics of the region ensured that no alliance would arise to threaten the fledgling empire. Within months, Rary's forces had swelled to include a clan of norkers and several tribes of desert nomads defeated in battle and offered mercy in exchange for service. Initially Rary claimed only the land surrounding the Brass Hills but in subsequent years his domain has swelled to include most of the region. As the first days of 593 unfold, dissent has been all but crushed amongst the desert tribes. Of the nomads, only a few insignificant clans of Suel still defiantly cling to their independence.

One of the most fervent opponents of the empire was the handsome, well-liked **Tolan Kai** [NG human male Rgr12]. His capture in 591 was a great blow to the free nomads and led to the capitulation of several tribes. Tolan's ultimate fate remains a mystery.

Rary's Tower

Rary's onion-domed tower dominates the northern reaches of the Brass Hills. Since the tower's arrival, Rary's agents (both humans and contract-bound yugoloths) have constructed a sprawling fortress around the structure. The fortress houses the archmage's fanatical Paynim riders, loyal nomads, and obsequious norker infantry. A few adventurers and apprentices of doubtful character also attend Rary here, either assisting in his research or ranging throughout the region locating rare or arcane items for their master.

Rary's fortress is surround by an as-yet-unnamed settlement. No doubt destined to become the capital of the Bright Lands, the town is composed of little more than semi-permanent pavilions and mud-bricked buildings. A few canny individuals have staked their claim to some of the high ground falling within the precincts of the new settlement and some permanent structures are being raised here according to visiting merchants. A vast curtain wall, finally completed in early 593 CY, protects the whole settlement from attack.

Merchant trains arrive here almost daily, bringing food, water, and other trade goods. The caravans also bring news of the outside world, making their arrival very popular with both the rank-and-file and with Rary's more powerful lieutenants.

Rary's Paynim riders, led by the well-travelled and fiendishly handsome **Kanir Chafr** [LE Baklunish male

Destroying the Scorpion Crown

Rulers and advisors across the central Flanaess debate the meaning of Rary's turn to evil and the reason for his flight to the Bright Desert. A discovery in 592 CY of a pair of torn and burned bodies in the norther Abbor-Alz may shed some light on the Traitor's plotting. One of the unfortunates carried a collection of writings purporting to be the spellbook and journal of one He Chak, a paynim apprentice who had served Rary for more than 20 years prior to his disappearance during the Greyhawk Wars.

The treatise relates how He Chak, while serving Rary in Lopolla, fell in love with Kaya, an enslaved Wolf Nomad woman. According to the journal, Kaya persuaded her lover to flee after he overheard a conversation between Rary and Robilar, the substance of which dealt with Rary's desire to unmake the *Scorpion Crown*. Rary also revealed that such an act would shatter the curse's grasp on the region, allowing the land to gradually revert to its original state. The veracity of He Chak's writings cannot be ascertained, however, as attempts to return him to life have failed. Perhaps even in death he fears the Traitor's wrath.

Bar6/Rgr3], enforce their lord's will within the settlement. One of Rary's chief apprentices, **Eliazir Razeem Aza'mut of the Muddled Tongue** [N Baklunish male Wiz14], has a small tower here, but is frequently away on diplomatic missions. The half-Paynim bastard son of a Lopollan spice merchant learned at Rary's feet as an apprentice and is believed to have spent time on other planes, where he was somehow changed, his mind addled by the experience. Aza'mut earned his epithet thanks to his richly accented Baklunish voice and his role as emissary of the Bright Lands to the courts of the Flanaess. In recent years, Aza'mut has visited Hardby, Safeton (where he was well received by Turin Deathstalker), Narwell, Onnwal, and Ahlissa.

Military Forces of the Empire

The bulk of Rary's military strength wanders the Brass Hills region or garrisons at Kalki's Leap or Fort Whiterock. Patrols of nomadic horsemen or norkers range far across the sands, seeking out and destroying desert marauders. Rary's forces, under the iron leadership of Robilar, have been forged into a cohesive force capable of meeting and destroying any remaining threats to the archmage's position. The core of these forces, Robilar's personal guardsmen and Rary's fanatically loyal Paynim horsemen, possess excellent training, equipment, and morale. The Tukim tribe, under the command of the canny **Geratyr** [NE Flan male Bar2/Ftr4], number more than 1,500 lances. Pre-eminent amongst the Tukim is **Halan Jeteri** [CN Flan male Bar7/Ftr2], a charismatic hero famed for slaying a dune stalker single-handedly with naught but a broken lance. Other nomad contingents muster another thousand or so troops.

Innumerable norkers and a few contingents of specialist mercenary troops further swell Rary's forces. One of the most infamous of Rary's servants is **Teraeanali** [LE desert centaur male Rgr9], a black-hearted exile from his people. An implacable foe and skilled archer, Teraeanali delights in hunting down those in the archmage's disfavor.

Fort Whiterock

Fort Whiterock wards the eastern portions of the Bright Lands. It was from here that Robilar campaigned against the hueleneaer at Gai Hur. Centaurs frequently siege this isolated outpost, which was built over the ruins of an ancient white-walled Sulmish citadel. The seneschal, **Zhora** [NE human female Ftr9], formerly served in Greyhawk City's guard and is a wily tactician. Under her leadership these sporadic attacks have been defeated with little loss. Many pits and ditches litter the surrounding dunes, bearing mute testimony to the near-constant warfare swirling about the fortress.

Whiterock's importance has grown with the expansion of Rary's hegemony into surrounding lands. More than 400 nomads and mercenary crossbowmen garrison the fort, which has been enlarged several times in the past few years. Deep artesian wells provide fresh water and newly hewn subterranean storage vaults render the fortress nearly invulnerable to the centaurs' lackluster sieges.

Kalki's Leap

Rary's main fortress in the southern desert region, Kalki's Leap has been extensively extended and reinforced by Robilar, who uses it as his personal command center. Surrounded on all sides by narrow, steeply walled winding canyons, the inner donjon is further warded by stout granite walls, making the citadel all but impregnable. Many norkers dwell in caves carved high into the surrounding canyon walls, making a surprise assault virtually impossible.

Skilled in the art of ambush and unswervingly loyal to Robilar, a truly exceptional unkempt norker named **Grish** [CE norker female Rog4/Bar2] organizes Robilar's outer defenses. Grish's loyalty to Robilar is the subject of much jesting amongst the Paynims, who coarsely suggest (with no proof whatsoever) that the two may be in love. The matter is the source of some considerable friction between the Paynims and Robilar's highly trained personal retinue; blood has been shed twice over the matter.

From here Robilar launched his southern campaigns, which he successfully completed by the close of 589. When the former Lord of Greyhawk is not in residence, the ill-tempered **Chukai** [N Baklunish human male Ftr10] and **Morik** [NE Oeridian/Suel male Ftr5] command the fortress. One of Rary's most trusted Paynims, Chukai was the fort's original commander. He now spends much of his time reporting Robilar's moods and actions to his secret master, Rary. Morik is an exceptional administrator and the garrison quartermaster. Severely injured in the initial campaigns, his left leg is gone below the knee. Robilar trusts Morik implicitly, and the two work continuously to soften Chukai's influence over the rest of the garrison.

Places of Interest

Nomadic villages, a scattered handful of oases, several landmarks, and the few remaining sand-shrouded ruins of once mighty Sulm all lie within the Bright Lands. Primitive villages such as Ul Bakak, Histak, and Kalundi act as focal points for the civilization that maintains a precarious toehold here, while other less permanent settlements can be found huddled around oases and along the few seasonal rivulets. Of the permanent settlements located in the Bright, only Ul Bakak yet maintains a precarious neutrality.

Oases

The Bright Lands boast four well-known oases.

Var is the southernmost and largest of the oases; the waters here have never failed. Hundreds of nomads gather water here each day and a small garrison of Rary's troops linger here, maintaining discipline between the normally factious nomads.

Kolum was oft beset by manscorpions until Rary's forces annihilated a nest of these creatures lurking in nearby ruins. This skirmish cemented the willing loyalty of several important Flan tribal leaders, who now place their warriors at Rary's disposal. A mixture of nomads and norkers make up the Kolum garrison.

Tulwar oasis is the final link in the trade route between Ul Bakak and the desert interior. After a whirlwind assault by a joint force of nomads and hueleneaer decimated the garrison in 588, Rary ordered his yugoloth allies to construct a small fort here. The garrison, members of the fanatically loyal Tukim tribe, send out strong patrols of horsemen to scour the surrounding dunes.

Shembai is the only major waterhole not totally dominated by Rary. Experiments carried out by a puissant Sulmish wizard centuries ago caused a small rift between Oerth and the Abyss to form here. At nightfall the rift opens, expelling several demons that despoil the area, attacking any travelers they find. The lucky are slain; others are carried off to the Abyss. Rary lost several patrols here before deeming control of the oasis unnecessary, placing semi-permanent pickets about Shembai to observe and control access to the waterhole.

Ul Bakak

For the last decade or so, Ul Bakak has repeatedly professed its neutrality in the conflicts wracking the region. Rary's domination of the Bright now all but invalidates this neutrality, but the archmage allows Ul Bakak its fantasy because of the trade it attracts. Nomads from throughout the desert come to Ul Bakak to trade with unscrupulous caravan masters from Hardby. Since the village stands on sacred ground, no nomads will fight here—even Abbor-Alz barbarians and the reviled Suel can walk the market of Ul Bakak without fear.

Little more than a permanent collection of tents and mud-bricked dwellings, Ul Bakak stands between the folds of three hills. A well-guarded stream bubbles to the surface at the base of these hills, allowing the inhabitants to cultivate a small parcel of land and to maintain several herds of goats. Assisted by a ragtag band of desert warriors, the dour-faced and single-minded **Kumhaik** [N Flan male Ftr12] maintains order here. A veteran of over thirty years of skirmishing and survival in the deep-desert, Kumhaik is forthright and honest. The grizzled warrior will not risk the neutrality of Ul Bakak for any cause, no matter how just, and does not suffer fools lightly. He is famed for his equestrian skills and for his patience; desert tales relate how he once tracked a renegade merchant guilty of striking a rival in the marketplace for over two weeks before capturing and punishing him.

The Brass Hills

The jagged peaks of the Brass Hills, situated at the very center of the Bright Desert, afford superlative views of the surrounding landscape. Now wholly pacified by Rary's forces, the hills swarm with his minions. Some of the region's most interesting locales include:

Tower of the Sands. A small low-lying spur of these hills runs southward toward the Bright Coast, disappearing under the sands within miles of the coastline. At the very tip of this spur, hidden in a sand-choked valley, stands a single tower, the upper portions of which have recently been uncovered. A few travellers, who bestowed upon the tower its rather evocative and romantic name, have glimpsed this place from a distance, but harassment by norkers and other desert denizens precluded their investigations of the place.

The tower's origins remain a mystery, although the hueleneaer remember tales, older even than Sulm, imbuing the tower with an aura of preternatural menace. They hold the Brass Hills sacred and will not travel here. Despite this, groups of travelers who recently visited the region report encountering a lone centaur who professed to be on some kind of holy quest. The centaur, **Argaveno** [LN desert centaur male], offered several of these groups succor, leading them without incident past several large bands of patrolling norkers. Rumors report the destruction of several norker patrols by Argaveno and his charges, and Lord Robilar himself is said to be taking an interest in the situation.

The Zochal. In the southern fringes of the hills, in the midst of a dense network of jagged hills and deep crevasses, stand the scorched and blackened remains of a shattered plateau. A yawning crater now stands in the center of the plateau, where once stood a rectangular building of obviously arcane origin known as the Zochal by scholars of the Ur-Flan. What caused the explosion is unknown, although many observers blame Rary and his yugoloth allies. The plateau stands north of Kalki's Leap, which has seen increased activity of late.

The Shrouded Citadel. Adventurers from Ul Bakak to the Wild Coast whisper of a newly discovered fortification deep in the hills constructed by Rary to incarcerate a prisoner of great value. No one knows the prisoner's identity, but the swarms of norkers, Paynims, and hired adventurer-mercenaries keeping away the inquisitive illustrate the prisoner's import. Rary himself visited the citadel several times in the closing days of 592 CY, leading many to assume the place plays some central role in his schemes.

Dagger Rock

Thrusting skyward, the deformed pinnacle of cracked granite known as Dagger Rock dominates the land for miles around. Travelers have used the landmark as a way marker for centuries. The pinnacle itself stands at the center of a shattered landscape. A great expanse of broken and shattered rocks litters the structure's base, making footing treacherous and travel by mount impossible. Thus, while travelers and explorers alike know of and have seen Dagger Rock from a distance, relatively few have actually approached the formation.

The ancient Suel, although they did not linger here long, used this place for a time as a refuge from their Flan

assailants, calling it Kuranot. The few brave individuals who have since approached report the crumbling remains of a cliff-top fortress carved into the outcrop's zenith. Most assume that the Suel cut or discovered passages within the rock that ultimately lead to its summit, but the secret entrances to such thoroughfares are now long forgotten.

A blue dragon named Voltarmarun laired here in recent decades until slain by an incensed Robilar in 590 CY. The fate of Voltarmarun's hoard remains mysterious; since word of the warrior's brave exploits reached civilized lands, several small groups of adventurers have slipped into the desert via the Knife Edge Pass, seeking the treasure. Their ultimate fates likewise remain unknown.

The Uplands of Unath

This small range of hills, located to the north of Utaa, was once home to a small colony of dwur allied to their brethren dwelling in the Abbor-Alz. Natural and dwur-constructed passages burrowed deep under the desert, linking the two groups in a complex web of corridors, galleries, and chambers. No one knows the ultimate fate of the Unath dwur, though they most assuredly warred with the expansionist Sulmites. Either they fell here defending their clanholds, made a final stand with their eastern cousins, or migrated elsewhere. The remains of their ill-fated civilization still dot the sharp, jagged peaks of this range. In many places their way markers are still visible, some still bearing the kingdom's device—two crossed battleaxes surmounted by a blazing sun.

To the south, near the ruins of Utaa, their strongholds stand empty but in the north many teem with clans of norkers or jermaline. The jermaline are fiercely independent creatures that resist the encroachment of the norkers, who for the most part ally themselves to the Empire of the Bright Lands. Preying on both groups, small bands of trolls dwell in and around some of these dwur settlements. Able to change their skin color to surprise foes, the depredations of this subspecies of common troll effectively culls the numbers of other humanoids.

The deep tunnels and passages connect to the Underdark in several places. Powerful adventurers traversing this shadowy world report witnessing the aftermath of several fierce engagements between groups of beholders and duergar. A few explorers also speak of a great underground river flowing swiftly southward toward the Gearnat, perhaps acting as a natural drain to the Gnatmarsh.

Much of the warfare that rages here is subterranean in nature and thus the few hardy nomadic tribes who graze their livestock in the hills are mainly untroubled by the goblinoids of the interior. A small pride of dragonnes led by a huge male, however, dwells in the range's central massif, occasionally issuing forth to prey on the nomad's herds.

Gai Hur

Named "Sky-Peak" in ancient Flan, this roughly hewn monstrous stone pinnacle is a vital landmark for those travelling the Bright's eastern reaches. The hueleneaer once gathered here in moot twice annually, until one such meeting ended in tragedy in 592. Surprised and encircled by a strong force of nomads and norkers, the gathered centaurs were convinced to parley with their enemies. After the failure of several hours of negotiation with Lord Robilar (who hoped to bring them peaceably into the empire) ended in stalemate, the two sides set to fighting. Several hundred centaurs died attempting to break free of Robilar's army. Those deaths and the reported presence of several unnatural yugoloths on the battlefield strengthened the centaurs' resolve to resist Rary and his machinations.

Shards of Forgotten Kingdoms

The roots of Sulm's civilization are lost in pre-history; of them little is known. Rexidos, however, in his *A Chronicle of the Flan People*, hypothesizes that Sulm's original founders were survivors of an even older Flan kingdom destroyed in a series of conflicts of which the histories are ignorant.

The doom that engulfed Sulm annihilated the population and poisoned the land but failed to completely obliterate the fallen kingdom. In many places ancient ruins still thrust forlornly above the dune sea. Much of Sulm's riches and lore yet lie in the sand-drowned ruins of this once great land, their inaccessibility and many and potent guardians thwarting most attempts to retrieve them. Chief amongst these are the degenerate manscorpions. Far more rarely encountered are the dune stalkers. Tall, naked, hard-skinned humanoids feared for their ability to slay opponents with a single kiss, wild theories abound regarding their origins. Some believe they are native to the Elemental Plane of Earth while others assert they are the twisted personification of Sulm's most evil peoples. A few nomadic sorcerers and wizards have learned to bind dune stalkers to their service, using them to slay rivals or to retrieve lost items of power.

In other places hitherto unknown ruins are exposed and then reburied at the whim of fierce storms sweeping across the desolate landscape. Finally, dust storms can strike with barely a moment's notice, interring would-be explorers beneath the desert's shifting sands.

Utaa

The former capital of Sulm lies in the very shadow of the hills that ward its northern approaches. The city was founded on and about a great plateau thrusting up from the desert floor. Today, only the center of Utaa yet stands above the encroaching sands. Bare, sun-cracked rock surrounds the city for miles, as if the gods themselves have striven to bury Utaa in an attempt to contain the evil that lurks within. The outer precincts of the city are almost completely hidden beneath the encroaching sands; only the remains of occasional watch towers, normally swarming with scorpions and many-tentacled tentamorts, yet breach the surface. The dunes here are star-shaped and very high, some soaring over one hundred

feet in height. Strong, unpredictable winds complicate matters for explorers, although windstorms occasionally uncover a long-submerged portion of the city, allowing further exploration.

No known oases or rivulets exist within fifty miles of these forsaken ruins, making exploration particularly arduous. Nothing grows within the city's boundaries and rain never falls here.

The plateau itself is immense, towering above the surrounding lands. Many watchtowers, noble residences, and minor temples have been carved into its sides. Persistent rumors amongst the nomads speak of a convoluted network of steep, narrow, and lightless tunnels piercing the plateau itself, reaching downward to the communal burial sites of Utaa's common folk. Below even the burial chambers run the city's sewers, which still resist the sand's onslaught. It is through these that pockets of the lower city can be explored.

The center of Utaa can be reached by climbing one of three paved highways warded by a series of strongpoints that snake up the plateau's steep sides. Atop the plateau stands the administrative and spiritual center of Sulm. Here, once-sumptuous palaces, lofty castles, ostentatious temples, and soaring monuments still stand. Weathered by the near-constant winds that plague the plateau, surviving monuments depict a race of heroically posed cruel-faced Flan. The inner city is infested with all manner of incorporeal undead that effectively deal with most interlopers.

Unaagh

Once Sulm's most sacred site, the location of this vast necropolis is well known to the desert's inhabitants. Originally a place of great beauty and tranquillity, Unaagh is now a travesty of its former self. Laid out in a great grid, Unaagh was composed of many rows of mausoleums interspaced with gardens, tranquil lakes, and shrines dedicated to the memory of the departed. In the very center of the necropolis arose a black-stoned ziggurat from which the whole necropolis was visible. Now all lies in ruins, and what beauty once existed here has been eradicated by the harsh elements that constantly work to reduce Unaagh to naught but a memory.

Here, interred in many-tiered mausoleums, lay Sulm's elite. Now the ruins teem with a vast legion of undead commanded by **Drokkas** [LE lich male Wiz18] a one-time rival of Shattados. Mercifully, these undead seem bound here by some unknown agency and are unable to leave this place, crumbling to dust if they attempt to do so.

Rary's forces have made several attempts to explore these ruins, most ending in disaster. In 591 CY, Rary himself came here and bested the dark lord of Unaagh in a magical duel of epic proportions. Much of the black ziggurat was destroyed in the magical conflagration that also consumed many lesser undead. Since Rary's exploration of the ruins, observers have reported a great pall of black smoke hanging motionless over the necropolis, resting the attempts of even the strongest winds to dissipate it.

Darkbridge Temple

Shunned by all, this accursed place is at the center of a growing number of disappearances over the last decade. No sane traveler comes within sight of this squat, festering ruin. Once a Sulmish site dedicated to the reverence of forbidden gods, **Othimvoar** [CE young adult shadow dragon male] now lairs here. Corrupted by dark dreams of ancient glories and glittering treasures Othimvoar, nicknamed "Smoke" by those few who have glimpsed him, was lured here a decade ago from his lair in the Abbor-Alz.

Originally built atop a high hill at the intersection of two valleys and ringed by three great walls that hold the advancing sand somewhat at bay, the central temple still stands. Four great gates, ceremonially set at the cardinal points of the compass, pierce the outer wall, which has in places been overwhelmed by the ever-present wind and sand. The inner walls protect many lesser shrines arrayed around the main edifice and are studded with protective towers. Beneath the temple lie mile-deep catacombs containing some of the most sacred and forbidden places of old Sulm. Undead remnants of Sulm's priesthood guard

these sacred places, incessantly warring with a ferocious tribe of jermaline infesting the sepulchers and vaults of this forsaken netherworld.

Plain of Spears

Itar, Sulm's ancient enemy, was crushed on the Plain of Spears in a battle that some say is still fought to this day by the ghosts of those slain long ago. Nothing grows in this bleak and wretched plain, named after the countless man-tall outcroppings of rock in the area. Incessant winds that seem laden with the sorrows of all who fell here gust across the desolate landscape. Determined explorers often return depleted in numbers but bearing ancient weapons imbued with great power. Often they tell of attacks in the dead of night by spirits clad in the trappings of fallen kingdoms and of their companions driven mad by the ceaseless wind.

The Twisted Canyon

Found to the south of the Plain of Spears, where the eastern Abbor-Alz run down into the desert, the Twisted Canyon is barely more than a score of yards wide at any point but reaches depths of up to two hundred feet. Legends of the nomads mark this as the spot that Vathris crawled to after being mortally wounded on the Plain of Spears. They relate how he died here in the very deepest depths of the canyon, cursing the wickedness of the kingdom that had laid him low.

After Sulm's fall, worshippers of Vathris carved an elaborate secret temple complex into the canyon walls. Laid out over five main levels and numerous sub-levels that radiate outward from the central chamber, the temple also includes numerous deep cisterns, allowing its inhabitants, the Qolat Sisterhood, to remain within most of their lives.

The central chamber, known as the Vault of the Faithful, has certain acoustic qualities that allow the barest whisper to be heard at a great distance. The sound of prayer constantly reverberates here, as it has for more than a thousand years. The sisters believe their prayers have the power to revive Vathris, a god whose physical form still bears the seeping wounds of his original destruction. The hero god manifests once or twice a year, wandering the desert in a state of wounded delir-

Adventuring in the Bright

The following LIVING GREYHAWK scenarios take place in the Bright Lands.

URD1-02 *To Save the Scouring Wind*
by Chris Lindsay
Level Range: 1–6 **Status:** Retired
Whilst in the Abbor-Alz the adventurers encounter a lone centaur seeking aid for his tribe. Traveling to the Bright, the PCs manage to rescue a tribe of desert centaurs from the forces of Rary, but fail to save their shaman, who is slain whilst questing in the spirit world.

URD1-07 *Fools Gold*
by Jonathan Ingram
Level Range: 1–6 **Status:** Retired
While resting near the Urnst fortress of Seh, the party discovers a treasure map. The map reveals the location of a Bright Desert dervish raiding camp, allowing the adventurers the opportunity to take matters into their own hands.

COR1-08 *The Future's Bright*
by Creighton Broadhurst
Level Range: 1–8 **Status:** Retired
Part One of the *Sins of Ages Past* series. Forced to anchor off the Bright Coast to repair their vessel, the adventurers must negotiate with the ghost of Varn Amandis, who allows them to cannibalize the wreck of the *Azure Warden*. But first, they must rescue the *Warden's* only survivor, lost somewhere in the Bright Desert.

URD1-11 *Incident at Kiddeky Crossing*
by Richard Hubbard
Level Range: 1–6 **Status:** Retired
Working as agents of the Church of St. Cuthbert, the adventurers find themselves in a race against time when they must beat Lord Robilar and his men to the location of the *Chalice of Relief*, a magical cup reputed to cure those who drink from it.

URD2-04 *Bright Prospects*
by Jonathan Ingram
Level Range: 1–10 **Status:** Retired
Adventurers act as bodyguards for Lord Brondar Pontirun when he embarks on a diplomatic mission to woo the Tal'Shaki tribe into an alliance against Rary the Traitor.

COR2-08 *Echo*
by Stephen Radney-MacFarland
Level Range: 1–12 **Status:** Available
Concerned by stories of the resurfacing Isles of Woe, Warnes Starcoat sponsors an expedition into the Brass Hills to explore a site called the Zochal. According to the *Nesser Opuscule*, only surviving fragment of a greater work attributed to Tzunk, the Zochal is an echo point for the planar confluence that infuses the once-lost sunken isles. What does this mean? That is exactly what the Circle of Eight wants you to find out.

COR3-01 *The Hidden Fortress*
by Creighton Broadhurst
Level Range: 4–10 **Status:** Available
Part Two of the *Sins of Ages Past* series. Fragments of a doom-laden prophesy, a millennia old map, and the sanity of a man long-rescued compel you to return to the Bright Lands.

ium, violently destroying monsters and ignoble men and stoking the desire for revenge among all he meets. Constantly bleeding from the wound that killed him, Vathris always dies again within days of his resurrection, and the cycle continues anew.

Vathris' faithful dwelled here for almost a thousand years until a great schism split their ranks, polarizing them into two factions. The Qolat Sisterhood (a group of militant warrior-priestesses) now holds the temple and from it fights the defilers of the desert. They are few in number now, barely two score strong, but all are skilled in the arts of war and prayer. **Jerianek Firaen** [LN Flan female Clr9–Vathris/Ftr3], a strongly muscled, righteous woman intent on vanquishing all invaders, leads them. She distrusts anyone not desert born, taking a particularly guarded stance toward westerners. The other faction consists largely of male clerics and dervishes who cling to the Vathris of progress and ingenuity and seek to heal the god's wounds, rather than simply use him as a pawn. They declared the Sisterhood anathema hundreds of years ago and still keep a watch for Qolat sisters outside the protection of their fortress home.

Sennerae

The shattered ruins of Sennerae have lain almost undisturbed since Sulm's forces destroyed the city days after annihilating Itar's forces on the Plain of Spears. Once the capital of Itar, the city was wracked by powerful earthquakes conjured by Ur-Flan mystics in the service of Sulm. Almost the entire city was destroyed. A handful of structures came to rest on the treacherous cliffs created by the earthquakes while the crumbling remains of a few battered walls and watchtowers still precariously cling to the clifftop. The easily accessible parts of the city have long ago been plundered, however much of the wealth of Itar was cast into the warm waters of the Gearnat along with the bulk of the city. Travelers sometimes take shelter in the clifftop ruins, although few possess the resources or bravery to investigate the rest of the city.

Over the years, the relentless action of the sea has eroded and smoothed much of what survived Itar's deathroes until nothing now juts above the waves, even at low tide. Below the waves, much of Sennerae still stands. Cracked temples dedicated to Pelor, Vathris, and Rao have resisted the onslaught of the tides well, as have other lesser structures. Some streets and other buildings also remain, including portions of the royal palace.

Despite the large concentration of sahuagin and other undersea predators in the Sea of Gearnat, the region surrounding Sennerae is lightly inhabited. No doubt the presence of a gargantuan dragon turtle, which has laired here for centuries, is somewhat to thank for this. Few who witness this monster's depredations survive the encounter, although some mariner's tales speak of him. Named Lhamzygax in the journals of Kelsannd, an Ahlissian mage given to undersea exploration, mariners have not encountered the dragon turtle for decades, bringing some to the conclusion that he has finally perished.

The waters off this portion of the coast are uncommonly deep, shrouding Sennerae's ruins in a gloomy half-light. Deep caves pierce the base of the cliff against which the sunken city rests. How far these extend under the desert, and what they contain, is a matter of some conjecture.

What the Heck is a Norker?

Norkers are short, gruff goblinoids who possess a thick segmented hide and long canine teeth. Their hairless skin ranges from reddish brown to dark gray. Most wear only loincloths held up by a belt to which other belonging are tied. Norkers speak a dialect of Goblin. Those with Intelligence scores of 12 or above also speak Orc.

Norkers are tribal, although the leader's influence extends only so far as his reach. They raid and steal from other humanoids, being too lazy to do their own hunting. Norkers generally lair in caves, ruins, or villages taken by conquest. Rare occasions in which two norker tribes meet usually end in bloodshed, with victors claiming the fangs of their slain enemies as battle trophies. Most conflicts end once one side takes the advantage; norkers war with each other to establish dominance, not to wipe each other out.

Norkers sometimes work with hobgoblins, who do their best to curb the creatures' natural chaotic tendencies. Most worship Maglubiyet, god of goblins and hobgoblins. A norker's favorite class is rogue, but norker leaders tend to be fighters. The following stat block represents an average norker.

Norker: CR 1/2; Small humanoid (goblinoid); HD 1d8+2; hp 6; Init: +1 (Dex); Spd 20 ft.; AC 19 (touch 12, flat-footed 18); Atk +2 melee (1d6, club) or -3 melee (1d4, bite) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +1, Will -1; Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8.

Skills and Feats: Listen +3, Move Silently +5, Spot +3; Alertness.

Possessions: Club, 2 javelins.

Russ Nicholson

Denizens of the Bright Desert

By Creighton Broadhurst
Additional material by Andrew Maguire, Stuart Kerrigan, and Paul Looby
Illustrations by Tom Fowler and Andrew Hou & Arnold Tsang

Living Greyhawk

The sands of the treacherous Bright Desert mask ancient ruins and the lost lore of a dead civilization. Throughout history, men of will and ambition have attempted to plumb those ruins and explore the timelost secrets hidden beneath the shifting sands. Doing so means braving a trackless dune sea inhabited by the monstrous descendants of a people ruled by oblivion-obsessed sorcerer kings. Most who attempt to master the desert instead find misery and death. But one man, the archmage Rary the Traitor, believes he can discover the lost secrets of the Bright Desert, and for now the story of the desert and its would-be conqueror are one and the same.

This article presents additional information on personages and creatures important to the Bright Desert region of the World of Greyhawk fantasy campaign setting. For more information regarding the geography and political climate of the region, consult "Into the Bright Desert" (*Dungeon* #98).

This article makes use of information from the *Epic Level Handbook*, *Manual of the Planes*, and *Tome and Blood*.

Rary the Traitor

Rary's idiom is one of quiet, thoughtful reflection. A contemplative man who carefully weighs each word and action, he is nevertheless unafraid of decisive acts when necessity demands action. He dislikes physical confrontations, preferring to withdraw from the presence of those he finds distasteful. The archmage grew to detest his old Circle of Eight peers Otiluke and Mordenkainen because of their volatile natures. Rary now considers the Circle of Eight an organization riddled with sophistry whose petty intrigues and endless debates prohibit it from becoming a more significant power in the Flanaess.

Rary's great passion is learning, and in this regard he is the archetypal wizard. He feels well at home among dusty tomes and ancient historical commentaries. A knowledgeable historian with an almost unrivaled understanding of magic, Rary is also an expert on the Paynim peoples, for whom he holds great affection. Ironically, it was contact with their violent culture that first awakened Rary's interest in the exercise of power.

Over the course of a decade, Rary studied the histories of the most despotic and influential political powers of the Flanaess—the Great Kingdom, the Scarlet Brotherhood, and even Iuz. The brilliant wizard analyzed the tactical errors that laid each low or prevented it from dominating the whole continent. With the passionless eye of a scientist, Rary pieced together his own plan for dominance, a brilliant blueprint absent of the flaws that had so vexed his predecessors. But even failed tyrants had lessons to impart, and from his studies Rary came to view two tactics as paramount to his success—surprise and treachery.

Development: Rary's goal is quite simple: he wishes to subjugate a large portion of the Flanaess and impose his notion of right upon its people. His domination of the Bright lands is merely the first step of his grand design. In 593 CY he finally discovered the resting place of the *Scorpion Crown*, the cursed artifact that had transformed the region into a desert more than 1,000 years ago. While he originally desired the *Crown* for its ability to dominate the desert's indigenous scorpions, his research revealed a darker threat. The *Crown's* ancient curse lingered still, and such was its fell potency that anyone donning the *Crown* would fall prey to its malign influence.

He also discovered that destroying the crown would slowly revert the region to its original terrain, that of arid grasslands, which would further strengthen Rary's budding Empire of the Bright Lands. The archmage suspects unmaking the *Crown* could have further less-beneficial consequences, and is certain that unleashing the powerful magic could be devastating if the proper precautions are not taken. Many of the unusual quests and constructions of his armies are in fact meant to prevent collateral damage from the *Crown's* imminent unmaking. The metamorphosis will take decades, but Rary is nothing if not patient.

Due to Rary's advanced level and numerous protectors, encountering the archmage himself should be the focus of an entire campaign or campaign arc. In general, no one under 12th level has a hope of interacting with him personally, and must instead deal with his black-hearted apprentices, retainers, soldiers, and mercenaries.

While Rary concentrates his efforts in the Bright Desert, his long-term plans range throughout the Flanaess. Rumor suggests he holds some unfathomable influence over the young szek of Onnwal, and many believe he cultivates diplomatic relations with groups of note within the Abbor-Alz and surrounding nations. Mordenkainen privately fears that Rary in fact turned traitor long before the Greyhawk Wars, and that he used his Circle-related travels to the Baklunish West to recruit disreputable allies who will aid him once his ambitions extend beyond the natural borders of the Bright Desert. Keenly aware of the shifting loy-

alties and duplicitous natures of men, Rary has taken to building constructs of various types to guard his person. His most taxing creation, an artificial silver dragon, is now finally nearing completion.

Rary the Traitor, Male Human Wiz24: CR 24; Medium humanoid (human); HD 24d4+72; hp 149 (up to 169 with *false life* spell); Init +5; Spd 30 ft.; AC 40, touch 20, flat-footed 35; Base Atk +12; Grp +11; Atk +16 melee (1d4+3/19-20, *spell storing speed +5 dagger*); Full Atk +16/+16/+11 melee (1d4+3/19-20, *spell storing speed +5 dagger*); SA spells; SQ homunculus familiar, permanent spell effects; AL NE; SV Fort +16, Ref +18, Will +24; Str 7, Dex 20, Con 16, Int 32, Wis 20, Cha 16.

Skills: Appraise +12 (+14 with sculptures), Concentration +31, Craft (sculpting) +21, Decipher Script +21, Diplomacy +11, Knowledge (arcana) +39, Knowledge(architecture and engineering) +17, Knowledge (geography) +17, Knowledge (history) +28, Knowledge (nature) +19, Knowledge (nobility and royalty) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Ride +15, Search +17 (+19 secret doors and compartments), Spellcraft +44, Survival +11 (+13 following tracks, when underground or on other planes, and when avoiding hazards or avoiding becoming lost).

Feats: Alertness (as long as his familiar is in arm's reach), Craft Magic Arms & Armor, Craft Construct, Craft Wondrous Item, Epic Spellcasting, Extend Spell, Forge Ring, Greater Spell Focus (enchantment), Improved Familiar, Improved Spell Capacity, Improved Spell Penetration, Multispell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (enchantment).

Languages: Abyssal, Ancient Baklunish, Ancient Suel, Common, Draconic, Infernal.

Permanent Spell Effects: Comprehend languages, darkvision, detect magic, see invisibility, tongues.

Inherent Bonuses from wish *spells:*+3 Dexterity, +4 Constitution, +4 Intelligence, +4 Wisdom.

Contingency: If Rary is ever affected by a hostile enchantment, alteration, curse, or petrification effect, a *break enchantment* spell activates against the effect.

Wizard Spells Prepared: (4/7/7/7/10/6/6/6/5/5/2; base DC = 21 + spell level): 0—*daze*, mending, message, prestidigitation*; 1—*charm person** (2), *disguise self, endure elements†, feather fall, mount, unseen servant*; 2—*charm person* (extended), *command undead, detect thoughts, false life†, levitate, Tasha's hideous laughter*, touch of idiocy**; 3—*greater magic weapon†, hold person*, major image, slow, suggestion*, vampiric touch, web* (extended); 4—*charm monster*, confusion*, crushing despair*, dimension door, dimensional anchor, heroism* (extended), *illusory wall, phantasmal killer, Rary's mnemonic enhancer, stoneskin*; 5—*charm person** (quickened), *dominate person*, feeblemind*, overland flight†, Rary's telepathic bond, true strike* (quickened); 6—*bear's endurance* (quickened), *geas/quest*, greater dispel magic, mass suggestion*, resist energy* (quickened), *wall of force* (extended); 7—*displacement* (quickened), *greater teleport, limited wish, power word blind*, project image, symbol of stunning**; 8—*demand*, dimension door* (quickened), *mass charm monster*, power word stun*, summon monster* VIII; 9—*dominate monster*, power word kill*, time stop, wall of force* (quickened), *wish*; 10—*greater heroism** (quickened), *shapechange* (extended).

*Enchantment spell. The base save DC for these spells is 23 + spell level.

†Rary casts this spell every morning after he prepares his spells; the spell has a duration of 24 hours.

Spellbooks: Rary knows all the wizard spells in the *Player's Handbook*, and has researched many unique spells in addition. He generally eschews preparing crude, explosive spells, preferring instead to concentrate on more subtle and complex spells that better serve to augment his realm.

Epic Spells per Day: 2

Epic Spells Known: Eclipse, epic mage armor, let go of me, peripety, Rary's meritorious animation, Rary's superlative draconic animator, spell worm.

Possessions: *Spell storing speed +1 dagger* (usually targeted by *greater magic weapon* to raise its enhancement bonus to +5; normally stores a *hold person* spell), *staff of the magi* (34 charges), *cloak of resistance +4, gem of seeing, gloves of dexterity +6, headband of intellect +6, Heward's handy haversack, pale green ioun stone, ring of mind shielding* (does not use a ring slot), *ring of protection +5, ring of wizardry IV, stone destrier, wand of hold monster* (19 charges), five *potions of cure serious wounds*, scroll of *contingency*, scroll of *greater dispel magic* (2), scroll of *greater teleport*, scroll of *limited wish* (2), scroll of *Mordenkainen's disjunction*, scroll of *prismatic sphere* and *prismatic wall*, scroll of *summon monster IX*, scroll of *time stop* and *gate*.

Leukial, homunculus familiar: Tiny construct; HD 24; hp 74; Init +2; Spd 20 ft., fly 50 ft. (good); AC 30, touch 14, flat footed 28; Base Atk +12; Grp +3; Atk/Full Atk +11 melee (1d4–1 plus poison, bite); Space/Reach 2-1/2 ft./0 ft.; SA familiar spell (*power word stun*), poison; SQ construct type, deliver touch spells, empathic link, improved evasion, *scry* on familiar, speak with master, spell resistance 29; AL NE; SV Fort +8, Ref +12, Will +13; Str 8; Dex 15; Con —; Int 17; Wis 12; Cha 7.

Skills: Hide +14, Listen +4, Spot +4.

Feats: Lightning Reflexes.

Leukial appears as a clockwork scorpion with dragonfly-like wings, about the size of a housecat. Rary usually leaves Leukial in his tower to help defend it, and so Rary can *scry* upon his tower with ease.

Physical Description: Although now well into his eighties Rary retains his dark Baklunish good looks, maintaining a youthful appearance that seems to place him in his mid-fifties. He exudes an aura of quiet dignity and reflection. Oft encountered dressed in simple tan robes mimicking the style of his homeland, Rary cuts an unassuming figure. Only his sparkling eyes, deep green in hue, give any clue to the almost unrivaled power that lurks within his frame.

Eliazir Razeem Azam'ut of the Muddled Tongue

The half-Paynim bastard son of a Lopollan spice merchant, Azam'ut had a hard life until his "gifts" earned him the attention of a kinder and gentler Rary. Rary recognized his potential and saved Azam'ut from the indignity and humiliation heaped upon him by his father by training the

youth as an apprentice. After the Rary's recovery from his death at Vecna's hand, their relationship became more divisive. As the outbreak of war wracked the continent, Azam'ut left to explore the planes on his own, seemingly estranged from his master.

A year later, Azam'ut returned. His wanderings in far off and unspoken places had had an unmistakable effect on him. Before, he seemed unhappy with Rary and his decisions, but upon his return Azam'ut reclaimed his place in Rary's counsel. The Traitor saw the change that had

Ring of Teleportation

This command-word activated ring allows its wearer to teleport once per day, exactly as if he had cast the spell of the same name.

Moderate transmutation; CL 9th; Forge Ring, teleport; Price 17,000 gp.

occurred in his apprentice, and valued his worth as an emissary. After aiding Rary in his treachery by destroying Tenser's clones, Azam'ut became the political voice for the Empire of the Bright Lands.

Of all Rary's followers apart from Lord Robilar himself, Azam'ut is perhaps the most feared. Rary's norkers and dervish followers whisper that some unknown force touched Azam'ut in his journeys. They bestowed upon him the epithet "Azam'ut of the Muddled Tongue," as his very voice can command folk against their will. Azam'ut has claimed this name as his own, for this mysterious power is certainly the most striking of the abilities he gained on his peculiar pilgrimage.

Development: Azam'ut is Rary's representative in many lands. He makes appearances (welcome or unwelcome) in the courts of the gynarchs of Hardby, the szek of Onnwal, the young king of Nyrond, and along the Wild Coast. He has a particular hatred for Tenser, but strives to avoid any confrontations with the reborn archmage he once attempted to destroy.

Eliazir Razeem Azam'ut of the Muddled Tongue, Male Human Wiz14: CR 15*; Medium humanoid (human); HD 14d4; hp 42; Init +2; Spd 30 ft.; AC 21, touch 15, flat-footed 19; Base Atk +7; Grp +7; Atk +10 melee (1d6+3, *+3 quarterstaff*); Full Atk +10/+5 melee (1d6+3, *+3 quarterstaff*); SA spells, muddled tongue; SQ snake familiar; AL NE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 14, Con 11, Int 20, Wis 16, Cha 19.

Muddled Tongue (Su): Azam'ut can use his *muddled tongue* ability to generate a number of spell-like effects. Doing so is a free action, but Azam'ut must be able to speak aloud to activate his muddled tongue, and he can't cast any spells with a verbal component during a round in which he uses his muddled tongue. He can manifest the following spell-like effects up to three times a day each: *charm person* (DC 15), *command* (DC 15), *daze* (DC 14), *major image* (DC 18), or *suggestion* (DC 18). These DCs are Charisma based.

Skills: Appraise +5 (+7 alchemy), Bluff +17, Concentration +17, Craft (alchemy) +17, Diplomacy +11, Disguise +4 (+6 acting), Intimidate +13, Knowledge (arcana) +22, Sense Motive +6, Spellcraft +24, Spot +6, Survival +6.

Feats: Alertness (as long as familiar is within arm's reach), Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Forge Ring, Persuasive, Scribe Scroll, Silent Spell, Spell Focus (enchantment), Spell Penetration.

Languages: Abyssal, Ancient Suel, Common, Infernal.

Contingency: If Azam'ut is ever incapacitated by damage or magic, a *teleport* spell returns him to a chamber in Rary's Tower where an apprentice quickly administers aid to him.

Wizard Spells Prepared: (4/6/5/5/5/4/2/1; base DC = 15 + spell level): 0—daze, flare, message, touch of fatigue; 1—charm person*, comprehend languages, disguise self, magic missile, mount, sleep*; 2—daze monster*, detect thoughts, eagle's splendor, mirror image, touch of idiocy*; 3—deep slumber*, displacement, dispel magic, suggestion*, wind wall; 4—charm monster*, hallucinatory terrain, lesser geas*, rainbow pattern, stoneskin; 5—dominate person*, feeblemind*, mirage arcana, symbol of sleep*; 6—geas/quest*, mass suggestion*; 7—project image.*

*Enchantment spell. The base save DC for these spells is 16 + spell level.

Spellbooks: Azam'ut knows all cantrips and all 1st- through 5th-level wizard spells in the *Player's Handbook*. In addition to the 6th- and 7th-level spells he normally prepares, his spellbooks contain the following spells: 6th—*analyze dweomer, greater dispel magic, greater heroism, permanent image, planar binding, programmed image, symbol of persuasion, veil*; 7th—*control weather, insanity, mass hold person, power word blind, symbol of stunning*.

Possessions: +2 quarterstaff (one head enchanted, one head masterwork), *ring of protection +3, bracers of armor +5, ring of teleportation*, fine Bakluni robes.

*Azam'ut's CR is 1 point higher than normal due to his muddled tongue ability and supernaturally enhanced Charisma score.

Gorgorast, tiny viper familiar: Tiny magical beast; HD 14; hp 21; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 24, touch 15, flat-footed 21; Base Atk +7; Grp +6; Atk/Full Atk +10 melee (1 plus poison, bite); SA poison; SQ deliver touch spells, empathic link, improved evasion, scent, *scry* on familiar, share spells, speak with snakes, speak with master, spell resistance 19; AL NE; SV Fort +4, Ref +7, Will +10; Str 4, Dex 17, Con 11, Int 12, Wis 12, Cha 2.

Skills: Balance +11, Climb +9, Hide +12, Listen +5, Spot +6, Swim +5.

Feats: Weapon Finesse.

Physical Description: A stout man clad in fine Bakluni garb, Azam'ut shines with a preternatural youthful radiance that is both striking and fearful to behold. After a recent journey to places unknown, Azam'ut returned with an eerie otherworldly beauty. His countenance is both pleasing and unnerving, with skin that glows faintly and a silvery tinge to the whites of his eyes. He has a fine eye for detail and dresses meticulously in the finest Baklunish silk robes. In many ways he is the perfect contrast to his scholarly master Rary; strikingly handsome, worldly, and urbane.

Shemaya

Shemaya is the last human survivor of the ancient Flan Kingdom of Sulm. A powerful wizard, she was able to protect herself from the curse of the *Scorpion Crown*, which laid Sulm low and transformed the region into the Bright Desert. Using her extensive knowledge and powers, Shemaya compressed the very fabric of the Material Plane about her tower, creating a time wrinkle to shield her from the curse's effects. Within the wrinkle, time barely passes. Thus she has existed for the last two thousand years.

Shemaya researched the curse's nature extensively

during those centuries, and discovered that, should she leave her refugee, the curse will claim her as its final victim. Thus she cannot leave her sanctuary. Such is her puissance, however, that she has devised an esoteric method of shifting her tower through the portions of the Ethereal Plane linked to Sulm's dominions, allowing it to appear nearly anywhere within the confines of the Bright.

Development: Nomads call Shemaya's shining blue-roofed white spire the *Tower of Sleep*, viewing its appearance as a powerful omen. The intense magic field surrounding the tower manifests itself as a luminescent, shimmering, silvery glow that hangs in the very air itself. At night, this effect is visible for 20 miles or more.

Nomadic legends attempt to describe who or what dwells within this tower, but none have completely hit upon the truth. Many explorers have sought to unravel this riddle, but invariably, those who approach too closely discover the tower to be all but impenetrable. The magic itself has a powerful effect on creatures that approach within 100 feet. All creatures in this area must make a Will save (DC 23) once each minute or fall into a deep sleep. This effect does not extend into the structure itself (much of which extends into the Ethereal Plane). Individuals who manage to breach this defense encounter the tower's guardians; advanced invisible stalkers and air elementals, golems, and similar arcane monsters.

Shemaya's overriding desire is to reverse the effects of the *Scorpion Crown's* curse and to restore the land to its original state. She could be a powerful ally to any adventurers who win past her guardians and wards. She is aware of Rary, but not his ultimate ambition, and has not yet decided on a strategy to combat his machinations.

Shemaya, Female Human Wiz19: CR 19; Medium humanoid (human); HD 19d4+19; hp 76; Init +1; Spd 30 ft.; AC 19, touch 14, flat-footed 18; Base Atk +9; Grp +9; Atk +11 melee (1d6+2, *rod of thunder and lightning*); Full Atk +11/+6 melee (1d6+2, *rod of thunder and lightning*); SA spells; SQ hawk familiar, permanent spell affects; AL CG; SV Fort +7, Ref +7, Will +14; Str 11, Dex 13, Con 12, Int 24, Wis 16, Cha 13.

Skills: Appraise +7 (+9 alchemy), Concentration +19, Craft (alchemy) +17, Diplomacy +8, Knowledge (arcana) +29, Knowledge (history) +29, Knowledge (religion) +20, Knowledge (the planes) +20, Listen +6, Sense Motive +8, Spellcraft +31, Spot +9.

Feats: Brew Potion, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (conjuration), Spell Focus (evocation).

Languages: Ancient Flan, Celestial, Common, Dwarvish, Elvish, Sylvan.

Permanent Spell Affects: Comprehend languages, darkvision, see invisibility, tongues.

Inherent Bonuses from wish *spells:* +3 Intelligence.

Contingency: If Shemaya's hit points are reduced below 15, a *false life* spell activates.

Spells Prepared: (4/6/6/6/5/5/5/5/3/3; base DC = 17* + spell level).0—*acid splash**, *mage hand, mending, prestidigitation*; 1—*alarm, burning hands**, *expeditious retreat, grease**, *magic missile**, *unseen servant**; 2—*glitterdust**, *gust of wind**, *misdirection, scorching ray**, *web**, *whispering wind*; 3—*clairaudience/clairvoyance, displacement, fireball**, *fly, lightning bolt**, *stinking cloud**; 4—*dimension door**, *magic missile** (maximized), *minor creation**, *scrying, wall of fire**; 5—*cloudkill**, *cone of cold**, *magic missile** (quickened), *major creation**, *scorching ray** (maximized); 6—*chain lightning**, *fireball** (maximized), *greater dispel magic, guards and wards, web** (quickened); 7—*fireball** (quickened), *prismatic spray**, *project image, protection from energy* (quickened), *summon monster VII**; 8—*dimension door* (quickened), *summon monster VIII**, *temporal stasis*; 9—*chain lightning** (maximized), *meteor swarm**, *summon monster IX**.

*Conjuration or evocation spell. The base save DC for these spells is 18 + spell level.

Spellbooks: Shemaya knows all the wizard spells in the *Player's Handbook*. Over the past two thousand years, she's doubtless researched and created many new spells as well; you can include these new spells in her books if you desire.

Possessions: Rod of thunder and lightning, ring of protection +3, ring of spell turning, bracers of armor +5, robe of scintillating colors, crystal ball.

Sirocco, hawk familiar: Tiny magical beast; HD 19; hp 38; Init +3; Spd 10 ft., fly 60 ft. (average); AC 27, touch 15, flat-footed 24; Base Atk +9; Grp –1; Atk/Full Atk +12 melee (1d4-2, talons); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, empathic link, improved evasion, low-light vision, *scry* on familiar, share spells, speak with snakes, speak with master, spell resistance 24; AL CG; SV Fort +6, Ref +9, Will +13; Str 6, Dex 17, Con 10, Int 15, Cha 6.

Skills: Listen +8, Spot +14.

Feats: Weapon Finesse.

Physical Description: A slightly overweight middle-aged pure-blooded Flan woman, Shemaya wears her short curly black hair swept back from her face. Her skin is deeply tanned and her careworn face is wreathed in wrinkles. Shemaya's amber eyes radiate intelligence and understanding. Clad in robes of ancient cut reminiscent of those depicted on the surviving statutes of Sulm, the sprightly woman moves with a certainty of purpose.

Kumhaik

Kumhaik, master of the neutral trading village of Ul Bakak, is a dour individual who deals in an honest and forthright fashion with everyone he encounters. A veteran of almost three decades of the violence and double-dealings endemic to the region, he takes nothing at face value and is a difficult man to get to know.

Kumhaik is an implacable foe to those who have broken the laws of Ul Bakak. A devout follower of Obad-Hai, Kumhaik believes he is carrying out the will of the Lord of the Wild by protecting the sacred land upon which Ul Bakak stands. His name and reputation for honesty is legendary around desert campfires throughout the Bright Lands, and even the brutal Tareg tribe give him their grudging respect.

Development: Kumhaik is the law in Ul Bakak, and rarely leaves the village's immediate surroundings. On infrequent occasions, he grudgingly leaves Ul Bakak to hunt down a transgressor, knowing that he must prove his ability to maintain order there by preventing anyone to flaunt Ul Bakak's laws and live. Kumhaik makes it his business to speak with every newcomer to the village to make certain that all are aware of the village's neutrality and strict legal code.

Kumhaik, Male Human Ftr12: CR 12; Medium humanoid (human); HD 12d10+36; hp 112; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk +12; Grp +14; Atk +15 melee (1d6+3/18–20, *+1 scimitar*) or +17 ranged (1d6+3/×3, *bane vs. monstrous humanoids +1 composite shortbow*); Full Atk +15/+10/+5 melee (1d6+3/18–20, *+1 scimitar*) or +17/+12/+7 ranged (1d6+3/×3, *bane vs. monstrous humanoids +1 composite shortbow*); AL N; SV Fort +11, Ref +7, Will +4; Str 15, Dex 16, Con 17, Int 12, Wis 11, Cha 13.

Skills: Climb +17, Handle Animal +18, Ride +20, Survival +7.

Feats: Animal Affinity, Dodge, Mobility, Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Rapid Shot, Ride-By Attack, Spirited Charge, Track, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Languages: Ancient Flan, Common.

Possessions: *Bane vs. monstrous humanoids +1 composite shortbow, +1 scimitar, +3 light fortification studded leather armor, ring of sustenance, amulet of natural armor +1.*

Physical Description: Approaching fifty, Kumhaik is nevertheless in incredible physical condition. A bandy-legged warrior of Flannish extraction, he wears his greasy hair in an unkempt mass that tumbles over his shoulders. His eyes are similarly dark and deep brown in hue. Kumhaik's deeply burnt skin, which resembles parched leather, stands as a legacy to his hard life. Although he almost always wears his battered and scorched leather armor, Kumhaik never carries his weapons while in Ul Bakak.

Desert Troll

Large Giant
Hit Dice: 7d8+42 (74 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
AC: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +5/+15
Attack: Claw +10 melee (1d8+6)
Full Attack: 2 claws +9 melee (1d8+6) and bite +4 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+9
Special Qualities: Camouflage, darkvision 90 ft., immune to fire, low-light vision, regeneration 5, scent, water vulnerability
Saves: Fort +11, Ref +4, Will +3
Abilities: Str 23, Dex 14, Con 23, Int 9, Wis 9, Cha 6
Skills: Hide +8, Listen +4, Move Silently +4, Spot +4
Feats: Improved Natural Attack (claw), Iron Will, Stealthy,
Environment: Warm deserts
Organization: Solitary or gang (2-12)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +5

This hulking bipedal creature stands half again as high as a human. Its long, spindly arms and legs give it an awkward appearance. Its feet have three wide, flat toes, and its muscular hands bear sharp claws. The creature's leathery, mottled hide slowly shifts in hue to match its surroundings. Its hair hangs in thick ropy locks that seem to twitch on their own accord.

Kin to common trolls, desert trolls are larger and more intelligent than their smaller brethren, and possess chameleon-like abilities that allow them to strike from ambush with terrible efficiency.

In the main, desert trolls are solitary creatures who prey

on anything living near their lairs. In places where the hunting is particularly good, they sometimes congregate in small groups of up to a dozen individuals. They normally dwell in desert hills, preferring this stony terrain to the near-endless dunes of the interior. A few enclaves still exist in the Abbor-Alz, preying on the inhabitants of that dusty range. In the past, desert trolls ranged throughout the Brass Hills. With the coming of Rary and his forces, however, they are slowly being driven to extinction in the region.

Desert trolls speak Giant.

Combat

Desert trolls prefer to attack from ambush. Scavengers, they do not fear death and keep fighting until slain unless attacked with water, which causes them to flee in terror.

Rend (Ex): If a desert troll hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Camouflage (Ex): Desert trolls can alter the color of their skin to match that of the surrounding terrain. They can change their skin from bleached tan to a mottled rock brown or to any color in between. In desert terrain, this grants the desert troll concealment; successful attacks against the desert troll have a 20% miss chance. Additionally, desert trolls can attempt to make Hide checks without seeking additional cover or concealment.

Regeneration (Ex): Acid and water deal normal damage to a desert troll. If a desert troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Water Vulnerability (Ex): Desert trolls are particularly vulnerable to water, and contact with it (such as reaching into a pool or being splashed with a vial or bucket of water) inflicts 2d6 points of damage per strike. Complete immersion (including being caught in the rain or being subjected to a high volume of water, as from the geyser function of a *decanter of endless water*) inflicts 6d6 points of damage per round.

Skills: Desert trolls have a +8 racial bonus on Hide checks.

Desert Troll Characters

Desert trolls sometimes become barbarians, rangers, clerics, or rogues. Their favored class is barbarian. Desert troll clerics (which are rare) worship Vaprak "The Destroyer," and choose from the Chaos, Destruction, Evil, or War domains. They wield greatclubs.

Hueleneaer (Desert Centaur)

Large Monstrous Humanoid
Hit Dice: 5d8+10 (32 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
AC: 20 (–1 size, +2 Dex, +2 natural, +5 chainmail, +2 heavy wooden shield), touch 11, flat-footed 18
Base Attack/Grapple: +5/+14
Attack: Scimitar +10 melee (1d6+5/18–20) or composite longbow +7 ranged (1d8+5/×3)
Full Attack: Scimitar +10 melee (1d6+5/18–20) and 2 hooves +6 melee (1d6+2) or composite longbow +7 ranged (1d8+5/×3)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft.
Saves: Fort +4, Ref +6, Will +5
Abilities: Str 20, Dex 14, Con 16, Int 8, Wis 13, Cha 11
Skills: Listen +3, Spot +3, Survival +5
Feats: Endurance, Weapon Focus (hoof)
Climate/Terrain: Warm deserts
Organization: Solitary, company (5–8), troop (8–18 plus 1 leader of 2nd–5th level), or tribe (20–100 plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 6th–10th level)
Challenge Rating: 3
Treasure: No coins; standard goods and items (weapons and armor)
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +2

The creature moves across the sandy dunes with assurance and grace. It has the upper torso, arms, and head of a muscular humanoid and the lower body of a large horse. Despite the heat, it wears chainmail and carries a scimitar and a longbow.

Although civilized, the hueleneaer, or desert centaurs, are more warlike than their sylvan cousins and dwell only in the Bright Desert. They are a dark-skinned and handsome people, slightly smaller in height but more muscular than their woodland kin.

Hueleneaer speak Common and Giant.

Combat

The hueleneaer are skilled in the art of warfare and combat, and prefer to utilize skirmishing and guerrilla tactics. When armed for war, they don ancient armor and bear antique weapons forged when Sulm was yet strong. They normally wear chainmail and carry a shield and scimitar. Others act as horse archers, using their maneuverability and firepower to devastating effect on less mobile forces.

Hueleneaer Society

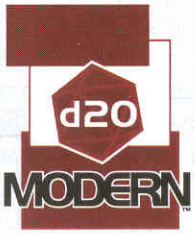
The hueleneaer live in a highly ritualized, stern society that deals harshly with transgressors. Their society is fractured into more than a score of small, fiercely independent tribal groups. Both genders are expected to fight, raise children, or serve as leaders as circumstances require.

The Hueleneaer are a product of a harsh environment and an unbending moral code. Stories speak of ancient times when they were beholden to the despotic rulers of Sulm, and it is for these reasons that they resist the approaches of Rary and his minions.

Desert Centaur Characters

Desert centaurs sometimes become bards, rangers, or occasionally barbarians. Their favored class is ranger. Centaur clerics and druids worship Skerrit. Clerics can choose any two of the following domains: Animal, Good, and Plant. They wield shortspears. ●

digital revolution



By Rodney Thompson
Illustrations by Omar Dogan and Udon Entertainment

The world's movement into a new age of electronics, computers, and high-speed computations has bred a new type of person. Power, once measured in brute strength and influence, is gradually shifting to those with intelligence and skill with new technologies. Where heroes and villains of the past were sword-swinging or gun-toting warriors, this new age of technology has seen the rise of a new kind of protagonist: the hacker. Modern-day clashes between governments, corporations, and power brokers have encouraged the growth of loosely organized rebellious hacker communities, the most famous of which is the Digital Revolution.

Like most hackers, the members of Digital Revolution see themselves as rebels, pirates, and rogues who fight the power using their proficiency with computers. Although their illegal activities could put them in prison, most members of the group pay little attention to legal threats from the authorities. They believe they're part of a rebellion fighting against an insidious force (although each hacker has a different idea about who this ultimate foe might be), a conviction that makes them cocky and fearless, fueling their desire to expand their knowledge and keep the fight alive.

Within the past decade, the Digital Revolution has had a profound (if behind the scenes) impact upon United States and world politics. Members of the group uncovered a massive conspiracy within America's intelligence community in 1999, exposing the illegal plans of rogue agents who sought to sell nuclear weapons to foreign terrorist operatives. The arrest and conviction of 14 members of the nation's top intelligence communities kept the weapons from being transferred, although Digital Revolution's role in the scandal is known only within the hacking community.

Last year, the group claimed responsibility for cracking the encryption used by orbital spy satellites, posting impossibly accurate aerial photography of the private lives of several U.S. politicians to prove their success.

Not content to simply target government computer systems, the Digital Revolution has diverted funds from international banks, pirated high-level security software from major corporations, created backdoor entries to secure database servers, and performed any number of private espionage operations as hackers for hire. The list of government and industry allegations against the unknown members of the group reads like a near-perfect resume for potential illicit employers.

Digital Revolution's anonymity makes them dangerous. As skilled computer experts, they can cover their trails and prevent identity traces, keeping the proper authorities at bay. Rival hackers have, on occasion, attempted to root out the group, but at best they have produced information leading to the arrest of a single group member, who invariably is sprung from detention by unknown fellows within weeks of his capture.

Thus far, the Digital Revolution has done nothing overtly malevolent, though they have routinely demonstrated their power by seizing control of important systems (like the coolant systems in a nuclear power plant) and leaving mischievous messages behind. There is no question that with the right motivation the members of Digital Revolution could cause a lot of harm, but so far they seem to be content to play information wargames and aim for bigger and more secure targets.

There is no set roster for Digital Revolution, especially given that the organization has more than 50 members. The following four team members, however, are among the most prominent and talented of the group.

Guru

A poster child for the stereotypical hacker image, the young programming prodigy and Digital Revolution founder known as Guru possesses unparalleled skill at bypassing security and gaining access to computer systems. When a system needs to be broken into, Guru is the man to call. An expert in computer security and anti-intrusion countermeasures, Guru is responsible not only for getting other Digital Revolution hackers into remote systems but also for protecting them from external investigation. He leaves "backdoors," easy entranceways for hackers, in every system he's ever penetrated, allowing others to get in at their leisure and pilfer corporate secrets or financial information as they wish. As he says, "I'm just the guy who opens the doors and lets in the horde."

The Revolution knows well enough to keep "the horde" from its own systems, however, so Guru constantly tests the security of their computer networks, carefully removing and repairing any weaknesses that might be exploited by enemies or wannabe hackers.

Guru got his start in academia—he boasts a Master's degree in Computer Science from MIT. By day he works as the lead designer for a major computer security corporation based in London, making sure that big business feels secure in an increasingly dangerous digital world. He uses his position to scope out new security systems, install backdoors in his clients' networks, keep up to date on the latest anti-hacker

More Holy Warriors of the Flanaess:

PALADINS OF GREYHAWK

By Gary Holian
Illustrations by Eric Vedder of Udon

Living Greyhawk

Way back in *Dragon* #306, *Living Greyhawk Gazetteer* co-author Gary Holian gave us a look at paladin faiths of Mayaheine, Murlynd, Pelor, Rao, and St. Cuthbert. This follow-up article offers further detail on some of the most common paladin types in the Flanaess, including new information of holy warriors of Hextor and Heironeous, who define the "classic" paladin and anti-paladin traditions in the Flanaess.

Each entry below details historical and philosophical information to help you create and play a character dedicated to one of Oerth's great religious warrior orders. Each paladin faith includes a special feat unique to holy warriors of that order, allowing you to customize your paladin when playing in the RPGA's official Living Greyhawk campaign or when playing Greyhawk campaigns of your own design. If you plan to use one of these feats at a sanctioned Living Greyhawk event, be sure to bring along this article to show to your Dungeon Master.

A Word on Format

Each entry begins with the name of a god followed by suggested titles for holy warriors of that god in parentheses below. An italic statement below that suggested titles briefly outlines the philosophy of paladins dedicated to that deity, followed by a list of the paladins' most frequent allies and enemies. Generally, lawful good paladins can be assumed to get along with others of their alignment, so those listed as allies represent significant bonds of friendship and assistance between faiths, knightly orders, and individuals. Likewise, listed enemies include noteworthy hatreds common to all holy warriors of a given faith.

Al'Akbar

(Exalted One)

By the Light of the Cup and Talisman all Truth is Revealed

Allies: Gods of the Paynims
Enemies: Elementalists

The exotic golden-skinned paladins of Al'Akbar are rare in the Flanaess, but far more common in their native homelands in the Baklunish northwest. These holy warriors trace their lineage directly to the days following the Invoked Devastation, when a being bathed in sunlight, known to the Paynims as Al'Asran, granted the legendary *cup* and *talisman* to the prophet Al'Akbar so that he might lead his people from suffering and return them to the ways of the gods. Paladins of Al'Akbar follow this charge to this day, demonstrating through their actions that guardianship and faithfulness to the old traditions are the true path to revelation. They are the golden wardens of the people, protecting the righteous from the depredations of the vile and the corrupt who live beyond the light of the heavens.

The exalted ones of Al'Akbar wear deep, billowing tunics that cover them from head to toe, obscuring their armor. These swirling wraps are made to conceal their heads and faces, leaving only their eyes uncovered, though they typically show their faces indoors. Paladins of Al'Akbar prefer light colors for their tunics, such as whites, sandy whites, and tans, though touches of gold and purple on trim are not uncommon. Paladins of the True Faith (a more fundamentalist sect) wear only white, sans any accent or decoration. Males favor tightly wound turbans to helms; females tend to prefer simple white gold circlets. They wear piecemeal armor, often consisting of a golden breastplate and braces on the arms and legs, along with some strategically placed bits of chain. They favor scimitars or falchions, including a heavy variety equivalent to a greatsword. The symbol of Al'Akbar, the *Cup* and *Talisman*, is incorporated modestly by all his paladins, usually etched on their breastplates, emblazoned on a small shield, or worn on a pendant. Some of his paladins even have them tattooed on their foreheads.

Paladins of Al'Akbar share as a common goal the defense of the Baklunish people and culture. In rare cases, exalted ones express their cultural devotion as bigotry or prejudice against all things foreign or "Flannish," but for the most part these holy warriors fight alongside any servants of the light against the minions of darkness.

Despite their appearance, exalted ones are fairly standard paladins, sharing all the abilities and prohibitions of their east-

ern brethren (although their summoned mounts might be more exotic). Many of Al'Akbar's holy warriors make their home in the Caliphate of Ekbir, but they can be found throughout the Baklunish states, including the lands of the Chakyik. Some of the most fundamentalist Exalted Ones (adherents of the "True Faith") base themselves in Ket, but a strong missionary streak takes them far from their homeland. Neither sect is very welcome in Ull, where a sadistic form of elementalism is still practiced by strange and wicked cults. These paladins can be found in the Flanaess, though they are exceedingly rare. Despite their differences, every paladin of Al'Akbar views as his most holy purpose seeking out and discovering the legendary *Cup and Talisman of Al'Akbar* in the hopes that its restoration to Ekbir will return the prophet to Oerth and initiate a new golden age for the Baklunish people. These relics have long been thought lost in Eastern Oerik, somewhere among the lands of the non-believers.

Azor'alq

(Son or Daughter of Light)

Eternal Vigilance until the Sleeper Awakens

Allies: Good dragons, followers of Kelanen

Enemies: Evil Outsiders

Even rarer than the paladins of Al'Akbar are holy warriors dedicated to Azor'alq, the great hero of ancient Baklunish legends and namesake of the mysterious pinnacles that haunt the Dramidj Ocean. While sharing many similarities to the archetypal paladins of Heironeous, these holy warriors follow a distinctly different path whose tradition dates back to the First Dynasty of the Baklunish Empire. They are solitary figures, each invested in their own personal heroic journeys. During these life-quests, laws and customs are not stressed, but the perpetual struggle for individual enlightenment and their relentless devotion to the protection of the good are paramount. Like their master, paladins of Azor'alq are dedicated to the cause of purity and light, expressing their fidelity to Azor'alq's example with courage and strength. They are strong foes of the creatures of darkness, most particularly fiends, undead, and evil genies.

Paladins of Azor'alq are extraordinary individuals, and their dress reflects this distinction. These golden-skinned warriors are almost exclusively of Baklunish descent. They outfit themselves similarly to paladins of Al'Akbar, but favor much darker colors, such as deep reds, purples, and blacks. They prefer more open, less archaic styles for their flowing cloaks. They favor scimitars, but like paladins of Al'Akbar, they do not wear helms. While not covetous individuals, they yearn for powerful magic and wield the best blades they can find, though they keep only one at any given time (*holy avengers* are particularly prized). The Sons and daughters of light typically wear silver or black suits of light chainmail beneath their cloaks (eschewing heavier armor), and display the symbol of the great Banisher of

Invoke the Cup and Talisman

You can quickly create various types healing potions.

Patron: Al'Akbar

Prerequisites: Brew Potion, turn undead

Benefit: By dipping your holy symbol into a replica of the *Cup of Al'akbar* that contains a dose of holy water, you can create a *potion of cure moderate wounds*, *lesser restoration*, *delay poison*, or *remove disease*. This is a full-round action that provokes an attack of opportunity. You must expend one of your daily uses of turn undead to create this potion. The potion lasts for 1 hour before reverting to holy water. The caster level of the potion is equal to your paladin level.

You can use this feat twice per day.

Special: You may take this feat more than once. Each time you select this feat, you gain the ability to use the feat an additional two times per day.

Darkness (an armed man standing atop a stone summit) upon the crest of their turbans (or, in the case of females, upon a pendant worn round the neck). When traveling in lands outside their usual custom, they generally wear local garb to avoid attention. They have no natural fear or prejudices of foreigners and defend the weak and fight the villainous wherever they find them.

The goal of every paladin of Azor'alq is to be numbered among the Thousand Immortals, the greatest of the paladins of Azor'alq over the centuries who have joined the hero god in his legendary sanctum. According to myths, this place rests somewhere within the pinnacles named for him in the fog-shrouded Dramidj Ocean. There, these paladins sleep in magical stasis, guarding the path to the heavens until the time when they will awaken and aid the mortal world at its hour of greatest need.

When they gain sufficient experience (18th level), paladins of Azor'alq journey to the Pinnacles of Azor'alq. If they are truly worthy, a pathway opens and they join the Thousand Immortals in their eternal slumber. Most are deemed not yet ready, and while they must depart the legendary pinnacles, they often do so having forged strong alliances with the great dragons who dwell among the peaks. Some paladins even receive the friendship of a young dragon, who serves the paladin as a special mount in times of great need.

According to legend, Azor'alq's wondrous blade *Faruk*, fashioned for him as a gift from the ancient elves of Argoria, was lost somewhere in the Flanaess. It had as a special purpose the destruction of demons, and would be greatly valued by the order if recovered. Perhaps the most famous paladin of Azor'alq in the Flanaess is Tharik Gul, who set as a personal goal the recovery of the lost blade. He arrived in time for the Greyhawk Wars and was drawn into conflict with forces of Iuz while traveling amongst the Wolf Nomads. He swore to bring low the Dark Lord of Dorakaa and is thought to have begun the construction of a secret hold somewhere in the north, from where he trains eastern apprentices in the ways of the Banisher of Darkness.

Heironeous

(Chevalier, Justiciar)

Justice Stands on Pillars of Courage and Might

Allies: Followers of Murlynd, followers of Stern Alia, followers of Rao

Enemies: Followers of Hextor, followers of Iuz

Heironeans count more paladins among their faithful than any other religion in the Flanaess. The Invincible One's paladins are lawful and good in the truest meaning of the words, balancing their desire for order with a sense of justice and common weal. Paladins of Heironeous have an unswerving sense of both personal and societal honor, and always try to act in accordance with these precepts. Their unparalleled sense of loyalty is matched by

Sacred Steed

Your special mount is more powerful than normal.

Patron: Azor'alq

Prerequisites: Mounted Combat, special mount

Benefit: You gain a +1 bonus to your effective paladin level when determining what sort of additional abilities your special mount has. In addition, you may call your mount one additional time each day.

bravery and daring that equals their desire to put an end to evil and villainy wherever they find it.

Heironeans always try to outfit themselves with the best armor and weaponry available, recognizing that these are their best and most effective tools in accomplishing their goals. Many wear ornate armor etched or filigreed with fanciful designs. Heironeans place strong value on heraldic identification, and paladins of the Invincible One endeavor to create a unique identifying device featuring their deeds, national origins, and knightly associations in addition to the ever-prominent silver bolt of their god. They favor deep blues and purple when unarmored. Most possess superlative riding skills. All are renowned masters of arms, equal in skill to most warriors of the Flanaess, preferring longswords and battle-axes to all other weapons.

Heironeans almost always seek to integrate themselves within society as knights, soldiers, or political and military leaders. They usually endeavor to respect the chain of command, so long as these directives are not unlawful or do not violate their other tenets. Heironeans tend to build strongholds, raise up armies, and maintain strong ties to the hierarchy of local temples of the faith. Paladins of Heironeous trace their lineage back to the legendary Arnd of Tdon, who established the first paladins of the Invincible One among the Oeridian tribes ages ago, before the Great Migrations. Some consider their order of holy warriors the first true paladins. These early Oeridian paladins shrank in number as the Great Kingdom grew more and more decadent, and only a handful of warriors descended from their teachings and organizations remain today. Many Heironeans were expatriated by the independence of the Marklands kingdoms in the 3rd and 4th common centuries. Coincidentally, their numbers are strongest in the kingdoms of Furyondy, Nyrond, and the surrounding states.

While not necessarily the most puissant of their number, the King of Furyondy, Belvor IV, is by far the most august of the paladins of Heironeous currently extant in the Flanaess, and he is accorded great deference within the order. The Knights of the Holy Shielding, who helped found the Shield Lands and protect the remains of that kingdom to this day, comprised the largest single order of Heironean paladins. The Greyhawk Wars brought marauding armies of bandits and followers of Iuz, which dispersed many Shield Lands paladins across the Flanaess. Ironically, the Heironeans' greatest failure was a boon to neighboring war-torn lands, to whom the arrival of an errant Knight of Holy Shielding was cause for much celebration. These days, many such knights have returned to the Shield Lands with hopes of rescuing their homeland from the clutches of the Old One. The Knights of the Hart also boast scores of Heironean paladins, and martial servants of the Invincible One are common in almost all other lesser orders of knighthood. It is impossible to overestimate how highly paladins of Heironeous are regarded in general, for they are the prototype for holy warriors everywhere.

Indomitable Loyalty

Your loyalty to your deity and your fellow paladins is powerful enough to lash out against those who would use magic to control you.

Patron: Heironeous

Prerequisites: Improved Turning, Iron Will, turn undead

Benefit: If you resist the effects of a spell or spell-like ability of the school of enchantment with a successful saving throw, the creature that attempted to cast the spell on you suffers 1d4+1 points of Wisdom damage as golden fire burns from their eyes, ears, and mouth. Each time this feat is triggered, it uses one of your turn undead attempts for the day. If you don't have any turn undead attempts remaining then this feat cannot be triggered.

Hextor

(Fist of Discord)

Honor and Victory Through Strength of Arms

Allies: Followers of Stern Alia

Enemies: Followers of Heironeous, good-aligned clerics

Hextor has long invested rare holy warriors in his service with powers above that of common men, transforming them into warriors widely reviled by other paladins, known variously as anti-paladins or blackguards. Hextor has an enduring and hotly contested rivalry with his half-brother, Heironeous, and this competition is carried on by their servants. Hextor's dark warriors honor a somewhat distorted (though deeply held) code of honor that parallels that of the paladins of Heironeous. This code holds that gallantry and courtly manners are shams and must be proven so; personal honor, strength, and above all victory are of the greatest value. Hextorians devote themselves totally to their cause—the defeat of all that is good and just—believing these ideas to be self-deceptions that breed weakness and decadence. Laws must be devised to ensure that only those who are best fit to rule should do so and that determination involves weeding out the weak from the strong. Force of arms is the only true solution to any conflict and must often be applied immediately and ruthlessly. Those who do not submit to this order must be defeated.

Anti-paladins of Hextor are meticulous about their personal appearance in one very important respect: they do not underestimate the power and effectiveness of intimidation. They wear the best armor they can afford (often lacquered black and spiked or outfitted with razor-sharp ridges), wield the most powerful and destructive weapons, and favor black, blood red, or rust-colored clothing in order to best menace the weak or easily dissuaded. They incorporate Hextor's standard (six red arrows splayed outward) with their own unique devices. Hextorians have no illusions about what it takes to destroy true enemies, so they train vigorously in the arts of war and personal combat. They have over-developed physiques and favor partially covered helms that hide their eyes. They use heavy weapons, often two-handed swords or heavy polearms such as halberds (but never axes).

The darkest and most secretive society of Hextorian blackguards is an order of knights called the Lords of Sorrow, which traces its history back to the period before the Oeridian people migrated into the Flanaess. Fists of discord are most numerous in the lands of the old Great Kingdom, but they occasionally serve elsewhere in the service of a warlord or ambitious prince. Many train in the imposing fighting schools of North Kingdom, where Prince Grenell is a great patron of the order and titular head of the church now that Medegia is no more. The accomplishments and esteem of these blackguards have varied throughout time, having gone through many eras of great service and incalculable infamy that spread beyond the bounds of the Great Kingdom. The cult has fostered many matchless knights, near-

Hextor's Rage

Your next six attacks are particularly powerful and devastating.

Patron: Hextor

Prerequisites: Combat Expertise, Extra Smiting, Power Attack, smite ability

Benefit: Spend one of your smite attacks to infuse the next six melee attacks you make with profane power. For these next six melee attacks, you gain a +6 profane bonus to melee weapon damage rolls. You must make these six attacks within the next two rounds, or you become fatigued. If you make the six attacks within two rounds, you avoid this side effect.

peerless champions with have names not easily forgotten, such as the great Aerdi general Lord Horgan of Delaric, who first conquered the Bandit Kingdoms.

Open conflict follows nearly ever meeting between fists of disord and paladins of Heironeous, but only according to the dictates of honor and the rules of rightful combat, for the enemy must not only be defeated, but must acknowledge the superiority of his opponent.

Pholtus

(Templar, Inquisitor)

Our Swords, Their Lives, for the One True Way

Allies: None.

Enemies: Fiends, followers of St. Cuthbert, undead.

Unswerving and righteous guardians of the law and the One True Way, Pholtan paladins (sometimes called "templars") set their duty on a pedestal from which it never falters. As paladins, templars must be lawful, but they consider morality subordinate to the undying light of the True Way. Their strict doctrine dictates that chaos, darkness, and evil (in that order) must be routed out and destroyed. The One True Way warns that mercy can be weakness, and that doubt is the first nail in the coffin of failure.

Those who worship other gods tend to view Pholtan paladins as ostentatious, even haughty individuals. Templars dress impeccably, favoring lighter, ornate armor and carefully crafted, highly-polished weapons. They carry Pholtus' standard, the Silvery Sun, with great pride (or arrogance, according to their many critics). Most wear white and pale yellow tunics made of the finest linen or silks, embroidered with silvery borders of suns and moons or short lengths of religious script. Common texts include proverbs drawn directly from the holy texts of Pholtus thought to prevent physical and spiritual harm. Most wield swords or spears, and few follow prohibitions against using ranged weapons.

For a god defined as "inflexible" by his clergy, Pholtus certainly tolerates a great diversity amongst his flock. Some paladins of Pholtus resemble Heironeans, while others adhere to a less ardent philosophy similar to that espoused by holy warriors of Pelor (these are seen as nearly heretical in the Theocracy of the Pale, the chief dominion of Pholtus worship in the Flanaess). The Knights Templar of the Theocracy of the Pale enjoy the greatest infamy of Pholtus' paladins. The Templars possess unparalleled zeal, mixing nationalistic fervor with their conviction of the perfection of the One True Way. Unfortunately for the Flanaess, most Pholtan paladins follow the Templars' steadfast example.

Pholtans acknowledge no lasting allies among other faiths, but harbor many enemies. An especially strong rivalry with the faith of St. Cuthbert has festered for centuries, as both religions appeal to the same sorts of faithful.

Pholtus' most powerful paladins focus not on ecclesiastical struggles between nonevil religions but on eradicating extraplanar threats such as demons, devils, and their ilk. As a rule, such holy warriors do not fear planar travel and are unperturbed by sorcery and magical artifice alike.

Blinding Wrath

You can blind evil outsiders and undead with divine energy.

Patron: Pholtus

Prerequisites: Improved Turning, turn undead

Benefit: By expending a turn undead attempt, you can channel your divine energy into a burst of golden light. Make a turning check when you use this power to determine how many Hit Dice of evil outsiders and undead you affect. All affected creatures must make a successful Fortitude save (DC 10 + half your paladin level + your Charisma modifier) or be blinded for 1 minute. Evil outsiders and undead that make this saving throw are instead dazzled for 1 minute.

The most revered Pholtan paladins belong to a multi-national knightly organization called the Lords of the Gloaming. The order once included such noteworthy historical figures as St. Ceril the Relentless and the peerless Lord Carradine, and their modern-day counterparts are no less worthy of awe. The Lords claim to stand guard at the threshold between darkness and light, seeking out and destroying *gates* and portals that link Oerth to the Lower Planes. Many fiends, diabolists, and demonologists would pay dearly to know the location of their secret hold, Matinsmore, a mountaintop stronghold thought to be located somewhere in the peaks of the Rakers or Griff Mountains.

Mantle of Freedom

Your faith prevents you from being easily restrained or slowed.

Patron: Trithereon

Prerequisite: Iron Will

Benefit: You add your Charisma bonus to all grapple checks, Escape Artist checks, and Strength checks made to break bonds. You gain a +2 sacred bonus to saving throws against paralysis, petrification, and any effect that hinders movement (such as *slow*).

Trithereon

(Avengers)

Thus Always to Enslavers and Tyrants

Allies: None

Enemies: Slavers, followers of Hextor, followers of Pholtus, followers of St. Cuthbert

While not true paladins, holy liberators (see *Sword & Fist*) dedicated to Trithereon are sworn to a single proposition: the complete and uncompromised freedom of the individual from any kind oppression. While not large in numbers, the holy warriors of Trithereon are passionate, righteous, and unforgiving foes. They tend to be chaotic as well as good, respecting little hierarchy and eschewing most traditional authority save when it can further their sworn goals and those of the people they seek to protect. These goals usually involve the freedom of some person or persons from physical or spiritual bondage. They also include the paying of revenge on those who would oppress and imprison.

Trithereonites consider laws of dubious value and frequently a source of persecution, as is honor, blind piety, and negotiation with oppressors. Avengers of Trithereon (as the holy liberators are known) are quick to take up the sword and quick to apply it once summoned into action. Evil, particularly where it is organized to oppress, has no place in this world.

Avengers of Trithereon value their individuality—no two look and act alike. Many favor chainmail shirts, leather armor, capes, jerkins, and pantaloons, but all tend to dress in whatever outfit allows them the best chance to succeed at their mission. Many use disguises. Avengers favor light, easy-to-carry weapons such as short swords and daggers. Various sects employ totemic devices such as stylized hounds, falcons, or lizards on their clothes and armor. One constant is the Rune of Pursuit, a charm (often made of gold) usually worn around the neck on a chain four to six inches in diameter. Many avengers imbue these symbols with magical power, but even nonmagical Runes of Pursuit evoke fear and loathing in many an oppressor.

There is some antipathy between Trithereonites and the paladins of St. Cuthbert and Pholtus (particularly the latter, from whom it is strongly returned) arising from the strictures of their tenets and the relative inflexibility of their faiths. No group stokes a Trithereonite's ire like slavers, however, especially the Scarlet Brotherhood, who have since the Greyawk Wars become the greatest slavers in the Flanaess.

Most holy liberators dedicated to Trithereon align themselves with one of three associated organizations. The Friends of the Falcon, the Harrusians, avenge wrongs committed against the innocent. The Brothers of Ca'rolk pledge themselves to succor and protect the weak and undefended, and the Sons of Nemoud task themselves with winning the freedom of those who have been enslaved. ●

Living Greyhawk™

Enlightenment can penetrate even the helm of iron—Cuthbertine proverb

Campaign Director: Stephen Radney-MacFarland
Contributing Reporters: Jason Bulmahn and David Christ

New Edition, New You

With the new edition of Dungeons & Dragons already sitting on store shelves and in your library, it is time for the Living Greyhawk campaign to update to the new edition. As of October 1st, 2003 all Living Greyhawk characters will convert to the new 3.5 ruleset, and all events will be played using these sleek new rules. Conversion to the new rules has posed a unique series of problems to many existing characters. The changes in the various core class abilities, alteration of the gnome favored class, and new pricing for many magic items requires some serious modification to avoid illegal characters and skewed power levels. To that end, the Circle has taken great care in crafting conversion rules that allow you to convert to the 3.5 rules while still maintaining your character concept.

Although the complete conversion rules can be found at www.living-greyhawk.com, the information below is a quick guide to those rules so you'll know what to expect.

The Basics

The core of most characters remains the same in the new edition. Name, race, overall character level, alignment, and ability scores remain entirely unchanged. The only exception to this is gnome characters that have levels of illusionist. Players who change all their characters' illusionist levels to levels of bard are allowed to swap their Intelligence and Charisma scores.

Next, each PC is allowed to reassign their class levels, with only a few exceptions. PCs with magic item creation feats must keep the class levels, feats, and spells necessary to make every item that they have created. In addition to this, characters cannot add levels in prestige classes above those that they had prior to conversion. Remember that the character will need to be legal after conversion, so any levels in a prestige class must have their prerequisites met.

Once class levels are assigned, each character can reassign all of their skill points and feats. New feats from the *Player's Handbook* are now legal for play in Living Greyhawk, and this is your chance to give them a try. If you have access to other feats from builder books or other sources, you can keep those, too.

Arcane spellcasters can reselect all of their spells from the new spell lists. Wizards in particular will need to do this if they are staying a specialist and have to pick a second prohibited school of magic. On the up side, wizards are going to get a partial refund for those spells they scribed into their book. Those with a familiar can select a new one from the *Player's Handbook* (expect the local familiar shop to have a discount on toads in the near future). Druids and rangers can select a new-and-improved animal companion to gnaw upon their enemies.

Magic Item Mayhem

With Small and Medium versions of all the weapons coming into play, all Small characters will have the opportunity to change their favorite death dealer into the Small equivalent or in some select cases change the type entirely. For example, a halfling barbarian could change its 3.0 longsword into a 3.5 Small longsword or a 3.5 Small greatsword. See the conversion guide for more info on this process.

A good number of magic items have had their price changed, sometimes by a factor of three or more. To prevent conversion from becoming the magic item lotto, characters are going to need to pay up for these price increases. The conversion guide lists all the items that changed in price or name as to make it as simple as possible. Even better, some characters will get a refund for gear that went down in price.

For more information on this simple process, go to www.living-greyhawk.com or contact your local triad. Get the guide and get ready for Living Greyhawk 3.5. ●

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Editor-in-Chief	Erik Mona
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Contributing Authors
Jason Bulmahn, Gary Holian, Tito Leati, M Jason Parent, Peter Zollers

Contributing Artists
Jeff Carlisle, Matt Cavotta, Kyle S. Hunter, Rob Lazzaretti, Locke, Tony Moseley, Ramón Pérez, Richard Sardinha, Eric Vedder, Christopher West

paizo PUBLISHING, LLC
Paizo Publishing, LLC
3245 146th Place SE, Suite 110
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Living Greyhawk™

Enlightenment can penetrate even the helm of iron—Cuthbertine proverb

Campaign Director: Stephen Radney-MacFarland
Contributing Reporter: Jason Bulmahn

Sea of Dust at Winter Fantasy

Last year, WINTER FANTASY provided a rare opportunity to duke it out with the drow in their infernal vault. This year is your chance to explore the ruins of an empire burned to dust by the rain of colorless fire. Although little remains, a malignance still broods under the dust, waiting to be discovered. Heroes who succeed in this event will be entered into a random drawing for the chance to take home a relic from this ancient empire, no doubt powerful items the likes of which have not been seen in countless years. Don't miss out on this rare opportunity. Heroes who wish to play in this event would do well to play COR3-16: *Lerara*. Still want more? Here's the official blurb:

COR4-S01: ***Sea of Dust***, by the Circle: "Time is the fire in which we burn." Those words echo in your head as you stare across the endless Sea of Dust before you. The mighty Suel empire, feared by all, once stood here. Now the fire that burns has washed it clean and time has buried and forgotten it. Sometimes things best left forgotten do not remain so and things thought long dead and swept away in the fires of time return. The shifting winds and dust have revealed a ruined city deep in the Sea of Dust. Time to grab the shovels and see what lurks beneath the ashes of empire. A Core Special scenario for APLs 2–16. This scenario will only be available for play at WINTER FANTASY 2004.

And look for these other great events at WINTER FANTASY:

COR4-01: ***Shedding Scales***, by Shawn Merwin. A knightly order dedicated to stopping a nameless evil, a mysterious sect of an ancient Suel goddess, and a diviner charged with undoing a diabolical ritual. These diverse forces struggle to end a threat in the cradle of the former Occluded Empire of the Whispered One. Is the danger confined to a backwater barony on the edge of the Rushmoors, or is something more at stake? An adventure for APLs 2–12. Part One of the "Windows to the Serpent's Soul" series.

COR4-02: ***The Stone Man's Puzzle***, by Ron Lundeen. The town of Hardby was in complete disarray when you arrived. The courthouse was broken into and the accused whisked away by a giant man of stone. The tracks should be easy enough to follow, but who would want to spirit away a mere bookkeeper? An adventure for APLs 6–10.

COR4-03: ***Tropical Intrigue***, by Michael McKeown. In the taverns of the Free City of Greyhawk, stories have passed down over the years of a shipwrecked adventuring party that explored the Amedio Hook 18 years ago. Unfortunately, the area is now controlled by the Scarlet Sign. Your patron wants to know more. She asks for volunteers for a journey across the Azure Sea. Not another sea voyage! An adventure for APLs 2–12.

3.5 is Here

By now, your new-and-improved 3.5 version of your hero should be ready to take on the world. While all of the adventures premiering after October 1st, 2003 are written for the 3.5 rule set, those from before that date will require a conversion. For regionals and meta-regional adventures, the conversion sheets can be found in PDF form right along with the adventures themselves at www.living-greyhawk.com, using the same password to open. Your triad can provide the conversion sheet for core adventures. Since you now get four 3.5 vrocks for the same EL as one 3.0 vrock, these conversions can make the difference between your players yawning and your players running from the dance of ruin!

Region News

It's been an exciting year for the LIVING GREYHAWK campaign. Some of the most fantastic growth for the campaign has occurred in Europe, where the regions of Dullstrand (Switzerland) and Naerie (Norway, Denmark, Finland, and Sweden) have put out their first adventures while Knurl (Greece) has become active again and should begin putting out adventures soon. Next time you are in Europe, check out the region you are traveling to, as there might just be a game to pick up on the way.

On a sad note, the Circle has decided to fold the region of Ratik (Hawaii) into Nyrond (Southern California, Utah, and Arizona). All Ratik PCs will automatically become citizens of Nyrond as of February 1st, 2004. All Ratik adventures will still be playable in Hawaii until they retire as normal.●

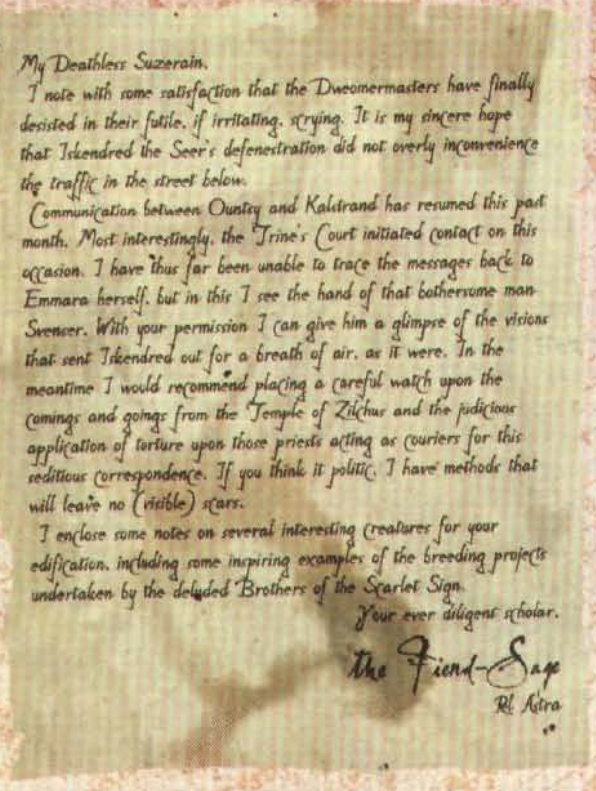
Enchiridion of the Fiend-Sage:

BEASTS OF THE SCARLET BROTHERHOOD

Living Greyhawk

By Paul Looby and Stuart Kerrigan
Illustration by UDON

Fireseek, 594 CY



Yeshir (Halfling hound)

Medium Magical Beast
Hit Dice: 3d10+2 (19 hp)
Initiative: +2
Speed: 40 ft. (8 squares), burrow 20 ft. (4 squares)
Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple: +3/+5
Attack: Bite +5 melee (1d6+2 plus poison)
Full Attack: Bite +5 melee (1d6+2 plus poison) and 2 claws +0 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fear aura, poison
Special Qualities: Darkvision 60 ft., scent
Saves: Fort +4, Ref +3, Will +3
Abilities: Str 15, Dex 15, Con 13, Int 2, Wis 14, Cha 10
Skills: Hide +5, Listen +7, Move Silently +5, Spot +7, Survival +4 (+8 when tracking by scent)
Feats: Alertness, Track[B], Run
Environment: Any land
Organization: Solitary, pair, or pack (5–20)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–5 HD (Medium-size); 6–9 HD (Large)
Level Adjustment: —

Yeshirs (halfling hounds) are large hounds bred centuries ago by the princes of the Suel Imperium for the express purpose of hunting, tracking and killing halfings.

Large and heavily-built hounds, yeshirs typically stand about 3–4 feet at the shoulder and weigh about 150 pounds. Their heavy bristly coat is often brown, black, or gray. They have a broad, blunt head, heavily muscled neck, and powerful front legs with long claws equally efficient at digging prey out of their burrows and rending flesh.

Halfling meat was considered a delicacy in the last centuries of the Suel Imperium. The decadent nobility used yeshirs to run hobniz to ground and dig them out of their burrows using their large front paws. Suel migrants brought the dogs to the Flanaess a millennium ago and the beasts have spread widely since. Yeshirs are not generally kept in lands that enjoy good relations with halflings, as the hobniz understandably loathe them. Many Aerdi nobles possess yeshirs, and the Naelax overkings reportedly revived the "sport" of hunting hobniz with horse and hounds. The purest yeshir bloodlines dwell in the realm of Shar, where the Scarlet Brotherhood preserves both the breed and the malign tradition of their forebears.

Yeshirs are usually kept in domesticated (if still fierce) hunting packs. However, the Scarlet Brotherhood has released a number of feral packs in the lands of the Iron League to terrorize local hobniz populations.

Combat

Yeshirs have keen senses and can efficiently track prey by scent, sight, or sound. Though not the swiftest of hounds, and incapable of sustained bursts of speed, their strength, patience and cunning more than make up for this. Bred to track a sentient foe, yeshirs are sly beasts and often cooperate in pairs or a pack to isolate and surround or ambush their prey. If they run their prey to ground, they surround the burrow, covering any possible escape routes. One or two hounds then move up and begin digging out the trapped hobniz, one dog watching over the other, protecting it from attack.

Yeshirs usually attempt to bite with their poisonous fangs, following up with rending swipes with its powerful front claws. Yeshir venom is effective on other creatures, but halflings are particularly sensitive to its effects. The hounds attempt to immobilize all opponents as quickly as possible. If the pack meets strong opposition, they retreat, attempting to drag any immobilized prey away with them.

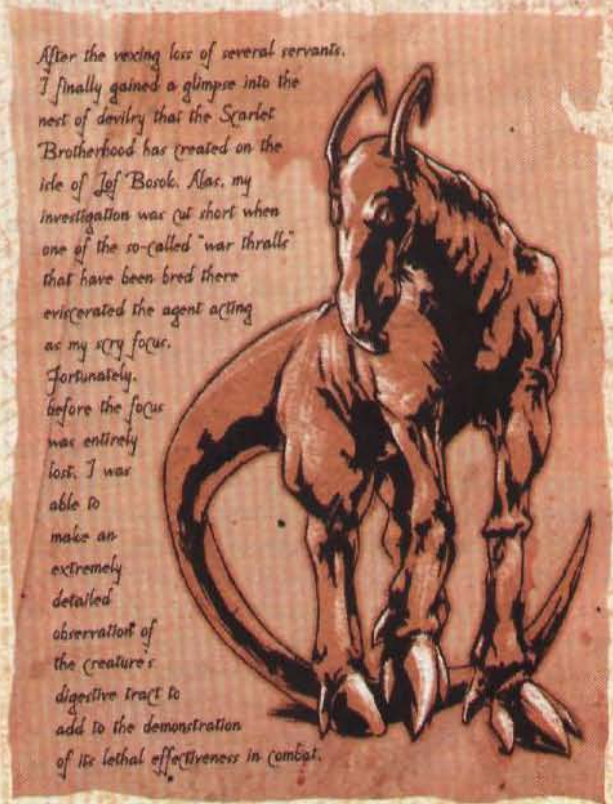
Fear Aura (Su): In the presence of a yeshir, halflings must make a successful Will save (DC 11) or become panicked. This is a mind-affecting fear effect. The save DC is Charisma-based.

Poison (Ex): Bite, Fortitude DC 12, initial and secondary damage 1d6 Dex. The save DC is Constitution-based. Halflings are particularly susceptible to yeshir venom. They take a –2 penalty on saves agaisnt this poison and take double damage to their Dexterity from the poison.

Skills: Yeshirs receive a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. Additionally, yeshirs gain a +4 racial bonus on Survival checks when tracking by scent.

Mazchedeen (Tunnel-hunters)

Medium Aberration
Hit Dice: 4d8+4 (22 hp)
Initiative: +4
Speed: 40 ft. (8 squares), climb 20 ft. (4 squares)
Armor Class: 16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/Grapple: +3/+5
Attack: Bite +5 melee (2d6+2)
Full Attack: Bite +5 melee (2d6+2) and 2 claws +0 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid spit
Special Qualities: Blindsight 60 ft., camouflage, Suel failsafe
Saves: Fort +2, Ref +5, Will +4
Abilities: Str 14, Dex 18, Con 13, Int 9, Wis 10, Cha 10
Skills: Hide +18, Listen +3, Move Silently +8
Feats: Improved Natural Attack (bite), Stealthy
Environment: Any underground
Organization: Solitary, pair, or pack (5–20)
Challenge Rating: 2
Treasure: None
Alignment: Always lawful neutral
Advancement: 5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment: +3



Mazchedeens (tunnel-hunters) are specially bred through the foul sorcery of the Scarlet Brotherhood to fight in the subterranean cavern networks of dwarves and gnomes.

Sleek quadrupeds with powerfully muscled limbs, mazchedeens can run and climb on all fours, but frequently rear onto their back legs to rake foes with their cruelly curved fore-claws. Their long, horse-like heads have

two vestigial eyes and a pair of slit nostrils set above an extensive, fanged maw. Despite being sightless, mazchedeens can navigate and locate foes without difficulty in complete darkness. Tunnel-hunters have extremely thick, rough, pigmented hide, which can change color to blend into the creature's surroundings, making them very difficult to spot when they are motionless.

Mazchedeens are thought to be one of the products of the Scarlet Brotherhood's diabolical monster breeding program. As such, they can understand commands in Ancient Suloise, but only if issued with a priming control phrase, known to the creature's Brotherhood masters alone. Moreover, tunnel-hunters have been conditioned not to initiate combat with humans of pure Suel ancestry—a failsafe to prevent the creatures turning on their creators. It is a mystery how the sightless creatures discern Suel from other humans.

The Brotherhood uses the tunnel-hunters as shock troops to suppress the usually fierce resistance encountered in dwur and noniz settlements. Tales from Irongate and the Hollow Highlands tell of creatures bearing a striking resemblance to mazchedeens wreaking bloody havoc in clanholds and settlements in the years following the Greyhawk Wars. They are also used as "watchdogs" at the gates to sensitive Brotherhood strongholds, where their ability to distinguish non-Suel humans has been the undoing of many a would-be spy.

The reproductive cycle of the mazchedeen is unknown and it is unclear what differences, if any, there are between male and female mazchedeeen.

Mazchedeens have no spoken language, but can comprehend commands issued in Ancient Suloise.

Combat

Mazchedeens are dangerous opponents, capable of using guile and tactics to undo their foes. Alone, they make full use of their climbing ability and natural camouflage to lay in wait and ambush unsuspecting targets, often clinging upside down to the roofs of caves and passages and then dropping onto passing victims. In groups, mazchedeens like to swarm over their enemy, using their climbing ability to move over defensive lines, simultaneously overwhelming them and striking at the vulnerable spell-casters behind. In melee, their primary weapon is their vicious and toothy maw. Mazchedeens also make good use of their front claws, rearing up on their hind legs, or dangling down from cavern roofs to rake their victims. Particularly stubborn foes are dealt with by means of acid, secreted by glands in the creature's throat and spat into the faces of enemies.

Spit Acid (Ex): Mazchedeens can spit a 15-foot-long line of acid once every 1d6 rounds. The acid deals 4d4 points of damage. A successful Reflex save (DC 13) halves the damage. This DC is Constitution-based.

Camouflage (Ex): Due to their rough, pigmented hide, mazchedeens gain a +10 racial bonus on Hide checks.

Suel Failsafe (Ex): Mazchedeens are bred not to attack humans of purely Suel origin, unless attacked first.

Dreamstealer

Medium Undead (Incorporeal)
Hit Dice: 6d12 (39 hp)
Initiative: +7
Speed: 30 ft. (6 squares), fly 60 ft. (12 squares) (good)
Armor Class: 18 (+3 Dex, +5 deflection)
Base Attack/Grapple: +3/—
Attack: Incoporeal touch +3 melee (1d4 plus 1d6 Wisdom drain)
Full Attack: Incoporeal touch +3 melee (1d4 plus 1d6 Wisdom drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create spawn, wail of doom, wisdom drain
Special Qualities: +2 turn resistance, unnatural aura
Saves: Fort +2, Ref +5, Will +7
Abilities: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 20
Skills: Hide +11, Intimidate +13, Listen +10, Search +10, Sense Motive +8, Spot +10, Tumble +11
Feats: Combat Reflexes, Flyby Attack, Improved Initiative
Environment: Any land
Organization: Solitary, gang (2–5), or pack (6–11)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral evil
Advancement: 7–18 HD (Medium)
Level Adjustment: —

Dreamstealers are undead spirits of unknown origin, capable of feeding on the minds of sentient beings, driving their victims insane in the process—those that survive, that is.

Though incorporeal, dreamstealers can manifest themselves as clouds of utter darkness, consisting of a central mass from which continually warping and shifting black

tendrils lash out, often giving the creatures an oddly spider-like appearance. Dreamstealers appear to absorb the light around them, sucking it into their ebon form. They look utterly alien and the sight of them offends the eyes and chills the souls of good-hearted men.

The touch of a dreamstealer is said to bring insanity. Those few that have felt it and lived to tell the tale have been plagued thereafter by terrible nightmares. Dreamstealers can emit a terrible scream that strikes such mortal fear into those that hear it that some die of terror on the spot. They appear to be intelligent and use complex tactics to hunt their prey. Like all undead, they have a burning hatred for all living things.

The origins and purpose of the dreamstealers are unknown. They are mainly encountered in a region of the Headlands known to the local Flan tribes as the Ial Iornadh, the Dreaming Hills (18/H1 on the *Living Greyhawk Gazetteer* map of the Flanaess). These rugged tors are generally avoided by all of the Headlanders, bar a degenerate and evil tribe known as the Galai Iorn. Hated and reviled by the rest of their kindred, the Galai Iorn are said to be in league with the dreamstealers. Though they appeared to be a localized threat, fearsome spirits bearing a striking resemblance to the dreamstealers of the Headlands have been reported to stalk certain accursed ruins in the Bright Desert.

Combat

Dreamstealers are cunning foes, and like to stalk their prey either alone or in packs. They lurk in dark corners of caverns or in tunnel walls, striking at their victims without warning. However, they can also venture out in daylight and delight in herding victims into ambushes and traps in narrow ravines and box canyons. In combat, dreamstealers soften up and scatter potential prey with their dreadful scream. They then swoop in with their tendrils to engulf their victims and feed on their minds.

Create Spawn (Su): Any creature slain by a dreamstealer rises as a dreamstealer spawn under the control of its killer in 1d4 days.

Wisdom Drain (Su): Living creatures hit by a dreamstealer's incorporeal touch attack must succeed at a Will save (DC 18) or take 1d6 points of permanent Wisdom drain. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests, and must make a Fortitude save (DC 18) or awaken fatigued. The save DC is Charisma-based.

Wail of Doom (Su): Once per day, a dreamstealer can emit a bloodcurdling wail. All living creatures within a 100-foot spread must make a Will save (DC 18) or take 5d4 points of damage, as well as a –2 morale penalty on saving throws for five rounds. The save DC is Charisma-based.

Unnatural Aura (Su): Wild and domesticated animals can sense the unnatural presence of a dreamstealer at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Dreamstealer Spawn (Template)

Dreamstealer spawn are madness made manifest, living creatures consumed by nightmares. Creatures killed by a dreamstealer rise as dreamstealer spawn. Thus, they can take many forms. Dreamstealer spawn appear as inky black clouds that roughly match the form of their original body, from which ebon tendrils constantly writhe.

Dreamstealer spawn can speak the languages they knew in life, but their voices sound high pitched, distorted, and tortured.

Sample Dreamstealer Spawn

Dreamstealer Spawn Hobgoblin War
Medium Undead (Augmented Humanoid, Incorporeal)
Hit Dice: 1d12 (6 hp)
Initiative: +1
Speed: 30 ft. (6 squares), fly 60 ft. (12 squares) (good)
Armor Class: 13 (+1 Dex, +2 deflection), touch 13, flat-footed 12
Base Attack/Grapple: +0/—
Attack: Incorporeal touch +0 melee (1d4 plus 1d6 Wisdom drain)
Full Attack: Incorporeal touch +0 melee (1d4 plus 1d6 Wisdom drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Wail of doom, wisdom drain
Special Qualities: +2 turn resistance, darkvision 60 ft., hobgoblin traits, unnatural aura
Saves: Fort +2, Ref +1, Will +0
Abilities: Str —, Dex 13, Con —, Int 10, Wis 10, Cha 14
Skills: Hide +3, Listen +3, Move Silently +3, Spot +3
Feats: Alertness
Environment: Any land
Organization: Solitary, gang (2–5), or pack (6–11)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral evil
Advancement: By character class
Level Adjustment: —

The dreamstealer spawn hobgoblin lurks in ruined hobgoblin villages and ambushes anyone brave enough to explore the haunted buildings.

Combat

Although the dreamstealer spawn hobgoblin retains its prior weapon proficiencies, it almost always fights with its incoporeal touch attack and any special attacks or spells it possessed while living. Even when *ghost touch* weapons are available, the dreamstealer spawn hobgoblin prefers to fight with its deadly touch.

Wail of Doom (Sp): Once per day, the dreamstealer spawn hobgoblin may emit a bloodcurdling scream. All those within a 100-foot spread must make a Will save (DC 12) or suffer 5d4 points of damage as well as a –2 morale penalty on saving throws for 1 round.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save (DC 12) or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests, and must make a Fortitude save (DC 12) or awaken fatigued. The dreamstealer heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn hobgoblin at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Creating a Dreamstealer spawn

"Dreamstealer spawn" is a template that can be applied to any living corporeal creature (referred to hereafter as the "base creature"). It uses the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead, and it gains the incoporeal subtype. Size is unchanged. Do not recalculate base attack bonus or saves.

Hit Dice: All the base creature's Hit Dice become d12s. Do not increase class Hit Dice.

Speed: Dreamstealer spawn gain a fly speed of 60 feet (good), unless the base creature has a better fly speed.

Armor Class: The dreamstealer spawn loses any natural amour bonus the base creature possesses, but it gains a deflection bonus equal to its Charisma bonus or +1, whichever is higher.

Attacks: The dreamstealer spawn retains all the attacks of the base creature, although those that rely on physical contact become incorporeal touch attacks.

Damage: The dreamstealer spawn's incorporeal touch attack deals 1d4 points of damage as well as any damage from its special attacks (see below).

Special Attacks: The dreamstealer spawn retains all the special attacks of the base creature, except those that rely on physical contact. A dreamstealer spawn gains the wisdom drain and wail of doom abilities described below. Saves have a DC of 10 + 1/2 dreamstealer spawn HD + dreamstealer spawn Charisma modifier unless noted otherwise.

Wisdom Drain (Su): Living creatures hit by a dreamstealer spawn's incorporeal touch attack must succeed at a Will save or suffer 1d6 points of permanent Wisdom drain. As long as this damage remains, the afflicted individual suffers from terrible nightmares when he rests, and must make a Fortitude save or awaken fatigued. The dreamstealer spawn heals 5 points of damage (10 on a critical hit) whenever it drains Wisdom, gaining any excess as temporary hit points.

Wail of Doom (Sp): Once per day, the dreamstealer spawn may emit a bloodcurdling scream. All those within a 100-foot spread must make a Will save or suffer 5d4 points of damage or 1d4 points of damage per dreamstealer spawn Hit Dice, whichever is greater. Affected creatures also suffer a -2 morale penalty on saving throws for 1 round per dreamstealer spawn Hit Dice.

Special Qualities: A dreamstealer spawn has all the special qualities of the base creature and the two listed below.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a dreamstealer spawn at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so. They remain panicked as long as they are within that range.

Turn Resistance (Ex): A dreamstealer spawn has +2 turn resistance.

Saves: Same as the base creature

Abilities: Same as the base creature, except that the dreamstealer spawn has no Strength or Constitution score, and its Charisma score increases by +4.

Skills: Same as the base creature

Feats: Same as the base creature

Environment: Any land

Organization: Solitary, gang (2–5), or pack (6–11)

Challenge Rating: Same as base creature +2

Treasure: None

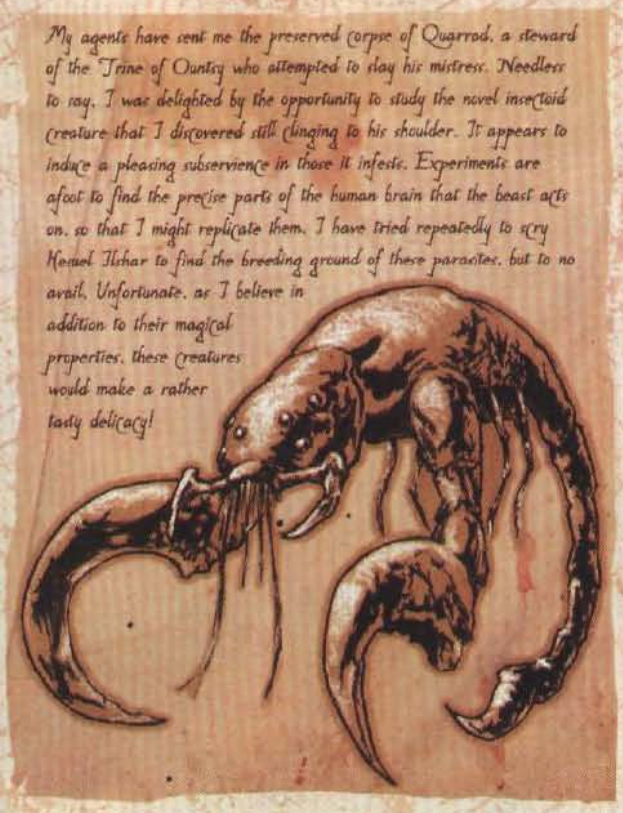
Alignment: Always neutral evil

Advancement: Same as the base creature

Level Adjustment: —

Overseer

Tiny Aberration
Hit Dice: 2d8 (9 hp)
Initiative: +2
Speed: 20 ft. (4 squares)
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple: +1/–9
Attack: Bite +5 melee (1d4–2)
Full Attack: Bite +5 melee (1d4–2)
Space/Reach: 2 1/2 ft./0 ft.
Special Attacks: Attach, death grip, *domination*
Special Qualities: *Invisibility*
Saves: Fort +0, Ref +2, Will +3
Abilities: Str 6, Dex 14, Con 11, Int 12, Wis 11, Cha 18
Skills: Climb +1, Hide +13 (+18 when attached), Move Silently +5, Search +4, Spot +3
Feats: Weapon Finesse
Environment: Any land
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always lawful neutral
Advancement: 3–6 HD (Small)
Level Adjustment: —



The overseer is an insectoid parasite that enforces the will of the Scarlet Sign upon those it infests.

The ever-industrious priests of Bralm created the overseers using a fell ritual to shape sacred ants to their insidious ends. Through the will of the Toiling Lady, these creatures become horrors used to dominate and control the weak-minded. Often, if an ally or dupe of the Scarlet Sign shows any sign of discontent or excessive self-will, the red brothers attempt to implant one of these fell creatures onto the unwitting victim.

The overseer resembles a red-hued ant, with a pair of elongated biting pincers and six often-writhing feelers. Its sole purpose is to latch onto the body of its intended victim with its pincers. Once the overseer bites its victim, it can exert a *domination* effect through its feelers. The overseer's ability to become invisible at will when attached to a victim is its chief defense mechanism. Its last line of defense is the death grip of the feelers. Removing the overseer from a *dominated* victim may in fact kill the unfortunate host.

Overseers speak Common and Ancient Suloise.

Combat

These vicious creatures are usually concealed within the robes of their scarlet masters. They are most effective against unarmored and sleeping victims, but have a remarkable affinity for hiding and striking from ambush. Generally, an attached overseer prefers to remain invisible, but if this is not possible it attempts to hide on its victim's body or in its clothing, never losing contact with its victim.

If forced into melee, overseers tend to flee, having little offensive capability when surprise is not on their side.

Attach (Ex): If an overseer hits a victim with its biting pincers, it automatialy attaches itself to the victim's body. An attached overseer loses its Dexterity bonus to its Armor Class and is considered flat-footed.

Death Grip (Su): After it has successfully attached itself to a victim, killing or removing the overseer can also slay the host. If the overseer is killed or removed, it inflicts on its host 1d6 points of damage per hour it has been attached (minimum of 1d6 and maximum of 10d6). This damage is raw magical damage and not subject to damage reduction or energy resistance. A successful Fortitude saving throw (DC 11) halves the damage done. This save DC is Constitution-based.

***Domination* (Su)**: An attached overseer may attempt to *dominate* its victim using its feelers. The victim must make a Will save (DC 15), or be *dominated* as per the *dominate monster* spell. The link between host and overseer is telepathic. This save DC is Charisma-based.

***Invisibility* (Su)**: The overseer, when attached to a host, can become invisible, as per the spell *invisibility*, as a free action. Every time the overseer issues an order to a *dominated* host, the overseer must make a Will save (DC 10) to avoid becoming visible.

Skills: Overseers gain a +5 circumstance bonus to Hide checks while attached to a host. ●

HARDBY: CITY OF THE SCORNED

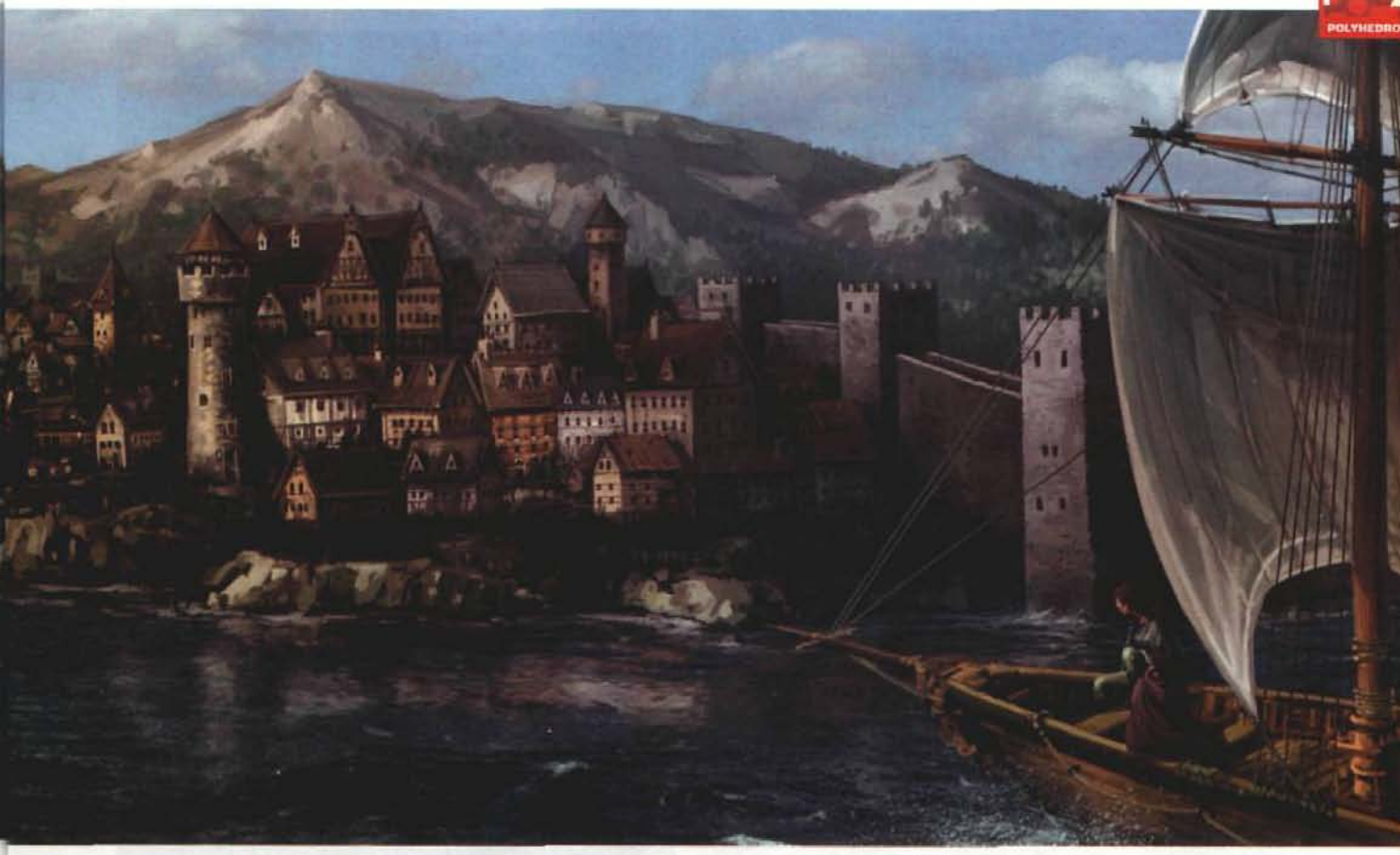
By Paul Looby

Lying on the northern shores of Woolly Bay, the port of Hardby was once a free city with a proud history longer even than that of its more illustrious northern neighbor, the city of Greyhawk. Uniquely, Hardby was ruled by women, collectively known as the Gynarchy. Under their leadership the city once counted itself the equal of the Gem of the Flanaess.

The Greyhawk Wars brought Hardby's long tradition of independence to an end. Reduced to a vassal of Greyhawk City, the Despotrix of Hardby is now little more than a figurehead. Despite this, the long shadow that Greyhawk casts over its neighbor conceals the machinations of many who would see the Free City humbled. The shame and anger of its enslavement have made Hardby a nexus for Greyhawk's foes.

A busy sea port, Hardby is the gateway between the central Flanaess and the realms of the south. News of the war in Onnwal, whispers of the fabulous wealth of the new overking of Ahlissa, and tall tales of the strange, sweltering jungles of Hepmonaland are all to be found in the city's taverns. Vessels bound for these destinations and many others throng the harbor. Adventurers intent on exploring the rugged and dangerous southern Abbor-Alz or the Bright Desert beyond often make Hardby their base. Some

Living Greyhawk Approved



return with fabulous wealth or tales of Rary the Traitor. Most do not return at all.

Within the walls of Hardby itself, plots multiply among the disparate factions vying for control of the city. The despotrix is dying, and already the struggle to succeed her rages among the gynarchs. Even as they bicker, sinister foreign powers seek to exploit the city's internal divisions to their own ends. Hardby yearns to free itself from Greyhawk's yoke, but in doing so it may replace one set of shackles with another.

The Gynarchy

The Suel mage Ena Norbe founded the Gynarchy of Hardby. A follower of Wee Jas, Norbe grew up hearing tales of the folly of the men who caused the fall of the Suel Imperium. Thus when she founded her own settlement, she was determined that it would never suffer from the rash foolishness and brutal violence that characterized the rule of men. Norbe therefore decreed that only women would be allowed to rule Hardby.

The first gynarch bore six daughters who, like their mother, became puissant mages. From them are descended the Six Great Families of Hardby that serve as the foundation of the gynarchy to this day. In the early centuries, the eldest woman among the Six Families became gynarch upon the death of her predecessor. While this meant that the gynarchs' reigns were often short, it also ensured that their rule was tempered with the wisdom of age.

Between 254 and 351 CY, the title of gynarch was hereditary within the family of Yragerne alone. As a result, in 339 CY, Zagig Yragerne became Hardby's only Despot in his role as the Landgraf of Selintan. He afterward renounced the title, however, and the gynarchs of the five remaining Families elected one of their number to serve as Supreme Gynarch and Despotrix until her death, a system that persists to this day.

The gynarchs are drawn from five of the six original Families (Norbelos, Gerneskir, Jonnosh, Havelos, and Maynem) and a sixth family, Longland, elevated to replace the Yragerne when Zagig vanished in 421 CY, leaving no issue. There are never more than forty gynarchs at one time. Each Family nominates six gynarchs, while the reigning despotrix chooses a further three gynarchs as her personal advisors. Each gynarch in turn chooses a didatrix from the ranks of the Six Families, to act as her personal secretary, annalist, and herald. Most gynarchs serve time as didatrixes before gaining promotion.

Although the Gynarchy has had no official powers since the Merchants' Coup of 517 CY, they have expressed their will in more subtle ways. When the Merchants' Alliance took power, their leaders quickly found wives among the Six Families. Soon, the despotrix found that her wishes would, in no time at all, become the Trade Council's policy, often without even mentioning it to them directly. The pattern has repeated itself since Greyhawk took control of Hardby, and has earned the despotrix widespread respect and deference among the Hardby Marines and Greyhawk

Mountaineers, much to the alarm of the Directing Oligarchy of Greyhawk City.

It is an open secret that Despotrix Ilena is dying. Already, prospective successors are maneuvering for advantage. Chief amongst these is Gynarch Deirdre Longland, a doughty warrior in days past and, since the Greyhawk Wars, a champion of the church of Mayaheine. Deirdre holds the title of Justicar of Hardby, acting as the head of the city judiciary. Although she has the advantage of age, title, and experience, she is hampered by her lack of magical ability. Despotrixes past have usually been wizards.

Her main rival is Gynarch Aleeta Norbelos, who is not only a wizard and a judge, but the granddaughter of Despotrix Ilena. Though she is only 24, the young gynarch is popular for her staunchly anti-Greyhawk stance. Deirdre, on the other hand, has spoken of the need for cooperation between Hardby and Greyhawk against the twin threats of Turrosh Mak and Rary the Traitor.

The struggle between the two has divided the Gynarchy and led some to propose a compromise candidate in the form of **Bridara Norbelos of Hardfield** (N female human Wiz9), the eldest of the gynarchs. This would be the ideal solution, if Bridara had not spent her life assiduously avoiding politics. Although the matter is moot while Ilena yet lives, everyone in Hardby knows that the issue will be decided sooner rather than later.

The Hardby Merchants' Alliance

When the Pomarj fell to humanoid hordes, many refugees fled to the safety of Hardby. The mainly male leaders of the refugees found themselves excluded from governance, and worse still, belittled by Hardby's famously independent-minded women. Unwilling to tolerate this state of affairs, the refugees took control of the docks and the militia. Founding the Hardby Merchants' Alliance, they seized power in a bloodless coup. Much to the Alliance's surprise, the despotrix quietly accepted her deposal. Little were the merchants to know that the Gynarchy would have the last laugh.

The Alliance created the Trade Council, consisting of six merchants, six "rivermen" (dockers, pilots or military officers, and one judge), to rule Hardby. Half of the rivermen and merchants are elected every three years, while every five years the Watch and staff of the Law Courts nominate the judge, usually a member of the Gynarchy.

Where once the Trade Council had few official constraints on its powers (so long as it did what the despotrix wished), its remit is now greatly diminished. Since Greyhawk took control of Hardby, the rivermen councillors have been military officers loyal to the Directing Oligarchy. The Council is subordinate to the Military Governor and confined to discussion of strictly commercial matters. Even taxation is dictated from Greyhawk. A major cause for grievance is the waiver on tariffs given to members of the Greyhawk Union of Merchants and Traders shipping their cargoes through Hardby, a boon not extended to members of the Alliance. This has caused no small degree of resentment among Hardby's mercantile class.

The leader of the Alliance is **Perav Hulvir** (LN male human Exp8). A former longshoreman made good, Perav

THE CITY OF HARDBY

♛ **Hardby (small city):** Conventional; AL: LN; 15,000 gp; Assets: 3,825,000 gp; Population 5,100; Mixed (human 72%, half-orc 22%, halfling 2%, dwarf 1%, gnome 1%, half-elf 1%, elf 1%).

Authority Figures: Ilena Norbelos (NG female human Wiz13), Despotrix of Hardby; Wilbrem Carister (LN male human Ftr9), Military Governor of Hardby and Commander of the Hardby Marines; Retep Mandel (LE male human Rog5/Asn4), Chief Secretary to the Military Governor.

Important Characters: Deirdre Longland (LG female human Ftr8/Cav4), Gynarch and Justicar of Hardby; Aleeta Norbelos (NE female human Wiz7), Gynarch of Hardby and Judge of the Law Courts; Javka Gerneskir (NG female human Rog3/Clr3—Lirr), Didatrix to Despotrix Ilena; Mirlan Rinshand (LN male human Rog10), Factor of the Royal Guild of Merchants of Aerdy.

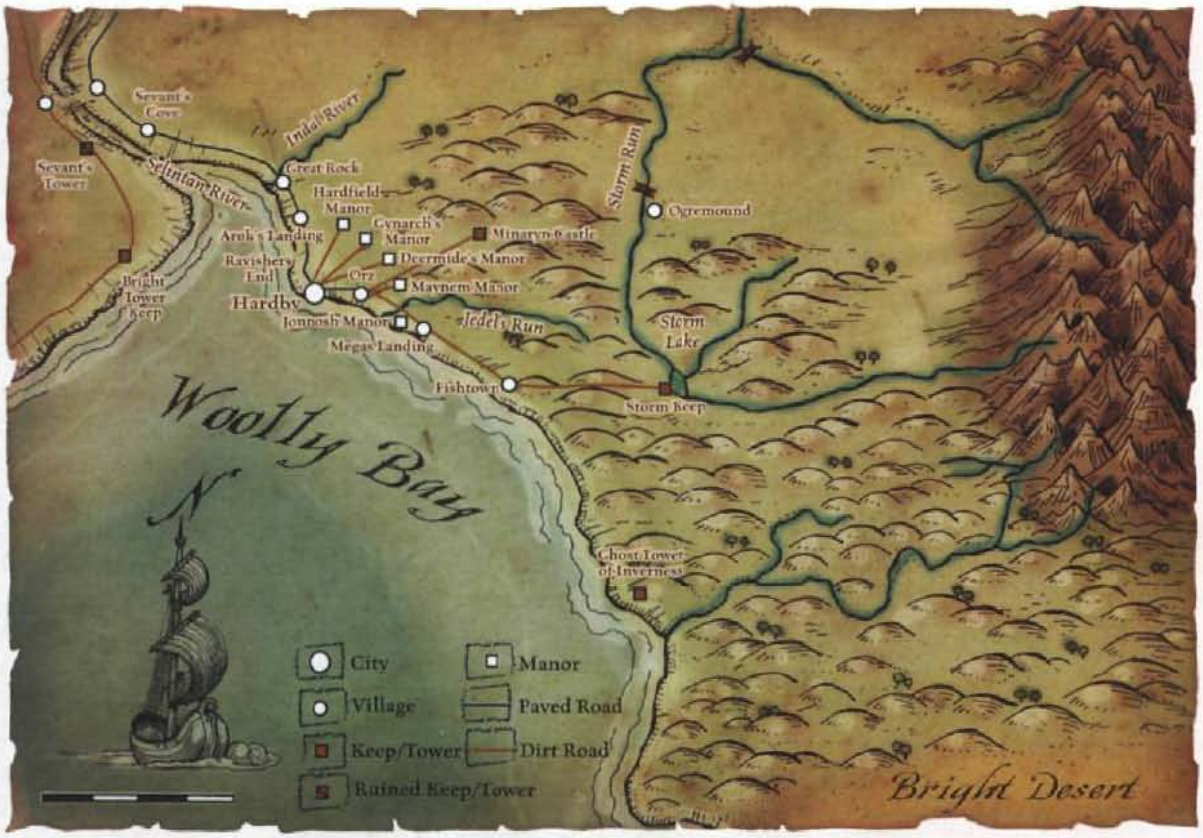
Temples: Ehlonna (forests, woodlands), Joramy (fire, volcanoes, wrath), Lirr (literature, art), Mayaheine (protection, justice, valor), Myrhiss (love, beauty), Norebo (luck, gambling), Osprem (sea voyages, sailors), Pelor (sun, light, healing, protection), Procan (seas, navigation), St. Cuthbert (common sense, wisdom, discipline), Wee Jas (magic, death, vanity), Xerbo (seaborne trade), Zilchus (power, money).

A Chronology of Hardby

5237 SD (–278 CY): The Suel mage Ena Norbe and her followers found Norbe Harbor. After plague and storms decimate the settlers, the town is renamed Hard Bay (later Hardby). Norbe declares herself Gynarch and decrees that only women will rule thereafter.

33 CY: Maro, daughter of Gynarch Ymara, marries Ganz, the son of Maret Nial, Landgraf of Selintan, sealing a pact of alliance between the two towns. Hardby becomes a palatine fief of the Landstadt of Selintan and the Great Kingdom.

205 CY—220 CY: Gynarch Jik Jonnosh comes to power, conquering and burning seven pirate towns north of Safeton along the Wild Coast. Under her rule, Hardby claims all lands within ten leagues of the north shore of Woolly Bay and reaches the zenith of its power.



is a broad, bullish man who makes up in raw cunning for what he lacks in education. Under his direction, the Alliance has begun consolidating Hardby's guilds with the message that though unity there is strength to overcome the current difficulties. Perav has recently become a drinking partner of Mirlan Rinshand, the local factor for the Royal Guild of Merchants of Aerdy. The only obvious outcome of these meetings has been a Royal Guild contract for several Alliance merchants to carry Ahlissan cargoes from Prymp to Hardby, much to the joy of the hard-pressed local traders.

Military

The Military Governor of Hardby is **Wilbrem Carister** (LN male human Ftr9), the commander of the Hardby Marines. Formerly a member of the Trade Council, Carister sold out his fellow councillors for command of the Marines and, less importantly in his view, the title of Military Governor. As such, he has the power to issue decrees on matters of security and other areas. Being a soldier rather than a ruler, however, he governs with a light touch, leaving most of the actual administration to his chief secretary, **Retep Mandel** (LE male human Rog5/Asn4).

Mandel is Hardby's Governor in all but name. A trusted lieutenant of Vesparian Lafanel, director of Greyhawk's infamous Assassin's Guild, his remit is to uncover and eliminate any threats to the Directing Oligarchy's dominance in Hardby. Mandel has a network of spies and informers monitoring both the Gynarchy and the Merchants' Alliance. He is also trying to increase the influence of the Greyhawk Thieves' Guild among the local criminal fraternity. Since Mandel's arrival, several vociferous opponents of Greyhawk have either recanted their opinions or simply vanished. Unsurprisingly, he is

254 CY: At the invitation of Gynarch Varasia Yragerne, Aerdi garrisons are stationed in Hardby. With the support of the Aerdi, Varasia makes the title of Gynarch hereditary within the Family of Yragerne.

277 CY: Aerdi troops are withdrawn. Zagig Yragerne is born in Hardby.

339 CY: Gynarch Eileme Yragerne dies. Her son, Zagig, becomes Landgraf of Selintan, and Despot of Hardby.

351 CY: Zagig relinquishes the title of Despot. Annarra Havelos is elected Supreme Gynarch and Despotrix of Hardby by her fellow gynarchs.

498 CY: The Landstadt of Selintan is abolished, restoring Hardby's full autonomy.

despised and feared in equal measure by both the Gynarchy and the Alliance.

The Hardby Marines protect the city from pirates and orc sea raiders from the Pomarj. The fleet consists of six war galleys, one of which is stationed continually at both Hardby and Safeton, with the other four prowling the waters between. There is always a garrison of approximately 80 marines present in Hardby. The morale of the Marines is excellent and they are hardy fighters, skilled with cutlass, club, knife and light crossbow. A wizard and a cleric of either Pelor or St. Cuthbert also support each war galley while on patrol.

The mainstay of the garrison is 300 men from the Greyhawk Mountaineers. As well as garrisoning the city, they patrol the western foothills of the Abbor-Alz. Hardby's militia makes up the balance of the garrison, numbering 150 infantry and 100 cavalry. The infantry ward the gates and walls of the city, while cavalry patrols maintain order in the outlying villages and manors. Day to day law and order in the burgh is maintained by the City Watch, based in Northend and answerable to the Justicar of Hardby. The Watch are scrupulous in their maintenance of the laws of the city and corruption is surprisingly rare.

Although the Marines are fiercely loyal to their commander Wilbrem Carister and all of the Greyhawk men profess their love of their home city, the despotrix and the Gynarchy are held in high esteem among Hardby's garrison. The Militia and Watch are even more loyal to the despotrix. The Directing Oligarchy has urged Carister to do more to rectify the divided loyalties of his men, but—typically—the military governor has ignored such calls in favor of orc-slaying on the high seas.

Districts

Hardby lies on the eastern shore of Hard Bay, an inlet of Woolly Bay. The dark-blue waters of the harbor are deep enough for ocean-going vessels to navigate, while the seacliffs on its southern and western shores ensure a sheltered anchorage. A pair of giant statues depicting two brawling men dominates the entrance to the harbor. The statues, a heavyset, balding man in middle age and a younger, taller man, are a reminder of the violent and foolish nature of men and a symbol of the enlightened rule of the Gynarchy.

The oldest portion of the city lies between the bay and the Great Wall, a 20-foot-high stone structure strengthened by a series of square-built watchtowers. The district of Northend, also known as High Chapel, houses most of Hardby's administrative and military buildings. Hardby's waterfront bristles with wharves, piers, and jetties. Along its length lies the Dock District, a chaotic assembly of inns, taverns, and flophouses. Between the docks and the Great Wall lies Fishtown, home to myriad maritime crafts, industries, and warehouses. The portion of Hardby without the Great Wall is divided between the mercantile Trade Town and the residential Ebbfields, and is girdled by a ditch and wooden palisade.

Northend (High Chapel)

Standing on the site of Ena Norbe's original stockade, Northend is a warren of official buildings, including the Palace of the Gynarchs, the City Watch House, and the Law Courts. Hardby's garrison is largely billeted here also, with the barracks for the Hardby Marines, Greyhawk Mountaineers, and Hardby Militia all crammed into the crowded district.

Palace of the Gynarchs: Richly adorned and built in the circular, domed Suloise Classical style, the Palace of the Gynarchs stands in the center of Northend. Formerly the seat of power of the Despotrix, the palace has become a monument to Hardby's lost independence. Though Wilbrem Carister rules from the Arsenal, the granite and marble Palace still plays host to meetings of the Gynarchy. These take place in the great echoing Chamber of the First Mother, which houses the *Throne of Wood*, a minor artifact devoted to Ehlonna and the traditional seat of the despotrixes of Hardby. The Trade Council also meets in the Palace, though it has for many decades convened in an antechamber, leaving the Chamber of the First Mother as the sole domain of the gynarchs.

DM's Notes: The Gynarchy meets on the middle day of each festival week, though little other than ceremonial matters are discussed at these sessions. The real business goes on behind closed doors at secret conclaves out of sight of the agents of the Merchants' Alliance and Retep Mandel that infest the old Palace. The future of the city and resistance to the rule of Greyhawk are regularly discussed.

517 CY: The Merchants' Coup—the Hardby Merchants' Alliance subverts the militia and dockers and seizes power. The Trade Council of the Alliance becomes the ruling body of Hardby, retaining the despotrix as a figurehead.

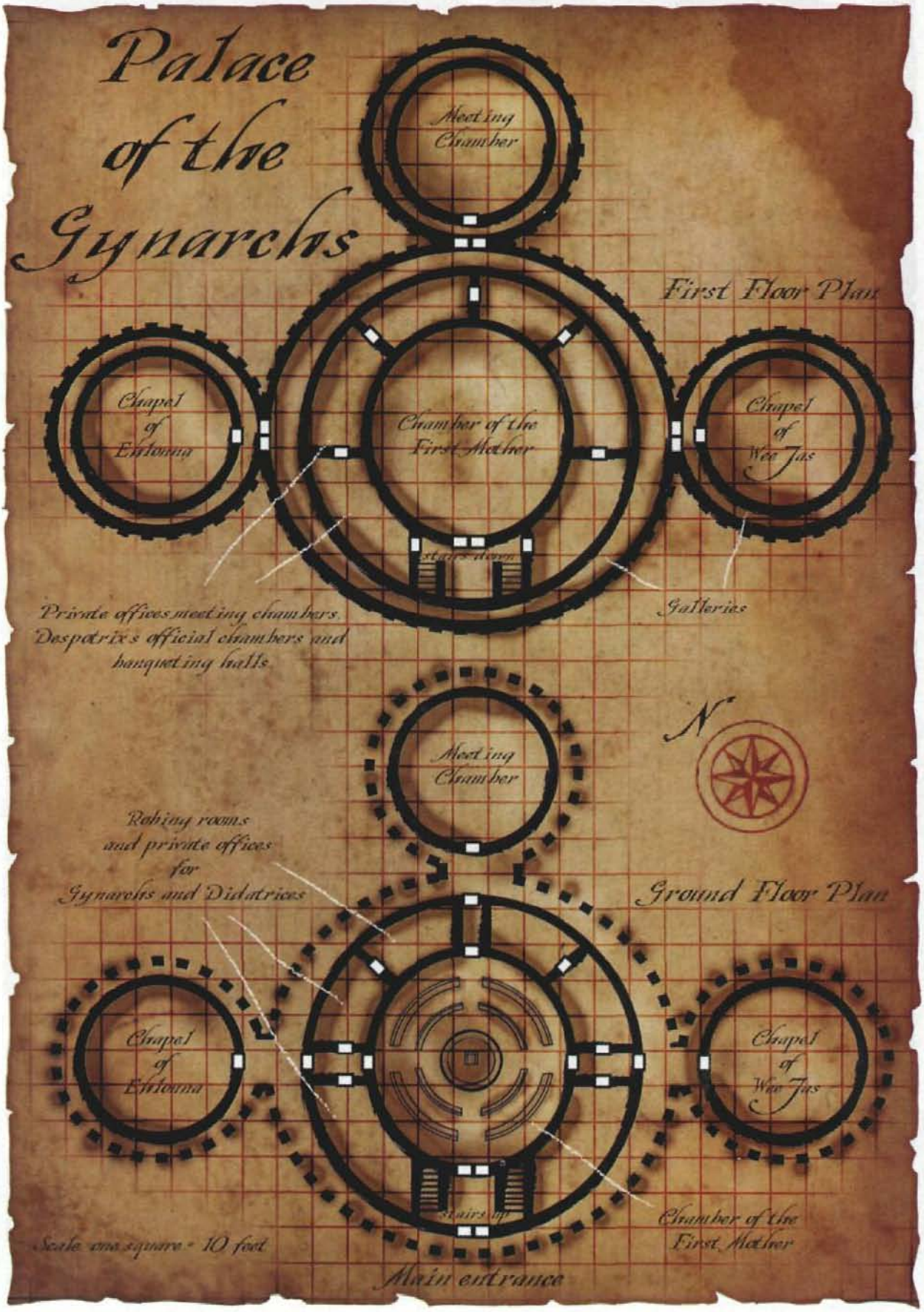
566 CY: Ilena Norbelos is elected as Despotrix of Hardby.

582 CY: After raids by savage humanoids from the Abbor-Alz, Greyhawk Mountaineers are garrisoned in Hardby. Wilbrem Carrister betrays the Trade Council into the hands of the Directing Oligarchy of Greyhawk City, in return for command of the Hardby Marines and the title of Military Governor of Hardby.

586 CY: Despotrix Ilena takes part in the Striking of the *Crook of Rao* and falls ill soon thereafter.

594 CY: The current year.

The City of Harby
To Orz
Tradetown
The Ebbfields
Lighthouse
Palisade
The Great Wall
Dark District
Fishtown
River Road
Northend
Hard Bay
Breakwater
Statues
N
1. Palace of the Gynarchs
2. The High Chapel
3. The Law Courts and Watch Barracks
4. The Arsenal
5. Sign of the Tarnished Idol
6. The Pilot's Office
7. The Spotted Cow Inn
8. Danigar's Pen
9. The Great Cranes
10. The Shipwrights Guildhall
11. The Bonded Barrel Ghetto
12. Taremann Norne Warehouses
13. Shop of Roban Lanerell
14. Office of the Royal Guild of Merchants of Aerdy
15. Mistress of the Coach Inn
16. Berei's Bounty
17. Order of the Throne of Wood Chapterhouse
18. Redoubt of the Shield Maiden
19. Rotanna's Menagerie
20. Temple of Osprem
21. Temple of Xerbo
22. Temple of Procan
23. Temple of Zilchus
24. Temple of St. Cuthbert
25. Temple of Lirr
26. Temple of Myrhiss
27. Temple of Norebo
28. Temple of Joramy
29. The Phoenix
30. Temple of Zodal


Palace of the Gynarchs
First Floor Plan
Meeting Chamber
Chapel of Erlonna
Chamber of the First Mother
Chapel of Wee Jas
Private offices meeting chambers Despatrix's official chambers and banqueting halls
Galleries
N
Meeting Chamber
Robing rooms and private offices for Gynarchs and Didatrices
Ground Floor Plan
Chapel of Erlonna
Chapel of Wee Jas
Chamber of the First Mother
Scale one square = 10 feet
Main entrance

Mandel would dearly love to infiltrate and spy upon such meetings, but he has been utterly without success in cultivating spies among the Gynarchy.

The High Chapel: The Temple of Pelor in Hardby is one of the oldest religious structures in the city. Its golden dome soars high over the rooftops of Northend, giving the temple the name it also lends to the district as a whole. The High Priestess is **Mother Storanna** (NG female human Clr9—Pelor), a woman in her late sixties, who has resided in the city for forty years and overseen the temple for the last fifteen. Under Mother Storanna's direction, the priests distribute healing, food, and alms to the poor of the city. Unusually, the temple enjoys the patronage of all factions in Hardby, largely due to Storanna's strenuous efforts to avoid involvement in the city's politics. Many of the clergy are female, though the church does not discriminate on grounds of gender.

DM's Notes: Pelor's clergy within Hardby are split between older priests, who favor the charitable, gentle doctrines of the Sun Father, and younger priests, who favor Pelor's more martial aspect. Mother Storanna is firmly in the camp of the old guard, seeking to keep the church out of the intrigues that now multiply in the city. However, her deputy, **Noranae Longland** (LG female human Clr7—Pelor), is a fervent proponent of the new doctrines. Like her cousin, Deirdre, she has been a vociferous champion of the burgeoning church of Mayaheine. As a native of the city, Noranae lacks the detachment of her superior and has already declared her support for her cousin's bid for the *Throne of Wood*.

The Law Courts and Watch Barracks: Standing opposite the Palace of the Gynarchs, the Law Courts and Watch Barracks are housed in a single massive edifice. Despite attempts by the Directing Oligarchy to impose Greyhawk's legal code upon the city, the Justicar has fiercely defended Hardby's own code of laws, formulated in its original form by Ena Norbe herself. The Sundries Court deals with petty misdemeanors and disputes, while the High Court deals with serious crimes. The Judiciary is exclusively female, and many judges are also members of the Gynarchy. Wizards and priests (also predominantly female) are employed in all but the most minor cases to determine the veracity of testimony and evidence.

Captain Kateran (LN male human Ftr6), a native of the city, commands the Watch. Kateran is a stern man who, while being loyal to the Gynarchy, fulfils his duty to the Military Governor to the best of his ability. The Law Courts also house a small temple to Wee Jas, who has been worshiped in Hardby since the city's foundation. The Stern Lady has a considerable following among members of the Judiciary.

DM's Notes: Minor crimes, such as theft, vandalism, and breach of contract are punished by sizeable fines (up to 75% of the convict's worth), confiscation of goods of equal value to the stolen property, or public service with the Militia (one day of service/10 gp value). Brawling, provided there are no fatalities, is punished with a night in prison and, in some cases, a small fine (10% of the convict's worth). While it is permitted to bear weapons within the city, drawing them can result in a heavy fine and imprisonment. Serious crimes, such as murder, manslaughter, and arson are punished by payment of a wergild (character level of the convict +1 × 100 gp), forfeiture of property, indentured servitude, or beheading. Violence against women is severely punished, with the penalty for rape being public emasculation followed by burial to the neck below the high water mark on a nearby beach, aptly named Ravishers' End.

The Arsenal: The Arsenal houses the garrison of the Greyhawk Mountaineers and the Militia. Originally built to house only the Militia, the walled compound has expanded to fill an entire city block. The Arsenal stands on the waterfront, close to the Great Wall and overlooking a small naval dock, where at least one Marine galley is always moored. The dock can accommodate the entire fleet, if need be, with facilities for minor repairs and refitting. Wilbrem Carister at least nominally rules Hardby from his spartan offices in the Arsenal. Day to day governance, however, is in the hands of Retep Mandel. Mandel is as unpopular with the Marines as he is elsewhere in Hardby. His orders are followed, however, albeit reluctantly at times.

DM's Notes: Much to Mandel's delight, Carister spends much of his time either on the high seas or planning his next patrol. This leaves Mandel almost complete freedom to act to secure Greyhawk's interests in Hardby. Carister is no fool, however, and has an agent in the form of **Galvin Solgred** (N male human Rog5), one of Mandel's aides, to make sure that Greyhawk's interests coincide with his own.

Rotanna's Menagerie: Tucked away down a back street close to the walls is a small menagerie owned and maintained by **Rotanna Maynem** (NG female human Ari5), one of the Gynarchs of the city. A devotee of Ehlonna, Rotanna has dedicated her life to the collection of animals and beasts of all forms, mundane and exotic. Her townhouse and its courtyard are crammed with cages and pools to house her not unsubstantial collection. Rotanna is in contact with the eccentric Lord Henway of Greyhawk City and has in the past exchanged some of her more exotic specimens for items from his collection.

DM's Notes: Rotanna is wealthy enough to occasionally hire intrepid souls to capture creatures, usually from the Abbor-Alz, Bright Desert, Gnarly, and Suss Forests. She pays well for what is dangerous work. Slaying mon-

The Highchapel District

sters is one thing. Bringing them (and oneself) back alive is another.

Dock District

A broad, cobbled quay runs the length of the waterfront, which is usually forested with the masts of merchantmen of many nations. The cornerstone of Hardby's economy has been the transit trade in goods between the states around the shores of Relmor Bay and the Azure Sea and the lands of the central Flanaess. Though the Scarlet Brotherhood's blockade of the Strait of Gearnat has curtailed trade with Keoland and the Iron League, the presence of the Royal Guild of Merchants of Aerdy is looked upon as a good omen for renewed trade with Ahlissa.

A warren of boisterous sailor's taverns, inns, hostels, and other less reputable premises sprawls along the quay. The narrow streets and fetid back-alleys are dangerous after dark, and Watch patrols are frequent. Drunken brawls are common here, and the district is a hive of criminality.

The Dock District is also home to many of Hardby's half-orcs. Numbering about a thousand, many have lived in Hardby for generations—with most being of Pomarji descent. Consequently, they are more readily trusted and better treated in Hardby than their kin in Safeton, Narwell, or even Greyhawk City.

Sign of the Tarnished Idol: The Sign of the Tarnished Idol is a seedy, run-down keg-house on a back alley close to the waterfront. From the rotting straw on the floor to the makeshift tables, the place is indistinguishable from a score of other dives along the docks, except in one respect. Each midnight, **Rughra** (CE female half-orc Clr5—Camazotz), the uncouth half-orc woman who runs the place, makes all customers pay homage to a tarnished green idol set above what passes for a bar. Most customers, used to the "Midnight Service," pay it no mind so long as the ale keeps flowing. Last winter, however, a well-travelled Keolander took one look at the bat-shaped idol before fleeing the tavern in terror. His bloodless body was found two days later, high in the branches of a tree a league outside the city.

DM's Notes: The idol is devoted to Camazotz, the chaotic evil lesser bat-god of the Olman Underworld (*Domains:* chaos, evil, death, plant). Rughra has become a devotee of "Zotz" (as she calls him) and has been granted divine spells by him. It was she who dealt with the Keolander, summoning a servitor of her master to prevent him from revealing her secret. Unfortunately for Rughra, however, the man, Aherlos of Gradsul, was a Royal Explorer. His mysterious death has piqued the curiosity of his fellows in the Keoish Royal Explorer's Society.

The Pilots' Office: The lighthouse at the southern end of the docks serves as a jail for the watch, a garrison point for the militia, and the headquarters of the Pilots' Office. While the watch and the Pilots' Office share the tower itself, the militia are billeted in an adjoining barracks. The Pilots' Office not only provides pilots to guide ships into port but also inspects and applies tariffs to cargoes landed at the port. Members of the organization also hire themselves out as river pilots, helping low-keeled boats avoid the dangerous shoals of the Selintan on the journey north to Greyhawk. Although these dour and serious bureaucrats remain neutral in political matters, they exert a quiet and extensive influence in the city. The current chief pilot is a half-orc named **Corvel Yellowtusk** (LN male half-orc Exp6).

DM's Notes: The Watch cells are in the somewhat dank basement of the lighthouse and are used to hold prisoners before trial. A score of militia are posted here, manning a number of ballistae and a light catapult mounted on the roof of the barracks. The chief pilot is an efficient and honest man (though he has a fatal weakness for dwarf spirits), who studiously avoids being drawn into "political matters." He works with equal diligence, however, to maintain the power and influence of the Pilots' Office in the city. Furthermore, under his leadership, half-orcs can find easy employ with the pilots, provided they are competent and honest.

The Great Cranes: These three enormous cranes are the work of members of the Khaladuur Clan of Greysmere and the magic of several gynarchs. Built in 588 CY, these ingenious constructions allow for the rapid loading and unloading of cargo. Although they have proven popular among merchants and ship's masters, the Union of Longshoremen has denounced the cranes, saying that they are putting its members out of work.

DM's Notes: Thus far the Union's actions have been confined to protests to the Trade Council and the Pilot's Office. However, their pleas have fallen on deaf ears and now there are angry rumblings within the Union about taking more direct action against the "curse of the cranes."

The Spotted Cow Inn: This hostelry is well known in the Dock District and the city as a whole as one of the best inns in Hardby. Standing on the waterfront at the south end of the docks and conspicuous for its bovine-shaped cowskin sign, the inn is always packed to the gunwales with sailors, longshoremen, fishermen, and tanners from Fish Town. Inside, however, the place is indistinguishable from a hundred other harbor-side inns. The new owner, **Oremal Thelk** (NG male human Exp4), cannot figure out the cause of his success, but is not complaining. Thelk is only the latest in a string of proprietors, few of whom remain more than two years before selling up, despite the inn's clear profitability.

DM's Notes: Unknown to Thelk and indeed many of the previous owners, the Spotted Cow was built on the site of an old shrine to Ralishaz, the god of chance, ill luck, misfortune, and insanity. The shrine was burnt to the ground, along with the priest who tended it, more than a century and a half ago after being struck by lightning in a freak storm. The Spotted Cow was built on the site and has prospered since its opening. The same cannot be said for its

This feat first appeared in *Forgotten Realms: Lords of Darkness*, and has been included here for ease of reference.

Tattoo Magic [Item Creation]
You can create tattoos that store spells.

Prerequisite: Craft (calligraphy) or Craft (painting) skill, spellcaster level 3rd+.

Benefit: You can create single-use magic tattoos.

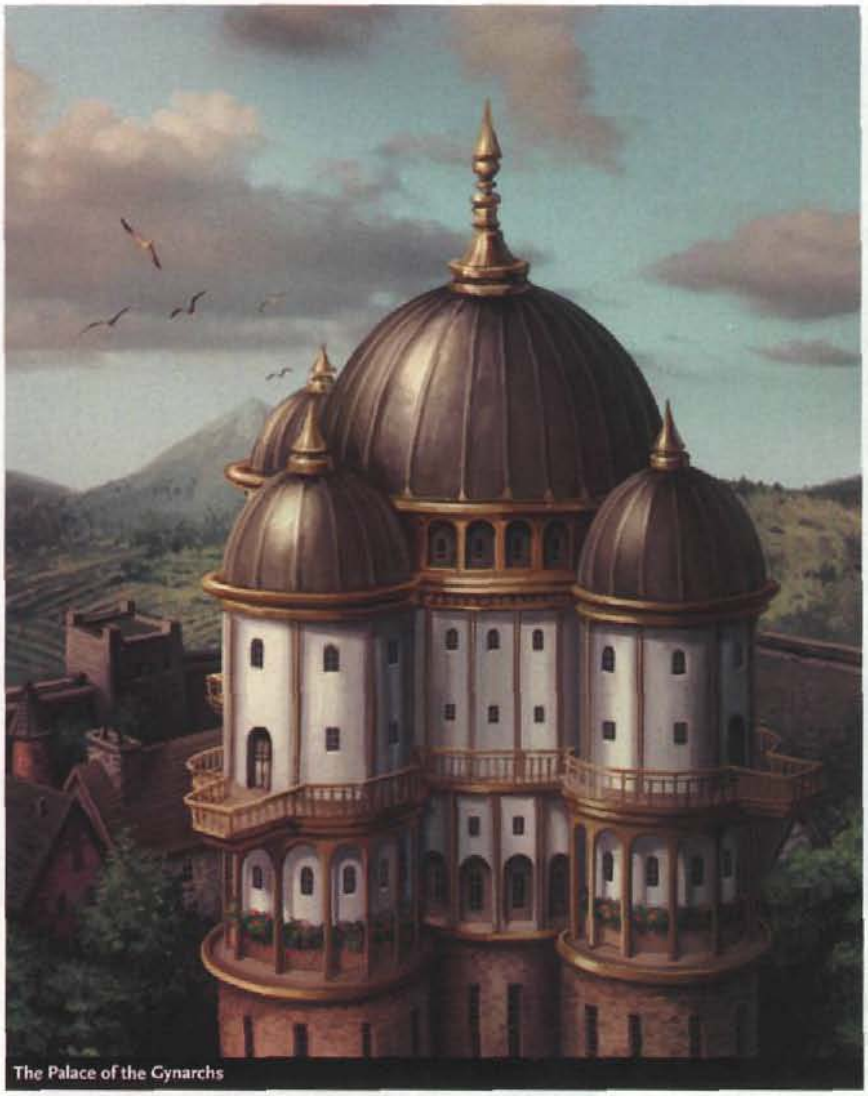
You can create a tattoo of any spell of 3rd level or lower that you know and that targets a creature or creatures. Creating a tattoo takes 1 hour, and it must be inked onto a creature with a corporeal body. When you create a tattoo, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of a tattoo is its spell level × its caster level × 50 gp. To create a tattoo, you must spend 1/25 of this base price in XP and use up raw materials costing half this base price.

When you create a tattoo, you make any choices that you would normally make when casting the spell. The bearer of the tattoo is the only one who can activate it and is always the target of the spell. Activating a tattoo requires the creature to touch the tattoo with either hand (the hand does not need to be empty). Activating a tattoo is a standard action that does not draw an attack of opportunity.

Any tattoo that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the tattoo.

Normally a magic tattoo uses a magic item space on the creature's body. For example, a creature with a tattoo on one of its hands could not gain the benefits from a magic glove on that hand. Likewise, a creature with a magic tattoo on its back does not receive the benefits of a magic cloak, cape, or mantle. In effect, the magic tattoo is always the first item "worn" on that part of the body, negating the effects of all other items. A tattoo can be created that does not use a magic item space, but the base price of such a tattoo is double the normal value.

A magic tattoo can be erased with an *erase* spell as if it were magic writing. Failing to erase the tattoo does not activate it.



The Palace of the Gynarchs

owners who, without exception, have suffered a catalogue of misfortunes. While most have quickly sold up and moved on, a few have tried to tough out their bad luck only to go insane, raving about being haunted by a ghostly figure in smoldering robes.

Danigar's Pen: One of the most popular tattoo-shops on the Hardby Docks, Danigar's Pen is run by young wizard of the same name. **Danigar** (N male half-elf Wiz7) is a former apprentice to **Oscar Longland** (LG male human Wiz12), brother of Justicar Deirdre Longland. After his master was blinded and maimed at the Siege of Safeton, Danigar was forced to fend more and more for himself, hence the tattoo-shop. Danigar's Pen offers two services that his competitors cannot. The first is *erase* spells to remove the names of old sweethearts and mistakes made when Danigar is in his cups—not a rare occurrence. The second is magical tattoos that bestow good fortune upon the bearer. Danigar's new wife, an Olman woman the wizard returned with from an expedition to the Amedio Jungle in early 593 CY, pens these. Danigar's assistant is a very fat halfling called **Gormadoc** (N male halfling Rog9), a regular fixture in many of Hardby's eating establishments.

DM's Notes: Gormadoc is an agent of the Slavelords of the Pomarj, passing information about threats to his masters and on occasion arranging for those showing too much interest in the Slavelords' activities to meet with untimely ends, usually in arranged brawls. Gormadoc has grown greedy. Having wheedled his way into the local "branch" of the Greyhawk's Thieves' Guild, he has begun the dangerous game of playing the Guild off against the Slavelords, passing just enough information about one to the other to make himself a valued (and well-paid) member of both.

In his spare time, Danigar is researching the field of magical tattoos further and has recently taken an interest in the ritual markings of the Flan, both recent and ancient. Danigar's wife, **Hlozapatan** (CN female human Adp10), can indeed craft magic tattoos, which bestow different magical abilities depending on the design of the tattoo as described in the "Tattoo Magic" sidebar.

Fish Town

This district of the old town stretches along the Great Wall. Large swaths of Fish Town are given over to huge warehouses—easily enough to accommodate the volume of goods passing through the port. The area is crammed with fish and meat salters and packers, boat-wrights, net makers, rope makers, and fishermen. As a result, it reeks of fish and is populated by hordes of cats and seagulls. Cats are considered lucky here, and to harm one is to incite the ire of the locals.

Shipwright's Guildhall: The Shipwright's Guildhall is an exquisitely crafted wooden structure built, like many of the Guild's vessels, from the finest Gnarley oak. The guildmaster is **Harvan Lhoral** (N male human Exp9), a local man and master shipwright. The guild's members have the monopoly on all shipbuilding, large and small, in the city and its hinterlands. Thus, they have no small measure of power

over Hardby's economy. The city's shipwrights are known for their quality work, and they attract contracts from as far away as Greyhawk City and even Dyvers.

DM's Notes: While the guildmaster used to hold a practically permanent position on the Trade Council, Harvan has been displaced by the Grayhavian soldiers on the Council. The Guildmaster has taken this as a personal slight and is a staunch, if discrete, opponent of Greyhawk's rule in Hardby. At his direction, the Guild is moving its main yards from Fishtown to Arok's Landing, hoping to make the village a stronghold for the guild and the Merchants' Alliance. Once in a position of strength, Harvan hopes to dictate terms to the Directing Oligarchy by refusing to build or repair ships for vessels not affiliated with the Merchants' Alliance. This embargo could potentially cripple the Hardby Marines' fleet and any other Greyhavian merchant vessels using the port. How the Marines and Directing Oligarchy are likely to respond to such an act of defiance is unclear—but decisive action of some form is likely.

The Bonded Barrel Ghetto: This warren of warehouses in the center of Fish Town has been derelict for almost a decade, since its owners went bankrupt. The warehouses have become a ghetto, populated by many of Hardby's poor who cram themselves into tiny huts and shanties. These hovels are often stacked precariously on top of each other, forming a teeming indoor slum riddled with narrow, twisting crawl spaces and perilous gantries and bridges. Of late the ghetto has been terrorized by a spate of random murders and disappearances. There is widespread suspicion that the Trade Council is trying to clear the ghetto by terrorizing the squatters into leaving. Other tales speak of a huge bat-like creature that stalks the ghetto, leaving death in its wake.

DM's Notes: The murders are actually the work of **Diran Conoriel** (NE male human Rog5/Asn3), an agent of the Scarlet Brotherhood. He poses as a mad beggar with a pet rat, from which he derives his nickname—"Ratter." The insanity is not entirely part of the disguise. Trained as a Brotherhood assassin, Diran's homicidal urges have gotten the better of him, and despite stern warnings from his masters, he has resumed his murderous ways. Unbeknownst to Diran however, the Scarlet Brotherhood has dispatched a second agent, **Jerda Borav** (LE female human Mnk5), to liquidate him. Jerda hopes to do this in such a fashion as to reveal Diran as an agent of the Brotherhood and manufacture links between him and a key figure in the government of Hardby opposed to the Brotherhood's goals in an effort to engineer the enemy's downfall.

Taremann Norne Warehouses: Taremann Norne (NE male human Rog6) is a one of the wealthier men in Hardby, owning a number of large warehouses in Fishtown. Fabulously greedy and none too wise, his business and his wealth depend on being able to charge high fees for the use of his warehouses. Since the slump in trade after the Greyhawk Wars has meant that there is more warehousing than cargo, Norne has felt the pinch. He has unsuccessfully lobbied (bribed) the Trade Council to allow the conversion of some of the excess warehouses into houses or shops. Recently, he has employed a number of locals of questionable character to act as night watchmen in his premises, and there is speculation that Norne is engaging in some illicit sidelines to bolster his fortunes.

DM's Notes: Norne is indeed engaging in illicit activities, although not of the sort many suspect. His plan is far more ambitious, if typically foolhardy. Norne hopes use his new "friends" to set fires in a number of disused warehouses, including the Bonded Barrel Ghetto, in the hope that the resulting inferno destroys enough of Hardby's warehouse space to allow him to charge any price he likes. He plans to destroy some of his own less valuable premises to deflect suspicion. The fact that the fire could spread out of control and devastate the entire old town, killing many hundreds of people, especially the poor squatters and slum dwellers of Fish Town, has not even occurred to Norne. Even if it did, it would not trouble him, provided he made a profit in the end.

Tradetown

Tradetown is the center of commerce in Hardby. Lying outside the Great Wall, the quarter is crowded with all manner of merchants' and artisans' premises. The merchants occupy Blanket Street, while the artisans cluster by profession in the side alleys. This is a busy and bustling district with a wide variety of goods for sale, including exotic items from the four corners of the Flanaess.

Blanket Street Market: Blanket Street is the heart of Tradetown. The facades of the myriad shops and emporia that line the street form a pair of continuous arcades along its entire length. Under the shelter of these loggias, itinerant traders are allowed to peddle their wares on brightly colored blankets, from which the street derives its name. On any given day, the street is packed and competition between the peddlers for the best places can be fierce. The crowds suit the local thieves, who throng the area, preying on the incautious and the gullible. One of the shops along Blanket Street is owned by **Roban Lannerel** (NE female human Clr7—Earth Dragon), a dealer in gems, jewelry, and obscure *objets d'art*. A wealthy woman, she is known to sponsor expeditions into the Cairn Hills, Abbor-Alz, and Suss Forests to recover unusual items.

DM's Notes: The Trade Council levies a tax on 10% on all goods sold by foreign traders within the city, to encourage

The Dock District

traders to settle in Hardby and give the local merchants an edge over outsiders. Roban is an agent of the Slavelords and a priestess of the Earth Dragon (LE demigod of earth, weather, and hidden treasures; *Domains:* earth, evil). In 592 CY, she married one of the merchants on the Trade Council, giving her access to and influence over Council business. Roban uses her expeditions to dispose of troublesome adventurers who become too interested in the Slavelords, sending them into the wilds and arranging for bandits or humanoids to ensure they do not return. Roban has contacts with Aleeta Norbelos, and is quietly supporting the young gynarch's bid for the *Throne of Wood*.

Office of the Royal Guild of Merchants of Aerdy: In 592 CY, the Royal Guild of Merchants of Aerdy dispatched one of its factors (trade agents), **Mirlan Rinshand** (LN male human Rog10), to Hardby. Rinshand's task is apparently to pave the way for an opening of sea trade between Ahlissa and Hardby. After rapidly snapping up a fine building in the heart of Tradetown, the factor has since distinguished himself as a valued customer to Hardby's better drinking and gambling establishments. The agents that both the Trade Council and Retep Mandel have sent to shadow the Ahlissan have concluded that he is a harmless, if flamboyant, drunken fop.

DM's Notes: Rinshand, though he certainly enjoys the role of the boisterous sot, womanizer, and gambler, is in fact a sharp operator and a rising star in the Royal Guild. Using his carousing as a smokescreen, he works quietly to establish a strong Ahlissan presence in Hardby. Key to this has been forming a pact with the Merchant's Alliance. Using the promise of contracts with the Royal Guild, the Ahlissan lured the Alliance into the guild's embrace and gained the trust of their leader, Perav Hulvir. Rinshand is now subtly manipulating Hulvir, and through him the Merchants' Alliance, stoking discontent with Greyhawk through tales of the almost unimaginable wealth and power that merchants enjoy in Ahlissa.

The Phoenix: Standing on the southern edge of Tradetown, this tavern is among the most recent and most popular in the district. Over its doors is inscribed the motto: "*Here are your waters and your watering place. Drink and be whole, beyond all confusion.*" Certainly the many patrons of the Phoenix can attest to the relaxing atmosphere of the inn. The staff is friendly, the ale refreshing and calming, and the banter humorous and good-natured. Brawls and arguments are unheard of. Quite how the barkeep, an Onnwalon exile named **Pirraen Vhar** (NG female human Sor5) manages this small miracle in a city renowned for its bar-room brawls is unknown, though many suspect that Vhar is some form of enchantress.

DM's Notes: Vhar specializes in enchantments and mind-effecting magic. She rarely puts these to use, however, except to diffuse potential trouble between her customers. The quality of the ale she brews is a testament to

her skills a brewer, herbalist, and cellar-keeper. A native of Onnwal's Storm Coast, Vhar arrived in Hardby in 586 CY, and set up the Phoenix soon after. As the name of the tavern suggests, she supports the resurgent Free State of Onnwal in its war against the Scarlet Brotherhood. She is reluctant to speak of her experiences during the Brotherhood occupation, however, and actively, if discretely, avoids other Onnwalon exiles and travelers.

The Ebbfields

This district was originally the province of Hardby's moneyed classes, who built walled estates and villas outside the Great Wall to escape the crowding and stench of the Old Town. Later, as the population of the city grew, middle-ranking artisans and craftsmen spilled into the Ebbfields, building their half-timbered houses to the east of the old stone-built villas. In recent years, pressure for living space inside the Great Wall has been so great that even the poorest laborers have been forced out into ramshackle cottages and huts on the eastern verges of town. The older parts of the Ebbfields are very pleasant with broad, well-paved, leafy streets and even the more down-at-heel parts nowhere approach the squalor of similar districts in Greyhawk City.

Mistress of the Coach Inn: The Mistress of the Coach is widely considered the best inn in the Ebbfields, if not in the entire city. It caters to an exclusive clientele—high-ranking local officials, members of the Gynarchy, military officers, and wealthy priests, merchants, and adventurers. Set around four sides of a courtyard, the building was once the townhouse of a rich merchant, and it retains much of its original extravagant ornamentation. The Mistress is very expensive, and formal dress is a prerequisite for entry. However, the rooms are extremely luxurious, the food sumptuous and exotic, and the wine cellar without compare in the city.

DM's Notes: The Mistress of the Coach is the place to see and be seen among the movers and shakers of Hardby. Rumors and whispers about the political maneuverings of the various factions in the city can be heard in the private snugs and withdrawing rooms of the inn. The formal dress code is enforced by a half-dozen human ex-mercenaries, and functional armor and weapons are strictly forbidden. Mirlan Rinshand, who keeps a suite of rooms here, is a regular feature in the gambling salon.

Berei's Bounty: In contrast to the ostentation of the Mistress of the Coach, Berei's Bounty is a plain, sturdy, low-priced inn in the east of the Ebbfields. Berei's Bounty welcomes all comers, even those with no money to pay for rooms, who may spend the night on the hard-packed earthen floor of the common room. The inn is exceptionally welcoming and homey thanks to the efforts of the proprietor, **Shilauna Merylann** (NG female human Clr6—Berei), a priestess of Berei. At her direction, the walls of the common room are decked with sheaves of freshly cut wheat every autumn, while a shrine to the Hearth Mother stands above the ornately carved granite mantel of the inn's fireplace.

DM's Notes: The welcoming atmosphere and inexpensive prices make Berei's Bounty a popular inn with adventurers. Tales and rumors of events and strange goings on from the Gnarley, Cairn Hills, Abbor-Alz, and the Bright Lands are common currency here.

Order of the Throne of Wood Chapterhouse: This well-appointed walled estate sprawls in the shadow of the Great Wall. The Order of the Throne of Wood is a female-only society dedicated to furthering the cause of womankind in the Flanaess as a whole and Hardby in particular. Founded early in Hardby's history, the Order was originally called the *Yevas Yal'Akoshen* (Ancient Suloise: "Order of True Womanhood"). The current, less politically provocative name was adopted after the Merchants' Coup. The Order counts most, if not all, of the Gynarchy among its members, as well as many of Hardby's female judges, clergy, mages, and warriors. The Order has a fairly loose and informal structure, though members are bound to render what aid they can to other members and to strive for the rights of the "superior sex." Nominally devoted to Ehlonna, the Order also includes many followers of Wee Jas (especially among magically inclined members) and Mayaheine.

DM's Notes: Membership is by invitation only, but is not restricted to natives of Hardby. Any woman whose actions are deemed to further the cause of womankind may be asked to join. The power struggle in the Gynarchy is reflected in the Order. The Ehlonnan faction, previously pre-eminent, has been in decline since the defection of its leader, Deirdre Longland, to the group devoted to Mayaheine. Under her leadership, the Shield Maidens have gone from strength to strength. Meanwhile, the Coven of the Stern Lady—followers of Wee Jas—has lent their support to Aleeta Norbelos. The first political skirmishes of the battle to succeed Despotrix Ilena are already being fought within the walls of the Order's Chapterhouse.

Redoubt of the Shield Maiden: After her conversion during the Greyhawk Wars, Deirdre Longland donated a townhouse belonging to her family to the Shield Maiden. A small chapel was quickly consecrated on the grounds. However, the rapid burgeoning of the faith in Hardby and generous donations from the Gynarchs have allowed the clergy to lay plans for a grand cathedral to Mayaheine on the site, set to rival the High Chapel in its grandeur. Construction has already begun, but is likely to take many years to complete.

DM's Notes: Work on the cathedral continues apace, though it has recently been hit by a spate of accidents and mishaps. Stone blocks have mysteriously slipped their harnesses and crushed several workmen. The granite blocks hewn and hauled from the Abbor-Alz have proven brittle and apt to shatter and crumble under the hands of the masons. Rumors are beginning to circulate that the cathedral, or the ground upon which it stands, is cursed, and only the forceful character of **Kateranna Yoreill** (LG female human Clr6—Mayaheine), the high-priestess of Mayaheine, has prevented several master masons from abandoning the site altogether. Kateranna knows that unless the cause of the trouble is found soon, her grand project is doomed to failure.

"Temple of Zodal": Though adorned with a crude symbol of the god of mercy, hope, and benevolence, this now derelict building is not actually consecrated to Zodal. The woman who dwelt here posed as a priest of the Gray Son, dispensing healing and herbal salves and remedies. In the spring of 593 CY, one of her concoctions led to the poisoning of several members of a local family. The woman, **Ezoela** (CG female human Com4) (or "Zoe," as she was more commonly known), fled her house before a mob of angry locals ransacked the place. Rumors are rife that Ezoela is an agent of the Scarlet Brotherhood or a cultist of Incabulos, Syrul, or some other evil deity. A price of 100 gp has been placed on her head.

DM's Note: Despite the wild tales, the unfortunate Ezoela is not a cultist or an assassin. She practiced her quackery with good intentions, trying to help the local people and make a living at the same time. Unfortunately, her knowledge of herbs did not match her skill at deception, and she accidentally added hemlock to an herbal remedy, resulting in the poisonings. Ezoela fled for her life and is currently hiding in the Bonded Barrel Ghetto, trying to devise a way to flee the city altogether and start afresh elsewhere.

Hardby's Hinterland

While endless plots abound in the City of the Scorned, adventure aplenty awaits brave explorers within hours of the city gates.

Despotrix's Estate: Despotrix Ilena's private manor lies in the midst of the rolling countryside northeast of Hardby. It is here that the real policies of the Gynarchy are decided. As she has grown frailer in recent years, the despotrix has spent more time cloistered in her manor house. She now leaves only to attend assemblies of the Gynarchy in Hardby or to stir up trouble at the annual meeting of the Greyhawk Council of Mayors and Manorial Lords. Increasingly, her didatrix, **Javka Gerneskir** (NG female human, Rog3/Clr3—Lirr), deals with the despotrix's public business and appointments.

DM's Notes: Ilena knows she is dying, but foresees the damage that the struggle for succession will do to the Gynarchy. She favors her granddaughter for her staunchly anti-Greyhawk stance, but feels Aleeta is too young for the role of despotrix. So Ilena is determined to cling to life for a few more years in the hope that Aleeta learns some wisdom in the meantime. To this end, the despotrix has been in secret but frequent communication with Rary the Traitor. Javka, though a loyal servant to her mistress, is unaware of these contacts. For her part, Javka has assumed extraordinary power for a didatrix, effectively becoming the despotrix's proxy in day to day matters. This has earned the young woman no small number of enemies, including Aleeta, who regards Javka as grasping upstart.

Hardfield Manor: Lying a few miles north of the city, this country estate has been in the hands of the Norbelos Family since they bought it from its previous master, one Zagig Yragerne. It is widely whispered that some of the eccentricity of the Yragerne line somehow took hold of the new occupants. The gynarchs of Hardfield have been without exception reclusive, showing no interest in the politics of the city and only rarely deigning to leave their retreat to attend assemblies of the Gynarchy. The current Lady of Hardfield is **Bridara Norbelos** (N female human Wiz9), the oldest living gynarch.

DM's Notes: Given her age, Bridara has been suggested as a compromise candidate for the *Throne of Wood* when Despotrix Ilena finally dies. So far, however, she has refused to meet with the messengers sent to her by the other gynarchs. In the spring, she sent her didatrix to the Palace in her stead to state that she had no intention of ascending to the *Throne of Wood*. As the struggle between Deirdre and Aleeta grows more polarized, however, the pressure on Bridara to emerge from her seclusion and prevent a schism in the Gynarchy only increases.

Orz: This small fishing village of 300 souls lies several leagues east of Hardby on the Storm Keep road. It was founded in 542 CY by a Naelax prince and his children, who arrived in Hardby from Ahlissa. Renouncing all titles in their homeland, they renamed themselves the House of Orz (the Old Oeridian word for "humble"), and set about building a new life and a new town. Since then, Orz has grown into a prosperous fishing village. The settlement is noteworthy for two things—the ingenious Orz Fishing Crossbow that the fishermen of the village use (see sidebar), and the Orz Auroras, apparently harmless and non-magical lights that appear in the skies over the town at least once a week.

DM's Notes: Shalmarra, the current Lady of Orz (LN female human Ari5), is determined to bury the reason her grandfather, Prince Ivendrenn Naelax, fled his ancestral lands near Benkend. Mirlan Rinshand's curiosity has been piqued by her obviously Ahlissan heritage, however, and the factor has begun quietly digging about in the House of Orz's past in the hope of finding something profitable, either financially or politically.

Arok's Landing: Founded by Arok the Foamborne, a follower of Osprem who was washed ashore here by a freak storm, this village boasts three tanneries and a large shipyard, which builds both warships and merchantmen. In the past two years, Arok's Landing has become something of a boom-town, with artisans and craftsmen flocking here, nearly doubling the population to nigh 600. The village mayor is **Nawenda Foamborne** (CN female human Clr6—Procan), a boisterous and tempestuous priestess notorious for "blessing" every new ship built in the town by sleeping with her lover aboard it before it is launched.

DM's Notes: The real power in Arok's Landing is the Shipwright's Guild, and by extension, the Merchants' Alliance. The Alliance has begun to move its operations here, out from under the watchful eyes of the Hardby garrison and its spies. Perav Hulvir hopes that by concentrating all of Hardby's essential industry in a village utterly loyal to the Alliance, he will soon be able dictate terms to the Military Governor and the Gynarchy. Moreover, he has quietly begun training a Guild Militia to protect the shipyards from orcish marauders, or so he says. In fact, they are the seed of what Hulvir sees as a private army.

Megas Landing: This tiny fishing village of 180 residents lies about four leagues southeast of Hardby. At first glance, it is entirely unremarkable. However, anyone lingering in the place begins to notice something odd. The village and its houses are immaculately maintained, without a slate out of place, while the natives seem to be remarkably organized and close knit. The fishing boats all set off and return at the same time. People rise and retire to bed precisely at dawn and dusk. Although the village seems strange, its orderly nature has attracted a number of new inhabitants to Megas Landing. Most were passing through, but then decided they liked the way of life so much they settled here permanently, slotting effortlessly into the community.

DM's Notes: In spring 591 CY, a wooden box full of strange carved jade insects washed up close to the village. What the villagers thought was a fortune in gems is in fact a nest of overseers, mind-controlling insects created by the Scarlet Brotherhood, disguised as precious stones (see the *Living Greyhawk Journal* in *Dungeon* #106 for more about overseers). The overseers quickly began to take control of the villagers, but as more and more people came under their influence, the creatures began to form an independent Hive Mind. The Hive is no longer under the control of the Scarlet Sign, as the Scarlet Brotherhood agent dispatched to retrieve the overseers discovered when he fell victim to its mental control. The Hive is content to control Megas Landing for now, absorbing only those strangers who begin asking too many questions, but it is only a matter of time before it begins expanding its reach.

Orz Fishing Crossbow: Ranged exotic weapon; Cost 75 gp; Damage 1d8/19–20/x2; Range increment 80 ft./40 ft. underwater; Weight 20 lb. Piercing.

This modified light crossbow can fire a barbed bolt in the air and underwater. If the barbed bolt strikes a fleshy target, a DC 10 Heal check is required to remove it without inflicting a further 1d4 damage. A thin fishing line can be tied to the bolt, which, if yanked out of a victim, inflicts a further 1d4 points of damage.

Minaryn Castle: Some miles out in the Hardby countryside sits the imposing Minaryn Castle, home to **Messalina** (LN female human Wiz15), a Throne Knight who serves as magical advisor to Despotrix Ilena. The dark-haired, attractive woman trained at Greyhawk's University of Magical Arts, but soon fell out of favor with that august body after a particularly heated philosophical argument with its principal, Kieren Jalucian, forced her to relocate to her family's ancestral castle outside Hardby.

Unpopular with the Gynarchs, Messalina spends most of her days ensconced in her demesne, communicating with Ilena via messenger or magical means in an attempt to keep her influence secret from the prying eyes of Hardby's numerous factions. The despotrix considers Messalina's expertise superior to her own on matters arcane, and defaults to her advisor's position on a number of important magical issues.

Messalina frequently hires adventurers on missions of diplomacy and exploration into the foreboding wastes of the Bright Desert, an area with which the wizard enjoys great familiarity.

DM's Notes: Despite her heartfelt devotion to Despotrix Ilena, Messalina is first and foremost a servant of Rary the Traitor, with whom she adventured during her time the city of Greyhawk 20 years ago. Rary not only saved her life on numerous occasions, but also instructed her on the intricacies of countless magical secrets. Rumors of Rary's recent trafficking with fiends fill her with apprehension, but she fondly remembers the peerlessly intelligent, soft-spoken archmage of years gone by and assumes that his activities in the Bright Desert will come to an altruistic end.

At Rary's behest, Messalina has taken Aleeta Norbelos as her magical pupil, hoping to craft the impulsive youth into a malleable future leader of Hardby who eventually will be used by Rary as a weapon against his numerous enemies in Greyhawk.

Personalities of Hardby

People form the heart of Hardby's politics, problems, and perils. The following five NPCs are important to campaigns set in the City of the Scorned.

Ilena Norbelos, Despotrix of Hardby, Female Human Wiz13: CR 13; Medium humanoid (human); HD 13d4–12; hp 24; Init +0; Spd 30 ft.; AC 17, touch 13, flat-footed 17; Base Atk +6; Grp +4; Atk +4 melee (1d6–2, quarterstaff); Full Atk +4/–1 melee (1d6–2, quarterstaff); SA spells; SQ raven familiar; AL NG; SV Fort +3, Ref +4, Will +9; Str 6, Dex 10, Con 9, Int 19, Wis 13, Cha 16.

Skills: Appraise +7, Bluff +14, Concentration +15, Diplomacy +16, Disguise +6 (+8 acting), Gather Information +13, Intimidate +8, Knowledge (arcana) +12, Knowledge (local) +12, Sense Motive +11, Spellcraft +22.

Feats: Brew Potion, Craft Wondrous Item, Forge Ring, Leadership, Maximize Spell, Negotiator, Scribe Scroll, Silent Spell, Spell Focus (divination).

Languages: Common, Aquan, Draconic, Elven.

Spells Prepared (4/5/5/5/5/3/2/1; save DC 14 + spell level); 0—*daze, detect magic*, light, read magic*; 1st—*burning hands, charm person, color spray, magic missile, sleep*; 2nd—*bear's endurance, bull's strength, detect thoughts*, invisibility, protection from arrows*; 3rd—*blink, dispel magic, hold person, lightning bolt, magic circle against evil*; 4th—*detect scrying*, Evard's black tentacles, magic missile* (maximized), *polymorph, scrying**; 5th—*dimension door* (silent), *teleport, wall of force*; 6th—*chain lightning, lightning bolt* (maximized); 7th—*prismatic spray*.

*Divination Spell: These spells have a save DC 15 + spell level.

Possessions: Bracers of armor +4, circlet of persuasion, ring of protection +3.

The white-haired Despotrix of Hardby is frail beyond her 64 years. Though her vivid blue eyes have lost none of their piercing intelligence, her already spare frame has grown noticeably thinner in the last several years. While in private she is often too weak to walk, Ilena fortifies herself with magic for public engagements, which she carries off with all of her considerable poise and charm. The strain of these appearances often leaves the despotrix bedridden for weeks afterward, however, and they have become increasingly rare.

Although her strength has ebbed away ever since her participation in the Striking of the *Crook of Rao* (at the urging of the archmage Tenser), Ilena's mind remains as sharp as ever. She has a prodigious memory as well as a wicked, sardonic wit that belies her outwardly reserved demeanor. Ilena commands considerable respect both from the people of Hardby (with the exception of the leaders of the Merchants' Alliance) and from the rulers of neighboring realms. Like her granddaughter, Ilena hates Greyhawk's Directing Oligarchy for enslaving her city, and she uses her position on the Greyhawk Council of Mayors and Manorial Lords to unite the lords of Greyhawk's outlying fiefs against the Oligarchs. Though once little in Hardby escaped her attention, the despotrix knows nothing of the dangerous alliances Aleeta has formed, and would be profoundly shocked if she did.

Javka Gerneskir, Didatrix to Despotrix Ilena, Female Human Clr3—Lirr/Rog3: CR 6; Medium humanoid (human); HD 3d8+3d6+12; hp 41; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d6+2/18–20, masterwork rapier); SA sneak attack +2d6, spells, turn undead; SQ evasion, trapfinding, trap sense +1; AL NG; SV Fort +6, Ref +6, Will +5; Str 14, Dex 15, Con 14, Int 13, Wis 12, Cha 13.

Skills: Climb +5, Concentration +8, Diplomacy +7, Escape Artist +9, Forgery +7, Gather Information +3, Hide +5, Knowledge (local) +7, Listen +4, Move Silently +5, Open Lock +9, Sleight of Hand +5, Spot +4, Use Magic Device +7.

Feats: Endurance, Run, Skill Focus (Forgery), Two-Weapon Fighting.

Languages: Common, Gnome.

Spells Prepared (4/2+1/1+1; save DC 10 + spell level); 0—*cure minor wounds* (2), *detect poison, mending*; 1st—*command* (2), *longstrider**; 2nd—*locate object *, silence*.

*Domain Spell. *Domains:* Magic (use magic items as a 1st-level wizard), Travel (*freedom of movement* up to 3 rounds/day; Survival is a class skill).

Possessions: Masterwork rapier, *vest of escape*.

A short, solidly built woman of 27 years, Javka has dark, wavy hair, olive skin, and brilliant blue eyes. As the despotrix's strength has waned, Javka's power has waxed. She controls access to Ilena and deals with more and more of her mistress' business in an effort to preserve the despotrix's failing strength. Although she realizes that she is the power behind the *Throne of Wood*, Javka has no personal ambitions to occupy that seat, considering herself merely a servant of the despotrix. That said, her own judgment rather than Ilena's has increasingly guided her actions.

Javka has a very strong sense of duty and lives to serve the despotrix and the Gynarchy. She is an able administrator, capable of flexible and imaginative solutions to problems. In her private moments, she composes fine sonnets and is well disposed toward fellow poets. Though she shares many of her mistress' views, Javka is unaware of Ilena's magical communications with Rary, being instead an ally of the archmage Tenser, passing on news about the Bright Lands to him. Javka's power has won her many enemies in Hardby. Though Javka respects Ilena's wishes with regard to the succession, the didatrix has no love for Aleeta. Javka's determination to follow her mistress' wishes means that Deirdre Longland hasn't gained any favors either. As a result, Javka finds herself resented by both main contenders for the *Throne of Wood*, a situation she accepts as a consequence of her loyalty to her mistress.

Aleeta Norbelos, Gynarch of Hardby, Female Human, Wiz7: CR 7; Medium humanoid (human); HD 7d4; hp 21; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +1; Atk/Full Atk +1 melee (1d4–2/19–20, dagger); SA spells; SQ cat familiar; AL NE; SV Fort +2, Ref +3, Will +5; Str 7, Dex 12, Con 10, Int 17, Wis 10, Cha 16.

Skills: Bluff +8, Concentration +10, Diplomacy +10, Disguise +3 (+5 acting), Gather Information +5, Intimidate +5, Knowledge (local) +13, Move Silently +4, Sense Motive +5, Spellcraft +13.

Feats: Brew Potion, Leadership, Scribe Scroll, Silent Spell, Spell Focus (enchantment), Still Spell.

Languages: Common, Elven, Giant, Infernal.

Spells Prepared (4/5/4/3/1; save DC 13 + spell level); 0—*daze, detect magic, light, read magic*; 1st—*alter self, charm person, expeditious retreat, magic missile, sleep*; 2nd—*detect thoughts, invisibility, levitate, protection from arrows*; 3rd—*charm person* (still and silent), *dispel magic, lightning bolt*; 4th—*scrying*.

*Enchantment spell; save DC 14 + spell level.

Possessions: Brooch of shielding (can absorb 39 points of *magic missile* damage), *ring of mind shielding*.

Aleeta is a slender, attractive woman of 24 summers who, with her long, straight black hair and piercing blue eyes, is said to bear striking resemblance to her grandmother in her youth. The resemblance goes far deeper than just looks. Like Ilena, Aleeta combines keen intelligence with magnetic charm. The gynarch's love for Hardby has fostered a fierce hatred of Greyhawk. Unlike Ilena however, Aleeta does not have the wisdom of age to temper her passion. For Aleeta, Greyhawk embodies all the violent, coercive, masculine qualities that the Gynarchy was founded to oppose. Its usurpation of power violated Hardby and shamed the Gynarchy. She is determined to inflict the same humiliation on the Gem of the Flanaess and dreams of dealing with those that have "raped" her city in the traditional manner, starting with the Directing Oligarchy.

Driven by ambition, she became a judge of the Law Courts at the age of 20. Ambition too led her to ally with the Slavelords of the Pomarj. In return for spying on the movements of the Hardby Marines, Aleeta has secured the clandestine aid of the Slavers in her bid for the *Throne of Wood*. Though she does not support slavery, she considers the Slavelords friends because they are enemies of Greyhawk. Aleeta despises Deirdre Longland for her willingness to cooperate with the "occupiers," especially Wilbrem Carister, whom she hates almost as much as Greyhawk's Mayor Nerof Gasgal.

Deirdre Longland, Gynarch and Justicar of Hardby, Female Human, Ftr8/Cav4: CR 12; Medium humanoid (human); HD 12d10+24; hp 100; Init +2; Spd 20 ft.; AC 22, touch 12, flat-footed 20; Base Atk +12; Grp +16; Atk +20 melee (1d10+8/19–20, +2 *bastard sword*) or +18 melee (1d8+5/×3, +1 *lance*); Full Atk +20/+15/+10 melee (1d10+8/19–20, +2 *bastard sword*) or +18/+13/+8 melee (1d8+5/×3, +1 *lance*); SA deadly charge 2/day, mounted weapon bonus (lance and sword +1); SQ burst of speed, courtly knowledge, Ride bonus +4, *special mount*; AL LG; SV Fort +12, Ref +5, Will +8; Str 18, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

Courtly Knowledge (Ex): Deirdre gains a +4 competence bonus on Knowledge (nobility and royalty) checks.

Deadly Charge (Ex): When mounted and using the charge action, Deirdre deals triple damage with a melee weapon or quadruple damage with a lance. A deadly charge must be declared before making an attack roll. This ability does not stack with the benefit of the Spirited Charge feat.

Mounted Weapon Bonus (Ex): Deirdre gains a +1 competence bonus on attack rolls made using a lance or sword while mounted.

Burst of Speed (Ex): Deirdre can urge her mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Skills: Diplomacy +2, Handle Animal +17, Jump +11, Knowledge (nobility and royalty) +13, Ride +25, Swim –1.

Feats: Animal Affinity, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Leadership, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance), Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common, Auran.

Possessions: Yevaran (+2 *orc bane bastard sword*), +1 *lance*, +2 *breastplate*, +1 *mithral arrow catching heavy shield*.

A muscular, heavily-built woman of 34, Deirdre's freckled, tanned complexion and sun-bleached light brown hair speak of an active outdoor life. There is a steely hardness in her green eyes, the legacy of the grim sights they have seen on many a battlefield.

In her younger days, Deirdre and her mage brother Oscar gained notoriety for slaying the Szek of Safeton in revenge for his abduction and murder of their grandmother. Deirdre was elevated to the Gynarchy and appointed Justicar in 581 CY for her role in defeating a Pomarji host in the Welkwood. She and Oscar fought at the Siege of Safeton during the Greyhawk Wars, during which Oscar was maimed and blinded. Once a worshiper of Ehlonna, the refusal of Celene to take up arms against Turrosh Mak led to Deirdre's conver-

sion to Mayaheine's nascent cult. Since then she has been a passionate champion of the Shield Maiden's church and of the need to stand united against the hordes of the Pomarj and the Bright Lands, even at the cost of surrendering sovereignty to Greyhawk.

Outspoken and forceful, Deirdre is an able commander on the field of battle. However, these same qualities make her ill-suited to the more subtle cut and thrust of the political arena. Nonetheless, Deirdre has gained a large measure of support from the Church of Mayaheine and the more militant Gynarchs by evoking the memory of Jik Jonnosh, the great warrior despotrix of old. Deirdre bears the blade *Yevaran* (Ancient Suloise: Law's Wrath), forged by Oscar after the Wars as his vengeance on the orcs of the Pomarj.

Wilbrem Carister, Military Governor and Captain of the Hardby Marines, male human, Ftr9: CR 9; Medium humanoid (human); HD 9d10+27; hp 85; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +9; Grp +14; Atk +17 melee (1d10+8/17–20, *+1 bastard sword*); Full Atk +17/+12 melee (1d10+8/17–20, *+1 bastard sword*); SA —; SQ —; AL LN; SV Fort +9, Ref +6, Will +2; Str 21, Dex 16, Con 17, Int 15, Wis 9, Cha 15.

Skills: Climb +17, Jump +17, Profession (sailor) +11, Swim +17, Use Magic Device +11.

Feats: Cleave, Exotic Weapon Proficiency (bastard sword), Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Bull Rush, Leadership, Power Attack, Skill Focus (Use Magic Device), Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Common, Aquan, Elven

Possessions: +1 bastard sword, +2 leather armor, heavy steel shield, *gauntlets of ogre power, wand of magic missile* (32 charges, caster level 5), *wand of cure light wounds* (18 charges).

Wilbrem Carister cuts a striking figure: barrel chested, heavily tattooed, and completely bald, with a long gray beard and a wicked, gap-toothed grin. Now nearly 53, he is beginning to feel the encroachment of age—but is fiercely determined to see it off just as he has all his other foes.

A marine since he was old enough to grow whiskers, Wilbrem boasts about having visited every port in the Flanaess, and his broad knowledge of foreign parts seems to support this. An open, honest man at heart, he hated the mendacious politics of the old Trade Council, and feels no guilt for betraying his former colleagues. A stern, gruff but generous commander, he is loved by his men, whom he leads with almost reckless abandon. Wilbrem relishes orcslaying far more than the exercise of power. He despises Retep Mandel, but so long as the "viperous little sneak" doesn't interfere with military matters or get designs above his station, Wilbrem is content to put up with him. Carister also has considerable respect for Deirdre Longland, but otherwise has proved impervious to the subtle wiles of the Gynarchy, preferring a succession of cheerful bawdy-house wenches to the stern and manipulative matrons of Hardby. Wilbrem is never without his pet parrot, named either Albrecht or Erule, depending on Carister's whim. The bird is in fact a *baleful polymorphed* fomorian giant with the mind of a parrot but a distinctly unparrotly fondness for raw steak.

Retep Mandel, Chief Secretary to the Military Governor, male human, Rog5/Asn4: CR 9; Medium humanoid (human); HD 9d6+9; hp 47; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13; Base Atk +7; Grp +8; Atk +13 melee (1d4+2/19–20, *+1 returning dagger*) or +13 ranged (1d4+2/19–20, *+1 returning dagger*); Full Atk +13/+8 melee (1d4+2/19–20, *+1 returning dagger*) or +13/+8 ranged (1d4+2/19–20, *+1 returning daggers*); SA death attack, sneak attack 5d6, spells; SQ evasion, poison use, trapfinding, trap sense +1, improved uncanny dodge; AL LE; SV Fort +3 (+5 against poison), Ref +12, Will +2; Str 12, Dex 18, Con 12, Int 16, Wis 10, Cha 14.

Skills: Balance +6, Bluff +14, Decipher Script +11, Diplomacy +12, Disguise +14 (+16 acting), Escape Artist +16, Forgery +11, Hide +16, Intimidate +16, Jump +3, Move Silently +16, Profession (apothecary) +3, Tumble +16, Sense Motive +5, Spot +12, Use Rope +4 (+6 bindings).

Feats: Combat Expertise, Improved Feint, Quickdraw, Weapon Finesse, Weapon Focus (dagger).

Languages: Common, Aquan, Goblin, Halfling.

Spells Known (4/2; save DC 13 + spell level): 1st—*disguise self, detect poison, sleep, true strike;* 2nd—*cat's grace, invisibility, undetectable alignment.*

Possessions: Two *+1 returning daggers* (named "Panic" and "Terror"), studded leather armor, 4 doses giant wasp poison.

Retep Mandel is a short, narrow-faced man of 34. While in public he takes great pains to appear as a nondescript scribe, in private his unnerving stillness and cold, black eyes leave no doubt that he is a powerful and dangerous man. More than one person has observed that there is something of the night about him, but always in whispers well out of his earshot.

A member of Greyhawk Assassin's Guild, Retep's total loyalty to Greyhawk was rewarded when he was dispatched by the oligarchs to root out sedition in Hardby. Retep has taken to the task with relish. A meticulous and calculating man, he is content to wait patiently until his quarry shows a weakness and then strike with lethal speed. Utterly without feeling, passion, or mercy, he kills simply because it is what he is skilled at. Retep is well aware that the gynarchs are plotting against him and he patiently waits for the pretext he needs to arrest the entire Gynarchy for treason. The Merchants' Alliance proved easier to infiltrate, and Retep

knows of Perav Hulvir's plans in Arok's Landing. Mandel is currently giving the guildmaster plenty of rope with which to hang himself. An expert with poisons and sera of all kinds, Retep spends his few private hours experimenting with new combinations of toxins. His prized possessions are his twin daggers, *Panic* and *Terror*.

Mirlan Rinshand, Factor of the Royal Guild of Merchants of Aerdy, male human, Rog10: CR 10; Medium humanoid (human); HD 10d6; hp 44; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +7; Grp +7; Atk +13 melee (1d6+2/18–20, +2 *rapier*); Full Atk +13/+8 melee (1d6+2/18–20, +2 *rapier*); SA sneak attack +5d6; SQ evasion, improved uncanny dodge, slippery mind, trapfinding, trap sense +3; AL LN; SV Fort +3, Ref +10, Will +5; Str 10, Dex 16, Con 10, Int 16, Wis 14, Cha 18.

Skills: Balance +17, Bluff +16, Decipher Script +15, Diplomacy +20, Disguise +16 (+18 acting), Forgery +15, Gather Information +6, Intimidate +18, Jump +2, Listen +14, Knowledge (local) +15, Tumble +15, Sense Motive +16, Spot +14.

Feats: Combat Expertise, Improved Initiative, Negotiator, Weapon Finesse, Weapon Focus (rapier).

Languages: Common, Elven, Gnome, Halfling.

Possessions: +2 rapier, +2 glamered studded leather armor, amulet of natural armor +1, five *potions of neutralize poison.*

A portly man of 28, Mirlan Rinshand is of nearly pure Oeridian descent, with a deep olive complexion, fashionably curled black hair, and a mischievous glint in his gray eyes. Handsome and vain, he is always attired in the latest fashions from Ahlissa, which usually involve unending reams of brocade and cloth of gold.

A native of Kalstrand, Mirlan is one of a generation of fiercely ambitious young Ahlissan merchants who see the rise of Overking Xavener as an opportunity to win vast fortunes for themselves. He has been entrusted with the task of wresting Hardby from Greyhawk's grasp and establishing the port as Ahlissa's gateway to the central Flanaess. Though Mirlan certainly enjoys carousing, he never allows it to cloud his judgement and keeps a stock of *potions of neutralize poison* on hand to negate the copious amounts of alcohol he consumes. When in playboy mode, everyone is his "good and dear friend" and there is much slapping of backs, quaffing of wine and flirting with attractive young ladies. Beneath this mask however, burns an intense desire to succeed and serve his homeland, his guild, and his own ambition. Nonetheless, Mirlan is not a totally heartless man, and he takes no pleasure in manipulating his drinking partners. Betrayal for him is never personal, but merely business. Mirlan is aware of Retep Mandel's ties to the Greyhawk Assassin's Guild and is quietly searching for a means to rid himself of Mandel's troublesome presence.

Rumors and Whispers

- Agents of Rary the Traitor are infiltrating the city. Groups of Bakluni have been meeting in dockside taverns and a strange metal horse was seen on the Orz road. (False)

- A band of mercenaries from Dyvers has recently taken up residence in Arok's Landing. While keeping a low profile, they were seen training a group of longshoremen to shoot longbows in a nearby copse early one morning. (True)

- The half-orcs in Hardby are all spies for Turrosh Mak. (False, though Pomarji half-orc spies can use the native population as cover for their activities.)

- A ship with yellow sails was spotted by a Marine patrol near the mouth of the Selintan. It failed to heave to when ordered and vanished in a squall. Have the dreaded Slavelords arisen once more? (True)

- A creature from Rotanna's Menagerie is causing the deaths in Fishtown. Rotanna, who keeps all manner of strange animals in her townhouse in Northend, denies the charge—but nothing is true until it's denied. (False)

- A dwarf claiming to be of the Ironforge Clan of Irongate is recruiting for an expedition to reclaim the lost port of Zarak and the legendary Mines of Azak-Zil. (True and false—the dwarf is recruiting, but is not a member of Clan Ironforge, and is instead trying to steal the Ironforge claim to the haunted mines.)

- Orcish pirates have become more organized in recent months. Some of the Marines say that the orcs have a new leader directing their attacks. (True)

- A shocking change occurred in the Orz Aurora when it last appeared. Large drops of blood rained down on the village for an hour. (True)

- A ghost ship was found adrift in Woolly Bay. The ship was in good order, but its crew appeared to have vanished. Since the ship was towed into port, bizarre deaths and ill-luck have befallen the salvage crew. (True)

- The body of the merchant Marwyrd Relpenn was found washed up near Orz two months ago. So why was Marwyrd seen alive on Blanket Street last week? (True)