

Advanced Dungeons & Dragons
2nd Edition

GREYHAWK® adventures

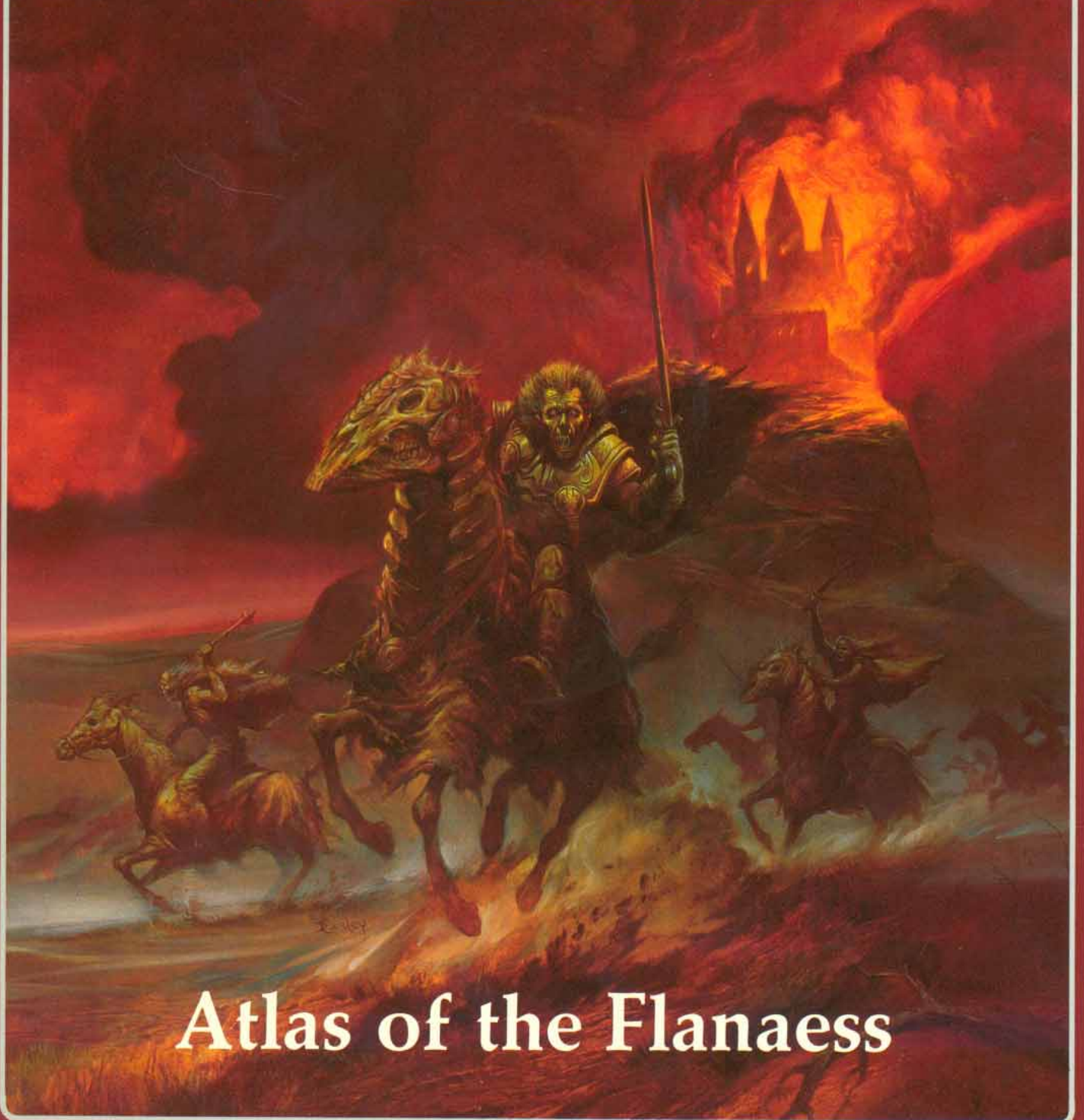
Boxed Set

From The ASHES.



Advanced Dungeons & Dragons®
2nd Edition

GREYHAWK® adventures



Atlas of the Flanaess



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From The ASHES.

Atlas of the Flanaess

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From *The Ashes* is a fully revised and updated guide to Oerth, the planet that is home to the world of Greyhawk. It supercedes the old WORLD OF GREYHAWK® boxed set, updating all important information from that product. Oerth is a changed world; the events of the terrible Greyhawk Wars (documented in the boxed set of the same name) have altered it forever. Istus, goddess of Fate, endlessly spins her web of changes. The Great Kingdom is no more; Furyondy, Nyronnd, Keoland, and the powers of Good are much weakened; fell Iuz stalks the Flanaess, grown great in power; and the sinister Scarlet Brotherhood schemes from the Dramidj Ocean to the Oljatt Sea. Oerth is a grim and dark place now. Yet it is still a world of unsurpassed magic, great heroes and legends, romance, and mystery. It is a world that accommodates the very best AD&D® game campaigns.

Within this box, you will find the following:

- The 96-page *Atlas of the Flanaess* (you're holding it now). This book gives a broad introduction to the lands of the Flanaess, the eastern part of Oerth's major continent, Oerik. The Atlas guides the reader through history, ancient and modern, and summarizes the events of the Greyhawk Wars. This book includes a section called the Cyclopedica of the Flanaess, which details the peoples of the Flanaess (races, languages, beliefs, and more), as well as their lands, free cities and regions, wild lands, and mysterious places of the Flanaess. Module settings and adventure locations are also included here, as are many adventure hooks and tales of the first year of peace. The conclusion of this book addresses the great deities of Greyhawk and includes rules for their servants, updating the information for AD&D® 2nd Edition game rules to include specialty priests.

- The 96-page *Campaign Book*. This covers a much smaller area—the lands around the Free City of Greyhawk—in greater detail. The growth of influence of the Free City is explained: how it has changed since the war, the new problems it faces, and its relations with the lands around it. This does not render the *City of Greyhawk* boxed set obsolete; far from it. The Greyhawk afficianado will find the value of that earlier

product enhanced by the update and expansion here. A full Atlas listing for the areas around the Free City details towns, castles, ruins, dangerous and mysterious locations, mercenaries, humanoids, NPCs, adventure hooks, and much more. It is a treasure trove for the DM wishing to set campaigns in and around the Free City.

- Two full color mapsheets of the Flanaess, and a full color mapsheet for the Campaign Book.

- Twenty cardsheets that include a wealth of useful material for the DM. These include 14 cards of reference material (climate, calendar, the rulers and peoples and resources of nations, and encounter tables for the Flanaess) and six mini-adventures set in the lands described in the Campaign Book. Each of these is suitable for a short gaming session (an evening or so) and allows the DM to use *From The Ashes* almost at once.

- Five pages of monsters in the *Monstrous Compendium* format.

About AD&D® 2nd Edition Rules

Players who have adventured in Greyhawk have no doubt recognized some discrepancies between the WORLD OF GREYHAWK boxed set and AD&D® 2nd Edition game rules. To most easily cure these discrepancies, some simple changes in game concepts must be employed. For example, the monks of the Scarlet Brotherhood are no longer monks of the original edition rules, but are now priests who use the title to reflect their monastic orientation. Their character classes have been altered slightly. Rules for characters such as rangers in the AD&D 2nd Edition game are now simply assumed to be part and parcel of the world of Greyhawk, and so on. The message to Greyhawk DMs of long-standing is: it's really not so different now. Many Greyhawk gamers are long-timers who share this author's love of the history, depth of atmosphere, and consistency of Greyhawk. Many will have been lucky enough to have experienced their first campaigns in this

world, and rest assured, this world's changes combines the best of the old and the new. These changes bring new excitement and a longing for new adventure! For newcomers, read and enjoy. Now you will become part of Greyhawk's history, too.

The High History of the Flanaess

Most events in the Flanaess are dated by the Common Year (CY). This system commenced when the Overking of the Great Kingdom optimistically declared universal peace throughout his lands and instructed his servants to date all subsequent events from CY1. Reference Card 1 includes a full calendar of the days and months of the year under this system, as well as a timeline for the major events of the Flanaess discussed in more detail below. The history here covers the major developments among the great powers of the Flanaess over more than a millennium; the *Cyclopedia of the Flanaess* section gives extra details for many smaller countries.

Early History

The original inhabitants of the Flanaess were the Flan tribesmen, hardy and tough nomads whose small, scattered groups made no major civilizing efforts. Some thousand years past, their lands were increasingly invaded by two groups of attackers: the Suel and the Oeridians.

The Suel fled from internecine strife within their own lands and the great Baklunish-Suloise Wars. They moved northeast across what is now the Sea of Dust, across the formidable Hellfurnaces and Crystalmist Mountains, and spread widely across the lands before them.

The Oeridians began their migrations north for similar reasons, fleeing the same war. Both Bakluni and Suel forces employed mercenaries, bandits, and any humanoids they could hire to swell their armies. Their undisciplined rabble were often only too happy to desert and attack the Oeridians, also forcing them eastward.

The Oeridians were fierce invaders. They drove everyone else, Flan and Suel, before them. Of all the invaders, they were most suc-

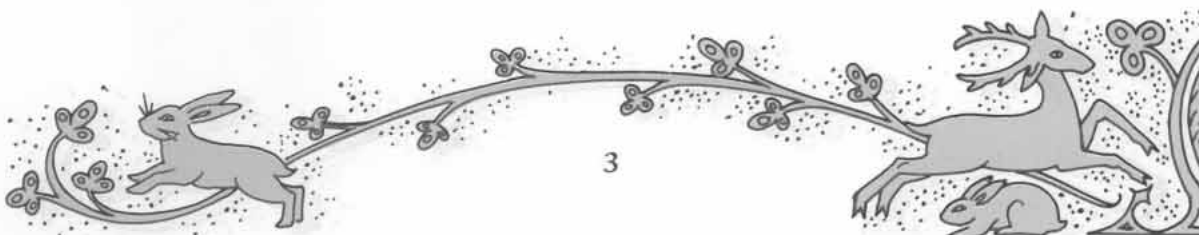
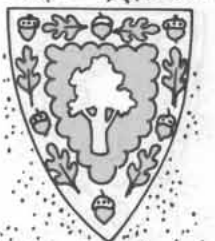
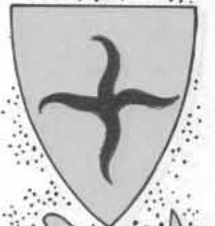
cessful in establishing settled lands wherever they went, and any threat the Suel might have offered to their dominance was soon eliminated.

Suel mages brought down the terrible Invoked Devastation on the hapless Bakluni to the north, but the last act of the Bakluni archmages was a fitting reply. The storms of the Rain of Colorless Fire reduced the Suel lands to choking dust and ash. There were few Suel or Bakluni left to emigrate after that. The Oeridians had the upper hand.

The fierce Oeridian tribes hardly had matters all their own way. For two centuries, they fought the Suel and the fragmented humanoids for possession of the central lands of the Flanaess. The Oeridians incurred the enmity of the Flannae and demihumans of the lands as well. The arrogant Oeridians might have been overcome by this mix of forces, but for one thing: the Suel were far more unpleasant than the Oeridians were aggressive. The Suel invaders lied, cheated, stole, enslaved, pillaged, and killed out of hand. Over time, the Flannae and demihumans allied with the Oeridians to drive the Suel to ever more distant fringes of the Flanaess: into the northeastern Barbarian lands and into the southern jungles of Amedio and Hepmonaland.

On the main continental land mass, the Suel retained a foothold only in the southwest and in the lands that would eventually belong to the Scarlet Brotherhood.

Approximately 700 years past, the strongest Oeridian tribe—the Aerdi—settled the rich arable lands east of the great Nyr Dyv and there founded the Kingdom of Aerdy, eventually to be named the Great Kingdom. The Kingdom grew for well over a century, until it stretched from the Sunndi swamplands to the south to the southwestern edge of the Griff Mountains to the north; while from the islands now held by the Sea Barons to the east (where the Aerdi mixed with Flan blood), the Great Kingdom stretched westward as far as the borders of modern-day Perrenland. When the Overking of this mighty empire declared universal peace on his ceremonial crowning in Rauxes, he must have thought his writ, and that of his descendants, would extend across those many lands forever.



The Great Kingdom Crumbles

The Great Kingdom survived some 250 years before it began to lose lands in the west. The Viceroyalty of Furyondy was established in 100 CY, and over the coming decades it bore the brunt of challenges from non-Aerdi Oeridians allied with Bakluni horsemen who raided from the north and west. Resentment grew in the lands far from Rauxes, and a perception that the Overking did not do enough to protect the western lands also grew. Finally, in 254 CY, Thrommel I of Furyondy was crowned in Dyvers, taking a whole range of secondary titles which loudly announced his people's goals; Prince of Veluna, Marshall of the Shield Lands, Warden General of the Vesve Forest, and more. Furyondy and Veluna both became independent states, Perrenland reasserted its independence, and to the north, the rulers of the Duchy of Tenh took their cue from events to the west and asserted independence also. The Overking could not reestablish control over his distant former dominions. The break-up of the Great Kingdom, which would take over three centuries to complete and would end in madness and terror, had begun.

The decisive phase in the break-up of this mighty empire can be dated precisely to 356 CY. In this year, the ruling Aerdi dynasty, the House of Rax, was sundered by an internal feud. The junior branch of the ruling house declared its lands free of the Overking's rule, and the kingdom of Nyronnd was born.

The Overking reacted swiftly, amassing a great army to crush the seceders. But he had the misfortune of encountering a powerful Flan barbarian foray into the North Province of the Great Kingdom itself that same winter. The Overking's armies beat off the invasion, but were too weakened to assault Nyronnd. Feints, skirmishes, and small battles were plenty, but Nyronnd could not be brought back into the Overking's domain.

The Theocracy of the Pale seceded at the same time, and the Urnst states likewise; Nyronnd held both at one time, but accepted their independence at the Council of Rel Mord in return for pledges of mutual cooperation.

To the west, the oldest of all the major kingdoms established in the Flanaess, Keoland, grew more powerful and predatory in the mid-fourth

century. Expanding its influence to the north, it ultimately became involved in the so-called "Small War" (or Short War) with Furyondy and Veluna. Military reverses and the objections of the small but powerful demihuman enclaves in Ulek and Celene soon put an end to that expansionism.

The troubles of the times tended to be those of skirmishing; the Bandit Kingdoms had formed as a group of petty fiefdoms in the vacuum left between Furyondy to the west and Tenh and the Theocracy to the east, and in response, good nobles to the south began to coalesce their forces in the Shield Lands.

Elsewhere, the Free City of Greyhawk, already in existence for centuries as a trading town, entered its arguably most glorious (and certainly most infamous) phase of development under the mad Archmage Zagig Yragerne, who began the building of Castle Greyhawk in 375 CY. It seemed a strange folly at the time. Yet two centuries later, the changes in the city of Greyhawk and those back within the Great Kingdom would be pivotal in the future history of all the Flanaess.

Paradoxically, the disintegration of the Great Kingdom paused a while, despite a wretched change at its very crown. The House of Rax became decadent, self-absorbed, weak, and ineffectual. Petty nobles began to scheme, to openly flout the Overking's edicts, and to enact their own laws and pursue their own mean-minded grudges. It was only a matter of time before Rax was overthrown and a new tyrant installed as Overking and, in truth, many petty nobles were glad when it happened. After decades of pointless strife, it was almost a relief to have central power and authority again. However, few of them would have chosen Ivid I as their new master.

No direct evidence links Ivid, ruler of the North Province at the time, with the assassination of the entire House of Rax in 446 CY. But Ivid ensured his ascension by the simple expedient of killing every other minor princeling who made a claim on the throne, and plenty more besides. Madness had gripped the Malachite Throne when Ivid I, scion of the House of Naelax, was proclaimed His Celestial Transcendency, Overking of Aerdy, and many knew it.



The Malachite Throne became known as the "Fiend-seeing Throne." It was whispered that the House of Naelax had willingly entered into a pact with fiends—lords of the infernal tanar'ri—a pact that would endure down all the generations of their descendants. A time of terror had begun. Blood would wash the feet and hands of the madman enthroned in Rauxes. Little wonder that further secessions beset his lands.

Civil war erupted in the Great Kingdom. The North Province, now ruled by Ivid's nephew, soon established independence, as did the wily Herzog of Ahlissa in the the South Province. He allied himself with the seceding Iron League: the lands of Onnwal, Idee, Sunndi, and the Free City of Ironwall.

The Holy Censor, High Priest to the Overking, sought freedom for the See of Medegia. Almor grew in strength and freedom, supported by Nyrond as a buffer state between itself and the declining power of Rauxes, although Ivid managed to drag it back under his influence in later years. Momentous change beset the Great Kingdom. Not until Ivid V ascended the Fiend-seeing Throne would the Great Kingdom appear to increase in might again. This would take a century to happen and also be ultimately a temporary hiccup in the terminal decline of Aerdy. If all eyes were on the Great Kingdom for decades after Ivid's rise, it would help explain why they missed seeing the rise of a new power far to the west and north.

The Rise of Iuz

In CY479, the land now called Iuz was only a fractious collection of paltry fiefs. Among its princelings was a minor despot of the Howling Hills who died in that year and left his barren holdings to a son of dubious origins: Iuz. Iuz used the strategy of dividing his opponents to weaken them, then assimilating their lands and residual forces, sowing rumors and lies to put the princelings at each others' throats. He began to expand his domain far beyond its original boundaries.

Refugees fleeing the lands told astonished Furyondians of Iuz's unbelievable evils: massacres; a road of skulls built from the Howling Hills to his new capital of Dorakaa; and watchtowers along the road with beacons fed on the fuel of

human fat and flesh. Iuz was said to be a fiend himself, seven feet in height, red-skinned and feral of face. If Furyondy had acted then, Iuz might yet have been contained. But King Avras was opposed by southern nobles who resented excessive taxation levied to protect the northern lands, and Iuz grew steadily more powerful.

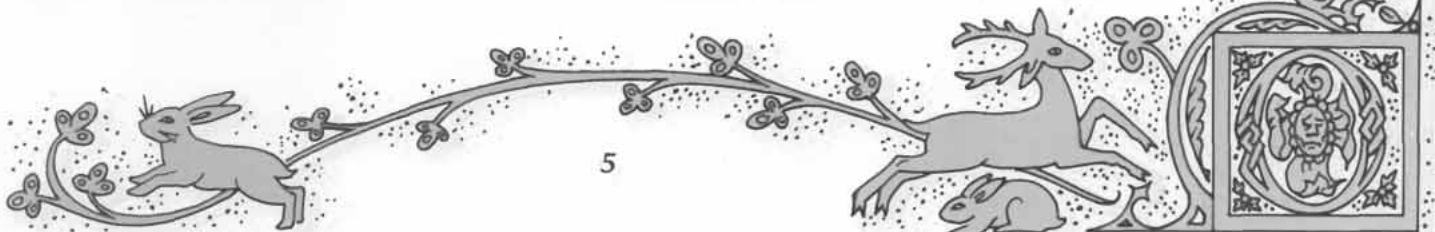
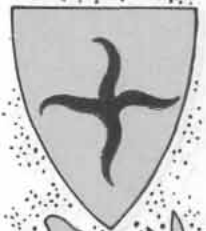
Iuz disappeared in 505 CY, imprisoned beneath the towers of Castle Greyhawk by a group including Zagig, aided by St. Cuthbert (it is said). But his armies—mostly humanoids—had learned the lessons he taught them. They held to their lands; their leaders said their master would return, and they were right.

War Beckons . . .

In the mid-sixth century, Ivid V ascended the Malachite Throne. A series of subsequent unsuccessful skirmishes against Nyrond, the Iron League, and other adjoining states did not suggest to the distant Furyondians or Keolandians that the Great Kingdom offered much threat to anyone. But Nyrond knew better. Ivid V was a weak military strategist, but his diplomatic skills were considerable, and undoubtedly he had fiendish aid in drawing both the North and South Provinces and Medegia back under his influence and control. Nyrond saw, clearly, the Overking's preparations for a great war against the western state. Yet, when the first blow came, it did not come from Rauxes. It came from Iuz; meddling fools managed to release the fiend from his imprisonment in Castle Greyhawk in 570 CY, only a year after the forces of good in Furyondy and Veluna celebrated the sack of the notorious Temple of Elemental Evil in the Gnarlly Forest. Their celebrations would not last many years.

To the south, the existence of the highly secretive and paranoid Scarlet Brotherhood was first confirmed by returning travelers in 573 CY. It seems incredible that this monastic sect of religious militarists could have escaped notice for so long, even given their isolation in the closed city of Kro Terlep and the remote plateau south of it. But while the secret of this land became more widely known, the existence of a veritable army of spies and assassins in the imperial courts of the Flanaess was not.

The marriage of the Prince of Furyondy to the



daughter of the highest-ranking noble of Veluna promised to unite the states and help solve Furyondy's internal squabbling. The Prince's abduction, surely at the hands of Scarlet Brotherhood agents, destroyed those noble hopes. When the Provost of Veluna disappeared also, the forces of good were in some disarray. Yet no one suspected the Scarlet Brotherhood. Their red-robed emissaries had wormed their way into the good books of many rulers and nobles, beginning with the states of the Iron League. When rumors surfaced of their enslavement and martalling of armies of "savages" in Hepmonaland, men and women who should have known better dismissed such rumors. It was all too far away to be bothered with. Distant lands were not the object of their attentions. And such myopia cost the powerful states of the Flanaess very, very dear.

The Greyhawk Wars

If a Flanaess sage had been asked in 582 CY where the first strike in a continental war would most likely come from, he would not have replied, "from the Hold of Stonefist," which is exactly where it originated. Founded some 150 years earlier, the Fists were usually considered to be slightly better-organized barbarians than those in the Bandit Kingdoms or in the neighboring lands of the Fruztii, Schnai, and Cruskii tribes.

All the barbarians were inflamed by a rumor that swept their lands: that four of five legendary magical swords, the Swords of Corusk, had been found, and that when the fifth was obtained, a "Great God of the North" would rise and lead them to conquest and greatness. The fifth sword never was found, but one calling himself Vatun and claiming to be the Great God of the North appeared before the barbarians of Fruztii, Schnai, and Cruskii, and they swept west into Stonefist under his leadership. The Fists were overwhelmed and their leader, Sevvord Redbeard, underwent a dramatic, if not to say magical, change of allegiance.

Under Vatun's direction, the Fists swept into the Duchy of Tenh in 582 CY and conquered it quickly. The Duke and Duchess fled to the County of Urnst for safety. The Tenhas' former

Suloise arrogance cost them dear; no help was forthcoming from other nations. Nyrond was nervously watching Aerdy, unable to risk forces far to the north.

The alliance forged by Vatun soon collapsed. The Great God instructed the barbarians to invade the small state of Ratik, but their chiefs refused; they had long allied with Ratik against the humanoids of the Bone March and indeed against the Great Kingdom itself. They began to doubt Vatun; very wisely, since Vatun was a sham and a lie, a mask worn by Iuz the Old. But now Iuz was ready to strike elsewhere, both south and east.

To the east, Iuz toppled with astonishing ease the Heirarchs of the evil Horned Society, long his enemies and a thorn in the flesh of the Shield Lands. With the aid of powerful fiends, his forces made the streets of Molag run red with blood for a week. Iuz's puppets then ruled from that fell city.

This strike panicked Furyondy. It sought alliance with the Shield Lands to secure itself against the Old One, but stupidly, the petty-minded rulers of the Shield Lands refused, believing this to be a step in a planned annexation by Furyondy. They paid dear for their foolishness. Iuz feigned an attack westward. Meanwhile, his main body of troops struck far to the east and southeast, into both the Bandit Kingdoms and into the Shield Lands, which they flanked to the east from bases in the old lands of the Horned Society. Admundfort and Critwall fell swiftly. Lord Holmer, who had refused a pact with Furyondy, was taken to meet his fate in the dungeons below Dorakaa.

Furyondy was able to hold its eastern border at the great Battle of Critwall Bridge in CY583. To the north, however, a massed humanoid force, swollen with mercenary humanoids from the Vesve Forest hired with looted gold, advanced almost unto Chendl, the capital, and took Crockport. After many battles and a desperate relief of a besieged Chendl, both Furyondy and Iuz were stretched to their limits. Still, to many it seemed like a provincial war of northern states; which is when the true hammer blow fell. The Great Kingdom struck, massively and on many fronts.

The Great Kingdom Awakens

Despite their anxiety about Aerdy, the Nyronde had begun to take steps against the Fists pillaging the Duchy of Tènh. Nyronde moved troops into the Phostwood and attacked to the north. While they advanced some, their losses against the determined Fists were higher than expected, and the army could not continue its advance so far from Nyronde borders. Nyronde caution was wise. Aerdy struck south, west, and southwest.

To the south and southwest, Aerdi forces attacked the states of the Iron League; to the west, they moved through Almor and on toward Nyronde. Almor was swiftly subdued, but under the legendary Commandant Osson, one Almorian army led the Aerdi forces in a merry dance by moving through Ahlissa, Sunndi, and even into Medegia before its daring but ultimately pointless deed was put to the sword.

The winter brought respite on the field of war and time for desperate diplomacy. The Iron League allied with Nyronde, its old protector, but suffered immediately from a startling secession from its own ranks. Prince Lathac Ranold of the Lordship of the Isles was replaced by a distant cousin who at once announced his support for the Scarlet Brotherhood. Too late, their machinations began to dawn on the beleaguered forces of good. And Nyronde had another threat to contend with: the Bone March humanoids skirmished with Ratik and Nyronde itself.

To the west, matters appeared more secure. Realizing the true threat of Iuz, the southern states allied in signing the Treaty of Niole Dra, which brought together Keoland, the Yeomanry, the Gran March, and the Duchy and County of Ulek. Even isolationist Celene agreed to send a token force to join with the others in assisting Furyondy. Yet Iuz himself had not been idle, and while his overtures to Perrenland proved largely fruitless, he was welcomed in the western Baklunish land of Ket. Its rulers saw the chance to annex the fertile lands of Bissel and to secure a southern bulwark. Iuz saw the opportunity to divide the forces of the southern lands. The spring of CY584 brought a renewal of hostilities and abundant bloodshed.

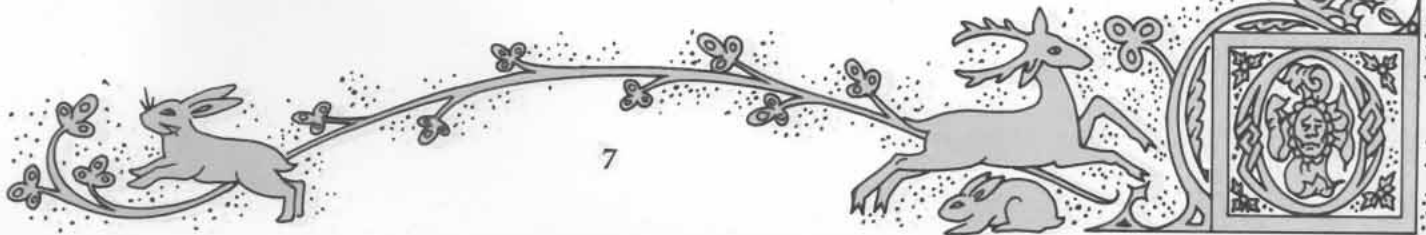
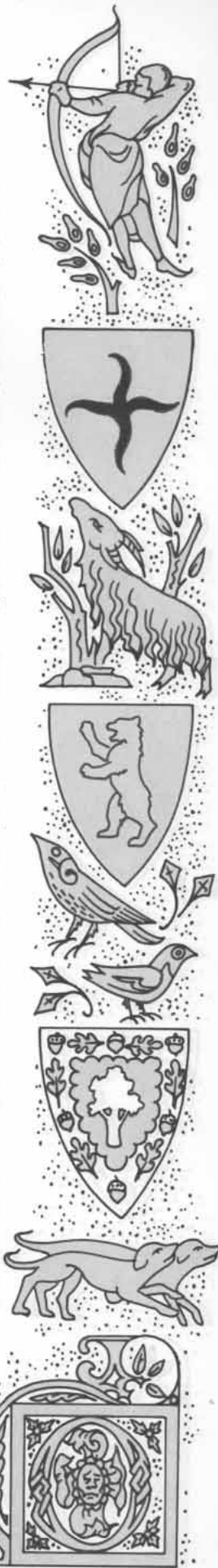
The Final Act

Scene 1: Sunset in the West

Added to the phalanx of forces poised to strike came a new force: the hitherto unremarked humanoid rabble of the Pomarj. United under a half-orc leader of greater strength than had been seen before, one Turrosh Mak, they strove to reclaim the "birthright" their new tyrant stressed to them: their old homes in the Lortmils. Striking into lands poorly defended as the southern armies moved northward, Turrosh's armies annexed the eastern half of the Principality of Ulek (now unaided by any neighbor) and the southern lands of the Wild Coast with their squabbling cities. They were stopped at the Pass of Celene by brave dwarves, gnomes, humans, and a handful of elves furious at the unwillingness of Queen Yolande of Celene to help the main cause of good. But Turrosh was satisfied; his fief had swollen in size, and while stymied in further territorial ambitions, there was none to threaten him with retaliation.

To the north, Ket raiders beset Bissel, and the Ulek forces crucial to its defense dithered between defending that small state and protecting Furyondy against Iuz. Bissel was eventually forced to surrender by the fierce horsemen of Ket. This could have been avoided but for another fell stroke worse than the eruption of humanoids from the Pomarj. From the Crystallist Mountains, great forces of giants and humanoids swept down into the Grand Duchy of Geoff, Sterich, and into the Yeomanry. In the latter, they were repulsed by peasant levies as worthy in battle as many seasoned veterans. Geoff and Sterich fell, the Keolandish armies too distant to oppose the invaders.

The giant troubles, as they were called, have been ascribed to all manner of evil schemings. Some sages say that the tanar'ri power Zuggtmoy, freed from her prison in the Temple of Elemental Evil by the meddling Lord Robilar, allied with Iuz and drew forth the giants via agents in the Underdark. Some say Lolth had her own schemes and her drow organized the giants. Still others see the hand of the Scarlet Brotherhood in this, as in so many things. The truth is obscured from our view. In this matter, Istus spun her web



Introduction

impenetrably. But the effect was to present the Keoland-Furyondy axis and its allies with threats from the west when they were beset in the north. It destroyed all possibility of sweeping back the forces of Iuz.

But Iuz was well defeated by Belvor of Furyondy, acting with the elves and rangers of the Vesse Forest, to prevent his drive into Furyondy from gaining any further lands, and Chendl was secured. The forces of Veluna held off Kettite incursions aimed at Mitrik. If good could not win, it held evil at bay.

Scene 2: Death of a Kingdom

Overking Ivid V decided to command his armies personally in the campaign of CY584, the greatest mistake he ever made. Paranoid virtually beyond the limits of mere insanity, the Overking's assault on Nyronde was broken at the battle of Innspa where Aerdy forces were utterly routed. Ivid's response was characteristic: he executed anyone involved in leading the armies. He executed more of his own nobles. He executed servants, sages, and serfs.

Finally, Ivid V decided to create utterly loyal servitors among his generals and nobles. He expediently had them murdered and raised in unique undead forms; each was revived as an animus, an undead being possessing all the skills and talents of the former living person. With the logic of the terminally deranged, Ivid came to see this revivification as a reward for his favored courtiers.

Unsurprisingly, as Nyronde defeated Aerdy forces and their demented monarch offered them death and eternal restlessness as a gift, the nobles of the Great Kingdom schemed and plotted and had Ivid assassinated. Unfortunately for them, priests of Hextor (with fiendish aid, most agree) revived Ivid who rose as an animus monarch. Executions were no longer enough for Ivid. Now he instigated wholesale massacres and genocide.

The North Province seceded, and with the aid of humanoids from the Bone March, succeeded in repelling Nyronde forces in the Flinty Hills. Wisely, the Nyronde held off from further massed battles, perhaps sensing the imminent



collapse of Aerdy. The North Province's secession did indeed trigger the complete disintegration of the Great Kingdom. Animus nobles across the land (and the few still living) withdrew all support and the remnants of their armies from the Overking. The Great Kingdom was no more; a welter of petty states, ruled by disputatious nobles (many of them undead), was all that was left. An empire that had stretched from Perrenland to the Aerdi Sea had been wholly expunged in less than four hundred years. *Sic transit gloria mundi* (or its Oeridian equivalent): so passes away the glory of the world.

Scene 3: Those Who Watch . . .

The biggest winners of the Greyhawk Wars were those who never fielded a force of their own people on the plains of battle. The Scarlet Brotherhood pursued their own ends by treachery, deceit, intrigues, magical compulsion, and strategies unused by others: the breeding of special monsters and the enslavement of so-called savages. When the Great Kingdom sought to exert its power in 583 CY, the Brotherhood did indeed support the Iron League secretly: with weapons, equipment, funds, advisors, and mercenaries. The Father of Obedience wanted a buffer between the Brotherhood and the mad Overking. But at the same time, Brotherhood agents undermined the unity of the League, and when the Great Kingdom fell apart, the Scarlet Brotherhood demanded the surrender of the Iron League states. When they refused, assassins slew nobles and rulers by the score.

Far to the west, too, the Sea Princes capitulated to the unknown assassins of the Brotherhood, and as Onnwal and Idee fell to the fleets and Hepmonaland armies raised by the men in red, the Brotherhood secured an iron grip on the Azure Sea. From the Sea Princes' lands and ports, the Brotherhood even sought to take Gradsul, the vital southern Keolandish port, but were repulsed.

Not all of the old Iron League was lost. Wily Cobb Darg of Ironwall knew exactly where his support had been coming from, and had every Scarlet Brotherhood agent executed or exiled as Idee and Onnwal were falling. Sunndi still stood, its formidable natural defenses of hill, woodland,

and swamp defying all attempts made against it. But the Brotherhood had time on their side. Alone of the major forces of the great wars, they were not spent. Not everything had to be achieved in one fell swoop. The Father of Obedience still had many agents in readiness.

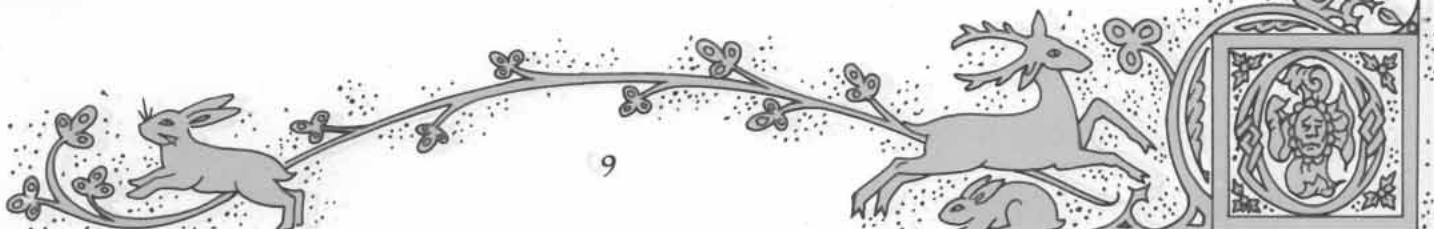
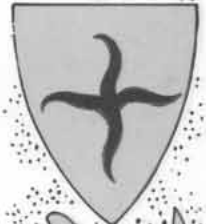
War's End

For almost three long years, as 584 CY drew to a close, the nations of the Flanaess had schemed, murdered, and warred against each other until nearly all sides lay bloody and beaten. Proposals for a great peace treaty gained rapid acceptance in many quarters, aided by the persuasive whisperings of the agents of the Scarlet Brotherhood. In the month of Harvester, 584 CY, in the untouched Free City of Greyhawk, countless ambassadors assembled to inscribe their names on the treaty at the Day of the Great Signing. It very nearly didn't happen.

Magical scrying and the strenuous efforts of sages have not availed to give the full story of what happened that day. All that is known for sure is that, within the Grand Hall where the treaty was to be signed, a fierce magical battle erupted and spread havoc through the Old City. Afterwards, two members of the famed Circle of Eight, the great mages of Greyhawk, lay dead; Otiluke and Tenser were no more. Their magical clones likewise shrivelled and perished, and their own bodies could not be resurrected. It is also known that Rary of Ket, another Circle member, was last seen fleeing with Lord Robilar into the Bright Desert, and that Rary had turned traitor and had slain his old friends. Why this is, is a tale yet in the telling. A sideshow to the main event, to be sure, but one that still shook Oerth.

Despite this, the treaty was signed and the Greyhawk Wars drew to a close. The Pact of Greyhawk ensured peace—of a sort.

In the Atlas of the Flanaess which follows this history, the lands of eastern Oerik are described individually, but in the cold, harsh spring of 585 CY, the global picture of the Flanaess is stark and forbidding. Evil is dominant in the north and south of the Flanaess. To the north, the lands of luz now stretch from the eastern Vesse Forest as far east as the Hold of Stonefist, and the Shield



Introduction

Lands and Bandit Kingdoms have almost wholly fallen to his reign. Only a few bandit princes still wage a guerrilla war from woodland and canyon.

To the south, the Scarlet Brotherhood controls the Sea Princes, the Lordship of the Isles, Onn-wall, Idee, Hepmonaland, and unknown stretches of the Amedio Jungle. Both these evil forces have gained much territory, and even if Iuz seems almost spent, who is to challenge him? The Great Kingdom is sundered, but while Ivid V rules a nightmare of a realm, the nobles who have succeeded him in so many realms are little better. The evil of these lands may no longer be united and forceful, but there are horrors here which would whiten the hair of a hero barely entered into his manhood.

Just as Iuz and the Father of Obedience have gained much, so have the humanoid and giantish rabble once exiled to borderlands. The Bone March is strong, and still threatens Ratik; the Pomarj is greatly expanded and threatens Ulek and Greyhawk; the vermin of the Lost Lands (as Geoff and Sterich are now known) threaten many states to the west.

To complete the picture, Ket has subjugated Bissel as a vassal state; many Bisselites have fled to Veluna or the Gran March. In the Bright Desert, Rary the Traitor and Robilar are said to be subduing the savages and raising a force which might yet beset the Free City of Greyhawk. The Queen of Celene still refuses to give the help that her western neighbors in particular need so desperately.

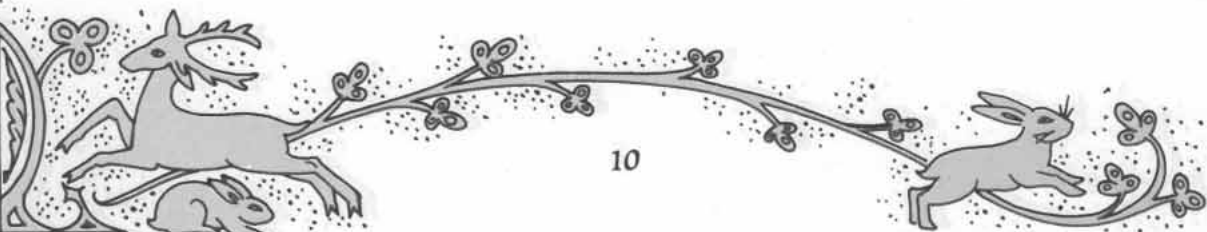
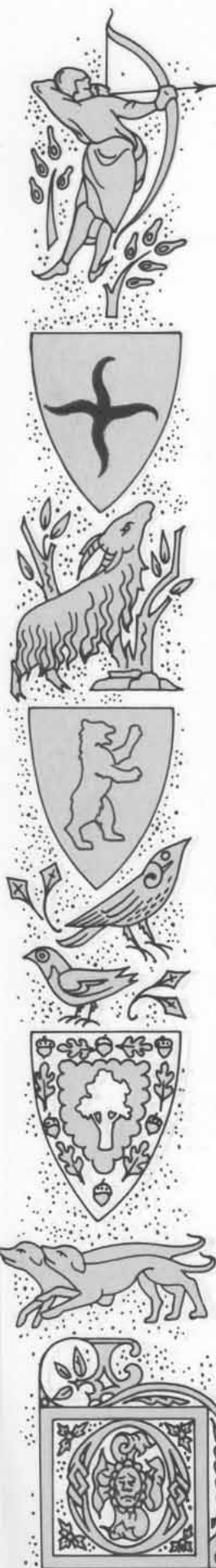
Is all lost? Not yet. Nyrond still stands a pillar of Good; it is exhausted, spent of men and funds, but there comes no threat from once-great Aerdy, and Urnst is still strong in its defense to the west. Furyondy is beleaguered, still politically divided at times, but brave Veluna is still a land of glory and righteousness and supports its western neighbor also. Keoland and Ulek stand strong; the Yeomanry is an inspiration to good and brave hearts everywhere. And the barbarians are a law unto themselves, still raiding Aerdi, still supporting the brave folk of Ratik, still deeply hostile to the poisoned words from Stonefist.

The Theocracy of the Pale is intolerant, harsh, a land of hard hearts and harder words, but is not lost to evil. Sunndi still repulses all invaders, and the brave Free City of Irongate stands as a shin-

ing beacon of freedom among a swath of fell, evil lands. No, all is not lost yet.

The Free City of Greyhawk still stands also. Indeed, it is swollen with people of ability and skill. Nyrondese exiles live there, men from the Bandit Kingdoms have fled there from Iuz, the lands around the great First City have been brought within its remit by free association. Other free cities, Verbobonc and Dyvers and the honorable Highfolk, are still places where evil does not reign, and where muscle and sinew are bent to the cause of good.

No; all is not yet lost. Minstrels and bards yet sing of heroes and acts of great courage and unflinching bravery against impossible odds in the halls of Nyrond, Furyondy, Keoland and their allies. Lights dim, but they are not extinguished. Good is driven down, but it is not vanquished—and hope bursts from the hearts of those who will not yield to the merciless hatred of Iuz, nor to the honeyed and poisoned words of the Scarlet Brotherhood. The Flanaess is dark—these are Dark ages indeed—and to say that it is always darkest before the dawn is a cliché, but then what is a cliché but a succinct truth? Welcome to Greyhawk.



Cyclopedia—The Peoples of the Lands

The Cyclopedia contains the following major sections:

The Peoples of the Lands: This is a general introduction detailing races, languages, names, greetings, symbols and runes, money, trade, and general social attitudes.

The Lands of the Flanaess: This is a general tour giving basic details of each of the Flanaess lands and nations, their rulers, people, politics, divisions, and history. What is presented is a thumbnail sketch of the most important aspects of each land; it is clearly impossible to give full details in a short entry.

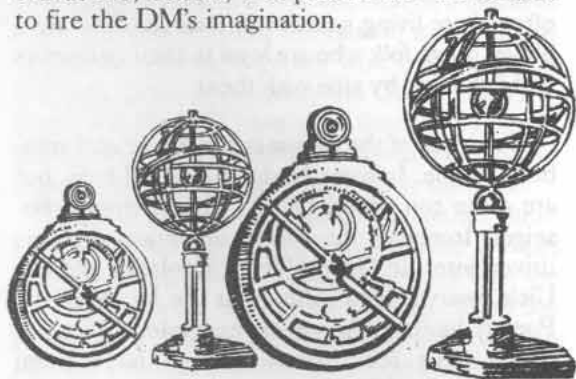
Free Regions: These are the free cities such as Dyvers, Greyhawk, and Highfolk, the fiercely independent spirits of the Flanaess.

Wild Regions: Mountains, hills, forests, great woodlands, swamps, marshes and wastelands, major lakes, rivers, and oceans; all these are covered here.

Places of Mystery: Isolated, dangerous, hidden places of myth and legend within the Flanaess.

Adventure Locations: This short reference section locates every published module set in the World of Greyhawk on the fold-out maps.

Tales of the Year of Peace: This set of rumors, tales, hints, and glimpses is for the DM to use as drop-ins in conversations, red herrings, or as ideas to develop into adventures. Locations, characters, stories, and possibilities are offered to fire the DM's imagination.



The Peoples of the Lands

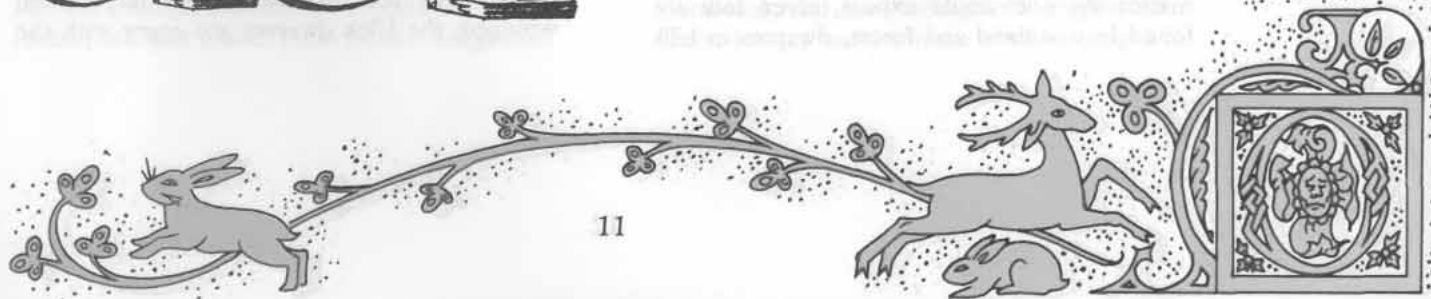
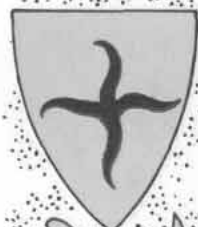
The many human invaders of the Flanaess have intermixed over the centuries; few pure racial groups are found there now. On the fringes, however, there are still some lands where the inhabitants are almost unchanged from the racial stock of their millennium-old ancestors.

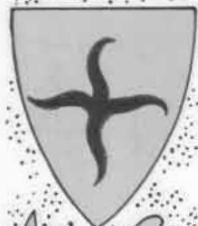
Baklunish: The Baklunish people have golden-hued skins, gray-green or green eyes, and hair ranging from dark brown to blue-black. The lands of Ekbir, the Tiger Nomads, Ull, and Zeif around the Drawmij Ocean are home to this pure Baklunish strain. Farther east, racial mixing results in modified appearances: the Wolf Nomads are Baklunish mixed with Flan (from the Rovers of the Barrens), and have correspondingly darker features. In Ket, mixing with both Oeridian and Suloise folk gave rise to folk with pale yellow or golden-brown/tan skin.

Flannae: The original human occupants of the Flanaess had bronze complexions varying from coppery tones to deep brown. Their eyes were dark brown, even black, or rarely amber. Likewise, their hair was always dark brown or black. The Flan are now scattered to the winds. The Rovers of the Barrens have no land to call their own; the Tenhas, pure Flan and proud of it, are enslaved by Iuz or have fled to the south; the Flan folk of Geoff and Sterich have likewise fled south and east from their homes.

In the Theocracy of the Pale, Flan/Oerid descendants are lighter of skin and hair than pure Flan, and are a handsome people. Perhaps within a handful of generations, almost all Flan blood will be found only in such blends.

Oeridians: The Oeridians have fairly dark skins, varying from tan to olive colors, but their hair color runs the range from honey blond to black, with brown and auburn the most common. Their eye colors are likewise variable. Pure Oeridian stock is thus less easy to spot with the casual eye than most races, but it can be seen most readily in Furyondy, Perrenland, and in the east and south of the Great Kingdom.





Suloise: The Suel were scattered to the margins of the Flanaess in the distant past, so it is small wonder that most Suel blood has been intermixed with other racial groups. The Suel are fair-skinned, some being almost albino, with red or blond (even platinum blond) hair and blue, gray, or violet eyes. The barbarian peoples of the northeast are the purest example of original Suel stock, but the Suel also dominate the Scarlet Brotherhood and the eastern islands of the Aerdi Sea.

On the main continent, the Duchy of Urnst has the largest (proportionately) enclave of Suloise. Anomalous populations of Suloise are found in Hepmonaland and the Almedio Jungle; while many have developed tanned skins with heavy freckling, pale and albino faces that look utterly incongruous in the steaming jungles can still be seen.

Reference Card 2 lists the dominant racial strains for the major Flanaess nations (as part of much other reference material). The importance of the racial mixes varies from region to region. The Suloise are the most jealous of their pure-bloodedness, perhaps reflecting their distinct differences from all other races and their history of being driven out of the main Flanaess lands (by the Oeridians, in particular).

The Scarlet Brotherhood are Suloise racists, but such racism is rare. Although other groups may take strong pride in being much like their original ancestors, as the Tenhas do, those around them often do not react favorably to this (as reflected in the fall of Tenh).

In the central Flanaess in particular, little attention is paid to skin color or racial ancestry, although there is a growing tendency to regard Suel folk with suspicion (not least because of the rise of the Scarlet Brotherhood). There are more important divisions within the lands to worry about in these times. Who cares whether the pikeman standing next to you is Oeridian or Baklunish, if the enemy is a hobgoblin or a fiend in the service of Iuz?

Demihumans

Habits of the demihuman races are another matter. As one would expect, elfen folk are found in woodland and forest, dwarves in hills

and mountains, and so on. Demihumans are also drawn generally to major Free Cities such as Dyvers and Greyhawk. And there are certain lands in which demihumans are of major importance.

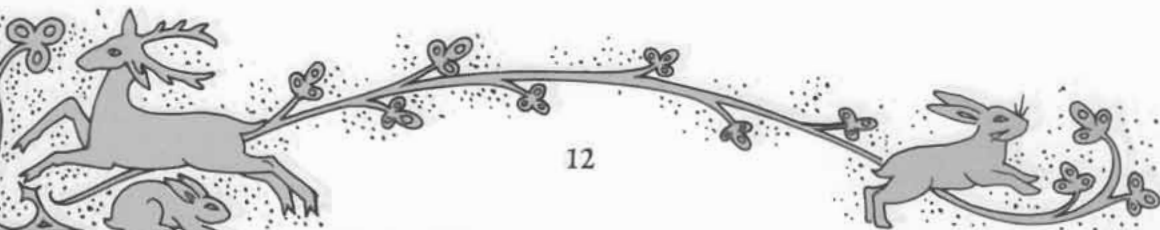
The major elf-ruled lands are those of Celene (gray and wood elves), the Duchy of Ulek (wood and high elves), and Lendore (aquatic and high elves). Mountain dwarves dominate Irongate and the Principality of Ulek and are numerous in Ratik. The lands of Ulek, Urnst, Sunndi, Highfolk (especially), and the Valley of the Mage (a unique case) are dominated by mixes of demihumans. Veluna has always had a strong population of high elves and gnomes, and the Gran March and Keoland have had their ranks swelled by high elves and mountain dwarves fleeing Geoff and Sterich.

Later entries in this Cyclopedica discuss particular regions dominated by demihumans in individual detail. Following is a broad overview of demihuman/human interactions.

Halflings typically identify strongly with the good nations of the Flanaess. They are not numerous, and have no lands of their own. It is not surprising that they look to the larger folk (and other demihumans) for protection and alliances.

Gnomes take a similar view. Their hilly homes have been threatened by the humanoids in particular; many have been driven into the plains of human-dominated lands where they seek help to re-establish their old heartlands. Many, too, co-exist with elves in the woodlands; where the elves are active in working with human interests, so are the gnomes. Hill gnomes often share living space with dwarves, and are a brave, tough folk who are loyal to their neighbors and fight side by side with them.

Dwarves of the Flanaess are strong and stubborn people. In some lands, they need help, but are often too proud to ask for it outright; besieged Irongate, the exiled mountain dwarves driven into the Good Hills of Keoland, and the Ulek dwarves who suffered at the hands of the Pomarj humanoids are all examples. Some of these clans feel themselves to have been wronged; the Ulek dwarves are angry with the



elves of Celene for not giving them aid, and there is strain between them and the elven-dominated Duchy of Ulek, which sympathizes with the dwarves and yet dares not rebuke Celene openly.

Elsewhere, the strong mountain folk are better placed; in Urnst, which has emerged strong after the war, dwarves are learning that the old glory of Nyronnd needs their help even to sustain its own shadow. In Sunndi, the dwarves ally with the elves and gnomes, each experts at defending their own terrains, to keep their enemies at bay.

Elves of the Flanaess are more divided. Bright Veluna has a strong elven presence that works unstintingly for good. Nyronnd and Furyondy elves are vigilant against evil. The elves of the Highfolk bow no knee to Iuz, but the rulers of Celene are divided and currently favor isolationism. In Sunndi, the gray elves are warlike, aggressive, and hostile; in Lendore, the dominant high elves are philosophers, mystics, and otherworldly. There is no simple racial division within the elves, either; it is not the case that high elves are more inclined to be actively opposed to the evil of the Flanaess than gray or wood elves. What can one say of this timeless people? Some are the greatest hope of the Flanaess, while some seem to do nothing as the world threatens to collapse about them.

Humanoids

The humanoid races of the Flanaess have historically been driven into the least favorable areas—mountains, hills, barren plains, swamps, and marshlands. However, three lands are now dominated by them. The Bone March is home to orcs, ogres, and gnolls; the Pomarj is the habitat of the same races, together with bugbears; and the Lost Lands (previously the Grand Duchy of Geoff and Sterich) have been overrun by ogres, giants, hobgoblins, and other humanoids. Iuz, of course, has many humanoids within his lands.

There is no common factor that unites these marauding monsters. The orcs of the Pomarj have no alliance and no communication with the orcs of the Bone March, for example. Even the priesthoods of the same orcish deities have virtually no communication. The humanoids are a rabble, but that makes them no less dangerous.

Languages of the Flanaess

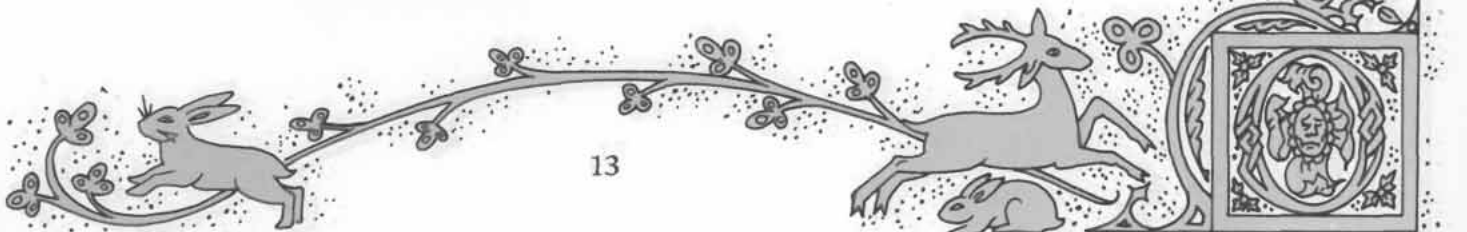
It is generally agreed that the greatest authority on languages in Oerik is Revort Leyhar, working from the Grey College of the University of Greyhawk. In his 44-volume *Exegesis of Linguistic Usage by the Flanaess Peoples*, he exhaustively establishes that only five dialects are used by enough folk to be properly called languages.

Suloise: This exists primarily as a written language, read by those who delve into the surviving ancient tomes of the Suel peoples. Within the Scarlet Brotherhood, however, it is the only permitted spoken language for discourse within the heirarchy. A derivative, Fruz (see below), is spoken by the other major Suel group, the barbarians.


Flan: This is the oldest language still spoken on an everyday basis. The Tenhas speak Flan, albeit a somewhat debased version of the once-widespread original tongue. It is a stagnant language now, and it is difficult to translate modern or changing concepts into Flan because of the inflexibility of its vocabulary and syntax.

Ancient Baklunish: This has importance as one of the roots of modern Common. It is still spoken by the Paynim tribes and among some tribes and clans in surrounding lands (Zeif, Tsumit, etc.), especially in formal addresses and for commercial dealings.

Old Oeridian: Originally believed to be almost a closed language, Revort Leyhar has exploded this myth. He bases his case on the obvious fact that such a tongue could not remain free of outside influences, as was once claimed, when those who spoke it were the most widely disseminated and intermixed group throughout the Flanaess. Old Oeridian is the major basis of the Common tongue. As a written language, Old Oeridian is used almost exclusively by many everyday scribes (lawyers, clerks, and the like), in part, as a way of maintaining a monopoly on literacy (by excluding mere speakers and writers of Common), and thus their gainful employment. Exalted sages use yet more obscure scripts for



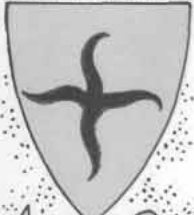
Cyclopedia—The Peoples of the Lands




the same reasons. Most major archives and libraries have a wealth of materials written in Old Oeridian.

Common: Primarily derived from Ancient Baklunish and Old Oeridian, Common evolved primarily from the need for a universal language that could be employed in trade and diplomacy and filtered down to the common folk over the centuries. It is now the primary spoken human tongue in almost all nations of the Flanaess.


In addition, a handful of dialects and sub-languages have particular importance.




Ferral: This is a derivative of an Oeridian tribal language, used, until recently, in the diplomacy of the Iron League. Some documents which were saved from its fall (and some still extant in Sunndi and Irongate) are written in this tongue. Ferral was used primarily for command and identification purposes, being a formalized dialect amounting to little more than a set of signals and tags with poor verbal and adjectival content. It is not a true living language.




Nyrondese: This is a High Oeridian dialect that mixes Common with some expressions from an Oeridian tribal tongue. It is spoken in rural areas of Nyrond by peasants, shopkeepers, and those who want to make comprehension of their expressions difficult for those they don't trust.



Fruz (The Cold Tongue): This is the language of the frost, snow, and ice barbarians; it is predominantly Suloise with some Flan influences. It has no relation to Common, and even speakers of Suloise find it hard to comprehend.



Velondi: This is another Oeridian tribal tongue spoken by rural folk and those in isolated communities in Veluna and its northern borders. It is not comprehensible to those who speak only Common, and is purely a spoken language today.



Keolandish: An offshoot of Old Oeridian with local admixtures, Keolandish has a range of regional sub-dialects throughout Keoland and surrounding lands.

Lendorian: This is an obscure dialect of Suloise once spoken in some of the Spindrift Isles and known to a scattered few in other eastern islands. It is comprehensible to Suloise and Common speakers, but is unrelated to Fruz. Lendorian is used primarily by seamen and sea voyagers, and is a spoken rather than written tongue. Lendorian is especially rich and subtle in its vocabulary as pertains to weather conditions and natural phenomena, as befits its usage. It is not to be confused with Lendorian Elvish (see below).

Alignment and Nonhuman Tongues: These exist under standard AD&D® game rules, with one exception worthy of note: the Lendorian Elvish tongue. This is a highly complex, symbolic language unique to the Lendore elves, spoken by both the high and aquatic elves of the Lendore Isle. It fulfils the functions of philosophical discourse, religious devotions, and social intercourse. It is a language that cannot be voluntarily learned (one must grow up with it). More details of this unique language are found in the Cyclopedia entry for the Lendore Isles.

Names and Forms of Address

Systems of naming are wide and varied in the Flanaess, with many local customs. Following are some general guidelines.

Common Humanity: Most ordinary folk have only a single name. Among those with a trade of almost any kind, this is usually added to one's name (i.e., "Gorell the Woodcutter"). If a family member within a couple of generations has some reasonable local fame, that can be substituted for the career tag (hence, "Marran, cousin of Hewell the Orc-cleaver"). When traveling, one's home becomes part of one's name for the purpose of addressing strangers (thus, "Kendren of Hookhill").

Exiles: Because so many folk have fled their original lands as refugees in the last three years, it is common for them to use their original homeland as part of their name, whether they're com-

mon humanity or adventurers. This even takes precedence over any label linked to heroism. Hence, the Tenha warrior Storgrim Dragonspike would be Storgrim of Tenh, now that he is exiled in Nyronnd, for example. In many cases, such exile is obvious (the Flan Tenhas are fairly conspicuous in appearance), but most stress it almost with pride.

Nobles: In almost all lands, nobles are addressed by title and first name, then by family/location as well (in a truly formal address). Lord Nellist would be happy with this address on an everyday basis, but at a court, he would be known as Lord Nellist Egremont (family) of Woodwych (home). Of the following titles, not all exist in all lands, but the order of eminence is consistent: Emperor, King, Duke, Prince, Margrave, Earl (Count, Plar, Graf), Viscount, Baron, Knight (with varying ranks of knighthood that vary considerably from land to land).

Many exiled nobles do not use their homeland as part of their name except when absolutely necessary, because this emphasizes the pain and embarrassment of their loss. Even in formal ceremonies, a tactful host will simply introduce a guest as "Lord Raschman," not "Lord Raschman of Nevond Nevndend." Unfortunately, some unscrupulous individuals look at this dropping of full formalities as an opportunity for con tricks. There are a fair number of bogus lords and counts in the more distant and less knowledgeable parts of Keoland, Nyronnd, and Veluna, posing as exiles and trading on the goodwill of those deceived.

Wizards: Wizards avoid long-winded names and are often known simply by one name (Mordenkainen, Bigby, etc.). Often, this occurs progressively as a mage becomes better known, and is a sign of eminence (no one says, "Mordenkainen who?" or, "which Mordenkainen?"). Some mages, though, retain first and family name, such as Jallarzi Sallavarian of the Circle of Five.

Priests: Priests are known by name and the location of their temple, such as "Hamras of Leukish." Longer-winded terminologies are used only in high church circles.

Demihumans: Elves always use family names, unsurprising given that siblings (and half-sibs) may be a hundred or more years apart in age. Family names are almost invariably romantic, flowery words: Starglow, Laurellan, Silverfrond, and the like. Half-elves and elves who live in and around human communities may add some local human addition to their names, either by profession or location, when dealing with humans.

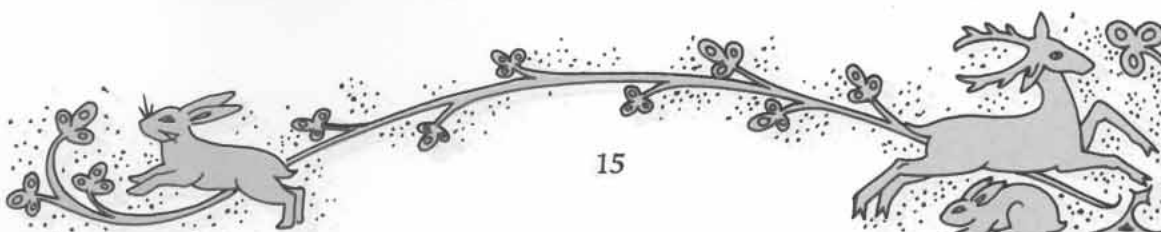
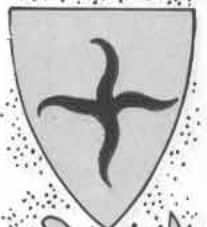
Dwarves also use family names, and are deeply proud of their lineages. A first meeting with a dwarf will result in him introducing himself by his first name, his clan, and then his ancestors ("son of, son of, son of . . .") for several generations. Very formal etiquette applies to this. Only a true leader among dwarves is allowed to stretch matters to six generations or more (and such a dwarf uses his full name all the time). Ordinary dwarves stick to three generations if they're being modest; four is the norm; and if the dwarf gives you five, he's either being boastful or showing a lot of trust in, and friendship toward, the listener. After this formality has been established, first-name terms gradually become employed.

Dwarves differ from common humans in another important way: many of those exiled from homelands and driven out as refugees (from Sterich, the eastern Principality of Ulek, etc.) do not proclaim this, as many humans do, by referring to their old abode in their full name. It may be that they deny their loss in this refusal to name their lost home. In this respect, they behave rather like human nobles.

Gnomes use both a first and a family name, and always hang some extra tag on it, whether this is the family home, the place where they work, or whatever seems most important to them at the time (so Grimmri Fischer might be "Grimmri Fischer the Jester," "Grimmri Fischer of the Highfolk," or "Grimmri Fischer, Locksmith of Greyhawk").

Halflings use first names and surnames like the gnomes do, but they often use nicknames, pet names, abbreviated names, and other devices that most other races find irksome and pretentious in the extreme.

Humanoids typically use a simple first name with a clan or tribe allegiance if it needs proclaiming for any reason. Captains and clan leaders



have honorifics that typically refer to favored weapons, tactics for execution or torture, disgusting personal habits, or general physical prowess. To save time, such honorifics are often linked to the clan name (so a chieftain of the Broken Skull clan might be known as Arakkosh Skullsmasher or Arakkosh Headcleaver, for example).

Greetings and Farewells

A few local greetings (and some other expressions of note) are listed below, for the use of travelers and the satisfaction of the overly curious.

Cold iron avail you is a common exchange between warriors among the Highfolk and in Furryondy, referring to the efficacy of cold iron against certain undead (among Iuz's servants).

I spit on the Old One is an almost aggressive greeting, a rejoinder to any question of one's bravery, among the same folk. It can even be a challenge to the bravery of the one so addressed.

Stone endures and its variants (such as *So long as stone endures* and *stone endures still!*), is a greeting and sign of friendship among those allied with Irongate, an acknowledgment of the heroism of the dwarves there and the endurance of their walled city.

'ware and were, friend is a greeting used between, and when meeting, rangers of the Gnarlley Forest, who have many friendships with werebears there. When used by an outsider, it shows politeness in that one has taken the trouble to learn something of the rangers' ways.

Hands in your pockets, eyes on your purse! is a characteristic well-wishing and farewell used in the Free City of Greyhawk. It is a city ruled by thieves, after all.

Are you athought? (i.e., are you thinking?) is a half-challenge or intimidation used by seniors of the Scarlet Brotherhood wishing to put juniors at a disadvantage. True believers should not think. They should just obey orders.

Until the starbreak is a farewell and oath of fidelity used among the barbarians. It has two distinct meanings. The exhalation of breath in the bitter cold causes a frost and tiny cloud of snowflakes to fall, and those falling flakes are referred to as "the breaking of stars." Hence, *until the*

starbreak is roughly equivalent to *until we talk again*. Also, an ancient barbarian religious myth tells that the end of the world begins with the falling of stars from the sky as the heavens break. Hence, *until the starbreak* also means *forever*.

May the Axe grow great is an expression used among the exiled Knights of Holy Shielding. It refers to their deity Heironeous, who possesses a magical axe that can shrink and expand in size. The phrase expresses the desire to see good grow great, for the Shield Lands to be reclaimed, and is a general expression of goodwill, an encouragement, and a hope of better times.

Kill your father, eat your mother is an encouragement among the orcs of the Pomarj, entreating the listener to evil and notable deeds. It sounds marginally more unpleasant in original orkish. However, if the listener's parents are both dead, it is a terrible insult, for it implies that the listener is incapable of performing worthwhile acts of evil, and generally leads to a fight to the death.

Forms of Proper Address

Travelers and anyone mixing with exalted persons need to know correct forms of address when dealing with nobles and knights. In the states of the central Flanaess, the following forms of address are conventional:

King—*Your Majesty*
 Duke—*Your Highness*
 Prince—*Your Grace*
 Archcleric, High Priest—*Your Royal Highness*
 Margrave, Marquis—*Your Nobleness*
 Earl, Count, Graf, Plar—*Your Eminence*
 Baron—*Your Prominence*
 Viscount—*Your Noble Lordship*

Addressing a knight can be tricky; the correct form of address may be "Your Most Honorable Sir," "Right Honorable Sir," "Your Most Worthy Sir," or "Worthy Sir" for knights of established orders (in decreasing order of importance), or simply "Sir" for a humble knight. The best guide, when uncertain, is to use the most lofty address. Humbler knights will not be displeased, and nobler ones unoffended.

Symbols and Glyphs of the Flanaess

An assortment of standard symbols, runes, and sigils has evolved almost as a pictorial analog of the Common tongue. There are times when a few inscriptions can convey as much information as a hundred or more words, and when speed is of the essence, leaving such a sign to alert the unwary can save lives and souls. Wizards, sages, rangers marking the woodlands, dwarves etching stone, and many others have contributed to this picture-language over the centuries.

The most common and important of these symbols and signs are depicted here. Of course, individual secret societies and cults, sages, and wizards have their own marks and runes far too numerous to list here. The curious reader should travel to the University of Greyhawk Library and consult Zagig Yragerne's *Runic Mysteries Revealed*, or, more reliably, Jawal Severnain's *Compendium of Signs Magical and Mundane* for further details.

Money in the Flanaess

Coinage in the Flanaess is valued as follows: 500 copper pieces (cp) = 50 silver pieces (sp) = 10 electrum pieces (ep) = 5 gold piece (gp) = 1 platinum piece (pp). In the Free City of Greyhawk, now the dominant trade center for the whole region, the coins are copper commons, silver nobles, electrum luckies, gold orbs, and platinum plates.

One effect of the Greyhawk Wars is that while coinage is less willingly accepted than before (see the section on trade), if it is accepted as payment, the vendor doesn't tend to bother much about which type of gold coin is paid. Coins from Keoland are accepted in Veluna as readily as Velunese coinage, if coin is accepted at all. The one exception to this is Greyhawk coinage; this is significantly more likely to be accepted almost anywhere than other money, even locally minted coin. It is as if the Free City is seen not just as a safe haven in troubled times, but as a bank that can't default (or if it does, everything is lost in the world anyway, so why bother? Just take the coin!).

Border levies on imported coin, as well as reduced rates of exchange for changing to local coinage, have all but evaporated in many countries (Nyronnd still operates a 3% levy due to its desperate financial straits).

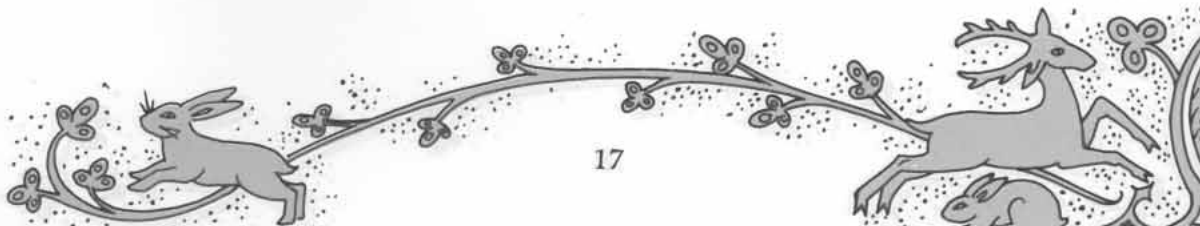
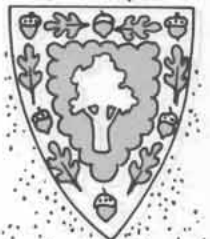
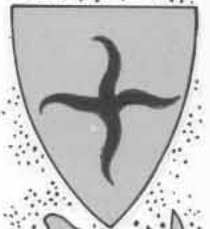
Paper money in the form of promissory notes has virtually no value outside of the Free City of Greyhawk, Celene, Urnst, Perrenland, and the far northwestern lands. In most instances, it can be traded only to a pawnbroker or "debt collector" for a fraction of its face value.

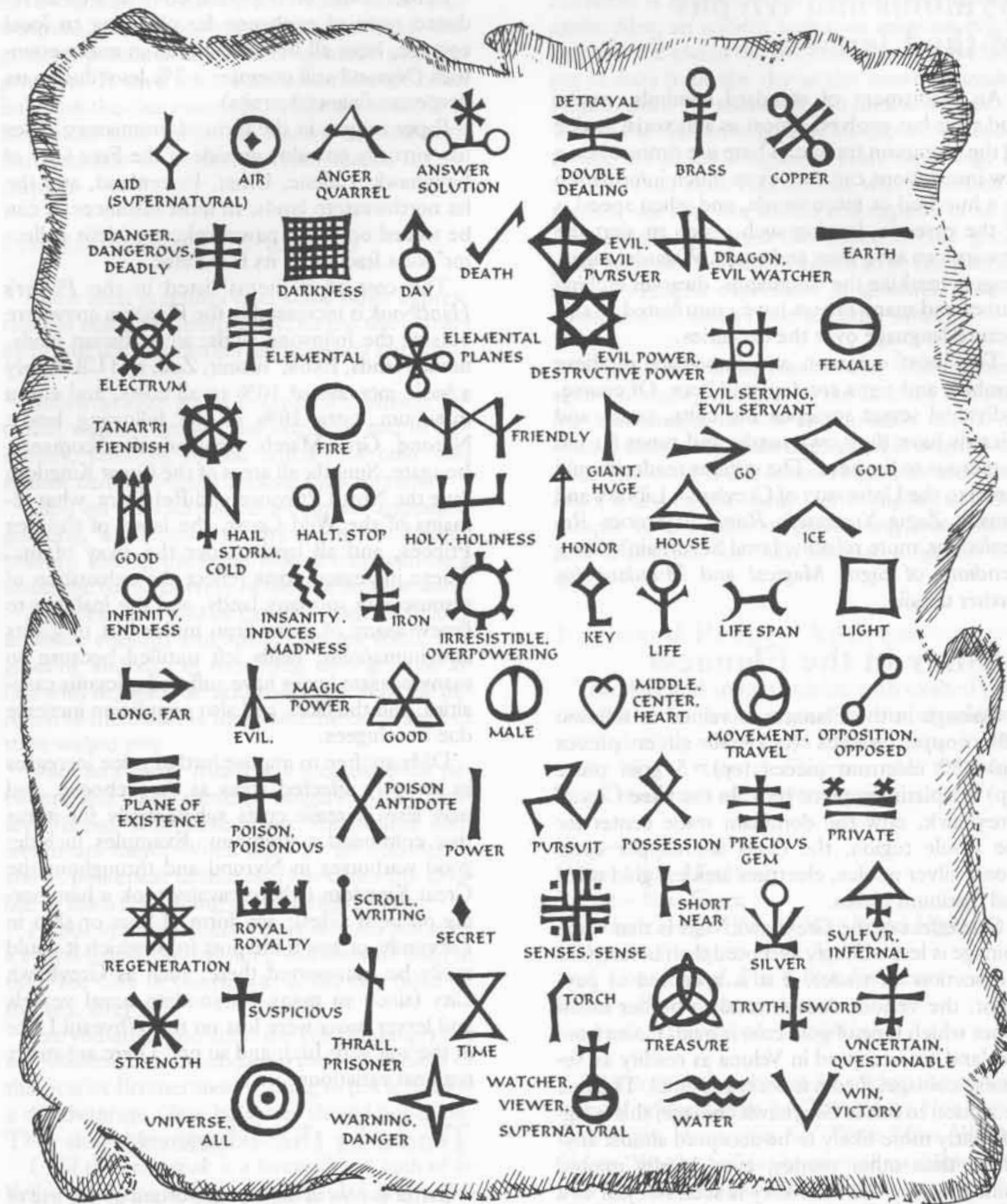
The cost of all items listed in the *Player's Handbook* is increased in the Flanaess anywhere outside the following lands: all barbarian lands, nomad lands, Ekbir, Tusmit, Zeif, and Ull. Apply a basic increase of 10% to all costs, and add a minimum extra 10% in the following lands: Nyronnd, Gran March, Keoland, the Yeomanry, Irongate, Sunndi, all areas of the Great Kingdom save the North Province and Rel Astra, what remains of the Wild Coast, the lands of the Sea Princes, and all lands under the sway of Iuz. These increased costs reflect the exhaustion of resources in so many lands, and the inability to renew many of them (iron mines lost to giants and humanoids, fields left untilled because so many peasant levies have suffered grievous casualties, and the like), and also population increase due to refugees.

DMs are free to impose further price increases in severely affected areas as they choose, and may also increase costs substantially for items that command a premium. Examples include: good warhorses in Nyronnd and throughout the Great Kingdom (where cavalry took a hammering on both sides); any form of boat or ship in Furyondy, or any trade post from which it could easily be transported there, such as Greyhawk City (since so many Furyondian naval vessels and lesser boats were lost on the Whyestil Lake in the war with Iuz); and so on. There are many regional variations.

Trade in the Flanaess

Barter is now at least as important as the use of coinage in almost all the Flanaess lands, and more important in some (Nyronnd, Irongate, and Sunndi being good examples). In a time when





war has exhausted so much material resource, people know that one cannot eat coinage or wear it to keep warm, nor can it be melted down to make weapons or ploughshares. Even in lands where coinage is still an important medium of exchange, it is often the case that a person with something of value will exchange his goods for other goods he needs rather than an equivalent (or slightly greater) value in coinage. This is especially true in rural areas, and in towns and cities not far from the borders of hostile lands (e.g., northern Furyondy, eastern Keoland, Ratik).

The major effect of the Greyhawk Wars on trade has been to depress the volume of transactions. Most countries have far less to export than they once did, needing to retain what they manage to produce. Further, because of the general conservatism of the times, people are reluctant to undertake journeys of any significant distance to sell the produce they do have.

Especially in the case of humbler products, such as cloth and food, most folk will not travel far to sell their wares. More expensive commodities such as fine wood, luxuries, ores, precious metals, gems, and finely-crafted items are less affected, but while their prices are increased, traders are increasingly cautious about travel. It's a good time to be a mercenary if you are happy guarding merchant caravans, riverboats, and barges.

Dark Times

Most player characters will have their homes and bases in the central nonevil Flanaess lands: Keoland, Veluna, Furyondy, Ulek, Urnst, Greyhawk City, Nyronde, and the lands around these centers. Within these lands and their allies, there is a dominant mood of the times. Above and beyond the information contained in individual entries, this atmosphere is pervasive and basic to the Flanaess.

There is a general perception that peace is here, for a time. But no one believes that peace has broken out for very long. Iuz has achieved so much, so fast; he will hardly rest content for ever. The Scarlet Brotherhood was unknown until a dozen years ago, and now it strangles the Azure Sea as a mesh of creeping vines strangles a tree. Within the beleaguered central lands, the task to

hand is twofold: first, to rebuild and fortify defenses with the expectation of future conflict, and second, to take little, and no strangers, on trust.

Batten Down The Hatches

The need to fortify and protect is strongest in those lands and regions that border Iuz and the remnants of the Great Kingdom. This takes the form of population retreat from rural areas to cities, the building of defenses around towns and cities of any size (but few states can afford to construct major fortifications and castles), and a general preparedness of local people for trouble.

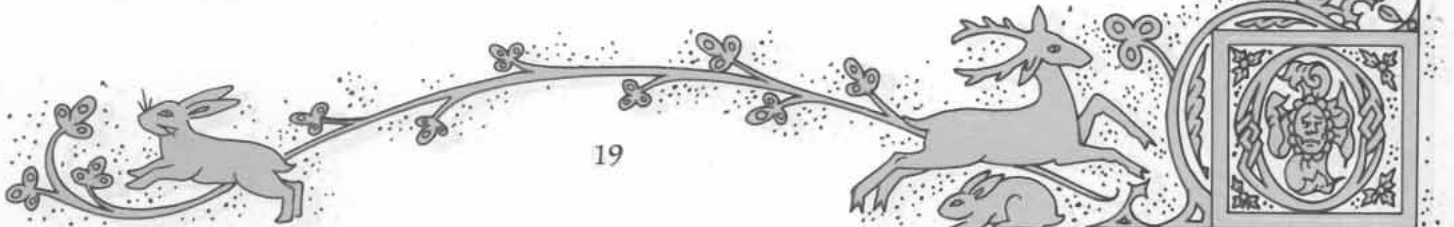
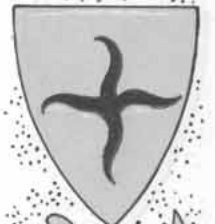
As an example of how common folk behave in such times, a charming Nyronde village that ten years ago would have welcomed strangers and offered hospitality would now be a very different place. The village might be defended by a wooden stockade wall, or at least by ditches. Strangers would be regarded suspiciously, and the locals might speak Nyronde rather than Common in their presence.


Often, such a village might demand that strangers lay down all arms, to be taken into the custody of the Serjeant or Constable of the place. If accommodation is offered at all, it would not be unusual for guests to be locked into their rooms for the night in a room with well-shuttered windows. The local priest, even if a servant of a peaceable deity and perhaps only a humble, 1st-level acolyte, would have such spells as *command* and *protection from evil* at the ready (if allowed access to the appropriate spheres of spells).

There is a general tendency among ordinary folk to hold to what one has, to trust one's family and long-time friends and few others, and (especially in borderlands) to keep faith with the Power that offers protection. A resurgence of genuine devotion, and no little superstition, are commonplace.

Trust No One ...

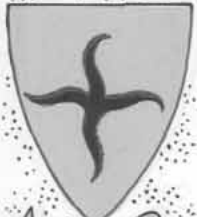
The suspiciousness of the rulers in these times comes primarily from the growing awareness of how much the Scarlet Brotherhood has achieved, and how it has achieved it. Disappear-






ances, kidnappings, assassinations, and lying and treacherous agents posing as advisors—these engender distrust.

Almost anyone who is anyone does not willingly trust the advice of a stranger in these dark days. Priests and mages using detection spells through the courts of the influential; the school of Greater Divination has become remarkably well funded even in poor countries.




Alignment languages have become more widely used; the social customs and politeness that formerly restricted its use are cast aside. Likewise, the polite foregoing of magical scrying upon even august personages has been given up.




Spying and sneaking has become a tool widely used by many rulers; one side-effect of this is that many thieves have found themselves receiving offers of employment from a Duke or Count who previously might have preferred them hanged. On the borderlands, rangers could forever give up sleeping and still not accomplish more than a small part of what is asked of them. Established orders of knighthood, noble and learned societies, and the like draw in their horns and speak far less than they listen.


The Law of the Lands



Even in many of the most civilized lands, the rule of law is less centralized than before the Wars. There is a strong tendency for local nobles to rule their fiefs as they see fit, although they do not actively oppose their rulers in most cases.



In borderlands, local communities are almost a law unto themselves, with a Serjeant or Sheriff (often elected by elders, or the whole population of a village) responsible for dealing with miscreants. Central authority often cannot afford to do more than send out militia to aid tax collectors. There are exceptions to this; Gran March, Keoland, Veluna, the Urnst and Ulek lands, and the lands around Greyhawk still retain pre-war standards of law. In Furyondy and Nyrond in particular, matters are less organized.



All this shouldn't be taken to mean that everyone encountered along the roadside, or in cities and towns, is wildly paranoid. Rather, folk take wise precautions, and rulers vacillate and hesitate until they have what they perceive to be all the facts they need to make decisions. In itself,

the latter is a minor triumph of evil, and there are certainly those who speak out against this rising tide of conservatism. They are not widely listened to.

A Time To Adventure!

Paradoxically, while caution and conservatism are the prevailing mood, there is also a moody, impulsive tendency to a degree of rashness in many lands. When so much hangs in the balance, wisdom may dictate that putting a little resource into speculative ventures may be no bad idea. As one example, even the notoriously tight-fisted dwarves of Irongate are said to have paid good gold to equip a powerful adventuring party seeking a reputed *stone of controlling earth elementals* lost below the Abbor Alz mountains. Such a magical treasure would be of major value in fortifying Irongate's defenses. Expeditions to lost burial mounds, deadly lich mazes, ancient treasure sites, and the like are certainly not being abandoned.

Because the central Flanaess states are unwilling to risk their own best men and women in such ventures, they will often seek to employ mercenary adventurers for such speculative forays. Such employment will often be offered through intermediaries, and the hirelings will often be magically scryed upon to check their alignment and trustworthiness. Submitting to *quest* or *geas* spells may be demanded if the reward offered is great. Even so, there may be no better time in Greyhawk's history to be a freebooter, and the Free City itself is the place to go to become one.

Has Peace Really Broken Out?

Yes and no. The great powers of the War agreed to the Pact of Greyhawk, and certainly Nyrond, Furyondy, Veluna, Ket, the remnants of Aerdy, and Iuz have no plans for major aggression against their former enemies. However, the Scarlet Brotherhood is still well placed to continue its intrigues and subversions, even if technically bound not to wage war.

Cyclopedia—The Lands of the Flanaess

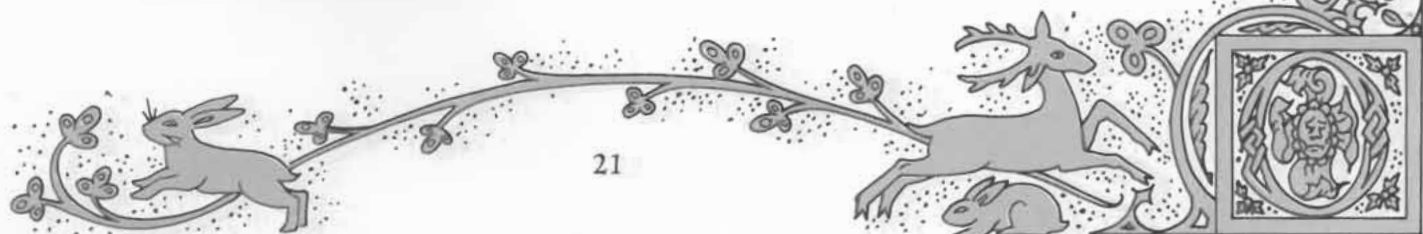
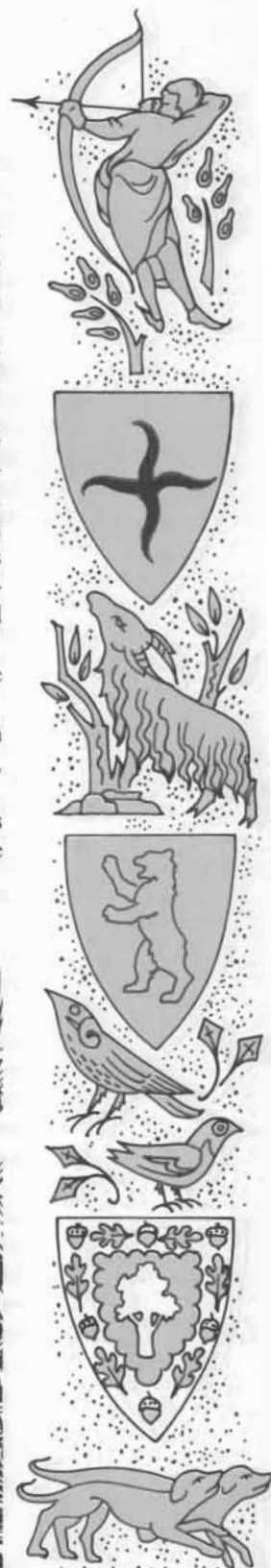
There are also places where skirmishing is virtually guaranteed to continue. The most obvious locations are Geoff and Sterich, where the exiled local people will certainly fight to regain their old lands, but no massed battles could be fought due to weakness of numbers and arms. A similar state of affairs exists in the Pomarj; Turrosh Mak signed no peace treaty, and the Ulek states, and possibly individual interests in the Suss Forest, Lortmils, and Wild Coast might also skirmish against the Pomarj. The Vesve Forest will surely see its share of skirmishing. The exiles in the Hornwood are still desperately trying to fight their way out; bandits in and around the Fellreev Forest and the Rift Canyon still raid Iuz's forces; the barbarians will raid the Great Kingdom; the Sea Barons aren't a peaceful bunch; Ratik and the Bone March are at each other's throats. There may not be war on the scale of the last three years, but mercenaries still have plenty of people ready to employ them, and some of those erstwhile employers still have the funds to take them on.

The Lands of the Flanaess

What follows is an alphabetical guide to all nations of the Flanaess, including their history, nature, and contemporary events. The lands that have been conquered by others still receive an individual entry, with notes on whether populations are exiled (and if so, where), enslaved, lost, or simply unknown. Each entry is descriptive, with some important reference statistics on Reference Card 2 (population, demihumans, humanoids, major resources). The ruler of each country is given in the main entries as well as on the reference card. A ruler noted in parentheses is the true ruler of a land, acting through a nominal ruler puppet or having displaced an exiled ruler.

Some important notes apply to the reference card statistics:

- *Capital* and *Ruler* are both given in the main entry, but the card also shows the class, level, and alignment of a nation's ruler.
- *Population* applies to humans only and gives the number of relatively able-bodied adults in the



territory. The settlement of this population follows standard patterns. In most lands, some 50% of the human population will be settled within cities and major towns, a figure which has increased sharply during and since the wars. Other communities are almost always settled by a river, lake, major trade route, or vital natural resource (mines being the obvious example).

As for communications between communities, there are roads between major cities within each state which have been well maintained in past years and have not yet degenerated due to disrepair. Villages, smaller towns, and border forts are connected to such cities, and to each other, only by poor quality roads and cart tracks. In the Ulek states, the Urnst states, Furyondy, Veluna, and Nyronnd, matters are slightly better with a superior quality of secondary roads. However, in Furyondy and Nyronnd, these are already beginning to show the signs of neglect from the wars, and will continue to deteriorate.

- **Races** is the mix of human races to be found in each land, with the first letter being the predominant strain. For example, *OSf* means that the humans are a mix of Oeridian and Suel with a small Flan addition to the mix.

- **Pop. Align** is the dominant alignment(s) of the major group (humans, demihumans, or humanoids) within the land.

- **Demihuman and Humanoid** figures apply to adults capable of fighting (a key statistic in such times). Sometimes, exact figures aren't available; no one is taking a census of post-war populations, and with isolated communities, estimating exact numbers is difficult, so less exact terms are occasionally used.

- **Major Resources** means major resources which are available. In some cases, they may not be currently in use. Mines lost to humanoids won't yield ores, untilled fields may be fertile but won't yield grain. On the Reference Card, if a resource is currently severely underused as a direct result of the events of the wars (less than 50% of pre-War productivity), this is specifically noted. Of course, certain areas may have undiscovered resources (especially of ores, gems, etc.), but this is a quite different matter.

Further, the figures listed may well change sharply within even a year of the current date, spring 585. There are still battlefields with

corpses frozen from the winter that are now decomposing, fertile breeding grounds for pandemic disease. Local skirmishings will be certain in the lands close to humanoids. Refugee emigrations may start afresh as rumors and scares create waves of panic among nervous commonfolk. Iuz may be bound not to wage war, but creating threatening-looking freak weather, dread omens playing on folk superstitions, and the like are certainly not beyond him. The brief section *Tales of the Year of Peace* toward the end of this long Cyclopedia gives some hint of what may yet befall the Flanaess.

AHLISSA: see Great Kingdom, South Province

ALMOR: see Great Kingdom

BANDIT KINGDOMS

Ruler: none (Iuz)

Capital: largest city in strongest fiefdom, currently Rookroost (pop. 11,650)

The Bandit Kingdoms were a collection of petty holdings founded between 300-350 CY. Originally, each little kingdom was ruled by a bandit chieftain laying claim to a noble title, although no kingdom had much territorial stability. The dominant fiefs within the lands were those of Reyhu, Grosskopf, Dimre, Johrase, and the city of Rookroost, each of which had rulers strong enough to hold their territories against rivals. Bandits lived by raiding Tenh, the Shield Lands, Urnst, Nyronnd (more rarely), the Theocracy of the Pale, and each other. Sometimes, rival rulers would temporarily ally to fend off retributive attacks from those nations.

These lands have been almost wholly occupied by the forces of Iuz since the war. The bandit forces themselves are greatly divided. Some, notably the more evil, have taken service with Iuz, who uses them to crush the last vestiges of the Rovers of the Barrens and, disclaiming responsibility, to skirmish into the Theocracy and Urnst.

A number of minor servitors of Iuz control the recruited bandits and humanoids originally from the Horned Society and Iuz itself within these

lands. Other bandits have fled to Urnst, granted amnesty in return for enlisting as troops or mercenaries. They often present problems for the rulers of the lands they have fled to, due to their strongly chaotic natures, drunkenness, and poor discipline. Some, including the most chaotic, continue to exist as bandits within these lands, especially in and around the Rift Canyon and the Fellsreev Forest, and these include many from the five old powerful fiefs who still display their shields proudly.

These bandits are skilled horsemen and gutsy warriors despite knowing when to cut and run. They are mostly untrustworthy, but they adhere to the belief that their enemy's enemy is their friend and if they give a blood oath, they will die rather than go back on their word. The women of these lands are outnumbered by the men, but share their characteristics, including swaggering arrogance and love of strong drink.

BISSEL, MARCH OF

Ruler: Graf Imran Tendulkar, Shield of the Faith
Capital: Thornward (pop. 4,220)

Bissel is a small state that has been a vassal of its greater neighbors for much of its history, ruled originally by Keoland, then Furyondy, and now Ket. It enjoyed less than a century of independence before the war, ruled by a succession of margraves. Both of its old rulers supported it as a buffer against Ket. Bissel traditionally employed many mercenaries in the ranks of its armies, but their presence did not avail it when Ket invaded.

Bissel is a fertile land, blessed with gold in the Lorridges and the eastern edge of the Barrier Peaks, where dwarves search diligently for the precious metal. The dwarven clans were used to trading with Ket as well as Bissel, and the invading Ketites have been very careful to maintain good relations with them.

Ket's invasion of Bissel was in large part opportunistic, and the Beygraf of Ket clearly hopes for further opportunities as Iuz and Furyondy weaken each other. He wished the old Margrave of Bissel, Walgar, to rule as a puppet, but the old soldier preferred death by ritual suicide after signing the treaty of surrender. Graf Imran rules instead in Beygraf Zoltan's name.

The Ketites have not interfered much with the

daily life of Bisselites. They know that this is a people which has a historical tradition of being a shuttlecock between powerful neighbors, and that given time, they will accept their new rulers. Or so the Ketites think. Imran has made plain his desire to retain Bissel's remaining mercenary and homegrown troops, and pays them well.

If there has been any major change, it is that the Ketite priesthoods zealously seek converts among the Bisselite folk, so far without discernible success. Some Bisselites fled to the Gran March or Veluna in the face of the invaders, but most stayed, and now lead their lives much as before the wars.

BLACKMOOR

Ruler: His Luminous Preponderancy, Archbaron Besmo of Blackmoor
Capital: Dantredun (pop. 700)

This little-known land somehow escapes the eyes of both the Wolf Nomads and even Iuz. Its original capital, from which the land takes its name, is said to have been sacked and ruined many years ago, but below the ruins, extensive labyrinths still exist where men may find great treasures, magics, or madness and death. Neither the exact location of this city, nor that of a reputed "City of the Gods," which is said to exist in Blackmoor, is known.

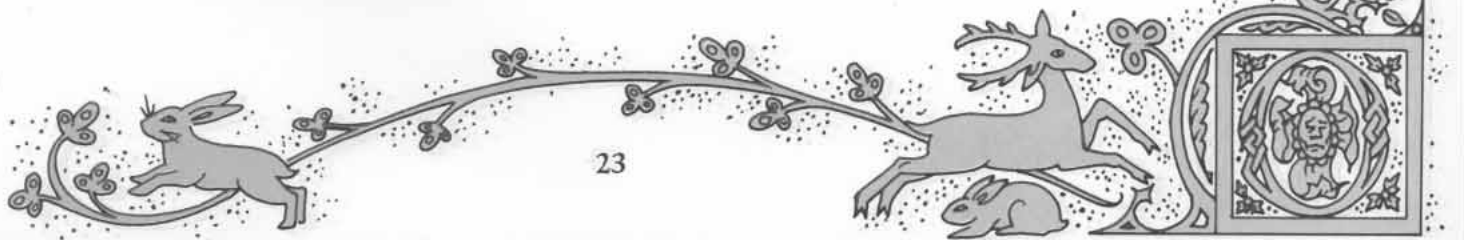
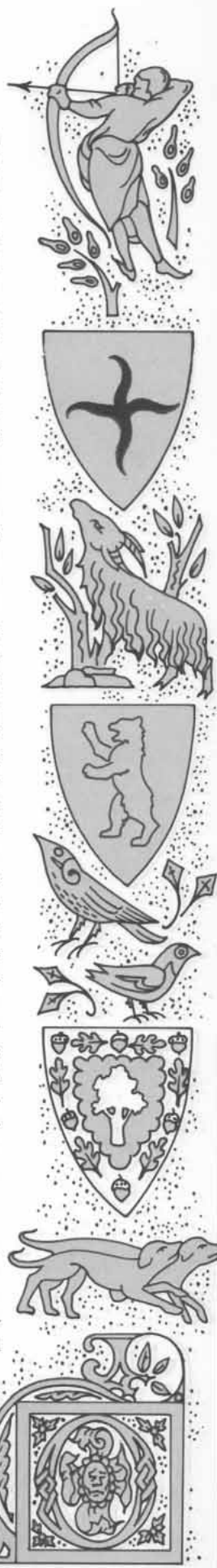
The sparse population of the land is known to be fierce in combat and sometimes aided by monsters, which are plentiful in Blackmoor (some say that hot springs and volcanos make this land habitable and create fecundity in the monsters which maraud the land).

The expedition of Archmage Marinian of Wilip was lost here without trace in 577 CY. While the dangers of Blackmoor, both magical and mundane, may be great in superstition and travelers' tales, the fact that not even Iuz seeks dominion here is telling indeed.

BONE MARCH

Ruler: none
Capital: none; largest city is Spinecastle (pop. 6,000)

Originally, this land was part of the Great Kingdom of Aerdy in its full majesty. Aerdy contested



its rulership with the barbarians, especially the Fruztii, for long centuries of tension and battle. Its sinister name comes from a great battle in which the barbarian forces were vanquished, leaving a plain of bodies so numerous that not more than a fraction could be buried. The bleached bones of corpses from that epic battle are still visible from the towers of Spinecastle.

In 560 CY, the humanoids of the Rakers began major forays into these lands. Turmoil within the Great Kingdom was so great that opposition to them could not be effectively mustered. Within four years, the orcs, gnolls, and ogres of the hills and mountains had swept across the lands in an orgy of pillage and slaughter. Rapacious and merciless, the humanoids attacked the North Province, the Theocracy of the Pale, Ratik (especially), and even Nyronde. During the Wars, the humanoids continued their vicious attacks on Ratik, and Grenell, Herzog of the North Province, allied with the humanoids to beat off the Nyronde advance into Almor and beyond in the Flinty Hills. The alliance was one of desperation, but it ground the Nyronde armies to a halt. The Bone March humanoids gained new territory from this, in the southernmost Flinty Hills and the northwestern Adri Forest, though their hold there is tenuous.

The humanoids of the Bone March still seek to destroy Ratik, the beleaguered gnomes of the Flinty Hills, and any other territory they can advance into; their "alliance" with the North Province has already begun to disintegrate due to the ill-organized and undisciplined nature of these creatures. They have no leader, and are a quarrelsome rabble, but are numerous and hence dangerous. The Euroz tribe of orcs (who rub their faces in the ash of burned victims when preparing for battle) are most numerous in Spinecastle, but their dominance may not last very long. They are known to subject human and demi-human (especially prized) captives to unspeakable degradations and tortures.

CELENE, MONARCHY OF

Ruler: Her Fey Majesty, Queen Yolande of

Celene, Lady Rhalta of All Elvenkind

Capital: Enstad (pop. 7,020)

This small land has always been under the rule of elves, and gray elves have always been dominant within the Great Court. Centaurs, sprites, brownies, and their kin prowl the western Welkwood and Suss Forest, jealously guarding Celene's borders. Celene is renowned for magnificent green wines, bards, song, and arts of the highest achievement—or was so, before the Wars.

In happier days, Celene allied well with the Ulek states, especially the elf-dominated Duchy. Historically, the states acted together against the humanoids of the Lortmil mountains, and elf and dwarf worked together to this end. However, during the wars, Celene became strongly isolationist. It did not act to help the brave dwarves and gnomes against the Pomarj invaders, even though on its own borders, its own ordinary folk had long battled against them in the Suss Forest.

Perhaps Queen Yolande was ill-advised; perhaps she takes a long view, beyond the present troubles. Certainly, there are elves in Celene who believe humanity to be only marginally less barbarous than hobgoblins and orcs. But many in her realm regard the elves' failure to support those who trusted and loved them as cowardice, even treachery. Some elves fought with the dwarves and gnomes at the Battle of the Pass of Celene, and they, among others, proclaim that they no longer revere the Great Court.

A grouping of elves within Celene's own lands has coalesced to oppose Yolande: the Knights of Luna favor the active support of their brethren in Veluna and the Duchy of Ulek, and even support alliance with the dwarves of the Ulek states. They remain yet a secret society, although they have members in the Great Court who seek to persuade Yolande to direct support for the beleaguered nations of the central Flanaess.

Celene is a land in turmoil, and Yolande's dogged refusal to become involved in the central conflicts of the Flanaess goes against the spirit of many Celenians.

DYVERS, FREE CITY OF: see Free Regions

EKBIR, CALIPHATE OF

Ruler: His Sublime Magnificence, the Caliph of Ekbir, Xargun
Capital: Ekbir City (pop. 30,650)

Ekbir, the state and city, is the strongest Baklunish settlement in the whole Flanaess. Founded by survivors of the Invoked Devastation who fled northeast, the small port-city quickly grew as northern nomads came to trade with the new settlers. The Udgru Forest offered the Baklunish folk new opportunities for game-hunting, a skill hitherto unknown to them. The dominant dekle trees offered up fine timber for building ships which ply their trade across the Drawmij Ocean. Ekbiris are relatively peaceable people, and the events of the Greyhawk Wars have largely passed them by.

FROST BARBARIANS (KINGDOM OF FRUZZII)

Ruler: His Most Warlike Majesty, King Hundgred of the Fruzzii
Capital: Krakenheim (pop. 3,400)

The Frost Barbarians are the weakest of the three Suel peoples inhabiting the Thillronian Peninsula (which they name Rhizia). For nearly 30 years, they have been under the thumb of the Snow Barbarians, but their defiant young king, only 20 years of age, has made it plain that he regards the Fruzzii as equals to their eastern neighbors. As yet, the Snow Barbarians have not brought matters to a head, because all the barbarians have happily cooperated in opposing the Great Kingdom and allying with Ratik to fight the Bone March humanoids. The Fruzzii are foremost in friendship with Ratik; this has increased their prominence in the barbarian alliance.

The Frost Barbarians are a strong-willed people, stubborn and chaotic, but honorable and people of their word. They are fine seamen; their longboats are masterpieces of both construction and decoration. They are fearless fighters and suffer privations and hardship without complaint. They feast and drink to excess, and have no time for tact or manners. They do not respect book learning or wizards, but they hold their bards (skalds) in very high esteem indeed. Like the other barbarians, they feel the deception of

Iuz keenly, and skirmishes against Stonefist across the Griff Mountains are currently planned by King Hundgred.

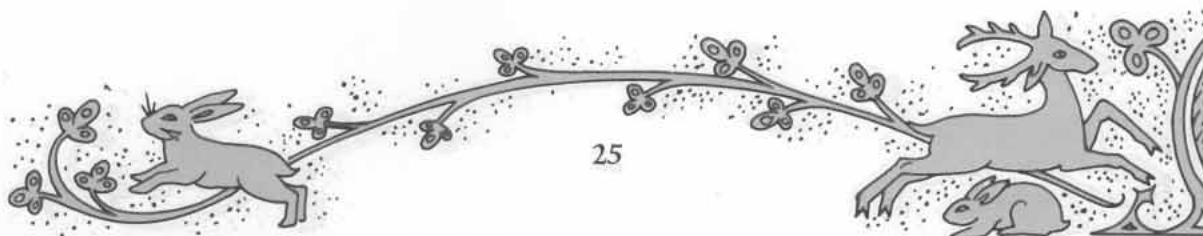
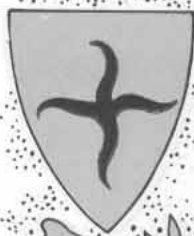
FURYONDY, KINGDOM OF

Ruler: His Pious Majesty, King Belvor IV
Capital: Chendl (pop. 13,000)

Transformed nearly 350 years ago from a Vice-royalty under Aerdy rule to an independent nation, Furyondy is a fertile land but one which has suffered greatly in the Wars. Some northern territory has been lost to Iuz, and Chendl is still being rebuilt after its seige, using resources this impoverished land can barely afford. Much of its naval power was lost on the Whyestil Lake, although from Willip, a goodly remnant sails the Nyr Dyv. It suffered grievous loss of manpower during the battles against Iuz, although it has been reinforced by Shield Landers who fled here when their homeland fell.

King Belvor IV must manage a balancing act, given the divisions of the seven noble houses of the kingdom. The northern nobles have been bled dry by the wars and desperately need money and men. The southern nobles resent the heavy taxes, even though they know they must pay them, and they are suspicious of excessive influence on Belvor from several quarters: from Veluna, which has a powerful say in Furyondian affairs given its greater strength; from the militaristic Knights of the Hart (sustained by the northern nobles) who urge a revenge campaign on Iuz; from the ambassador of the Highfolk, allied with Furyondy during the wars; and from those Vesve folk whose infantry similarly allied with the kingdom. Most of Furyondy's residual army strength comes from veterans and levies raised by these nobles, and the King has no money to pay for mercenaries. Belvor feels his difficulties keenly and longs to rebuild his land, which he loves deeply. He is known to finance speculative quests from his own monies.

Yet even in such difficult times, ordinary Furyondians are good-natured, kindly people, sunny of disposition and not insular as so many others are (though those close to the borders with Iuz are less trusting). They understand the need for rebuilding and protection and pay very heavy taxes willingly. Most believe war will come



again, within a decade, and this time it will be a fight to the finish. They are prepared to work hard and sacrifice all to that end. Furyondy is a land with a glorious past, and its people do not forget this.

GEOFF, GRAND DUCHY OF

Ruler: His High Radiance, Owen I, Grand Duke in exile (no ruler in his absence)

Capital: Gorna (pop. 6,000)

The native people, an Oeridian-Suel-Flan mix, have been driven from their homes by an invasion of giants and humanoids from the Crystalmists. Some have been enslaved, some have fled into the Gran March (including the Grand Duke, exiled in Shibolet), and others have fled to the woodlands—the Dim Forest, the Oytwood, and some in desperate straits encircled in the Hornwood, where they work with wood elves to counterattack their invaders. Most of the original fine cavalry of the Grand Duchy managed to flee to the Gran March, while the bowmen of repute hid in the woodlands, unable to escape in time.

There is little order within Geoff now, with disorganized but numerous giants and humanoids simply pillaging and ruining the land, towns, and cities. Gorna has been settled by giants, notably fomorians, who have looted the place and smashed many buildings and monuments. Rumors circulate regarding wily and freakishly intelligent leaders among the giants, but no firm evidence has been forthcoming.

GRAN MARCH, THE

Ruler: His Most Resolute Magnitude, Magnus Vrianian, Commandant

Capital: Hookhill (pop. 7,000)

The Gran March was originally established as a vassal state of Keoland, based on a military-religious Order of Knighthood: the Knights of the March. It has always been a militaristic land, with conscription mandatory for fit males for a period of up to seven years. Its independence came almost as a side-effect of the Small War between Veluna and Furyondy, as did a change of rulership; the Commandant is now elected by the people from the noble houses, rather than being imposed by Keoland.

The Gran March is almost wholly independent of Keoland now, and has been a surprising winner in the post-war days. Its own troops, among which mailed cavalry is of exceptional quality, suffered little in the way of casualties. It has also received the cream of exiles from Bissel, Geoff (who fled there because it was nearest), and Sterich (who fled there rather than to distrusted Keoland). This well-resourced land is now powerful despite its small size, and the words of its ambassador are carefully listened to in Keoland, Veluna, and Furyondy. If the Gran March has a lingering anger, it is concern over the fate of Bissel, with which it historically had warm relations.

GREAT KINGDOM (THE KINGDOM OF AERDY)

Ruler: (in name only) His Celestial Transcendancy, Overking of Aerdy, Archduke of Ahlissa, Idee, and Sunndi; Suzerain of Medegia; Commander of the Bone March; Lord of the Sea Barons; Protector of Almor and Onnwal; Hetman of all the Aerdi (etc., etc.), Grand Prince Ivid V

Capital: (in name only) Rauxes (pop. 22,200)

The history of the Great Kingdom has been exhaustively detailed in the History section. Now the Great Kingdom exists only in name. The title is still used by two groups: outsiders, to refer to the whole group of fragmented lands that comprise the former Kingdom; and Ivid's pathetic retinue who pretend that, in some sense, it still exists. The brief summary that follows can sketch only the most general picture of these lands.

In Rauxes, Ivid V (now referred to as the Undying One) is able to extend control over but a few hundred square miles. His courtiers are mostly animus (undead) creatures or pitiful sycophants who cater to his demented delusions of omnipotence. Daily, the Overking orders dozens of new executions of enemies real and imagined. The common people cower in their homes for fear of arbitrary punishments or the pillaging of the largely autonomous Companion Guard, the once superbly-disciplined army which was the fear of the Flanaess. It is said that fiends openly stalk Ivid's court, but their motivations remain inscrutable, and their relations with the domi-

nant priesthood of Hextor are uncertain.

Outside of the Overking's own domain are many holdings governed by petty nobles, both alive and undead. They are absorbed in internal conflicts, scheming against the Overking, fending off attacks from outside, and their own petty politics. Of these many areas, the following are the most important.

North Province: Governed by Herzog Grace Grenell (who is alive and not yet undead), this is the largest and most powerful land within the former Great Kingdom. Grenell is an unscrupulous, utterly evil man who has an alliance with the humanoids of the Bone March. This unlikely military cooperation allowed the North Province to fend off the incursions of Nyronnd, but now Grenell is obliged to aid the humanoids in their persecution of Ratik. He will almost certainly welch on this agreement. The capital of North Province is Eastfair (pop. 26,000), which is infamous for its debaucheries at court. Grenell's nobles support their Herzog simply because they consider the alternatives too unpredictable, but they have no spirit of loyalty toward him.

South Province (Ahlissa): Ivid executed the old ruler, Herzog Chelor, as is traditional among Naerax cousins. The pretext was Commander Osson's triumphant fooling of Ahlissa and embarrassing toying with its armies. The new ruler is Graf Reydrich, reputed to be an archmage, who simply slew rival candidates to the rulership. Reydrich has control over a fine cavalry which was not greatly reduced in strength by the Wars, and if he seeks to subjugate his neighbors, there is not much to stop him. Reydrich is certainly not an animus, although it is said that he traffics with evil creatures from the outer planes. Reydrich is known to loathe the Scarlet Brotherhood, and to covet both Irongate and Onnwal.

Almor, Prelacy of: Almor has passed from the map of the Flanaess. Weakened and embarrassed by Osson's exploits, it was invaded by Ivid in 584 CY and its old capital, Chathold, utterly decimated by the Overking's mages and priests. The animus Duke Szeffrin now rules half of the old Almorian lands, and this creature, formerly a greatly favored general in Ivid's armies, is reput-

edly one of the cruellest of the animus nobles now holding sway over so much of Aerdy.

Medegia, See of: Just as Almor is no more, so has Medegia passed into history. When Osson veered into Medegia and conquered large swaths of that land, the Holy Censor made the desperate mistake of heading for Rauxes in exile. Ivid's judgment was swift; the Censor received the delights of the Endless Death (being perpetually tortured while wearing a *ring of regeneration*), which he still endures. When Ivid's armies finally crushed Osson's troops in this land, the Overking ordered an orgy of brutality and destruction inflicted on it and its inhabitants. Rape, pillage, torture, and the suffering of every man and woman in Medegia were what Ivid ordered, and his army was pleased to obey. Medegia was utterly despoiled, and what remains of it is barren and underpopulated. Its few surviving inhabitants are bitter, twisted, and half-mad people tormented by fiends and petty despots.

Throughout the remains of the Great Kingdom, the ordinary people are wretched, desperate, and embroiled in chaos and madness. The rich resources of the lands are utterly neglected, despoiled, or ignored. Mutual trust is virtually nonexistent, even within the ties of blood and family in many instances. Aerdy is in utter turmoil, and perhaps even Istus herself knows not the fate of these lands in such times.

GREYHAWK, FREE CITY OF: see Free Regions

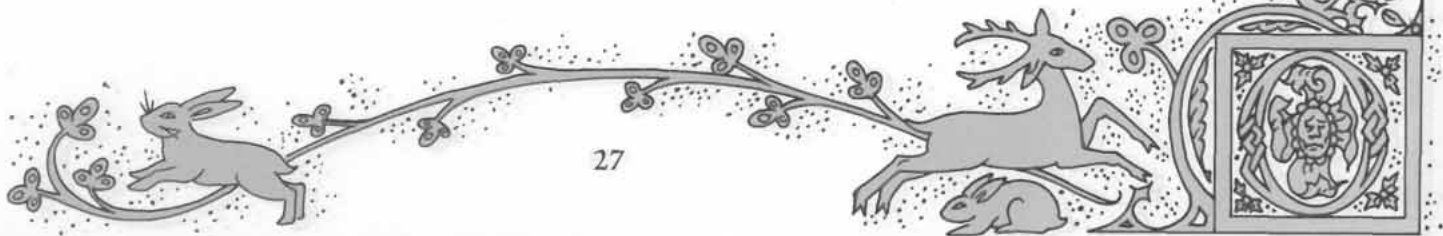
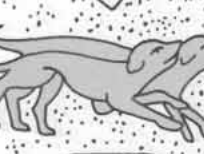
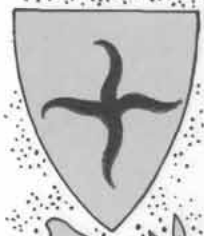
HIGHFOLK (Free Town and Valley of the Velverdyva): see Free Regions

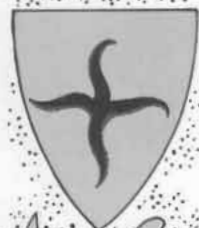
HORNED SOCIETY

Ruler: High Priestess Althea, Her Most Dread and Awful Presence (Iuz)

Capital: Molag (pop. 17,750)

Originally a stronghold of organized humanoid tribes among which hobgoblins were predominant, the area came under the rule of lawful evil humans from the Bandit Kingdoms some decades ago. Before the Wars, the humanoids were content to work with humans in the cause of evil,





primarily directing their predations toward the old Shield Lands. Priests of Hextor and Nerull dominated the upper echelons and became the governing Hierarchs, readily aided by powerful bandit warriors and a few mages.

Iuz wholly overthrew the Hierarchs in the course of the Wars; the ease with which he slew them in the terrible Molag coup is a source of wonder to many sages. His High Priestess Althea has mockingly taken the old Hierarch title of Most Dread and Awful Presence and rules this land with cruelty and sadism as her watchwords.

The humanoid tribes of the lands have been well treated by Iuz and his puppet. They form essential strike forces for planned further dominion. The more promising of them also hold sway in the old Bandit Kingdom lands. Iuz himself laughingly refers to Molag as his "summer palace."

Rumors continue to circulate that one or more unnamed Hierarchs managed to escape the slaughter of the Blood-Moon Festival and have taken refuge in the southwestern spur of the Fellreev Forest (or elsewhere, depending on the rumor). From there, they seek to push back the borders of Iuz's influence with the aid of the Power they serve.

ICE BARBARIANS (KINGDOM OF CRUSKII)

Ruler: His Ferocious Majesty, Logoff Bearhear, King of Cruskii; Faastal of all the Suelii
Capital: Glot (pop. 5,000)

The Ice Barbarians are an utterly chaotic bunch, inhabiting the bitter northern and eastern edges of the Thillonian Peninsula. They are formidable seamen, raiding west along the northern coast of Stonefist (in summer when the break-up of ice allows this), allying with other barbarians to raid the Bone March or the North Province, or sometimes simply raiding the other barbarians or Ratik.

Their most despised enemies, however, are the Sea Barons, with whom they fight an endless series of sea skirmishes. In recent years, the Cruskii have been more reliable allies with the other barbarians and most of their marauding has been directed toward the North Province.

Like other barbarians, the Cruskii are proud, strong, fierce folk with a determined sense of

personal honor despite their chaotic and willful natures. Their Jarls are proudly independent of the King, who exercises his authority only when he must. The Cruskii appreciate bards as all barbarians do, and they also have a superstitious half-reverence for the nomadic druids among them, whom they believe to be chosen by the Powers and/or reincarnations of special souls.

IDEE, COUNTY OF

Ruler: Elder Brother Vasiliek, Shepherd of Idee
Capital: Naerie (pop. 5,150)

Idee seceded from Aerdy in the mid-fifth century when Ivid came to power. As a member of the Iron League, with Ahlissa as a buffer, this small state became prosperous through sea trade to Onnwall and further to Nyron, becoming a major source of income in addition to ores, gold, and livestock. However, the string of northern castles which the Counts of Idee built along their northern border, fearing Aerdy, were useless against the internal subversion and southern invasion from the sea mounted by the Scarlet Brotherhood, and Idee collapsed in a matter of days.

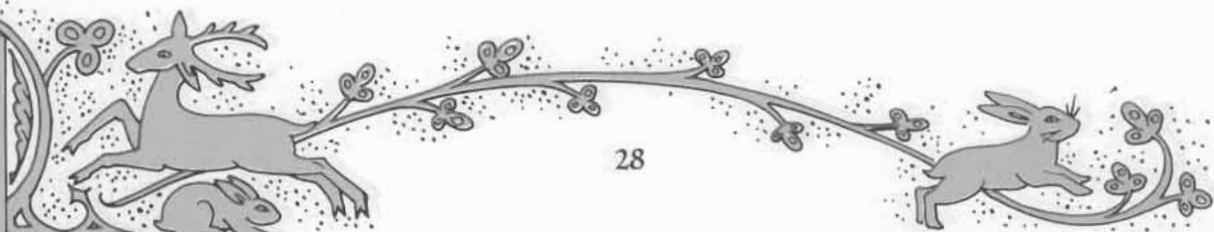
Few folk escaped, although Duke Coriell and a powerful militia contingent managed to flee to Irongate. The local population is now ruled harshly by the Scarlet Brotherhood, who exert a reign of terror, combining scouring the land for skilled converts to their cause with spying and repression. It is rumored that many people have been carried off for use in the sinister breeding programs of the Brotherhood, and that the western Menowood is infiltrated by Hepmonaland savages imported by Vasiliek. Hard facts are difficult to obtain.

IRONGATE, FREE CITY OF: see Free Regions

IUZ, LANDS OF

Ruler: Iuz the Old
Capital: Dorakaa (pop. 11,150)

Iuz's control now extends over a vast swath of territory in the northcentral Flanaess. Iuz himself is believed to have been born a cambion, a cross between a great tanar'ri lord and a female human



necromancer, Iggwilv. He can take the form of a red-skinned, green-eyed fiend, or that of an almost skeletal old man, as he chooses.

While Iuz was locked beneath Castle Greyhawk, his homeland was able to wait for its master because his proximate servants controlled the humanoid rabble (orcs, goblins, and especially hobgoblins, swollen by recruitment from the old Horned Society lands). When Iuz was freed in 570 CY, he had great plans for the Flanaess. Risen to the power of a demi-god, Iuz has achieved more than a few of his initial goals.

Iuz's capital city, Dorakaa, is a place of hideous, calculating evil. Iuz toys with his greater and lesser circles of advisers, collectively known as the Boneheart, and walks the nightmare halls of his palace conversing with all manner of fiends, drow, and fell things. It is almost certain that within Dorakaa there is a magical portal to the Abyss, allowing fiends to be drawn to Iuz's halls and service. The Boneheart are no weaklings, and include powerful necromancers, High Priests, and even an illusionist. Iuz has rewarded some of them with token rulership of the new lands of his empire.

Terrifying tales circulate about events in the lands of Iuz. His priests are known to carry ebony staves tipped with silver and bound skulls, and these staves are said to have undead-animating powers and the ability to spit acid and weave warding magics. The fiends in Iuz's armies are bad enough, but Iuz can also summon vast storms of ferocious ravens and bony bat-like magical creatures from the Outer Planes. Baony (golemlike beings with malign intelligence and mind-enfeebling gaze) are reported by some who have fled with their lives. Half-sentient, strength-sapping, freezing fogs have been said to follow fleeing refugees on the borders. A steady stream of victims from all the new lands subject to Iuz's rule is herded toward Dorakaa along the Highway of Skulls. The nature of their dispatch does not bear thinking about.

Iuz lost a large part of his humanoid armies in the battles with Furyondy, and has his work cut out simply keeping control of his new lands and dealing with rebellious bandits, especially the brave guerrilla fighters of the Vesve Forest, who are supported by the Highfolk. For the time being, Iuz needs to secure what he has rather than

seek more. His homeland is not rich in resources and he may be able to sustain his empire only by pillaging richer, more fecund lands.

KEOLAND

Ruler: His Peerless Majesty, King Kimbertos Skotti

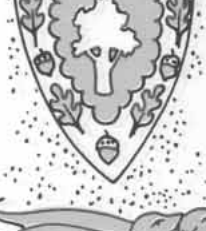
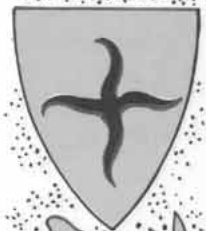
Capital: Niole Dra (pop. 23,550)

A kingdom of great antiquity, Keoland has harbored territorial ambitions regarding its neighbors for centuries. Both Ket and Veluna have had reason to fear Keoland's armies in the past. Military defeats by Ket, the disapproval of the eastern elves, and the Veluna/Furyondy alliance which drove back Keolandish troops in the Short War led to the formation of the Gran March and Bissel as northern tributary states which gradually assumed greater independence. Sterich, to the west, also gained more and more freedom.

During the wars, Keoland was reluctant to aid Veluna and Furyondy against Iuz, and when Sterich was threatened, King Skotti tried to negotiate a treaty that would reestablish Keolandish control over Sterich in return for military aid. He dithered long enough over the details for Sterich to fall in the interim. The subsequent attacks from the lands of the Sea Princes, both by land and sea, gave Keoland a warning that it could not play politics much longer.

Keolandish armies are well prepared and equipped, with heavy cavalry traditionally recruited from noble houses, fine light cavalry lethal with crossbows, and demihuman contingents from provinces close to Ulek. Nonetheless, Keoland suffered significant losses in battles to the north and along its southern borders, also losing a little territory along the Dreadwood. Politically, the Gran March and Ulek are now important determinants of Keolandish policy. Skotti is being forced to listen, and there is less of a swagger about Keolandish nobility after the wars.

Keoland is a country rich in staples, with some gems and gold in its hills, but it badly needs time to retrench and rebuild. Skotti does not care for what he must accept from other lands while Keoland replenishes its own riches.



KET

Ruler: His Illustrious Glory, Beygraf Zoltan,
Shield of the True Faith
Capital: Lopolla (pop. 22,000)

Ket is the easternmost Baklunish state and a trading center between the central Flanaess and the Bakluni lands to the west. Its people are predominantly Baklunish, but there is a racial mix; trade brings exchange and intermingling of peoples, after all.

Zoltan's court is an odd mix of eastern and western influences; while the Baklunish goddesses Istus and Xan Yae are widely revered, the manner of their reverencing is distinctly western, for example.

Ketite raiding parties have been known to make forays into other Baklunish lands, but Ket has always feared the might of Keoland in particular, and with good cause. Its alliance with Iuz served the twin purpose of establishing Bissel as a buffer and controlling the vital trade route through the Bramblewood Pass. Ket is not a fertile land, with better pasturage than wheatland, but its reserves of copper and gold from the southern Yatils are good, and it is a prosperous land. Ket's rulers smilingly dismiss any notion of further territorial ambitions, and they may be telling the truth, though the Velunese would say otherwise.

LENDORE ISLES

Ruler: The Most Radiant Bow of Sehanine, Orb of the Heavens, High Priest Anfaren Silverbrow
Capital: Lo Reltarma (pop. 3,200)

These islands have always been a mystery, due to their native aquatic and high elves who kidnapped intruders into their realm and did not release any to tell tales. Both the Sea Barons and the Lordship of the Isles kept well away from the six isles in this chain, save Lendore Isle itself. This was populated by Suel-dominated humans who conducted much trade with the continent and paid the Barons and Lords to allow their ships to pass safely.

In 583 CY, the elves moved swiftly to subjugate Lendore Isle, offering the humans safe passage to the Sea Barons, the Lordship of the Isles, Medegia, or elsewhere along the east coast of

Aerdy as it then was. They simply informed the humans that the time had come for the elves to use the whole island chain for religious purposes, and no mere humans would be allowed to get in the way. A minority were permitted to stay as humble fisherfolk and laborers.

The entire island chain is now shrouded in magical fogs and illusions which form an almost unnavigable barrier to the outside world. Only elves drawn to Lendore can find their way there readily. When elves leave the mortal world, they have their own secret places of safe passage and departure, and Lendore is the most important of these within the Flanaess. It is said to be watched over by no less than a dozen full Patriarchs and Matriarchs of the goddess Sehanine.

Obviously, very little in the way of information about transformed Lendore filters back to the ordinary, mundane world. One story is almost certainly true, however. The elves of Lendore speak a unique, highly complex tongue: Lendorian Elvish. It is not learned in a normal manner. Rather, an elf newly arrived in Lendore gradually develops an understanding of the language as it is implanted into his mind in a series of revelatory stages. This is said to parallel a growingly otherworldly nature, drawing the elf painlessly away from his attachments to matters mundane. It is also fairly certain that Lendore is an intensely magical land, but how this may manifest, the elves do not say.

LORDSHIP OF THE ISLES (PRINCIPALITY OF)

Ruler: (in name) His Exalted Highness, Prince Frolmar Ingerskatti (Scarlet Brotherhood)
Capital: Sulward (pop. 5,000)

This scattered principality stretches across seven islands lying between the Tilva Strait and southern Lendore, and was originally occupied by pirates. The pirates soon found that trade (especially from Hepmonaland up to the Great Kingdom) and exacting tribute from trade vessels passing through the Tilva Strait offered much easier living.

During the wars, the former prince, Latmac Ranold, was suddenly deposed and replaced by a Scarlet Brotherhood puppet, who at once removed the islands from the ranks of the Iron

League and allied the lands with the mysterious brothers. Scarlet Brotherhood agents are now in almost all positions of power within the lands.

The Lordship's vessels still trade with the anarchic states of south and east Aerdy, and continue to fight the Sea Barons as they always have. However, the Brotherhood also uses the fleet to ferry people and cargoes to Onnwall, Idee, and across the Azure Sea to the Sea Princes.

A handful of the original Lords of the Isles managed to escape with their vessels to Dullstrand when they saw how the Brotherhood would subjugate them, but they have found little welcome there. Those who sailed northward met gleeful Sea Baron warships only too happy to sink them. The Lordship of the Isles is now wholly controlled by the Scarlet Brotherhood.

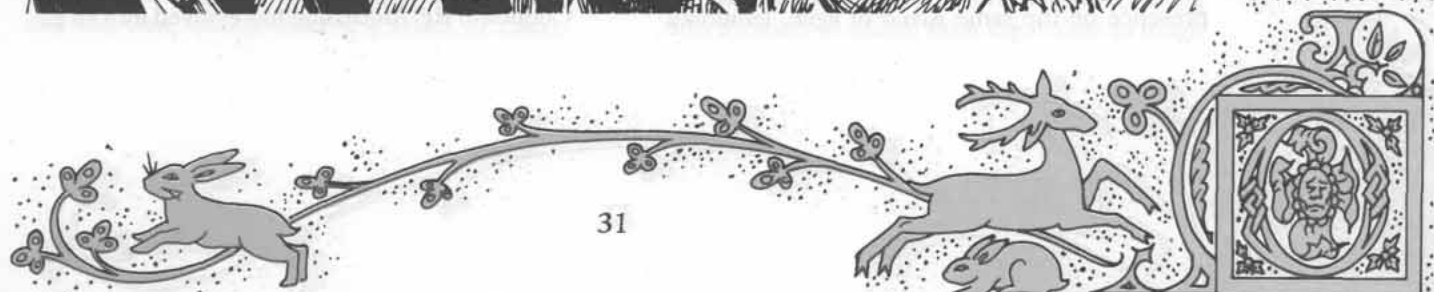
MEDEGIA, SEE OF: see Great Kingdom

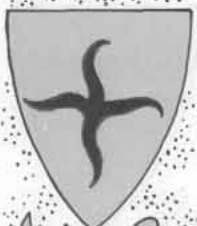
NYROND, KINGDOM OF

Ruler: His August Supremacy, Altmeister of all the Aerdi, King Archbold III
Capital: Rel Mord (pop. 34,200)

The establishment of Nyronnd in 356 CY marked the beginning of the end of the Great Kingdom. But over successive decades, Nyronnd itself underwent an imperialist phase, seeking to bend both the Theocracy of the Pale and the Urnst states to its will. The great Council of Rel Mord, called by King Dunstan I, led to the recall of Nyronndese troops from those lands and the creation of treaties with them, as well as with the nascent Iron League, which Nyronnd supported with economic aid.

For over a century thereafter, Nyronnd was a bastion of strength and good, the great protector of the Flanaess against the Great Kingdom. Its armies were numerous and strong, with legendary elven and halfling scouting troops, and its treaties with the Urnst states allowed it to call on great military strength. The Nyronndese navy dominated Relmor Bay and the eastern Sea of Gearnat. Nyronndese mages were of famed power, and the nation's artisans and scholars were renowned throughout the Flanaess. The cities of Nyronnd were marvels of architecture and vision.





The war against the Great Kingdom cost the Nyronese armies dear, with almost 70,000 casualties, and it exhausted Nyron's coffers, although its navy remains strong. Territory has been lost around the northeastern portion of Relmor Bay, and while the remains of Almor which hold those lands could be retaken by any moderate army, Nyron has not the strength or will to do so.

Internally, the murderously high levels of taxation, which the King is forced to exact to maintain vigilance against luz on the northwest as well as the Bone March humanoids across the Flinty Hills, has made the peasants and common folk rebellious. Tax riots have had to be quelled in and around the major northern trade town of Midmeadow. Some farmers plead that they cannot even afford seed to sow their fields, and many livestock have been killed for food. The vital silver mines of the Flinty Hills still yield their treasure, and this, with aid from Urnst, is all that keeps Nyron going.

Further, Nyron has suffered an exodus of many of its best artisans, mages, scholars, and skilled folk, who have left for the richer Urnst states or for the Free City of Greyhawk. King Archbold and his advisers engage in desperate diplomacy from Keoland to the Theocracy, but with so little to offer, Nyron's influence is weak. Its major supporters are the Urnst states, who fear Nyron's fall, which would leave them with luz to the north and anarchy to the east.

OLMAN ISLANDS

Ruler: Brother Schelepak, Shepherd of the Olman Islands
Capital: none

This small and seemingly insignificant pair of islands has strategic importance, especially with the newly-established small port of Narisban allowing the Scarlet Brotherhood to wholly control the passage of ships into and from the Densac Gulf. The original inhabitants of the islands are related to the Amedio savages and have been enslaved by the Brotherhood.

Other important features of these islands are the fine fruit trees of the southern island, which allow ships to replenish their stocks, and the presence on the same island of agile, lemurlike

creatures possessed of great strength and an acute sense of smell. The Brotherhood is said to be experimenting with them in breeding programs.

ONNVAL, STATE OF

Ruler: Exalted Sister Kuranyie, Shepherd of Onnwal
Capital: Scant (pop. 4,200)

Originally part of the South Province, Onnwal was a founding member of the Iron League. Its fine defenses against land invasion (the Headlands), together with that alliance, made it a strong, free state. Onnwal had significant sea power, and together with Idee, formed a powerful trading center and naval base. Periodic sea raids from the navy of the Herzog of South Province were easily fended off, sometimes with secret support from Nyron men-of-war.

Onnwal was an excellent resource for the Scarlet Brotherhood to acquire through its treachery. In addition to most of its fleet (a few vessels escaped up the Nesse river and into Nyron), Onnwal yielded platinum and silver mines in the Headlands, although clans of determined dwarves still control a significant percentage of these and manage to ship their products out through Irongate, via a long network of underground tunnels.

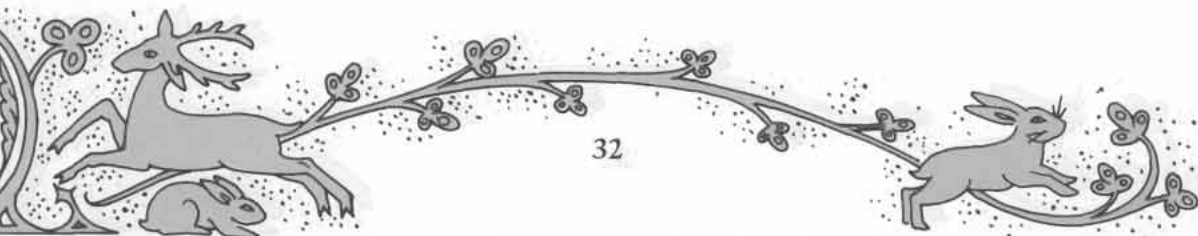
Scant is an exceptionally well-fortified port, virtually impregnable to land or naval assault, but it fell from within at the hands of Brotherhood assassins.

The ordinary folk of Onnwal are terrified of their new masters, and an especially cruel ruler imposes on this land. Because Onnwaller try to escape by sea across the Sea of Gearnat, Kuranyie keeps hostages from almost every family in the land, executing them if their relatives dare to escape.

PALE, THEOCRACY OF THE

Ruler: His Worshipful Mercy, Supreme Prelate of the Pale, Theocrat Ogon Tillit
Capital: Wintershiven (pop. 23,400)

The Theocracy of the Pale emerged as a state wholly free of Nyronese dominance at the Council of Rel Mord, and has evolved into an ec-



clesiastical state of notorious intolerance. The entire church hierarchy is devoted to the reverence of Pholtus in his Lawful Neutral aspect (elsewhere, this is taken as a very one-sided view of this god). Virtually all government is under the rule of the church, which has its own bureaucracy of byzantine complexity.

The Theocracy stayed well out of the Greyhawk Wars, regarding everyone involved as degenerate heretics. It was ignored by other nations; although its standing army is typically only 4,000 strong, the Church Militant is a paramilitary body of warriors and warrior-priests who are among the most disciplined, bravest, and best-equipped troops the Flanaess has ever seen. Patrolling the borders of the Theocracy, they easily fend off incursions by humanoids from the Rak-ers and Griffs or rabble from the Bandit Kingdoms and Tenh.

The Theocracy's lands are not good for growing crops, and it is forced to trade with Urnst for food. The Theocracy formerly traded with Nyrond for food, but Nyrond can no longer afford exports. Silver and gems are the core resource of the Theocracy. Its people are deeply religious, hard-working folk whose idea of fun is singing hymns. A Theocracy saying is, "Cold weather is Pholtus's way of telling you to throw another heretic on the fire."

PERRENLAND, CONCATENATED CANTONS OF

Ruler: Voorman of All Perrenland, His Gravity Karenin

Capital: Schwartzbruin (pop. 26,000)

The original Flan dwellers of this land were especially fierce folk. Intermixing with other races was a slow process. They were subjected to the aggressive territorial ambitions of Ket (fairly frequently) and Furyondy (during its expansionist phase), but vigorously fought off the invaders. Their pike- and polearm-hefting hill and mountain troops were experts at warfare on the borders.

The various clans of the land united around 400 CY under the leadership of the strongest clan voorman, Perren, after whom the land is named. Clan holds were marked into cantons, and the clan leaders elected a series of rulers,

each holding office for eight years at most.

Perrenland is prosperous, trading with the northern nomads who need manufactured items and tools. Perren folk fish the rich waters of Lake Quag in the summer. Trade with Veluna, Furyondy, and the Baklunish states to the west is brisk. Perrenland smoked cheeses are famed throughout the central Flanaess.

Perrenland benefits from excellent natural defenses and mountain soldiers. Heavy cavalry, drawn from the fine plains around Schwartzbruin, is of excellent quality and morale. Nonetheless, during the Wars, the Perrenlanders feared the might of Iuz and had no natural ally to call upon, having maintained cool relations with Ket and Furyondy for historical reasons. The Voorman Franz thus made a formal agreement with Iuz, which basically maintained Perrenland's security, but did not involve granting Iuz any aid.

Perrenland wishes to be isolationist, but it needs trade at the same time, and with Ket's annexation of Bissel, it is forced to deal more with that state now than previously. Perrenlanders are deeply suspicious of foreigners, and trade missions to this land are escorted by Perrenland military from the moment they cross the border, which is well patrolled.

PLAINS OF THE PAYNIMS (TRIBES OF)

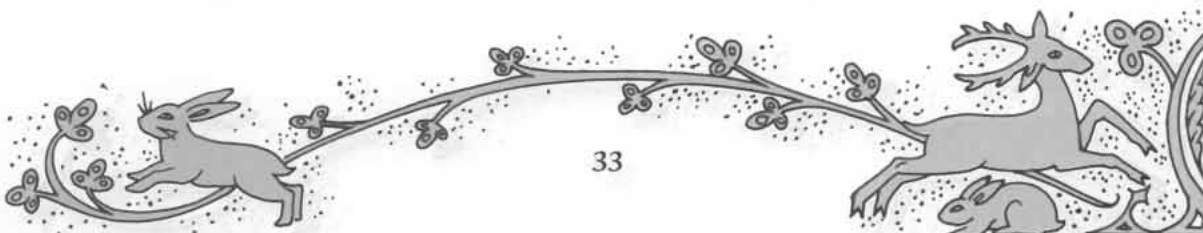
Ruler: various nomadic leaders

Capital: none

Only a small part of the rolling plains inhabited by nomadic Baklunish tribes falls within the Flanaess. That part which does is sometimes devoid of human life, and at other times swarms with horsemen, livestock, and the tents and yurts of a dozen nomadic tribes. These nomads move out of the Dry Steppes in hot summers which make that area a parched wasteland, and return to find forage in the wet season.

Each tribe is ruled by a noble, an Amir or Khan; greater nobles are referred to as Ilkhan, Orakhon, or Shah. Leaders of royal rank and lineage are known as Tarkhan, Padishah, or Kha Khan.

These horsemen are poorly armored, using only a variety of animal skins equivalent to tough



leather, but they are highly mobile and of unequalled skill. They employ bows made of animal horn and scimitars and similar curved swords. A few employ a long, slender lance and mace or flail. Their horses are very hardy and are accustomed to harsh treatment.

Socially, family ties are very strong. Honor and face are central factors in the precisely-observed social rituals and ceremonies which govern much of these people's lives. Ancestor worship and a belief that the spirits of ancestors watch the deeds of the living are important to their religion. A handful of wizards among them are regarded with great awe and superstition, usually living alone in tents pitched some distance from the main camps. Only nobles usually converse with wizards.

The nomads trade with Ket, Ull (which has a settled Paynim tribe), Zeif, Ekbir, and Tusmit. These nations (especially Ket) have employed Paynim horsemen as mercenaries, against each other or for forays east.

POMARJ, THE

Ruler: His Most Ferocious Majesty, the Despot Turrosh Mak
Capital: Stoneheim (pop. 5,200)

This rich peninsula was originally a collection of small states governed by the Prince of Ulek, but the local nobles drove out the Uleks and governed themselves until the early sixth century. As forces from Ulek, Veluna, and the demi-humans of the Kron Hills combined to drive vast tribes of orcs and goblins out of the Lortmil mountains, the humanoids fled south and east, easily overrunning the lazy and disorganized human inhabitants and securing their strongholds.

Certainly, a number of wicked humans allied with the invaders, and mercenaries were bought with gold from the Stoneheim mines and moonstones from the Drachensgrab hills. For a time, the human bandits were the rulers here, but with the ascendance of Turrosh Mak shortly before the war, this changed. Turrosh, a half-orc warrior, united the humanoids and made swift strikes to annex the eastern half of the Principality of Ulek and the southern half of the old Wild Coast lands.

At present, Turrosh is able to hold his kingdom

together, but further attempts at conquest would bring him up against the united Ulek states, the Wild Coast cities now under Greyhawk's sway, or into Celene, each of which would offer powerful opposition. Yet his bloodthirsty and mostly chaotic humanoids were roused with a cry to "reclaim their birthright," and they look to the Lortmils still. In the interim, by no means do all of the clan leaders wholly respect Turrosh's leadership, and the Pomarj may yet fragment anew.

RATIK, ARCHBARONY OF

Ruler: His Valorous Prominence, Lord Baron of Ratik, Lexnol
Capital: Marner (pop. 3,400)

Ratik marks the northernmost part of great Aerdy's expansion in the heady days of old empire and dominion. Its magnificent pine forests offer excellent material for shipbuilding, and the land was heavily protected by good military to fend off the Frost Barbarians and, indeed, make preemptive strikes against them.

Ratik was made a Barony by an Overking delighted at one firm repulsion of a barbarian fleet, and has been fortunate in having a succession of barons who have been distinctly more wise and benign than most Aerdy nobles. For this reason, the mountain dwarves and gnomes of the Rakers have worked and traded on good terms with the humans here.

Ratik's relationship with the Great Kingdom cooled following the ascension of the House of Naelax in the Kingdom, which increasingly neglected this little state. When the Bone March was overrun with humanoids, Ratik began to court the Frost Barbarians, and formed an unlikely alliance with them to jointly raid the Bone March and North Province.

Ratik's population is not great, so the people here can only hold their land against humanoids and not decisively repulse them. Ratik men and women are all militarily trained, and conscription is universal. Specialized woodsman troops with bows as well as sling-firing hillrunners are among the cream of Ratik's forces. Ratik is not wealthy, despite its fine natural resources, since it has few customers plying trade. The Sea Barons and Frost Barbarians buy wood here still; however, trade with the Theocracy is slow, and trade with

cities of the North Province is extremely low. Ratikers are now even more insular and self-reliant than before the war.

REL ASTRA, CITY OF: see Free Regions

ROVERS OF THE BARRENS

Ruler: His Mighty Lordship, the Ataman of the Standards, Durishi Great Hound, Chief of the Wardogs

Capital: none

The Rovers are remnants of original Flan tribes who eked out a poor living from banditry in these chill and barren lands. Over the centuries, marauding Oeridian and Suel invaders, the hostility of the Wolf Nomads, and humanoid attacks reduced the Rovers population, and before the Wars, there were just four clans of a handful of tribes each, which had once foolishly tried to attack Iuz. Iuz did not forget that attack, and pinched the remnants of the Rovers with attacks from Stonefist, supplemented by later culling forays from the land of Iuz and humanoids from the Bandit Kingdoms.

A pathetic remnant of Rovers still clings to survival in the Wastes, but their land is now occupied by marauding bands of Iuz's forces. The Rovers of the Barrens are effectively no more. Their old lands have not been settled with any permanent citadels or towns by Iuz, who is happy to allow his fiends and humanoids to stalk whatever prey they can find there.

SCARLET BROTHERHOOD, THE

Ruler: His Peerless Serenity, the Father of Obedience, Korenth Zan

Capital: Unknown (see below)

Accurate information concerning the Scarlet Brotherhood is notoriously hard to locate, because of its paranoid secrecy and the unreliability of those sources who lay claim to knowledge of it. However, what is known with some certainty is as follows.

For at least several generations, a Suel order of monastic militarists has dwelt in the closed city of Kro Terlep and the remote plateau south of it. During this time, the religion and precepts of the Brotherhood formed. The order is one of Suel

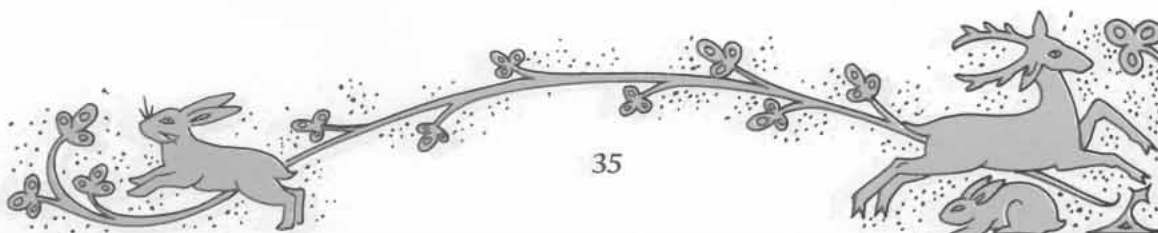
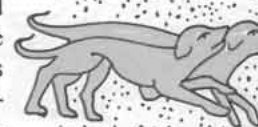
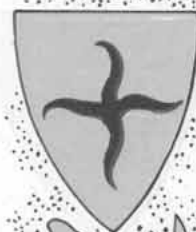
racism which seeks to subjugate all of the Flanaess to the rule of the Suloise (despite its widespread use of humanoid troops), and which embraces evil as the only hope of achieving this end. Members of the Brotherhood are referred to, unsurprisingly, as Brothers, with seniors in the rigid hierarchy being referred to as Elder Brother.

The Brotherhood appears to have three distinct echelons. At the bottom are thieves, mostly of chaotic evil alignment. Their leader is known by the unique title of Elder Cousin. Intermediate are the assassins, who are warriors, thieves with special skills relevant to silent slaying, and rare mages and thief-mages. Most of the assassins are believed to be neutral evil. Heading the organization are self-styled monks who live in cloisters and lead rigidly ascetic lives. Most are lawful evil in alignment and include a few warriors, some mages, and a handful of priests. These priests remain extremely secretive about their religion, which is not exported to the new dominions the Brotherhood holds. One terrible name has been mentioned in this context: Tharizdun.

During the wars, the Brotherhood emerged as major winners, gaining control of the southern waters. Its thieves made excellent spies and its assassins brought whole nations to their knees. The scarlet-clad monks who followed to administer the new satellite states had the way paved for them by ruthless cunning and ingenuity.

Although the Scarlet Brotherhood's ultimate goal is known, only guesses can be made concerning much of its activities. The Brotherhood has made extensive forays into Hepmonaland and the Amedio Jungle, both home to "degenerate" Suel people. It has seemed extraordinarily easy for the Brotherhood to recruit veritable armies of the jungle dwellers to aid their campaigns and keep order in invaded states. Hepmonaland is very rich in resources, including rare woods, spices, ivory, gems, and platinum, and this has swollen the Brotherhood's coffers considerably.

The Brotherhood is also rumored to have extensive breeding programs, both for people and monsters. The monster-breeding is said to be concentrated in endless underground catacombs below a great and splendid secret-shrouded capital city, somewhere on or below the southern plateau. Exactly what the Brotherhood is creating



there is unknown, although rumors circulate of freak, fire-resistant, red-skinned trolls in the hills beyond Irongate, heading from Idee (controlled by the Brotherhood); acid-squirting otyughs in the Vast Swamp; and great spiders with lemurlike arms in the trees of the Dreadwood. Many fear that the Hool Marshes may be infested with other specialized monsters, so that the Brotherhood may have designs on the Yeomanry. The folk of Sunndi keep vigilant watch for mutants and fell things in the Vast Swamp.

So far as the human breeding program is concerned, the Father of Obedience sanctions all marriages within the Brotherhood and orders the slaying of infants born outside approved pairings. Brothers and Sisters of the order are often instructed to mate in order to test how certain pairings produce offspring. Disappearances of people with Suel blood from the old Iron League nations suggest that the Brotherhood is eager to expand its programs.

The most hideous rumors concern the attempted interbreeding of monsters with captured humans and demihumans. No firm evidence exists of such abominations, but the rumors are persistent.

Finally, the number of agents the Brotherhood has still in foreign lands is unknown.

SEA BARONS

Ruler: His Noble Prominence Basmajian Arras,
Lord High Admiral of Asperdi, Commander
of the Sea Barons
Capital: Asperdi

The people of these lands are a mix of Oeridian and Flan. Centuries ago, the Overking established four baronial island fiefs here, instructing each to build squadrons of ships and compete with each other. Whichever proved best in naval warfare would be appointed supreme baron, admiral of Aerdy, and be duly rewarded with Imperial favor. Old Baron Asperdi won the contest, and now, the baron of that island rules the Sea Barons.

The main duties of the Barons in serving Aerdy were to fight off the Frost and Ice Barbarians and the Lordship of the Isles, which they carried out without great enthusiasm.

The old High Admiral, Sencho Foy, suffered a

sad mishap early in Aerdy's entry into the Greyhawk Wars. He choked on a fishbone stuck in his throat (although some say the dagger which had impaled the fishbone first did the important damage). Under Admiral Basmajian, the Sea Barons remained out of the Wars and kept their fleets largely confined to their ports and the Solnor Ocean. The Sea Barons now raid parts of the eastern coast of Aerdy (though they trade with Rel Astra), skirmish with Lendore and the Lordship of the Isles, and prefer to avoid needless combats with the barbarians.

The seamen and barons here are very uncertain of their future, not knowing with whom to ally. They have kept Scarlet Brotherhood "advisers" at a safe distance after seeing what happened to Latmac Ranold. Basmajian himself is believed to favor an alliance with Ratik and the Frost Barbarians, but it will be years before the other barons agree to any kind of binding concord.

SEA PRINCES, HOLD OF THE

Ruler: Elder Brother Hammandaturian,
Shepherd of the Sea Princes
Capital: Monmurg (pop. 15,500)

The Sea Princes come from old piratical stock based on Jetsom, Flotsom, and Fairwind Isles. They preyed on Keoland's southern borders and extended their pillage as far as the Pomarj and beyond at the height of their power. Keolandish naval strength subdued them at the Battle of Jetsom Island, and the wiser Sea Princes turned to an easier target—the Amedio Jungle—and trade of the ivory, spices, and woods found there. Eventually, the lands south of the Hool Marshes became settled, and the Princes practiced less and less raiding outside of Amedio.

Before the war, the Sea Princes had superb vessels and well-trained sailors, and were peaceable if unscrupulous merchants. The most objectionable aspect of their country was the institution of slavery, to which many Amedians were wretchedly subjected.

The Sea Princes were forced to surrender to the Scarlet Brotherhood without a battle being fought. Of the 30 leading nobles, 27 were dead at the hands of assassins within a week of initially laughing away the demand for their surrender. The handful left to sign did so readily. Now these

lands are ruled with an iron grip by the Brotherhood, who has imported more "savages" into the land. And since this land is so much farther from their own land than their other conquests, a handful of powerful mages, together with well-trained and vicious monsters, were also imported. Trained tyrgrs and high-morale norkers are used for patrols by the invaders. Few of the local people were able to flee to the Yeomanry or Keoland, so swift was the fall of the Sea Princes. Virtually none of the ships in its superb fleets were kept from the hands of the Brotherhood.

The seamen of these lands now sail as ordered by the Brothers; no ship is allowed to set sail without a significant number of Brothers on board. Inland, there is a slow trickle of people into the southern Yeomanry, but the Hool Marshes are the death of most of these would-be exiles. Those who escape speak of tyrannical rule, exemplary public executions for misdemeanors, and a climate of terror in the land.

SHIELD LANDS, THE

Ruler: Her Most Honorable Ladyship, Countess Katarina of Walworth, Knight Commander of the Shield Lands, in exile (Iuz)
Capital: Amundfort (pop. 6,200)

The growth of the Shield Lands was a direct result of the reaction by nobles with lands just north of the Nyr Dyv to the growth of the Bandit Kingdoms. The Earl of Walworth was chosen as Knight Commander, given Walworth's strategic island location with the only major city (and that being a fortified port). A holy order, the Knights of Holy Shielding, was consecrated at Walworth to the service of the Powers of lawful good (most notably Heironeous).

Supported by Urnst and Furyondy, the Shield Landers fought off increasingly severe raids from the Horned Society lands for many years before the Wars. Yet when the War came, Earl Holmer made a terrible mistake on this score after those lands had fallen to Iuz.

Warned by Belvor of Furyondy of the growing might of Iuz, Holmer refused direct Furyondian military aid, suspecting that Belvor wished to annex the Shield Lands. A flanking maneuver by Iuz's forces, east through the Bandit Kingdoms and thus into the Shield Lands, caught Holmer

and his generals myopically peering north and ensured the vital element of surprise. Nearly half the knights of the lands fell in the strategic retreat to Admundfort. Armies were evacuated in large measure across the Nyr Dyv to Furyondy, Dyvers, Urnst, and Greyhawk before Admundfort fell to Iuz. Iuz gleefully installed fiends as a mock council of nobles in Admundfort, presided over by an especially cruel and sadistic marilith. Holmer himself was taken to the dungeons of Dorakaa, to an unknown fate.

Exiled Knights of Holy Shielding are found in Greyhawk, Dyvers, Urnst, and in exile in Willip. Since Holmer's presumed death, his cousin Katarina has taken his title and leads the Knights as a negotiator and representative; she is a young paladin of Heironeous and makes up with charisma what she lacks in tact. The Knights are proud and valorous men and women, and to have hit hard times in which some must work as mercenaries and bodyguards for merchants does not rest easy on their pride.

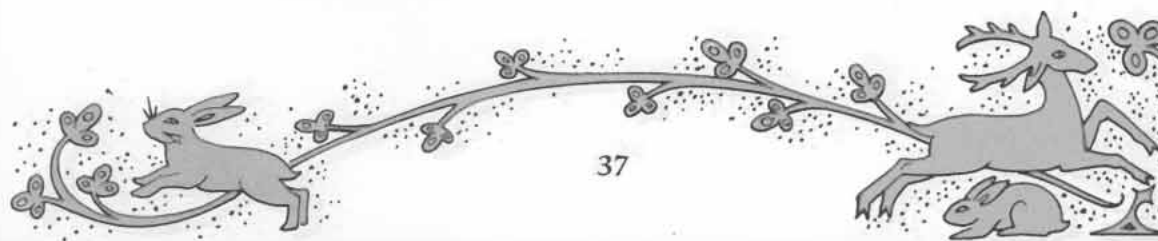
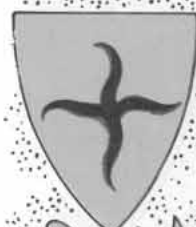
SNOW BARBARIANS (KINGDOM OF SCHNAI)

Ruler: His Bellicose Majesty, King Ingemar Hartensen of the Schnai
Capital: Soull (pop. 5,500)

The Snow Barbarians are the strongest and most numerous of the northern Suel peoples. They claim suzerainty over all the barbarian peoples, especially the Cruskii, and are rather patronizing toward them. However, they have allied with their fellows against the Great Kingdom for many decades and have been known to make occasional forays against the Sea Barons.

Their alliance with Ratik is less cemented than that of the Cruskii, but Ingemar seems amenable to continued cooperation after the events of the Wars. He also has great hatred for the Stonefisters, and wishes to mount a joint expedition with the other barbarian races through the Griff Mountains to lay waste to Kelten. Time will tell if this comes to fruition.

The Snow Barbarians share many characteristics with their brethren, but are the palest of all, many being almost albinoid. Platinum-blond hair is not unusual. Their womenfolk have an unearthly beauty and are often found as animal





trainers (dogs and dog-wolf hybrids), scouts, rangers, druids, or the like, despite the dominant chauvinism of their men. This is a proud and strong race.

SOUTH PROVINCE: see Great Kingdom, South Province

SPINDRIFT ISLES: see Lendore Isles

STERICH, EARLDOM OF

Ruler: His Magnitude, Querchard, Earl of Sterich, in exile (none)

Capital: Istivin (pop. 7,000)

Sterich was in name a vassal of Keoland before the War, but it maintained complete independence in everyday affairs, bound only by a military treaty compelling it to come to Keoland's aid if required. It is ironic that, when the major blow of the War fell in this area, Keoland's delay in aiding the brave Sterish people resulted in the loss of the land to giants and humanoids.

Most Sterish escaped to Keoland, the Yeomanry, or Gran March. Many preferred the latter options because of anger at Keoland's failure to support their small state. Querchard escaped to Niole Dra.

The mountain dwarves of the Jotens and Stark Mounds have mostly fled and taken up residence with their brothers in the Keolandish Good Hills. Sterich's renowned halberdiers and medium cavalry suffered severe casualties attempting to repulse invaders during the giant troubles. Several companies have since reformed in the Gran March and Yeomanry, and plan the reconquest of their homeland, together with the dwarves and other demihumans of the lands (gnomes and halflings).

The Sterish in exile are doughty and not dismayed; they truly believe they will be going home before many years have elapsed. They work hard as artisans, laborers, mercenaries—whatever employment they can get. "You work as hard as a Sterish" is becoming a compliment in the lands they now dwell within.

Back within their own lands, orcs, gnolls, and ogres overrun and ruin the land. Giants are relatively fewer in number than in Geoff. Almost all livestock has been eaten. Towns and villages

have been burned and razed. Sterich is a watse-land under a continuous pall of black smoke from the burnings. In Istivin, a giant calling himself "King Galmoor" is reported to have a mockery of a royal court, but how long he will survive the jealousy of his fellows is dubious.

The population figure for the capital includes only a few hundred human slaves; the rest of that number comprises humanoids.

STONEFIST, HOLD OF

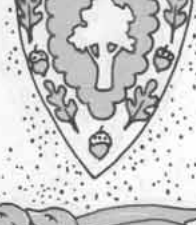
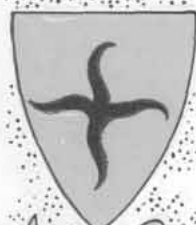
Ruler: His Most Grim and Terrible Might, the Master of the Hold, Sevvord Redbeard (Iuz)

Capital: Vlekstaad (pop. 1,950)

The original Stonefist, one Vlek Col Vlekzed, founded his chieftdom around CY 430. Vlek was cast out from the Rovers of the Barrens for banditry, deceit, and murder, but a small number of warriors and their families followed this harsh and brutal but charismatic man. Revenge strikes against the Rovers brought him more followers from the ranks of the disaffected, corrupt, evil, and homicidally insane. An extraordinary later exploit—despoiling part of Tēnh, heading down into the Bandit Kingdoms to recruit more followers, fending off a retributive strike from the Tēnhas, kidnapping more bandits for followers, and finally establishing a fortified camp base—added to Vlek's charisma and reputation.

Vlek ruled by terror and brutality, but his people loved him for it. After his death, the Master-ship of the Hold became a semi-hereditary position and title. Vlek's descendants (he had 351 sons by his scores of wives), if they survived to maturity, had to compete in a bi-annual "Rite of Battle Fitness." The winner became a warband chief (with the option to challenge the Master). The surviving losers joined the standing warbands—the "Fists"—as sub-chiefs and leaders of raiding parties.

From this mix of settled and semi-nomadic people, Vlek's descendants created a fierce and savage raiding force. It is little wonder that Iuz sought to use this machinery of war. Sevvord Redbeard was magically ensnared by Iuz's fiends, but what Iuz whispered to him was very much to his taste, anyway. Redbeard's brutal massacres in Tēnh only enhanced his reputation, and his Fists swagger across their own lands, those of





iles. Even those with some skills to offer are caught up in black despair.

TIGER NOMADS (CHAKYIK)

Ruler: The Unvanquishable Tiger Lord, Ilkhan
Cligit of the Chakyik Hordes
Capital: Yecha (pop. 4,000)

The Tiger Nomads are tough, hardy horsemen dwelling on the prairies north of the Yatils. They are nomadic herdsman and hunters, but because of their proximity to more civilized nations, they have a handful of settled towns, villages, and trading posts. Some even mine small quantities of silver and gems from the Yecha Hills, and they trade with Perrenland and Ekbir. However, some of the tribes here raid both these nations, and the Wolf Nomad lands as well. The Tiger Nomads are Baklunish people, many of whom do not speak the Common tongue of the Flanaess.

Tiger Nomad banners bear the likeness of a tiger, tiger tail pennants, and similar elements. The Ilkhan's robe of state is a tiger skin, reportedly that of a sabre-tooth, while the lesser khans wear the pelts of normal tigers. The nomads' typical raiding party is light cavalry, armed with horn bows and lances similar to those of the Paynim. Small infantry garrisons protect the towns and villages. The Tiger Nomads' religion and way of life is very similar to that of the Paynim peoples, with whom they share the same ancestral stock.

TUSMIT

Ruler: His Exalted Splendor, the Pasha of
Tusmit, Muammar Qharan
Capital: Sefmur (pop. 19,000)

The Baklunish state of Tusmit plays one neighbor against another—Ket, Ekbir, Zeif, the Paynims, and so forth. Tusmit is a land vulnerable to aggression, with no major natural defenses against invasion, and so has specialized in crafty diplomacy in order to retain its own fertile farmlands and grazing. The original tribal inhabitants of this land are mostly settled, and few lead a nomadic life. With Ket's attentions turned to the east, Tusmit feels more secure under its charismatic young leader than it has for some generations.

The society, religion, and troops of Tusmit are

similar to those of the Paynims and Tiger Nomads, save that infantry is a greater percentage of military strength. The ordinary people are generally proficient with both scimitar and a second weapon such as mace or flail. The economy is mainly agrarian.

ULEK, COUNTY OF

Ruler: His Noble Mercy, Lewenn, Count
Palatine of Ulek
Capital: Jurnre (pop. 12,000)

The County of Ulek has a predominantly Suel racial mix. It is very cosmopolitan, with many demihumans, and no few war refugees from Bissel, the Principality of Ulek, and the western lands within its borders. Its troops aided Keoland with some ambivalence during the Wars, given Keoland's former ambitions on the Ulek states, but Ulek suffered relatively few casualties. Since the Lortmils were culled of humanoids in the so-called Hateful Wars at the start of the century, the County has been peaceful. It remains richly resourced.

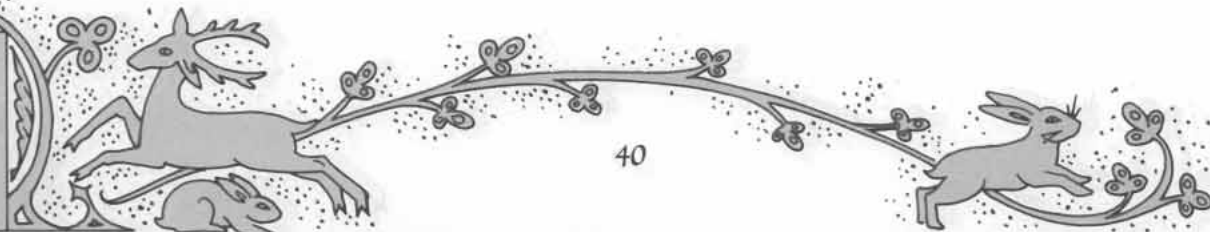
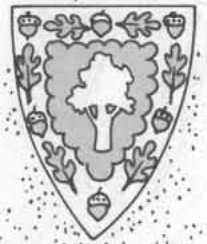
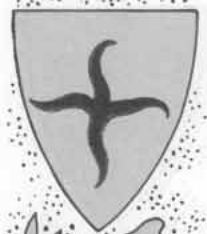
The County's wealth is used to fortify its southern cities, notably the citadel and walled city of Jurnre, given the menace of the Pomarj humanoids. Aid is channeled to Furyondy. There are rumors that the Ulek and Urnst states are forming a diplomatic alliance, both being concerned that their relative wealth should be used to support impoverished neighbors effectively.

War has affected the people of the County little in terms of quality of life, but their general outlook has been changed by the loss of so much of the Principality. Ulek folk tend to be serious and watchful, with a strong sense of social responsibility and justice. There is a powerful sense of community within this land, and no few of the people here favor a war against the Pomarj to recapture lost Principality territory.

ULEK, DUCHY OF

Ruler: His Noble Radiance, Duke Grenowin of
Ulek
Capital: Tringlee (pop. 14,200)

The Duchy of Ulek is dominated and ruled by high and sylvan elves. Many half-elfen folk are



within its boundaries. As Keolandish rule abated, the Duchy moved to strengthen ties with Celene and the other Ulek states, although good relations with Keoland have been the norm also.

The Duchy finds itself in a difficult situation politically. There is a strong feeling among its people, elven as well as human, of support for the Principality of Ulek, and for exiled men of Geoff and Sterich. At the same time, the Duchy has major trade and political links with Celene via the gnomes of the Kron Hills, and Celene has adopted a consistently isolationist position throughout the Wars and afterward. The Duke favors continued diplomacy. The mood among several of his most powerful nobles, however, is to support those elves within Celene who oppose their Queen and favor strong military action against the Pomarj to liberate the eastern Principality. These nobles support the Knights of Luna in Celene, who seek not just to liberate the south, but also to give more active support to the Veluna/Furyondy alliance.

The Duchy of Ulek is a beautiful land; its towns feature fine architecture with a strong elven influence, many parks and open spaces, statues, and works of art. People take a strong pride in the appearance of their settlements and have a strong civic sense.

Adventurers from the Duchy travel the central Flanaess looking for opportunities to further the cause of good. Its elven fighter-mages are renowned for their abilities, and Ulek hillfolk, in particular, are tough, hardy adventurers.

ULEK, PRINCIPALITY OF

Ruler: His Serene Highness, Lord of the Peaks of Haven, Prince Olinstaad Corond
Capital: Gryrax (pop. 21,000)

The dwarf-ruled Principality has always been a friendly mix of dwarves and gnomes (who mined the rich hills) and humans (who did most of the farming, manned the naval squadrons based in Gryrax, and comprised the cavalry of the land). Ulek's dwarven infantry has seen much combat during the century, being involved in the Hateful War, skirmishing regularly with Pomarj humanoids, and finally suffering defeats at their hands under Turrosh Mak. The eastern half of the Principality was utterly lost during the War, and the

beleaguered stronghold of Havenhill anchors a chain of new citadels being constructed in the hills. Gryrax itself lies barely thirty miles from the vermin of the Pomarj and is swollen with dwarf and gnome refugees from the eastern lands. The mood among these demi-humans, in particular, is one of hatred and a burning desire for revenge.

Prince Corond is most concerned with protecting the eastern mines of the hills, which contain so much of the Principality's wealth. He negotiates with the other Ulek states, the Kron Hills gnomes, and even the free cities of the Wild Coast. Corond believes that he has some debts to call in; while the Principality didn't formally ally with Furyondy and Veluna during the Wars, one of the worst-kept secrets is that many of its best warriors traveled north as volunteers; this weakening of Ulek defenses cost this state much of its precious territory.

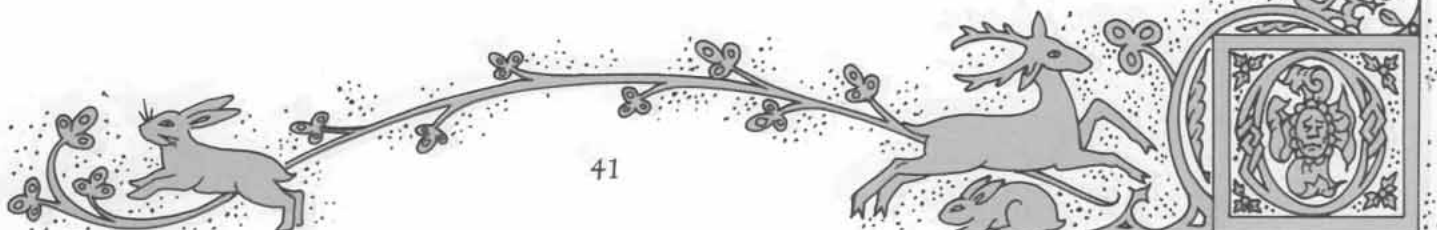
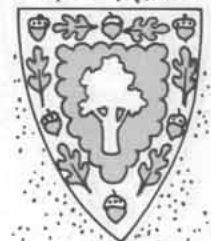
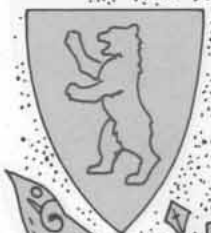
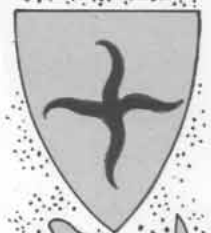
Unfortunately, Furyondy is not in a position to reward the Prince; Veluna can offer little, being desperate to support its eastern neighbor as a primary task. However, Corond has plenty of friends, riches, and a strong body of fighting men. If a major battle is to come in the immediate future, the men and dwarves of the Principality may well be on the field of combat. It is also said that the Prince and his agents are eagerly looking for adventurers willing to undertake a number of missions to recover lost magical treasures.

ULI


Ruler: His Illustrious Ferocity, Orakhan Draske
Capital: Ulakand (pop. 6,000)

The Uli, a strong Paynim tribal clan, claimed the rich lands between the Barrier Peaks and Ulspree Mountains hundreds of years ago. They have held them ever since, despite occasional forays against them by their more nomadic cousins. In the south of Ull, Ulakand is a sprawling caravan town, and there are numerous hill and mountain villages also. To the north, settlements thin out, and more of the Uli lead a semi-nomadic life.

Other Paynims rarely seek to attack Ull. The horsemen of the plains here have a superb cavalry armed with huge bows, ornate and very effective pole arms, and great maces; a majority of the



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cavalry riders have exceptional strength in addition to good mobility.

The Uli trade with other Baklunish and Paynims, selling copper and gems from their hill mines, livestock, and (very rarely and only for an excessive price) their magnificent warhorses. As traders, they are very crafty and sly and appreciate the same qualities in those they deal with. Their general social and religious lives are similar to those of other Paynims, save that they are obviously far less nomadic.

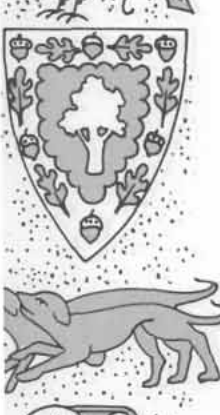
URNST, COUNTY OF

Ruler: Her Noble Brilliancy, Countess Belissica
Capital: Radigast City (pop. 42,000)



Urnst separated from Nyronde soon after that state's secession from the Great Kingdom. Urnst has a history of hostility toward Aerdy, despite the Oeridian origins of most of its people. The County is allied with and technically under the protection of the Duchy of Urnst, but the ruling House of Gellor is independent and diplomatic, and the County rules its own affairs. Relations between the two states are very close now that Iuz threatens the borders of the County; the states have a mutual aid pact.

Naval squadrons based at Radigast City patrol the Nyr Dyv in an informal agreement with those of Furyondy, in order to secure this vital lake. The native population has been somewhat increased by an influx of Tenhas (including the exiled Duke Ehyeh and his family), who are not greatly liked by the indigenous folk, and also by Nyronde artisans and scholars, who are better received.



Urnst did not suffer significant losses in the War, and the County and Duchy are now important bankrollers for Nyronde. Politically, Urnst is very active these days. The Countess fully supports Duke Karl's diplomacy with Greyhawk and the Ulek states, while working hard to make sure that the latter in particular fully support the independence of her own nation.

URNST, DUCHY OF

Ruler: His Most Lordly Grace, Warden of the Abbor-Alz, Duke Karl
Capital: Leukish (pop. 24,000)

The Duchy of Urnst has had powerful struggles in the past to establish its independence from Aerdy and Nyronde, a tribute to the richness of this land. Platinum, gold, and electrum are mined in the western Cairn Hills and Abbor-Alz, and the western Nesser basin is among the most fertile cropland in the whole Flanaess. Nyronde and Shield Landers have flocked to this state, many bringing the valuables they could escape with, and now the Duchy is a dominant power despite its small size.

Duke Karl has let this go to his head somewhat. He is determined to marry his eldest son to the daughter of the Countess of Urnst, allying the lands into one entity.

Karl dispenses aid to Nyronde while extracting full measure for his largesse. However, at home he has also initiated a campaign against the fairly notorious civil and commercial corruption once rampant in Leukish and Nellix. He shows greater wisdom in his discussions with Greyhawk and Ulek, and it may be that the Duke is a wiser man dealing with those he perceives to be equals than with those he feels are at a disadvantage in dealing with him. He is attentive to the gnomes and dwarves who supply so much of Ulek's wealth from the mines of the west and south.

Finally, Leukish is an important and burgeoning city, with exiled scholars and artisans, a handful of allegedly reformed bandits looking for monies and equipment for forays into their old stamping grounds (or gainful employment almost anywhere), a strong navy, and a powerful group of mages housed within the formidable might of Leukish Castle.

VALLEY OF THE MAGE, THE

Ruler: His Most Magical Authority, the Exalted Mage of the Valley and Laird of the Domain, Jaran Krimeeah
Capital: none

It is said that Jaran was born in Rauxes, a distant relation of the then ruling house of Rax, and has a paranoid hatred of old Aerdy. There are many tales of his westward wanderings before he came upon this secluded, almost impregnable valley some decades past. He ingratiated himself with the resident valley elves, gnomes, and small groups of treefolk, and has ruled this place ever since.

The inhabitants of the Valley repulse all efforts to explore their home, and well-equipped and powerful adventuring groups have not returned from forays here despite persistent rumors of men returning with sacks full of platinum and gems. The inhabitants of the Valley remain untouched by the events of the Wars, and are as secretive and little-known now as they have always been.

VELUNA, ARCHCLERICY OF

Ruler: His Venerable Reverence, Shepherd of the Faithful, Canon Hazen
Capital: Mitrik (pop. 12,000)

The Archclericy of Veluna has long been a shining example of the better side of humankind in the Flanaess. Since the state became independent, it has supported righteous causes whenever possible, dealt fairly and justly with its neighbors, and become involved in military conflict only in self-defense (as during the Short War).

Veluna allied with Furyondy in the Greyhawk Wars, but did not suffer the loss of men, territory, and riches its unfortunate neighbor did. Veluna remains rich, and it is a focus of support for goodly nations all around it—Furyondy, the Highfolk, the gnomes of the Kron Hills, Verbobonc, and the Gran March.

Velunese diplomacy is the major hand at work in maintaining cohesion between all the non-evil central Flanaess states, so far as such cohesion exists. Velunese agents have taken a strong role in unmasking Scarlet Brotherhood agents since the kidnapping of the Provost of Veluna, while themselves acting as eyes and ears for the rulers of Veluna.

Veluna's armies stay in a state of readiness. The nation is renowned for its powerful and numerous medium cavalry and the deadly elven bowmen who support its well-disciplined infantry. Exiled Bisselites and a few Furyondians who feel safer in Veluna form a small, but superbly marshalled addition to the pikemen of this land.

Canon Hazen is a High Priest of Rao, and all deities of lawful good are widely revered throughout Veluna. The Canon and his hierarchy are supported by seven noble houses—the Plar of Veluna being the foremost. The Viscount of

Verbobonc is a willing vassal of Veluna, and his presence increases the size of the Canon's advisory council to eight, although he is a fading man of late (see the entry for Verbobonc).

Veluna is the brightest hope of good in the Flanaess now. One secret support it gives to a far-away besieged state is worthy of note. Within Mitrik there is a hidden teleportation circle which allows the transfer of inanimate objects to and from Irongate, and this is used to transport ores and metals from that beleaguered city here for sale, with vital material needs (food, cloth, utensils, weapons, etc.) passing in the other direction. Only small quantities can be transported each day, but this trickle of exchange is vital in supporting Irongate. It is rumored that one of the Circle of Five is responsible for establishing this, probably Bigby, who fled from his home in Scant when the Scarlet Brotherhood struck. He was known to have links with the dwarves of Irongate.

VERBOBONC, VISCOUNTY AND FREE CITY OF: see Free Regions

WILD COAST, LEAGUE OF FREE CITIES OF: see Free Regions

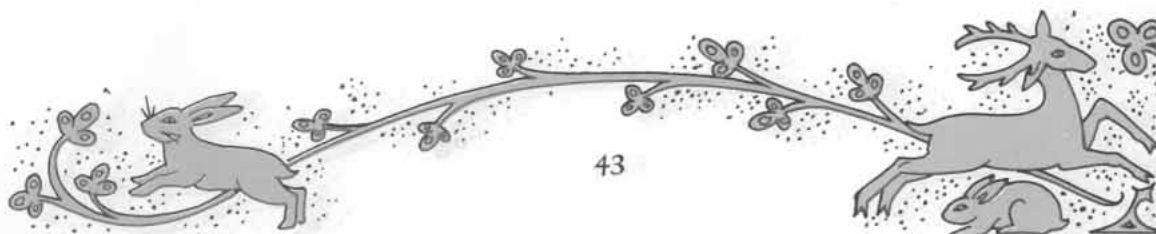
WOLF NOMADS (WEGWIUR)

Ruler: The Fearless Wolf Leader, Tarkhan of all the Wegwiur, Commander of the Relentless Horde, Bargru
Capital: Eru-Tovar (pop. 4,000)

This Baklunish people is similar to the Tiger Nomads in social organization. They are somewhat more settled in a handful of towns, and marginally more "civilized," due to greater contact with Perrenland in particular, with whom they conduct much trade.

Their old conflicts with the Rovers of the Barrens were replaced with forays against them by Iuz's humanoids when the evil land rose, but the Wolf Nomads give as least as good as they get in such fights. They periodically raid the Tiger Nomads, but are dimly aware of the burgeoning might of Iuz, and internomad raids are now less common.

The capital, Eru-Tovar, lies close to Iuz, and the city of Ungra Balan is now the center of com-



mercial transactions and home to a handful of the wild-eyed, half-mad tribal mages of the Wolf Nomads, who wear the great winter wolf skins and tails otherwise allowed only to important leaders.

YEOMANRY, THE

Ruler: His Steadfastness Crispin Redwell the Freeholder, Spokesman for the Yeomanry League

Capital: Loftwick (pop. 8,000)

Early in the history of this land, the Flan-Suel race that settled here had a strong democratic tradition of government. The warriors of all the tribes in the land elected spokesmen who themselves elected a single spokesman who would convene tribal meetings and negotiations. This democratic tradition persisted under a moderately lengthy period of Keolandish rule, since the Keolandish had the wisdom to listen to those they had conquered.

Yeomanry warriors served in the Keolandish armies for decades, but at the height of Keoland's expansionism, the freemen of the Yeomanry revolted and closed their doors to Keolandish rule forever. This daring move was successful primarily because Keoland was over-extended dealing with other neighboring lands and a major internal revolt at the time. The result has been the creation of a state ruled by its warrior caste through their spokesmen.

During the Wars, the Yeomanry was willing to aid Furyondy against Iuz, but the giant troubles guaranteed that its forces had to stay within the nation's confines. Unlike the unfortunates of Geoff and the Sterish, the stout, well-trained and armed Yeomen fought off the giant/humanoid incursions and this state remains a strong, powerful, and well-equipped armed camp.

All those who bear arms, have borne arms, or serve as artisans and craftsmen are allowed to elect spokesmen, but this amounts very nearly to universal suffrage.

Nearly all common men and women of the Yeomanry own at least leather armor, a hand weapon, and a bow of some kind, and many own polearms as well. Landowners equip their peasants with such armor and weapons and train them in self-defense militia as a matter of course. The Yeomanry is wealthy from trade, but does

not import mercenaries to defend the vital silver and gem mines in its hills and the Jotens; it is proud to protect them itself in alliance with dwarves, strengthened by refugees from Sterich. The state is also notable for a small minority of high elves, who are important in commerce and trade and also form the core of a small but powerful group of mages centered around Loftwick.

Despite its wealth and strength, the Yeomanry does not seek political muscle in the Flanaess. Keoland is distrusted because of its historical ambitions on the land, and there is a powerful mood against sending aid to the north. People are aware that, had this happened during the Greyhawk Wars, the Yeomanry might have fallen to giants. The Yeomanry extends support directly only to the demihumans in the hills and mountains around its borders, and maintains its excellent armies of spearmen, crossbowmen, mountain troops, elvish spear and bow units, and dwarven mailed infantry.

ZEIF, SULTANATE OF

Ruler: His Omnipotence, the Glory of the West, Sultan Murad

Capital: Zeif (pop. 41,000)

The Sultanate of Zeif is the westernmost land in the Flanaess, extending beyond the mapped region, and is the oldest surviving Baklunish state, its southern boundary marking the furthest point of the effects of the Invoked Devastation. It is also the most settled of the Flanaess Baklunish states, with almost no wandering peoples within its western lands.

The originally nomadic tribes soon settled in the richly fertile lands along the coast, warmed by the currents of the southern Dramidj. Farming and the raising of horses and other livestock are the staple resource of Zeif, although the Sultan has a secret source of chrysoberyls and peridots of exceptional quality which are usually sold to western nations through Ket.

Little is known of Zeif. It is said to have territorial ambitions on Ekber and Tusmit, which may have originally been tributary states, but there is no recent history of major military conflict in these lands.

Free Regions

DYVERS, FREE AND INDEPENDENT CITY

Ruler: His Excellency Margus, the Magister of Dyvers
Population: 49,000 (city)

Dyvers was originally a city within Furyondy, an important trading center with lake and river traffic from Bissel, Nyronnd, Urnst, and even lands as far away as Perrenland (down the Volverdyva) and the Theocracy of the Pale. Dyvers proclaimed itself a free city in 526 CY, alleging that it was uncomfortable with Furyondy allying with a state whose policies Dyvers found overly restrictive (i.e., Veluna). This was probably just a pretext, but King Thrommel II of Furyondy allowed the secession to pass in return for Dyvers continuing to contribute taxes and levies to Furyondian coffers.

Dyvers lays claim to some 2,000 square miles of territory along the south bank of the Volverdyva to the Gnarley Forest. It also claims a number of small islands at the mouth of the great river, which are heavily wharfed and warehoused and form the center of the River Quarter of the city. Its rulers are drawn by meritocratic vote from mages, scholars, experienced warriors, and priests.

Dyvers has a somewhat declining income from trade, but its fishing vessels still capture good harvests of gar, pike, and a golden, carplike fish from the Nyr Dyv. Its influx of refugees has been a mixed blessing. Many mercenaries come to Dyvers seeking employment, and some skilled people have settled here. On the other hand, in the poorer quarters of the city, many Shield Landers (among others) have sought refuge, and overcrowding is now a major problem. Not unnaturally, Dyversians blame the incomers for an epidemic outbreak of a typhuslike illness which killed nearly a thousand folk shortly after the Shield Landers' mass influx from Admundfort.

Interneine assaults and murders are not unusual. The constables of the Watch, famous for their ostentatious insignia and the flashy epaulettes of their officers, often have their work cut out maintaining peace. At least Dyvers' army and militias have been strengthened by recruitment

from the best of the Shield Landers, and a handful of good warriors have fled here from the conquered lands of the west (Bissel, Geoff, Sterich).

Dyvers has something of a rivalry with Greyhawk City, since their territories now overlap to the east. Dyvers looks upon Greyhawk's expansion with some ill ease.

GREYHAWK, FREE CITY OF

Ruler: His Solemn Authority, the Lord Mayor of Greyhawk, Nerof Gasgal
Population: 66,500 (city)

This great metropolis is richly detailed in the *City of Greyhawk* boxed set. In the companion Campaign Book within this box, much additional detail is given regarding the growth of Greyhawk and the lands it rules; consult this additional source.

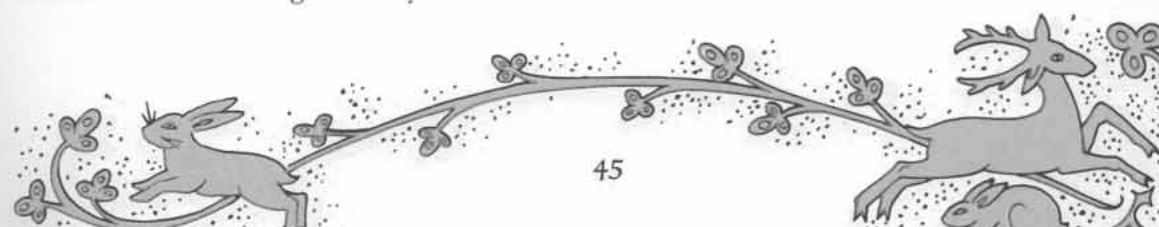
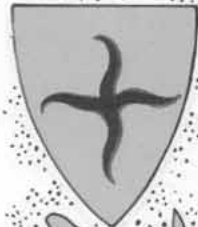
HIGHFOLK (FREE TOWN AND VALLEY OF THE VELVERDYVA)

Ruler: The Worthy Sir, Mayor of Highfolk, Loftin Greystand
Capital: none (city known as Highfolk has pop. 9,000)

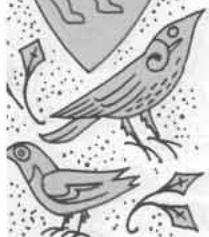
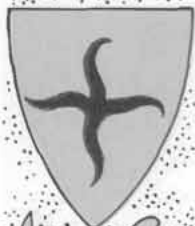
The term "Highfolk" is applied both to the largest city in this small realm and to the land as a whole. The Mayor is the elected spokesman for the free town, but also speaks for the region when this is deemed appropriate by the populace. It is principally a realm of high and wood elves, without a fixed boundary, since control over the southern and western parts of the Verve Forest (named the High Forest by the Highfolk) fluctuates between the demihumans and rangers of that domain and the fell creatures of Iuz.

The Highfolk are all strongly independent and free-spirited. The Lord of the High Elves usually speaks for the Highfolk on grand, formal occasions, or the Mayor speaks with the Lord's consent. The word of a gnome prince or village elder of the human woodsmen or farmers counts for at least as much within their own communities, if not more.

This domain is strategically important to Furyondy, whose diplomats, spies, and military advisers work closely with the Highfolk. Preventing its fall to Iuz keeps Furyondy's north-



Free Regions



western flank unexposed and maintains the vital trade link to Perrenland. Furyondy needs the products of the forest, especially its strong woods.

The Highfolk people are all well-trained warriors who specialize as lightly-armored, mobile bowmen and specialists. Their only heavy troops are the Knights of the Hart (High Forest), an order that has links with the Furyondians of the same name.

The Pact of Greyhawk did not set precise boundaries for Iuz and the Highfolk within the Vesve for the simple reason that no accurate map of the internal features of the Vesve could be found. Iuz feels free to interpret the Pact as giving him domain over all of it, and the Highfolk can look forward to skirmishes and battles for many years.

The town of Highfolk is also important as a stop-off point for adventurers heading for the Yatils or Clatspurs. While monsters aplenty are ready to greet such brave souls, the Yatils in particular have a whole host of legends pertaining to lost magical treasures, any one of which would make a man's fortune for life. There are still those who wish to seek fame and fortune by searching for them. Most do not return, of course.

IRONGATE, FREE CITY OF

Ruler: His Resolute Honor, Lord Mayor of Irongate, Cobb Darg
Population: 48,000 (city)

This large, walled city originally thrived on sea trade via Onnwal and the west. It has a history of almost contemptuous independence from the Great Kingdom, and was an eager founding member of the Iron League in 446 CY. It was able to maintain a significant naval force for generations, and its own troops mixed fierce and strong infantry with accurate and deadly cross-bowmen.

Cobb Darg is a ruler of exceptional wit and guile. He watched the spies of the Scarlet Brotherhood carefully in the pre-war days, unwilling to accept their smooth words at face value, and had the whole group rounded up and despatched or expelled just as Onnwal and Idee fell. Irongate's armies also decisively repulsed Ahlissan forces

when Sunndi could not. The Free City is a determined, strong body of folk. Duke Coriell of Onnwal took refuge here during the war.

Irongate is now almost under seige. Its navy has been largely sunk by Scarlet Brotherhood forces, and the bulk of the population is confined within the city. Half of those who used to live in the hilly lands around have fled into its safety. Only a handful of dwarven mining clans stay beyond the security of its walls.

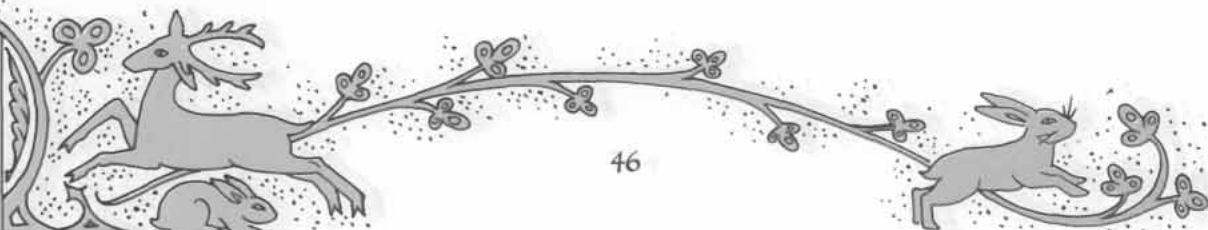
Irongate dwarves are excavating a tunnel system to the most important of the mines, working night and day, aware that while they are throwing a lifeline to their brethren, they are also establishing an entry point into the city. Work is apace reinforcing and strengthening all city walls, towers, and keeps, with the dwarves again playing a leading role. This feeling of imminent seige brings out the stoic, strongest qualities of the dwarven race, and the humans of Irongate realize what an asset they have in their presence. Dwarven priests, together with a handful of priests of Ulaa, have bound powerful warding spells into Irongate's defenses.

Irongate has a vital teleportation link to Mitrik (see entry for Veluna in previous section) which enables a steady trickle of trade to continue. Of course, the Scarlet Brotherhood is technically at peace with Irongate, and Irongate could ship its goods out safely by sea—in theory. The Scarlet Brotherhood would, of course, deny any responsibility for those ships being attacked by kraken, sea serpents, or similar monsters. The folk of Irongate are no fools.

Irongate also manages some trade with the old South Province of the Great Kingdom, and from the Iron Hills some perilous trade with Sunndi manages to continue. But Irongate remains a city under seige, and outsiders are carefully policed and watched at all times, and allowed to stay only briefly and within a specified, small area.

REL ASTRA, FREE CITY OF

Ruler: His Most Lordly Nobility, Eternal Custodian and Lord Protector of Rel Astra, Drax the Invulnerable
Population: 57,000 (city)



This trading and mercantile city has been ruled by a rival noble house since the ascension of the House of Naelax to the Malachite Throne. It is given an individual treatment here (other Great Kingdom cities are not) for two reasons. First, it has a long history as a semi-independent city charged with rulership of a significant area of surrounding land (north to the Lone Heath), which other cities do not. Second, it is now the major trading center on the eastern coast of old Aerdy, ready to conduct trade with anyone—the Sea Barons, Barbarians (rarely), Ratik vessels, the Scarlet Brotherhood's proxies from the Lordship of the Isles, Sunndi, and other Aerdy lands. As long as money comes in, Rel Astrans don't care who provides the coin.

The motivation for this is simple. While Rel Astra did not fall to Ossoon during the war, the Overking's pillaging army in Medegia didn't worry much about technicalities, and tried its best to sack and loot the town anyway. By this time, having despoiled their way through Medegia, the imperial army was both weakened and sated, and the city's troops fought them off. This created a great hatred of Ivid within Rel Astra, however, and the generals and ordinary folk long for the day when Ivid's gutted carcass will hang on a meathook above the city gates. In addition, Drax was blessed by his Overking with the gift of undying, and he is an animus and none too happy about it. He, too, longs for revenge. So, Rel Astra wants money and plenty of it. Armies of revenge are not hired without bulging coffers.

Drax rules Rel Astra harshly, ever preaching the merits of thrift, caution, hard work, and the need for self-sacrifice if Rel Astra is to be revenge. He secretly harbors his old noble house's fantasy of displacing Naelax and ascending the Malachite throne in its place. Rel Astra is a hard, harsh city, but it is also the best defended, and the morale of its people is good despite Drax's fairly tyrannical rulership and the open reverence of evil powers here.

VERBOBONC, VISCOUNTY AND FREE TOWN OF

Ruler: His Lordship, Viscount Wilfrick of Verbobonc
Population: 12,500 (city)

Verbobonc is now considered a free city, although technically it has a viscounty whose writ runs some 15 miles into the Kron Hills. Since the Wars, Verbobonc has all but abandoned its responsibilities in the hills, and the gnomes there have looked elsewhere for their alliances and protection. Verbobonc's influence over its small satellite villages has also declined, with village elders and rulers being allowed free rein to rule.

Viscount Wilfrick grows old, and a city that once maintained a powerful militia and a never-ending watch against evil, especially the Gnarlley Forest and the dread Temple of Elemental Evil, has grown tired along with him. It is entirely plausible that Scarlet Brotherhood agents and "advisers" have counseled the Viscount to sit tight in troubled times. The construction of a castle at the village of Hommlet is deemed to have been sufficient effort, and Verbobonc washes its hands of further watchfulness.

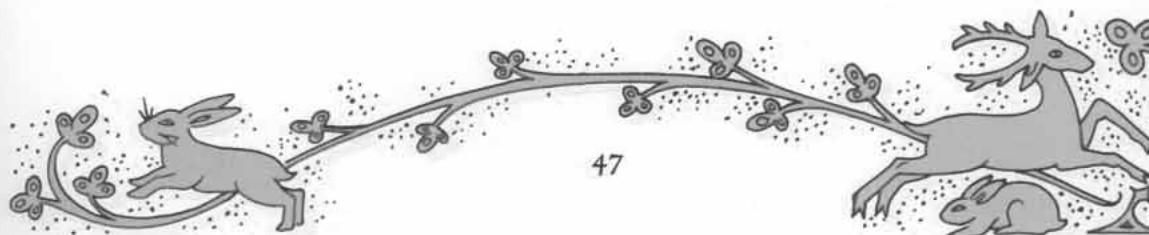
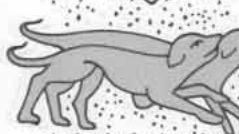
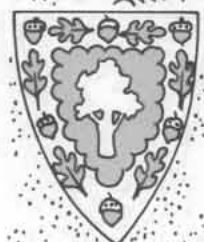
The ordinary folk of the town continue their trading much as before. The humans and gnomes who populate it are cheerful, kindly folk who smile away tales of the Wars with mumbled comments of "oh, that's terrible."

If there is still vigilance and strength in Verbobonc, it resides in a handful of rulers of local towns and fortifications, several of whom are known to have meetings with Furryondian representatives and members of the Knights of the Hart. It may well be that determined efforts will be made by these people to formally align Verbobonc with Furryond and Veluna, states which gratefully received volunteer Verbobonc warriors during the Wars.

WILD COAST FREE CITIES OF

Rulers: Military councils of Greyhawk
Population: Narwell 3,600; Safeton 5,500

The three southern cities of the Wild Coast fell to Turrosh Mak's Pomarj humanoids during the Wars. The fact that the two northernmost cities did not also fall can only be put down to the humanoids switching their attentions, and forces, westward to Ulek rather than pressing home the attack here. The Free City of Greyhawk now has much greater say here. More details can be found in the accompanying Campaign Book.



Wild Regions

Wild Regions

This section of the Cyclopedia details the following: major bodies of water in the Flanaess; forests, woodlands and jungles; mountains and hill ranges; swamps, marshes, and wastelands; and rivers.

Bodies of Water

The major bodies of water in the Flanaess are the oceans, straits, and great lakes.

SOUTHEASTERN WATERS

These waters comprise the Aerdi and Oljatt Seas, the Tilva Strait, and the Spindrift Sound. The Scarlet Brotherhood controls much of these seas, contesting northern areas with the Sea Barons and in a few incursions from Ice Barbarians. Eastward along the north coast of Hepmonaland, a handful of pirates—some reputed to be sea-going hobgoblins—occasionally foray westward.

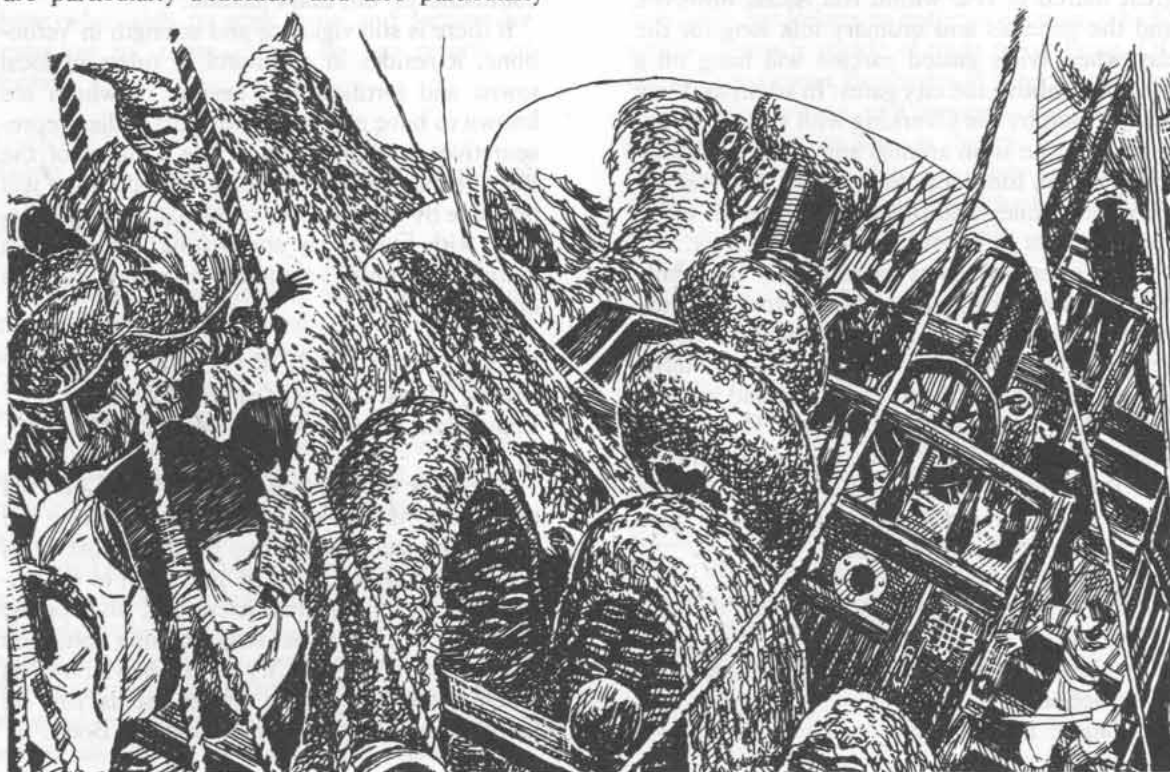
The warm, blue-green depths of the Oljatt Sea are particularly beautiful, and also particularly

dangerous, with many sea serpents and octopi of great size, capable of dragging down smaller vessels. Ships were often chained together in great convoys to prevent this fate, and seamen typically carry pikes to fend off such monsters. The Tilva Straits and Aerdi Sea are known to be shark-infested.

NORTHEASTERN WATERS

The Solnor Ocean and the vast Grendep Bay are disputed among the Sea Barons and Ice Barbarians, the latter holding greater sway the farther north one goes. Great whales throng the Solnor, which is said to stretch for a thousand leagues eastward. In summer, Ice Barbarian longships carry great harpoons, although their whaling is opportunistic rather than well-organized. The Ice Barbarians do not travel much in Grendep Bay in the fall, for monsters greater in size even than whales can be seen at sport there.

Marner is a vital port along the coastline—the major port for Ratik from which a little trade still manages to filter down to eastern Aerdy states, although this is very hazardous.



SOUTHERN CENTRAL WATERS

The vessels of the Scarlet Brotherhood hold complete dominion here—in the Densac Gulf, Azure Sea, and Jerlea Bay. While peace allows traders to sail these waters from the north, few take the chance. The Azure Sea has always had a plentiful share of sea monsters, and most traders used to stick to the coasts of the Iron League states, but monsters seem to be more common there now (unless the ships are those of the Brotherhood, strangely enough). Kraken and coastal sea lions are among the hazards of the Azure and Jerlea Bay, and rumors of morkoths laired around the Olman Islands are a deterrent to travel in the Densac Gulf. The Gulf itself is said to open into a vast ocean stretching well into Lower Oerik, but its waters are unmapped beyond northern Amedio.

The Scarlet Brotherhood has by no means subjugated all of Amedio. Along its coastline and small offshore islands, pirates prove as irksome a threat to Brotherhood ships as they previously did to those of other nations. Some of these pirates are said to be assisted by weather-controlling magic, and to use arrows coated in paralyzing alkaloid poisons from the jungles.

The western half of the Azure Sea is also known to be infested with great swathes of seaweeds that slow ships and render the air foul and noxious, in addition to concealing monsters such as merrow and scrag.

CENTRAL WATERS

Relmor Bay, Woolly Bay, and the Sea of Gearnat are well mapped, with excellent navigator's charts readily available. The humanoids of the Pomarj do not appear to be setting sail just yet, so traders headed from Greyhawk to Nyrond can still sail in relative safety, although the route through the Nyr Dyv and via Urnst is increasingly preferred. To the east, Nyronese naval vessels dominate Relmor Bay still, only occasionally skirmishing with bandits and brigands operating out of the old South Province. A handful of Irongate vessels still risk the journey to Nyrond also.

Woolly Bay is known to contain groups of scrag (marine trolls) which may have coastal lairs in the Pomarj. Vessels traveling this bay often have many readied spears covered in thick

balls of wool and pitch, ready to ignite and use against these creatures.

DRAMIDJ OCEAN

The deep blue waters of this great sea stretch far to the west beyond the reach of the mapmaker. Where the warm currents that enrich the coastlands of Zeif and Ekbir flow northward, the collision with colder waters generates great fogs and icebergs that have been seen as far south as Ekbir during the spring, suggesting the presence of great ice floes in uncharted northern areas. Among the usual seamen's tales of monsters and terrors of the deep, stories of aquatic deadly puddings that cling to the hulls of ships and rot them away from underneath while slowing passage are not to be taken lightly.

NORTHERN WATERS

The Icy Sea is frozen over in great areas except during high summer, during which time Ice Barbarians sometimes hunt here for walrus ivory, killer whales, and seal furs. Even at such times, the sea is dangerous due to thick fogs and floes of pack ice. White Fanged Bay is aptly named after a ragged coastline that resembles the teeth of a great predator. The seals and walruses here are hunted by the men of Stonefist.

LAKE QUAG

This is the third greatest body of fresh water in the Flanaess. It is almost exclusively the preserve of Perrenland, whose men fish its rich waters in all seasons save winter. Perch, tench, roach, pike, and freshwater trout all teem within the waters. The lake is also said to be home to a family of mist dragons on a perpetually mist-shrouded small central island within the lake. Perrenlanders hunt the waterfowl along the shoreline, as do the Wolf Nomads from time to time.

NYR DYV, THE

This great lake, also known as the Lake of Unknown Depths, is a strategic body of water. Across it, much trade is plied between Greyhawk, Dyvers, Furyondy, Urnst, and the lands beyond as far as Perrenland and the Theocracy. As the campaign map shows, many major ports and navigable inlets and outlets throng the waters of the Nyr Dyv. The navies of Furyondy and Urnst still



dominate this great lake, protecting the shipping that travels it; luz has not yet sought to extend any naval strength to the Nyr Dyv.

One of the most unusual features of the Nyr Dyv is its people. These folk make their homes on great barges anchored along the shores. They conduct much of the day-to-day conveyance of trade along them. These are the Rhennee, gypsy waterfolk who are mostly thieves and occasionally pirates.

Each Rhennee barge is crewed by a "lord" who shares his cabin with his family, and "cousins" (who may or may not be related by blood) who find living space on or below deck. A typical barge contains some 15-20 souls. The Rhennee have both a special cant of their own and subtle communication systems using flags and lanterns. Further details of the Rhennee can be found in the *City of Greyhawk* boxed set.

The Nyr Dyv is also home to many monsters. Freshwater serpents and octopi have often been reported, as have freshwater aquatic umber hulks and worse. A notable feature of a more pleasant aspect is a large community of selkie off the coast of Oldred, who do their best to warn sailors of possible hazards of this type. The selkie are known to be unfriendly towards Rhennee.

WHYESTIL LAKE

Before the rise of luz, much trade plied this lake—to and from Dora Kaa and Crockport, and up and down the Veng from the Nyr Dyv. Only the latter (and that hazardous) survived luz's unification of his lands. Since the Wars, when Furyondian vessels mostly had to flee down the Veng, luz controls these waters completely. luz is not much given to shipborne attacks, and is not renowned for his skill as a strategist in naval battles, so little traffic is to be found on this lake now.

Forests, Jungles, and Woodlands

The Trees of the Flanaess

No description of the many woodlands of the Flanaess would be complete without reference to the flora of the continent. The list below details the most important species within general areas

of woodland, followed by descriptions of unique species. Following this, major and minor woodlands within the Flanaess are detailed.

Northern: Alder, balsam, birch, fir, pine, scrub oak, sablewood.

Central: apple, beech, briar, bronzewood, cherry, chestnut, chokecherry, crabapple, elder, elm, galda, hawthorne, hickory, hornwood, ipp (or ipt), larch, locust, maple, mulberry, myrtle, oak, pear, phost, plum, poplar, roanwood, thorn, usk, walnut, willow, yarpick, yew.

Southern: apricot, ash, bay, camphor, cedar, fig, grapefruit, gum, kara, lemon, lime, mangrove, oak, olive, orange, peach, pine, tulip tree.

Southern tropical: banyan, baobab, deklo, mahogany, mangrove, palm, teak.

Deklo: Deklo trees are massive hardwoods, often 15 feet in diameter and over 100 feet tall. They have thick, strong branches that grow almost parallel to the trunk. On a mature deklo, leaves are over a foot in diameter. These trees tend to grow in groves, excluding other forms of vegetation. Their timber is useful for furniture, shipbuilding, wooden-handled tools, and a variety of uses.

Galda: These trees are 30 feet or so in height, with yellow bark and yellow-green leaves. In early spring, the tree produces whitish, cone-shaped fruit that ripens to gold in the summer. Galda fruit is somewhat astringent and salty to the palate, but is both refreshing and nutritious, as its multiple seeds are rich in protein.

Kara: Karafruit trees grow to 40 feet or more. They have a rough bark, and an irritating resin exudes from branches and leaves. Karafruit is light brown, with yellow spotting when unripe and red streaks when mature. Karafruit are fist-sized, oddly squarish, chewy, and sweet.

Hornwood: This beautiful hardwood is about the size of a small elm. Its trunk and branches are very straight and black-barked, with long, pointed, spear-like leaves. Hornwood, treated and seasoned well, is strong and resilient, and makes excellent weapons, especially bows.

Ipp: These trees are among the largest known, averaging 60 or more feet in height when mature, with broad trunks. The ipt, a subspecies, is larger still. Both species have greenish bark and large, vaguely hand-shaped leaves of

emerald green. Ipps are hardy, disease-resistant, and long-lived. The wood is versatile, although it does not take seasoning well and is rarely employed in making weapons.

Phost: These trees are similar to oaks, except that their bark is quite shaggy and their leaves are twice as broad as they are long. Phost wood gives off a soft glow in dim light after a tree has been dead for a year or so. Groves of phost trees can often be seen at dawn or twilight for some distance, even within a mixed forest. The wood is not hard, does not take seasoning well, and is used more for firewood and kindling than for anything else.

Roanwood: Roanwoods are similar to sequoias, except that their branches are closer to the ground (30 feet or so) and are far larger. The roanwood is a hardwood with reddish brown bark, as the name implies, and gray speckling. Roanwoods have fan-shaped leaves about a foot long. The wood and grain of the tree allow use for fine furniture, interiors, or carving. Where hardness and strength are desired, hickory, bronzedwood, and oak are typically used.

Sablewood: These are northern evergreens, short and thick-trunked. Their branches make excellent arrow shafts. If the wood is oiled, it becomes a lustrous black.

Usk: These tall hardwoods have huge oblong leaves and an edible fruit much loved by many forest creatures. Typical specimens are 8-9 feet in diameter and 50-60 feet tall, and are similar to a maple in shape. The bright blue uskfruit is roughly the size of a large grapefruit and is aromatic. The great leaves are slightly water-repellent, and can be used as wrapping; food wrapped in usk leaves lasts longer than food not so wrapped. A preservative for treating foods can be extracted from the leaves if soaked in a solution of vinegar.

Yarpick: Commonly known as the daggerthorn, this is a short, sturdy tree with low spreading branches and broad, fringed leaves. Its trunk has small, sharp thorns about half an inch long. Thorns on its lower branches can be awesome, growing to over two feet long and the thickness of a finger at the base. Yarpick thorns are straight and tough, and are used as weapons or weapon components.

The mature yarpick tree bears small fruit

which is neither wholesome nor nutritious, but the inner seed is quite good when cracked as a nut. Cultivated yarpick "nuts" are as large as plums and very nourishing, often roasted or ground into meal.

ADRI FOREST

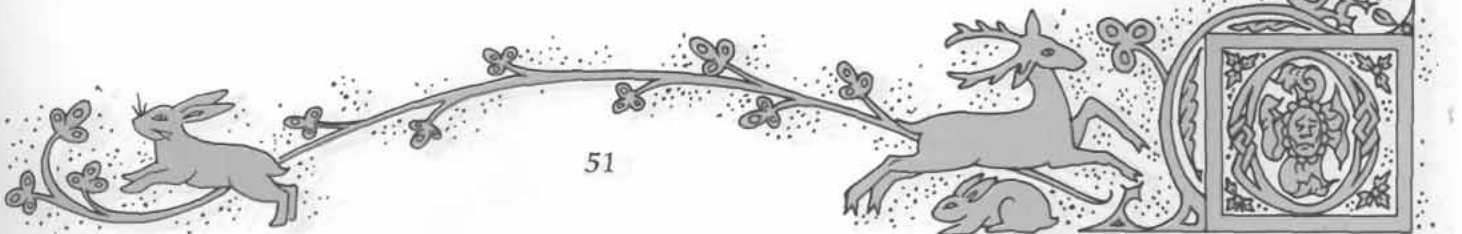
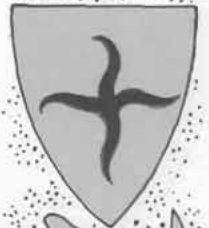
Some 25,000 people live within the forest, hunting its plentiful game and hewing the fine woods found there. This forest has historically been part of the North Province, with its western fringe beyond the Harp River part of Almor, but particularly since the War, the folk here have owed little allegiance to their imperial masters. They are now most preoccupied with the dual threats of the Bone March humanoids, who occupy an increasing swath of the northwestern forest, and North Province axemen out for a quick killing from destruction of the Adri. Previously, those from Aerdy were concerned with trade for the woods used for shipbuilding, spear shafts, bows, and arrows.

There is a significant number of nonevil humankind here, with druids of Obad-Hai among them, and some of the best of these folk seek alliance with Nyron. But Adri woodsmen are still insular, not skilled in the ways of diplomacy, and ready to respond to failures and difficulties in the outside world by returning to the confines of their home.

AMEDIO JUNGLE

Only unreliable travelers' tales give any detail of the heartlands of Amedio. The inhabitants are said to be cannibal savages of Suel origin—tan-skinned, feral folk who are skilled in the use of javelins, darts, spears, blowpipes, and poisons. However, some of their tribes are said to exploit mines and pan rivers and rocky-shored lake inlets for gems.

The unnamed central lake within Amedio is said to be an important site for gatherings of tribes, where ritual mock battles have replaced many of the old conflicts which led to great bloodshed and loss of life. Certainly, rare woods, spices, ivory, plant resins, and beans are all plentiful within these lands. A range of medicinal plants almost certainly exists here too, but exploration has been too infrequent to allow their discovery and enumeration.



Wild Regions

BURNEAL FOREST

The trackless wastes of this vast northern expanse, primarily comprised of pine and fir, stretch for over a thousand miles. It is said that degenerate descendants of the Flan, now little more than savages, dwell deep within the forest and live in small wooden huts in summer, retreating into underground burrows in the frozen winter months. Great northern elk, massive deer, and other game tempt the Wolf and Tiger Nomads into the Burneal from time to time, but trapping yields poor returns. The forest floor is bare, supporting little life below the trees.

CELADON FOREST

The Celadon Forest is technically shared among the Duchy of Urnst and Nyrond, but neither lays claim to dominion over it, and both carefully avoid woodcutting or disturbing the natural balance of this ancient forest. Mighty oaks and elms grow here, tended by treants, wood elves, and small groups of voadkyn. A few humans live here—hunters, woodsmen, rangers, and a small community of druids of Ehlonna.

Celadon Forest is a law unto itself, although small armies can be raised here in desperate times if Urnst is invaded, a pledge for which the rulers of Nyrond and Urnst return protection of the forest borders.

Even the human woodsmen of this forest are but scavengers for the most part. Living trees are not chopped down within Celadon's confines. The inhabitants have little need of trade; however, for metal and tools, they trade the products of the exceptionally skilled herbalists (druids and elves) within their realms. Antidotes to venoms, *potions of healing*, and the famed *Keoghtom's ointment* are prepared by these folk, as are a range of gentler herbal preparations: everything from balms for soothing chapped skin to preservatives for wood and leather.

DREADWOOD

The Dreadwood is a great forested area separating southern Keoland from the Sea Princes' lands. It is primarily inhabited by wood elves, some 8,000 of them, with around half that number of humans and a thousand gnomes. There is a long history of struggle within the Dreadwood between these human and demihuman denizens

and a variety of monsters (including kech, ettercaps, and owlbeats) and humanoids (notably forest bugbears and ogres). There are sufficient dark, deep, and hidden places within this dense wood for it to be nigh impossible to weed out these monsters.

The Scarlet Brotherhood may well be capturing some of the more intelligent monsters here for use in its monster breeding experiments, but it shows no sign of wishing to enter the struggles that have gone on in the Dreadwood for so long.

FELLREEV FOREST

This forest is dominated by birch and scrub oak. A small number of bandits have escaped here from Iuz, probably about 3,000 strong. The Reyhu bandits are known to be the biggest single group, and their leader, Skannar Hendricks, is a wise and wily warrior. The bandits have made a determined effort to cultivate the small, family-dominated clans of wood elves and the few human woodsmen here. They are eager to learn the skills of fighting in and among the woodland from these indigenous people. Surprisingly, the bandits have maintained fair discipline, mainly due to Hendricks' executions of anyone raiding the elves (or handing them over to the elves to be executed). Of course, the beleaguered bandits here are short of weapons, clothes, food, and monies, but their trapping and hunting skills keep them alive, and it is rumored that they have at least two fairly experienced mages in their number, who assist them in keeping Iuz's humanoids at bay.

GAMBOGE FOREST

The Gamboge is an old and especially dense forest lying between the Theocracy of the Pale and Nyrond. Its inhabitants (some 6,000 humans, 10,500 wood elves, 1,300 high elves, and 2,800 gnomes) give fealty to neither state, though they prefer the tolerance of Nyrond.

Volunteer brigades from the Gamboge fought with Nyrondese troops in Almor against the Great Kingdom armies, but the Gambogers always keep an eye on the Bone March humanoids raiding across the Rakers, and are strongly protective of the demihumans of the Flinty Hills. The sylvan and high elves are considering the efforts of the wood gnomes to establish a formal alliance with the Flinty Hills folk, but there is

some reluctance so to do, since in the alliance with Nyrond, the Gambogers lost troops and received nothing in return. There is a feeling in certain quarters that the same might happen if a formal alliance were forged with the hillfolk.

The Gamboge is a dangerous enough place, with marauding ogres and hobgoblins living there, in addition to invaders from the Bone March. Gamboge elven bowmen are superb at the use of bows in woodland, however, with deadly accuracy and excellent tactics in groups. This remains a relatively peaceful enclave, ready to trade wood, fruits, nuts, tubers, and the like with Nyrond on terms highly favorable to that impoverished nation.

GNARLEY FOREST

Parts of this legendary forest are claimed by Celene, Greyhawk (increasingly), Dyvers, and Verbobonc (decreasingly so). A major section of the accompanying Campaign Book is devoted to the peoples and locations of the Gnarley.

GRANDWOOD FOREST

The Grandwood is perhaps the only part of the old Great Kingdom with some claim to being an enclave of the fair and good. It has been for over a century the refuge for those fleeing the cruelties of the Overking or the Herzog of North Province. The wood elves of this forest, some 7,000 in number, take care to establish the credentials of those who seek refuge here, challenging them to swear oaths by the gods of good, and magically testing their alignments.

Historically, Medegia and men from Rel Astra have laid formal claim to this forest, but their opposition to each other prevented either from mounting a concerted assault on the great swathes of land covered by the Grandwood. Now that Medegia is a ruined land, and the ruler of Rel Astra is concerned with revenge on his Overking, the Grandwood folk are arguably more secure than ever before. Certainly, the natural defenses of the Grandwood are formidable, with great tangles and thickets of vegetation and excellent branch perches for elven archers.

Grandwood people are cunning and cautious. Historically, they have often dressed as soldiers of the Great Kingdom, making it easier to infiltrate troops seeking entry into the Grandwood

and preventing them from knowing friend from foe. To counter this, the Overking began to employ humanoid troops, and some of these creatures (notably orcs) have managed to survive, though they are ruthlessly hunted by the elves and woodsmen, as are the few bandits and brigands fled here from old Aerdy.

The Grandwood folk now trade more with Rel Astra than previously, since it seems plain that they have little to fear from that quarter. They do not trust those they do not know, and they continue to buy weapons and resources to defend themselves.

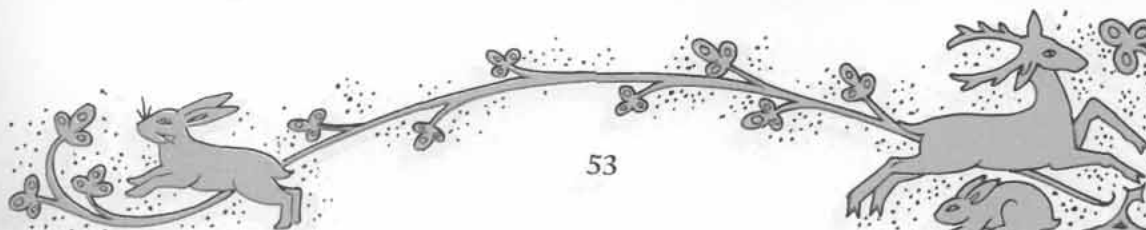
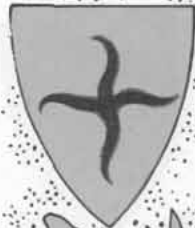
HORNWOOD, THE

This modestly-sized forest in the former Duchy of Geoff would not merit much discussion here if it were still in its pre-war state. In those days, it yielded hornwood of moderate quality and was home to a thousand or so sylvan elves, but was avoided by many due to the presence of lurking giants and humanoids from the Crystalmists. However, over a thousand human soldiers and a like number of peasants were driven into its depths during the giant troubles. They were largely saved by elven bowmen, druids, and mages, and now there is a sizeable enclave of Geoff folk here, surrounded by humanoids.

The natural resources of the forest will not sustain these folk indefinitely, since even with druidic guidance, forage here is not abundant. It is also some 200 miles to the nearest safe haven (the eastern Oytwood), and those trapped here do not know of the peace that has settled on the central Flanaess. Obviously, the elves do not want to leave these woods, and the humans will find it hard to mount an escape on their own. Humanoids and giants also raid the margins of the wood from time to time. Something must give here before long.

SUSS FOREST

The Suss has always been a dark, dreary, dangerous place, full of thorn trees, brambles, briars, and thickets—and worse, for there are very old hangman trees and other horrors within its confines. Its massive trees are black with age, and seem to whisper and talk amongst themselves when an interloper dares to walk beneath. Some claim that ripples of waving leaves and moving





branches can be seen in the path of those entering the Suss.

The forest has its internal divisions; to the west, where it grows close to the Lortmils, the forest is open and clean, but east of the Jewel River, the forest becomes more forbidding and dangerous. The farther south one goes, the worse the forest becomes, until it is filled with an oppressive and evil atmosphere where it climbs the Drachensgrab hills. In these southern regions, the humanoids of the Pomarj hold sway, and they actually seem to love this part of the forest, sharing it with ettercaps and kech. Of course, they also use it as a base from which to foray north into the Welkwood and the Pass of Celene.

Few demihumans dare to eke out an existence within the confines of the Suss, save for the western edges, but it is said that a lost and ruined city of the old Suloise is hidden somewhere within this forbidding forest. Few dare to venture on any quest to find it.

VESVE FOREST

The Vesve forest is of critical importance in the future of the Flanaess. Iuz refuses to yield any claim to it, while Furyondy and the Highfolk support those within it who try to fend off evil forces. Some 15,000 human woodsmen dwell here, a number diminished from prewar days, due both to casualties among volunteers supporting Furyondy and migration to safer lands. The elves stand firm here, though, with over 10,000 wood elves and a third this number of high elves. They are supported by some 6,000 gnomes and perhaps half that number of halflings.

In addition, 15-20 tribes of Beastmen, perhaps a thousand in number, dwell within the Vesve. Their origins are a matter of some curiosity; this region is farther north than they would usually inhabit, and their fur is darker and browner than most.

Currently, the western and southern Vesve are within the sway of the elves and their allies, while the northeastern quadrant is controlled by humanoids in the service of Iuz. There is also an overlap in both areas, with roaming tribes of humanoids who owe no allegiance to anyone. The marauding humanoids continue relentless forays against the Vesve folk, and are slowly gaining ground against them.

The excellent resources of this hardwood forest would be sorely missed by the Highfolk and the good alliance of Veluna and Furyondy should they be lost. The Vesve yields a variety of excellent woods, plant resins used for waterproofing, incenses, preservatives, insect-repelling creams and tinctures, and a variety of medicinal berries and herbs. Particularly noteworthy are the sticky secretions of fungi unique to the Vesve used in magical oils.

It is said, however, that Philidor the Blue Wizard (see Campaign Book) has a fondness for the Vesve and its folk, and that his magical alarm systems give them forewarning of the approach of humanoids and other enemies over considerable distances. Whether this will prevent or merely slow the advance of Iuz into this great forest remains to be seen.

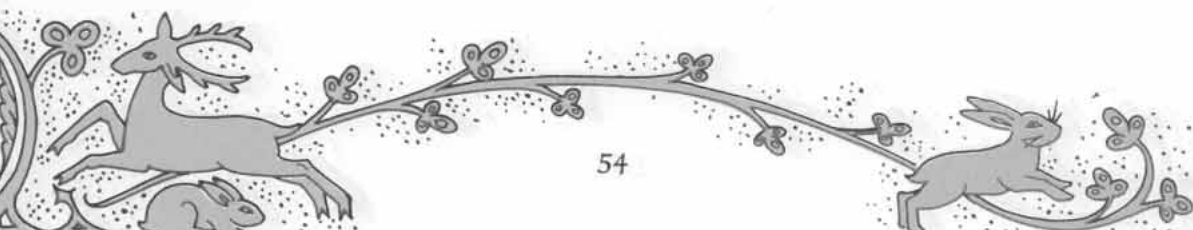
WELKWOOD

The Welkwood is distinguished from the Gnarley forest to the north and the Suss to the south by the majesty of its trees. Ipt trees grow to well over 100 feet here, while the great roanwoods grow taller still. Other trees grow to their normal maximums and beyond; there may well be powerful druidic or other nature magic at work within the Welkwood.

The eastern fringes of the Welkwood are close to the remnants of the Wild Coast and the northern limit of the Pomarj, and many folk have taken refuge here from both those chaotic and troubled lands for many years. The western glades border Celene, and are home to wood and high elves, faerie folk, unicorns, and a few treants. Celene lays claim to the entire Welkwood, but this is only a nominal claim for the most part. The woodsmen of the Welkwood are especially strong and hardy folk, renowned throughout the land as huntsmen, trackers, and adventurers. The total human population of the Welkwood is around 12,000; the elven population is perhaps one-third that.

LESSER WOODLANDS

Axewood: This small wood lies on the border of Keoland and the Duchy of Ulek. Wood elves and treants dwell here, as well as a number of small sprites (atomies and grigs).



Bramblewood Forest: A large, dense forest that lies within Ket, the Bramblewood has only one well-kept main road and a few secondary tracks. Its southern edge is warded by the walled city and castle of Thornward, now occupied by Ket, which controls all trade through the strategic Bramblewood Gap. The road itself is heavily patrolled by Ketite soldiery, but the dense forest is home to dangerous creatures—ettercaps, kech, and losels (the orc/baboon cross).

Dim Forest: The bulk of this forest lies within the Lost Lands, with Bissel's boundary just clipping the northeastern portion, and the Gran March laying claim to an eastern fringe. The forest itself has huge old trees so broad and leafy that virtually no sunlight passes to the soil below. This makes the forest ideal for orcs, goblins, and other nocturnal and light-hating creatures, but an unknown number of wood elves live within the forest's confines. They are said to be slowly overcome by humanoids marauding from the Lost Lands, and the Dim forest has more than its fair share of legends of terrible monsters, including tenebrous worms, slow shadows, and worse.

Forlorn Forest: This subarctic forest has long been avoided by the Rovers of the Barrens due to the presence of many savage kech, timber wolves, and like hazards. The invading Fists likewise give it a wide berth.

Hraak Forest: This pine forest is exploited by the Fists purely for fuel, trapping, and hunting. Great bears and wolves roam its depths and, most unusually, a fair number of white dragons lair within it.

Loftwood: The fine timbers of this wood were once prized for shipbuilding, especially masts, from the tall, straight trees here. The Bone March humanoids have despoiled the wood and burned great swathes of it for sport and to drive out game and animals within for food. Great palls of smoke can be seen over the Loftwood for many leagues out to sea.

Menowood: This wood lies within Idee, and is thus under the sway of the Scarlet Brotherhood. Elves and rangers from Sunndi have infil-

trated its eastern half and keep a vigilant watch to the west and south. This undespoiled wood is home to ancient treants and some dangerous faerie folk—spriggans and quicklings among them.

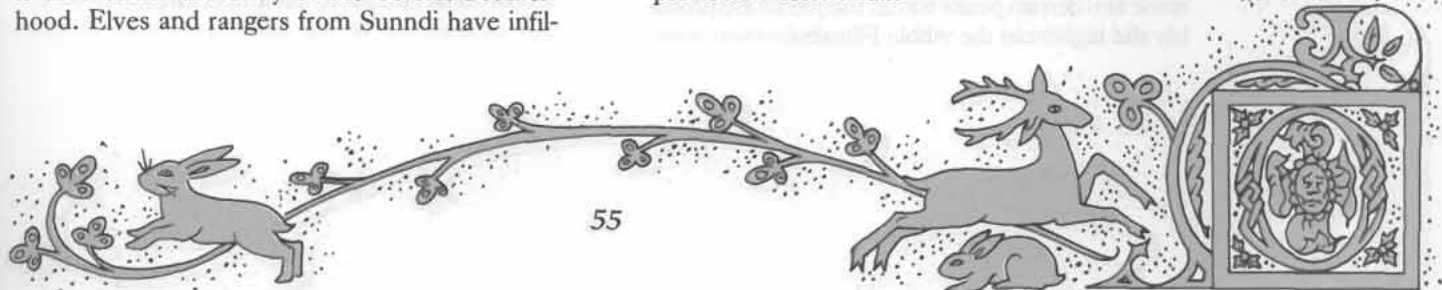
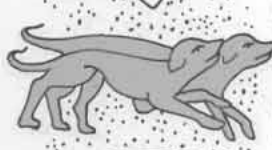
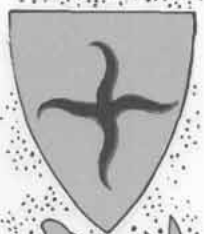
Nutherwood: This is separated from the northern Phostwood by the Yol River, and has a quite different ecology, with phosts only along its northern edge. It lies within the Theocracy of the Pale, and the Fists who have wholly occupied the Phostwood have not yet dared to venture here. The Pale keeps a careful watch over the heretic-bandits to the north, but there are also renegades from the Pale (by no means all evil) within this wood. Many monsters, notably ogres, ankheg, and great beetles, pose a threat, as do carnivorous plants.

Oytwood: This small woodland within Geoff has been almost wholly overrun by humanoids from the Crystalmists. The humanoids have slain many of the wood elves who once lived here. The Oytwood is rich with fruit trees and edible fungi, but will surely be pillaged by the invaders.


Phostwood: This eerie forest seems to be lit with a ghostly radiance at night, due to rotting phosphorescent phost wood. During the Wars, Fists wholly penetrated this wood and pursued Tenhas deep within it. Only a handful of renegades, aided by some Nyronese, remain within this wood, although the Fists have withdrawn much of their strength in lieu of bullying Tenh towns and villages now. A ragtag of exiles from the Bandit Kingdoms also ekes out an existence here.

Rienwood: This Sunndi forest is heavily spied, patrolled, and defended by elven bowmen and rangers, who watch for spies from the South Province and Idee. Aided by spellcasters, the elves favor illusionary camouflage and terrain-changing magic if faced with any incursions.

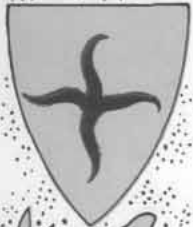
Sable Wood: This evergreen forest within the Ice Barbarian lands is dominated by the rare sable firs that yield their famous wood, black when oiled, which the Barbarians refuse to export. It is a hazardous region, for winter wolves prowl its western half.




Wild Regions




Silverwood: Lying between the Sheldomar and Kewl rivers, this wood is home to some 3,000 wood elves and other demihumans (gnomes and a few halflings). The elves are said to nurture trees in unique ways, so that they take exquisite forms and are wholly disease-free.




Spikey Forest: The tall pines of this wood are used by both the Frost and Snow Barbarians for use as ship masts and spars. Mist wolves are said to roam here, rumored to lead travelers away from dangerous, ancient Suel ruins.



Tangles: This small woodland bordering the Rift Canyon is said to have vegetation as thick as any jungle. Bandits escaping the humanoids of Iuz have taken refuge here, but are a disorganized bunch and prone to fractious squabbles and violence among themselves.




Timberway Forest: This forest divides the Frost Barbarians from the land of Ratik, although both nations are constructing a broad road through it not far from the sealine. The trees here are not as fine as those of the Loftwood, but are used in shipbuilding and, of course, for fuel and housebuilding.




Udgru Forest: The Udgru is a dense forest within the realms of Ekbir and Tusmit. It is filled with game, so the hunting is excellent, but monsters from the Yatils and renegades from both Baklunish states are ready to ensnare the unwary or unprepared intruder here.

Mountains and Hills



The four great mountain ranges within the Flanaess are described in this section.

CRYSTALMISTS-HELLFURNACES



These great western peaks stretch northwest to southeast, with the Barrier Peaks angling to the northeast and the Jotens as a central spur. The Sulhaut mountains extend westward, dividing the Dry Steppes from the Sea of Dust. The small range of Ullsprue Mountains within the Plains of the Paynims are loosely connected. The central mountain spine and certain peaks within the Jotens are probably the highest in the whole Flanaess.

The main mountain bodies here have always been plagued by giants, with fire giants more dominant as one enters the Hellfurnaces. The Hellfurnaces, as their name suggests, are the major volcanic region of the Flanaess. Creatures such as salamanders, hell hounds, and firenewts abound there. Below the mountains, the drow, kuo-toa, and illithids of the underdark struggle with each other and use the surface races as their pawns from time to time. Many humanoids, ogres, and trolls also lair in the Crystalmists. The great Crystalmist-Hellfurnace spine is really a hive of evil.

The Crystalmists are also home to mountain dwarves who mine the rich ores of precious metals to be found therein. With the fall of Geoff, however, they are increasingly isolated. Their brethren in the Barrier Peaks are better placed, since they continue to trade with Ket.

The Crystalmists and Hellfurnaces contain many marauding monsters in addition to social creatures and humanoids, and are extremely dangerous. Only well-equipped and powerful adventuring parties risk traveling there. Some people still do, because of the wealth of ancient ruins and treasures these mountains are said to hold; the tombs of great wizards, focuses of powerful elemental magic and gates, ruined evil temples to nameless gods, and much else.

LORTMILS

This low chain of mountains, often fading into hills, contains a handful of very imposing peaks. Historically, the demihumans of these mountains have fought long and hard to drive out the humanoids and monsters, culminating in the Hateful Wars which led to the creation of the Pomarj, from whence many red glowing eyes look back to their "birthright" and seek to regain it.

The dwarves, mountain dwarves, and gnomes of these mountains are supported by the Ulek states, less actively by Celene, and indirectly by small tribes of aarakocra that fly the central spine of the Lortmils. The wealth of the Lortmils is great, with excellent gems, ores, and precious metals. Some of the dwarven clan leaders here are said to be as rich as princes, and are approached by emissaries from Furyondy and even Nyron for aid. Dwarves are not, however, notoriously susceptible to such overtures.

CORUSK MOUNTAINS-GRIFF MOUNTAINS-RAKERS

This great northeastern chain of mountains extends from the easternmost Ice Barbarian lands right down to the Flinty Hills and North Province.

The Corusks become less dangerous from the threat of humanoids and monsters the farther east one goes, but the unpredictable freezing fogs and mists that can sweep down from them in a matter of minutes are a hazard to any traveler. Most peaks here are permanently ice-capped, and while frost giants, yeti, and taer are not common, they are dangerous enough to keep most folk away.

The Griffs contain more monsters, with ogres, various types of troll, and ever-hungry griffons especially noteworthy. White puddings are also a feature of the Griffs. There is reputed to be a great subterranean orcish city, Garel Enkdal, within the Griffs, and a secret hidden land of more romantic aspect. Ruled by a powerful non-human prince, protected from invasion and spying by might and especially magic and illusion, this tiny realm is said to have buildings roofed with copper and silver and to be lit by magical lanterns encrusted with softly glowing gemstones. This is probably just another gnomish campfire tale, and certainly no one claims to have actually seen the place.

The Rakers are the original home of most of the humanoids that have infested the Bone March, and there are plenty more where they came from. The mountains are named after the series of sharply-tipped peaks characteristic of this area. The mountain dwarves who still live within the Rakers have tended to retreat into deeper and deeper subterranean realms with the passage of time, settling in caverns of extraordinary beauty and complexity above the underdark lands, which can be accessed in only a handful of places below the peaks.

YATILS

Fewer giants lair here, along with fewer evil humanoids, than in the great southern mountain chain. However, mountain lions, manticores, verbeeg, and a handful of great red and blue dragons make up for that deficiency, as do plenty of other monsters.

The Yatils and the small Clatspur range which extends into Perrenland are as ore-rich as the

Crystallists. Dwarves and hardy gnomes exploit those riches. The metal retrieved, though, is less precious; copper is Perrenland's main metal export. The miners are aided by the work of horgar, which excavate passages and tunnels that they then develop; it is rumored that dwarven priests know how to control and direct these creatures. If this is true, the dwarves are not confirming the story.

The Yatils have a fair body of "lost magical treasure" stories, which arguably are less credible than those of other mountains and inaccessible terrains.

Hill Ranges

Of the many hill ranges within the Flanaess, seven have particular importance. Two of these, the Abbor-Alz and the Cairn Hills, are discussed in the Campaign Book. The other five follow.

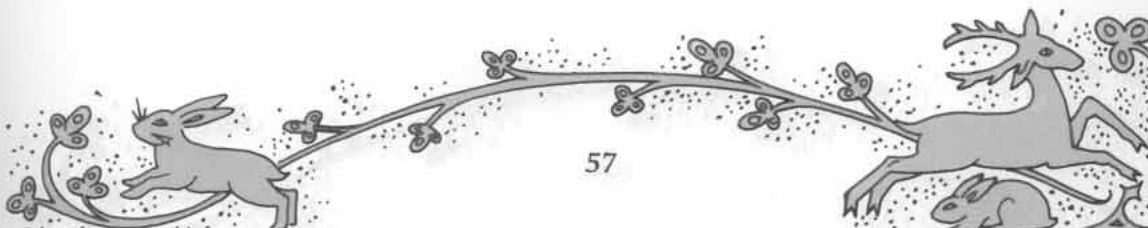
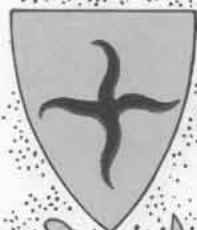
DRACHENSGRAB HILLS

This hill range has a small group of peaks north of Stoneheim that could more properly be called mountains. The entirety of the Drachensgrabs was contested between eastern Ulek (the Principality) and the Pomarj humanoids in the years before the Wars, and the humanoids have now mostly overrun the area. Enclaves of hill and mountain dwarves still hold out against them, though, and hoard their considerable wealth. The Drachensgrabs yield gems of relatively low value but fine quality, and some electrum and gold besides.


These same hills also contain a good number of rare and magical monsters such as chimerae, gogimerae, cockatrices, and a few hippogriffs, to which may be added wyverns, displacer beasts, a few laired behir in the mountains, and such. Some speculate that a terrible curse has been set upon part (unspecified) of the hills, and legends relate that some powerful being or beings will arise in anger if their resting place below the Drachensgrabs is disturbed.

FLINTY HILLS

This broad, deep band of hills marks the southern end of the Rakers. Its westward portion lies within Nyron. To the east, the Flinty Hills once marked the boundary of the Bone March,



Wild Regions



although the humanoids of that land hold sway over the eastern fringes after the war. From there, they continue their assaults on the halflings, gnomes, and dwarves who cling to their livelihoods. Nyronnd has little aid to offer. To the north, the Theocracy of the Pale regards demihuman religion as heresy, so these brave folk stand almost alone, save for such support the folk of Adri can sometimes provide. While the area has fair mineral deposits, it is not rich, and the Flintfolk can afford little in the way of mercenaries.

The Flinty Hills are higher and more undulating in the north, declining to plateau and broad, fertile slopes to the south and west. The northwestern edge of the hills lies within the Gamboge Forest, and has fair stocks of deer, game birds, herons, rabbits, and the like.

GOOD HILLS

These rolling hills have traditionally been home to many gnomes and halflings, but many dwarves fleeing the Stark Mounds and the foothills around the northern Jotens have sought refuge here. Allied with the demihumans of the Little Hills and exiled human Sterish and people of Geoff in the eastern states, these demihumans train and organize themselves for recapture of their old homes. Their current hope is to attack the lands between the Jotens and the south bank of the Davish River, securing this area and then striking across the river to liberate Istivin.

Some 5,000 dwarves may be within the Good Hills, including some mountain dwarves, as well as the same number of gnomes and halflings. The hills themselves have rich gold and gem deposits.

HESTMARK-GLORIOLES RANGE

Most correctly, the Glorioles would be termed mountains, while the Hestmark Highlands are hilly plateau land, but the two blend into each other almost imperceptibly. The forces of Sunndi now lay claim to all these hills, and with a population of some 10,000 dwarves and mountain dwarves in the Glorioles alone, no one is disputing this by force of arms.

Since Sunndi's brief conquest by the Great Kingdom during the Wars, and the Scarlet Brotherhood's swift conquest of much of the Iron League, the dwarves have been more ready to ally with the humans and elves of Sunndi and

work closely with them. Further, the town of Dullstrand, once part of Aerdy, always looked to Sunndi in a friendly way. Perhaps half of its original population of 5,500 has fled into the Hestmarks, fearful of the Lords of the Isles and the tales of madness and slaughter within the anarchic Aerdy states to the north. They are being trained by the dwarves, who are exceptional veteran troops after decades of skirmishing with Medegian and South Province troops which culminated in Sunndi's invasion.

The Highlands themselves are very barren, with a thick, brackenlike plant choking all other fauna in many places, and polluting drinking water in the bargain. The traveler here is well advised to bring many waterskins and a tarpaulin for collecting dew and rainfall.

KRON HILLS

Some 20,000 gnomes live within these hills, which extend from the Lortmils, forming the northern boundary of Celene, and into the Gnarley Forest. The gnomes have a history of being a free, independent, and very brave folk, playing a full role in the Hateful Wars and ruling themselves as they wish, despite Verbobonc's long-time claim to rulership over the northern fringe of the hills. They have fair relations with the Gnarley elves (although the elves tend to seclusion), cooler ones with their brethren in Celene, and ally well with the dwarven enclaves bordering on the Lortmils.

The hills themselves are mined for precious metals and gems, and the upper slopes are quite fertile. Many sheltered valleys and glens yield good harvests of crops, and no few humans live there as farmers, shepherds, and the like.

LESSER HILLS AND HIGHLANDS

Blemu Hills: These hills have been overrun by the humanoids of the Bone March. The few demihumans who lived here were forced to retreat to the Flinty Hills. Along their eastern flank, the Tessar Torrents are an effective boundary from the North Province. These hills are notoriously hazardous for travel, with many sinkholes and slopes of crumbling rock, and the unmaintained mines of the demihumans periodically cave in and create further danger.

Bluff Hills: This western escarpment of the Griff Mountains is a series of rugged ridges and steep hills, and the northern border of the old Bandit Kingdoms. Some bandits still hold out against Iuz and Stonefist here, with the Grosskopf bandits the most numerous among them. Unfortunately, they have to compete with the large and ferocious ogre bands that also live in the Bluff Hills. Small deposits of gold and copper here have never truly been worth the effort of mining, although *svirfnebli* far below the surface are said to know places where the ores are much richer.

Gull Cliffs: This is a range of chalky limestone cliffs so named because of the vast gull colonies nested along the hills and sea cliffs. The major importance of these cliffs is the small town of Roland nestled within them, which conducts trade with Rel Astra, the Sea Barons, and even the occasional barbarian ship. Rolanders have no enmity for the barbarians so long as the latter confine their raiding operations to northern parts of old Aerdy. Roland's animus ruler is said to be a mage of paranoiac secretiveness convinced that a magical astral doppelganger stalks him at Ivid's behest.

(The) Headlands: The heights of the central portion of the Onnwal Peninsula are known as the Headlands, and the dwarves who live there have strong affinity for those of Irongate. The Scarlet Brotherhood lays claim to these hills, but many of the dwarves here resist them fiercely and fight off attempts to cow them with magic or weaponry or win them over by deception and treachery. The gnomes of the area respond likewise. The Brotherhood does not press matters, since having possession of Scant and the Onnwal ships was their prime goal here.

Hollow Highlands: These hills separate Sundi from Irongate and are so named because of centuries of mining that has excavated much of the rock here. The maze of tunnels makes an excellent defense and spying system which the dwarves and gnomes of the hills exploit to the fullest. The slopes of the hills, especially on the Sundi side, are fertile and support many crops, so halflings and humans are found here as well as gnomes.

Howling Hills: These hills are now wholly within the province of Iuz; those on the western side of the Dulsi River are sacred burial sites to the Wolf Nomads, but they were taken by Iuz's

forces during the war. It may well be that Iuz actively wishes the Wolf Nomads to try to retake them; the caves and catacombs allow for excellent defensive retrenchments and the Wolf Nomads could expend many men to little purpose in attacking now.

The name of these foul hills comes from the bitter north winds that howl down from the Cold Marshes, and from the banshees and spectres said to haunt the sites of ancient evils.

In the Howling Hills, all manner of monsters roam, and the humanoids are especially fierce (notably hobgoblins, gnolls, and flinds). However, some bold mining of the surprisingly rich ores in key areas yields a steady trickle of silver and copper which Iuz needs badly. It is likely that captured dwarves and gnomes are forced to work as slaves in these mines.

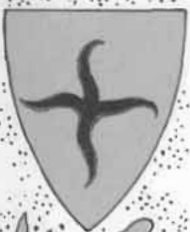
Iron Hills: This central massif lies east of Irongate and is wholly allied with that city. Its high-grade iron ore and small yields of precious metals are coveted by the Scarlet Brotherhood. The dwarves fight off any attempts to take their lands, and continue to export their goods to Sundi and through the South Province, the latter with considerable reluctance.

Little Hills: These hills can be termed little only in comparison with the Jotens from which they descend. The mountain dwarves and hillsmen of these hills are strong, hardy people—men typical of the Yeomanry. The dwarves almost relish the prospect of alliance with their brethren to the north to retake areas within Sterich. The dwarven clans are warlike and very well armored, their heavy infantry especially fierce.

Lorridges: These hills are technically divided between Veluna, the Gran March, and Bissel. The gnomes and dwarves of the Bissel-ruled hills have made it plain to the Ketites that they wish to govern themselves, in return offering Ket first choice for trading their wares. This is still under negotiation. The northern foothills of the Yatils, beyond the Fals river, are often referred to as the Northern Lorridges, but these are the province of the Highfolk.

Mounds of Dawn: These underexplored hills are home to many monsters that descend from the northern Yatils. Only a few clans of xenophobic dwarves and a handful of gnomes have settled there. Fine mineral deposits are re-





ported to lie here, as well as many lost tombs and treasures.

Sepia Uplands: Perrenland lays claim to these largely unexplored hills, although Wolf Nomads hunt in the northern portion of the range. There are few demihumans here, and there has been little exploration of the reputedly good mineral deposits. Large and especially fierce mountain lions roam the Sepias, and cave bears and fierce eagles are also found here.

Spine Ridge: The unwholesome Vast Swamp is butted on the south by this chain of rising hills that reaches up to the great plateau in the center of the Tilvanot Peninsula. The hills are infested with many humanoids and monsters, and virtually no demihumans live here. It is unknown whether the Scarlet Brotherhood has any outposts within the Spine Ridge.

Stark Mounds: These hills divide Sterich and Geoff, and are probably very old and much-weathered mountains. Most of the folk here were gnomes, extracting a living from the few mines and fairly fertile hill slopes, but both they and the less numerous dwarves have been driven out by the Crystallist creatures that descended during the giant troubles. Many fled to the Good Hills of Keoland, others to the Dim Forest, or further into Gran March or Keoland. The hills themselves are not rich in resources of any kind.

Tors: The Tors are wild, mesalike hills abutting the Hool Marshes, and are home to many monsters that plague the southern Yeomanry. Packs of wild tyrgs here are especially troublesome, attacking livestock and farms on the northern edges of the hills.

Tusman Hills: These hills separate Ket and Tusmit. The men of the hills are wild and fierce fighters who enjoy semi-independent status. They work as mercenaries for both nations. The hills themselves have many nimble wild mountain goats and sheep, both domesticated and hunted by the hillsmen. A good number of griffons in the hills hunt stock and hillsmen alike.

Yecha Hills: The Yecha foothills are quite rich, especially with silver and gems. The more settled of the Tiger Nomads have mined them for some generations now. They have a permanent settlement, their capital of Yecha, within these highlands, and numbers of their herdsmen graze sheep and goats there.

Marshes and Swamps

COLD MARSHES

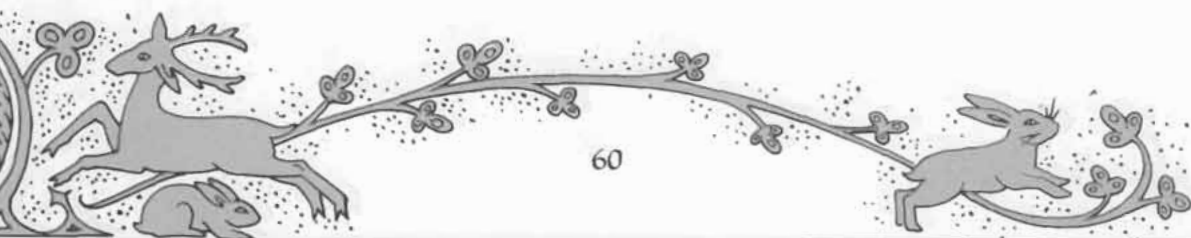
The vast stretch of fens and bogs north of the Howling Hills separates Blackmoor from the Wolf Nomads' lands and those of Iuz. Vast stocks of vile things dwell within these semi-frozen wastes: ice toads, swamp trolls, white dragons, and allegedly, many undead creatures. It is said that fiends in the service of Iuz seek out such undead and bring them within Iuz's own lands. It is also said that priests of Iuz learn the secrets of controlling malign, freezing fogs here. In these days, there is hardly a surplus of on-the-spot commentators to give reliable information about such matters.

VAST SWAMP

The V-shaped swampland above the neck of the Tilvanot Peninsula is sunken in the center and cliffed along both coasts. This cupping causes water to form into standing pools and sluggish streams and flows. The resulting morass of water and vegetation is known as the Vast Swamp. The movement of water within it indicates that it generally drains southward. It must be that there are underground channels through which its outflow runs. On a limestone bed, clays, silts, and peat from decaying vegetation have produced a rich carpeting. Fabulous lilies, creepers, and ferns throng among swamp cypresses in the tea-colored waters.

The folk of Sunndi to the north regard the Vast Swamp with ambivalence. It is a great protection against land assault from the Scarlet Brotherhood, but it is disease-ridden and packed with hazards such as will o'wisps and many monsters. The gigantic crocodiles of the central swamp grow fat on a diet of bullywug and grung, but the numbers of those batrachians are almost beyond counting.

Lizard men and troglodytes compete for living space with the degenerate frog-folk, and all manner of poisonous toads, frogs, snakes, and insects add to the impressive range of unpleasant flora and fauna. There are said to be feral gray elves to the south, who are masters of vine-swinging above the virtually impassible swamp waters. There are many tales and legends concerning this area, especially in old times before the



swamp was as extensive as it is now. The most oft-told one is that of the demilich Acererak, who is said to have ruled the swamp in the distant past and now has his burial place somewhere within its confines.

LESSER MARSHES AND SWAMPS

Gnatmarsh: This comprises an extensive area of treacherous wetlands south of the Celadon Forest. Its bogs are avoided during summer, since they buzz with disease-carrying insects and are infested with poisonous reptiles. In the fall, however, harvests of reeds, rushes, and swamp hay are gathered by Nyronese working from long, flat boats propelled with poles. Because of the poverty in Nyron, desperate souls try fishing and trapping here, and the harvest of human meat happily eaten by alligators and scavengers, not to mention other monsters, looks to increase substantially.

Hool Marshes: The Hool River's meanderings along the level terrain separating the Yeomanry and the Sea Princes' lands are surrounded by quaking mires and almost bottomless pools. The marshes are full of natural hazards; a man can slip or fall to a watery, choking death in a few seconds. Only truly desperate human or humanoid renegades flee here, and the lizard men of the marsh are happy to eat them when they do. Lizard kings are said to have turned most of those reptilians to evil.

The Hool Marshes have their fair share of monsters. In the central marsh, northwest of Westkeep, there is said to be a community of yuan-ti with considerable magical powers who dwell within a temple which is itself magical. No reliable reports of this exist, however.

Lone Heath: This mix of marshland, semi-scrub, and watery broadland has historically provided sanctuary to outlaw humans and demihumans fighting the evils of the Overking of Aerdy. Some have drifted back to Rel Astra now, but most stay to carry on their lives here. Unlike most areas of this sort, evil things fear to enter the trackless Lone Heath, where there is said to be an alliance of druids and rangers which has close links with those of the Grandwood Forest.

The Mistmarsh: East of Greyhawk City, this is detailed in the Campaign Book.

Pelisso Swamps: These unhealthy stretches along the northern coastline of Hepmonaland are almost unexplored, but the meager accounts of the place are fairly consistent. It is home to many exotic birds and insects, whose feathers and chitin would probably fetch good prices if they could be exploited. Giant crocodiles and poisonous reptiles and amphibians throng the place. There is said to be an extended family of black dragons (a most unusual occurrence) in one central location. The flora is similarly said to be exotic and dangerous, with carnivorous plants and huge flowers, pitcher plants, and giant ferns standing twice the height of a man and more.

Rushmoor Marshes: Separating Gran March and Keoland, these marshes are slowly receding as determined efforts are made to drain them and claim the fertile land for arable farming. Swamp otyughs, numerous reptiles, and lizard men are among the major fauna of the marshes here. These marshes contain a very tall rush with a stalk as thick and tough as bamboo, which is valued for building animal pens and even stockades.

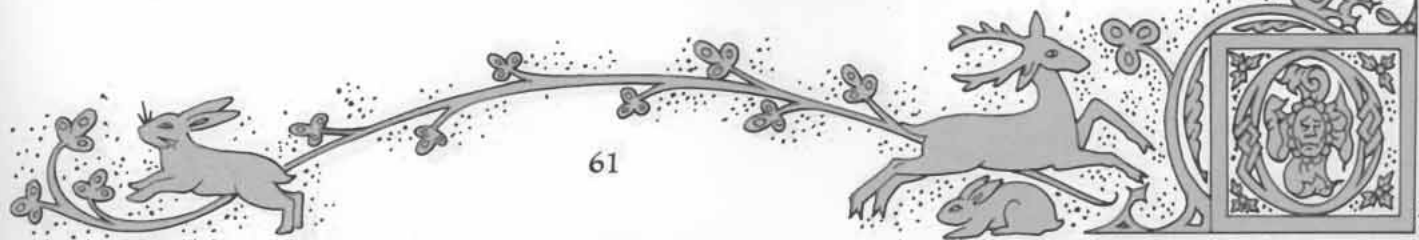
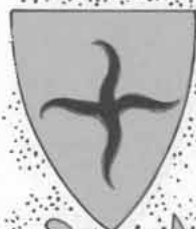
Troll Fens: These fens are well named, for all manner of fierce and gigantic trolls, ogres, gnolls and their ilk prowl the desolate wastes of this fell place. The fens are always misty—clouds and swirls of chilling fog drift down from the Griffs and Rakers at the head of the Yol River and settle on the Troll Fens. The Theocracy of the Pale hedges the area with watchtowers, keeps, and three great castles, watching for unwelcome visits from the monsters of this dire place.

Wastelands

BRIGHT DESERT: refer to the Campaign Book.

DRY STEPPES

The vast stretches of prairie north of the Sulhaut Mountains and west of the Crystallists are known as the Dry Steppes. Rivers and oases here are scarcer even than the meager rainfall. Once the area was a fertile, well-watered grain-basket, the home of Baklunish Padishahs and Sultans, but the Invoked Devastation utterly ruined this fecundity. It is said that the central part of these steppes is still pleasant and rich, and many Balkunish nomads roam there still. The



so-called Horse Barbarians who roam the northern Dry Steppes are fine riders and warriors, employing composite bows, light lances, and a variety of scimitarlike weapons.

There are, of course, many legends of ruins and buried cities which have great wealth and wonders that survived the Devastation, but the nature of this terrain is such that few seek them. Most noted are the tales of the Stone Circles on the shore of Lake Udrunkar, reputedly sacred to the people of the lands and said to hold powerful magic and deep latent evil within.

LAND OF BLACK ICE

The few travelers who have ventured north of the Burneal Forest tell an astonishing tale of this land: instead of the stark, white snow and translucent blue-white ice one would expect here, there is an endless landscape of blue-black ice topped only here and there by normal snowfall. Strange arctic monsters roam these fields of ebony ice. Stranger still, the very few who have braved these hazards tell of a warmer land beyond the ice where the sun never sets and jungles abound!

Further, it is said that between the Land of Black Ice and Blackmoor is a "City of the Gods," a place where iron buildings tower and summer lasts year round, yet the snows are piled deep in fields surrounding the city.

These legends are so bizarre that either great weather-controlling magic is at work within these lands, or travelers' brains are affected by illusion, overexposure to the cold, or mind-affecting substances in some weird local flora. Until better explorations are made, it is impossible to prove these stories.

RIFT CANYON

This strange rift in the floor of Oerth is over 180 miles in length and 10 to 30 miles in width. It is more than a mile deep in its most cavernous recesses, and is packed with caves and caverns. Much of its length has been cleared of monsters over the centuries, although some still remain in the deeper cavern and tunnel systems.

The major importance of the Rift Canyon now is its home to some 4,000 bandits who have joined the self-styled Plar and his men, who originally occupied it. Some 6,000 humans now live

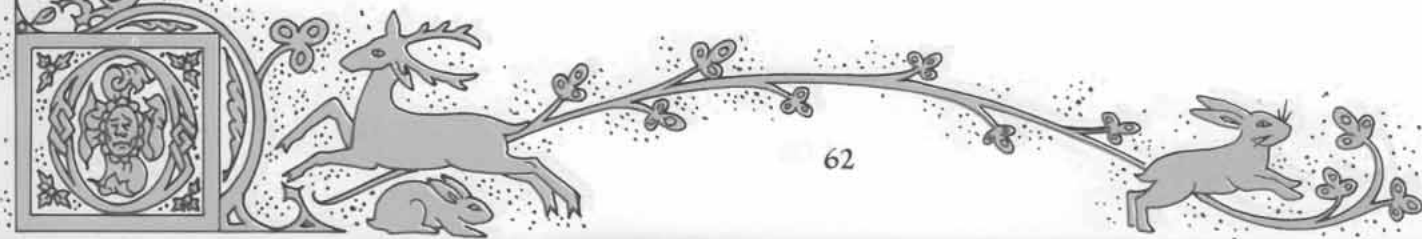
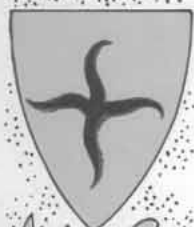
in the Rift. They are a thorn in Iuz's side, since the Rift is largely barren and the bandits must emerge and raid for whatever they can get. The tremendous natural defenses of the Rift are such that bandits with good knowledge of its passes, slopes, and scree have a great advantage over any pursuers. However, it is likely that the bandits here will squabble among themselves given the precariousness of their existence. Iuz's servants will surely extract accounts of the place from captured bandits, and map key points of ingress for a final clean-out of these pests.

SEA OF DUST

A territory of unknown extent exists west of the Hellfurnaces, south of the Sulhaut Mountains. This bleak desert is the Sea of Dust, the former Empire of the Suel. This was once a fair and fertile realm extending a thousand miles west and south, but its rulers were merciless and haughty, and the Rain of Colorless Fire that the Baklunish mages brought down upon it was a fitting fate for them, if not for their peoples. The terrible, nearly invisible fiery rain killed every living thing it struck, ignited the landscape, and burned the hills to ash.

To this day, the place is a desert, choked with dust and dry ash in gentle rises and shallow valleys that resemble waves in the ocean. It is far less picturesque when the winds howl and tear the surface into choking clouds that strip flesh from bone, making vision impossible and life hazardous in the extreme. Added to this are rains of volcanic ash and cinders blown down from the Hellfurnaces.

Mountain tribesmen from the Sulhauts sometimes scavenge the ruins of old Suel cities along the northern rim of the Sea of Dust, but their pickings are meager after a millennium of pillage. If buried riches exist, they must lie within the central body of the Sea of Dust, a place so inhospitable that survival there is an achievement in itself. The handful of accounts that exist from searchers for the legendary Forgotten City of the Suloise remark on lakes of dust that are magically affected so that they have almost fluid qualities. These dunes of caustic, white ash are so adverse to breathing that after an hour of inhaling without a wet cloth over the mouth, one coughs blood and suffers other strange symptoms. These trav-



elers do not tell of great wealth, although they stress the perils of having to "dive" through layers of dust to explore any ruins below.

There may be some underground springs below the Sea of Dust, as well as places where water tables have risen and seepage into the choked surface has occurred, for there are reports of life below the surface of this terrain: huge tunnelling worms; 20-foot insects that look like crosses between a mantis and a centipede; weird shambling fungi with surfaces hard as stone to prevent loss of water by evaporation; and chitin-beaked giant lizards with vast webbed feet that allow them nearly to skim the surface of the dust. Rumors that harpies flock in old ruins and that degenerate remnants of Suel stock survive in some areas are, however, distinctly more implausible and are discounted by reliable and wise scholars.

Ancient Suloise documents in Greyhawk mention a magical portal named The Null somewhere in the Sea of Dust—a place that is a universal gate to all known planes. It is said to be guarded by golems, summoned extraplanar creatures, stone sphinxes that test the wisdom of those who would dare travel using its magic, and more.

Rivers of the Flanaess

The navigability of rivers is important for trade and for river travel by adventurers. The term navigable here usually means navigable by boats significantly larger than row boats (carrying in excess of 1,000 lbs.). Specific exceptions are noted. Rivers where no mention of navigability is given can be assumed to be navigable for almost all of their length.

Artonsamay: This great river is navigable from Redspan Town in Tenh to the Nyr Dyv. Of its tributaries, the Cold Run rises from an underground source; its waters are chill. Great sluggish eels and pike throng its waters within the Fellreev.

The Yol drains the Troll Marshes, and its waters are unhealthy and foul for half its length, although it is navigable for almost all its expanse. Barges travel its length from Wintershiven to its meeting with the Artonsamay, although this traffic is greatly lessened with the presence of the Fists to the north and west. The Zumker reputedly originates

in a large mountain lake in the Griffs and joins the Artonsamay just northwest of Redspan.

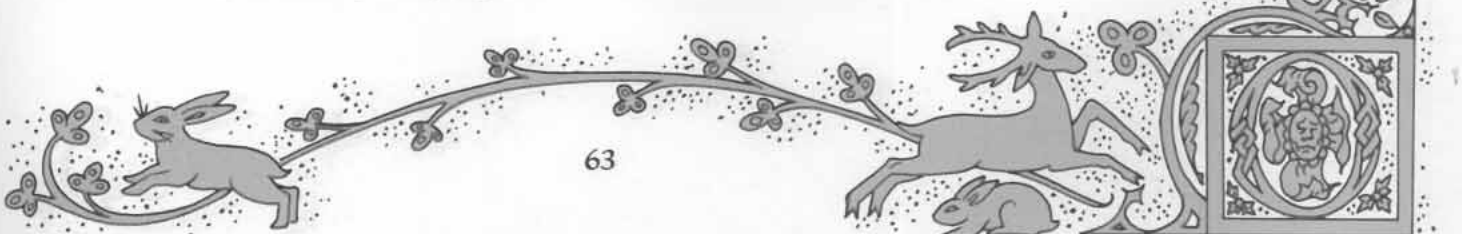
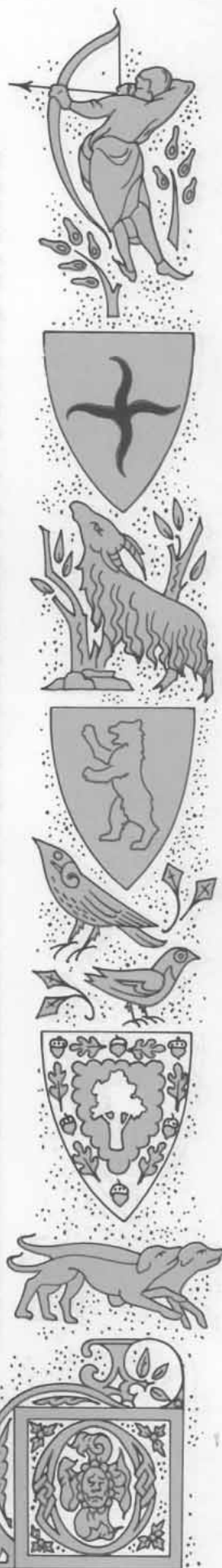
Flanmi: The waters of this great eastern river drain almost all of old Aerdy and is navigable for almost all its length. The Thelly is likewise navigable, although its own tributary, the Grayflood, is too shallow to permit anything larger than a canoe or small barge to travel on it. The Mikar rises from the Gull Cliffs and the Lone Heath and is a slow-flowing, shallow, broad river, little used for trade. The Imeda also rises from waters below the Gull Cliffs and is only a minor trade tributary to and from Rauxes.

Harp: This long, meandering river is navigable from Chathold to within the Adri, where its waters narrow and have unpredictable currents and swirls. Farther north, near the Blemu Hills, the river is rocky and treacherous. The Teesar Torrent is a swift, unnavigable river whose waters flow into the Harp north of the Adri.

Javan: This is the longest river in the Flanaess. Its headwaters are high in the Barrier Peaks, flowing through the Valley of the Mage before it flows all the way to Monmurg. It is not navigable by large vessels beyond Cryllor, and with the Keoland-Sea Princes enmity, little trade crosses this border. Of its tributaries, the Hool is broad with swampy banks, with only intermittent navigable and safe stretches of water; the Davish is a cold, rapid, narrow river unnavigable to larger vessels; and the Realstream is a rapid flow north of the Dim Forest and slower within that woodland, which allows excellent fishing.

Nesser: This is a long, broad, deep artery important as a trade route within Nyron and the Duchy of Urnst. It allows vessels to pass from the Nyr Duv to the Sea of Gearnat. The Nesser lowlands are exceptionally fertile, with rich, dark soils. The Duntide is likewise a slow, broad water after its first fifty or so miles from the Flinty Hills. Both rivers are navigable for their entire lengths (save for the northernmost Duntide waters), although the Nesser is slow traveling within the Gnatmarsh. The Franz tributary of the Nesser is a natural border between Nyron and the County of Urnst.

Selintan: The Selintan, with its tributaries the Ery and Neen, is a complex of small rivers leading from and below the Nyr Dyv. The Campaign Book gives more details.



Sheldomar: The Sheldomar is the Keoland-Ulek boundary and is navigable from Niole Dra to Gradsul. Perch and tench are abundant here. The tributary of the Lort is a short headwater rising from the Lortmils, and the Kewl river divides the Duchy from the County of Ulek. The Old River forms the western boundary of the Principality of Ulek. These tributaries are not navigable for much of their lengths, being fast-moving, muddy, and rocky, although the Kewl is navigable along its border with the Silverwood. Old River is trustworthy for its first fifty or so miles from the point where it meets the Sheldomar.

Velverdyva: Rising from Lake Quag, the Velverdyva is the busiest trade river in the Flanaess. It flows through Perrenland, the lands of the Highfolk, through Veluna and the trade cities of Verbobonc and Dyvers, and into the Nyr Dyv. It is navigable for virtually all its length, cutting sharp but broad-bottomed river valleys in the western Yatils. Its tributary, the Fals, is navigable to Thornwood, so that trade from Ket also runs into the Velverdyva. The Att tributary of Furyondy is navigable well beyond Littleburg.

The broad plains on the banks of the lowland Velverdyva are fertile, and the fishing in this river and its tributaries is good, with many fish spawning in the Quag and heading to the Nyr Dyv for maturity (or the many fishing nets that await them).

Veng: This river is deep and broad, and is navigable for all its length. Now that Crockport is in the hands of Iuz, the volume of trade passing along it is diminished. For most of its length, it is the boundary between Furyondy and the expanded domain of Iuz. Its tributary, the Crystal River, drains from Whyestil Lake as the Veng does, with intervening underground waterways, and is a vital travel route within Furyondy. The Ritensa is wholly within Iuz's lands, and from its joining with the Veng, Furyondians report foul, reeking waters pouring into the greater river from time to time.

LESSER RIVERS

Dulsi: This river is navigable to its fork with the Blackwater, an unwholesome waterway rising in the Cold Marshes. The western Deepstil River cuts through the Vesve Forest and is carefully watched by people of that land for incursions by Iuz.

Fler: This flows from Lake Quag northward through the Burneal Forest and possibly into the Land of Black Ice. It is probably navigable for much of its length, but may have rocky stretches. It is largely unexplored.

Frozen River: This river flows from headwaters in the Griffs to White Fanged Bay and freezes over during the winter months along much of its length. It is rich in fish and krill.

Jenelrad: Flowing from a lake in the high Corusks that lies in a broad, almost circular pine valley, the pure, cold waters of the Jenelrad flow down to a broad estuary at Krakenheim to Grendep Bay. The river is not navigable, but it is rich in salmon, trout, and greeken (a sluggish, large, carp-like fish).

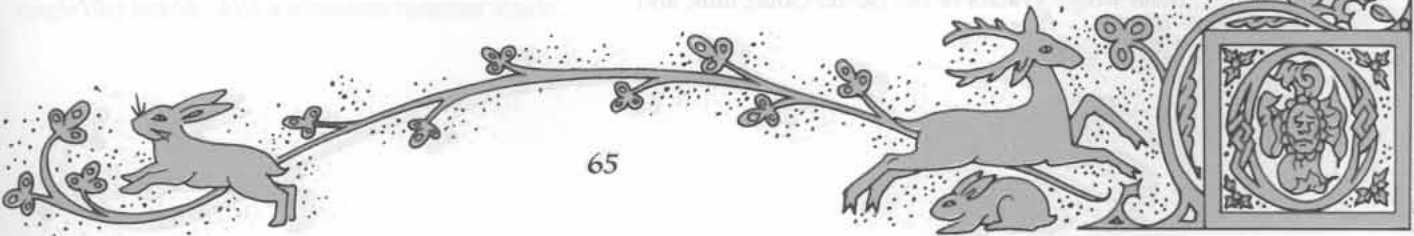
Jewel: The Jewel rises just south of the Kron Hills and flows through the Gnarley Forest, Welkwood, and Suss Forest into the Pomarj and the Azure Sea. It is slow-moving, muddy, and unnavigable where it winds under tree cover. Panners in the wooded areas of the Kron Hills sometimes find gems in the pebbled bed of the Jewel River, although there are no rich gnomish ex-panners proclaiming their fortunes.

Opiem: This river drains the Cold Marshes and runs down to Whyestil Lake. Its headwaters are rank and foul; it is unknown how navigable the river is.


Trask: The Trask must arise from subterranean water tables, with headwaters formed from springs and streams in North Province. It is navigable for some 150 miles west of the once-busy port of Atirr, where it flows into the Solnor Ocean.

Tuflik-Blashikmund: These two rivers are natural borders within the Baklunish lands. The Tuflik conveys trade upriver to Ket. Both are navigable and contain fine, diverse fish.

Wild Regions




Places of Mystery



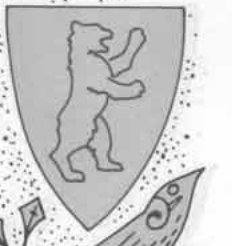
Oerth is an intensely magical world, renowned for its great mages. Magic is part of the very structure of the Flanaess, and the strange locations listed below are only a few of the hidden, magical terrains and phenomena of this world. Several of them are, in part, the handiwork of those who live on Oerth, but the magic of the land guided their hands and is still potent.

Not all the details of each location are specified. Each DM can customize these wonders to suit his campaign (e.g., to suit different experience levels of PCs). However, plenty of specifics and details are given, certainly sufficient for the DM's imagination to be fired up!

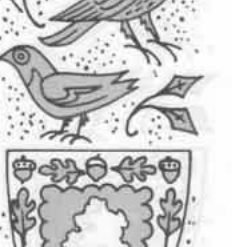
The Fading Lands



There are several places in the Flanaess where Fading Lands overlap with the Prime Material plane. Fading Lands are demiplanes, places where magical realities hold sway, created by powers, demipowers, or wizards of extraordinary power and skill. Almost all such places have several things in common.



First, the method of entering a Fading Land is unpredictable. Spells such as *plane shift* are rarely successful; instead, the curious must find a portal allowing access. This can be a very specific thing—an archway or magical circle—or it can be very diffuse, such as a particular forest path and pattern and rhythm of travel thereon. The nature and location of these portals may change with time. The information sages have about them is notoriously vague, difficult to track down, and expensive to obtain.



Second, the Fading Lands grow more difficult to access as time passes (hence their vague name). Those who created them are no longer as active on the Prime Material as they once were, or else the magical energies that make passage to these strange places possible are slowly waning.

Third, Fading Lands have their own internal logic of magical function and/or physical causality, which is not that of everyday life—even with the logic of everyday magic added. They are not arbitrary, but their logic may be hard to fathom.

Among the reputed Fading Lands of the Flanaess are:

- The plains of the Blood Obelisk (described later in this chapter).
- The faerie Court of Rings, accessed somewhere within the Welkwood and said to be a domain where avatars of the Seelie Court hunt and

the Cat Lord has his bowers.

- The Crypts of Iron Souls, accessed somewhere below the Glorioles, where the restless, animated bodies and spirits of the dead of many battles wander in subterranean glooms of semi-liquid ash and bones. Here, sounds can take semi-solid form and waves of screams can melt iron and steel. Magical weaponry and armor abound.

- The Mines of Dumathoin, accessed below the Stark Mounds, where rocks and gems are alive; they talk, sing, and frolic. Fungi, cave lizards, fish, and the like are unmoving and seem as rock. Gases are sentient, pit props are alive and need food and oxygen, and hidden mining tools can convey skills and knowledge of the underground to those who are lucky enough to return them to the ordinary world.

The Beauteous Cones of the Baklarran

Far in Oerth's past, two great volcanoes in the northern Sulhaut range exploded at the same time and created great horizontal layers of lava, ash, cinder, and mud. The lava cooled to become basalt, and the ash coalesced into a soft, white rock named tufak in the Baklunish tongue.

A later climatic cooling and increased rainfall created streams which cut through the tufak and created a lattice-work of narrow gorges and steep-sided ridges. Erosion widened the gorges and increased the number of intersections. The only parts of the ridges that remained were those protected by weather-resistant basalt boulders. These were whittled down by millennia of weathering into isolated pinnacles, becoming cones standing up to 300 feet tall in a wide mountain valley.

Each cone consists of a tall pillar of rock capped by a black conical basalt boulder and striated with horizontal bands of red, yellow, or white. Most cones stand in clusters, but a few stand in splendid isolation.

The Baklarran were a pre-Devastation clan of dwarves who settled the valley, astounded by what they saw and convinced that the cones were the work of the gods. They carved and excavated the interiors of the cones, creating a fabulous honeycomb of portals, doors, high arches, and windows. Some cones are small, humble dwellings like stone huts; others are fantastic cathedrals to dwarven gods—great throne chambers or smithies.

The Baklarran perished in the Invoked Devastation, but their homes survived, protected by power-

ful magic. Many beings from the plane of elemental Earth prowl the valley, including dao of exceptional intelligence. It is highly likely that a gate to the plane of elemental Earth is somewhere in the area.

Below the cones, great underground honeycombs of passages twist and turn, seemingly phasing in and out of the Prime Material, re-routing themselves endlessly. These are said to be infested with purple and tunnel worms, monstrous ropers with tentacles that can petrify, paralyze, or sever limbs, and isolated and malformed forms of derro.

The Paynims of the Dry Steppes avoid the area of the Sulhauts where the Cones are said to be (suggested location: hex O6-152), saying that great evil and the wrath of dwarven Powers awaits intruders. Their strangest legend is that of animated stone statues of those Powers that breathe fire, spray magma and acid, or worse if the valley is despoiled or any Cone is looted. Any tale of elder dwarves always involves great wealth and treasure, of course, but very few have ventured to the valley of the Beauteous Cones and none, it seems, have returned to tell the tale of what they found.

The Hanging Glacier of Alisedran

In CY 113, the scholar and explorer Alisedran returned from the Barbarian lands with a tale so bizarre that no one believed any of it. His ramblings were put down to the feverish after-effects of being run through with a scimitar by a Suel pirate on the Solnor Ocean (it is true that his behavior was marked by weird eccentricities until his death the following year). But all of what he recorded (in his *On Sledge and Horseback to the Barbarians of the North*, still available in the libraries of Greyhawk City) is true.

Alisedran described a glacier in the very depths of the Corusks (suggested location: hex J-16) that traveled at great speed to a massive precipice—and there stopped abruptly. It appeared that the ice floe broke up into many splinters and fragments that simply hung in the air, entirely static, all the way down the two-thousand-foot drop to a river valley below. The ice shards that hung there contained absolutely pure water; Alisedran bottled the water they formed, and alchemists found that potions made with this water never failed in their preparation.

Alisedran also found that certain ice shards were light blue in color. Each of these shards contained a single tiny bubble with a miniature monster inside.

All these creatures were of the cold-using or cold-dwelling type: yetis, remorhaz, white puddings, ice toads, winter wolves, and the like.

Of the trapped creatures, only monsters (no natural animals) could be seen. Alisedran tested one of these blue shards and found that during its melting, a fully-formed, adult-sized monster sprang from the ice. At least three of his traveling companions were unable to share his surprise at this, since the enraged yeti killed them.

Alisedran found a third aberration among the ice shards: rare, one-inch blue cubes of "solid air" (as he termed them). When he was cast overboard during a fight with pirates, he found that these blue cubes of airy matter could be crushed in the hand to duplicate the effects of an *airy water* spell.

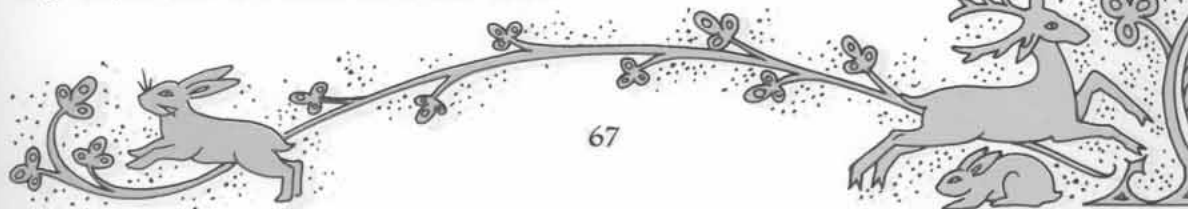
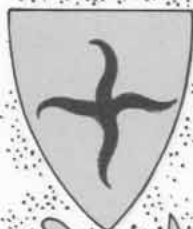
Local barbarian legend provided Alisedran with some important information relating to the ice shards. First, cycles of unusual monster activity in the Corusks occurred every 20 years or so; Alisedran hypothesized that, at those times, the strange suspension of gravity collapsed, at least momentarily, and as the ice fell into the river below and melted, the monsters came to life (he was correct).

Second, the glacier itself was regarded as cursed—an area where a powerful evil spirit dwelled. Here, the barbarians were incorrect, for below the glacier lies a portal to another world of the Prime Material. The portal has been enchanted to prevent the servants of an evil Power of cold and suffering (suggested: Loviatar of the Finnish mythos) from entering Oerth. The enchantment is not complete, however, and it allows the goddess and her priests to dispatch summoned monsters to Oerth, which are periodically able to emerge and cause havoc.

Third, cold-dwelling creatures of above-animal intelligence (but not frost giants) are attracted to the area of the hanging glacier (double normal encounter frequencies) and are strangely compelled to leave gifts there—ivory, treasure taken from slain barbarians and explorers, and the like. There are thus considerable caches of treasure in the area, as well as unknown secondary effects of the magic of the portal (perhaps akin to the solid air above the glacier). Exactly what form the portal takes, and how it can be reached and finally sealed, is unknown.

The Moonarch of Schanine

The elves of Celene harbor many secrets, but few are as exotic as the Moonarch. In the spur of the Lortmils northwest of Enkstad (suggested lo-



Places of Mystery

cation: hexes R4-99 and Q4-100) stands a sandstone arch some 200 feet in diameter. It is eroded to the point where its curve is but a few feet thick at its zenith. The symbol of the (full) moon Celene is graven at its very apex. Within the pink-brown sandstone, dark lavender tints are seen by day, but under moonlight, the arch glows with a dim, pale blue color. The arch is never seen in exactly the same spot twice, and appears at unpredictable times, though only at the fullness of Celene's waxing.

Only elves can pass through the arch, and then only those of nonevil alignments and some distinction (at least 7th level, or exceptional artisans or sages). Those who enter arrive in a demi-plane wherein bewildering tests, trials, and puzzles are set as challenges for them. Elves rarely speak of these trials. Those who test comers appear as avatars of elven Powers: Erevan Ilesere prominent as trickster, the goddess Shehanine testing the wisdom and mercy of those who enter, and Corellon Larethian bringing stern tests of strength, valor, and morality. Corellon's final test involves the application of justice versus mercy to an encounter with evil, and it has broken the heart and will of many who have undertaken it. Those who pass or acquit themselves well are rewarded as the Powers see fit.

The demi-plane itself is intensely magical and fecund, with preternaturally vivid colors, sounds, and plant growth. The arch has something of the same magic. After the arch has appeared in the Prime Material plane, dew that settles in its former place can be collected to yield 2-8 *potions of healing* every day for 2-8 days afterwards. Plant growth is doubled for the same period of time. Thereafter, plants grow healthy and strong for 2-8 years, even without adequate soil or water. When the arch appears in terrain that is even slightly wooded, a copse springs up after its appearance, containing a faerie ring or mound at its center.

An elf returning from the tests will often seek The Leaving, usually traveling to Lendore thereafter. Those who are too young for this fate become seclusive, quiet and grave, and have no time for the frolics and play of most young elves. They have visions and dream dreams; some become priests of the Power that most affected them during their time out of the world (which can be several years, although the time that passes in the demi-plane seems to be but a few days). Some of those tested become exiles or servants, and a few have formed a secret society

across the Flanaess: the People of the Testing. More details of this organization are given in the Campaign Book.

The Singing Stones of Vesve

Within the forested hills of the Vesve (hex location U4-72) stands a 40-foot diameter circle of 42 stones, ranging from three to twelve feet in height. When a westerly breeze blows through the trees that surround the grassy knoll on which the circle stands, a gentle diaphony sounds from them. After a few seconds, however, the music turns to discord. Birds and wildlife flee the area, and after a final angry clash of notes, the stones fall silent, remaining so for three to five years.

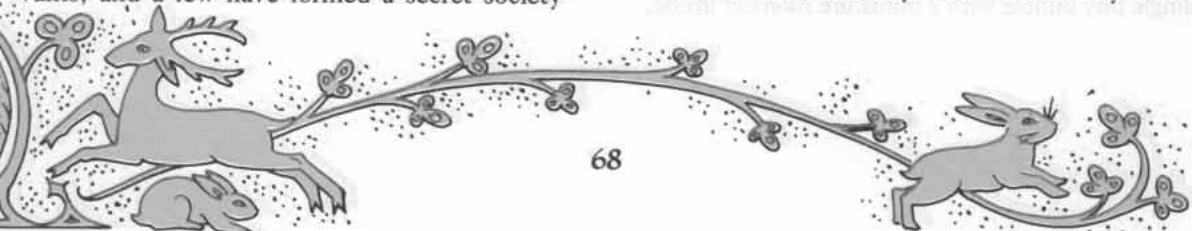
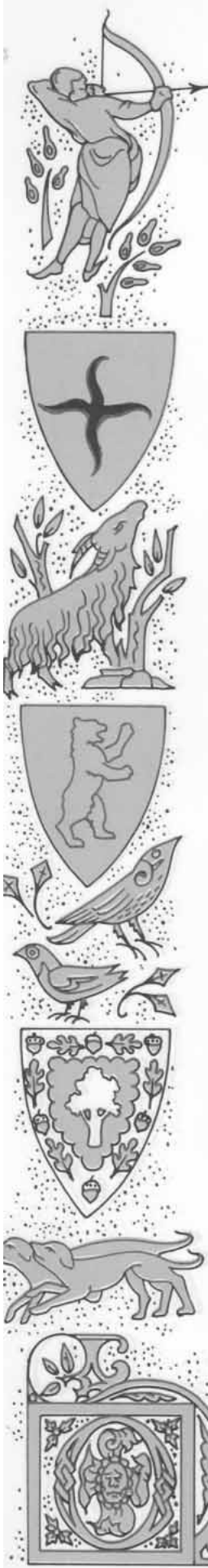
It is certain that the stones were erected by members of a very old druidic sect, almost certainly Flan folk. However, attempts to *commune with nature* or use *legend lore* spells reveal only anger within the stones and a sense of seeking and waiting. Sages and heirophant druids believe that the stones await some reply, although a few also say that the stones need to be "tuned" in some manner. No one knows how this can be done; bards, druids, and magical musical instruments have been employed, but to no effect.

Magical scrying has been able to establish that the stones have considerable latent magical power. If they could somehow be activated, that power could aid the Vesve folk greatly in their struggle against Iuz.

DM Information: The "reply" the stones seek is as follows. A bard of at least 7th level must play a *harp of charming* in harmony with the stones, and when their song builds to its climax, a druid of Obad-hai of at least 7th level must use a *staff of thunder and lightning* to create a thunderclap directly over the center of the circle. The *harp of charming* required is a specific item, however, and is owned by evil faerie creatures, including spriggans and quicklings.

This information should be revealed to PCs bit by bit, through sources that are hard to find, and, in the case of sages, hard to persuade so far as revealing information goes. Then again, PCs have to find out when the circle will sing spontaneously (this is a function of a conjunction of Luna with one of the planets of the Oerth system). Druids of Ehlonna will not favor PCs trying to energize an artifact of Obad-hai!

The exact powers of the circle are for the DM to determine, but they could include any of the



following: adding extra numbers to creatures summoned with *call woodland beings* and similar spells; granting the ability to *call lightning* without a storm present; granting the effects of *barkskin* or *stoneskin* by touching one of the stones; enabling the enchantment of *stones controlling earth elementals*; or other such abilities.

The Storm Lake of Amedio

The southern half of the great central lake of this jungle is an important tribal ritual site for the "savages" who inhabit this steaming land. The northern half of the lake (hexes P4/Q4-142/143) is shunned by them. They have many superstitious beliefs pertaining to evil spirits therein. Very few explorers have entered the Amedio heartlands; those who braved them have revealed only fragmentary information concerning this odd body of water.

Around the northern shores of the lake stand great redwoodlike trees with huge leaves measuring up to 18" long. The leaves are tough and supple, and if oiled with the resinous secretion of the tree bark, they can be stitched together to form a jerkin or cloak. Such a garment is as tough as leather armor, water-resistant, and confers 25% hide in woodlands (as hide in shadows) skill on the wearer.

Other smaller (30-50') trees among the giants can be tapped to yield a frankincenselike, viscous oil that sells for 25gp per 10ml. A 10ml vial can be collected from one tree over a period of three weeks (the time required for a cut in the bark to allow the resin to ooze out).

Huge and vividly-colored pitcher plants in the jungle serve as natural water purifiers, and the liquid inside them can be reduced by gentle simmering to produce *potions of sweet water*. Giant clams in the water yield freshwater pearls, and the tailfeathers of the local birds of paradise and brilliant, multicolored parrots fetch good prices also.

Among these natural riches, two oddities are noteworthy. First, great stone statues of stylized human faces and upper torsos are scattered about the shoreline of the lake, unsmiling and cruel of visage, some fallen to the ground or overgrown with moss. Vegetation around them is typically twisted, exceptionally thick, and/or malformed. Creatures carrying both poison and disease lurk nearby. Noncorporeal undead (spectres, wraiths, and even ghosts) flit in the shadows around the statues at twilight and dawn, and are difficult to turn (priests turn at 3 levels lower than normal

here). The statues are of great age, but no one knows who sculpted them or what function—if any—they may once have had.

The second oddity is the periodic visitation of the Storm of Unknowing. The great volcano at hex Z4-147 erupts every 20-40 years or so, and a great cloud of volcanic ash is thrown into the sky; the prevailing winds blow this plume toward Amedio. The cloud has been observed hanging motionless over the northern expanse of the lake for several days at a time. A plethora of magical effects and continual darkness about the lake and its surrounds are associated with the storm. Rare and foul undead (such as sons of Kyuss) rise from the jungle floor, and strange and dangerous mists (vampiric mists) hover around the lakesides. Bolts of lightning descend from the cloud, striking the statues or the ground thereabout; they do not seem to harm the statues, but they can be lethal to anyone struck. Acid rain, clogged with choking sulphur fumes, precipitates in the area.

Worst of all, those caught within the storm are mentally affected: beset by hallucinations and confusion, they may suffer amnesia over a prolonged period of time. In one extreme case, the explorer Tiberian Matreyus of Gradsul is said to have lost his memory so completely that he could not even remember his name until a *restoration* spell was cast upon him.

The natural flora and fauna of the northern lake have surely not been described fully anywhere—neither have the possible magical effects of the storm. Only further explorations will yield the truth.

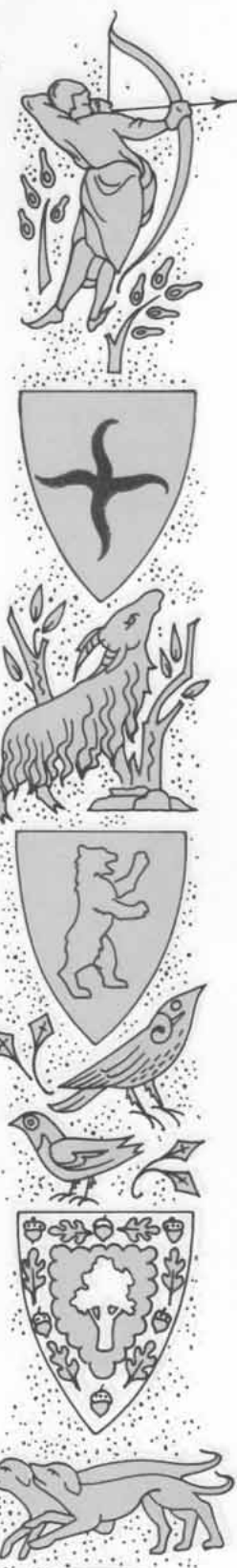
The Ship of Fools

The mad archmage Zagig Yragerne was responsible for many bizarre and outrageous episodes in the history of the Flanaess, but the *Ship of Fools* is the most bewildering of all. Sightings of the ship are reported every few years or so, although there is no pattern to them, and the ship has been seen on almost every major body of water. It is quite distinctive: a three-masted schooner with great sails bearing glyphs of Zagyg and Boccob, and a grinning figurehead with the visage of the Mad Mage himself.

Those who board the vessel find the crew to be grinning idiots, invulnerable to weapons and spells (as is the vessel itself). They mostly ignore boarders. Boarders are greeted by an "arch-fool": a simpering lunatic with moments of piercing lucidity when needs arise.



Places of Mystery



What happens aboard the *Ship of Fools* depends largely on the behavior of those who board it. Those who come to loot and pillage meet dire opposition—sea zombies crammed into holds, ghosts of drowned seamen in the cabins below, and deadly magical traps and hazards. In some way, the fates of individual cursed to the ship are always tailored to their specific evils: murderers are bloodily slain, assassins are found backstabbed with poisoned weapons, wizards are found charred from massive fireball strikes, those guilty of slaying smaller demihumans are found crushed by massive giant footprints, those who traffic with fiends are swallowed whole by salamanders or other evil extraplanar creatures, and so on.

For those who board without hostility—with an attitude of bewilderment—or who come seeking knowledge, the arch-fool uses the whimsical magic of the ship to test them. The proud are humiliated to teach them modesty; those swift to anger are taunted; those who are overly rational are plied with riddles and allegories; those who have too keen a sense of their own dignity are mocked.

In his operations, the arch-fool looks for those who can display foolishness. One boarder of the ship, the paladin Xanthretyn of Rel Mord, gave an account of finding himself in a huge ballroom aboard ship where he was surrounded by “young females of most inadequate and immodest dress requesting a dance, insisting that I must dance, giggling in a most unseemly fashion and touching my person in a manner that would make a husband blush should his wife so do.” Sensing his chaste person mocked, Xanthretyn walked across the ballroom to a plain-faced girl, very ordinarily dressed, and asked her for the pleasure of the dance. The girl smiled and turned into the arch-fool, pleased with the paladin’s acceptance of the situation and his wise compromise and choice.

Those who respond to the arch-fool’s tests and probing of their characters with skill and wisdom receive rewards of magic or information as the arch-fool deems fit; their rewards mirror the virtues they show during their ordeal. However, the arch-fool can test bravery and strength too, and even those who acquit themselves well sometimes report encounters with powerful monsters and magical creatures. The arch-fool remains a creature of whim and, while he is not unjust, he has his own strange logic and may test some who enter his realm to the limits.

The Blood Obelisk of Aerdy

This terrible artifact exists within its own Fading Land (see previous description) which is accessed via a cavern system within the Gull Cliffs (hex O-60). The cavern system is infested with many monsters, including ghouls, carrion crawlers, rust monsters, deadly puddings, and all manner of molds, oozes, and fungi. Two sources specify that a huge behir lurks close by the area of overlap with the Fading Land.

The Fading Land is a shattered plain of black dust and rocks with livid blood-red banding. Prowling the plain are metal-skinned trolls, iron golems, iron-wheeled juggernauts, and the like. No magic that serves to protect good (*negative plane protection*, *protection from evil*, *dispel evil*, etc.) will function here, and healing spells have minimal effects (1 hp for *cure light wounds*, 3 hp for *cure serious wounds*, etc.). Undead are allowed a saving throw versus spell to negate turning here.

At the center of the plain stands a fifty-foot tall iron obelisk decorated with sigils and runes of Hextor. A thirty-foot radius area around this obelisk is comprised entirely of iron-oxide-saturated rock dust and bones. If any living thing steps within the area, skeletons whose bones are coated in iron (AC0) rise at the rate of six per round to attack. Each is a six-armed monster that attacks with iron-shod claws (6 attacks per round, Dmg 1d4 + 1 per hit).

Atop the obelisk is a single glaring red eye, capable of casting spells of the Elemental (fire) school and sphere as an 18th-level wizard/priest.

The obelisk can be affected only by the following spells: *transmute metal to wood* (causes 25 hp damage); any cold-based spell (causes 1 hp damage per level of the spell used, plus 1 hp per two levels of the spellcaster); *crystalbrittle* (inflicts 40 hp damage and reduces AC of the obelisk to 10 for one round after casting); and *Mordenkainen’s disjunction* (prevents obelisk from using spells for 1d4 rounds).

An attack by a rust monster causes 4d6 damage to the obelisk. The obelisk can be struck only by weapons of +3 or better enchantment, and the only damage caused is equal to the magical bonus of the weapon (thus, a *holy avenger* +5 causes 5 hp damage per hit). If the weapon user is a worshiper of Heironeous, damage per attack is +1; if the weapon user is a priest, cleric, or paladin of Heironeous, damage per attack is +3. The obelisk is AC -2 and has 100 hp.

As soon as the obelisk is attacked, fiends are gated through to defend it. The DM should determine the specifics of the fiends to give PCs a stiff fight, but not overwhelming opposition. If the obelisk is destroyed, it explodes, causing 6d6 damage to all within 30 feet (save versus wands for half damage).

Considerable treasure lies below the obelisk. The magical energies of this treasure are used in its function (but eternally replenished): an *amulet of the planes*, a *wand of fire* (fully charged), and a *cube of force* among others (as the DM determines).

Of course, specific details of this artifact will not be known by PCs. They may, however, be able to learn from sages that this obelisk is somehow related to the gating power employed by Ivid in Rauxes, and if the obelisk can be destroyed, that power might be affected. Specifics are again left up to the DM, but if Ivid finds out the identities of those responsible, their lives could be very interesting for some time to come!

The Caves of Deadly Shadows

In the heartlands of the Yatils (hex R5-81) is a steep gorge, some 2 miles in length, along which runs a fast-flowing stream that is part of the headwaters of the Blashikmund River. Following this stream back to its underground origins brings the traveler to the Caves of Deadly Shadows, a place as fell as its name implies.

The upper reaches of the Caves are some 5 miles in length, flooded to several feet in height, and an extraordinary sight in themselves. The limestone system contains massive vaults, gigantic stalactites and stalagmites, delicate curtains of frosted rock, and myriad fragile yet razor-sharp rock spikes. Within the Cave of Winds, a cathedral-like cavern with sinkholes that drop immeasurable distances, stands The Giant, a massive "marbled" pillar with ribbed and convoluted sides, fully 140 feet in height and reaching from ceiling to floor.

In this uppermost system, monster hazards are mostly as one would expect—deadly puddings, great piercers, oozes and molds, albino versions of worms and giant slugs, ropers, cave fishers, and the like. It is in the lower cave system that matters grow more deadly by the yard.

The lower cave systems extend another eight miles, twisted and convoluted with slippery moist

floors, sinkholes, crumbling rock walls, and other natural hazards. The caves here glow with a refugent, gentle golden light that cannot be dispelled. The light is not a hazard; the shadows cast by it most definitely are. Astonished explorers have found that their own shadows periodically attack them! The origins of this phenomenon are wholly unknown. Other creatures of shadow also lair in these caves; shadow dragons, skulks, shadows, and even nabassu fiends have all been reported here. Some of them have the ability to create a shadowed or dark area by using the shadows of intruders into their own domain.

It is reputed that a fabulous mass of gold can be found somewhere within these caves, but no one has ever explored them to the end of the system; these tales may be just rumors.

DM Information: The origins of the light and shadow here are very potent. At the end of the lower cave system is a mile-wide, isolated cavern that can be accessed by use of spells such as *stone shape*, *stone to flesh* (disgusting, but it works), or *passwall*. Within this cave is a limestone-scaled, concealed artifact of Pelor (DM must determine specifics, but the artifact conveys the ability to use all spells of the Sun sphere by a LG/NG character). Magical light from this artifact is diffused throughout the lower cave system. Unfortunately, powerful evil enchantments have been used to pervert its effects into the evil of the shadows that are conjured from those who enter. An intruder's own shadow will form into a slow shadow every 1d4+1 hours and attack instantly; the slow shadow has normal statistics, except that it has the THAC0 value of the person from whose shadow it was drawn. Use of spells such as *invisibility* or *wraithform*, which stop casting of shadows, preclude such attacks.

Recovering the artifact should be extremely difficult. It must involve dispelling the evil dweomer that was used to transform the artifact's magic, and also encountering powerful, evil creatures of shadow that will be summoned when this happens (shadow dragons and fiends are recommended). It also involves getting through at least 13 miles of hazardous, partly water-filled caverns with abundant natural hazards and predatory monsters. Finally, if the artifact can be retrieved, it will attract the ire of the evil forces that attempted to seal it within these caves. The nature of those forces and the mythic history of the artifact should be selected by the DM to fit his own campaign.



Places of Mystery

The Stone Citadel of Dawn

In the Mounds of Dawn (hex L5-81) stands a single peak towering above the rolling hills. The southerly face of the mount is smooth and weathered, and for a period of 10 minutes following its exposure to the sun's rays at dawn, the facade of a great stone fortress appears as if some great hand pushed the design against a surface of stony membrane. The great stone gates of the Citadel cannot be opened by mere force, but a spell as simple as *knock* will open them for 1d4+2 rounds. Attempts to *teleport* or *plane shift* in or out fail.

Those who enter the Citadel find an endless succession of smooth stone chambers, all windowless and featureless except for stone statues of warriors and guardians. Stone golems, galebduhr-like creatures, xorn, and earth elementals are among the creatures encountered therein. Mapping the rooms is a nightmare: tesseractlike complexes have been reported; distance distortions operate in large areas within the Citadel; and "impossible" confluences of passages and overlapping chambers occur routinely. Further, the structure changes with time.

The one reason for entering this place is simple: adventurers have retrieved a number of magical weapons, armors, and shields from the Citadel (but no other kinds of magical items). The items are powerful (typically +3 enchantment), but always have some unique or special failing—armor +3 may be useless against one specific weapon type, a sword +3 may cause minimum damage each time it is used against a specific class or category of monster (avians, regenerating monsters, etc.), a shield +3 may actually attract electrical attacks to its user, and so on.

In the depths of the Citadel are passages leading through the Yatils, entries to the underdark, portals to the Elemental Planes, and even (one-way) teleportation links to other mountain ranges. Unfortunately, these appear to be the only exits from the place unless magic such as a *wish* is available. The doors of the Citadel do not open from the inside, so in order to escape, wise adventurers arrange for the doors to be opened periodically from the outside after they have entered. Whether they can find the front doors from the inside is another matter.

Who built the Citadel, and why, is a matter of much conjecture. The original Flan dwellers of the area are not generally thought to have progressed far enough to have built such a place, and there is

an absence of any distinctive Baklunish qualities or dwarven workmanship. *Legend lore* spells reveal nothing about the weapons recovered from the place. The Citadel remains a complete mystery.

Adventure Locations

Many famous adventures have occurred in the annals and legends of the world of Greyhawk, and many published adventures are set in this world. The locations of all these adventures, even those long out of print, are provided in the complete reference list below, with module/sourcepack codes in parentheses.

Slave Pits of the Undercity, *Secret of the Slavers' Stockade*, *Assault on the Aerie of the Slave Lords*, and *In the Dungeons of the Slave Lords* (series A1, A2, A3, A4—repackaged as A1-4 *Scourge of the Slavelords*) are set as follows: A1 in Highport (Pomarj) at hex A4-101; A2 just south of Highport at hex A4-102; A3 and A4 in the Drachensgrabs at hex A4-104.

Hidden Shrine of Tamoachan (C1) is set in distant ruins (hex A4-137). *Ghost Tower of Inverness* (C2), is located on the foothills of the Abbor Alz overlooking Woolly Bay (hex A4-92).

Modules of series G1-3/D1-3/Q1, repackaged as GDQ 1-7, *Queen of the Spiders*, are set as follows: *Descent into the Depths of the Earth* (D1-2) below the Hellfurnaces at hex M5-138; *Vault of the Drow* (D3) below hex N5-138 in the Hellfurnaces; *Steading of the Hill Giant Chief* (G1) is in hex P5-129 in the Jotens; and *Glacial Rift of the Frost Giant Jarl* (G2) and *Hall of the Fire Giant King* (G3) are in the Crystalmists and Hellfurnaces respectively at hexes S5-134 and M5-138. *Queen of the Demonweb Pits* (Q1) is set in an abyssal layer accessed under hex N5-138 in the Vault of the Drow.

The whimsical *Dungeonland* (EX1) and *Land Beyond the Magic Mirror* (EX2) are set in hex D4-86, the same hex as the Free City of Greyhawk, although the action occurs in an isolated, bizarre demiplane.

Dwellers of the Forbidden City (I1) is set within Hepmonaland at hex Y-109. *The Secret of Bone Hill* (L1) and *The Assassin's Knot* (L2) are set in the human Lendore Isle in hex B-78. *Against the Cult of the Reptile God* (N1) is based in the village of Orlane, settled close to the

Tales of the Year of Peace

Dim Forest and the Rushmoors at hex K5-113, while the cult's tunnel complex is at hex H5-112.

Realms of Horror, the repackaging of modules S1-4, are set individually as follows: *Tomb of Horrors* (S1) within the Vast Swamp, probably at hex K2-97 (but rumors are always uncertain); *White Plume Mountain* (S2) is set near the Rift Canyon in hex T3-70; *Expedition to the Barrier Peaks* (S3) is set within those mountains at hex A6-119; *Lost Caverns of Tsojcanth* (S4) are found on the borderland of Ket and Perrenland at hex E5-88.

Temple of Elemental Evil (T1-4), greatly expanded the original *The Village of Hommlet* (T1). Hommlet, Nulb, and the dread Temple itself are found in the adjoining hexes N4-96 and N4-95.

The WG module series begins with *Lost Temple of Tharizdun* (WG4), which is close by the Tsojcanth caverns at hex F5-88. *Mordenkainen's Fantastic Adventure* (WG5) is set within the dungeons of Maure Castle at hex X3-86. *Isle of the Ape* (WG6) is set in a demiplane accessed via Tenser's castle at hex Z3-83. *Castle Greyhawk* (WG7) is set in the same hex as the Free City (D4-86); it's a joke version of the castle (cf. WGR1). *Fate of Istus* (WG8) is a campaign book that covers no less than ten cities, all of which are on the main fold-out map in this box (the action begins at Rookroost, hex N3-58). *Gargoyle* (WG9) is set in the Tors and is based at the town of Rockburgh at hex F5-131. *Child's Play* (WG10) is a light-hearted competition module set in a tiny, nonexistent state. *Puppets* (WG11) involves travel from Narwell in the Wild Coast (hex I4-94) to Dyvers (hex H4-89). *Vale of the Mage* (WG12) is set in the whole land of that name.

Falcon's Revenge, *Falconmaster*, *Flames of the Falcon* (WGA1-3) are all based in the Free City of Greyhawk (hex D4-86). *Vecna Lives!* (WGA4) is a campaign involving much travel (Verbobonc, Greyhawk City, Tovag Baragu, etc.) and not all of its settings can be noted here (the action begins in earnest in the Free City). *Greyhawk Ruins* (WGR1) is the real Greyhawk Castle (hex D4-86). Lastly, *Five Shall Be One* (WGS1) and *Howl From the North* (WGS2) involve travel to and within the Bandit, Barbarian, and Stonefist lands; WGS1 begins at Rookroost (hex N3-58), and WGS2 can begin there or within the Griffs at hex A3-43.

Tales of the Year of Peace

This section includes reports and rumors that circulate about the central Flanaess in the early months of 585 CY. Each short tale gives basic details that will need to be embellished by the DM, as well as suggestions for adventures that may be developed from these tales. Details are not specific, for DMs will wish to adapt the adventure themes to suit their own campaign styles and levels of experience of PCs. Some of these tales lead to short adventures, while others could develop into months of campaigning (in game time). Rumors and tales from the lands covered in the Campaign Book are found therein.

The Castles of Ratik

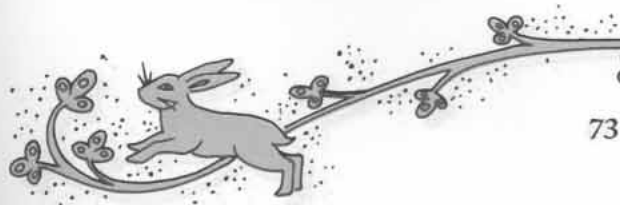
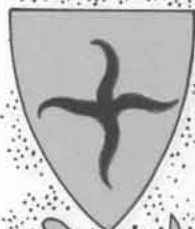
Ratik is developing an ambitious castle-building program, constructing strong keeps along its southern margins not far from the foothills of the eastern spur of the Rakers. They are digging in for a long struggle against the humanoids of the Bone March. Ratik is seeking mercenaries to defend the builders during the coming spring and summer.

DM Info: Adventures that might develop for PCs travelling to Ratik include: fighting off humanoid skirmishes from the Bone March; protecting a traveling priest and "diplomat" emissary travelling into the Rakers to persuade a group of stone giants to help build the castles; a foray with friendly barbarians to attack the Bone March; a sea voyage with the barbarians to attack the North Province; and a sea voyage in which a storm blows the ship off course, the PCs are shipwrecked along the eastern coastline of old Aerdy, and must get home across that troubled land.

Dolphins in the Bay

A school of dolphins has swum into Relmor Bay. They are clearly restless and troubled, but they swim away from those who approach them. *Speak with animals* spells have been unable to establish communication. The dolphins hang around, though, and are clearly trying to communicate something.

DM Info: The dolphins are led by a 3rd-level dolphin cleric of the dolphin Power Trishina (see DMGR4, the *Monster Mythology* accessory), but are distrustful of humans. Their leader uses *know alignment* spells to avoid anyone who is not lawful good or any group containing even one per-



son not of a good alignment.

If approached by a suitable person or persons, the dolphins seek to guide sailors to a wreck off the coast of Onnwal, an Irongate vessel sunk by the Scarlet Brotherhood. The wreck contains important icons and one or two magical items of good (good-aligned weapons, etc.). Of course, the Brotherhood will not wish to see anyone dive down to the wreck, and will take steps to avoid this. Ixixachitl are in the area of the wreck, and the dolphins beg the PCs to help them slay their hated foes.

The Bloodied Lake

Lake Quag has been running with blood! Just north of the Mounds of Dawn, the waters of the lake run dark with blood; fish avoid the waters, superstitious nomads will not hunt or fish in the area, and old tales of an evil curse in the hills are being recounted by the Perrenland folk.

DM Info: The tales are all nonsense. The blood isn't blood at all: it's iron-oxide-rich clay. On the lake bed, there is a magical stone that draws deposits of metals toward itself and purifies them, expelling impurities into the water and protecting the metals from subsequent rusting. It has lain there for many years, and only now has become active (for unknown reasons). Around the stone can be found nuggets of pure silver, iron, and even gold, which would have considerable value if recovered. The stone itself could be sold to miners or alchemists for some 15,000 gp (depending on the bargain). Of course, there are some monsters in Lake Quag, the area is hard to reach by land, and small vessels crossing the lake have been known to have trouble with monsters, storms, superstitious Wolf Nomads firing bows at folk meddling with evil, and worse.

Trouble with Grung

The northern reaches of the Vast Swamp are infested with unusually aggressive grung. They attack those who keep watch there for Sunndi. Mercenaries are wanted to explore the swamp and find out the origins of the problem. The involvement of the Scarlet Brotherhood is suspected.

DM Info: The Scarlet Brotherhood isn't actually involved. At unpredictable intervals, grung undergo an explosive expansion in their breeding habits and their population increases sharply. Intertribe warfare becomes rife, lots of grung kill lots of other grung, and matters settle down again. This time, however, one grung tribal leader

has found a *ring of amphibian control* and holds sway over many grung tribal leaders. This leader directs the grung to occupy all of the Vast Swamp, hence their unusual aggression when whipped into a frenzy by this charismatic leader.

The task for adventurers is to find and slay the grung leader, retrieve the ring, and leave the other grung to fight themselves as usual. Of course, all the other hazards of the Vast Swamp must be faced in addition to the grung.

The Horror of the Vesve

Terrified Highfolk report an appalling new evil in the Vesve forest; a four-armed, ebony skeletal creature that enfeebles the bodies and minds of its victims and is resistant to magic. Some say it breathes fire and frost. All agree that it must be a spawn of luz, and no one knows how to combat the thing.

DM Info: This creature is a Greater Thassaloss (refer to the *Monstrous Compendium* pages in this boxed set). The task for adventurers depends on who approaches them; the people of Highfolk want it destroyed, but mages from Veluna and Furyondy want such a creature captured somehow (perhaps using metal meshes, *walls of force*, or a *Bigby's hand* spell to render it immobile) and brought back for study so they can learn how to combat it most effectively. Highfolk and mages might conflict on this point (PCs hired to capture the monster might meet Highfolk desperate to destroy it).

If the PCs are powerful, the Thassaloss may be watched over by humanoid forces and one or two mid-level priests of luz, who are studying its efficacy in spreading terror and despoiling the woodlands. This is a good way to introduce this new monster into a campaign.

The Plague

A dread plague ravages Midmeadow. Thousands have died from it; victims lose strength, develop a palsy, spit blood, cough black phlegm, and their urine runs brownish black. The disease is highly infectious. All of Nyronnd could perish from this!

DM Info: The tales far exceed the reality. There is an outbreak of a very unpleasant renal disease. Some victims die, but only thirty or so have perished to date. The disease is only moderately infectious, and is spread by the bites of rats trained by a priest of Incabulos (using a *ring of mammal control*).

The priest lairs below the town graveyard with many undead guards. PCs need to do some smart questioning to track him down (learning where vic-

tims lived, observing those recently fallen ill to find rat bite marks, using *Speak with Animals*, etc.).

The greater problem is the anarchy of Midmeadow. Spring brings tax riots from impoverished folk, food riots from destitute poor people, and attacks on civic property and persons. The priest of Incabulos has a moderate treasure cache, and if some were given to the poor, order could be restored (at least for a while) by PCs giving generously and making some fine rabble-quelling speeches as they hand out the largesse.

The Wrathful Sword

A dealer in magical items is in possession of a magical sword that he cannot sell. The sword is intelligent, speaks fluent (and very offensive) Common, and is angry and sullen. It appears to have no set alignment, or different alignments at different times. The man is desperate to get a good price for it, regardless of where he might need to travel to do so, but wants bodyguards to accompany him.

DM Info: The sword is chaotic neutral and is a +4 sword of sharpness, a real brute. Among its special powers are those of *misdirection* (hence the alignment confusion), *animation* (it can fly), and *feebleminding* (a wise owner does not argue with it too much).

The sword belonged to a powerful Bandit Kingdom leader of the Reyhu group, and it wants to be taken back to the current leader of that group (currently in the Fellreev Forest). This information will be grudgingly revealed by the sword to very polite queries from a chaotic neutral character or from a sage (who the dealer will travel to see if no PC fits the bill).

If the PCs are prepared for the task, they could travel to Fellreev to sell the sword, but they might get their throats cut. Instead, they should try to make contact with an exiled bandit in Greyhawk City, Urnst, or some other location, and arrange for a trade in a safe place. This will take considerable cat-and-mouse tactics, and the bandits are sure to try to take the sword by force if possible.

The attraction for the PCs is that they have the chance to deliver a powerful magical weapon to a thorn in the side of Iuz. Further, if the bandits cannot gain the weapon by force, they will pay what they can for it. They do not have much money, but they could supply the PCs with information about the movements of Iuz's forces, genuine treasure maps (and a fake or two), and the

like. If the PCs use sensible precautions (like *detect lie*), they could gain enough information to set up several worthwhile adventures this way.

Of course, if the DM prefers to force the PCs to trek through hundreds of miles of Iuz-infested lands to the hostile bandits, the sword could have a *geas* property it will use on one of them.

Skirmish in Sterich

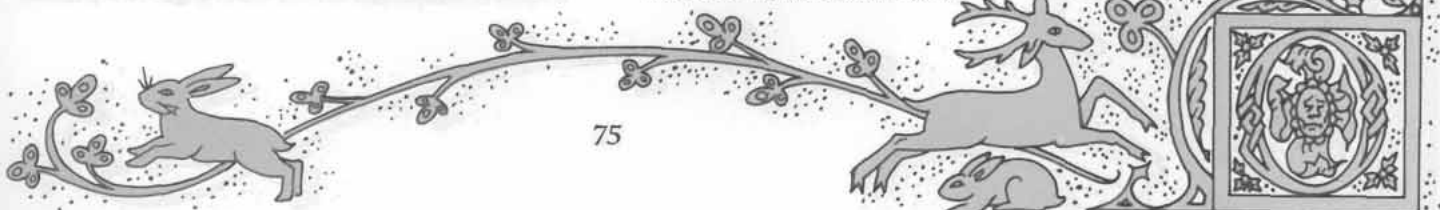
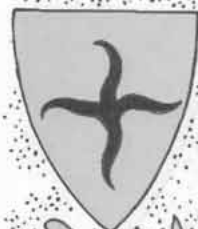
In the Good Hills, dwarves are preparing for battle against the invaders of Sterich. They are enraged by the reported antics of self-styled "king" of the giants, Galmoor, and seek to strike south of the Davish and up into Istivin, liberating the people there. There are tensions within the alliance of dwarves, humans, and gnomes, though, and squabbling may yet prevent this expedition from going ahead.

DM Info: There are many ways the PCs can become embroiled in this. Being recruited as mercenaries is one option, but higher-level PCs might become involved in the politics of the situation. The dwarves are divided: clan rivalries stand between Sterich and Geoff dwarves driven from the Stark Mounds. The ambitious Count Darishen Hartston of Keoland, who rules lands around the Good Hills, badly wants to gain glory for his own warriors without risking too many lives (which the dwarves fully realize). Sterich humans are beginning to lose morale in the face of such petty rivalries.


In terms of combat, PCs could become involved in skirmish battles while spying on advance terrain; in mass battles (using the *BATTLESYSTEM*™ miniatures rules); as spies sent to Istivin to map its current defenses and the locations of humanoids with leadership talents or other skills; to recover some important magical item (or totem) lost in the Jotens foothills; or any combination of these. A full spring and summer (in game time) of campaigning could be had here.

The Crook of Rao

Rumors abound that the Lord Protector of Rel Astra, Drax the Invulnerable, has made known that he has acquired a powerful artifact of Good, sacred to the Power Rao. He has offered this to the rulers of Veluna in trade for magical items more useful to the forces of Rel Astra. Veluna's Canon Hazen is desperate to have the artifact and is said to be looking for powerful adventurers to travel to Rel Astra and back.



Tales of the Year of Peace



DM Info: The Crook, a crooked stave, is a staff +3 with a variety of special powers when wielded by a priest of Rao. Hazen wants a group of powerful, capable adventurers (only LG, LN, NG are acceptable) to take a sealed casket of magical items to Rel Astra, collect the Crook, and return with it. The shipment includes a pair of magical swords and a few wands and staves, as the DM determines. Nothing formidable should be included, and items that carry charges are recommended so that PCs do not use them. This mission is important enough that Hazen's second-in-command, Patriarch Lemuel (a 13th-level priest of Rao) will accompany the PCs.

Drax is happy to trade the Crook (he is lawful, after all) for the stated items, but rumors of the deal creep out. Chaotic evil enemies of Veluna will not be pleased to see a mighty artifact of lawful good retrieved (Iuz is the obvious case). Opportunistic bandits will try to steal the Crook, powerful mages may wish to have it for trade, and many will covet the items the PCs carry to Rel Astra. The PCs have thousands of miles to travel, and must protect their cargo to Rel Astra and get back safely. (Lemuel will use *word of recall* as soon as he gets the Crook, but enemies will not know this, and will still be hunting the PCs.)

The Drachensgrab Conclave

Large clan and tribal meetings of humanoids have been taking place in the mountainous areas of the Drachensgrabs. Baron Rourk Splinterstone of Ulek is said to be recruiting mercenaries and seeking help from many areas to secure defensive boundaries, fearing another invasion.

DM Info: This is not as it seems. The clans are not planning any invasion, and Rourk knows this. Rather, Turrosh Mak has assembled clan and tribal leaders for a ritual obeisance exercise, strengthening his rule and weeding out any dissenters. Rourk, the dwarven commander at the Battle of Celene Pass, has a different motivation for constructing defenses.

Rourk seeks to assemble a small, mobile, experienced strike squad to reach the old citadel of Stoneheim. Lost to the Pomarj creatures for many years, the dungeons of the fortress contain much treasure and magic that the humanoids have almost certainly not been able to recover due to the magical defenses against entry. Rourk has partial maps of the dungeons.

Rourk will not accept any chaotic or evil PCs

into his plans, and he will need at least one very skilled ranger and an experienced wizard to dispel the magical barriers. Of course, there will be plenty of opposition getting to Stoneheim. Simply infiltrating the fortress will be difficult, not to mention evading detection inside it.

Within the lower levels of the dungeons are countless magical traps and wards, interdicted chambers, mazes, and trapped secret doors protecting the monies and magical treasures therein. Rourk will negotiate a flat fee for PCs, or a percentage of the monies recovered. He will also hire mercenaries to give the appearance of strengthening defenses in his own barony, to confuse any spies who may be watching.

Winter of Hunger

The folk of Gamboge Forest play a vital role in supplying the towns and villages of northern Nyron with tubers, nuts, winter berries, and other food with which the Nyronese can stretch their meager grain reserves. This supply of forage products is declining; Gambogers say they have been ambushed by forces of the Theocracy of the Pale who have stolen their goods, slain some of the woodsmen, and abducted others. The forest folk are reluctant to travel now, and a Nyronese trading group that went to the forest has not returned. Starvation threatens many villages and people.

DM Info: The people responsible for the attacks on the Gambogers are not warriors from the Theocracy, although they disguise themselves as such. A group of some 80 bandits fled Stoink on horseback when the forces of Iuz swept the land and settled in the southern wooded hills of the forest here, a long way from home. They have actually slain Theocracy forces (the Pale will not be friendly to PCs trying to sort out this mess) and taken their apparel. The bandits are skilled horsemen and woodsmen, originally from the Tangles, who have taken the food for themselves (and traded a slight surplus to the Theocracy). They are well armed, since they had been trading with a master weaponsmith in Stoink just before they were forced to flee.

In their hilly lair are some 30 captives who are used as slaves and are held as potential hostages for bargaining if a situation warrants. The bandits are Johrase men, mostly chaotic neutral, and are really just opportunistic brigands. They are oddly homesick, and a creative solution to this whole business would be for PCs to arrange for a pardon

from Nyron and Gamboge (from a position of real strength) in return for the bandits being recruited into forces close to the border with Luz.

Death From the Sea

Along the seashore villages south of Gradsul, animated corpses have been coming ashore and slaying innocents indiscriminately. Many people are fleeing to Gradsul, leaving fishing vessels idle and increasing the burden of feeding the population on the capital city. The authorities in Keoland suspect the Scarlet Brotherhood are behind this wave of undead attacks.

DM Info: The undead are sea zombies, animated by a half-crazed priest of Nerull who lairs on the northern promontory of Jetsom Island. The Scarlet Brotherhood provides support for the priest by dredging up bodies for him to animate, but the men stay well away from the priest.

The task for adventurers is to slay the priest (who may have acolytes, undead guardians, a stone golem, etc., depending on the experience level of PCs). Of course, PCs must find him first; the priest has an *amulet of proof against detection and location* that makes this difficult, so fishermen's tales, studies of tidal patterns, encounters with intelligent aquatic creatures, and more will be required here. The authorities in Gradsul will pay for evidence that the priest was responsible and has been slain, and if evidence of Scarlet Brotherhood support can be found, so much the better.

Fog on the Waters

The number of ships lost on the Nyr Dyv has been increasing of late. Some are lost to monsters, and Luz captured some of the vessels at Admundfort, but these losses are nonetheless surprising. Some say that the spring fogs on the Lake of Unknown Depths are somehow linked with the disappearances. The ships are always lost in the central Nyr Dyv, well away from ports and cities.

DM Info: The culprits are evil Rhennee barge-folk who use one of the vessels from Admundfort and are in the pay of Luz. They have been given a magical stone that can create fog in a one-mile radius. Those in possession of the stone can see through the fog normally. Using the fog cover, the Rhennee employ distance attacks of missiles and spells (a 7th-level mage is aboard their ship) to intimidate those aboard. They then board the ship, claiming they will sell it and hold those aboard for ransom. In reality, they deliver the captured ship to

Admundfort and the people to the minions of Luz.

Adventurers will be hired to board a lone vessel secretly (so as not to attract the prying eyes of Rhennee, who are suspected of involvement). This ship will then sail alone across the Nyr Dyv with a cargo (real or a cheap substitute) from Dyvers or Greyhawk to Radigast City. More than one trip may be needed to attract the attentions of the Rhennee, of course. The PCs then must find a means of capturing the Rhennee vessel. Driving it off is not enough; the menace must be stopped.

The PCs will be aided by strong, skilled sailors (all 1st- or 2nd-level fighters), but must deal with the Rhennee fighter-thieves and their mage. Adventurers could be hired for this mission by a merchant cartel, or by authorities in Dyvers, Greyhawk, Radigast City, or Leukish.

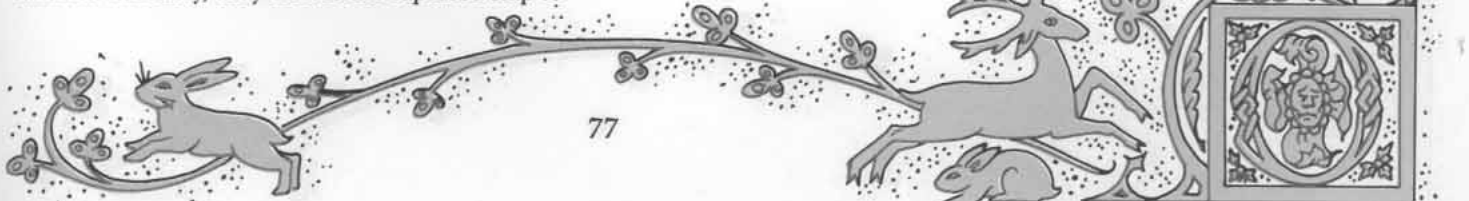
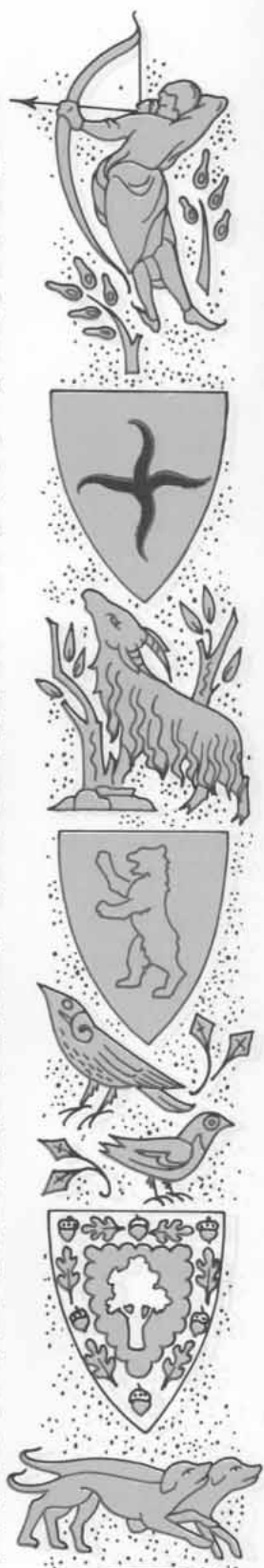
The Book of the Griffon

A Ketite merchant is said to be offering for auction a magic grimoire. In addition to containing many rare and powerful wizard spells, the grimoire can be used to summon griffonlike beasts which obey their riders. Many parties have an interest in this tome, and thus seek bodyguards for the journey to Molvar for the auction.

DM Info: Many folk, indeed, have an interest in obtaining this book. The rulers of Ket, Veluna, Furyondy, Luz, and Zeif, as well as the Duke of Urnst are among the known players. Individuals unknown to the PCs could be added to this list (DM's choice). Some will attempt to buy the book, others will try to steal it, others will try to ambush the person who buys it.

The PCs should be hired as bodyguards by Furyondy, Veluna, or Urnst bidders. The exact details of the grimoire are up to the DM, but the following abilities are certain: a flight of magical griffons with Morale 20 can be summoned from it once per day; the user has the ability to *charm* natural griffons automatically; and many spells pertaining to magical mounts, flight, Elemental (air) spells, and the like are within the book. The book will fetch in excess of 60,000 gp.

Those traveling to the auction face attacks, ambushes, sabotage of their travel plans, bureaucratic harassment from Ket officials hoping to prevent them from getting to Molvar, and much the same on the return journey. Molvar is close to the southern Yatils, offering the DM the option of adventures there.



Cache and Delivery

An aging bandit chief is drinking himself into an early grave in Leukish. This is far from surprising, but he mutters that he has a treasure map salted away, and he's desperate to sell it now that his gold is running out. There are treasure maps for sale all over the Flanaess, but this man was examined with an *ESP* spell and he seems to be truthful. Who knows what treasures an old bandit may have had to leave behind when Iuz walked into his back yard?

DM Info: The bandit calls himself Hring Carlsson, and he has two sons and a nephew who live with him in Leukish. He was once a master weaponsmith; his true name is Thormod Freysson, and by that name, his work is known in Urnst and Nyronnd. He will reveal this only when trust has been established through direct contact.

Freysson's treasure map pinpoints a major cache of weapons: some 400 swords of various kinds, of which 10% are of such exceptional quality that they have a +1 bonus to attack rolls (and will sell for four times the standard price). These swords are in crates in the cellars of the old farmhouse he owned just south of Rookroost; they were carefully concealed. Freysson will sell his map for 2,500 gp (the swords are worth over three times this sum; buyers will easily be found in Urnst and Nyronnd).

Adventurers must brave the (admittedly disorganized) humanoids of Iuz, perhaps a fiend or two, and maybe other seekers of the weapons (there's no guarantee that Freysson sold only one copy of it!). The PCs also escape the lands under Iuz's control; travel down the Artonsamay will probably be the best bet. Horses will be a valuable asset for the outgoing journey. Those unwilling or unable to pay for the map might be drawn into the adventure by an Urnst noble who buys it and hires the PCs.

Spin-off adventures along the way could include freeing humans being led away by Iuz humanoids (perhaps with a fiend); dealings with bandits desperately seeking aid for beleaguered forces in the Fellreev; skirmishes in the Phostwood with Fists (if river travel is undertaken); skirmishes with Theocracy forces out heretic-hunting in the Nutherwood. The DM should exploit the opportunities for PC harassment offered by the task of moving 3,000 lbs of boxed equipment.

Prisoner in the Iron Castle

South of Molag stands a great, five-towered castle of stone and iron: the last retreat of the Hi-

erarchs. It is said that a very important prisoner is held there — a member of the Circle of Five, perhaps, or a great priest of good. Magical scrying has failed to reveal the victim's identity. Iuz himself will shortly be traveling there to deal with the prisoner. It will be a great triumph for evil if the prisoner is yielded up to Dorakaa.

DM Info: This adventure is suitable only for high-level PCs (level 10 and up). The prisoner is an aasimon (refer to the Outer Planes Appendix of the *Monstrous Compendium*) in the service of St. Cuthbert. It is imprisoned in an iron cage that has an *anti-magic shell* built into it.

The castle ruler, a 14th-level priest of Iuz, does not dare to try moving the planetar for fear of breaking the enchantments on the cage. The deity himself does not know what has happened to his servant, and as yet has not informed his priests of this loss, for fear of an adverse effect on their morale. However, as time passes, the deity certainly will warn his priests about this, and they may be the ones to pay the PCs to travel to the iron castle (probably with several high-level priests of St. Cuthbert in tow, if the PCs don't include one in their own party).

The great castle is seven miles south of Molag, and has many defenders—hobgoblins, evil bandits, priests, monsters trapped in cages, a mage, and trained monsters including a dragon (or wyvern) mount, a sprinkling of fiends, a thassaloss or two, and probably a flight of varrangoin nesting in one of the towers. Magical defenses, barrels of oil, murder holes, towers stuffed full of archers, and worse face intruders.

Blasting through this lot and freeing the planetar should be a test of the strength and wiles of any adventurers. There is no chance for a strike-retreat-strike attrition strategy, for the senior priest here will send messengers to Molag for reinforcements, and he has a scrying device with which he can alert Iuz. He will alert Iuz if he drives off a first foray by PCs, because he can claim that he has been successful as a defender. He will not alert Iuz as long as the PCs are active at the castle, for fear of Iuz's wrath.

Adventurers who free the planetar will gain a very powerful friend. The planetar will not say what mission it was on when it was captured, since it does not wish St. Cuthbert's schemes and plans to be known. The planetar will come to the PCs' aid in extremis on at least one future occasion, but it will have to be truly in extremis.

Other deities will be displeased that St. Cuthbert

allowed his planetar any involvement in the affairs of the Prime Material. However, St. Cuthbert will be keeping an eye on the PCs; he is truly lawful, so this could be a double-edged blessing. Agents of Pholtus will not be very enamored of the PCs, of course, and Iuz will be furious if he discovers who has been responsible for stealing his prize.

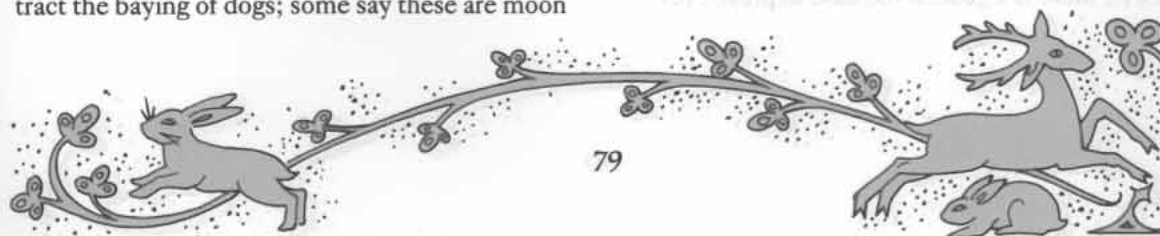
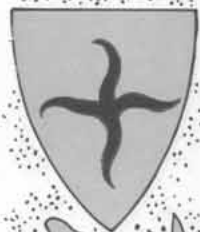
General Rumors and Whispers

Following are casual rumors that circulate the central Flanaess. They can be dropped into tavern talk, banter with merchants, or the mutterings of ordinary folk. Some of them are quite wide of the mark!


- In villages of southern Keoland, commoners are hanging anyone wearing a red cloak, out of fear of the Scarlet Brotherhood (not quite true, but people brazenly wearing red are treated with great suspicion and hostility and may be assaulted).
- Great standing waves of water have been seen off Dullstrand; the Brotherhood is experimenting with weather-controlling magic. Many locals are fleeing the city for Rel Astra.
- Several tribes of aarakocra, lairing in the Yatils, have sent leaders to the Highfolk for meetings. If the bird-folk are offering aid, it is not known what they seek in return.
- Monstrous bats have been seen flying over the eastern Vesve forest (these are Varrangoin—refer to the *Monstrous Compendium* pages in this boxed set). They are said to breathe fire, have great red glowing eyes, and have wingspans of up to 50 feet (an exaggeration!).
- Work has begun on a great stone tower in the inner walled city of Mitrik. Construction is amazingly fast, so much so that magic must be involved. It is said that one of the Circle of Five is making his abode there (Bigby).
- King Archbold of Nyrond is ailing. He suffers periodic amnesias and drools over his food. He may be suffering from slow poisoning, or perhaps he grows senile (all utterly untrue—the King is simply worried and under extreme pressure).
- A pair of mist dragons has been seen on the central Nyr Dyv. They avoid all sailors and bargefolk, but this is certainly a fell omen.
- The Welkwood has been lit with strange magical lights of late. They appear to be will o'wisps, but do not harm travelers. The lights seem to attract the baying of dogs; some say these are moon

dog guardians within the wood.

- Fiends have been seen plundering the razed ruins of Chathold. They are carrying off corpses and skeletons, probably to be animated, but they appear to be seeking something else—a magical treasure or symbol of authority of the Great Kingdom, perhaps. The fiends are unusually well organized, persistent, and thorough.
- The Chancellor of the Gran March, Sir Leaman Ranald, has disappeared! The treasury of the Gran March was found to be empty of all its gold! The Brotherhood is behind this, mark my words. (Ranald has disappeared, in pursuit of a fickle ladylove, but there has been no financial impropriety, and he hasn't been kidnapped. The Brotherhood is not involved).
- There is a schism in the Royal House of Celene. A letter from a Knight and adviser to the Duke of Ulek has come to light, expressing support for the Knights of Luna, who oppose Queen Yolande. It was addressed to a member of Celene's nobility (informants have not learned the identity of the author or intended recipient of the letter).
- The Road of Skulls is being lengthened. Fiends are laying down a new road to Molag, and watchtowers are being built along the highway. A never-ending black smoke drifts over them. Humans captured in the new lands held by Iuz are suffering death by flames in these terrible fortresses.
- Belvor of Furyondy has named a Grand Marshal to oversee the northern front: Baron Jemian of Littleburg, a noble with central land holdings. In so doing, Belvor hopes to maintain cohesion between his quarreling southern and northern noble houses.
- A strange borealis has been seen over the Rift Canyon: sheets of brilliant blue, red, and violet light. No one knows whether this phenomenon is natural or magical. It is said to have changed the color and form of rocks and plants where it has drifted. It kills any humans caught in it (the latter part isn't true; no one has entered the borealis for fear of its effects).
- Rhennee barges have been seen heading across the Nyr Dyv, toward Admundfort. Some of the evil Rhennee have a pact with Iuz!
- The stone buildings of Chendl, which resisted the siege of Iuz, are rotting; the stone is as soft as cheese and chunks of it flake away. Belvor's wizards cannot figure out what the cause is, nor do they know how to stop the rot.




The Powers of Greyhawk




The people of Oerth worship many gods, but after a major war, patterns of allegiance change. The focus in this section is on the gods of the central Flanaess; those that are exclusively Baklunish, for example, are too distant from the lives of most Flanaess folk to be considered here.

How Do Powers Look Upon Mortals?




The Powers of Oerth rarely intercede directly in the affairs of Oerth. They expect their servants to be their right (and left) hands in the world. Clerics, priests, paladins, and less exalted but still valued souls are the agents of Powers, however minor their deeds may be. The Powers have an implicit understanding that if one of them should act too directly, others will act in concert to oppose the meddler, for if all acted in such a manner, Oerth would be destroyed by the Powers.



This helps us understand why the demigod Iuz has been able to effect so much evil in the Flanaess. The Prime Material is his home plane, and therefore, he has a direct involvement in its affairs that other Powers do not. The servants must oppose Iuz, not the Powers themselves. One partial exception to this is St. Cuthbert of the Cudgel. Other Powers allow St. Cuthbert to act in limited ways to oppose Iuz. Why they do this, and how far St. Cuthbert is allowed to act, is a matter known only to the Powers.

In other respects, the Powers regard mortals as they do in almost all worlds. Mortals give reverence and their clerics and priests receive spells. The Powers watch with varying degrees of involvement. Greater Powers tend to have less involvement than Lesser Powers, because Greater Powers are more absorbed in the affairs of many worlds and transcendent events that are far beyond the affairs of mortals.

How Do Mortals Regard The Powers?



Mortals regard Powers as they do in most worlds: with reverence, awe, fear, attempts at placation, and so on. In the Flanaess, however, special factors are at work after the wars. The following is true for the nonevil lands of the central Flanaess:

First, there is a general increase in prayer, rev-

erence, and all forms of devotion to Powers. In uncertain times, mortals turn to the great ones for succor, protection, and reassurance. Clerics and priests are widely respected and are given more offerings by even the poorest of their flocks. General superstitiousness is a by-product of all this.

Second, there are changes in patterns of worship. Mortals most often revere Powers who have everyday affairs of mortals as central concerns—deities of nature, children, health, community, and the like are more widely revered than those of philosophy, arcane knowledge, and ethics. But on Oerth, Powers of war, healing, protection, strength, endurance, and revenge are increasingly turned to for succor. Many people who before the war would have given small offerings to the goddess Beory (nature, Oerth Mother) or Rao (peace and serenity) now turn to a deity such as Trithereon (liberty and retribution), Heironeous (justice and valor), or the rising cult of Mayaheine (protection and endurance) instead. There is also an increasing tendency to appease, if not actually revere, deities of fate such as Istus, and deities of luck such as Ralishaz. Of course, this is less true of wise folk and specialists who might revere a Power of magic, metalworking, or similar niche.

Demihumans are another matter, although deities such as Clangeddin Silverbeard, the dwarven god of battle, have not lost followers in times of conflict. Arvoreen the halfling defender Power receives many offerings and prayers these days.

Demihuman Powers are addressed following the Powers of humanity (who may well have some demihuman worshipers).

Powers of Humankind

Deities are divided into four groups: *greater*, *intermediate*, *lesser*, and *demipowers*. The basis of this broad distinction is as follows:

Greater Powers: These are distant Powers, far removed from most mortal affairs. Some may be held to be among the Creator Powers of the multiverse or of Oerth. They typically have many spheres of concern, or are absolute masters of just one sphere.

Intermediate Powers: While lacking the great creative force of Greater Powers, they are still very powerful and hold major sway over one or

two spheres of concern. In some nations, they may be held as patron Powers, even above a Greater Power.

Lesser Power: A lesser Power may serve greater ones as a messenger or aide, may be a cast-out or solitary Power, or may hold sway over a very narrow sphere of concern. Some Lesser Powers may be declining from exalted status or may be ascending to greater force.

Demipowers: These are the least powerful and are in many ways similar to Lesser Powers. Some may be mortals who have undergone divine ascension (Zagig and Mayaheine being prime examples). Some may even be referred to as Hero Powers.

Powers and Avatars

Players who have read the *Legends and Lore* hardbound book or the *Monster Mythology* (DMGR4) accessory will know that Powers can manifest themselves as Avatars, projections of their power on the Prime Material plane. Statistics for the Avatar forms of Greyhawk Powers are not given here, because the Powers of Greyhawk virtually never manifest themselves as such. The only exception here is St. Cuthbert. It is possible that a conflict between his Avatar and Iuz might occur, so the statistics for his avatar are included.

Powers and Priesthoods

Greater and Intermediate Powers can grant spells of any level to their clerics and specialty priests. Lesser Powers can grant spells of up to sixth level, while Demipowers can grant spells only as high as fifth level to clerics and specialty priests. The sole exception is Iuz, who is able to grant spells of sixth level to his clerics and specialty priests, since they are on his home plane, the Prime Material.

In the entries for individual Powers included in this section, reference statistics for specialty priests (as opposed to clerics) are provided. Note: for brevity, the term *priest* is capitalized when referring to a specialty priest. This creates a distinction between the specialty priest and the generic term for the character class.

The following abbreviations are used:

AB = minimum ability score(s) required to become a specialty priest of the Power. *Std* means

the standard minimum attribute for a member of the priest class (a Wisdom score of 9 or higher is required). Wisdom of 9+ is always required to become a specialty Priest.

AL = acceptable alignment(s) for a specialty Priest of this Power.

WP = weapons which specialty priests of this Power are allowed to use. A designation such as *any (mace 1st)* means that a Priest may use any weapon, but a mace must be his first weapon proficiency (if weapon proficiency rules are used—they are strongly recommended) and should be the Priest's first choice unless clearly unsuitable. For example, a Priest who must take a sword as a first weapon proficiency is allowed to use a blunt weapon as a first choice against skeletons, which suffer only half normal damage from edged weapon blows. This rule applies when a weapon is favored, but not to exclusivity, by a Power as a symbol of the faith.

AR = armor restrictions for Priests of the Power. The following codes are used:

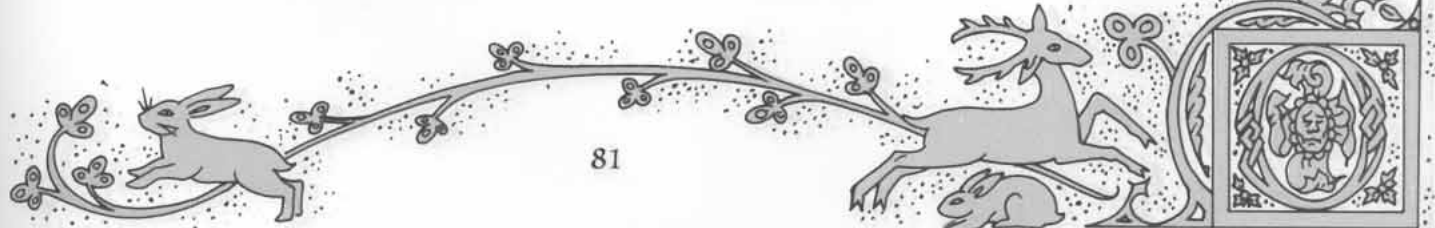
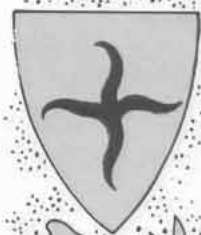
- none = no armor allowed
- leather = only leather armor allowed
- nonmetal = any nonmetallic armor allowed
- as thief = only leather or elven chain allowed
- chain = only chain mail allowed
- metal = only metal armor allowed
- any = any armor may be worn

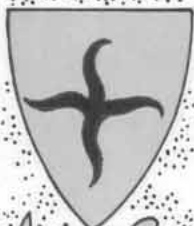
RA = typical raiments worn by Priests on appropriate occasions. Be reasonable about this. Priests aren't expected to wear unreasonable garments if preparing for war, for example.

SP = spheres of spells to which the deity grants access. All Priests have access to the spells listed under the *All* sphere in the *Player's Handbook*. Certain spheres are taken from *Tome of Magic*; if a player does not have this handbook, these spheres may be ignored.

A sphere followed by an asterisk (*) means Priests are allowed only minor access to spells of that sphere. A sphere noted as (*rev*) means that only reversed forms of spells from this sphere may be used. Elemental spells are listed as "all," "fire only," "fire and earth," etc; these subdivisions are cited in *Tome of Magic*. If you do not possess this book, it should not be difficult for the DM to estimate which spells fall into which subdivision from a perusal of the full Elemental spell list in the *Dungeon Master's Guide*.

SPL = special spell(s) allowed only to specialty





priests of this Power. These are documented on Reference Cards 5 and 6.

PW = special powers commonly granted to Priests (and only specialty priests) by the Power. A granted power preceded by a number is granted only when the Priest reaches the level of experience indicated by the number; thus, "(5) *protection from fire*, double duration" means that when the Priest attains fifth level, he can cast a *protection from fire* spell that will have twice the normal duration. This ability is in addition to the spells he could normally memorize. Unless otherwise specified, powers which are bonus spells (as in the *protection from fire* example above) can be used only once per day.

Granted powers which are wizard spells are specifically noted; for example, "(W3)" means that the spell is the same as the third level wizard spell of the same name.

TU = the ability to turn or command undead creatures. Some entries read (e.g.), "TU turn at-2 levels." This means the Priest can turn undead as if he were two levels lower than his actual experience level. Priests of Powers of life and death have the strongest turn/command abilities, but other Priests have some weaker ability in this area. These weaker abilities are accommodated through level differences. Clerics of Powers whose Priests can turn or command undead can also turn/command exactly as the Priests do; this is the only special granted power which clerics share with specialty Priests.

Specialty Spells

Certain Priests are granted unique spells that are not granted to Priests or clerics of any other Power, or to clerics of the same Power. These are cited in the text below; full details are on Reference Cards 5 and 6.

Details of Powers

The tabular summary on Reference Card 4 uses the following entries to describe the Powers:

Race: This refers to the major racial group which reveres the Power. O = Oeridian, S = Su-loise, B = Baklunish, F = Flan, C = Common (widespread reverence/recognition), and U = Unknown or indeterminate origin. This aids the DM in understanding which Power is revered in particular lands.

AoC: Areas of concern. These are aspects of nature or life over which the Power exerts influence.

Align: This is the Power's alignment, with the standard abbreviations C (chaotic), E (evil), G (good), L (lawful), N (neutral). A parenthetical addition such as "LG (LN)" means the Power has a primary alignment with a secondary tendency; in this case, the Power is lawful good, tending toward lawful neutral. An entry such as LG/LN means that the deity is primarily lawful, with equal tendencies toward good and neutrality.

WAL: Worshiper's alignment(s); the alignments which the Power deems acceptable among its worshipers.

Sex: This is the gender form in which the Power is commonly portrayed or chooses to assume.

Finally, note that not all of the Powers listed on Reference Card 4 are detailed in the text below. All Greater and Intermediate Powers are covered, but Lesser Powers and Demipowers are too numerous to be included with the exception of Iuz, Mayaheine, and Zagyg, who have particular importance in the affairs of Oerth.

Greater Powers

Beory (Oerth Mother)

Beory commonly takes the form of a rotund, middle-aged, motherly woman with brown hair and weathered skin, and she is sometimes depicted as such. More often, though, the Power of nature, rain, and the very Oerth itself is seen as a process rather than a being by learned folk, and she is considered very distant by common folk. The worldly doings of humans, demihumans, and their kindred are of almost no concern to Beory. Only events which affect the integrity of Oerth as an entity concern her. Beory has very few Priests; those who exist are druids (but they do not have the Charisma requirement of other druids).

Beory's Priests

Priests of Beory are contemplative communers with nature, using their skills to avoid any change of the natural balance. They are conservative, cautious folk, loath to take incisive actions. Many are solitary, and the priesthood has little organization. Priests treat each other as superiors on the basis of wisdom and years, not as a result of formal titles or higher experience levels.

Requirements: AB Wis 16; AL N; WP as

The Powers of Greyhawk

druid; AR leather; RA green, brown, or gray plain robe; SP Animal, Charm*, Divination, Elemental (all), Guardian*, Healing, Plant, Protection*, Summoning*, Sun, Weather; SPL none; PW as druids; TU nil.

Boccob (The Uncaring)

Boccob is the archmage of the Powers. Whether or not any serve or revere him seems of no importance to him. Throughout the Flanaess, seers and diviners entreat him for omens, sages revere him, and those seeking to create new magical items or spells often seek his aid. Boccob almost never leaves his own halls in the plane of Concordant Opposition, preferring to send his demigod servant Zagyg the Mad instead.

Boccob is portrayed as an old man with bright, intense eyes, clad in garments of purple bearing shimmering golden runes. Within his halls, he has at least one example of every magical item ever devised and a copy of every alchemical formula ever scribbled down. He leans upon a *staff of the magi*, which also has the functions of a *wand of conjuration*.

All times and planes are open to Boccob. He manipulates the energies of the Positive and Negative Material planes as he wishes. He ever seeks to learn more of planar structures, the logic of magic, and long-lost lore. Services honoring him involve complex rituals, incense burning, and recitations from works honoring knowledge.

Boccob's Priests

Boccob's Priests are expected to be grave, serious folk devoted to the pursuit of knowledge. They must adventure to recover lost magical treasures, tomes of lore, and the like.

Requirements: AB Int 14 or Wis 16; AL N; WP dagger, flail, knife, mace, sling, staff, staff-sling; AR nonmetal; RA purple robes with gold trim; SP Astral, Charm, Creation*, Divination, Elemental* (all), Guardian*, Numbers, Summoning*, Thought, Time*; SPL *disc of concordant opposition*; PW 1) cast all divination spells as if two levels higher, 7) *commune*, 10) able to use magical items normally usable only by wizards; TU nil.

Incabulos

Incabulos is the Power of evil sendings—plague, sickness, drought, famine, nightmares. He is hideous in aspect, with skeletal hands, a

deformed body, and a nightmarish visage. The black-cloaked rider of nightmare steeds has few worshipers in the Flanaess, but many seek to propitiate him with offerings. This is especially true in lands ravaged by famine, where disease has spread from unburied bodies on battlefields, and where chronic fear grips the common folk.

The scattered priests of this Power have opportunities to sway hearts and minds in places of despair. Incabulos delights in being feared as much as in being revered; he is said to be able to use an almost irresistible *sleep* spell on victims, but he loves to sense their abject fear before he closes their eyes.

Those who worship this terrible Power are intensely secretive. Even other evil priesthoods hate them. Incabulos's temples are always subterranean affairs in forsaken lands or desolate places. Services to the Power feature weird humming and droning chants in near darkness, illuminated only by light from fat, smoky black candles. Followers celebrate multiple iniquities with their priests and pray for the arrival of more evils into the world.

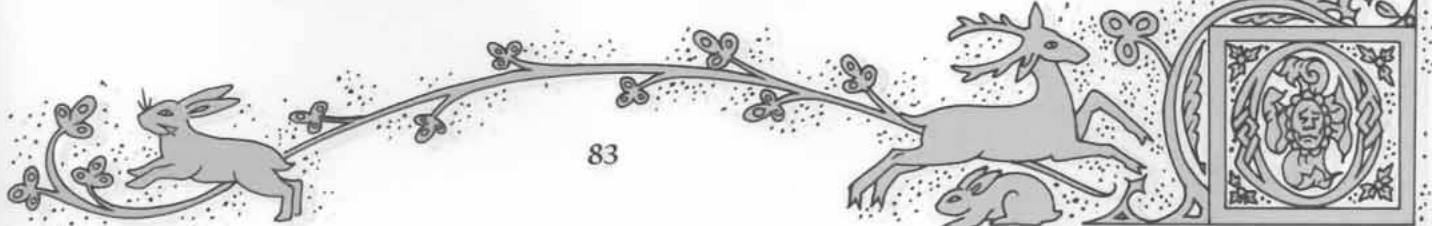
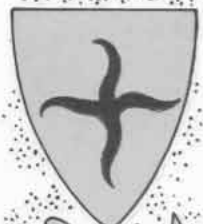
Incabulos's Priests

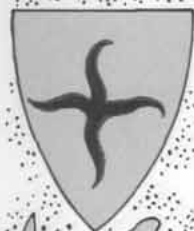
The priesthood is highly secretive; many members are paranoid to the point of insanity. Fear and threats are used to maintain secrecy and the obedience of juniors. Priests of Incabulos revel in suffering, slow tortures, and inflicting disease and misfortunes.

Requirements: AB Std; AL any evil; WP any (staff 1st); AR any; RA black robe with orange and green detailing; SP Astral, Divination*, Healing (rev), Necromantic (rev), Summoning, Sun (rev); SPL *plague*; PW 1) 20% immunity to all diseases and slimes—increases by 2% per level thereafter, 5) *hypnotism* (W1), 6) *contagion* (W4), 7) *enervation* (W4), 8) *sleep* by touch (affects one creature, effect is permanent until magically dispelled); TU command.

Istus (Lady of Our Fate)

Istus, the Colorless and All-colored, is the Power of future destinies and predestination. She has few true followers, but many call upon her in time of need or want when they fear the future. Istus receives many offerings in Baklunish lands and in places where people need good luck to sustain them (such as Free cities, under tyrannical





nical rule in places such as Rauxes and the conquered Iron League states, and by the beleaguered Bandit Kingdom people).

Istus is depicted in one of three ways: as an old crone spinning the strands of the Web of Fate; as a noble and haughty woman; or as a cold, young maiden. Because Fate has been unkind to so many in the Flanaess, offerings of incense, candles, and the like are often ambivalent. Istus' priesthood is small, but often sought out by rulers and nobles for divinations.

Istus' Priests

Priests of Istus tend toward stoicism. They regard honesty as an absolute virtue. Many are cold, unfeeling folk, given the vagaries of Fate, although a few kinder souls may be found who feel that Fate has been uncommonly generous to them and wish to serve Istus in return. Divinations play a key role in the determination of the actions of these priests.

Requirements: AB Int 14, Wis 14; AL N; WP any nonedged weapon; AR leather or chain; RA gray or black robes, with web patterns for priests of level 7+; SP Astral, Charm*, Divination, Guardian*, Healing*, Necromantic, Numbers*, Protection*, Thought, Time; SPL *enmeshment*; PW 1) cast all divination spells as if two levels higher, 3) *augury*, 6) *divination*, 7) *strand of binding* (1/day, maximum range 40 yards, one creature affected, saving throw versus spells negates; affected creature is rendered immobile for 50 rounds, minus 2 rounds per creature's HD or level; creature can make one attempt to free itself using half the normal Bend Bars %chance to break the strand); TU nil.

Nerull (The Reaper)

Foe of All Good, Hater of Life, Bringer of Darkness, Reaper of Flesh—Nerull's formal titles bear eloquent witness to the horror of this cold, cruel, hateful Power. Nerull is not a god who sees death as ease, release, or quiet passing; he brings bloody slaughter, and is the deity of many who seek evil for their enjoyment and gain.

Nerull appears as a skeletal figure with a dull, rusty-red body and a skull-like head adorned with thick strands of blue-green "hair." His eyes, teeth, and nails are a putrid green. Known to fly at night, black-cloaked and cowed, his terrible reaper's staff-scythe strikes down all it sweeps

through. Nerull is summoner of fiends, conjurer of darkness; his touch withers men and turns them to dust.

The worship of Nerull always occurs in complete darkness. The litany is ghastly, full of death and suffering. Bizarre and terrifying offerings are made on altars of rusty-colored stone. Nerull is known to have hidden temples in the lands of the former Great Kingdom and in other evil lands. A scarce few well-hidden, subterranean temples may be found in more civilized lands.

Even in times of war and death, the common folk do not try to appease the Reaper. Any form of beseechment is thought to attract his fell green eyes to the supplicant, with life-ending results.

Nerull's Priests

Nerull's priests are murderous, psychopathic, cold, cruel, and utterly evil. They are highly secretive, for obvious reasons. Priesthoods tend to be individual capsules without an overall hierarchy, except in evil lands.

Requirements: AB Std; AL any evil; WP dagger, knife, great sickle (treat as hook-fauchard), staff, staff-sling; AR any; RA rust-red or black garments; SP Astral, Charm*, Combat, Divination*, Guardian, Healing (rev), Necromantic (rev), Sun (rev); SPL none; PW 1) surprised only on a 1, 6) *Evard's black tentacles* (W4), 12) *destruction* (reversed *resurrection*) 1/week; TU command.

Pelor

Pelor is the great Sun God, regarded as the Creator of much of what is good—a Power of strength, light, and healing. Pelor flies on a great ki-rin, summons flights of eagles, and casts down dark evils with bolts of brilliant sunlight.

The nature of Pelor's reverence has changed subtly during and since the wars and is still changing. His old aspect of a peaceful, gentle god concerned for the suffering is eclipsed by his more martial aspect as a wrathful Power who drives out the darkness of evil. This is parallel to the cult of Mayaheine, his servitor, a much more martial deity. As strengthener and healer, Pelor brings vitality to those beset by evil, and many warriors now turn to his faith.

Services to Pelor involve hymn singing, communal prayer, and the dispensing of alms to the needy (and the collection of same from the well-to-do).

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Pelor's Priests

Pelor's priests have always worked for the poor and sick, bringing healing, food, and aid to them. Their reverence has not changed as swiftly as that of commonfolk. They remain quiet, kindly people for the most part, but with some steel as protection.

Requirements: AB Std; AL any good; WP flail, mace, morningstar, staff, staff-sling; AR leather or chain; RA yellow robes, gold-trimmed for priests of level 7+; SP Charm, Creation, Elemental (air), Guardian, Healing, Necromantic, Protection, Summoning*, Sun, Wards*; SPL none; PW 1) all healing spells do at least median healing (5 hp for *cure light wounds*, 9 hp for *cure serious wounds*, 16 hp for *cure critical wounds*, *heal* cures all but 1-2 hp), 5) automatic saves vs. spells that deprive priest of sight (*darkness*, *blindness*, etc.), 9) *fly* (W3); TU turn at +1 level.

Rao

Rao is the serene, detached god of reason, intellect, and peace. The Power does not act on the Prime Material directly, but he is known to have created several powerful magical artifacts which are highly potent against evil (notably the Crook of Rao), possibly with the aid of Boccob.

Rao is always depicted as a dark-skinned, white-haired old man with bright, dark brown eyes and long, slender hands; he is smiling and serene. Rao's faith is one that does not appeal much to commonfolk; he has always had more followers among rulers, diplomats, sages, scholars, and philosophers. Clearly, his church is not exactly overpopulated at present. Those who seek to find powerful magic to aid the cause of good make him valuable offerings and meditate on Rao's sacred texts. Services to Rao involve discussions of theology and group meditations.

Rao's Priests

Rao's priests are mediators, and negotiators—wise and quiet people. Most are male. Rao's High Patriarch in Greyhawk was instrumental in the diplomacy that ended the wars.

The priesthood is very studious, but one motto is "there is a time to think, and more rarely to act; but in that time, action is wisdom." These priests are not wholly pacifistic!

Requirements: AB Wis 16, Cha 13; AL LG; WP flail, mace, morningstar, staff, staff-sling; AR none, or magical chain; RA white robes; SP Astral, Charm, Divination, Guardian, Healing, Law, Necromantic*, Numbers*, Protection*, Thought, Wards*; SPL none; PW 1) *friends* (W1), 4) +2 to all saving throws versus illusions and mind-affecting spells, 7) *emotion* (calm) (W4), 9) *true seeing*; TU turn at -4 levels.

Intermediate Powers

Celestian (The Far Wanderer)

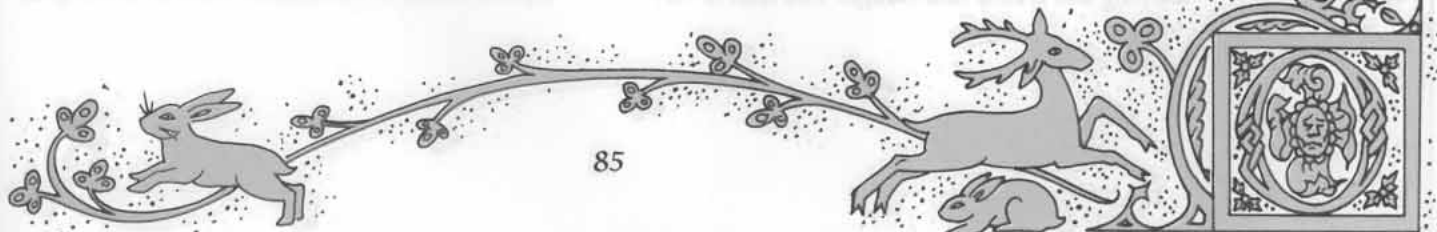
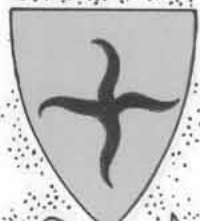
Celestian, the Star Wanderer, is said to be brother to Fharlanghn, the endless wanderer of the Prime Material. Celestian wanders the Astral, Ethereal and Inner planes, especially the Astral. He is depicted as a tall, lean man of middle years, ebony-skinned and dark of eye. His garments are inky black, but somewhere about him he has his symbol of seven "stars" (gems) which blaze with the colors of far suns. He has many unique spells unknown to other Powers (save perhaps Boccob). He affects meteors, comets, and similar heavenly bodies. As a form of Sky God, Celestian has influence over some aspects of light and weather.

His worship is confined to a few sages, savants, and like souls, who often worship him privately or through travel to unknown lands and acquisition of knowledge.

Celestian's Priests

This small priesthood is very studious and meditative, and also somewhat secretive and detached from everyday life. Acquisition of arcane lore and magical items that aid travel are important goals.

Requirements: AB Int 15 or Wis 16; AL any good or true Neutral; WP dagger, knife, long bow (and arrows), short sword, spear, staff; AR nonmetal; RA black robe covered with faint star patterns; SP Astral, Creation, Guardian*, Healing*, Necromantic*, Sun, Thought*, Travelers, Weather*; SPL *meteors of Celestian*; PW priests of Celestian may use the following wizard spells as part of their normal spell lists (not as extra spells) at the listed levels of experience upon attaining those levels: 1) *feather fall*; 3) *jump*; 5) *levitate*; 7) *spider climb*; 9) *fly*; 11) *dimension door*; 16) *teleport without error*; TU nil.



St. Cuthbert (of the Cudgel)

The Church of St. Cuthbert is of major importance in the Flanaess, with more converts to it every day, despite the zealous and stern nature of many of its priests.

St. Cuthbert is a Power of dedication, zeal, and devotion to the causes of law (primarily) and good (secondarily). Common sense, truth, and forthrightness are his watchwords. He opposes chaos and evil sternly, with no backsliding or compromise permitted. This is a stern Power who, with his priests, sees matters in black and white terms. For many folk living with the threat of Iuz to the north, this is a very credible world view. The great enmity between Iuz and St. Cuthbert adds to his popular appeal. St. Cuthbert's priests are also determined rivals of the priests of Pholtus.

St. Cuthbert appears as a red-faced, barrel-chested man of nondescript appearance, even looking like a simple yokel at times. He is famous for wearing a crumpled hat and a starburst of rubies set in a platinum brooch.

St. Cuthbert's Avatar

Given the great enmity between Iuz and St. Cuthbert, the latter's avatar may possibly appear on the Prime Material to drive Iuz away in confrontations of major import to lawful good. Statistics for the avatar (a 16th-level cleric) are: AC -5; MV 18; HD 17; hp 126; #AT 1; Dmg 2d4+5 or 1d6+9; Str 18/01, Dex 17, Con 18, Int 10, Wis 19, Cha 16; MR 40%; SZ M; THAC0 10.

The avatar wears *plate mail* +5 and carries two magical weapons—a *cudgel* +3 (equivalent to a morningstar) which beguiles (as a *rod of beguiling*) anyone it strikes for 5d4 rounds unless a successful save versus spell is made, and a *mace of disruption* +5 which can cast *bleed* (on command), *know alignment* (1/day), *tongues* (on command) and *remove curse* (7/week). Finally, the avatar cannot be affected by weapons of less than +2 enchantment.

St. Cuthbert's Priests

Priests of St. Cuthbert are stout, stern folk who take no nonsense and speak their minds plainly. It's not that they won't suffer fools gladly—they won't suffer them at all. Honesty and common sense are more prized than book learning and arcane knowledge. The faith is very

practical, with attention to detail of everyday life and the concerns of common people. Since the war, military training and fitness are mandatory, much to the discomfiture of the more rotund members of the priesthood.

There are three orders of the priesthood: the Chapeaux, who wear crumpled hats and are zealots who seek converts to the faith; the Stars, who wear a form of the Power's chest medallion and seek to retain doctrinal purity among the faithful; and the Billets, the most numerous, who use a cudgel as a holy symbol and serve as ministers to and protectors of the faithful (some 70% of the Billets are lawful good).

Services in honor of St. Cuthbert are often conducted in the small, wayside shrines and humble chapels he favors. Singing, prayer, recitation of edifying moral tales, and sharing of simple food (bread, milk, and gruel) are common.

Requirements: AB Std; AL LG, LN; WP club (1st), flail, mace, morningstar, staff, staff-sling, sling, warhammer; AR any (plate mail if affordable); RA crumpled hat (Chapeaux), dark green robes with starburst (Stars), or brown and russet garments (Billets); SP Charm, Combat, Divination, Healing, Necromantic, Protection, Wards*; SPL *beguiling*; PW 2) *friends* (Billets only); 3) *shillelagh* (Chapeaux only); 4) ESP (Stars only); 9) *true seeing*; TU turn at -4 levels.

Ehlonna (of the Forests)

Ehlonna has many aspects: huntress, ranger, woman of the woods, protector of elves and half-elves, fertility goddess. She is concerned with all aspects of woodland life including the protection of good humans and demihumans, especially (half) elves. She is depicted as a young, lovely female (human, elven, or half-elven, choosing which form she wills). In any form, she is recognizable by her startlingly deep blue-violet eyes and a very clear and fair complexion.

Ehlonna is kind and benevolent, but sternly opposes evil humanoids and marauders who despoil woodlands. Her faith is strong among the Highfolk (where she is the most widely revered Power), wood elves in general (especially in Ul-ek, Celene, and the Suss/Welkwood/Gnarley forests), and in many scattered woodland communities. Services of worship include simple repasts (often of uncooked, "natural" foods gath-

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ered in the woodlands), drinking of wine, and the playing of flutes, pipes, and lyres. If a bard is at hand to entertain, so much the better.

Ehlonna's Priests

Ehlonna's priests are fine woodsmen, with males and females equally represented and regarded within loose hierarchies. They are skilled hunters and woodland spies, and work to protect woodlands against evil.

Requirements: AB Wis 13 or Dex 13 or Cha 13; AL any good; WP dagger, knife, long bow (and arrows), long sword, spear, staff, staff-sling, sling; AR leather, padded leather, or elven chain; RA pale green robes; SP Animal, Charm, Combat*, Creation*, Elemental* (air, earth, water), Guardian*, Healing, Necromantic*, Plant, Protection*, Sun, Weather; SPL stalk; PW 1) Tracking proficiency; 5) move silently as ranger of same level; 7) hide in woodland (as per hiding in shadows) as ranger of same level; TU turn at -3 levels.

Erythnul (The Many)

Erythnul is the Power of capricious malice, envy, hatred, and fearful panic. His worshipers include many humanoids, for Erythnul smiles on fickle, wicked deeds from them as much as from humans. Erythnul delights in the fear, rout, and terror of battlefields, and is himself depicted terrifyingly as a seven-foot brute, hairy and red-faced, with mad, staring green eyes. He can change from human to gnoll to bugbear to ogre to troll at will, and he carries a huge stone-headed mace. He is a summoner of creatures of battle, and if wounded, monsters spring from his blood.

Erythnul is worshiped by evil, embittered, cruel creatures. Services to him include playing of shrill and discordant reed instruments, the banging of gongs, and ritual drumming. Major rites include burnt offerings. Humanoids of the Bone March and the Pomarj include many devotees of Erythnul, as do evilly-inclined bands of bandits and brigands around the Flanaess.

Erythnul's Priests

Erythnul's priests include many gnolls, bugbears, and ogres. There is no fixed hierarchy, and a junior may demonstrate his fitness to boss his fellows by dispatching an older priest (envy is a virtue, after all). The priests are bullies—hateful backstabbers and wanton killers—acting on evil impulse and revelling in bloodshed.

Requirements: AB Str 14 or Con 14; AL CE, NE; WP any (mace 1st); AR any; RA rust colored garments, blood-stained robes for ceremonies; SP Combat, Creation*, Healing (rev), Necromantic (rev), Protection*, Summoning, Sun* (rev), War*; SPL none; PW 4) fear (W4); 7) strength (increased by 1d8 points as for a warrior) (W2); 9) once per day, the priest may enchant an edged weapon for 1 round/level to act as a sword of wounding; TU command at -4 levels.

Fharlanghn (Dweller on the Horizon)

Fharlanghn is the Power of travel, distance, roads, and horizons. His feet are restless ever to wander the many worlds of the Prime Material, his eyes ever on the horizon.

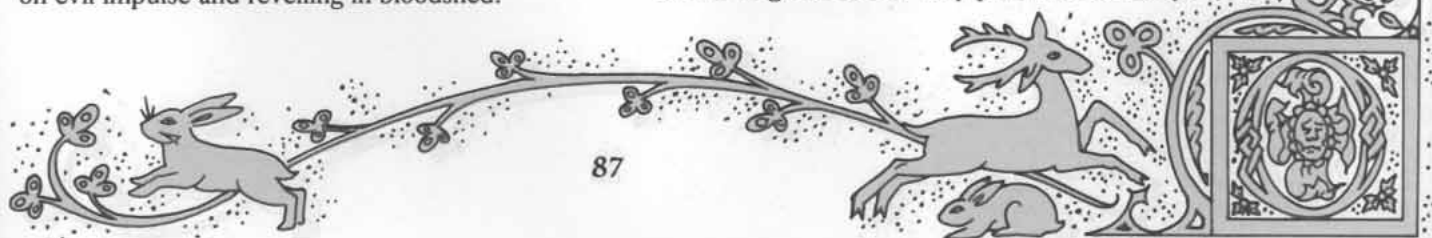
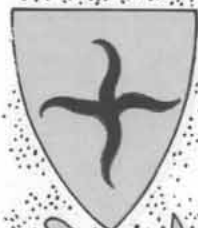
Fharlanghn is portrayed as a middle-aged man with weathered and wrinkled brown skin and bright green eyes. He is plain-clothed and unencumbered, carrying only an iron-shod staff and a disc with a curved surface representing the horizon. The disc is made of many woods and is inlaid with jade and turquoise. A bright golden sun-disc is set into the object. Fharlanghn is known to use the disc for divinations.

Since travel is perilous in much of the Flanaess, more folk now turn to Fharlanghn with offerings, if not actual worship. His priesthood is small, a wandering fellowship. Services to the Power are always outdoors, preferably under a sunny sky, and involve telling of traveler's tales, sharing stories of good people, and bestowing blessings on the worshipers while drinking ale and sharing simple food.

Fharlanghn's Priests

This is a small, wandering priesthood, ever eager to set foot on the road. The priests are practical folk, yet trusting and almost naive in their faith. Collecting tales of the road, recording them, or drawing scenes from far lands are the delight of these priests. They are kindly people who always offer generosity to other travelers. The priesthood does include some urban members, but these are often elderly priests whose traveling days are done.

Requirements: AB Std; AL NG, N; WP any nonedged weapon (staff 1st); AR nonmetal; RA brown or green robes, very plain and ordinary;



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SP Combat*, Creation*, Elemental (air, earth), Healing*, Protection*, Summoning, Travelers, Weather; SPL none; PW 1) all MV rates increased by 25%; 3) all ability checks for jogging/running made with +3 bonus; 5) *dimension door* (W4); 9) *wind walk*; TU nil.

Heironeous (The Invincible)

Heironeous is the champion of rightful combat and chivalrous deeds. He is the patron Power of those who fight for honor, justice, and the fair, good order of things. Clad in chain mail and hefting a great magical battle axe, Heironeous is portrayed as a youthful, tall man with coppery skin, auburn hair, and amber eyes, and is unsurprisingly handsome. He is a "beloved of the Gods"; his skin is said to be magically enchanted to break most weapons striking him, and he has many natural gifts given him by the Powers of lawful good.

Heironeous is typically a Power revered by officers, leaders, and paladins rather than the common warrior, but this is changing. Heironeous is strong as a fighter and as a protector, and this duality attracts many worshipers. He is widely revered

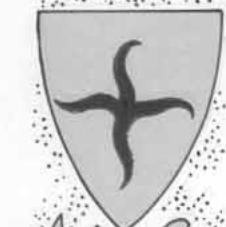
throughout the nonevil lands of the Flanaess.

Services to Heironeous include triumphal singing of battle hymns, offerings made to a copper statue of the Power, (such statues adorn most of his finely decorated temples), and sharing of strengthening foods—meat, full-bodied red wine (in moderation) and spiced, stewed kara-fruit.

Heironeous' Priests

This is a warlike priesthood that counts many elven and half-elven fighter/clerics and many human priests who have attained several levels of experience as warriors before becoming priests. The priesthood has a military organization and maintains excellent armories and systems of communication. Older priests are revered for their strategic skills and as teachers. Opposition of priests of the hated Hextor is mandatory. Possession of magical chain mail and/or a battle axe brings great kudos within the cult.

Requirements: AB Str 16 or Dex 16 or Con 16; AL LG; WP any (battle axe 1st); AR chain or plate only; RA dark blue robes with silver trim (senior priests have more ornate silvering); SP Combat, Guardian, Healing, Necromantic, Protection, Summoning*, Sun*, War, Wards*; SPL



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bolt of glory; PW 1) +2 to all saves versus *fear*; 4) *cloak of bravery*; 6) immune to strength-reducing magic (*ray of enfeeblement*, etc.); 11) *power word stun* (W7); TU turn at -2 levels.

Hextor

Hextor, Scourge of Battle, Champion of Evil, is patron Power of many evil warriors and a few humanoids. Hextor is portrayed as a six-armed, gray-skinned, gray-haired man with fiery red eyes, although he can assume a more handsome form. As befits a many-armed warrior Power, he employs a variety of weapons, as do his priests.

Hextor is worshiped by evil warriors and assassins, mercenaries and murderers. His following has always been strongest within the lands of the Great Kingdom, where his priests hold sway in many residual fiefs and attend upon Ivid. Services to him include discordant music from wind instruments, shouting and screaming, and the striking of iron weapons. The greatest temples are built on sites of great battles or bloodshed.

Hextor's Priests

These priests are skilled combatants and assassins, cruel and violent, bereft of subtlety while still being cunning and wily. The priestly hierarchy is rigid, dominated by strength and cruelty.

Requirements: AB Str 15 or Dex 15; AL LE, NE; WP any bow (and arrows or bolts), flail, fork, morningstar, scimitar, staff-sling; AR chain or scale; RA black robes adorned with white skulls or gray visages; SP Combat, Elemental (fire), Healing (rev), Law, Necromantic (rev), Summoning*, Sun* (rev), War; SPL none; PW 1) +1 bonus to Str; 3) may fight with two-handed weapons with no attack roll penalties; 5) *ray of enfeeblement* (W2); 9) once per day, double damage in melee for 1 round/level; TU nil.

Kord

Kord the Brawler is a Suloise Power appearing in two aspects: as a mighty, sword-wielding barbarian with powerful weaponry and armor, and as a muscular wrestler, brawler, and athlete. He is thus a Power of combat and strength. Not widely revered, Kord has a following among the barbarian peoples, parts of Ulek, and among Suel folk in Aerdi. Despite his power as a god of struggle and strife, few turned to him during the Greyhawk Wars, since he has no protective aspect.

Kord's Priests

Priests must be strong, well armed and trained, and able to maintain fitness and readiness for combat. This is a warrior priesthood, but it does not have aims of conquest, dominion, or strategic goals, since the Power is chaotic. Possession of a magical edged weapon is a major goal for many. If nonweapon proficiencies are used, those such as swimming, running, jumping, and blind-fighting are allowed to this priesthood.

Requirements: AB Str 16, Con 15; AL CG, CN; WP any; AR any metal; RA red with white trappings; SP All, Combat, Creation*, Healing*, Summoning, War*, Weather*; SPL none; PW 1) +2 to saves vs. *fear*; 4) *strength* (W2); 7) +2 to saving throws versus spells cast by lawful-aligned enemies; 9) may use Elemental (earth) spells.

Lendor

This very old Suel Power is referred to as "Prince of Time and Tedium," which explains why his reverence is almost extinct on Oerth. Said to be the Creator of the other Suel Powers, Lendor is distant, aloof, and preoccupied with the unfolding of events through time in all the multiverse.

Lendor's handful of worshipers are sages, old men, and others distant from everyday concerns. Services to this Power involve interminable recitations, officiated by elderly priests who find it difficult to recruit others to their faith.

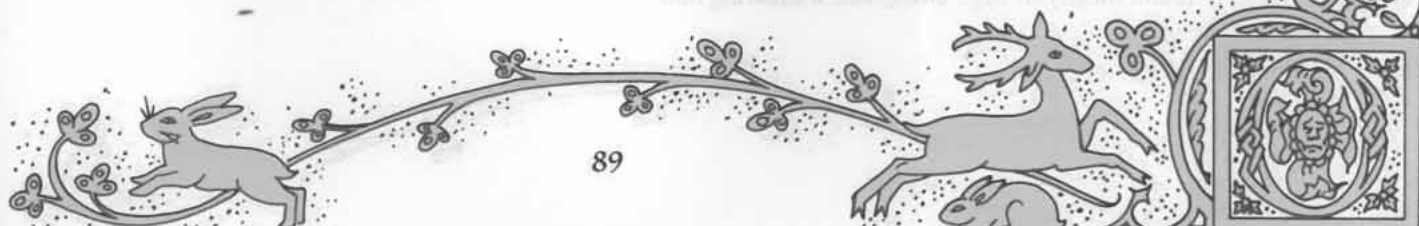
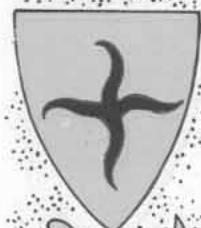
Lendor's Priests

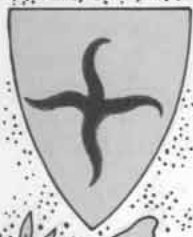
The priesthood of Lendor is elderly, rigid, and uncreative. This priesthood is preoccupied with ritual, formalities, and unswerving devotion to lawful neutrality.

Requirements: AB Int 14; AL LN; WP any nonedged weapon; AR leather, chain; RA silver robes adorned with a black circle containing a crescent moon surrounded by 14 stars; SP Astral, Divination, Elemental (air), Guardian*, Law, Numbers*, Thought, Time; SPL none; PW 3) *slow* (W3, reversed *haste*); 7) immune to time-affecting spells (*haste*, *time stop*, *temporal stasis*, etc.); 12) *time stop* (W9); TU nil.

Obad-Hai (The Shalm)

Obad-Hai is an ancient Flan nature deity, whose worship has spread throughout the Flanaess. He is a lover of wilderness and nature, a patron of druids,





and a friend to those who live in harmony with their natural surroundings. Because of his neutrality, there is enmity between him and Ehlonna of the Forests. He is most revered by druids who live in very wild places: those of the barbarians and other underpopulated lands.

Obad-Hai is represented as a lean, weathered man of considerable age, as if a hermit, pilgrim, or simple rustic. He can also appear as a gnome, dwarf, or halfling, and has his worshipers among those folk; he is also represented in the form of woodland animals of diverse kind. Shrines of Obad-Hai are usually wooden structures found in rustic settings. Services to him involve the consecration of living flowers, earth, water, and fire.

Obad-Hai's Priests

Obad-Hai's priests are treated as druids. The priesthood is non-hierarchical, treating each other as equals, irrespective of level. Age is a basis for deferment among them.

Requirements: AB Wis 14; AL N; WP as druids (staff 1st); AR as druids; RA simple russet garments; SP Animal, Charm*, Divination*, Elemental (all), Healing, Necromantic*, Plant, Summoning*, Sun, Weather; SPL none; PW as druids; TU nil.

Olidammara

Olidammara, the Laughing Rogue, is patron Power to many thieves and bards. He is portrayed as a wandering minstrel or vagabond, a slim man with chestnut hair and rakish beard, olive-tinted skin, sparkling emerald eyes, and green and gold clothing. Delighting in wine, women, and song, Olidammara is the eternal prankster and chaotic spirit. He is a master of disguise.

Olidammara's cult is steady within the Flanaess; in the darkest times, people must have some form of diversion lest they succumb to despair, and while they may not worship this Power, they are glad enough if one of his priests or clerics is on hand to bring laughter and song. His temples are not commonly found (neither is his priesthood), but services to him are light-hearted affairs, including much singing, chanting, music, feasting, and ample consumption of beers, ales, and wines.

Olidammara's Priests

This priesthood contains both urban priests, found mostly in large cities, and wandering min-

strel priests. These priests are not popular with lawfully-aligned priests of other Powers because of their general irreverence and fondness for upsetting established order. Olidammara's priests are required to sing or play a musical instrument.

Requirements: AB Dex 13 or Cha 13; AL CN; WP as thieves; RA robes of green, brown, green and brown, or green and black; SP Chaos*, Charm, Creation, Divination*, Healing, Protection, Travelers*; SPL none; PW 1) hide in shadows as thief, 5%/level; 5) *alter self* (W2); 7) *Tasha's hideous uncontrollable laughter* (W2); 10) *confusion*; TU nil.

Pholtus (of the Blinding Light)

Pholtus is a Power with a fixed resolve to show all creatures the One True Path. This "Path" allows no deviation, but gives absolute assurance of rightness. Pholtus is the sternest guardian of unbending Law, and a defender of rightful and just order. He is portrayed as a tall, slender man, clad in a white silk robe, with pale skin, flowing white hair, and bright blue eyes that shine with the inner fire of devotion. He holds an ivory staff shod with silver and topped with an electrum disc, the Silvery Sun.

Worshippers of Pholtus are often rigid, unbending folk, and many have taken refuge in a religion of such certainty after the war. The Theocracy of the Pale worships Pholtus in his Lawful Neutral aspect. There is friction between that nation and its priesthood and those who accept the image of Pholtus as a champion of good. Many paladins and some warriors revere Pholtus.

Services to Pholtus take place in consecrated buildings decorated in white. They include candle-burning and long sermons. The anthem of the worshippers is "O Blinding Light."

Pholtus's Priests

This priesthood is most active in urban districts. Priests continually seek to reveal the light of Pholtus to unbelievers. They brook no arguments, of course, and are generally disliked by most other priesthoods (especially those of the rival St. Cuthbert, and chaotic priests). The priesthood is well organized and strongly hierarchical; priests of levels 1-4 are Glimmering priests, those of levels 5-8 the Gleaming priests, those of levels 9+ the Shining priests.

Priests of Pholtus are expected to observe strin-

gent standards of morality and righteousness.

Requirements: AB Wis 14 or Cha 13; AL LG, LN (LN only in the Theocracy); WP flail, mace, morningstar, scourge, staff (1st), staff-sling, sling, warhammer; AR any; RA white robes (Glimmering) with silver (Gleaming) or gold (Shining); SP Charm*, Combat, Divination, Guardian, Healing, Law, Necromantic, Protection, Summoning*, Sun, War*, Wards*; SPL *dispel darkness, glow, reflect*; PW 1) *dispel darkness*; 5) *glow*; 9) *reflect*; 12) *holy word*; TU turn.

Procan

Procan is the Power of the seas and oceans, weather, and navigation. He is portrayed as a muscular, large man with blue-green skin and hair and golden eyes, armed with a great spear from which hangs fronds of seaweed. Procan is stormy and impulsive, prone to fits of temper, and is ever greedy for treasure, hoarding that which falls to the sea bed and jealous of the pearls and wonders of his own domain.

Fisherfolk and sailors seek to placate Procan. Small shrines to the Power are found in ports of any size. He has few worshipers, concentrated among those who live most of their lives at sea. Some sentient aquatic creatures worship Procan.

Services to Procan are always close to or upon the sea. They include offerings of gold or pearls cast into the waters, eating of fish and bread, and prayers for safe sea travel.

Procan's Priests

This priesthood is a simple, everyday sort, attentive to the lives of those who must earn their living on the seas. They eschew formal ritual and dress simply. It is considered good fortune by seamen to have a priest of Procan aboard ship!

Requirements: AB Con 14; AL CN; WP flail, mace, morningstar, net, staff, staff-sling, spear (1st), trident; AR leather; RA blue or green robes; SP Animal*, Chaos*, Charm*, Combat*, Divination, Elemental (air, water), Healing, Plant*, Protection, Summoning (aquatic creatures only), Weather; SPL none; PW 1) Swimming proficiency; 3) *water walk*; 6) *water breathing* (W4); 8) *airy water* (W5); TU nil.

Ralishaz (The Unlooked-For)

Ralishaz is the Power of chance, ill-luck, and unexpected misfortunes. He is also the patron Power

of gamblers and those who take unusual risks. Most often, Ralishaz will not reward the latter, but if he does, the rewards may be great indeed.

Ralishaz is portrayed in a variety of forms. He may appear as an idiot or dolt, a hideously wrinkled old man, a scabby beggar, or even as a beautiful maid. He employs only wooden weapons, usually a staff. He is a formidable purveyor of curses and magical aging, and has a gaze that can cause sleep.

Victims of misfortune may try to placate Ralishaz; gamblers invoke him; those in peril beseech him; those planning speculative, high-risk adventures will make offerings to him. His cult has grown somewhat during and after the war. Services to Ralishaz include playing semi-random note sequences on musical instruments, babbling paeans, the casting of *augury* spells, and wild interplays of light and darkness, heat and light, noise and quiet.

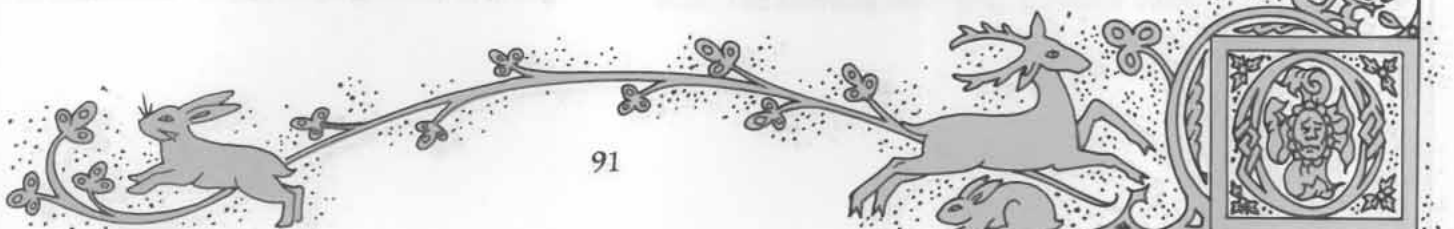
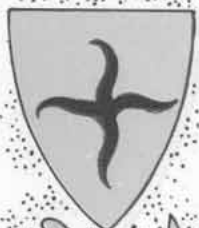
Ralishaz's Priests

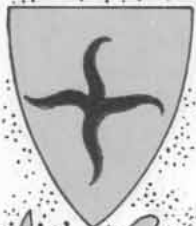
Priests of this Power are said to suffer misfortunes only rarely, but when they do, they are grave indeed. The priests tend to alternate between stoicism and wild endeavor. Casting *augury* spells plays a great role in their lives. They are often mean-minded or deceitful folk.

Requirements: AB Std; AL CN, CE; WP wooden weapons only (staff 1st); AR leather; RA robes of mixed, clashing colors; SP Chaos, Charm, Combat*, Divination, Guardian, Healing*, Numbers, Summoning*, Thought*; SPL *protection from misfortune*; PW 3) sleep by gaze, range 30 yards, one target creature, duration 3 turns, save versus spells negates; 5) may reduce damage from one melee blow against the priest to half; 7) *fumble* (W4); 9) gain saving throw (base 18) versus spells which normally allow no save; TU nil.

Tharizdun (Dark God)

What manner of Power Tharizdun is is unknown, although his name is associated with loss of strength and sanity, exhaustion and cold, fatigue, mind-bending illusions, depression, catatonia, and paralysis. Legend says that Tharizdun is banished and imprisoned in some unknown demi-plane, but there are those who strive to bring their old master forth. What manner of madmen, or which creatures, served him aeons





ago is unknown. The Scarlet Brotherhood is said to revere Tharizdun and to seek his release through the use of a mighty artifact of evil.

Worship of Tharizdun takes place in unknown subterranean temples of chill, darkness, and insanity. Such places are highly secret, and many are lost and ruined. Litanies of this Power are hideous in the extreme. Most folk feel that the less they know about the Dark God, the better they like it. Even mention of his dread name is held to be a danger.

Tharizdun's Priests

The sole duty of this priesthood is to free Tharizdun from his prison. They sacrifice all to this end. The extent and location of the priesthood is unknown.

Requirements: AB Wis 15; AL any evil; WP blunt weapons; AR none; RA black robes; SP Astral, Charm*, Divination, Elemental (all), Healing (rev), Numbers, Sun (rev), Thought, Time, Wards* (special note: priests may not currently use spells above 2nd level due to the Power's imprisonment); SPL none; PW 1) may use all cold-based wizard spells as priest spells of same level; 5) *suggestion* with accompanying visual illusion if appropriate (W3); 9) *Otiluke's freezing sphere* (W6); TU command.

Trithereon (The Summoner)

Trithereon is the Power of individuality and the right to self-protection. His symbol, a pursuit rune, indicates the need to strive for liberty and to seek to bring an end to those bent on abridging life or freedom.

Trithereon is depicted as a tall, well-built young man with red-gold hair and gray eyes. He wears pale blue garb with golden chain mail, and carries a broad-bladed spear, a broadsword, and a scepter. It is said that Trithereon is able to summon many creatures to aid him in battle.

Trithereon's aspect as a Power of protection and revenge on wrongs appeals greatly to many people. In borderlands such as the Highfolk, Sunndi, and northern Furyondy, and especially to those seeking to regain lost homes (Geoff folk, Sterish, Ulek, Shield Land exiles), he has a burgeoning following. Even in a well-ordered land such as the Yeomanry, this chaotic, freedom-fighting deity finds many passionate converts. This is the strongest-growing cult in the Fla-

naess, together with that of St. Cuthbert. Services to Trithereon include ceremonial flames, bell-ringing, displays of weaponry, and the triumphal procession of new converts to the faith.

Trithereon's Priests

In rural areas, the priests are spies and border skirmishers (where appropriate), and they work with woodsmen and demihumans to keep vigilant watch against despots and evil humanoids. In urban areas, the priesthood gives training in self-protection and weapon use, regularly practices battle tactics, and recruits rangers and thieves to teach priests the skills of covert conflict.

Requirements: AB Std; AL CG; WP any (spear 1st, broadsword 2nd); AR chain; RA blue robes; SP Astral, Chaos*, Charm*, Combat, Guardian, Healing, Necromantic*, Protection, Summoning, Sun*, Travelers*; SPL none; PW 3) can backstab with an edged weapon for double damage; 5) may use monster summoning spells from the wizard list as if priest spells of the same level; 8) *animal summoning I*; TU nil.

Ulaa

Ulaa is the patron Power of miners, hillsmen, mountaineers, and quarrymen. She has some following among the demihumans engaged in such tasks, and is often portrayed as a dwarf or gnome. In her more typical human portrayal, she is shown as a plain-faced, strong, determined woman with skin as hard as stone, clad in chain mail and hefting a military pick and great warhammer.

Ulaa's following is concentrated in hilly rural lands such as the Kron Hills and Flinty Hills. Nearly all her temples are underground. Services include displays of gemstones and fine minerals, rhythmic hammering on stone, and chanted hymns.

Ulaa's Priests

This priesthood is strongly community based. The priests watch over the maintenance of mines and quarries, use spells to ensure the safety of those who work therein, and work with priests of other races. A special note regarding their granted powers: like rangers, priests must choose a racial enemy, typically a hill-dwelling humanoid or giant race (ogres, gnolls, orcs, etc.).

Requirements: AB Str 13 or Con 14; AL LG, LN; WP club, flail, hammer, staff, military pick, sling, warhammer; AR metal; RA brown, green, or brown-green robes; SP Combat, Divi-

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nation, Elemental (earth, fire, water), Guardian, Healing, Necromantic*, Protection, Wards; SPL *command earth*; PW 1) +1 to damage versus special enemy race per 4 levels of experience (round fractions up), *detect invisible* (objects) (W2); 4) *dig* (W4); 7) *passwall* (W5); 10) *transmute stone to flesh* (W6); 12) immune to Elemental (earth) attacks; TU nil.

Wee Jas

Wee Jas is the Suloise Power of magic and death. She is portrayed as an attractive, well-dressed young woman, but her necklace—an ivory skull set against a ring of fine fire rubies—gives away her nature. Wee Jas is primarily lawful, but she inclines toward evil through her preoccupation with power.

Wee Jas is not widely revered even among Suel folk, although it is said that some of the Scarlet Brotherhood look to her magical powers with devotion. However, funeral rites among the Suel, even the barbarians, usually involve a small offering to her to protect the soul of the departed. She is a protector of the dead, and her priests are only rarely allowed to command undead creatures, having to commune with Wee Jas to see if this is acceptable to her.

Services to Wee Jas include the reverent flattery of fine icons of her (she is a vain Power), offerings of finery and gems, and magical fires.

Wee Jas's Priests

Wee Jas's priests are officiators at funerals, maintainers of graveyards, and ardent students of magic and arcane lore. The priesthood has rigid ordering and demands absolute obedience from its juniors.

Requirements: AB Int 13; AL LN, LE; WP as wizards; AR none; RA black (evil) or gray (neutral) robes; SP Astral, Charm, Combat*, Divination, Elemental (all), Guardian, Healing, Law, Necromantic, Protection, Summoning, Sun*, Thought, Time, Wards*; SPL *ability alteration*; PW 3) +1 to saves versus magic; 6) may use 1st- and 2nd-level wizard spells from the Enchantment/Charm and Illusion schools as priest spells of same level; 9) may use wizard spells of 1st through 4th level from the schools of Alteration, Enchantment/Charm, Illusion, and Invocation-Evocation as priest spells of same level, and may use magical items normally only usable by wizards; TU command (but see above).

Zilchus

Zilchus is a Power who oversees affairs of money and business, but is also a temporal power concerned with prestige and influence. Zilchus is a Power revered by those who are fair, scrupulous in their dealings, and honest; shady merchants do not look to this Power.

Zilchus is portrayed as a middle-aged, smiling man with thick curly brown hair and brown eyes, tanned skin, and a dignified demeanor. He is richly dressed, but without ostentation or finery. He carries a purse full of gold, and also a flail with which to chastise the dishonest.

Zilchus's faith has always been widespread throughout the central Flanaess and remains so, for when trade is brisk, honest dealings are more important than ever. Zilchus's aspect as a Power of prestige and influence is somewhat lessened by the rise of more martial deities, but his priests are still listened to by most rulers because of their honesty and diplomatic skills.

Zilchus remains primarily a Power revered by the well-to-do and noble, rather than the common folk. Services to Zilchus involve incense burning, small offerings of goods, sermons, and homilies.

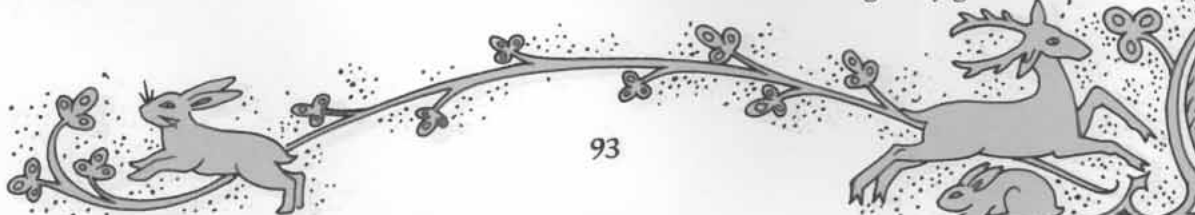
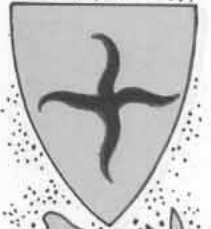
Zilchus's Priests Many of the priests are themselves merchants, nobles, or in a position of temporal power; this is regarded as a sign of one's worth. Priests strive hard to mediation and diplomacy, and tend to get on well with priests of Rao (who gently chide them for their worldliness).

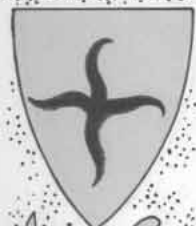
Requirements: AB Wis 13, Cha 13; AL LN; WP any blunt weapon (flail 1st) or short sword; AR chain; RA white or gray robes with silver trim; SP Charm, Divination, Guardian, Healing*, Law, Necromantic*, Protection*, Summoning*, Travelers*; SPL none; PW 1) +2 to saves versus mind-controlling or mind-reading spells (*ESP, hypnotism, magic jar, magic mirror*, etc.); 3) know value of goods to within $\pm 5\%$ (except for rarities and nonesuch items); 7) +1 to Cha score; 9) *true seeing*; TU nil.

Demigods

Iuz (The Old)

The Cyclopedia of the Flanaess chapter in this book gives full details of Iuz, his lands, and his evils. The following entry gives statistical infor-





mation for Iuz.

Iuz can be slain while on the Prime Material plane. If this happens, he is banished to the Abyss where he has a hidden *soul gem* (other Powers cannot be slain on the Prime Material since they appear only in avatar form).

Iuz can appear as a 7'-tall, red-skinned, steely-fingered fiend, or as a shriveled old man five feet in height (he can take many forms; these are simply his habitual ones).

Statistics (as 16th-level Priest): AC -4 (-8 with cape); MV 18; HD 36; hp 165; #AT 1 (2); Dmg 1d10+12 or 1d4+10/1d4+10 (talons); Str 21, Dex 18, Con 18, Int 18, Wis 20, Cha 18; MR 45% (65% with cape); SZ L (7') or M (5'); THAC0 10.

In his fiendish, taller form, Iuz usually employs a two-handed sword +3. In his old man form, he attacks with talons and can also generate a disgusting spittle which he can spit, once per round, at one target within 10 feet. Any creature hit by this vile fluid ages 1d6 years (no save). Furthermore, the body part struck becomes numb and is useless for 1d4+1 rounds (roll 1d12: 1 = head, 2/3 = weapon arm, 4/5 = shield arm, 6/7 = right leg, 8/9 = left leg, 10-12 = torso. A torso hit makes a character collapse in pain, remaining conscious but unable to perform actions. A hit to the head brings unconsciousness).

In either form, Iuz is unaffected by nonmagical weapons. He has 90% ability in all thief skills. His magical cloak, of deepest black, is a *cloak of protection* +4 which adds 20% to his magic resistance. He can cast spells from the following spheres: Chaos, Charm, Creation, Divination, Elemental (air, fire), Guardian, Healing (rev), Necromantic (rev), Protection, Summoning, Sun (rev), War, Wards, Weather. In addition to spells, which he casts as a 16th-level priest, he has the following innate magical abilities:

- At will, Iuz can cast each of the following, one per round: *finger of death*, *invisibility*, *phantasmal force*, *protection from good* 10' radius, *wall of force*.
- Twice per day each, one per round, he can cast *dispel good*, *dispel illusion*, *dispel magic*, *true seeing*.
- Once per day each, one per round, Iuz can cast *anti-magic shell*, *command* (2 round duration), *gate*, *harm*, *limited wish*, *symbol*.

Iuz has many magical items looted from the Hierarchs, Shield Lands, and elsewhere. His throne has many magical properties, his palace holds a permanent gate to the Abyss, and so on. Iuz's resources are great indeed.

Iuz's Priests

This priesthood is cruel, barbaric, and sadistic. The priests revel in cruelty and inflicting fear on those weaker than themselves, and they forever try to outdo each other. The more exalted members of their ranks who become part of the Boneheart (three echelons of six members, though not all are priests) keep quiet in Iuz's presence unless commanded to speak. Senior priests are now token rulers of many provinces of Iuz's expanded domain, although Iuz holds them responsible for events therein, so this is a mixed blessing.

Trophy hunting is important to Iuz's priests, and a fine array of stuffed and mounted heads brings approval and esteem. Possession of a true work of art (e.g., an embalmed and stuffed paladin) gains considerable kudos for the owner.

Requirements: AB Std; AL CE, NE; WP club, dagger, flail, knife, mace, staff, staff-sling, sling, two-handed sword; AR any; RA black or bloodstained white robes; SP Chaos, Charm, Combat, Divination, Healing (rev), Necromantic (rev), Summoning, Sun (rev); SPL *screaming skull*, *vampiric fog*; PW 3) *change self* (W1); 5) +2 to saves versus spells cast by good-aligned spellcasters; 7) *fear* (W4); 9) *enervation* (W4); TU command at +1 level.

Mayaheine

The cult of Mayaheine is one considerably on the increase in beleaguered, nonevil Flanaess lands, for Mayaheine is a demipower of protection and survival. Mayaheine rose from mortal ranks as an epic hero, a paladin of Pelor. She does not originate from Oerth and has traveled, with Pelor's aid, from some unknown alternate world in the Prime Material. Flanaess folk see this act as potential salvation and revere her for coming to aid them (Pelor's cult has improved its standing, too).

Mayaheine is portrayed as a strikingly tall (6' 4") woman of some 30 years of age, tanned of skin, with blue eyes and auburn-gold hair. She wears silvered plate mail and hefts a magical bastard sword. She is a fine warrior, but above all,

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she is a protector. Tales of her always involve her seeking out protective magical items and giving them to others in need, and fighting to defend beleaguered communities. Mayaheine strives to defend the poor and downtrodden. She is a defender-on-the-ramparts figure, armed with a deadly longbow said to fire almost to the horizon. Her magical shield is said to be capable of melding into stone and protecting city walls from fire, frost, and magical assault.

Services to Mayaheine include hymn singing with the congregation linking arms, consecration of weapons, armor, and shields, and collection of alms for the needy. Her priests are few, since the cult is young.

Mayaheine's Priests

This priesthood is still organizing itself, often under the auspices of priests of Pelor, to whom Mayaheine's priests are most respectful. The priests are often young, and they train for combat using self-defense exercises. Traveling priests aid border communities in constructing defenses.

Requirements: AB Str 14 or Cha 13; AL LG; WP bastard sword, mace, flail, lance, longbow (and arrows), long sword, staff; AR chain or plate; RA white robes with gold trim; SP Charm*, Combat, Guardian, Healing, Law, Necromantic*, Protection, Sun, Wards; SPL none; PW 3) *protection from evil* 10' radius, double duration; 5) *cloak of bravery*; 9) may use 6th-level spells from spheres of Protection and Wards; TU turn.

Zagyg (The Mad)

Zagyg is the Mad Arch-mage, servitor of Boccob, the demipower of humor, eccentricity, and occult studies. He is mad inasmuch as none but his master seem to be able to fathom his reasoning and sense of humor. Zagyg has no priests and very few worshipers.

Zagyg is rarely portrayed, since he can appear in any guise he wishes, but the few portraits that exist show a balding, white-haired, portly fellow with a wide smile and eyes inscrutably closed. This depiction bears a striking similarity to Zagig Yragerne, the lunatic of the Free City of Greyhawk who initiated the construction of its infamous Castle. Sages usually consider the two to be one and the same. Whether the demipower

took mortal form, or the mortal became a demigod, is unknown.

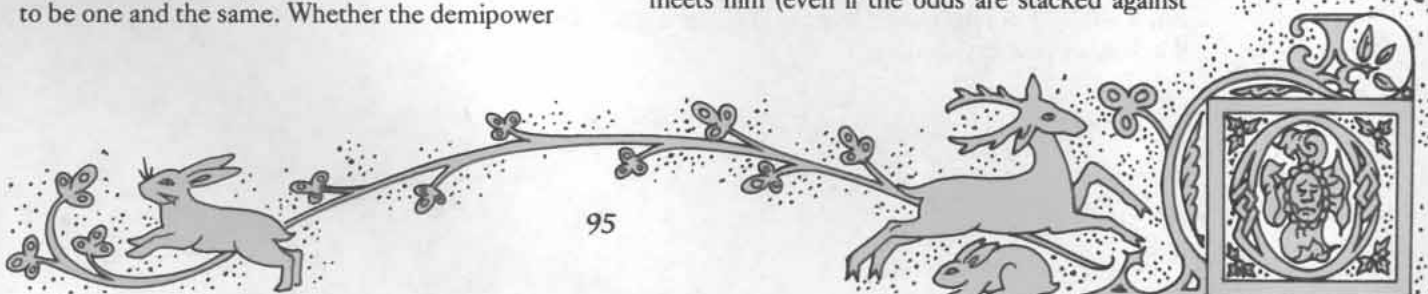
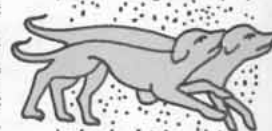
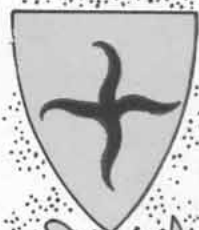
Zagyg receives small offerings and homages from time to time, from sages and scholars studying difficult and arcane areas of lore. Whether Zagyg takes any notice of this is unknown.

Relations Between Powers

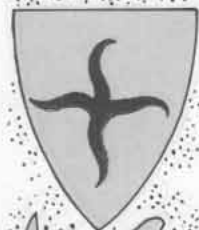
In the entries above, some mention has been made of relations between Powers and their priests (such as the enmity between Pholtus and St. Cuthbert). The most important allegiances and oppositions obviously have great impact when priests deal with each other (and when other followers meet). Interpret the guidelines that follow according to the situations; priests of St. Cuthbert may detest those of Pholtus, but if a priest of St. Cuthbert finds himself in the Theocracy of the Pale, he isn't going to announce this loudly. Also, there will be individual differences. Just because priests of Rao and Zilchus generally get on well, this doesn't mean they all do. If you're a young priest of Rao and a lively priest of Zilchus became engaged to your sister and left her standing at the altar, you're not going to like him much.

Priests of Beory are well disposed to those of Ehlonna and Ulua. Priests of Incubulos and Nerull have a wary respect for each other, but don't cooperate unless faced with a common enemy of good. Priests of Boccob and Istus tend to have cool, formal relations with all other priests. Priests of Pelor and Mayaheine are on excellent terms; the latter defer to the former, just as Mayaheine serves Pelor. Pelor's priests have warm relations with those of Rao, and in turn, Rao's priests have warm relations with those of Zilchus. There is some chiding between them, for Rao's priests say that Zilchus's priests are too materialistic; Zilchus's priests say that Rao's followers are too idealistic. But there is a genuine liking by each for the other.

Celestian and Fharlanghn, being brothers, have priests who actively aid each other and cooperate extensively. Heironeous and Hextor are likewise brothers, but there is deep hatred between them and a priest of one of these Powers will seek to slay a priest of the other Power whenever he meets him (even if the odds are stacked against



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success). Pholtus and St. Cuthbert likewise have enmity, and their priests strive to diminish the influence of the other cult; but, since both Powers are strongly Lawful, underhanded means are not acceptable. They will work together against evil and chaos if they must.

Ehlonna and Obad-Hai are rivals, although their druids and priests tend to live in very different areas. The priests are cool and formally polite to each other rather than hostile. Ehlonna is the Power who has the best relations with the elven Seldarine (see below). Trithereon is a law unto himself and his priests care little for the attitudes of others. They are suspicious of lawful priests, even if lawful good.

Olidammara's priesthood is a group of pranksters who love making lawful, stuck-up, pompous priests look foolish. They have no true enmities, simply a liking for making everyone realize that life is too important to take seriously. Priests of Heironeous are uncertain about Mayaheine's cult, since its precepts are similar to their own, but the prevailing view is that Heironeous is a battle god and Mayaheine is a protector, so the roles fit together.

Hextor's priesthood is a hateful one which has no respect for any other. Priests of Iuz are feared by all, and opposed by all other evil priesthoods. The very mention of Tharizdun is enough to make any priest of another Power shudder.

Other priesthoods tend to be indifferent to others because their Power has very specific areas of concern (such as Procan or Kord).

Demihuman Powers

Demihuman Powers of Oerth are fully documented in the sourcebook *Monster Mythology*. It is impossible to give full details of them here. For reference, the demihuman Powers that have significant followings (more than 5% of the race in question) are listed below. Those marked with an asterisk (*) are female.

Elves: Corellon Larethian (Creator; magic, arts and crafts, war), Sehanine the Moonbow* (mysticism, dreams, far journeys, death, and transcendence), Aerdrie Faenya* (air, weather, birds), Erevan Ilesere (trickster, mischief, rogues), Hanali Celanil* (romance, love, beauty), Labelas Enoreth (time, longevity), Solonor Thelandira (archery, hunting).

Dwarves: Moradin (Creator; smithing, crafts, war), Berronar Truesilver* (safety, truth, home, healing), Clangeddin Silverbeard (battle, war), Dumathoin (mining, exploration), Muamman Duathal (expatriates, urban dwarves, travelers, exiles), Vergadain (wealth, luck).

Gnomes: Garl Glittergold (Creator; protection, humor, gems, smithing), Baervan Wildwanderer (forests, nature, travel), Baravar Cloakshadow (illusions, protection, deception, hatred of goblinoids), Flandal Steelskin (mining, smithing, fitness), Gaerdal Ironhand (protection, vigilance, combat), Segojan Earthcaller (earth, nature).

Halflings: Yondalla* (Creator; protection, fertility), Arvoreen the Defender (protection, vigilance, war); Brandobaris (stealth, thieves, adventuring), Cyrrollalee* (friendship, trust, home), Sheela Peryroyl* (nature, agriculture, weather).

Goblinoid Gods

Space constraints do not permit details of the goblinoid (and giantish) gods to be given here. A full account is given in *Monster Mythology*. For reference, a listing of the Powers that have significant (more than 5% of the race) followings in the Flanaess is given below. Powers usually portrayed as female are marked with an asterisk (*).

Orcs: Gruumsh (Creator; war, territory), Bahgtru (strength, combat), Ilneval (warfare, especially for leaders), Luthic* (fertility, medicine, servitude), Shargaas (darkness, thieves), Yurtrus (death, disease; many placate, few revere).

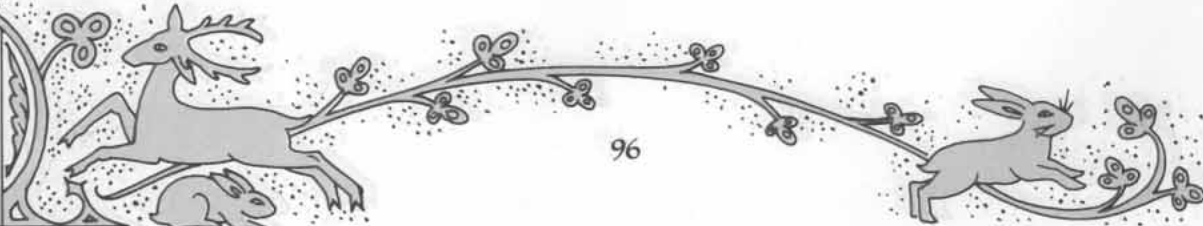
Goblins and Hobgoblins: Maglubiyet (Creator; war, rulership), Khurgorbaeyag (slavery, oppression, morale, goblins), Nomog-Geaya (war, authority, hobgoblins).

Bugbears: Hruggek (battle, death), Grankhul (hunting, senses, stealth).

Kobolds: Kurtulmak (Creator; war, mining), Gaknulak (protection, stealth, trickery, traps).

Gnolls: Yeenoghu (ghouls, gnolls, paralysis).

Ogres (also Hill Giants and Ettins): Grolantor (war, pride, force).





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1064XXX1402

Advanced Dungeons & Dragons®
2nd Edition

GREYHAWK® adventures



Campaign Book

GREYHAWK® adventures

Boxed Set

From The ASHES Campaign Book

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The New Greyhawk

The purpose of this Campaign Book is to detail a local campaign setting within the world of Greyhawk, providing much more detail about a smaller area than is possible in the Atlas of the Flanaess. The area of focus is the expanded lands around the Free City of Greyhawk. This book is not unusable for readers who do not possess *The City of Greyhawk* boxed set, but its value is enhanced by possession of that earlier work. This Campaign Book contains four sections:

The Free City: This section describes recent events in the City of Greyhawk and changes that have taken place following the war. *The City of Greyhawk* boxed set was set in early 582 CY, and thus some three years' worth of updates have been included; obviously, full use of this material depends on possession of that boxed set.

Atlas of Greyhawk Lands: This lengthy section provides entries for towns, castles, ruins, mysterious locations, humanoid and demihuman populations and enclaves, mercenary groups, cults, and cohorts of the area covered on the poster map that accompanies this book. A few of these entries refer to locations already described in the first book of *The City of Greyhawk* boxed

set (*Gem of the Flanaess*, hereafter *GoF*), and, in these cases, a brief description is given with notes on changes since 582 CY, as well as a reference to the fuller entry in the earlier source. This allows more detail to be given to new locations in the large swath of territory now controlled by the Free City.

Heroes and Villains: Profiles are given for a large number of individual NPCs and major adventuring, mercenary, and other groups of special importance to the campaign setting. The second book in *The City of Greyhawk* boxed set (**Folk, Feuds and Factions**, hereafter *FFF*) detailed many NPCs. The newcomers described here often have relationships with those earlier luminaries; this is noted and referenced. Reference Card 13 gives a complete alphabetical listing for all major NPC entries for this Campaign Book and for the earlier source, making reference much simpler for the DM.

Adventures in Greyhawk: This chapter gives an abundance of adventure themes suitable for all levels of character experience, for DMs to develop as they please. Cards 15-20 provide complete, short scenarios which can be used as they stand.



The Free City

Changes to particular places and people within the Free City have been minimized here, so as not to interfere greatly with existing campaigns that have used *The City of Greyhawk* boxed set as a basis for adventuring. However, while the Free City was not directly involved, a continental war has been raging around it, and the rulers of the city are faced with many changes they must adapt to. These changes are divided into several sections, although they are clearly interlinked: physical changes, social, economic, political, religious views, "temple politics," and changes in relations with other lands of Oerik. A final section provides updates for specific NPCs from the FFF book whose lives have changed significantly during the last three years.

Physical Changes in Greyhawk

One major physical change occurred right at the end of the war, when the mysterious magical debacle preceding the signing of the Pact of Greyhawk led to a sweeping conflagration affecting areas of the Old City. Since only one winter has followed this event, repairs have barely been started. Following is a list of changes that have occurred within the Old City (GoF, pp. 84-90).

The Great Hall of the Thieves' Guild (T21) was damaged by the fire, but its magical defenses prevented major catastrophe and internal repairs are well under way. Approximately 20 buildings along Thieves Way were wholly burned down, including locations T20 (Devin Halfhock's Pawnshop) and T19 (Zorbo's House of Fun). Likewise, some 25 buildings on either side of Dim Road were burned down, including locations T22 (Black Orchid Boarding House) and T23, the City Depot. The latter is being rebuilt. A temporary edifice, erected with *minor creation*, *major creation*, *wall of iron*, and *wall of stone* spells, together with a large tent complex, currently houses the functions of the chief engineer's many hirelings and charges.

All the buildings between locations T21 (Great Hall) and T18 (the Great Burn) were burned down. Around these areas of wholesale incineration, an area of similar size (it spreads north to the wall of the Old City and southeast almost to

Snake Street) suffered lesser fire damage.

In the spring of 582 CY, approximately one-half of these buildings are being rebuilt or restored, while the others are dilapidated ruins whose owners cannot afford to pay for their restoration. Street urchins, beggars, impoverished thieves, and some of the poorest refugees of Greyhawk City live as best they can in these areas.

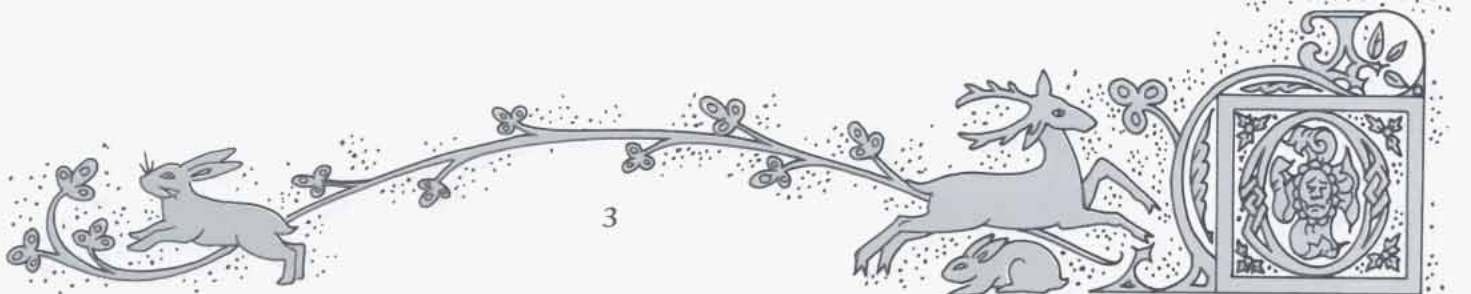
A second physical change of importance is the swift establishment of a complex of ambassadorial buildings on the east side of Wharf Road in the High Quarter, south of the Wheel of Gold. This has been done to house the many new ambassadors resident in the Free City; of these, two have chosen to live elsewhere (the Aerdi and Scarlet Brotherhood ambassadors). Nerof Gasgal has proved wily here; he owns the Wheel of Gold gambling house, a real den of thieves. The brainwave of building wonderful new residences a stone's throw from his army of thief-spies was a stroke of old-style cunning.

Aerdi's ambassador is forced to live at the ambassador's complex against his will. No place he considered acceptable would rent to him, given his offensiveness. Details of ambassadors are given below and in the *Heroes and Villains* section of this book.

This complex of buildings is surrounded by a wall, is extensively patrolled by the City Watch and Nightwatchmen (who will allow members of the Thieves' Guild to pass freely if Nerof requests this), and has some impressive internal security measures!

Social Changes in Greyhawk

The general social atmosphere among the common folk of Greyhawk has not changed much during the war years. Neither has the stratification of society, attitudes of the different classes toward each other, social customs, and the like. The same festivals are celebrated as before. General, sweeping social changes (as opposed to political ones) have not really affected the populace, but there are two exceptions to this; both concern outsiders.



The Free City

The Rhennee

First, the Rhennee barge folk are regarded with increasing suspicion by most Greyhawkers. It is widely believed that at least some of them are in league with Iuz, act as spies within the city, and attack shipping on the Nyr Dyv with the aid of vessels Iuz has captured from the Shield Lands. There is some truth in all this.

It is also true that some Rhennee travel to Admundfort in order to trade with Iuz; this isn't illegal, but it creates distrust among others.

In the River Quarter in particular, fights frequently break out between Rhennee and other folk; these fights are more serious than before the war. Bodies with daggers in their backs are frequently fished out of the Selintan these days. City watches do not enter the River Quarter unless they are at least a dozen strong.

The Rhennee themselves have become more insular and distrustful. They are themselves divided between those who are happy to accept Iuz's coin and those who are not, but their clanishness and anger at attacks upon them by outsiders maintain group cohesion. The situation is exacerbated by the fact that the Rhennee are responsible for so much of the water trade upon the Nyr Dyv that they have to be tolerated by the authorities, who cannot act against them even if they wished to mount a clampdown.

Refugees

The second general social change is the problem of refugees. Nearly 10,000 people have fled to the Free City during the wars, for a variety of reasons. Nearly half the influx has been of Nyronese who have abandoned their impoverished and threatened land. The displaced also include Furyondians and Urnst people escaping conscription, Bandit Kingdom folk with no home left to them, Tenhas who are unhappy in Urnst, and exiled Shield Landers.

A minority of these people do not present a problem, since they are skilled artisans, scholars, scribes, mages, and suchlike. Some create political problems for the authorities by their very presence and activities; but, more generally, the bulk of unskilled and semi-skilled refugees has created social tensions in the city.

Overcrowding in the poorer parts of the city (River Quarter, Old City, Shack Town, and also the Foreign Quarter) is a problem, since many refugees who could bring a few of their belongings to Greyhawk have ended up there. Of course, overcrowding breeds disease, conflict between national groups, and worse. Native Greyhawkers blame the newcomers for a long list of problems: stealing their jobs (many refugees will work for a pittance); undermining Union and Guild authority (refugees have been used to attempt to break the monopoly of weaker Guilds and Unions in order to drive down wages); crime (outsiders are prime targets for blame); disease ("they brought the pox with them"); and much else of what goes wrong in their day-to-day lives.

Some of the social institutions of the Free City have managed to absorb some of these tensions. The Beggars Union has accommodated disabled war veteran refugees, for example, but anyone shamming gets short shrift (comically, only native Greyhawkers are allowed to sham by the Union). Refugees with real skills have accepted the authority of native Guilds and been taken into membership for the most part. Priests of deities such as Rao and Pelor have worked hard to mediate disputes and head off conflicts between natives and newcomers. Some refugee groups have informally elected councils that meet with representatives of the Directing Oligarchy and the temples in order to smooth things out.

Still, Greyhawk's reputation as a cosmopolitan city is under strain these days. Social tensions break out into violent conflicts from time to time. The drunken revels of Needfest 585 CY degenerated into the locals killing 32 Tenha refugees in Shack Town, angry at losing work (insecure at the best of times, as simple laborers) and fed up with what they saw as the arrogance of the newcomers. This was exceptional, but serious assaults due to similar causes are almost a daily occurrence in some city areas.

Economics of the Free City

Greyhawk is faced with a problem: the volume of trade has declined by some 20% since the beginning of the wars. This is due both to a decline in the amount of surplus goods many countries can offer for sale, and the hazards of transporting what is available. Since much of Greyhawk's revenue comes from trade taxation, this has severely affected the city's coffers.

There has been an increase in tax income from the lands newly ruled by the Free City, but this has, in large part, been offset by the extra expenditures needed to maintain garrisons to protect them.

At the same time, the city is beleaguered by desperate appeals for aid from Furyondy and Nyrond, although these relations must be covert (see *Politics of Greyhawk*). Nerof Gasgal and his advisers are being squeezed between diminished resources and the need for more expenditure. A range of changes to city life reflect this dilemma.

For the time being, no major tax changes are being applied to trade. Increased taxes, it is believed by some, would simply push the volume of trade down further, and possibly decrease revenue in the medium to long term. At least, those who hold this view have held sway in the heated arguments of the Oligarchy. So, extra monies must be found elsewhere. Glodreddi Bakkanin, the sinister head of the Greyhawk Revenue Service, has come to the fore with a range of ideas on this score.

First, the criminal code of Greyhawk has undergone significant change. Many crimes previously punishable by imprisonment now incur fines and forced labor (cutting city costs and increasing monies available for other purposes). Fines have been generally raised (increase heavy and standard fine values from FFF, p.12, by 10-15%).

Forced labor means exactly that these days, and more work is demanded than before to pay for one's crimes. (A side-effect of this is that some Greyhawkers are losing jobs, increasing social tensions with refugees.) The workhouses of Greyhawk are grim places these days, but an increase in mortality is made up for by increased vigilance by the authorities which ensures a ready supply of new bodies.

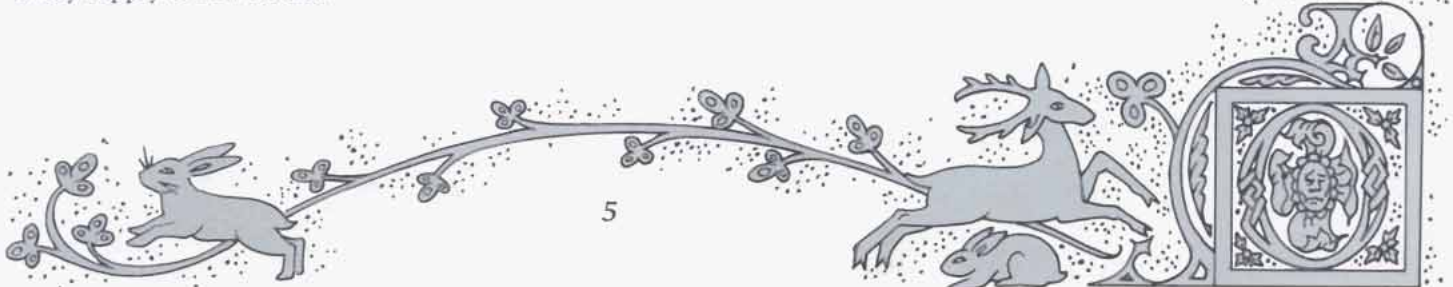
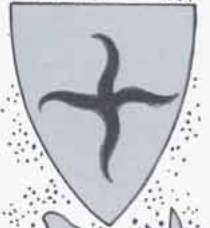
A second big change is that the wealthy have been saddled with new taxes. Nobles must pay a 1 gp "entitlement tax" each week they are resident in the Free City. Temples must pay 5 sp per week for each resident priest; this has caused considerable friction with temples devoted to charitable works and the like (notably that of Pelor), but despite grumbling, the temples have paid the monies.

Ambassadors of foreign states are required to pay a Residency Fee for their establishments (100 gp per year), in addition to rents, plus 50 gp per person in their diplomatic entourage (Nerof cunningly got this accepted in the small print of the Pact of Greyhawk; see the following section).

The Fire Tax, ostensibly for rebuilding those parts of the Old City decimated by fire, has amassed a surplus. Some of the residents who lost property (and therefore are eligible for aid from the tax monies) died in the fire without survivors able to claim compensation. Some survivors of the fire moved to Verbobonc, Dyvers, or farther afield.

Nerof Gasgal has justified these tax increases on the grounds of decreased revenues from trade taxation, a plausible reason which most accept. He has also cunningly imposed a Gambling Tax, such that casinos and gambling dens must pay 5% of their profits or a fixed sum (as decreed by Glodreddi) each month. Since everyone knows that these places are run by thieves, and thieves rule the Free City, this gives the appearance that Nerof is being even-handed, which has helped to make these changes more acceptable to those paying out more tax. In actuality, half this levy is returned to the proprietors!

Finally, Glodreddi has a range of other schemes for raising money. The Directors created ten new petty-noble titles (Lord Warden of the Gnarley, Baron Puissant of Highroad, etc.) when political control was extended. These titles are actually quite meaningless in terms of power and authority (outside of very minor empowerments), but they sound grand, and they have effectively been sold to the highest bidder. A few refugees were able to bring money with them, and the newly-enobled Tenha Knight Pursuivant Protector of Grossettgtrottell is believed to have coughed up some 15,000 gp for his mouthful of a title.



Each Needfest, these minor nobles meet with the Directors at a Grand Administrative Council, which helps swell their sense of self-importance (although the Directors completely ignore anything they say, for the most part).

Glodreddi is currently working on a scheme allowing purchase of special burial sites in the walls of Greyhawk, with commemorative plates and plaques and suchlike for any who can cough up the cash. More schemes of this ilk are surely in the pipeline.

Politics of Greyhawk

The Pact of Greyhawk

This pact led to a formal cessation of hostilities between Iuz, Furyondy/Veluna, Keoland and allies, Nyron and Urnst, the Scarlet Brotherhood, and a representative of Ivid the Overking. Those not included were the humanoids of Pomarj and Bone March, Ratik, the barbarians, other Aerdi rulers, and the exiled leaders of vanquished lands.

The global political picture regarding accepted boundaries is reflected in the world map, of course. Free trade was permitted, in theory, between states and nations, but distrust has minimized it. Of course, certain powers wrung their hands at their inability to control the enthusiasm of certain rebel mercenaries, humanoids, or partisans within their lands. These powers expressed their deep regrets at not being able to wholly prevent skirmishes from within their lands (Iuz's representative feigned especial regret at this), so peace is not exactly complete.

As far as the Free City is concerned, the major change produced by the Pact is that permanent ambassadors of the major signatories are now resident in the Free City. In theory, this is to allow any breaches of the Pact to be discussed by these representatives on short notice; this stipulation in the Pact was at the insistence of the Scarlet Brotherhood, masters of intrigue and espionage. Nerof, of course, added the fine print that ensured payment for the privilege of keeping an ambassador in the city.



Two important changes have occurred as a result of this element of the Pact:

- The deception involving Aaron Strachan fostered by Furyondy (FFF, p.8) has been abandoned. It is not credible that such an old fool would be the ambassador of this major power. "Aaron" was simply shipped out one day, and Elskan Samarade reverted to his true identity.

- A number of new ambassadors have arrived in the Free City. These are: Almerin Skiari, Ambassador of Keoland; Parras Haddaraith, Ambassador of Veluna; Delmanarah Efrine, Ambassador of the County of Urnst; Sir Ranald Immanen, Ambassador of Nyrond; Count Kyrine Nauxanth, Ambassador of Aerdi; Pyremiel Alaxane, Ambassador of Iuz; and Elder Brother Ghrigiel, Ambassador of the Scarlet Brotherhood. All these new folks are detailed in the *Heroes and Villains* section of this book, where their political schemings are also unfolded.

Greyhawk's Expanded Domain

During the war years, and shortly after the Pact of Greyhawk, the rulers of the Free City found themselves responsible for a larger area of territory. Boundaries expanded in all directions, for a variety of reasons.

The Free City now controls almost all of the Cairn Hills, right up to the eastern fringes, as a result of a treaty concluded with the Duchy of Urnst in 584 CY. Urnst, increasingly aware of the need to support the County and Nyrond, simply felt that it could not continue to maintain garrisons in the Cairns when it needed more troops close to the Nesser River.

This agreement with the Free City allows the Duchy a 20% share of revenues from mineral and gem recoveries from the portions of the Cairns that were formerly under Urnst's control (after expenses and tithes). The Directors of Greyhawk regarded this as an excellent deal, and for once, Count Karll of the Duchy may have acted unwisely.

As something of a consequence to this, Greyhawk's control has spread to the southeast, right up to the Abbor-Alz. Local communities such as Greysmere (see the Atlas) accepted affili-

ation with Greyhawk readily enough. Even though war was far away, few felt immune to it in such small and isolated communities, no matter how insular. The protection of a great city such as Greyhawk, in return for paying acceptable taxes, seemed very desirable.

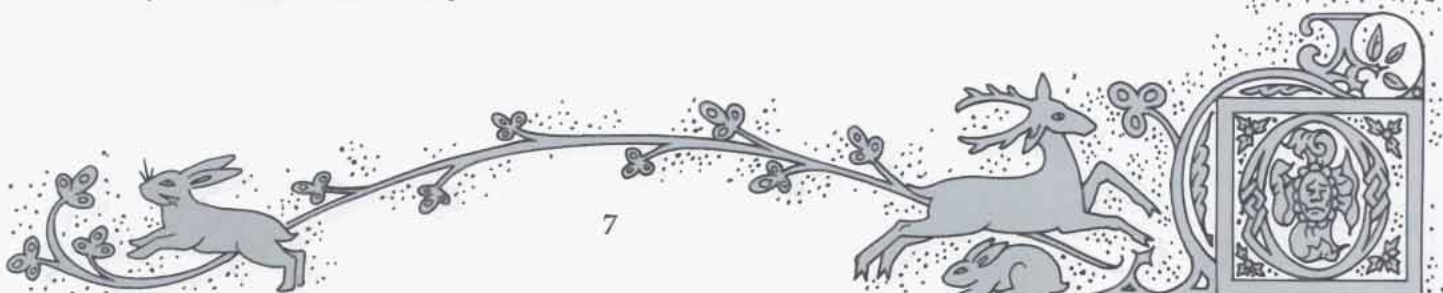
In return for its protection of these communities, the Free City has acquired some extra wealth, although apart from the Cairn Hill mines, this has been offset by the costs of paying for garrisons and patrols. The Directors accept the balance, however, because it provides extra employment for Greyhawkers in the expanded militias. This is crucial at a time when the refugee problem is becoming serious; these extra jobs help ameliorate that problem to some extent.

The Directors have pushed hard to bring Hardby completely under their control. The paranoia of wartime has made them desire complete control over the Selintan, north and south. A cunning strategy was used to virtually annex Hardby. A garrison of Mountaineer Militia was assigned to the town, to protect lands around the Abbor Alz, and Hardby was glad to accept them. They were disciplined and well paid, and the taverns and hostelrys liked the booming business.

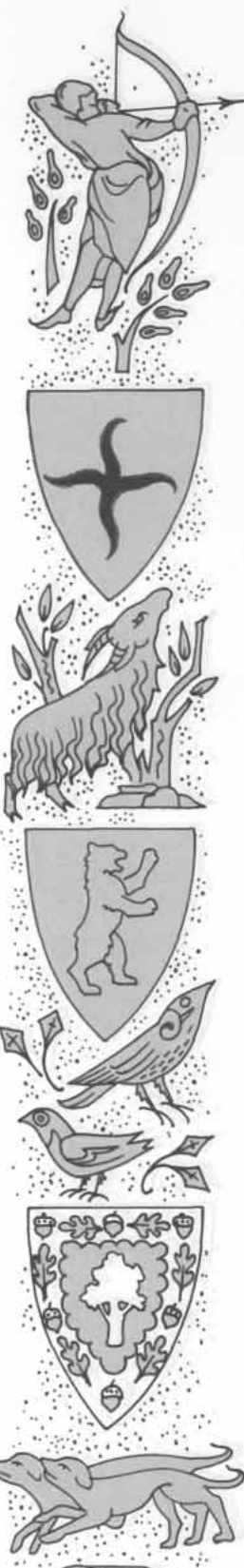
The Mountaineers were followed in 584 CY by the Hardby Marines: tough seamen sent to patrol the upper reaches of Woolly Bay. Their placement was justified by the northward march of the humanoids of the Pomarj; the Despotrix could not refuse their presence. Hardby is now technically ruled by the Despotrix, but is effectively ruled by the Commanders of the Mountaineers and Marines. The Atlas provides further details.

Greyhawk's influence has also spread west, almost by default, and southwest. West of the Selintan lies Gnarley Forest and the lands of Dyvers, and Greyhawk's influence here has been through increasing patrols, understandings reached with the rangers and woodsmen of Gnarley, and rapprochement with the surviving cities of the Wild Coast. There is no formal treaty change, and no stated aim of displacing Dyvers, but the influence of Greyhawk grows to the west.

In truth, this is mostly a side effect of the increasing alliance with Narwell and Safeton. These cities are still hideouts for nefarious and



The Free City



treacherous bandits and worse, but the Directors reckon that they are better neighbors than the humanoids of the Pomarj. Greyhawk has reluctantly stationed garrisons within these cities in order to save them from downfall. This is a financial drain the Free City could well live without, but the Pomarj tribes are closer than any other hostile power, and the only nonsignatories of the Pact of Greyhawk within a thousand miles, so this expenditure is seen as a necessary evil. Borders are not absolutely fixed in some cases; that with the lands of Dyvers is unfixed by formal treaty, and in the Wild Coast there is a fluctuating buffer zone occupied by varying populations of Pomarj incursions, exceptionally desperate bandits and ne'er-do-wells, and isolated communities of a few folk trying to stay alive with nowhere else to go.

Internal Politics of the Free City

Important changes within the Directing Oligarchy have taken place, although the core of power in the Free City remains the same. No fewer than four Directors have been replaced in the last three years (cf. FFF, p.6).

Sental Nurev (FFF, p.9) was replaced in 583 CY by Tigran Gellner (FFF, p.9), in capacities as both Captain-General of the Watch and as a Director. This was the result of the revelation of his blackmail at the hands of Skandar Gunderson. Nurev died suspiciously shortly afterward. Gellner was promoted to Captain-General and Director following his sterling work in the Cairn Hills garrison.

Turin Deathstalker (FFF, pp. 42-43) left the Free City in 582 CY and is known to have fought humanoids in the retreat from the Shield Lands, on the borderlands of Iuz and Furyondy, and also in the Pomarj. He is now the Commander of the Safeton garrison. His positions as both Guildmaster of Assassins and Director have been taken by his former deputy, Vesparian Lafanel (FFF, p.43). Vesparian is not a member of the "inner circle" of Directors, which has now shrunk to five (cf. FFF, p.6).

Otiluke was destroyed by Rary. His place as President of the Society of Magi has been taken

by Kieren Jalucian (FFF, p.16). Kieren was invited to become a Director, but declined this (much to Nerof's relief). He attends Oligarchy meetings only if matters of major importance involving wizardry are on the agenda. This reduces the number of Directors to a total of 15.

Finally, Ren o'the Star (FFF, p.35) was found dead in the Selintan late in 583 CY. Several poisoned daggers were embedded in his back and a pair of dice were tied around his throat. His creditors finally lost patience with him. Dernan Nathane, already a Director, became Master of the Merchants' and Traders' Union. From within the ranks of the same Union, a supporter of Dernan (and thus Nerof), Cariel Mansharn, was appointed Director. Cariel is close to the inner circle, and may well be accepted into it after a long probationary period.

Religion in the Free City

Certain priests and cults have assumed increasing importance in the city's daily life.

Jerome Kazinskaia, Patriarch of Rao (FFF, p.29) has become a leading diplomatic figure. He warmly hosts dinners for the representatives of Nyron, Furyondy, and Urnst, and the ex officio representative of the Ulek states, Scherrin Marizan. He balances this hospitality by having discussions with the Scarlet Brotherhood ambassador and even Aerdi's representative, although his tolerance is stretched by the latter. Jerome may not be trusted by all, but no one actively distrusts his word. He is consulted on the drafting of almost all diplomatic treaties.

Stakaster Villaine, Patriarch of Zilchus, is increasingly influential. Senior members of the Merchants and Traders Union are known to meet with him to discuss trade, and the congregation at the temple of Zilchus has been growing. Stakaster is arguably the leading economist in the Free City in the sense that his counsel against increasing taxation of trade may have swayed the Directors against this course, and the merchants of Greyhawk are grateful. The Directors consult with him on many aspects of financial planning.

Janziduur, Priestess of Trithereon, is no less than a full-fledged war heroine. She spent most of the Greyhawk Wars fighting in the Principality

of Ulek, her birthplace, and while modest herself, tales of her extraordinary valor and selflessness have filtered back from grizzled war veterans of Ulek. Even hardened misogynists defer to her with respect and admiration.

Her church has a greatly expanded following. Exiles from the Shield Lands and even a few from the Lost Lands and Tenh have become ardent converts to the Power of retribution and revenge. The Directors dislike this cult since it stirs up strong passions and trouble.

The order of St. Cuthbert has received increasing support in Greyhawk as elsewhere. High Priestess Eritai Kaan-Ipzirel has made no secret of her desire to become a Director, a prospect Nerof Gasgal and his inner circle absolutely dread. Eritai is wily, and has offered to put some of the temple's funds at the disposal of sponsoring extra militiamen. This cunning tactic capitalizes on the popularity of the Nightwatchmen with city folk (since they have always been supported by priests of this Power). She may yet succeed in her aims.

A small temple to Mayaheine has been established in the Old City, just east of location T3 (Old City Watch Station; GoF, p.84). This cult has been careful to keep a modest profile so far, and has a small but very devoted following. The Directors of Greyhawk are not bothered about this cult, as long as they feel it is within the ambit of the Church of Pelor. The resident priest, Veni Jarrison, is detailed in the *Heroes and Villains* section.

Wizards of Greyhawk

Three factors have changed the internal politics of the Guild of Wizardry. First is the destruction of Otiluke, previously the President of the Society of Magi. Kieren Jalucian has been forced to take on this role, in addition to his duties as Guildmaster. This is against his will, but an alternative acceptable candidate really couldn't be found. The doubling of roles makes Kieren feel overly burdened, especially with Jallarzi Sallavarian (FFF, p.27) being increasingly absorbed with the business of the Circle of Five. Kieren therefore tends to withdraw from involvements somewhat, and the Guild of Wizardry is more insular and less confident than before the War.

Second, there has been a significant increase in associate members of the Guild as exiled Nyrondese wizards, in particular, have taken up residence in Greyhawk. More of these mages are of good alignments than is true for native Guildmembers. Their attempts to pressure the Greyhawk Guild, with its excellent magical resources, into more active support of Nyrond has created tensions within it. This division further weakens the Guild.

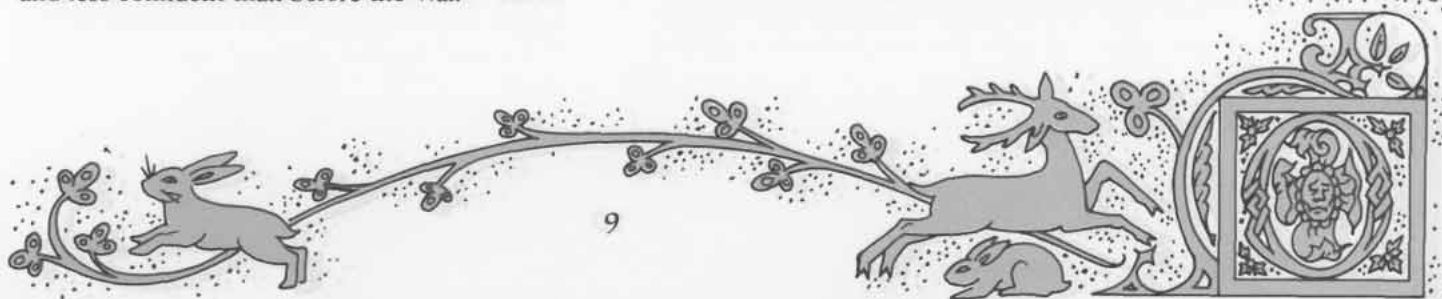
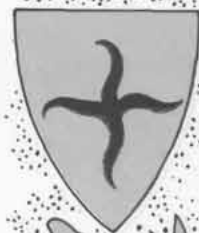
Third, the arrival of Philidor, the Blue Wizard, in the Free City (one year to the day before the Pact of Greyhawk was signed) caused consternation within the Guild's senior ranks. Everyone is aware that he is a supremely skilled wizard, extremely polite toward Guild seniors and responsive to their invitations. But he never issues invitations himself. Further, those who talk to him find it extremely difficult to say what they intend. Something about Philidor's unstinting friendliness and cozy conversation seems utterly to disarm everyone. Until the Guild can figure this man out, the senior wizards feel disadvantaged and insecure. Philidor is described in the *Heroes and Villains* section.

Relations with Surrounding Lands

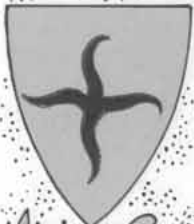
Greyhawk's most important problem of diplomacy is simply explained. The Free City feigns studied neutrality and, as a major trade center, it cannot afford to alienate major forces in Oerik. On the other hand, the real rulers of the Free City (Nerof and his inner circle) are scared of the Scarlet Brotherhood. Nerof and his team are well aware that if Iuz ever extends his bony hand across the Nyr Dyv, Greyhawk will be his first target (after all, Zagig built Castle Greyhawk and imprisoned Iuz below it).

The city fathers would really like all these damnable politics to go away; nothing would make them happier than for the Brotherhood spies, Iuz's cold eyes, Furyondian and Nyrondese beggings, and the worries of the Pomarj to disappear into history. Realizing that this is but a fantasy, they settle for the next best option.

Greyhawk secretly funds Furyondy; the monies are used to strengthen the Furyondian naval



The Free City



presence on the Nyr Dyv, sailing from Willip. This keeps this vital trade route open.

Greyhawk also secretly funds Nyronnd, out of fear of a vast stream of Nyronndese exiles heading for the city (enough have arrived already). This financial support comes with the urgings of the Duchy of Urnst, which likewise fears the fall or disintegration of Nyronnd.

Greyhawk can't afford much support for Nyronnd, however, and must fight off demands that are becoming increasingly desperate. It's a nightmare situation; the fear that really grips Nerof's heart is that Greyhawk's existing trickle of support for the eastern state will become known. It could even be used by the Nyronndese ambassador as a blackmail lever, if things get sufficiently bad in Nyronnd itself. No wonder Nerof gets chest pains from time to time.

In public, of course, the ambassadors of Furyondy and Nyronnd pretend that their pleadings for aid have gone unheard. It's doubtful that their enemies believe a word of it, but matters haven't come to a head yet.

Greyhawk regards Veluna, Urnst, and the Ulek states with warmth, because they have funds that can take the pressure off the Free City in supporting beleaguered states. Relations with the Duchy of Urnst are especially good after the treaties concerning the Cairn Hills, but this leads to complications with the County of Urnst, which strives to have an independent voice among the Directors. Nerof must maintain a difficult balancing act here. He usually meets with Count Reichart Petrides, the Duchy ambassador (FFF, p.7) in secret for their most important discussions, in fear of upsetting the County's volatile diplomat. More twinges for Nerof.

Veluna and the Ulek states do not have ambassadors, but they have ex officio representatives in the Free City. Scherrin Marizian of the Ulek states is the better received of the two; the thieves of Greyhawk are suspicious of Veluna's outwardly lawful Porias Venturian for all his charm and courtesy!

Nerof and his colleagues are impelled to have occasional meetings with the representatives of Iuz and the Scarlet Brotherhood as a matter of protocol. Elder Brother Ghrigiel is constantly proposing plans for increasing trade, and with the resources of the southern lands, he has much

to offer. Ghrigiel has made efforts to be very pleasant to the Directors, who trust him as far as they could throw a mastodon. However, trade with the Brotherhood is steady, and their goods, especially spices and woods, are in demand in Greyhawk. Taxes on their importation are a vital source of revenue.

The Directors are convinced Ghrigiel has a nest of spies, and they keep a strict watch on him and his attachés (see "The Brotherhood in Greyhawk City" for details of this cat-and-mouse game).

Iuz's grim representative is barely tolerated by the Directors. The ghastly priest does little more than whine about Greyhawk being allied with Furyondy, complain that exports of furs from Iuz are interfered with in the Free City, and generally behave abominably. Relations could be described as icy at best. Neither side has any enthusiasm for the contact and protocol meetings. Similar circumstances apply to the half-crazed ambassador of Ivid, whose megalomania is barely tolerated at all. Contacts with Count Nauxanth are kept to the bare minimum demanded by protocol.

The Free City has distant, largely unconcerned relations with Keoland and its allies. Its ambassador is present as a matter of protocol.

Finally, the stipulations of the Pact of Greyhawk make life very awkward all around for the various ambassadors and interested parties. The Pact prohibits any ambassadors or diplomats from spying on each other, from recruiting mercenaries, and from acting in ways deemed "incompatible with diplomatic status" (the fine print of the Pact here is endless). This applies within the Free City, but nothing stops the diplomats from trying their luck outside its walls.

By convention, no one is trying to recruit mercenaries or foment sedition in Hardby, Safeton, or other major centers of the Free City's power. However, it is well known that some folk recruiting mercenaries in the Free City are not exactly unallied with the nations who have ambassadors there. So, there is a delicate balance of legal exclusion that operates on the grounds of convention and acceptable recruiting and influencing. This promises a very difficult future for Greyhawk's rulers.

Pyremiel Alaxane of Iuz has already lodged



two official complaints concerning Furyondian recruitment of mercenary seamen and infantry in the Free City, claiming these were sponsored by an agent of the Furyondian ambassador (who hotly disputes this). Such diplomatic thrusts and feints certainly complicate the lives of an already-hassled Directing Oligarchy. Nerof has taken to sousing his symptoms with brandy of late.

Characters of the Free City

This section gives updated information for all the NPCs within Greyhawk City whose lives have changed significantly during the war years. DMs may modify certain changes if they don't fit with developments in their own campaigns. The large majority of NPCs has not been changed from the entries in the *City of Greyhawk* boxed set; DMs may wish to make changes additional to those listed here.

As noted, "**Aaron Strachan**" (FFF, p.8) has ceased to exist as such (see "Politics of Greyhawk" above). **Tigran Gellner** (FFF, p.9) is now a 9th-level warrior (58 hp), and is now Captain-General of the City Watch, following the removal and death of **Sental Nurev** (FFF, p.9; see Politics above). **Tenser** (FFF, p.22) and **Oti-luke** (FFF, pp. 25-27) were destroyed, apparently by **Rary** (FFF, p.25), who has fled to an unknown area of the Bright Desert, as recounted in the Atlas of the Flanaess.

Janziduur of Trithereon (FFF, p.29) is now a 7th-level warrior/12th-level priest (83 hp) and has acquired a *ring of free action* and a *staff of striking* (12 charges) during her adventures in Ul-ek. **Ren o'the Star** (FFF, p.35) is dead, as noted earlier, and has been replaced as Master of his Union as noted.

In the Thieves' Guild, the major change has been that **Tomas Ratek** the Master Thief of the River Quarter (FFF, pp. 39-40), and **Sharyn Messandier** the Master Thief of the Thieves' Quarter (FFF, p. 40) were quietly disposed of in late 583 CY when their scheming against Nerof was uncovered. They have been replaced, respectively, by **Merreck Purzell** and **Thurman Dietrien**, both 9th-level thieves of neutral alignment (and supporters of Org Nenshen!).

In the Assassins' Guild, as noted, **Turin**

Deathstalker (FFF, pp. 42-43) has become Commandant of the Safeton garrison. **Vesparian Lafanel** (FFF, p.43) has replaced him as Guildmaster. **Caprica Molara** (FFF, p. 44) died during Brewfest, 583 CY, her madness having finally overcome her. Vesparian has acted swiftly to replace her with his choice of second-in-command, **Jaryn Lejenaus** (see Heroes and Villains).

Among the Rhennee, **Zorran Sarraith** (FFF, p. 49) is now a 10th-level warrior/12th-level thief (77 hp) and is in league with Iuz. He regularly ships out to Admundfort with information and hostages taken from piratical raids. While he and his men are known to sail on a barge, Iuz's priests have given this Rhennee a miniaturized vessel akin to a *folding boat* but of larger size when unfolded (treat as a galleon). This vessel has cannonlike mountings that fire *globes of paralyzation* (treat as *wand of paralyzation*; range 24", Dex check to determine successful hit, 15' diameter area of effect).

The ship can generate magical fogs that do not affect the vision or line of sight of the crew (details should be improvised by the DM). The galleon is also enchanted so that those aboard gradually change alignment to evil (DM's ruling for length of time aboard to shift alignment).

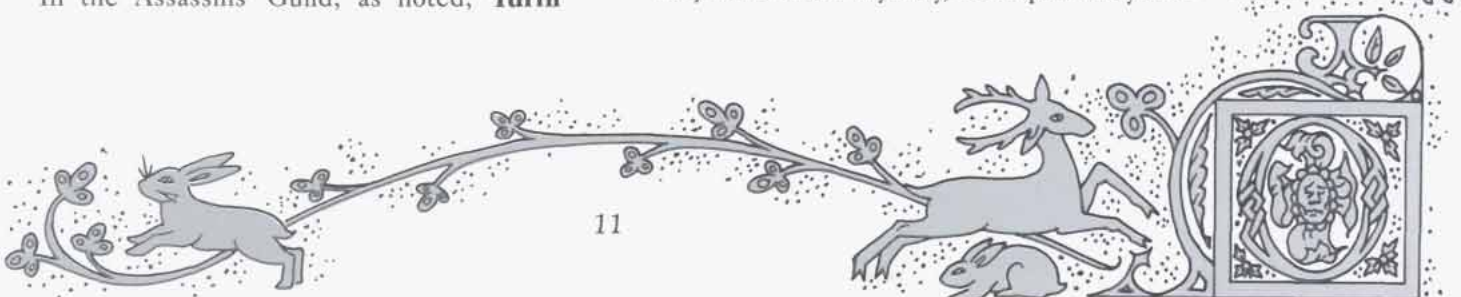
Sarraith's allegiance with Iuz is known among the Rhennee, but these people would never tell outsiders of it.

Old Mother Grubb's House of Fortune (FFF, p.49) was rumbled in late 582 CY when one of her victims, a paladin of Pelor, had friends come looking for him. The occupants were put to the sword, the place burned to the ground, and an orphanage erected on the site.

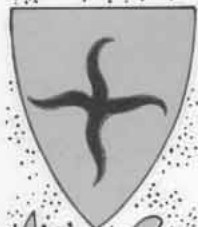
The Shapechangers (FFF, p.52) are still alive and plying their dangerous trade. All members have gained one experience level (Clannair Blackshadow is an F7/Wiz9 now).

Members of the **Fellowship of the Torch** (FFF, p.69) became war heroes of Furyondy and the Highfolk during the Greyhawk Wars. Their war careers and current statistics are described in the *Heroes and Villains* section.

Valderesse and Artur, Knights of Holy Shielding (FFF, p.73), escaped to Greyhawk during the fall of the Shield Lands. From there, they traveled to Furyondy, accompanied by mer-



The Free City



cenaries, to fight in the campaign against Iuz. Valderesse was slain by a priest of Iuz during the battle for Crockport, a skirmish in which Artur's battle frenzy that resulted from her death marked the beginning of an insanity. Not until he was brought back to Littleberg was this magically treated. After that time, he fought the rest of the war campaign in the same lands.

Artur does not trust "political" Knights of Holy Shielding because he feels that Holmer was stupid to refuse Furyondian advice. With Valderesse dead, he has cast aside his oaths to the Knights and is now Count Artur Jakartai of the northern frontier province of Crystalreach in Furyondy, ennobled by a King wise enough to see the value of the man. Artur's wisdom tells him to watch and wait. He fortifies and protects his lands, waiting for the final war he knows will come.

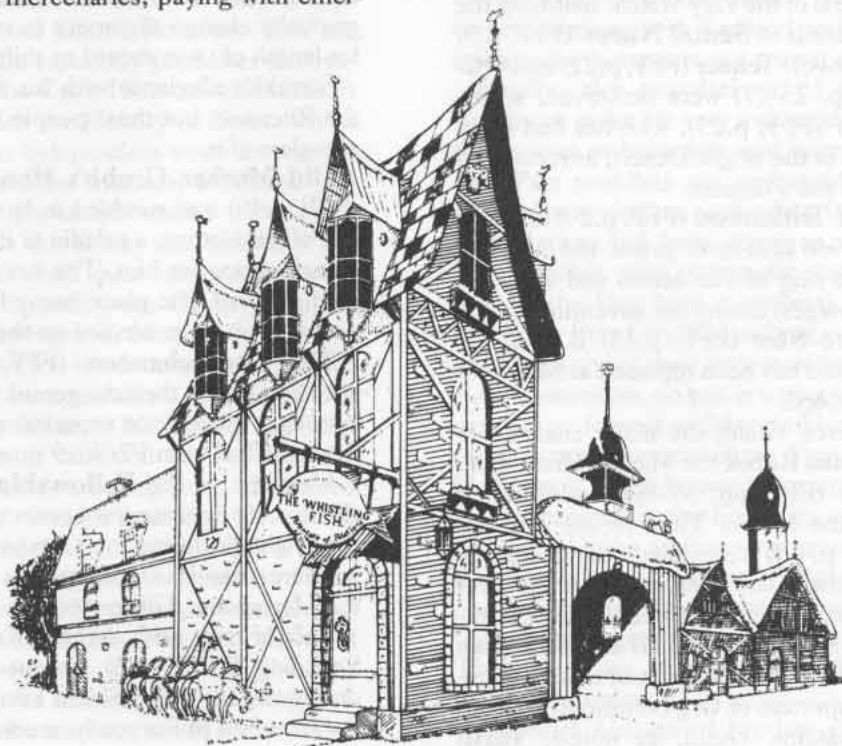
Artur is now a 16th-level warrior (118 hp). He owns a *girdle of cloud giant strength*. No one in his right mind would want to cross him.

Griffith Adarian (FFF, pp. 75-76) now rarely visits the Free City, living and working in the Adri Forest to fight the Bone March marauders as well as the lesser threat from Aerdi soldiery. He still recruits mercenaries, paying with emer-

alds from a wholly unknown source. He is still subject to depressions, but has changed very oddly. His eyes shine with a green light almost discernible in dim lighting, and the muscle tone of his body is changed; he is leaner, taut, hardened. Reza, his tigress, died peacefully in her sleep at the beginning of 584 CY. Griffith prefers to speak elven whenever possible.

Christa the street urchin (FFF, p.81) is now an undersized waif of 15 years but is otherwise unchanged. She managed to steal a *ring of invisibility* from a victim, and is now a very skilled little mugger (4th-level thief, 10 hp). **Naas Sarainy Siobharek** (FFF, p.82), the Scarlet Brotherhood spy, is a half-elf of increasing importance and is featured in the *Heroes and Villains* section.

Skandar Gunderson (FFF, p.84) left the city in haste after Sental Nurev's exposure; the Directors are still offering 1,000 gp for his head. **Torrentz Hebvard** (FFF, p.85) has had his cursed circlet removed and is now a 12th-level wizard, active in Guild politics (where he argues for neutrality between the major powers of Oerik and is opposed to the Nyronese).



Overview

This atlas provides details of the lands ruled by the Free City, and is broken down into the following sections:

- *Along the Selintan:* Settlements and people along this vital waterway and the River Road.
- *The Plain of Greyhawk and the Mistmarsh:* The main fertile lands of the Selintan basin, and the more forbidding terrain of the great central marshland.
- *The Cairn Hills:* These extensive rolling hills, rising to the mountains north of the Abbor-Alz, are lands where the Free City now holds greater sway than ever before.
- *The Abbor-Alz:* Bordering the Bright Desert, the Mountaineer Militia of Greyhawk regularly patrols and spies on these hostile hills that are filled with dangers and mysteries.
- *The Gnarley Forest:* Greyhawk looks to secure its western flank against humanoids creeping north through the Welkwood; this is where it seeks to protect its interests.
- *The Wild Coast:* This includes the beleaguered town of Safeton, its neighbor Narwell, the northernmost reaches of the Welkwood, and the unstable buffer zone bordering on the expanded Pomarj.

The areas described in the first three of these sections are covered quite fully in the *City of Greyhawk* boxed set (GoF, pp. 16-39). Most locations described therein are described here in brief. However, there is much new material here, especially in the Cairn Hills entries. The Gnarley Forest section is much fuller than the *City of Greyhawk* entry, since it covers a much larger area. Also, important effects of events of the war years (such as the halfling blight of CY 583-584) are described here.

Information provided in the Atlas entries varies in detail. Some information is given vaguely, so DMs may choose how to add detail for their own campaigns. This is especially true for obscure, hidden, and mysterious locations such as ruins, complexes which have been poorly explored, and the like. However, when the DM needs specific, exact information (encounter tables, troop numbers, etc.), this is given.

Information also varies in type. Some entries focus on specific locations such as castles and

keeps, others list militia and key tactical elements, others still concentrate on characters and society (this is especially true for areas well away from hostile monsters, humanoids, and the like). The type of information given is that which is most important to the particular region or geographic feature.

Reference Card 14 includes encounter tables for areas discussed in the Atlas.

The Militia

Many references to the Greyhawk militia are made in the Atlas. In special cases (the Mountaineers, Water Rats, etc), detailed statistics will be given, but many references are made to "generic" militiamen. The following three profiles may be used for such militia:

Man-at-Arms

AC 4/3 (chain mail and shield, 50% chance for Dex 15); MV 9; F1; hp 1d4+5; THAC0 20; #AT 1; Dmg by weapon type +1 (usually carry club for 1d6, broadsword for 1d8, or light crossbow for 1d4); Str 16, Dex 14/15, Con 15, Int 10, Wis 11, Cha 10; AL varies (nonevil, tend toward lawful).

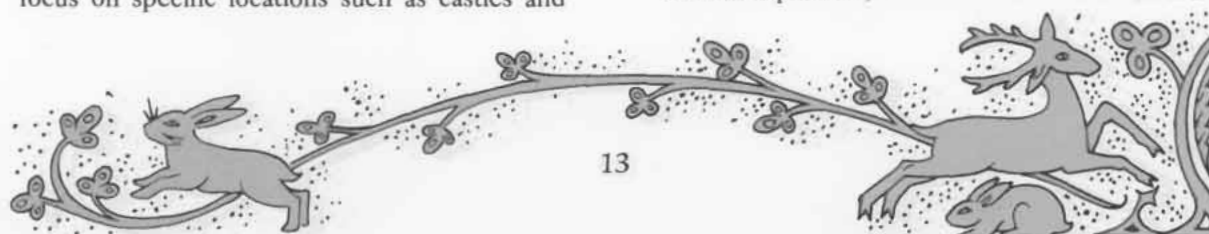
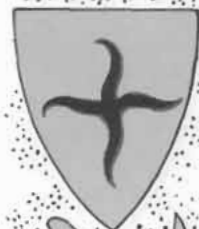
Junior Sergeant

AC 4/3 (chain mail and shield, 75% chance for Dex 15); MV 9; F2; hp 1d10+7; THAC0 19/18; #AT 1; Dmg by weapon type +1 (usually long sword for 1d8, halberd for 1d10, or light crossbow for 1d4); Str 16 (50% chance for Str 17), Dex 14/15, Con 15, Int 11, Wis 11, Cha 12; AL varies as above.

Sergeant-at-Arms

AC 3/2 (chain mail +1, Dex 15, shield sometimes used); MV 12; F3; hp 2d6+14; THAC0 17; #AT 1; Dmg by weapon type +1 or more (usually long sword for 1d8, halberd for 1d10, dagger for 1d4, or composite long bow with sheaf arrows for 1d8); Str 17 (25% chance for Str 18; roll for exceptional Str up to 18/50), Dex 15, Con 15, Int 12, Wis 12, Cha 12; AL varies (never evil or chaotic).

Many locations described in the atlas are said to have "permanent garrisons." This means there is almost always a contingent of the type and numbers specified, but individual militiamen are



rotated from place to place. Morale tends to be superior when youthful men-at-arms get the chance to travel around, rather than being stuck in a place like Two Ford for a two-year stint.

Along the Selintan

The Selintan is Greyhawk's trade lifeblood. Water travel is always faster than land travel, especially for bulky cargoes, and one response of the Free City's rulers to the general atmosphere of unease in the post-war year is to increase security along this river. This is somewhat irrational, since there has been no increase in river piracy and no external threat to cargo vessels along the riverway. Still, some of the Free City's many poor and disgruntled folk might take to ambushing barges if their hunger and disaffection grows too great, so the additional security may be a wise precaution after all.

Downriver, from the Free City to Hardby, Greyhawk watchmen with appropriate skills (proficiencies such as Swimming and Weather Sense — Navigation isn't required) pilot flat-bottomed, puntlike boats along the Selintan at regular intervals (some four per day will pass any spot along the river — exact times change weekly).

Each boat contains 1d6 + 10 men-at-arms with leather armor, club, light crossbow, dagger, pole arm, net, and short sword, led by a junior sergeant similarly equipped). There is a 75% chance that a gnome (a Lamplighter and nighttime lookout) is on any given boat; gnomes don't care much for this line of work, and often get riversick even on the tranquil Selintan.

These militia are known as "Water Rats" to most, a name they don't much care for. Patrol boats usually travel no farther than two stops along the route each day: Greyhawk to Fordkeep (currently being built) to Two Ford to Peculiar Manor to One Ford to Hardby.

Parallel to the Selintan runs the River Road, a well-kept, broad highway which is little used for trade, save for short hauls by farmers bringing produce to sale at a village, town, or even the riverside. However, horsemen are not an infrequent sight here, for a fast horse will still beat a river boat when speed is of the essence and there are a number of taverns along the road that have good stabling and accommodation. In some stables, the landlord or a relative has some minor black-

smithing skill.

Just as the river is patrolled, so is the River Road, with groups of 1d6 + 6 light cavalry militia traveling on regular patrols between the route stops noted above. These men-at-arms have appropriate proficiencies, Dexterity scores of 1d8 + 10, and are led by a sergeant-at-arms. They are armed with lance, long sword, dagger, and light crossbow.

The Selintan Beacons

At strategic intervals along the eastern bank of the Selintan, a system of magical beacons is being constructed. Those at the major stopping points have already been constructed atop suitably tall buildings; others are being placed along the riverside, atop poles with stone cairns protecting their bases. Each beacon is a set of three crystals, each with a colored version of the *continual light* spell cast on it (one red, one blue, one yellow). The lights of these crystals are usually obscured by sectioned opaque lanterns, but at prearranged times, members of the Lamplighters Guild of the Free City flash recognition signals during darkness, effectively signalling "all is well" to adjacent points along the river. There are specific color-sequence codes for "dangerous natural event," "monsters," and "bandits," as well as a general alarm signal. The code sequences are changed monthly.

To date, the system is still experimental. Errors do occur, especially false alarms if an experienced Lamplighter falls ill, or if a code sequence is misread (fortunately, rare events). It's uncertain whether the system will work well enough to become a permanent installation.

Gorge of the Selintan

Described fully in GoF, p.22, this gorge is very steep, boasting a drop of as much as 1,000 feet. The river valley, however, is deep and broad, and the river flow is tranquil. Stonebridge, a gnomish construction of a nature suggested by its name, allows passage from the Highroad to the gnomish underground complex of Grossettgrottell. The 20-foot wide bridge allows the passage of wagons and cavalry, and a force of 20 men-at-arms is always present here, half on each side of the bridge. Gnomes from Grossettgrottell supplement this guard.

Atlas of Greyhawk Lands

FORDKEEP

Construction work has just begun on a castle keep to protect the ford here that connects the River Road to the main road to Dyvers, which has been improved during the current spring (CY 585) for some of its length westward. Some 60 dwarven engineers and stonemasons are at work on this project, which is to be rushed through to completion as soon as possible, supplemented by some 80 human laborers. Three young brothers, all mages, help here with *levitation* spells, and one of them (Parrick Gurmian, an 8th-level wizard) *polymorphs* himself into a stone giant to provide additional lifting capacity.

The stone being used here is shipped from the Cairn Hill quarries on the north side of the Selintan.

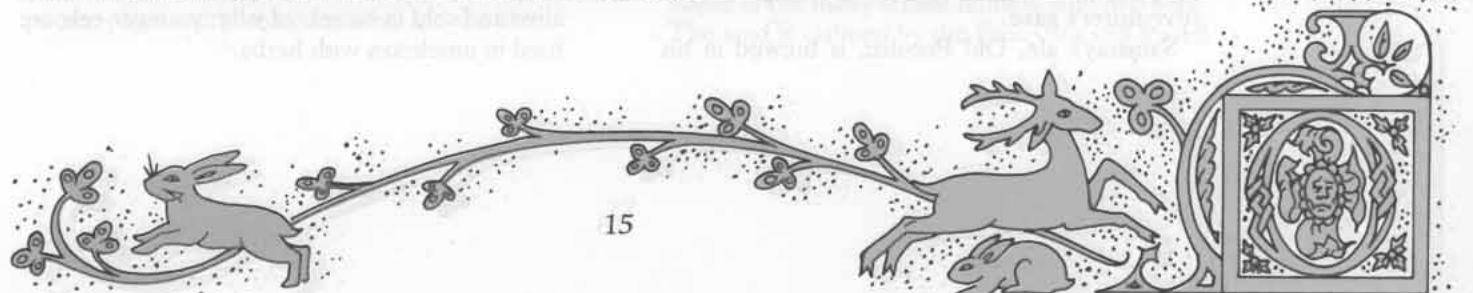
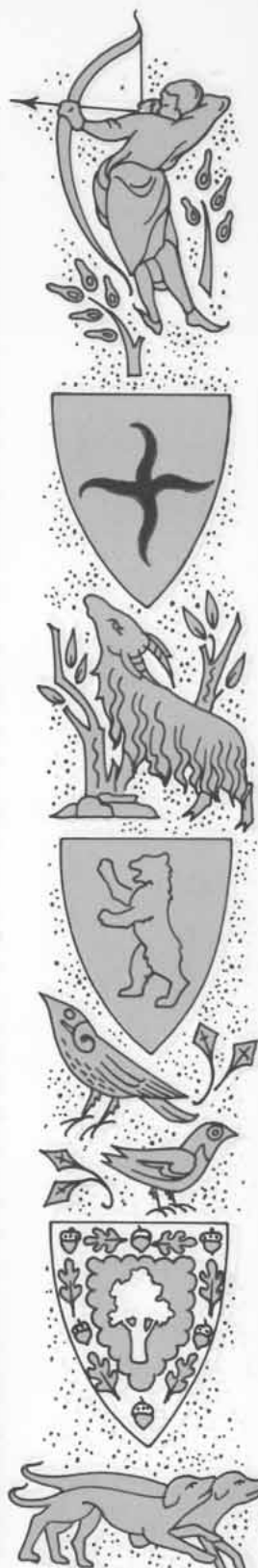
A force of twenty men-at-arms, with a 5th-level sergeant leader, is stationed here to protect the laborers. The work is hard: a typical shift is 11 working days, 12 hours per day, followed by three free days to recover and rest. Those days are usually spent dead drunk in one of the more dubious areas of the Free City.

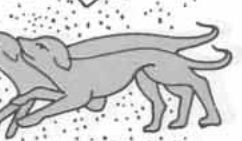
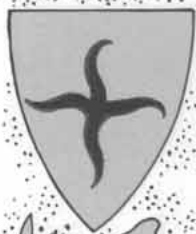
TWO FORD

This village has a population of some 325 humans and a couple-score gnomes and dwarves. Almost the whole population makes its living in some service industry (inn-keeping, blacksmithing, selling rope, tar, tack and the like to boatmen), or as merchants, most often selling perishable produce from local farmers for sale in Greyhawk or Hardby. Some Forders work as menials on local manor estates.

Ore from Diamond Lake is also sold here, for dispatch to the same cities (it's actually cheaper to move it along the rivers than along the road to the Free City, even though the distance is much greater). There is a garrison of 24 men-at-arms, two junior sergeants, and a commanding sergeant-at-arms here. Two Ford is so named because there is a ford across the mouth of the Erg here as well as a little-used ford across to the farmlands of the western Plain of Greyhawk.

The indigenous population of Two Ford is a very strange bunch of people. Many years ago, a priest of Zilchus (who evangelized a very rare cult within his faith) converted almost all of them





to his beliefs. His teachings revolved around the premise that goodwill and good service to others is the key to the favor of his patron deity. Since the village lives by trade (and has prospered), the elders of the village have faithfully indoctrinated their young in these tenets ever since.

As a result, all the Forders are extraordinarily polite and helpful, virtually never cheat anyone in trading, smile most of the time, and appear very peaceful and placid. They are also, of course, profoundly and terminally insular and boring, and some sages claim to have discovered a river-dwelling brain fluke that may explain their odd behavior. Garrison militia do not tend to be stationed here for long, and this posting is seen as a sign of considerable disfavor.

PECULIAR MANOR

This fortified manor-house incorporates a very fine hostelry and good stabling, with rudimentary wharfs for boatmen to tether their vessels and rest overnight during their journeys. The place derives its name from the extraordinary ale brewed by the owner, who is something of a local legend himself.

Sanjaray Mohsin is a man of Ekbir, who bought the manor ten years ago. He is in his late forties, of typical Bakluni appearance. He shaves his head (save for a long, sleek pony-tail) and oils it. He is flamboyant, and proud of his heritage and dress; he favors the hues of gold, cinnamon, and turmeric in his robes. He has only one arm (his left); the other, he claims, was ripped away by a blue dragon in the Yatils just before he decapitated it with his gem-encrusted *scimitar* +4. This blade is wall-mounted above the bar (the money from the hoard bought him this manor).

Sanjaray is only too happy to bewilder travelers for hours with staggering tales of his adventures, and he knows much of the Yatils, Ekbir, Tusmit, and Zeif. He is a man bursting with energy despite his years; he can still lift a fair-sized pony off the ground, using one arm to grab its saddle (he is an 8th-level fighter; Str 18/82, Con 18).

Sanjaray has no desire to go home; he mutters darkly about poisoned words from a Padishah's wizard (and he dislikes mages), and he is happily settled here with his wife Chetna whose veiled face had better not be the subject of any male adventurer's gaze.

Sanjaray's ale, Old Peculiar, is brewed in his

cellars to a recipe he says was given to him by an ancient Clatspur dwarf clan chieftain in return for some astounding service (the details vary with each telling). Old Peculiar is jet black, and so heavy that some say it is best not drunk, but eaten with a fork. It tastes like liquid peat, and is served in half-pints (2 gp). No one alive has ever claimed to have downed more than two pints, and usually only dwarves claim that. Sanjaray boasts that the crucial test of the ale's readiness is that if a rat won't dissolve in a keg of it in less than five minutes, it needs more fermentation.

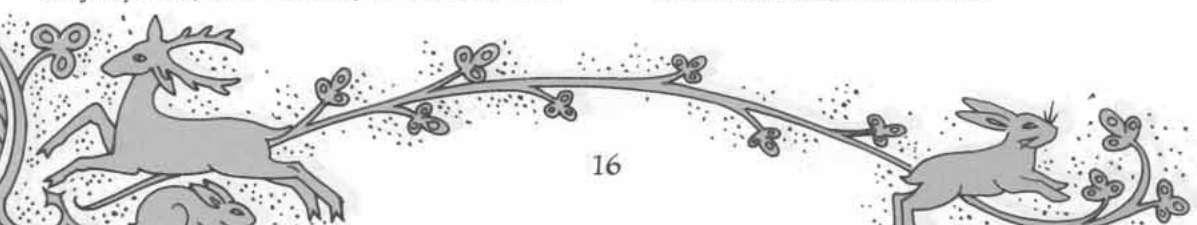
There are some 40 tenant farmers and workers on Sanjaray's estate. They are half in awe of him, but all like him, and regard him as a generous lord. There is no garrison here, but usually a group of Water Rats stays overnight during their patrols each night.

ONE FORD

This village of 410 people has expanded in size recently, due to the growing importance of the road to Narwell which can be forded here. Previously, its history was similar to that of Two Ford, inasmuch as it was a way-station on the way to Hardby, providing services, food, and accommodation, but little in the way of merchanting. Now, however, it has a garrison of 40 men-at-arms with 4-6 officers (mostly junior sergeants). A force of some 80 local laborers work at constructing the tall tower-keep across the water from Hardby. All this has stimulated the local economy, and many young farm lads have come to the village looking for work in the militia, as laborers at the keep, or hoping for adventures farther afield.

Small-scale boat building has also begun to thrive here, with the punts used by the Water Rats being constructed here of wood shipped over from the fringes of the Gnarley Forest, often via Five Oaks.

One Ford's major claim to fame is its population of edible gravel eels that are harvested each fall. It is said that Zagyg blasted the great pits into existence while searching for some hidden magical treasure (sought from time to time by hopeful adventurers). Over the decades, they have filled with rainwater to form small but very deep pools in which the green-skinned eels feed on a rare freshwater weed. Adult eels are boiled alive and sold in barrels of jelly; younger eels are fried in omelettes with herbs.



The City of Hardby

Hardby has evolved over centuries almost in parallel with the Free City. Its major role is as a sea port, where seagoing deep-draft vessels unload their cargoes and the cogs and barges of the local people (Hardby has a population of some 3,800) load them.

Although termed a Despotrix, Hardby had been ruled by an alliance of merchants and rivermen, relying on brute force for their rule. During the war years, however, the Free City eliminated this form of rule by introducing first its Mountaineer Militia, using Hardby as a base for operations in the Abbor-Alz, and then the Hardby Marines. Now, Hardby is effectively ruled by a military council of Greyhawk men; it always paid tribute to Greyhawk for protection, and now, that protection has taken over rulership.

Native Hardby folk are not too bothered about this, for the most part. The soldiery from Greyhawk brings in money, is very well disciplined, and its presence has driven away some of the more ruffianish elements of the city. It has attracted others (the presence of Marines attracts the presence of many ladies of dubious virtue), but these are not as anti-social as the muggers and thieves who formerly infested parts of the city. The Dock District is still a very dangerous place to go after dark, and rivermen razzled with drink regularly get into vicious fights.

Outside of certain well-known districts, Hardby is peaceful and quite a pleasant city, with much open space and wide roads, although without anything as grand as the High Quarter of Greyhawk. The bulk of Hardby is a sprawl of inns, hostels, boarding houses, and small artisan's shops. The city has a wooden palisade wall, and its docks and wharves are extensive.

The Mountaineers are described in the section on the Cairn Hills and Abbor-Alz. The Hardby Marines operate a group of six war galleys that patrol the waters of upper Wooly Bay; at any given time, one vessel is in Hardby, one in Safeton, and the other four sail the bay. Thus, in Hardby, at any given time there is one full crew of marines plus a group of spare men, a total of around 80 men. They wear leather armor and wield cutlass, club, and knife (25% use light crossbows); experts include ballistamen, specialists with grapples, harpoons, pikes and burning missiles, and the like.

Each crew always includes a wizard of level 1d4+5 and usually a priest of a suitable deity (Procan being most favored, but St. Cuthbert also has his devotees here) of similar level. The Marines are 25% 1st-level, 40% 2nd-level, 25% 3rd-level, and 10% 4th-level. The Captain of each ship is a fighter of level 8-11 (1d4+7) with two mates of levels 6-9 (1d4+5, always lower than the Captain). Alignment is important: Captains and mates are always lawfully-aligned—70% LN and 30% LE. Other personnel may be of any nonevil alignments, but tend strongly to pure neutral and lawful neutral.

The morale of these men is high (15) because they are paid well by Greyhawk. Their specific brief is to watch for incursions from the Pomarj, to investigate any vessels they deem to be suspicious, and to provide information about weather, sea monsters, ship travel, and suchlike. This doesn't usually include watching out for smuggling. That is the province of the grim-faced riverman-bureaucrats of the Hardby Pilot's Office (who combine piloting services with a thorough inspection of holds and cargoes).

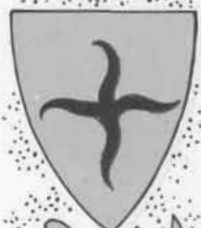
A final important note is that some 20-30% of the Hardby Marines are men freed from slavery in the Wild Coast cities. Since they owe their freedom to Greyhawk's new alliance with Narwell and Safeton, these men are very loyal to their new employer and most state their occupation with real pride.

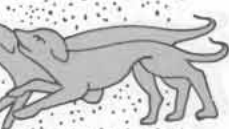
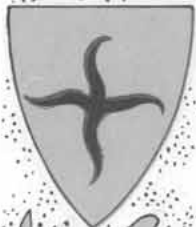
All Hardby Marines have the following minimum stats: Str 16, Dex 13, Con 14. A Marine Captain can, at a glance, size up the physical condition of anyone hoping to serve. The term of service is in multiples of a year and a week, with a minimum of three years and three weeks.

Without doubt, the most renowned of the Marine Captains is Wilbrem Carister; see the Heroes and Villains section.

The Plain of Greyhawk and the Mistmarsh

The rolling lands of the Plain of Greyhawk are characteristically very low hills that gradually climb away from the Selintan. The soil is not especially good for growing grain or fruit, so livestock farming and vegetable cultivation is the staple of the many tenant farmers who live here. The land is claimed by the Free City and leased





to farmers who pay tithes in kind for their rent, and who now also pay a little in the way of taxes to support the militia who pay them infrequent visits.

Individual farms are small, typically no larger than is sufficient to feed a large family and produce a little surplus for sale and trade.

Farms are often grouped around manor houses occupied by retired merchants or very minor nobility who administer Greyhawk's rule in the area, collecting taxes and tithes and reporting to the militia of towns and keeps in the area. The distribution of farmsteads follows a ribbon pattern, the large majority being within 15 miles or so of a river, road, or track. More central land is usually communal grazing land. The general standard of life here is comfortable.

One specific example of a manor, Lord Blackfriar's manor, is detailed in GoF, p.32.

During the springs of 583 and 584 CY, lizard men from the Mistmarsh became unusually active and attacked livestock and some outlying farms. This has resulted in the drafting of more militia into the area, and the construction of two new tower keeps to the north and south of the marsh: Marsh Keep and Blackwall Keep (technically part of the Cairn Hills force, and described in the following section).

The Western Plains

There are two meanings to the term "western plains": the fringes of the Gnarlley Forest on the west bank of the Selintan, and the lands around the northern fringes of the Gnarlley, which stretch west to those lands administered by Dyvers.

The lands on the west bank of the river shade into the old Wild Coast lands, and the farmers who eke out a living here tend to be poorer than most, suspicious, and hard folk. They have always had to face the threat of creatures marauding from the Gnarlley Forest, as well as bandits from the Wild Coast lands.

Approximately half the land in this area is hardly farmed at all, merely occasionally grazed by sheep.

All the farms here have shuttered windows and strong doors. Most have palisade walls and a system of water-filled ditches for defense. Most of the farms are family farms, with the menfolk 75% likely to be 1st-level fighters rather than

Normal Men. Fierce dogs are kept as guards (treat as war dogs). Farmfolk trust few apart from their own immediate neighbors and do not travel far from home; consequently, they regard such places as the Free City to be very far-off (and usually as holes of depravity and dens of thieves to boot).

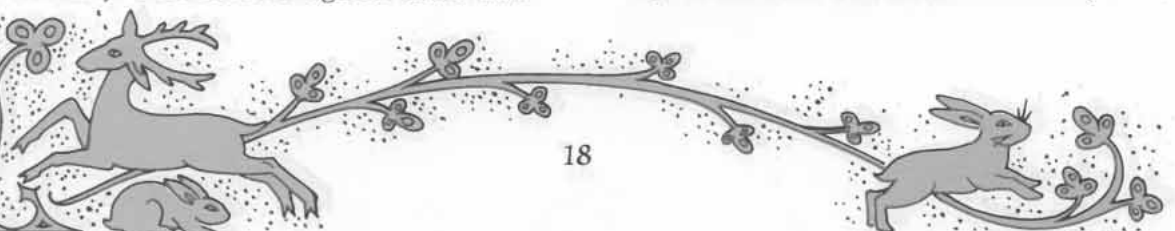
Anyone looking to these communities for generosity or accommodation will be disappointed. The locals will as likely throw eggs at a foreigner as sell them to him.

North of the Gnarlley, matters are complex in the post-war picture. The borderline shown on the campaign map is fixed by convention rather than a formal treaty with Dyvers. East of this line, tenant farmers are rented their lands by the Free City, and to the west of it, the lands belong to Dyvers, effectively by consent of the powerful minor nobles who own the lands. However, groups of tenant and tied farmers have begun to press their lords to switch allegiance to the Free City and, should they choose to do so, there is little Dyvers can do about it.

The farmers, and some nobles, seek allegiance with Greyhawk simply because it is more powerful than Dyvers, and these folk feel it offers them better protection. This is extremely important, because they are, after all, just across the water from Furyondy. Some of them have seen for themselves what happened to that country during the wars.

Reciprocally, Greyhawk covets these lands because they are more fertile than most of the Plain of Greyhawk, and the farms offer resources of men while the nobles offer extra taxation revenue. The rulers of Greyhawk have not made an active pitch for new recruits, but rulers of lands just west of the border undoubtedly find themselves well-received by the Free City authorities. This has led to growing friction between Dyvers and Greyhawk, and both sides are known to seed rumors about the other among the border communities. Rumors about Dyvers usually reflect themes of weakness and vacillation among rulers there, while those about Greyhawk refer to the corruption of rulers and the new terrors of the criminal code ("they say they hang a man there for stealing a loaf of bread. Unless 'e's a member of their damned Guild of Thieves that rules the place, of course").

Lastly, it is also the case that Dyvers sees the improvements to the old road to Greyhawk,



from the Greyhawk end, as a clear sign that Greyhawk is pressing westward with thoughts of dominion and eventually annexing Dyvers itself, just as it annexed Hardby. Dyvers has refused to upgrade the road from its own end, leaving Greyhawk to meet the costs of this. Naturally enough, farmers see this as a sign of the greater wealth (and thus power) of Greyhawk, and it also makes it easier for them to dispatch their produce east rather than west.

The village of Maraven lies right on the Dyvers/Greyhawk divide, currently paying tribute to Dyvers. The town's merchant rulers exploit their position to the full, entertaining Greyhawk visitors so as to arouse the anxiety of Dyvers (which, as a consequence, keeps taxes in Maraven low). Since Maraven is semi-autonomous, it has attracted riff-raff from the Wild Coast and even the Bandit Kingdoms who are happy to hide out in an increasingly lawless outpost. Unscrupulous mercenaries and freebooters are plentiful here, and evilly-inclined employers know where to find them.

The Mistmarsh

This area is described in more detail in GoF, pp. 27-30. The Ery and Neen rivers rise in this marshy basin of the Cairn Hills, and the wetlands are stuffed full of fowl and other game. The borders of the Mistmarsh are not precise, since there is a broad fringe of scrub grassland about it. The waters of the rivers in the Mistmarsh are too shallow for almost any vessel save very light canoes and punts, and the major hazards of the area are crocodiles and lizard men.

The random encounter tables on Reference Card 14 give details of rarer creatures lurking in the deeper recesses of the Mistmarsh. A sample lizard man lair is described in GoF, pp. 28-30.

Little changed in the Mistmarsh over the course of the wars, with one notable exception. Lizard men have been significantly more active in leaving the marshlands and attacking humans in the outlying lands, and there are also reports of internecine warfare among different lizard man tribes. One unreliable report suggests that there is a power struggle between lizard men of a "traditional" culture supported by priests of Semuanya, while a new aggressive strain of lizard men, led by one or more lizard kings, seeks to overthrow the older order. This new, aggressive

mentality is also said to be reflected in cannibalism and slavery, although this may just be a traveler's tale.

Other rumors and tales of the Mistmarsh, which may be true or false depending on the DM's inclinations, include the following:

- A stone statue of a robed man, half-sunk in a mangaroo swamp, is that of a powerful wizard petrified by the cockatrice of the Mistmarsh. If he could be retrieved for a *stone to flesh* spell to be cast, he would richly reward his rescuers.
- There are some tar pits in the Mistmarsh, close by a lizard man settlement, which yield a superb golden-brown tar that is unequalled at treating wood for boats. Anyone carrying some back to Hardby would get a high price for it.
- There is a rare species of duck in the Mistmarsh that yields the sweetest and richest duck meat in all the Flanaess. Bringing back a couple of live pairs for breeding would fetch a pretty penny.
- Swamp lyrannikin (see the *Monstrous Compendium* pages in this box) have woken in the Mistmarsh. One is said to have had its slumber disturbed by a potent evil magical item that has greatly enhanced its natural powers, making it resistant to fire and edged weapons.
- A spirit naga dwells in the central Mistmarsh, where it guards a magical portal to the Vast Swamp. Perhaps the Scarlet Brotherhood may know of this and may seek to use the portal themselves (this rumor should not be common currency!).
- Ghouls infest certain areas of the Mistmarsh, although they travel from place to place (this is well known, and true). However, lately they have been seen stalking some unknown prey using tactics well above their usual intelligence, and some have even been seen with hand weapons, including long swords. This suggests that someone, or something, must be organizing or controlling the ghouls. Needless to say, that agency would almost certainly be evil. DM note: the ghouls are under the control of a lizard king shaman with an *amulet controlling undead*, similar to an *amulet versus undead*, except that it allows the shaman to command undead as an 8th-level cleric. The lizard king uses the ghouls to stalk and slay lizard men of competing tribes.



The Cairn Hills

The Free City now has far more extensive control here than before the war, due to its treaty with the Duchy of Urnst. The current border shows this area deemed to be the sphere of interest of the Free City. This does not mean that Greyhawk controls all the land shown; certainly, there are some wild and rugged hillmen who owe no allegiances and pay no taxes to anyone, and some hazardous areas the Greyhawk militia do not patrol.

This Atlas section is lengthy and provides far more detail than *The City of Greyhawk* boxed set. It is sub-divided into the following sections:

- Introduction: a brief description of the lands.
- Races and Groupings: this is a broad overview of how different races, clans, and tribes divide the settled areas.
- The Militia: this gives an expanded account of the growing military presence in the Cairn Hills as Greyhawk expands its influence in the region.
- Locations: this lengthy section lists the most

important settlements (towns, villages, warrens, keeps, castles, etc.) and other important locations in the Cairn Hills.

- Tales and Whispers: includes rumors and stories currently flying around the lands, together with information for the DM on mysterious and unknown locations. Such sites are unmapped, because their specific locations are unknown. Some of these may or may not exist as the DM deems. Information in this section is deliberately partial and vague, leaving the DM room to fill out details to suit his own campaign.

Introduction

The Cairn Hills are generally regarded as a northern spur of the Abbor-Alz, stretching north to the Nyr Dyv (as is obvious). Their character becomes increasingly differentiated from the Abbor Alz the farther north one travels, becoming less sharply undulating and lower. The hills are granitic and contain large quartz deposits and important resources, although the surface soil is usually shallow and of poor fertility.

The northernmost promontory of the hills, be-



yond the mouth of the Selintan, yields fine gems, especially rubies and emeralds and a few diamonds. The Free City is happy to allow the gnomes of Grossettrottell and the outlying smaller mines exclusive control over mining them, given gnomish skills. The gnomes prize this, and protect their terrain jealously.

As one travels east along the Midbay of the Nyr Dyv, these gem deposits rapidly diminish and the hills here have poor mineral wealth; farther south, jade and amethyst can be found. However, in this area are found many of the legendary burial sites which give the Cairn Hills their name. These are the ancient treasure troves that provided such a vital source of revenue in Greyhawk's wild, early days before trade brought the coffers of the city its present largesse.

The large majority of these cairns were plundered of their wealth long ago; as places for adventure, they were surpassingly dangerous and strange. The cairns were of many types, some so alien that sages mutter about people from other worlds creating them; some are pyramidal, others polyhedral and complex in design. Others were simpler, little more than barrow mounds.

From these cairns, famed and fabled adventurers of legend pillaged great wealth and unique magics. Great ingots of precious metal, rare superhard steels, planar tomes and traveling devices, and much else were brought back to the Free City, together with tales of hideous deaths and monstrous guardians. The treasures were as sought after as the origins of the cairns were unknown, surely earlier than recorded Oerth history.

Some of the empty cairns, long looted, have since been settled by monsters, some of the few humanoids left in the hills, and perhaps more sinister creeping evils. Many of the old sites were so wholly pillaged that they are nothing more than open-air ruins.

Empty cairn sites are not shown on the campaign map, although *The City of Greyhawk* boxed set includes some on its area map. They may be placed as the DM desires, their frequency diminishing as one travels south from the Nyr Dyv. Of course, there may still be cairns as yet undiscovered, and maps showing the locations of such are hawked around all through Greyhawk, Hardby and Dyvers. A sample undiscovered cairn is laid out in GoF, pp. 24-26. This may be used as inspiration for further designs.

To the south, where the Cairn Hills approach

the Abbor-Alz, there are a handful of gnomish gem mines, fairly widely scattered, and more dwarves and hillsmen. The easternmost fringes of the hills have three important corundum mines that remain part of the lands of the Duchy of Urnst.

The Cairn Hills contain some mediocre metal ore deposits, mostly iron and copper. These are concentrated in the hills southwest of Midbay, where there are three important mining towns, and to the south around the Abbor-Alz. There are also two silver mines of note, at the Sourlode complex and the dwarven citadel of Karakast.

Flora and Fauna of the Cairn Hills

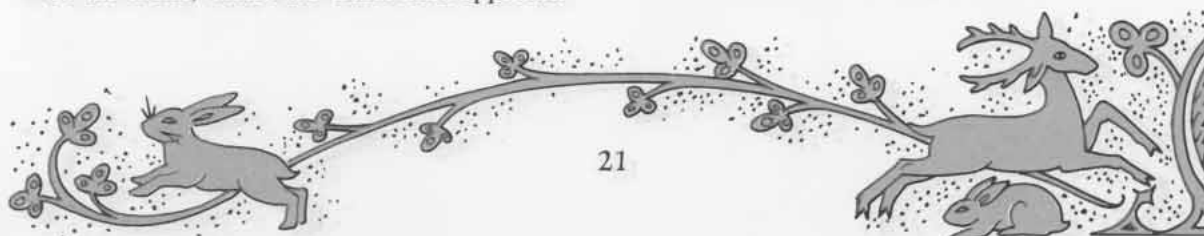
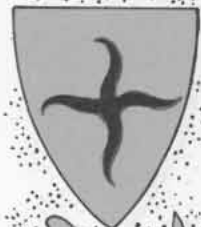
These are more fully described in GoF, p. 17. In brief, the hills drain water swiftly so that few lakes are present, although there are a few streams that flow most of the year round. The pattern of plant life follows the course of waterways to a great extent, but the dirt of the hillsides is populated only by tough grasses and a rare bush struggling for survival. Alpine plants with hard leaves cling to the surfaces of less exposed hillsides. Along stream beds, larger bushes and a few trees, mostly evergreens, can be found. A few galda trees manage to survive in such places.

Smaller fauna here include mice, other small rodents, and the grey hawks that eat them and gave the Free City its name. Very rarely, a roc will be seen among its much smaller cousins. Larger mammals of note include wild pigs in the lower valleys, hunted by hillsmen, and a species of grass-eating deer, hunted for its tender, sweet meat.

Monsters in the hills are listed with their relative frequency in the appropriate encounter table.

Using Encounter Tables

On Reference Card 14, the Cairn Hills are divided into three zones: northwest, northeast, and south. Northwest means all lands west of the Selintan. Northeast means all lands east of the Selintan and north of the Mistlake. South means all lands south of the Mistlake. When using the column for the northeast, add +10 to the dice roll if an encounter is within 12 miles (two hexes on the campaign map) of Midbay.



Atlas of Greyhawk Lands

Races and Groupings

This is a general introduction to the folk of the hills. Typical organization of these folk, their orientation to Greyhawk's rule, and the attitude to the approach of adventurers are described. There are exceptions; the listings of specific locations describe some of them, such as the gnomish warren of Sourlode.

Gnomes

In all, there are some 6,000 gnomes in the Cairn Hills. The greatest concentration of them is found in the northernmost hills west of the Selintan, where they mine gems. The settlement of Grossettgtrottell is their major community, and is described in GoF, pp. 17-20.

Gnomes in the Cairn Hills always dwell underground. Typically, gnomish settlements are on the borders of the hills, within 20-30 miles of the edge of the hill range; however, they may excavate mines well beyond this limit and there are exceptions, especially in the old Urnst lands. Smaller settlements are scattered widely through the whole range of hills.

Cairn Hills gnomes are generally friendly, industrious folk. They are happy with the rule of the Free City. Those in the expanded domain, previously administered by Urnst, have welcomed the new Greyhawk presence. This is because of the strong clan affiliations with their brethren who have always lived in Greyhawk-controlled lands, and because the rulers of Greyhawk have always taken pains to make the gnomes feel protected and their concerns heard. Greyhawk militiamen are always under orders to consider gnomish interests a first priority in the Cairns, and squads of militia frequently include a gnome scout, nighttime look-out, and adviser.

Tithes and taxes imposed on the gnomes are relatively low, and are lower than those imposed by Urnst. All this does *not* mean that the gnomes are overly trusting or overly friendly folk with those they do not know. They are perfectly aware that there has been a war, that Iuz is rising across the Nyr Dyv, and many have heard of the Scarlet Brotherhood. They are thus cautious in dealings with adventurers, especially humans.

Halflings

The large majority of the halflings of the Cairn Hills dwells along the southern shores of Midbay and the northern fringes of the hills abutting this area. The relative poverty of the hills here, in terms of mineral resources, is the major reason that everyone else has been happy to allow the halflings to settle. While the shores of Midbay are too shallow for Nyr Dyv boat traffic, the halflings dwelling there have been able to make good use of their skills with light leather and bark canoes. They have fished Midbay's waters very successfully.

The major settlement of Elmshire is described in GoF, p.21, and also below; there are some 3,800 halflings there, and another 1,000 are scattered among the northern hills (mostly within 20 miles of the Nyr Dyv).

The halflings of the Cairns are peaceful folk. Their own militias are fairly ragged units, and they avoid conflict when they can. Halflings generally like to spend part of their lives in Greyhawk itself, but not usually for longer than it takes to make their fortune, or to find out the hard way they're not going to.

Halfling communities always have an elected ruler, typically a mayor or sheriff. Family ties are strong, and communities are often insular. While halflings met outside their own lands may often be thieves, there is little thievery, crime, or drunkenness in the halflings' own realms. One point of note is that halflings are almost all highly suspicious of the Rhennee and regard them as evil until proven otherwise. They avoid trade with them.

Dwarves

The dwarven population of the Cairn Hills is small, perhaps no more than 1,200 in total. They are virtually all found in the southern hills abutting the Abbor-Alz. Clan distinctions are weak within each large community (at Greysmere and Karakast); since the total population is small, the dwarves band together and minimize clan distinctions.

Cairn Hills dwarves are notoriously insular. They have little regard for Greyhawk or Urnst, feeling themselves fully capable of self-defense, and refusing point-blank to pay any taxes or tribute. To them, humans should be grateful that the

dwarves even take any of their ores and metals to the squalid human cities for sale.

The dwarves also have their own sense of history, which is very long in the telling and quite unconcerned with the human states of the Flanaess. The Atlas entry for Karakast gives a notable example of this "parallel history" of the dwarves of the Cairns.

Another reflection of dwarven insularity is their usual settlement pattern. Over three-quarters of the Cairn dwarves are found in their two heavily-fortified settlements: Karakast and Greysmere. Since humanoids and monsters don't exactly throng the hills, this is a measure of dwarven reclusiveness rather than an index of the threats they face. Dwarves prefer that other races not approach their citadels, too!

Hillsmen

Around 2,500 simple hillsmen scratch a living in the Cairn Hills. They are usually dwellers in very small villages, where many of their dwellings may be little more than tents. They are most commonly found in the northeast Cairns and the central southern lands bordering on the Mistmarsh. Some of the latter hunt and trap game around the fringes of the Mistlake and harvest swamp hay and reeds for building materials, fuel, and fodder. For the most part, they survive on galda fruit, livestock herding (sheep and goats), deer and pig hunting, and a little fishing in the hill streams.

Hillsmen are poor people, used to a hard way of life. They are fearful of outsiders and try to evade contact with them, although they do rarely trade in small market villages on the flanks of the hills over in the Duchy of Urnst, trading livestock for utensils, woven cloth, and other basics. Hillsmen are excellent trackers (75% chance for Tracking proficiency) and also have proficiencies such as Weather Sense and Direction Sense.

Bandits

There are no more than a score groups of bandits in the Cairn Hills, simply because there isn't much for them to make off with—the hillsmen are too poor, the dwarves too secluded in their citadels, the gnomes too numerous and strong. Bandits can really make any kind of a living only by ambushing trade caravans in the hills, and

these tend to be well-protected. The bandits are likewise well aware of the growing presence of the Greyhawk militia.

All of this means that there aren't many bandits around, but those who exist are smart, cunning, and well-prepared, for otherwise they would not survive. The Heroes and Villains section contains an entry for the renowned bandit Barlieu Clarreth and his band; the campaign map does not show their base, since the bandits don't ever stay put for long. Adventurers will not often encounter bandits, but when they do, the encounter should be a stiff challenge for them. Bandits like taking on adventurers, since such targets offer good weapons and armor, the possibility of magical items, and maybe even a ransom.

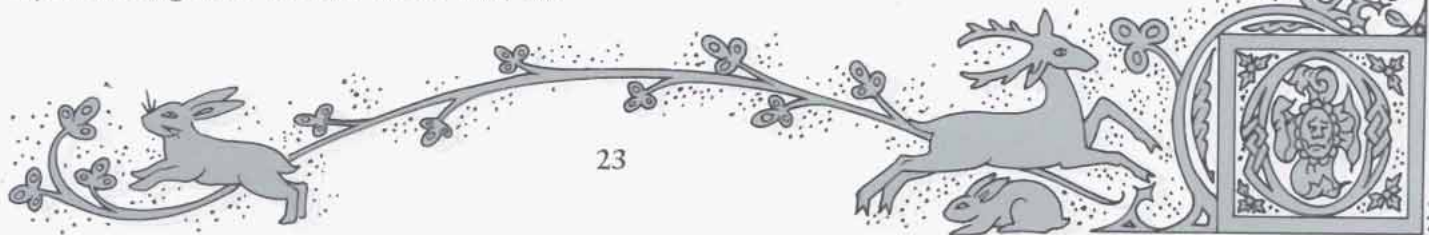
Humanoids

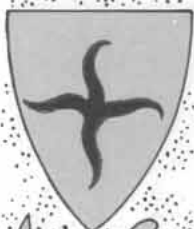
Orcs, hobgoblins, and goblins may all be found in the Cairn Hills, although they are rare indeed north of the Mistlake, where determined gnomes have played a major role in hunting them down and killing them. The caves around the Abbor-Alz mountains are their major retreats, and they compete here with dwarves for living space. The goblinoid races are less aggressive than usual, given their small numbers (which are not exactly known), and they always retreat to their lairs by day, emerging only at night to forage for whatever they can get. Goblins in particular are poorly armed and have very low morale (subtract 2 from normal rating), since the other goblinoid races regard them as a soft target and often hunt them at night. The only important exception to this general picture is the orcish citadel of Harrgrek Kukulend, detailed in the location listing below.

The Militia

The expanded Cairn Hills militia has eight bases: three well fortified keeps, four forts, and one housed garrison. The locations and roles of each of these is followed by a detailing of the troops and leaders.

Stonefort: Far to the north, this garrison of 60 militiamen watches over the southern Nyr Dyv. The fort doubles as a penal colony; criminals sentenced to forced labor work in gravel





quarries here. Their produce is shipped and then conveyed by wagon to the garrison at Stonebridge and on to the Free City.

There are some 80 convicts here at any given time, who have average life expectancies of five years. This posting is truly a grim one, and the militiamen are hard and cruel. Trained tracker dogs are used to chase the very few criminals who escape their shackles and manacles, and they often make short work of any exhausted wretch they catch.

Stonebridge: This small garrison keeps careful watch over river traffic approaching Greyhawk. It comprises some 20 men and always includes at least two lieutenants. Trained homing pigeons are used to alert the Free City to any major approaching danger, although the Selintan beacon system is being installed here as a backup. Life is usually quiet here for the men, who tend to lose a lot of their wages gambling with the gnomes of Grossettgrottell.

Diamond Lake: The fort here houses a garrison of 60 militia whose remit is to patrol the areas around the mining towns of the north, and to liaise with the halfling communities to the north. The Blackwall Keep militia may call for reinforcements from here if trouble erupts in the Mistmarsh, so it is not entirely a backwater post.

Blackwall Keep, Marsh Keep: Both keeps are strong, stone towers with stockaded horse corrals. Should swift dispatch of messengers be necessary, horses are employed (pigeons tend to get eaten too easily by hawks here).

Each keep contains some 40 militiamen. Regular patrols around the edges of the Mistmarsh are mounted from here, although the Marsh isn't entered by these men. Although these are not technically located within the Cairn Hills, they are subsumed under the Commander of the Cairn Hills.

Fort Leman: This is the northernmost of the three "spinal" central garrisons, holding some 50 men. This slightly isolated fort is in an area of low population density and is a listening post more than anything else.

Fort Gellner: Named after the previous Commander of the Cairn Hills militia, this

strongly fortified stone and wooden fort houses 120 militia selected for their toughness and high degree of discipline. The fort is being completed, having been rebuilt from the ruins of an old stronghold in the land previously controlled by the Duchy to the east.

Of the militia, 10 are members of the elite Mountaineer Militia (see entry for the Abbor-Alz for details). Patrols (at least 10 strong) operate in all nearby areas within the hills, and spying missions with the Mountaineers' griffons extend well to the south and past the borders with Urnst (by arrangement). The garrison's remit includes tracking down and slaying monsters and groups of humanoids; the men here are warlike. This is a posting where the men see action, and their wages (double normal) reflect that.

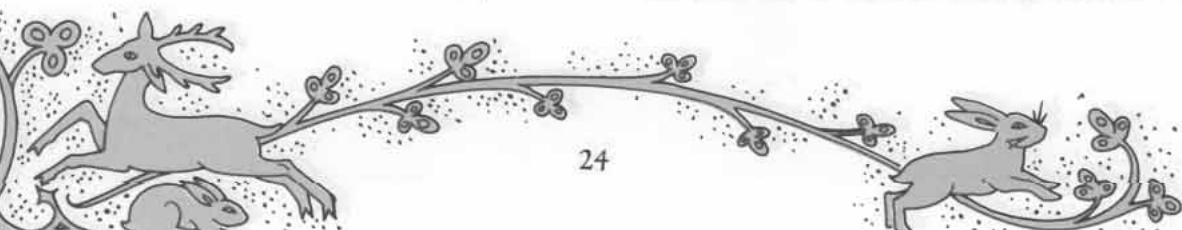
Ryell Pass: The keep here has the same name as the pass in which it stands. The garrison of 80 men here is similar to that at Fort Gellner. This keep serves as a stopping-off and resting point for Mountaineer Militia who have overflowed the Abbor-Alz mountains from Karistyne's Castle or Storm Keep.

In addition to the specific duties of each garrison, each must provide aid, when needed, to those who have accepted Greyhawk's rule in the area. "Those who accept rule" means those who pay taxes or tithes, or who provide other returns (such as bodies for conscripted military service; some small gnomish communities provide volunteers to work as lamplighters on the Selintan barges, for example).

Garrison Personnel

Ordinary militia are of levels 1-3 (40% 1st, 40% 2nd, 20% 3rd), with appropriate rank. For each 20 militiamen, there is one lieutenant and one fighter of level 4-6. For each garrison, there is one commanding officer and a Captain (a fighter of level 7-9). Garrisons with 40 or more men have a resident priest, almost always of St. Cuthbert or Heironeous, specializing in healing and combat spells (level 4-7, 75% chance of an additional acolyte of level 1-2).

Each of the three central garrisons and Blackwall Keep has a spellcaster known half-jokingly as a "combat mage" by the fighting men; this is a wizard



of level 5-9 who is 50% likely to be a specialist invoker. Fort Gellner has two such wizards.

The fighters of the garrisons are well armed and armored. They have both leather and chain armor and a variety of weapons, including at least one bow (usually a long bow—a bow weapon proficiency is mandatory). Fighters of 3rd level and higher have double normal chances for possession of magical items; those of 5th level and higher always possess a magical weapon, and are 50% likely each to have magical armor and a magical shield.

Because the garrisons are still being expanded, members are still being organized to best effectiveness. The hillsman-ranger Perren Striaken (see Heroes and Villains), for example, has just accepted service with the Ryell Pass garrison, aiding their watches and patrols using *speak with animals* and with his pet lynxes that are effective trackers and spies. As Greyhawk's presence expands, more such subtle specialists will become part of the military garrisons.

The new commander of the Cairn Hills militia, appointed when Tigran Gellner accepted promotion to Captain-General of the Greyhawk City watch, is Schinus Balint, described in the Heroes and Villains section.

Encounters with the Militias

Militiamen are well-disciplined (ML 13-14), confident, strong fellows who take no nonsense. They are proud of their growing role in the Cairn Hills. Many have been here for a sufficiently short time that an attitude of "let's turn this thing around" (by making friends with the locals, wiping out hill giants, fully mapping the land, getting to know all the byways and hiding-places, etc.) still prevails. If militiamen encounter adventurers with no obvious purpose (not escorting merchants, for example), they'll want to know what they are doing and why. The militia don't seek confrontation, but they won't be satisfied with blather and secrecy. Patrols of militia within the Hills will always be at least 10 strong, and may include a priest or wizard (as the DM chooses).

Locations in the Cairn Hills

Settlements

BERENAD AND STORAVEN

Just over the border into Urnst, these two mining villages are rich with corundum veins and fair deposits of emeralds. Both are protected by large garrisons of Urnst militia (80 at each village). Some 600-800 miners are at each mine; 60% are gnomes and 40% are humans. The Berenad mines are an easily accessed affair, with the veins open to the elements along unusually sheer rocky hill faces.

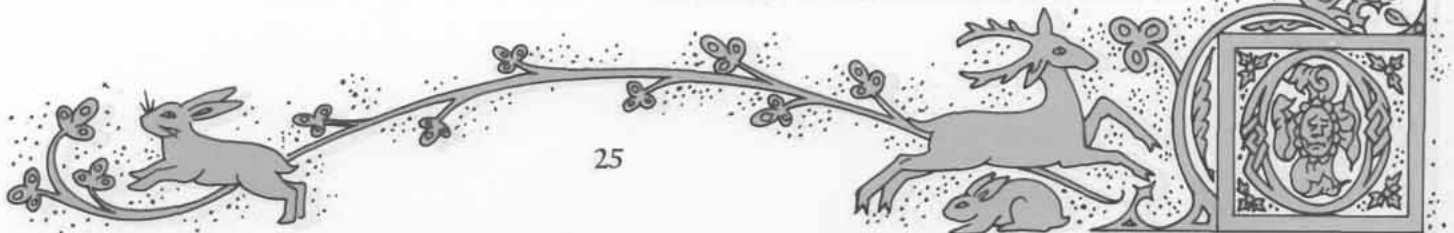
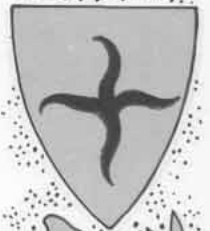
ELMSHIRE

Located on the shores of Midbay, this is the home of 3,800 halflings (GoF, p.21, gives further detail). During 583 CY, an outbreak of a mysterious plague decimated this community and nearly a quarter of the population died. The reasons for this are wholly mysterious, but the wasting symptoms and catastrophic infectious phases of the plague appalled and terrified the halflings, who have become a more fearful folk since. Traditionally a city of good food and good cheer, Elmshire is now a rather gloomier place. Many of the survivors feel guilt at having outlived younger loved ones who died and the town as a whole now suffers terrible mental anguish.

The probability of the decline of Elmshire is a worry for the rulers of the Free City, since trade between the communities has been good and the food grown here is needed in Greyhawk. Further, Elmshire signed a treaty with the Free City in Patchwall CY 583 in which it agreed to accept taxation (at a low level) in return for Greyhawk's military protection. This is another reason for its decline worrying Nerof Gasgal and his fellow Directors; they need the money!

GREYSMERE

This forbidding dwarven citadel is described in GoF, pp. 26-27. A fortified mine complex of some 400 dwarves, Greysmere also includes underground fisheries and fungus farms, and passages leading to the Underdark over which the dwarves maintain strict watches. Greysmere pays neither tribute nor tax to Greyhawk, but it has signed a pact offering military aid in time of war. In return, information collected by the



Mountaineer Militia concerning events in the area is supplied to Greysmere's rulers (rather belatedly most of the time).

GROSSETTGROTTCELL

This large gnome mining complex is detailed in GoF, pp. 17-21. Grossettgrottcell has always been under the Free City's rule, although it governs its own affairs, paying a small tithe to the Free City and exporting its products exclusively through it. In return, militia guard Stone Bridge and patrol the surrounding territory.

HARRGREK KUKULEND

Some 600 or so orcs and 50-60 orog dwell in the inhospitable caverns of Harrgrek Kukulend. The inner caverns are well secured, with rockfall traps, pits, crawlways with murder holes, and the like keeping unwanted predators out. The orcish tribe here is the Jublizoi, the Hill Renders, a term which has the connotation of "renders and killers of anything smaller than orcs"—that is, goblins, gnomes, and dwarves. Fifty years ago, the tribe was 5,000 strong. Now, hunted by gnomes and more rarely by dwarves, only this remnant remains.

Fearful of the greater numbers of demihumans, the orcs have explored and tunnelled much deeper than orcs normally would. They have managed to cultivate fungi in deep caves, and they fish for an albino sightless eel in deep, underground pools of the hills. The latter is hazardous, since cave fishers and lampreys also abound in the same places. The orcish diet is unusual; it includes fungi, cave moss, and lichens, and anything they can manage to get.

Currently, the orcs are divided between the elders who want to continue their way of life and a group of younger orcs and orog whose plan is to emerge en masse and assault a demihuman citadel, taking it for themselves or dying gloriously in the attempt. Within five years or so, the younger ones will get their way as the elders die off, probably being helped along the way by their offspring. While the orcs are poorly equipped, they might yet be dangerous, for they are wily and cunning and have learned how to spring ambushes, to construct traps, and generally show more smarts than most orcs (Int rating 1 point higher than usual).

JANAQUIL VALLEY

This unusual site lies at the very mouth of the Ery river, north of the Mistlake. Absolutely pure water from hill streams flows gently into that lake, and here, a group of three alchemists has settled. They dwell in a cottage that is a permanent *Leomund's secure shelter* with some added properties—it is fire-resistant inside, and all enchanting processes and magical item preparations have increased chances for success (naturally, the alchemists don't broadcast the details). Other unique features exist as the DM sees appropriate.

The alchemists specialize in the manufacture of potions. Their water source is so pure that their chances for successful preparation are some 25% higher than normal (note: AD&D® 2nd Edition rules give guidelines for magical item fabrication rather than formal rules, so this 25% figure is actually a rule of thumb for DMs who have developed more precise rules).

One of the alchemists, Renehard Barris (a 9th-level wizard), possesses an amulet that can cast a *teleport without error* spell once per week; he uses this to travel to Greyhawk or Radigast City to sell the potions.

The alchemists here use herbal ingredients from Wavenair, and are always eager to purchase suitable ingredients from adventurers—giant sinews for *potions of giant strength*, dragon tongues for *potions of fire breath*, and suchlike.

The fertility of the valley attracts many hillmen herders and shepherds who supply the alchemists with food, milk, cheeses, and suchlike in return for some herbal salves and poultices.

KARAKAST

This dwarven iron mine yields a little gold and platinum from its deepest veins. It has a unique appearance; the 600 resident dwarves have, over a century or so, virtually hollowed out an entire rounded hill and created a massive stone fortress out of it.

The dwarves here are unusual in appearance, for they are slightly olive-skinned and many have very red hair and beards. Some sages have drawn parallels between their very unusual architecture and that of the Cones of Baklarran, and wonder if this isolated group of dwarves may not be a far-traveled offshoot of the unknown builders so far to the northwest.

Karakast is virtually impervious to attack. The dwarves within have a rulership by military council, with trials of physical strength being used to determine the role of Battle Axe (leader) of the clan. Dwarves are given stamina training, weight lifting exercises, and instruction in battle from a very young age. In Karakast, all male dwarves have Str 15+; females have 14+.

Karakast's dwarves are strikingly polite, in great contrast to those of Greysmere. However, they are also incredibly formal, always addressing others by full name, title, and rank (even their best friends). Social gaffes in this respect can be remembered for generations. All the dwarves here are of lawful neutral alignment, and are proud worshippers of Clangeddin, whose priests dominate the military council.

Below Karakast, the dwarves have many enemies to contend with. Just as in Greysmere, there are passages to the Underdark in the deep mines that must be watched at all times. Nests of skulks are discovered from time to time in newly-excavated chambers, which the dwarves ascribe to a great prehistoric subterranean battle site that they have not yet located (but they have found three magical swords so far, and are confident of their assessment). Xorn are a common pest here, as are oozes, jellies, and slimes in the deeper waterlogged passages and tunnels.

Karakast was formerly under Urnst's rule, but the citadel has accepted the transference of rulership to Greyhawk with fair grace. The Cairn Hills militia has taken great pains to cultivate them, and escorts merchants who wish to trade with the dwarves. The Commanders of the militia themselves have visited regularly to pay their respects to the Battle Axe and his fellow council members.

Remarkably, the dwarves have been especially impressed by the griffons of the Mountaineer Militia. They have inquired politely whether flightless specimens were available for sale that could be used for self-defense in their own mines. Their disappointment at finding that wing-clipped griffons don't like dungeons was offset by the gift of a *ring of horgar control* that has allowed them to use one of these rare creatures to aid their excavations. The dwarves' relations with Greyhawk are thus very cordial.

Mining Towns

BLACKSTONE, DIAMOND LAKE, STEAMING SPRINGS

These are described in GoF, pp. 22-23. Each town is ruled by a Greyhawk-appointed Governor-Mayor. The mines are leased to proprietors, and there is a balance between mining and prospecting operations. The garrison at Diamond Lake organizes policing in these towns, in consultation with the Governor-Mayors.

PARGENTER'S MINE

This well-hidden, deep mine is home to a clan of some 40 gnomes. They feign a lazy and idle nature, and the dwarves of Greysmere and Karakast regard them as indolent and useless, as do most other gnomes. The reality of things is very different.

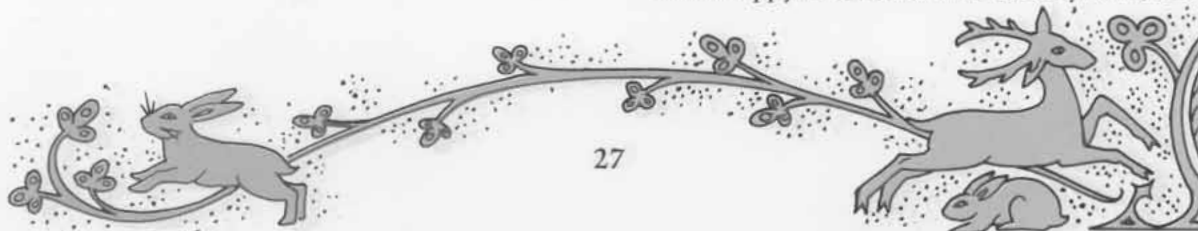
The gnomes here mine a vein of unique ore—a copperlike metal that is greatly prized for use in magical items such as swords, rings, braziers, and suchlike. The metal bears a strange enchantment that protects items composed of at least 5% of it. Such items add +2 to their saving throws against special attack forms (*Dungeon Master's Guide*, Table 29). This bonus is additional to any others that apply.

The gnomes protect their secret most carefully, having excavated a tunnel nearly 20 miles northward so they can emerge just south of Ryell Pass at a secret entrance hidden with *hallucinatory terrain*. From there, small groups travel to Greyhawk to sell their refined metal to the Guild of Wizardry, which does not reveal the secret of its origin.

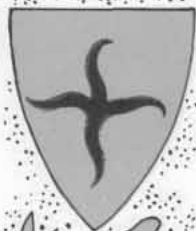
DM's Note: A handful of wizards and sages speculate that there is an almost continuous, very deep vein of mysterious magic that runs from this mine, up to and along Ryell Pass, and up toward Janaquil Valley and on to Sourlode (where its effects are more malign). If this is true, other manifestations might be found in hidden cairns and caves along this vein. DMs may wish to invent such locations and effects, taking into account what happens at these other sites.

SOURLODE

This gnomish silver mine is excavated by 325 gnomes who have always been independent and surly of character. Duke Karll of Urnst was none too unhappy to cede the mine to Greyhawk, and



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diplomacy by the militia has been largely fruitless here. Sourlode accepts its new role as part of Greyhawk's fief, but pays tithes of silver and a few gems late and grudgingly. The gnomes cook the books, and always feign having gathered less than they actually get.

Sourlode is so named because, among the few gems the mine produces, a handful have been discovered that seem to weep a viscous fluid that smells acrid and sour. Within 24 hours of each such gem being found, a magical monster has invariably appeared within the mines, rampaging berserkly and destroying everything in sight. The slate of monsters has included a mantichore, a gorgimera, and—most recently, in 582 CY—a crypt thing that wreaked havoc with its teleporting abilities.

The gnomes accept this hazard because these rogue gems are found rarely (one every 5-10 years) and because the mine is otherwise quite rich. They do have time to prepare for an attack when a "sour gem" is found, and can minimize damage and casualties.

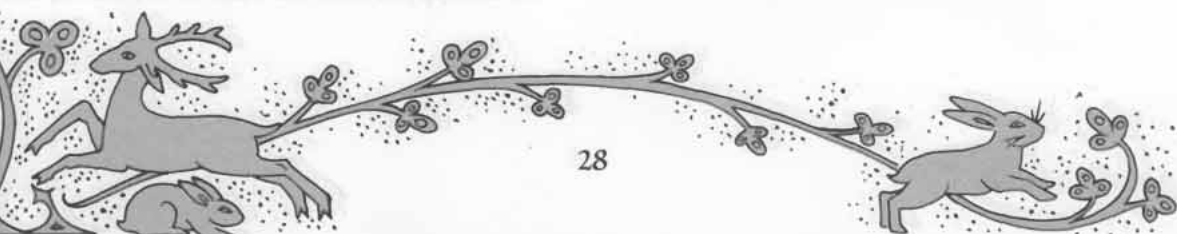
Sourlode's clan leader is Garlan Baranmare, a fighter/illusionist of levels 7/7 and neutral alignment. He is fairly tyrannical by gnomish stand-

ards, but his persuasiveness (Cha 17) in dealing with outsiders is valued by the others, who mostly wish to be left alone. Notably, the gnomes here are not humorous little fellows; the expression "as popular as a joke in Sourlode" is widely used in western Urnst.

WAVENAIR

This ragged camp is settled by 30-80 hillsmen. The number varies with season of the year; there are most in the fall, when they harvest swamp hay from the Mistmarsh. There are many sheep, goats, and a few scrawny sheepdogs around the patched-up tents. In a hillside to the west is a single, shallow cave where the Hermit of Wavenair dwells.

The Hermit never gives his name, and speaks rarely. He is an expert herbalist (Healing and Herbalism proficiencies, both checks failed only on a natural 20) who helps the hillsmen by tending to sick animals. They regard him with almost religious awe; a sick or lame animal is always healed by his hands, they say. The Hermit himself travels alone in the hills and Mistmarsh, apparently careless of his own safety, gathering plants for his tinctures and salves.



The Hermit certainly has druidic spellcasting abilities, but exactly who or what he is is a mystery. Some claim that he is a famous sage from Veluna, driven mad by some magical affliction; others say he is a druid exiled from the Cabal of Heirophants; still others say he is a Nyrondese from the Gamboge, fled during the wars (he appeared in Wavenair in late 582 CY).

Certainly, he is a powerful man. Hillsmen will tell those they trust that the Hermit was once seen to draw from his yarpick staff a bolt of lightning that shattered the ribcage of a hill giant attacking Wavenair (the Hermit owns a *staff of thunder and lightning* that can cast double-strength bolts). If the speaker *really* trusts an adventurer, he may describe a famous wizard who visited the Hermit two years ago, and if that adventurer has seen (a portrait of) Tenser the Archmage, he would know that this was the wizard who came to call. Why? Only the Hermit knows—and possibly Mordenkainen, too.

Other Sites

THE DOOMGRINDER

This extraordinary edifice towers over a small valley, standing on a plateau outcrop. The valley is very fertile, with unusually rich plant life, but few dare enter it. The presence of the forbidding Doomgrinder is intuitively shunned by almost all creatures of the hills.

The Doomgrinder is a massive windmill, some 80 feet high, made entirely of stone, including its sails. It is obvious that magic maintains its structure, and it radiates magic and evil strongly if detected. Its sails move one degree at a time at unpredictable intervals (once every 10-50 years). This movement is generally accompanied by a ferocious lightning storm. Legend has it that the Doomgrinder is counting down the years to a major cataclysm as great as the Invoked Devastation. One of its sails is now but two degrees away from its zenith, and some say that when that sail moves to that point, the end will be at hand.

Who built this colossus is entirely unknown. What is known is that the building has no obvious entrance and is entirely resistant to magic (*passwall*, *stone to flesh*, etc.) that would destroy the structure. Reports of evil dao filter back from the surrounding hills from time to time, as do tales of wondrous magical treasures secreted

within the mill. Dwarves believe that derro dwell beneath it, so they avoid the place.

ECHO CRYPT

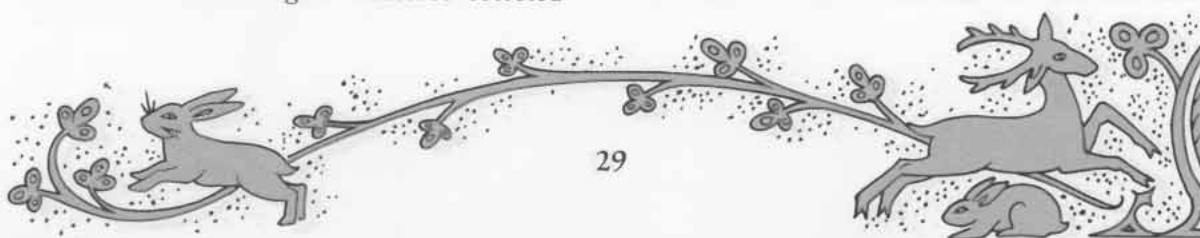
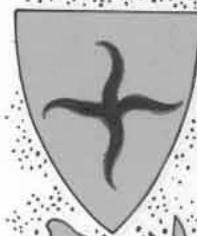
This series of catacombs stretches some six miles below the mountains of the Abbor-Alz, and is fiendishly hard to explore. Much of its length comprises tunnels a halfling can barely squeeze through. Burial chambers with fine treasures have been looted in its upper length, and there are surely more to be found; however, the crypts have a bizarre magical feature that deters most explorers. Simply, the sound of voices here takes on amplified magical form and returns to assault those breaking the silence. The effects of *shout*, *silence 15' radius* and even *power word* spells beset those who speak even a syllable within the crypt complex. Thus, for obvious reasons, wizards and priests avoid the crypts like the plague. Since there are many mindless undead things in the lowest catacombs, their presence is sorely missed by explorers.

Great cave lizards, semi-transparent ropers, gelatinous cubes, and other monsters lurk in the farthest recesses. However, the rumored recovery of a *rod of beguiling* from Echo Crypt as recently as Ready'reat, 583 CY, ensures that the foolhardy continue to enter the place.

GREAT BARROWS

This complex of crypts and barrow mounds differs from the ancient Cairn complexes and is of more recent origin. The barrows appear to be burial sites of great hill giant chieftains, and are fairly crude and devoid of sophisticated traps or magical guardians. Hill giants regard these barrows as sacred sites, and attack on sight all who approach.

All this would not be interesting except that the giants appear to have stumbled on some magical ore, bane, or artifact buried below these barrows. The effect is that the normally mundane remains and poor possessions of buried giants have been transformed into semi-magical items. Specifically, the bones of the giants are usable for preparing *potions of giant strength*, and recently, retrieval of the skull and armor of one chieftain is said to have allowed a skilled enchanter to manufacture a *girdle of hill giant strength*. What magic affects the remains in the barrows to give them such latent power is wholly unknown.



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MAURE CASTLE

Maure Castle is a forlorn, forbidding place on the edge of the Cairn Hills, standing above a boggy valley in Urnst. The above-ground levels of the castle are largely ruined, and the presence of a nesting pair of rocs in the hills nearby discourages the casually curious. Evilily-inclined ravens and other carrion birds flock to the castle towers. Fierce tyrgs are known to roam the area.

The entrances to the dungeons of Maure Castle are well obscured and reputedly located down long, slime-covered chutes with traps and hazards all their own, such as nesting otyughs, acid pools, and worse. Within the dungeons, humanoids are said to lurk, doing their best to avoid the golems and other mindless guardians that infest the place (together with no few ghouls and ghosts). At least one greater fiend is said to lair in the deepest dungeon.

Treasures said to have been taken from Maure Castle find their way to sale in Greyhawk and Hardby from time to time—weird statuettes of gold and jade, tapestries, and grimoires. For every treasure extracted, one can be sure that at least one adventurer perished searching for it.

THE SCREAMING VALLEY

This bleak and wretched place is devoid even of insect and bird life; the four-mile-long valley has little but barren rock along its length. It takes its name from a central massif of honeycombed sandstone monoliths half-way along its length. When the wind blows strongly, it whistles through the holes and pipes of the soft stone and generates a wailing, forlorn sound audible for miles around. What this sandstone is doing in the Cairns, the Powers alone know. At least one groaning spirit is said to dwell in the caves that pit the valley sides. Quicklings have been seen in the area (well away from their normal habitats).

Twelve years ago, during great storms that caused flash floods in many valleys, the body of an illithid, ritually scarred and stabbed, was washed down from the Screaming Valley, adding greatly to its perceived menace. A solitary wyvern of great age and guile is also said to nest here and, of course, there are the usual tales of rich treasures to be had.

STANKASTER TOWER

This fire-blasted ruin once stood nearly a hundred and fifty feet high, the marbled home of the

Invoker Stankaster. What little reliable eyewitness evidence exists reports that a great magical battle, with fire, acid, meteor storms, and earth elementals, raged here for two days and a night in 581 CY, until the tower was breached. What has become of Stankaster, and who his assailant was, is a mystery.

Two adventuring groups that sought the answer did not return. Stankaster is known to have had two apprentices, a resident alchemist, and a visiting 10th-level Invoker, Karposhnen of Hardby, who was being trained when the attack came. Of all places reputed to hold magical treasures, this may be the best bet.

TENSER'S TOWER

Tenser's castle, dominated by its Great Tower, stands on a rocky outcrop overlooking Midbay. High-walled, with a magically reinforced gatehouse, drawbridge, and portcullis, it is nigh on impossible to raid. Magical illusions and distortions mask its traps and defenses, and a network of permanent wizard eye globes allowed Tenser to scry any part of his home with complete accuracy whenever he wished.

Since Tenser's death, the sirines, swanmays, selkie, nymphs, and halflings he befriended still visit, in the hope that their friend may yet return. None enters the castle, save for Jallarzi Sallavarian, the executrix of Tenser's will. She alone holds the keys to the castle, although she rarely visits now that Tenser's bequests have been fulfilled.

Tenser did not leave possession of his home to anyone. Since his death, a preprogrammed sequence of events has begun in the castle with a momentum all its own. Golems rearrange furnishings and the mobile elements of extraordinary magical runes and spheres; castle walls shift themselves; automatons enact seemingly meaningless sequences of actions; and from the deepest dungeons of the castle, strange grinding and whirring sounds are dimly audible. What this all portends is probably unknown to anyone, even Mordenkainen himself.

For anyone planning to loot the castle, the defenses are formidable—traps, golems, automatons, illusions, planar gates woven into descending nets, endlessly recursive catacombs, tesseract complexes, and much else besides.

Tales and Whispers

• **A Charming Place:** At an unknown location in the hills, hidden within a cave complex, stands a seven-foot stone statue of Wee Jas, Sulioise goddess of magic. Its origins are unknown, but any wizard casting a *charm* spell here has a greatly superior chance of success (-4 penalty to victim's saving throws both at the time and for subsequent saves against the wizard's *charm*; cumulative with other penalties). Wizards bring monsters here to *charm* them, especially if the monster is powerful and otherwise has a good chance of resisting the *charm*.

• **The Walking Stone of Eyes:** Rumors sometimes circulate concerning a green-purple boulder, some eight feet in diameter, which is capable of standing on two rocky "legs" and moving (MV 6) around. Periodically, a vast number of stony, eyelike appendages burst forth from the boulder and stand out on flexible, stony antennae, as if spying out the terrain. The boulder doesn't attack anyone, and appears impervious to magical attacks. If attacked with picks, weapons, etc., it can sink into the ground and move as a xorn. The boulder radiates strong magic, but neither good nor evil. Whether this object relays information to anyone is unknown.

• **The Choking City:** A cairn complex has been discovered that is virtually a necropolis, nearly a mile in length. Some of the buried city is comprised of tombs. Much of it, however, appears to be a normal city of people going about their business—but these people were at some point instantaneously petrified, so that they (and all they possessed) were turned to stone. As the figures are exposed to some days of sunlight, the stone figures develop the texture of old papyrus and crumble to flaky dust. Both such decomposed figures, and the city, are dangerous because the dust inflicts a horrible, rotting fungal disease similar to mummy rot.

The city is currently sealed up by a group of Greyhawk militia, with wizards using *stone to flesh* spells and other variants to ascertain what riches might be obtained from the property in the ruins.

• **Dweomerstones:** A small clan of gnomes (who keep the identity of their find secret) have discovered a few score small, utterly smooth, black, pebblelike stones which, if held in the hand of a wizard, can grant extra spellcasting

power (in game terms, roll 1d20 and subtract 6; the resulting number equals the number of spells already cast by the mage which are returned to his mind by the stone; if the result is a negative number, that many spells are drained from his memory). Each stone has one use only; spells regained or lost are randomly selected; and if the mage loses more spells from a drain than he has memorized, he falls unconscious for 1d10 hours.

The gnomes selling the stones are fearful and eager to sell at reasonable prices. One rumor says that a wizard using *ESP* discovered that the gnomes freed a tanar'ri by taking the stones. The fiend is stalking the Hills, and is headed for other sites, where adventurers might slay it and find stones of their own—and perhaps another Fiend to slay...

• **Caves of Milk:** A set of catacombs with milky, opaque, mineral-rich waters has been discovered. The catacombs contain many oozes and slimes, but the gray oozes here have within their bodies pearl-like stones of surpassing beauty, often slightly pink or blue in hue (and worth 200-500 gp each).

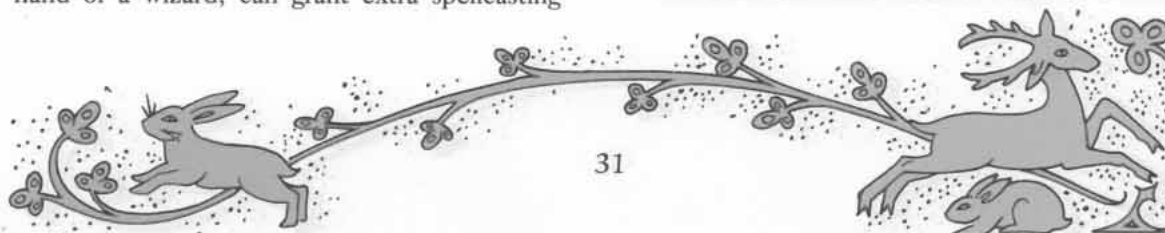
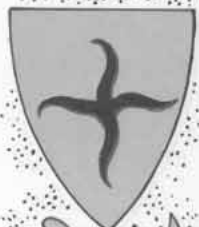
• **Bandits in the Hills:** An upsurge of banditry in the northeastern Cairn Hills is ascribed to straggler-refugees from the Bandit Kingdoms who have fought their way through the old Shield Lands, shipped across the Nyr Dyv, and started to terrorize folk in the Cairns. It may be that Iuz's forces deliberately let them go, hoping they would cause havoc to the south. There is a bounty offered for their heads, but they are worth more alive, for Greyhawk's rulers believe they could be useful in the Penal Militias of the Wild Coast or as forced labor in the quarries and workhouses of Greyhawk itself.

The Abbor-Alz

The Abbor-Alz comprise the mountains lying south of the Cairn Hills. The Abbor-Alz descend into a hill range, becoming less steep and undulating as they approach the southerly Bright Desert. Information about what lies within is laid out in a similar order to that for the Cairn Hills.

Introduction

The Abbor-Alz hills are rocky, granitic, and generally have poor mineral resources within the area covered by the campaign map. Farther east,



where the Duchy of Urnst still rules them as they pass into the wooded hills of the western Gamboge, there are richer deposits of gems and metals. Because there is little of value in the Abbor-Alz regions ruled by Greyhawk, the formal border with Urnst is not heavily patrolled or teeming with border guards.

The Abbor-Alz are infested with many more monsters than the Cairn Hills, notably manticores, wyverns, a few dragons (fortunately, mostly brass and copper dragons), a few leucrotta and lamia, sphinxes, mountain tigers and weretigresses, many ogres and hill giants, and a few trolls to boot. The northernmost reaches of the hills are reasonably safe, since dwarves and gnomes have a number of small settlements there, but farther south, they become much more dangerous.

Flora and Fauna

Animal and plant life here are similar to that in the Cairn Hills, with some exceptions that become more pronounced the farther south one travels. Plant life becomes scarcer, hard-leaved alpenes and small cacti become more prominent, and trees and shrubs become almost wholly absent. There are fewer pigs and deer here than in the Cairns, but more of the nimble mountain goats and a small, llamalike animal that is too small to be used as a pack beast. As noted, monsters are more plentiful than in the Cairns.

Races and Groupings

General settlement patterns for gnomes and dwarves and their typical psychology are as noted for the Cairn Hills. There are virtually no halflings within the Abbor-Alz, except for a very few on the narrow range of fringe foothills east of the mountains. The large majority of small but profitable gnomish silver and gem mines are also located here. Such mines are small-scale, extended-family affairs, and there may be half a dozen small mines within a couple of miles, each run by one or two families within a single gnomish clan.

There are perhaps 500 or so dwarves in the Abbor-Alz hills, and nearly 1,000 mountain dwarves to the north, mostly dwelling in Dumadan, described later. The dwarven communities are secluded and generally unfriendly. For the most

part, the dwarves keep very much to themselves, but Dumadan has a character all of its own.

The lives of these folk have been little affected by Greyhawk's new rulership of the area. The gnomes still dispatch their goods for trade in the Urnst lands because they are much nearer than other markets, and Pontyrel is still the major trading market for ores and gems from the gnomes. The habits of Dumadan's dwarves are discussed below.

Many outlying dwarven and a few gnomish communities have never paid any fealty or taxes to Urnst in the past, and do not do so to Greyhawk now. As yet, Greyhawk has not made any determined efforts to get them to do so. Because much of the Abbor-Alz is unmapped, and because of the uncertainties of the Bright Desert, the Mountaineer Militia here are mostly engaged in surveillance rather than diplomacy or tax collection.

The human dwellers in the Abbor-Alz, the hillsmen, are a tough and independent bunch. Banditry is significantly more common as a way of life, and those who engage in it often foray into western Urnst and the lower plains of Greyhawk.

The nomadic hillsmen herd mountain goats and keep the llamalike beasts for dairy produce and meat, and a few keep trained hawks used for bringing back rabbits and even small rock lizards, the tails of which are baked with herbs and considered a great delicacy.

The hillsmen owe allegiance to no one; there are some 2,500 of them in the area shown the campaign map, most living in groups of 15-30, save for the semi-permanent camp at Marstefel.

The Mountaineer Militia and Storm Keep

This elite group is based at Storm Keep, so named because the small lake north of the keep has a weather system all its own, lying as it does in a deep narrow valley. The mists and rain can sweep down from the hillsides very unpredictably.

The Mountaineer Militia has a force of 86 men in total, as follows:

- 40 "ordinary" militia (as per Cairn Hills garrisons) with minimum Con scores of 13, all with bow proficiency and suitable nonweapon proficiencies (Endurance, Mountaineering, etc.).
- 20 skymen—fighters of levels 3-7 who use griffons as mounts to spy out the lands. One of

these skyriders is Rhuandyr Fallonis, a half-elven fighter/wizard (levels 6/6) who is rather over-eager with the *wand of fire* he carries, if a suitable monstrous target can be found.

- 10 "stablars": fighters and rangers who attend to the griffons, train them, keep them in good condition, and suchlike. Many of these men have singular secondary skills and talents such as Herbalism, Astronomy, and Weather Sense, so that this group is almost a set of irregulars unto themselves.

- 12 officers: sergeants and lieutenants of levels 4-9.

In addition, a 12th-level fighter, Carstane Geronten, commands the garrison. It also boasts a 9th-level priest of St Cuthbert, and two wizards—one an 8th-level mage, and the other a 7th-level specialist Diviner.

Camaraderie is high among this force, which has superb morale (16) and is very well paid.

The Mountaineers are well equipped, with single-use magical items such as *potions of invisibility* and *invulnerability*, and a *ring of featherfalling* available to pilots on flights. A posting to Storm Keep is much sought after by many militiamen.

Storm Keep boasts 12 mature adult griffons trained for flying, and four young that are currently being reared and trained. The remit of the griffon riders is to spy and map, to seek out uncontacted groups of demihumans and adventurers, and to identify powerful monsters (such as giants) that may present a threat to the area. The Mountaineer Militia does not go out looking for trouble, however.

The Mountaineers are always on the lookout for anyone living in the Abbor-Alz who might be friendly to Greyhawk, so that a treaty of protection in return for taxes can be established by an agent of the Directors of the Free City. So far, six gnomish groups and one dwarven clan, all within 30 miles of Storm Keep, have proven amenable to such approaches. When agreements spread further afield, the Mountaineers may well have a second keep established to enable them to travel farther. Information from aerial spying is given to friendly groups. Foot patrols of 8-12 men also visit allies and give protection if the need arises.

Storm Keep itself is a stronghold that has been largely repaired from its state as a ruined and abandoned wizard's keep. The outer walls are

now fully repaired, while work continues on internal buildings. Twelve dwarves oversee work on the site. It may not be the case that all the dungeons below it have been fully explored, however!

The Mountaineers also use Karistyne Castle as a stopover point for flights north to Fort Gellner; this location is described fully later.

Locations in the Abbor-Alz

Settlements

There are fewer settlements here than in the Cairn Hills, since population density is lower and a higher percentage of the people are nomadic hillsmen. This is made up for by the greater number of ruined, unexplored, mysterious, or otherwise hazardous locations, however, and the curious adventurer will find greater opportunity for acquiring wealth, or an early death, in these southern peaks.

DUMADAN

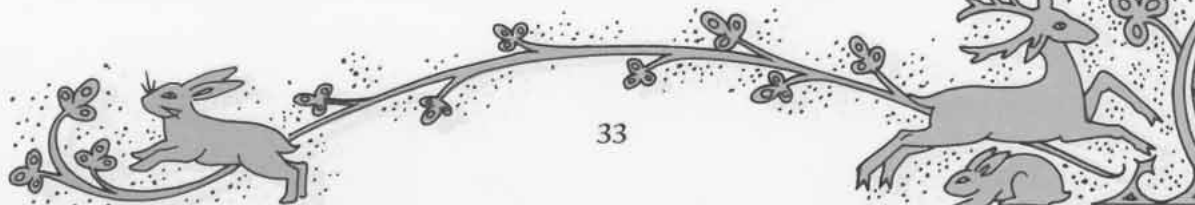
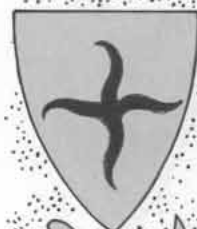
The fortress-home of 800 mountain dwarves, Dumadan is a mine complex that produces iron, some silver, and a very few gems, most notably a singular type of moonstone from a vein that is greatly prized by the dwarves here.

Dumadan is ruled by The Seer, a blind, grey-haired dwarf reputed to be nearly 400 years old and said to have great divinatory powers. Dwarves here live longer than most (10-15% extra lifespan), which they accredit to the health-giving properties of the deep waters that flow a thousand feet below the surface of the mountains.

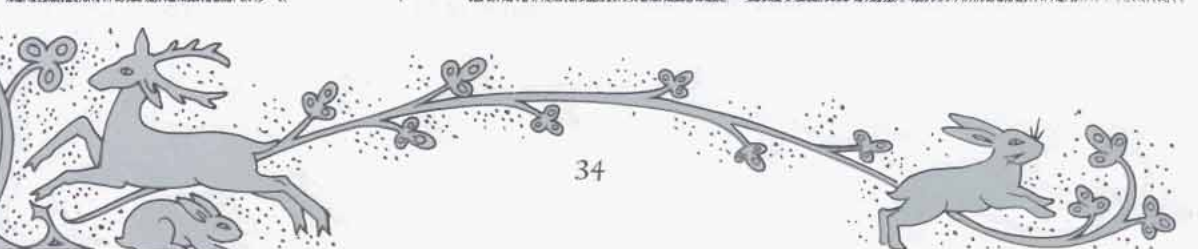
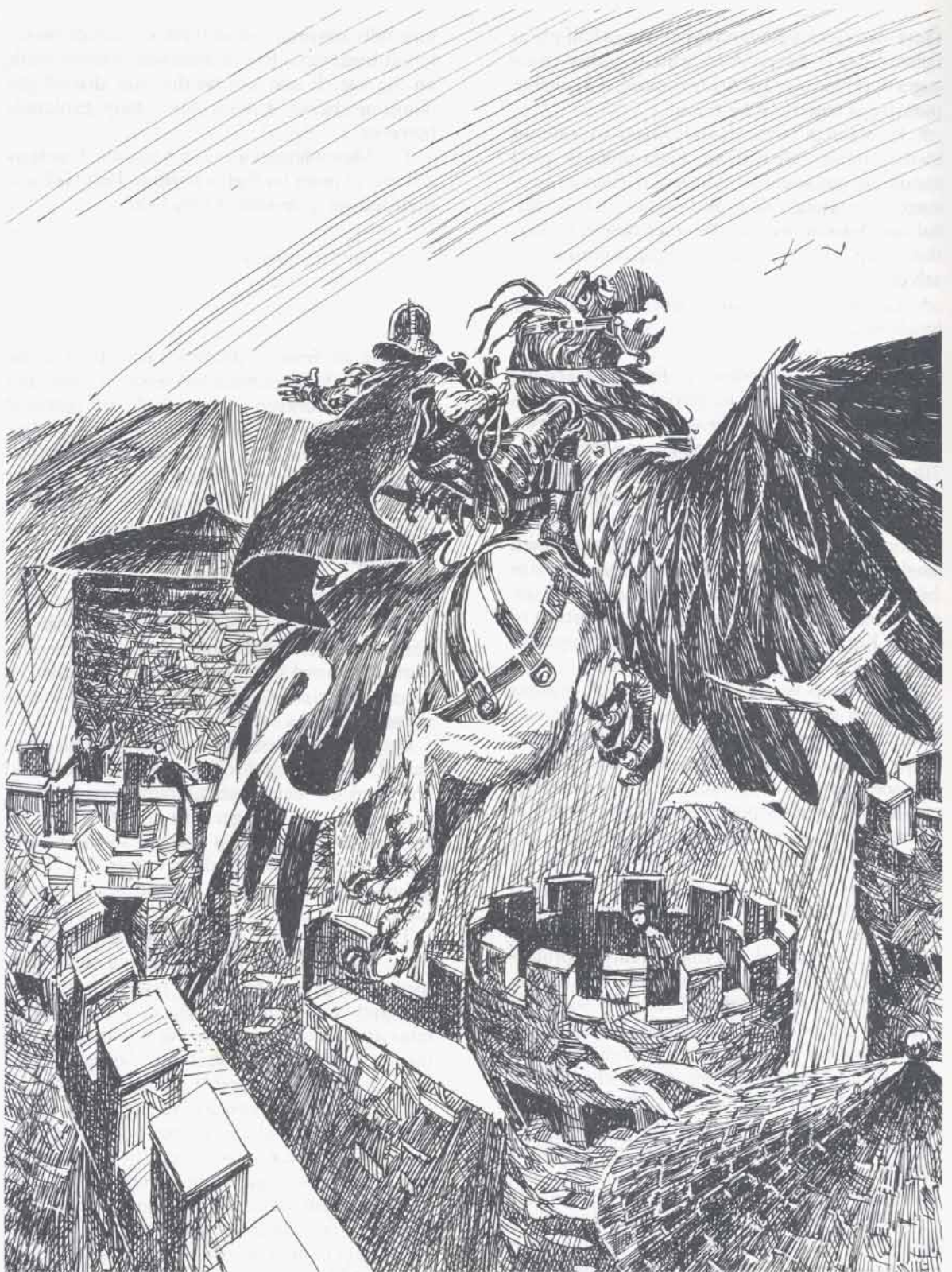
The dwarves of Dumadan are a wonder to those who visit. Visitors are accepted only if they have good reason for entry; trading is done in Pontyrel, and dwarves accept only messengers, emissaries, and those bringing worthy gifts into their home (and then visitors are allowed into only a separately walled-off "Foreign Quarter").

Dumadan's dwarves are strong, work hard, and are very lawful and respectful of elders, as one might expect. They are also very poetic, which one would surely not expect.

A Dumadan mountain dwarf looking up at the night sky will speak of the "lamps in the sky," which shot to their heights from the ever-burning flames of Moradin's Celestial Forge. A Dumadan



Atlas of Greyhawk Lands



dwarf holding a chunk of rose-veined quartz will speak of the flow of Moradin's blood through the bones of the world, a ceaseless circulation which sustains the very earth itself. If one Dumadan dwarf should buy something as simple as an urn from another, the vendor is expected to have a short verse on hand to extol its inner nature and the process of its creation (or its history). Dumadan has a Bardic College, which doubles as a historical archive; history is recited in free verse, and the education of the young is regarded as a great virtue and pleasure, a delight as important as the forging of a great battle axe or sword.

Dumadan has many sights a visitor might be surprised to see. Of course, it has great forges and workshops, but it has artisans who sculpt crystal rather than work iron; a community of sages and poets; and battle training that includes martial arts training in a form not unlike tai chi, involving slow, graceful, almost balletic movements and rhythmic breathing exercises. Dumadan's people have a gracefulness and a politeness of manner quite unexpected among their race.

Dumadan has always traded its surplus produce to Urnst in exchange for food, cloth, and simple staples (some Dumadans are hill shepherds, but generally food production does not sustain the community). Although it is now part of Greyhawk's domain, the dwarves here do not fully accept this. They continue to pay a small tribute to Urnst (which returns it secretly to Greyhawk, since Greyhawk militia patrol at a polite distance). This may change, but mountain dwarves change but slowly. They know of the Greyhawk militia presence, and quite admire the Mountaineer Militia. They are also well disposed to Karistyne, since they helped build her castle, and her magical gifts (including a dwarven hammer) were gratefully received. Thus, the dwarves will probably come to accept Greyhawk's rule before long—say a decade or two—but they will always remain an independent and proud folk.

FELNARIX

This singular peak, standing a thousand feet higher than the surrounding hills, boasts a high concentration of weretigresses. Almost invariably preferring mountain tiger form, the felines are strangely attracted to the peak for reasons unknown.

The weretigresses (who outnumber their male

consorts ten to one) lair in shallow caves which they excavate and decorate with animal skins. Rarely, they take human form to mate with native hillsmen, who are aware of the lycanthropes' presence and regard them without undue fear. There is an almost unspoken understanding between them; the weretigresses are allowed a number of the hillsmen's livestock for food ("striper's share" to the hillsmen) in return for not hunting humans or attacking their communities.

Felnarix's weretigresses are said to include two female wizards who use illusion magic and conjurations to ward off intruders. The weretigresses are seclusive, preferring their own sorority, and their society is strongly matriarchal.

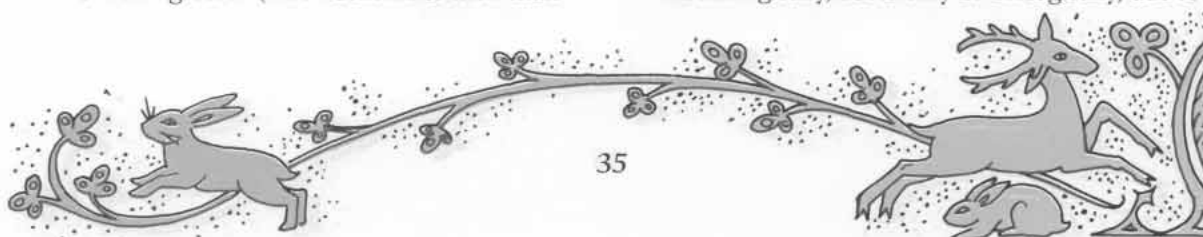
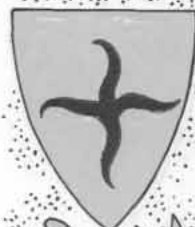
KARISTYNE'S CASTLE

This great, five-towered castle took four years to build, with the aid of dwarves and stone giants, on a great plateau below the mountain peaks. It is home to Karistyne, a 12th-level paladin of Heironneous, and a powerful group of her fellow adventurers: Aaron Marander, an 11th-level human male fighter, Caralin Arvendis, a male half-elven fighter/priest of Labelas Enoreth (levels 7/8), Helena Stanmaer, a 10th-level human priestess of Fharlanghn, and the tempestuous female elven mage Shianne Stormhanded, a 13th-level specialist Invoker (who has a 7th-level elven fighter, Gasharin Hefloranis, as a bodyguard-cum-befellow). Visitors are warned that Shianne is hot-tempered, easy to offend, vain, and has a startling range of magical items at her disposal. She has had a quiver specially made to accommodate the many magical wands she carries.

There are some 40 men-at-arms at the castle, and some 20 specialists (ranger trackers and animal trainers, a dwarf stonemason, two gnomish armorers, a half-elven fletcher and bowyer, a four-man expert ballista team, and the like).

A young adult gold dragon, Ambara, also lives at Karistyne castle, preferring human polymorphed form exclusively (except when foraging and foraging in the distant hills); her parents have sent her to Karistyne to serve as companion and learn more of human ways. Only Karistyne and her immediate fellows know that Ambara is a dragon.

Karistyne perceives her mission here as seeking out powerful evil monsters in the Abbor-Alz and destroying them. She is 38 years of age chronologically, but is only 29 biologically, due to



consumption of a *potion of longevity*. In her prime years, she sees herself as an agent of her patron Power, driving out evil and allowing the demihumans and humans of the hills to civilize and settle the region.

Karistyne and her group are wealthy adventurers; no fewer than seven dragons have fallen to their weapons and spells, and that's a lot of hoarded wealth.

Karistyne does not accept any rulership from Greyhawk. She believes it to be a city of thieves, and she will not submit to its rule. However, she has great respect for Schinus Balint and sees for herself that the Mountaineer Militia are good and hardy men whose goals are not very different from hers. Thus, there is an informal understanding between Karistyne and Greyhawk. Karistyne is informally understood to rule all territory within 10 miles of her castle, and is not asked to pay any tribute to Greyhawk. She allows Mountaineer Militia to rest at her castle during their patrols and flights, and gives them gracious hospitality. In return, Schinus makes sure that the proud paladin receives information from his spies (and from Schinus' viewpoint, if his men see a group of evil giants, much better that Karistyne and her fellows seek them out than his men).

It is a matter of honor to Karistyne to offer hospitality to adventurers, although their alignments will be swiftly checked and evil folk turned away. She is eager to hear news of events in the Cairns and Abbor-Alz, and receives bards with especial favor. Her Great Hall boasts the heads of three of the dragons she has slain with her fellows (two blue, one red), likewise those of wyverns and manticores. Guests are always an excuse for feasting on roast goat purchased from hillsmen.

MARSTEFEL

Some 150-400 hillsmen have a semi-permanent camp here around the one small, still lake of the Abbor-Alz. They graze livestock and harvest tubers and bitter berries, used to make powerful wines, from the small spiky bushes that throng the lakeside. There are few fish in the lake, and the hillsmen do not build boats, so the lake surface is usually placid and tranquil. The hillsmen do not trust outsiders, and don't even trust those they do not know through ties of blood or marriage. This is not a welcoming place!

OGREMEET

This campsite is dominated by a vast array of stone monoliths that stand atop the forlorn craggy peaks around. Their origin and function are as mysterious as the reasons why the ogres of the Abbor-Alz meet here every seventeenth full cycle of the moon Celene. At these times, as many as five or six hundred ogres congregate here and feast, dance ungainly and comical war dances, listen to the words of their chieftains and shamans, and go home again.

This is *usually* what happens, but once every 30-50 years, the ogres develop a savage battle frenzy and set off as a great warband, slaying everything around for 1d4 + 4 days until they return to their normal state. During these rare frenzies, they are immune to magical fear, gain +1 to all attack and damage rolls and morale, and save against all mind-affecting spells with a +1 bonus.

There are also unreliable reports that individual ogres behave in truly bizarre ways, speaking in languages they do not understand, creating spell-like effects, hurling rocks vast distances, crawling on all fours, or bellowing like bulls so loudly they can be heard miles away.

Other Sites

THE STAR CAIRNS

The four cairns shown on the campaign map are 400 to 500 years old. Each is the burial site of a Suloise wizard.

Although they are termed cairns, each burial site is a complex dungeon in itself. The four sites shown have all been plundered, although by no means completely; interdicted chambers, myriad secret doors, and traps have kept some secrets from tomb robbers in the succeeding centuries. Sympathetic magic attracts monsters to the area (50% more likely for an encounter within six miles of each cairn). The dungeons are known to hold undead, oozes and jellies, and even derro in one instance.

Fiends are said to stalk the dungeons, seeking clues to the whereabouts of the reputed fifth cairn that would complete a star pattern if located. The fifth Star Cairn has never been found; old legends tell that a magical teleporting system would operate between the sites, and beyond, if the last cairn were discovered and a control system therein activated.

VALLEY OF THE LAMIA

Close to the Bright Desert lies this narrow ribbon valley, at the southern end of which is a pass that leads directly to the sands to the south. Lamia and trained leucrotta prowl the valley, which is said to be ruled by a Lamia Queen of great size and strength (10+10HD, 18/99 Str) who is a powerful spellcaster (Pr7, W12).

The lamia are said to revere an ancient Suloise snake-goddess, and certainly, travelers' tales speak of the lamia directing swarms of poisonous snakes to repel the over-curious. A golden idol of the snake-goddess appeared in Verbobonc some years ago and was sold for 16,000 gp, so the lamia may guard great treasure, but few are foolish enough to seek it.

UNKNOWN LOCATIONS

The following places exist, but their exact locations are unknown or have been lost to time. Many half-reliable and unreliable rumors pertain to them, and adventurers who are prepared to pay sages obscenely large sums of money can be spoon-fed such information as the DM sees fit.

Carashast's Caves of Sleep: The last resting-place of the Oeridian warrior Carashast, a man of brutally evil nature, lies within a system of caves that drain strength and vitality from those entering. Dotting the caves are what scholars have termed *microgates* to the Negative Material Plane, which are thus thronged by shadows, slow shadows, and worse.

Carashast's own catafalque radiates a powerful sleep curse on those entering the tomb. The chamber is also said to be protected by animated swords with special magical powers of their own (severing, wounding, and the like). One rumor states that the tomb is guarded by a golem in the image of Carashast, made of solid platinum, which would have immense value if melted down.

The Eternal Storm of the Wind Dukes:

This terrible magical manifestation is said to be invisible to everyone until they enter its half-mile radius, when they are magically drawn toward the eye of the storm. Constant hailstones fall from leaden skies, visibility is greatly reduced, and monstrous, slithering, eel-like reptiles ferociously attack those entering the storm area. Ball lightning and thunderbolts within the storm also

beset those entering it, yet in the very eye of the storm is said to be a teleportation device leading to the location of the first part of the fabled Rod of Seven Parts, a mighty magical artifact of great antiquity.

Those who have sought out the storm have never found it; most who encounter it do not return to speak of what they have seen.

The Honeycombed Halls of the

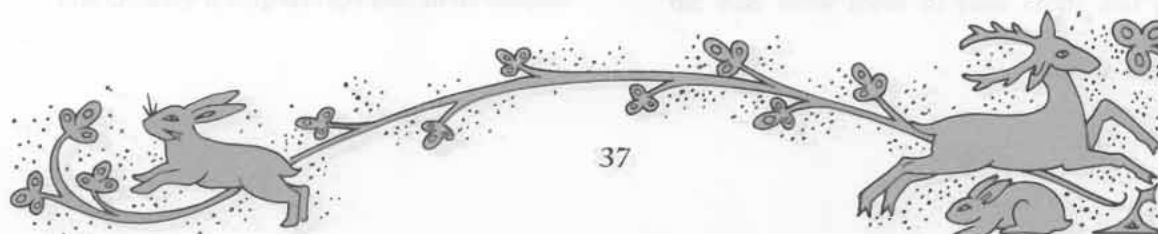
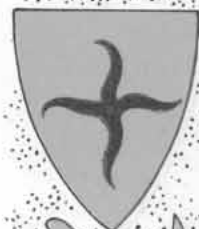
Diirinken: The Diirinken are a derro clan, some 400-500 strong in total, whose deep, underground warrens are a marvel in themselves. The rock here is almost fibrous in texture and has been sculpted and shaped into a honeycombed complex, with great complexes of passage junctions, and sheer drops along the sides of honeycombed subterranean rock faces. Linking the entrances are ropes coated with a slimy substance that makes climbing or descending them very hazardous, although the derro apply a fungal secretion to their hands which allows them to climb or descend with ease.

Rumors state that the derro are rich with treasures looted from ruined dwarven citadels, although some of their golden icons carry powerful curses, and that the derro-king is an illusionist-savant of unequalled power. Be this as it may, hungry seekers of derro treasure have yet to locate the entrances to the lair of the diirinken, as the derro clan calls itself. Dwarven sages might know where they are to be found, but would be unlikely to tell any non-dwarf.

The Lake of Ebon: This subterranean lake is said to lie a full three miles underground and to be of great size: twenty leagues long, and 12 miles wide at its broadest point. Great stalagmitic islands dot the lake, and both the waters and what lies upon these outcrops offer magical rewards to the delver.

The waters are said to cure diseases and insanity. When mixed with potions, the water dilutes without weakening the magic, so that one magical potion mixed with the ebon waters can be diluted to provide several full-strength potions.

The islands are said to contain the calcified remains of an ancient Suloise cave-dwelling people, whose wizards specialized in evocation and conjuration magics. Rumor has it that chipping away at the stone may produce magical items of appropriate kind (Karistyne the paladin owns a



ring of shooting stars said to have come from the Ebon Lake).

Of course, the lake has its dangers. Great aquatic albino worms lurk below the waters (treat as purple worms), and aboleth lurk in its deepest recesses. Piercers, lurkers above, and great oozes many times larger than the norm have been reported also. Worst of all, mage-spectres of the long-dead Suloise flit about the water's surface, using spells to weaken intruders before using their feared, life-draining touches in melee.

The exact location of the Ebon Lake has never been precisely mapped, although a tunnel leading down to it is said to exist just north of the lake at Marsefel.

Lyzandred's Tombs: Many liches are part of Oerik's history, the terrible Vecna being the best-known (and most dreaded). Lyzandred's tombs offer as much danger as any lich's lair, but of a unique kind: Lyzandred lies, lethargic and perhaps now a demi-lich, in a spherical crystal chamber from wherein he can cackle with glee at the feeble efforts of those who seek to face his perils and riddles.

Among the bizarre traps leading to his central halls and sphere are a crossword-maze dungeon filled with sliding walls; cryptic clues which, if solved, permit entry; bound earth elementals; distance-distorted passages and chambers where the flow of time and rates of movement of creatures are wildly chaotic; complex, three-dimensional, chesslike puzzles that must be solved using *telekinesis* to move pieces; and a vast garrison of mindless guardians—golems, animated statues, semi-sentient mechanical traps, gaseous globes of toxins and corrosive slimes, and much else.

Lyzandred rewards those who fare well in his nightmare realm; the ingenious and innovative find gold, gems, even minor magical trinkets. But none has ever reached the crystal sphere itself, and Lyzandred awaits new visitors as eagerly as anything a thousand years old can.

The Spinning Helix of the Archmages: This truly extraordinary phenomenon has been documented well enough by sages for its reality to be unquestionable. The helix appears as a borealislike phenomenon in the winter sky (first and last months of the year), irregularly and erratically, although its appearance is often presaged by the ap-

pearance of will o'wisps. The helix appears as a band of light some 80 yards in breadth, 200-500 yards above the ground, moving in a complex and seemingly erratic pattern; hues of pink, lavender and deep blue are seen within it.

Those who stand directly below it for at least five rounds during its passage may be subject to its effects, but those who actually enter it are more powerfully influenced. Exposures of longer duration are almost always harmful, but short contact has one or more of a variety of effects on wizards (others appear unaffected): spells cast are regained, divinatory spells are enhanced (extra range, duration, etc., as the DM determines) for 1d4+1 days afterwards, or rarely, a wizard may be granted a *dream* or *vision* spell that will yield information pertaining to some powerful magical item or major magical event (the operations and intents of Archmages, etc.).

The Helix is believed to be a measure, in some way, of the balance of magical forces in Oerik. Very rarely, a Shadow Helix (same in appearance, but without direct effects on wizards) appears in stationary form over an area where great magic has been performed (especially a *wish* spell) or where some intensely magical being has gated to the Prime Material (the avatar of a Greater Power, for example). Frequently, these Shadow Helices can themselves only be detected by divinatory magic.

Mordenkainen and the Circle of Five are known to track Shadow Helices, alerting themselves to unexpected major magical events in the Flanaess by locating and analyzing them. However, the Helix itself is only ever reported to have manifested over the Abbor-Alz. Why this is so is unknown.

The Gnarley Forest

A place of wooded glades and peaceable hillfolk, gnomes and elves, but also great danger, the Gnarley Forest is an exciting adventuring milieu. This guide contains the following sections:

- **Introduction:** A whistle-stop guided tour to the basics of the forest.
- **Flora and Fauna:** The wildlife and varied plant life of the forest.
- **Races and Groupings:** Demihumans, rangers, swanmays, werebears, faerie folk, woodsmen, militias, humanoids, and others.

- **Locations:** This includes settlements (of elves, werebears, woodsmen, and others) and other key locations (ruins, keeps, dungeons, and more).

- **Tales and Whispers:** Rumors and reputed mysteries of the Gnarley, which, as always, may or may not be true.

Introduction

The Gnarley Forest is an ancient forest full of immense trees. In most places, the tree canopy blocks out most light, resulting in little ground vegetation, making the forest floor easy to walk. These areas are almost like parkland, save for the presence of much rotted timber and trees felled by age or storm scattered across the ground.

Only a small portion of the Gnarley is claimed by Greyhawk. The great bulk of the forest, lying westward, is claimed by Celene, although Dyvers lays claim to some northern fringes of the forest as does Verbobonc to the west. Celene protects its borders fairly zealously and lays claim to virtually all of the Welkwood to the south (all land west of the Jewel river). The dotted boundary on the Campaign Map of Greyhawk Lands shows that there is no formal boundary between the lands of Dyvers and those of Greyhawk; this line shows the northern limit of Greyhawk's militia patrols.

Greyhawk extracts little in the way of tax or tithe from the Gnarley, save from the frontier villages close to the Plains of Greyhawk and the Wild Coast. Rather, its militias patrol in order to make friends among the folk of the forest and to watch for Pomarj invaders heading northward.

To the west, a great central swath of the forest consists of wooded hill land, where the eastern spur of the Kron Hills enters the Gnarley. Tree cover here is rather less dense and there are many secluded, fertile glades and valleys. The hills rise gently, with long, stretching undulations growing steeper as they rise to the west.

The Gnarley hills have fairly poor mineral resources in the area covered on the campaign map, although a handful of mines within 20 miles or so of Namburil yield chrysoberyls and peridots, together with some fine quartz and tiger eye agates. Most of the superior gems are found to the west.

The Gnarley is surpassingly old. In its deepest

recesses, treants and hostile lyrannikin repel those not of the forest themselves. There is an almost tangible aura of magic in such places, and the faerie folk and elves here do not welcome intruders, no matter what their intentions. Likewise, some buried secrets in the Gnarley are of great antiquity, and rich with the history of Oerik—and, not rarely, redolent of its greatest evils to boot.

On the campaign map, small areas of especially dense forest are shown. These are treated as dense, heavy forest rather than the usual light or medium forest (see Table 74, *Dungeon Master's Guide*) and have more faerie folk and intelligent plant life, as relevant encounter tables show.

Flora and Fauna of the Forest

The forest is dominated by oak and ipp trees, frequently mixed, with intermittent groves of dekla and yarpick trees. Yarpicks are more common to the east, where their nuts are harvested by woodsmen and sold by the bushel. Ferns are found aplenty along the borders of the Jewel and Serault rivers, and thick moss and fungi grow on many rotted timbers and some old trees. Flowering plants are not common, but the beautiful ivoryblossom (a white-petalled, orchidlike plant) makes up in quality for what the forest lacks in quantity of bloom. In the hills, bluebells and crocuses provide a riot of color in areas with thinner tree cover.

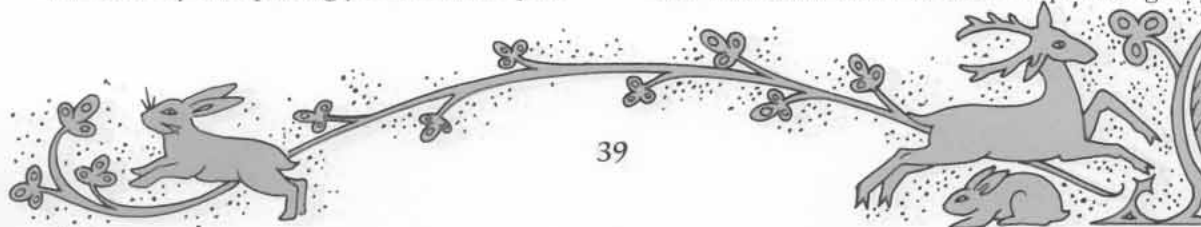
Typical small mammals and birds can be found in the Gnarley—mice, rabbits, squirrels, foxes, and the like. Bears, wolves and predatory giant spiders offer more in the way of threat. The more common monsters include owlbears, giant beetles, and humanoids.

Races and Groupings

The Gnarley has a patchwork quilt of folk living within it, all with their own needs and interests. They generally co-exist well enough, save for the humanoids, and cooperate in some cases.

Gnomes

In the area shown on the campaign map, there are just under 1,000 gnomes in the forest; three-quarters of them are in the hilly regions. The fertile hills allow them to raise crops and grow



fruiting vines and bushes, so fewer engage in mining than in the Kron or Cairn Hills. In the hills, many gnomes live in harmonious mixed communities with human farmers and dwell not underground, but in cottages often made for them by humans.

Because their communities are more often mixed than is common for gnomes, the little folk tend to identify with human interests. They have a valorous history in combating such terrors as the Temple of Elemental Evil to the west and driving humanoids out of the forest, and have an awareness of the events of the Greyhawk Wars which more insular groups often do not.

These communities are usually independent, but those to the east are friendly toward the Greyhawk militia who visit. Their clan elder spokesmen include some who argue that Celene, their nominal ruler, is far distant, isolationist, and does not offer the help and interest that the humans (rangers and militia) show. Farther south, the wood gnomes are more sympathetic to Celene and tend to live in harmony with elves, so they are cooler toward Greyhawk.

Elves

In the Gnarley as a whole, there are some 7,500 sylvan elves, although only around 1,000 live in the area shown on the campaign map (plus another 1,500 in the Welkwood area that is shown). They live in small, secluded communities, usually in tree houses 30-50 feet above the forest floor. They are divided predominantly into four clans, and clan allegiances are a source of pride and a badge of honor. The clans follow.

Clan Sherendyl: This clan has a reputation for producing the finest elven warriors. Sherendyl elves are blunt, pragmatic, and to-the-point in dealing with outsiders. They respect the rangers of the Gnarley, and Ranger Knights meet with the clan elders once a year or so to exchange information and greetings.

Clan Meldarin: Meldarin elves are renowned for their bowmanship, and in many ways, are the most completely adapted to their life and home. A Meldarin elf is said to be able to predict the weather a week ahead simply by inspecting moss on an ipp tree. This clan has the highest proportion of half-elves, and is the friendliest toward humans and gnomes. Many of this clan revere

Ehlonna in addition to elven Powers.

Clan Fealefel: This clan is ruled by a Council of Wizards five strong, and has always produced more wizards than the other clans. Fealefel elves are quiet folk, studious and more grave than most of their kind, but make utterly implacable enemies. They have some social customs that are unusual among elves, such as arranged marriages and ritualized rites-of-passage ceremonies.

Clan Enlanefel: This small clan comprises no more than 7% of the total elven numbers, yet is always deferred to. Enlanefel elves are seers, mystics, and loremasters. They do not seek temporal power or authority, but are the major guardians of elven secrets. More detail about this clan is given in the entry for their major settlement, Oakvein.

Clans do not usually live separately, preferring mixed communities. All Gnarley elves have a preference for Celene over Greyhawk, and those who live beyond Celene's borders pass on information about events in the forest (and beyond) to Celene's rulers. Thus, humans in general (and the militia in particular) are somewhat distrustful of elves, or at least keep their lips pursed in the presence of a wood elf. Elves do not often share their communities with humans, and guard the borders of their territories.

Dwarves

There are no more than a hundred dwarves within the area shown on the campaign map, and they live exclusively in the hills, most around Namburil, and work in the mines there. The dwarves are friendly folk, sharing their space with more numerous gnomes and humans.

Woodsmen

In the area shown, some 4,000 human woodsmen live within the Gnarley, predominantly on the fringes (within 15 miles of the edge of the forest). They are generally sympathetic to Greyhawk, and welcome both rangers and militia as protectors (many rangers are woodsmen by birth, in any event). Most dwell in small villages or outlying hamlets (20-50 folk), and they live by woodcutting, yarpick nut harvesting, and basic subsistence farming (chickens, goats, a few cattle, and the like). This is supplemented by some

trapping, hunting (most woodsmen have trained dogs), and netting of birds for food.

Woodsmen take care not to clear large areas of the forest, since they are well aware that elven eyes watch them. Only in larger villages will woodsmen have artisans among their number—carpenters, blacksmiths, tanners and leatherworkers, and the like. Such larger villages may sometimes be semi-fortified or have good defenses, especially to the south.

The woodsmen are very respectful of the rights of other races. A small handful are lucky enough to have a brownie living at the borders of their homesteads, or a killmoulis in the barn, and they prize the little folk. Likewise, they know the bravery of gnomes in combatting their mutual enemy—humanoids. They are wary of elves, but they usually offer such hospitality as elves may accept.

The society of the woodspeople is usually democratic, although some of their larger settlements are owned by nobles or other landowners. While Greyhawk's rule is accepted by some, local communities elect their own sheriffs or mayors (in larger villages) to enforce the peace.

Woodsmen generally don't pay taxes to Greyhawk, because they usually have no money; most transactions happen by barter. Rather, whatever trade surplus a few of them can offer heads eastward to swell Greyhawk's volume of trade, and Greyhawk militia are offered such food and accommodation as they may need.

This simple picture is muddled to the south where the Gnarley borders on the Wild Coast (within two hexes of the Wild Coast plains). Traditionally, the lands here have been regarded as part of the Wild Coast, and no few bandits still hide out in the forest. If anything, these bandits are even more inclined toward evil than before, since they include those who have fled Greyhawk's amnesty and rulership in Narwell and beyond. Here, the woodsmen are tough, suspicious, surly men who survive on what they grow and trap, and avoid travel. Visitors are not well received here, save for Greyhawk militia who are bandit-hunting.

Rangers of the Forest

The rangers of the Gnarley are some 200 strong, most of them born woodsmen, with a few half-elves among them. This group has become

more cohesive during the Greyhawk Wars, and no few of them fought in Furyondy as volunteers. Tales of that war leave them in little doubt of the threat evil presents.

The group is democratic and has no leaders who issue orders or directives, but there are seven Ranger Knights who meet at Corustaith every two or three months to share information at the Gilded Acorn there. Each Knight has his own following of younger rangers who swear a personal allegiance to him. In return, each Knight undertakes to train the younger rangers as needed, and holds an annual feast for all his juniors each Brewfest. The oath is not very restrictive, involving promises to protect the integrity of the forest, to help good folk in need, and to revere a Power of Good (usually Ehlonna).

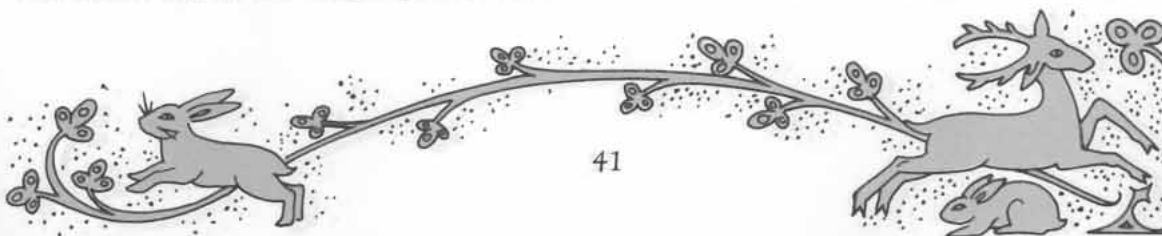
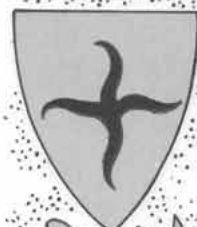
Ranger Knights do not have formal delineations of territory or spheres of control, although each has a particular area (which may overlap with others) where he has good friends and expends most of his protective efforts.

The rangers strive to bring good folk together. They have very warm relations with gnomes, most woodsmen, and with the swanmays and werebears of the Gnarley. They are very cautious in dealings with elves; they are respectful to them, but do not trust them. Cool politeness is the order of the day.

The Gnarley Rangers are concerned with the forest's welfare, not with politics, and they do not care about the squabbles of Dyvers and Greyhawk over territory. They would like to see Celene's influence diminish, but they don't regard the Free City as exactly a bastion of righteousness and morality. However, they are glad to see the militia helping to protect woodsmen, and individual friendships between rangers and militia leaders and officers have begun to blossom.

Role-Playing the Gnarley Forest Rangers

Symbols: The rangers use the following symbols and insignia for mutual recognition: a silvered oak leaf on a neck-chain (juniors, levels 1-3), a silvered oak leaf pair above an acorn, worn as an amulet or a badge (medium ranks, levels 4-6), a golden acorn with two silver leaves (again, as amulet or badge) for seniors (levels 7+). The last will have a



moonstone if the ranger is a Ranger Knight. If the ranger is a worshiper of Ehlonna, the symbol of a unicorn horn is often added by those of levels 4+.

Languages: Gnarley rangers have a working knowledge of the secret druidic language; this is treated as a thief's Read Languages skill (but it applies to the spoken word only). Skill rating is 5% per experience level above the first.

Gnarley rangers also have their own secret tongue, one that is part vocal and part subtle hand and eye signals. This language concerns events and phenomena important in the woodlands and to the ethos of good. Thus, if one ranger looks at someone and then casts his gaze down and to his right, a second ranger viewing this will know that the first ranger considers that person evil or dangerous. An almost imperceptible (to non-rangers) clenching of a fist accompanying this shift in gaze indicates that the ranger feels the person is certainly evil or very dangerous. The Gnarley ranger language is complex and subtle, and other rangers have only a 30% chance (+1% per point of Intelligence) of recognizing signals (the DM may modify this if the ranger knows something of Gnarley rangers even though he is not one himself).

This verbal/nonverbal mixed language has a broad vocabulary, but doesn't handle much in the way of abstract concepts.

Signals: Gnarley rangers have an equally complex set of signals in the form of terrain markers: scratches left on trees, a wedge cut out of a capped fungus, interweaving of small branches or ferns, and the like. These signals generally indicate fairly simple things, often warnings relating to dangerous terrain or monsters (kech, orcs, etc.).

Rangers of any level are proficient in this signaling system, and nonGnarley rangers will not be able to recognize it unless taught by one of their brethren who knows it well. Most Gnarley woodsmen know something of this signaling system, since rangers often leave signs to warn them of perils and hazards (a woodsman has a base 70% chance of detecting and recognizing a ranger's signal).

Nonweapon Proficiencies: Gnarley rangers almost invariably speak at least one woodland language, because relations with nonhuman races are so important to them.

Specifics depend on whether the DM uses the proficiencies system or intelligence-related additional languages. The most common additional languages are, in decreasing order of frequency: elven, gnome, pixie or nixie (a generous DM may allow some cross-understanding, so that a ranger who knows nixie is 50% likely to be able to understand brownies and pixies), and treant.

Gnarley rangers who are native woodsmen may be assumed to be 90% capable of identifying natural plants and animals and pure water within the Gnarley forest (much as a druid can), due to their long familiarity with the forest. This is in addition to any other proficiencies normally allowed.

Swanmays of the Gnarley

A sorority of 44 swanmays dwells within the Gnarley, almost all within the area shown on the campaign map. All swanmays accept the guidance of Matriarch Serendya, a 12th-level priestess of Ehlonna (in addition to being a 14th-level ranger). Serendya enchants the tokens that swanmays use for their transformations. Where she lives is unknown, although Ranger Knights and other swanmays will know how she may be contacted.

The swanmay community is devoted to spying the margins of the forest for evil, whether it be around the Welkwood, the Wild Coast, or farther afield into the Pomarj or the lands of Verbobonc. When the sorority learns of a menace to the forest, Serendya sends word to those she deems fit to take appropriate action. Often this is a Ranger Knight, so swanmays are often seen at Corus-taith. Sometimes she may inform Canon Hazen of Veluna, Kieren Jalucian, or even Mordenkainen himself.

Swanmays also have many friends among the faerie folk, and find a greater welcome in the Welkwood than any purely human ranger would. In the Gnarley, swanmays are known to converse with talking owls who act as spies for them, and some speak of a moon dog female who prowls the forest with swanmays when the moon Celene is full.

Druids

The druids of the Gnarley forest are no more than 30 in number, nearly all dwelling alone. They revere Ehlonna, and for this reason have

some friends among the wood elves. Druids do not care for woodsmen, but they know that they respect the forest. They welcome rangers and swanmays in particular. Militia, and adventurers, are avoided unless a druid has need of help.

The Archdruid of the eastern Gnarley, Hildefer Paravis, has a home some 15 miles east of Beltander, where her tree-house home is guarded by brownies, hawks, and bears. Rarely, a Ranger Knight, or more often a swanmay, will come to the Archdruid with information or for help. The druids are often referred to as "the bards of the Gnarley," for they treasure oral folklore and tales and many have proficiencies in Singing or a musical instrument (usually stringed).

In addition to Hildefer's home, other places where druids may often be found are the dryadic Fern Groves and Bad Deep.

Faerie Folk

There are fewer faerie in the Gnarley than in the Welkwood, but brownies here are helpful to the rangers and to woodsmen, though they avoid strangers, militia, and adventurers. Treants are found in the densest forest regions, and rarely, a unicorn is sighted nearby. Sprites, pixies, and a few leprechauns are found throughout the Gnarley, as are a few buckawn and a handful of evil quicklings. Dryads are common, notably at Fern Groves.

Faerie folk have their own concerns and usual pattern of relationships. They are friendly toward wood elves, but cautious of humanity. They are most common in the heavy forest regions of the Gnarley.

Humanoids

Orcs, gnolls, and ogres all exist in fairly significant numbers, and are a genuine menace in much of the forest. They frequently lair underground in the many dungeons and ruins, or else in very sheltered and obscured valleys or gorges. Smaller numbers of goblins and kobolds can be found in the hillier forest regions, although gnomes have mostly driven them out of their cave homes there.

All humanoids here are generally opportunistic raiders, attacking gnomes, woodsmen, other humanoids, or whoever else they can kill and eat. They operate in small bands; larger warbands are very rare.

Other races do not seek to march forth and destroy the humanoids, for several reasons. First, many demihuman and human communities feel themselves fairly secure (especially true of the gnomes of the hills, having driven out many humanoids in the past decades). Second, they don't have the manpower to do it. Third, the humanoids do not inflict major loss of life on the other races (if a warband were to set out, this would change things!). Fourth, especially to the south, there is the menace of the bandits and scum fleeing the Wild Coast to contend with, a more pressing problem. So, woodsmen, gnomes, and others tend to be satisfied with securing the boundaries of their own territories.

The exception to all this is the elves, who hate orcs and hunt them down. The elves feel that other races don't help enough with this, and after all, orcs menace everyone, another reason for elfen coolness to other races.

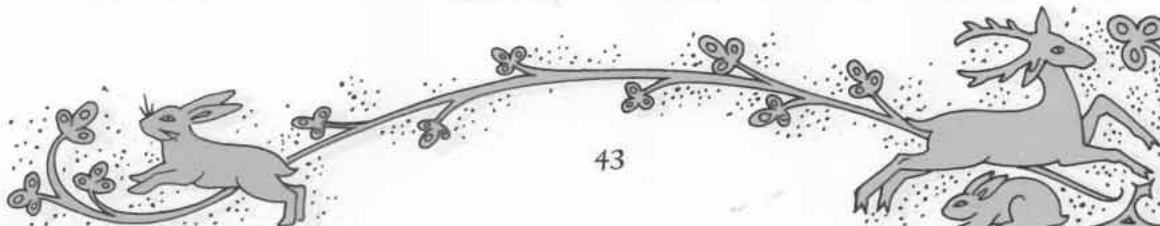
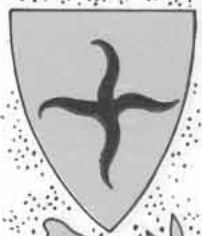
Some humanoid lairs may contain sizeable treasures, stumbled upon as the rabble settles in old dungeons and explores them. Other communities may have the use of magical items acquired in the same way. The most important single humanoid community is that of Blackthorn, described later.

Werebears

The lycanthropes of the eastern Gnarley are not of evil kind; a few weretigresses show more curiosity than aggression, and the werebears are benign folk. Their settlement at Beltander appears simply to be a small woodland village of 120 or so souls, until one realizes how hairy everyone looks. More solitary werebears double this total number, living as woodsmen. The werebears are kindly, happy folk, more sociable than many, and they are great friends with the Gnarley rangers (some werebears are rangers themselves).

The werebears have no natural enemies, and they live well from the fruits of the forest; nuts, some honey from hives they maintain with great care, fungi which they marinate in nut oil and bake in pastry, eggs from chickens and a turkey-like flightless bird imported from the Gamboge forest, and a little trapping.

The werebears are insular folk. They love to hear tales of the travels of rangers and even adventurers, but they're home lovers. Only rarely





will a werebear travel to give aid to beleaguered friends, feeling it would be much better for them if they came to his protection instead. But, when finally roused to action, werebears are implacable folk. The gnomes of Namburil celebrate the 18th day of Harvester each year in remembrance of the hundred werebears who came to aid them against a major orcish assault some sixty years back (many gnomish survivors of the battle are still alive). The gnomes travel to Beltander bringing grain, fruit, honey, and wonderful cinnamon-spiced and honeyed apple and raisin cakes which are adored by werebear children. The werebears arrived late to the battle—almost too late—but when they did turn up, their ferocity was decisive and saved scores of gnomish lives. The gnomes do not forget.

The Greyhawk Militia

The militia who patrol the Gnarley have three bases—the Narwell garrison (and the forward camp at Camp Adalorn), Ford Keep (and the forward base at Camp Greenleaf), and Tricaster. From these bases, patrols of 10-15 men (each includes 1-2 sergeants-at-arms and 1-2 junior

sergeants—the rest being ordinary militia) operate in the forest, traveling away for 7-10 days at a time. The militiamen usually wear leather armor for forest travel, most are proficient in the use of spear and short bow, and any patrol is 50% likely to include a ranger militiaman of level 2-4 and a young priest of a suitable deity (Ehlonna, Obad-Hai, Beory) of level 3-5.

The Greyhawk patrols are almost friendship missions at this stage (CY 585). They visit woodsmen, receiving hospitality and asking if help is needed (this may involve rooting out orcs, helping construct traps and deadfalls, providing healing from the priest, and on one famous occasion, delivering a baby—an act that resulted in the helper being known as “The Midwife” to his chuckling friends). They are also spying, of course, eager to learn of any change in the usual balance within the forest, especially any unusual activity by humanoids heading north from the Welkwood. (Within 15 miles of the Welkwood, any patrol will have a Lieutenant of level 5-7 leading the group.)

The militia don't force their attentions where they're not wanted, and avoid wood elves in particular.

Atlas of Greyhawk Lands

In the eastern fringes, at Five Oaks and also at Tricaster, where the communities are sizeable enough to pay taxes, there are groups of militia (20 at each village) who enforce the law. Hunting ne'er-do-wells from the Wild Coast is the province of the Headhunters at Narwell, however.

Locations in the Gnarley Forest

Not all the sites here are within Greyhawk's domain, of course, but others are included here since they may be important in campaign play. Nations may find borders important, but races, the flux of magical energies, and patrolling or prowling folk (including adventurers) may not!

Settlements

BELTANDER

This village is home to 200 woodsmen, all werebears, and is described previously in the section on werebears.

BLACKTHORN

This humanoid enclave is described in GoF, pp. 36-39. The underground complex has been given a location here, which it was not in GoF, so if a DM has already placed this elsewhere, ignore the location here. Blackthorn is occupied by several hundred orcs, ogres, and gnolls, with duergar in the depths. The GoF entry for Blackthorn is too long to reiterate here, but for a DM who hasn't yet employed this location, here are some additional ideas on its use.

- The rangers of Gnarley have spied humanoids exiting the tunnels and are mounting a joint operation with militia and woodsmen to clear out the upper levels at least. PC mercenaries can be recruited in Greyhawk; PC rangers could become (associate) members of the Gnarley rangers by participating. Woodsman or elven PCs should jump at this opportunity.

- A priest of an orcish deity has traveled from the Pomarj to recruit the humanoids to the service of Turrosh Mak, bringing magical items as a reward. PCs must prevent him from getting to his unknown destination (he has been seen by spies from Narwell or Safeton).

- Svirknebli below Blackthorn come to their surface cousins to warn them of the humanoids' plans, and the gnomes recruit the PCs to aid in rooting out the evil.

CAMPS ADALAORN AND GREENLEAF

Both these camps are simply a half-dozen wooden cabins with a palisade wall. They are used as forward forest bases by Greyhawk militia. When a patrol is out in the forest, 3-6 militiamen always remain behind to protect the base, with 2-5 war dogs as guards. The camps are spartan and bare, but offer refuge to adventurers fleeing evils in the forest.

CORUSTAITH

This woodland village fills a natural clearing, comprising some 40 wooden cabins and huts inside a palisaded wall. A *decanter of endless water* here powers a mill and supplies fresh water to the population.

The community of 165 woodsmen is effectively ruled by Parsimmon Turmercan, a 13th-level Ranger Knight of the Gnarley whose brother Cedris owns the Gilded Acorn, an inn with good accommodation for up to a dozen folk, and superb food. The place is clearly affluent, strikingly so for a woodsman village. Of course, it's much more than that.

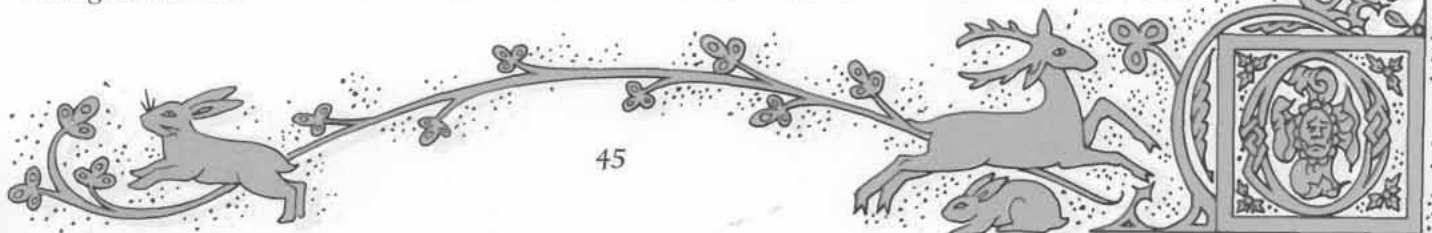
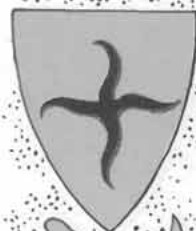
Corustaith is the place where rangers, woodsmen of renown, swanmays, and agents of good know how to meet discreetly and among good fellowship. Brownies prowl the fringes, so none approaches unknown. Likewise, an old mated pair of talking owls spies from the trees around the village. Those who come unbidden receive food and shelter, but are treated coolly unless they are acting in the service of good.

Corustaith includes a significant number of powerful NPCs; Cedris Turmercan is a 10th-level mage, and the village herbalist is a 9th-level druid priestess of Ehlonna.

All information about the Gnarley filters back to Corustaith sooner or later (usually sooner). Occasionally, a Knight of Luna or a Knight of the Hart may discreetly take a room at the Gilded Acorn, or an Archmage in disguise may come to talk in privacy with the wise and the good. The ordinary woodsmen of the village are glad of their protectors and fiercely loyal to them.

FERN GROVES

A knot of heavy forest some three miles in length and two miles wide, the Fern Groves have the usual concentration of faerie creatures, with one special group—a community of 23 dryads.





The groves take their name from an unusually thick growth of ferns that carpets the forest floor here; though tree leaf cover is thick, enough dappled sunlight reaches the forest floor to sustain these shade-seeking plants. The mage Otto, on a visit to these parts, claimed that sunlight bent around branches to reach the ground, and that some magical force was at work here. On the latter score, at least, he was surely right; there are many rumors concerning buried magics in the Fern Groves (see the Tales and Whispers section).

The dryads themselves are friendly, visited by swanmays and druids, and are delightful, light-hearted folk. The rangers of the Gnarley smile knowingly when they are mentioned, for the Ranger Knight Lynwood Terfalen disappeared into the groves for a period of three years until he was released late in 584 CY. The rangers know the dryads as "Lynwood's wives" after his dalliance there. The dryads will use their charm powers to ensure that any humans approaching them remain friendly, although they are only 10% likely (+10% per point of Charisma above 16) to capture a charmed male, and they always release him after 1d4 years of captivity.

FIVE OAKS

This village of 100 woodsmen is described in GoF, pp. 35-36; it has a trading post owned by a member of the Greyhawk Merchants and Traders Union, is protected by Greyhawk militia, and pays taxes to the Free City.

NAMBURIL

Although the name is elven, this complex of warrens and a few stone cottages in a fertile leafy valley is unquestionably gnomish. Namburil is home to 100 gnomes, with three times this number working in small mines within 10 miles or so of the main warrens. Farming, mining, and craftsmanship are how the gnomes make their living here.

One notable feature of Namburil is the extraordinary resistance of crops and plants in the area to disease—no blights, rots, rusts, or similar pestilences affect plants within a radius of two miles of Namburil. Druidic communing with nature does not reveal why this is so.

The druids themselves are torn between a desire to find out why the earth seems so healthy, and a feeling that such wellbeing should be left alone. Druidic concern with balance, however,

suggests that another place may be suffering for this seemingly magical fecundity, or that some darker shadow may hang over Namburil, waiting to be manifested in some other way. Perhaps the druids fuss needlessly, or perhaps they are right; the gnomes don't know, and don't worry about it. They do, however, politely exclude any outsiders from settling in the area, for fear it will become overcrowded and overexploited.

Farmland plots and warren homes are handed down from generation to generation, often matrilineally, and while the gnomes are friendly, they are wary of outsiders who might want to take their land.

OAKVEIN

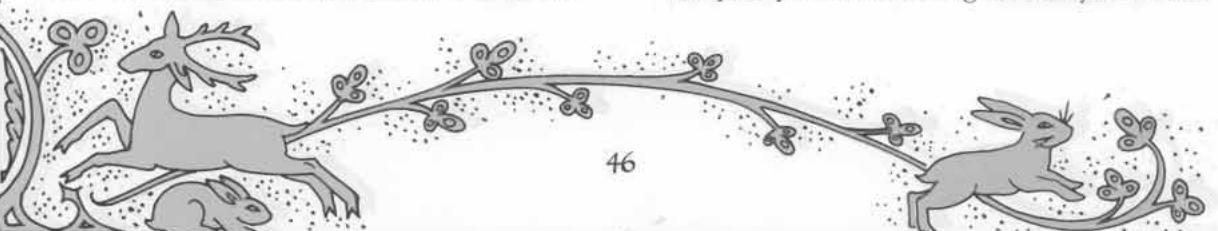
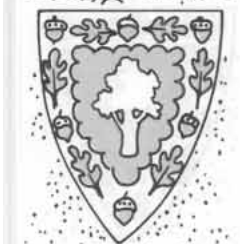
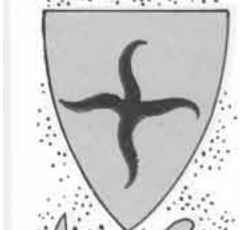
Although this is in the Welkwood rather than the Gnarley itself, this location is considered here because its importance and influence is felt by all wood elves.

Home to the six Loremasters of Clan Enlanefel, this vast oak stands 240 feet tall and has a breathtaking appearance. All around its thick bark, great knotted veins can be seen endlessly pulsing in a slow, peristaltic motion. High in the branches, among silvered green leaves, trailing vine ropes and ladders lead to the lofty trechouses of the elves. There are only 25 of them, but they have powerful defenses; unicorns and talking owls supplement the brownie and pixie spies around, three great treants of largest size ring the oak, and a veritable storm of owls and hawks (mixed!) would assault anyone trying to assail the oak.

The tree itself has 90% magic resistance; fire and acid based attacks will not operate beneath its leaf canopy; and only +3 or better weapons can harm it (the tree is AC0 and has 255 hp).

Enlanefel's resident elves are powerful; some are druids, some wizards, some priests of Corellon, Labelas, and Sehanine, and of course, there are the Loremasters, each priest/wizards of 12th or higher level in both classes.

The Loremasters have their own spacious treehouse homes, each replete with a great archive of elven culture and history. These archives take extraordinary forms; none of the human taste for libraries stuffed with paper and vellum lurks here. Rather, beautiful crystal vases can be handled by elves to reveal history and lore by direct mental revelation. Sculpted wooden birds fly in complex patterns revealing secret symbols and



symmetries of the world. Those who rest here dream of the historic past in vivid color and sound. The Loremasters have their own unique staves (they store lore revealed to those touching them), planting them into the ground and communing with nature, summoning ageless jannee who speak of earth's secrets, and using them to draw forth secrets in myriad other ways. Oakvein is not a magical place; rather, it *is* magic. Magic runs through every cell of every being here.

Oakvein is very difficult to find; impenetrable *hallucinatory terrains*, *veils*, and other illusions enshroud it. Nonelves will virtually never locate it, unless acting in the direct service of an elven Power or accompanied by an elf. Wood elves of other clans do not come here unless their need is great, or unless they come to seek The Leaving. The Loremasters and clan elves here are mystics, long in their contemplations and slow to action. Their concerns are mostly transcendent ones, and only a major threat to a great swath of the woodlands or the elven race would rouse them forth to battle.

SHELLETON

Just within Celene, Shelleton is a mixed community of 120 human farmers and trappers, 60 gnomish miners, and 40 wood elves, with a handful of high elves who administer the village's affairs in Celene's name. This administration really comes down to making sure that a small tithe of gnomish gem produce and crops comes Celene's way. The settlements of the folk are scattered around the valley at the source of one tributary of the Serault, with both crops and livestock faring well. There is healthy trade downriver to Caltaran and on to Dianrift, within Furyondy.

This seems idyllic, but there are tensions within the community. The elves are aggressively isolationist, tactlessly so, and this irritates the humans. They resent paying tribute to Celene when many have relatives to the east, a few of whom fought in the Greyhawk Wars as volunteers in Furyondy, and others of whom feel keenly the threat from the Pomarj. The gnomes try to smooth over disagreements, but many secretly side with the humans, disliking elven arrogance.

What has brought matters to a head here is the recent (Fireseek 585 CY) disgrace of one of the elven rulers, discovered to have been corrupt and having kept for himself a portion of tithes due to Celene. The humans feel angry at this,

and the elves feel threatened, so they retaliate by berating Greyhawk ("everyone's a thief in the Free City") and becoming more dictatorial. Shelleton is an unhappy place, and things will only get worse (see *Tales and Whispers*).

TRICASTER

This is a garrison settlement, reached via the Hardby-Narwell track road. It is also home to 140 villagers, many of whom rent their properties from the landowner Sir Kuiper Stranlich, a member of Greyhawk's Merchants and Traders Union. Unlike Five Oaks, the people here suffer under their grasping, flint-hearted landlord who extracts every last copper he can from them. He points to the militia and says, "Our boys must be supported. The Free City needs funds to keep us all safe," and uses this as an excuse for his hefty rents. He also controls the exportation of all surplus produce.

Although it isn't common knowledge, there are some distinctly unsavory folk in this town. There have been a few new faces around since the Wild Coast cities allied with Greyhawk, and most of them are rather unpleasant. At least one merchant caravan headed here (not one of Sir Kuiper's) has disappeared, all its goods lost. One of Tricaster's better people, a young ranger, swears that he saw some of the cloth due to reach Tricaster for sale in Narwell but a few days later . . .

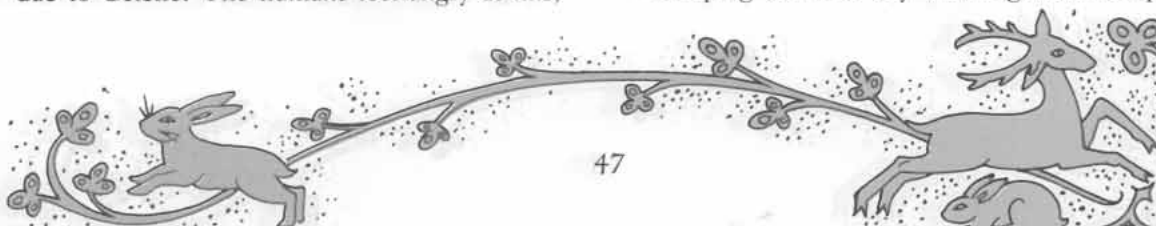
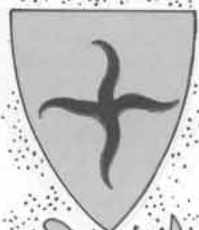
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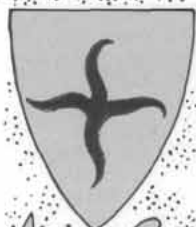
BAD DEEP

Here lies an area of some four square miles which is blasted and deadened. Only bare earth is found here, no trees, no small animals, no plant life.

Bad Deep is an ancient battle site, a place where two Oeridian tribes battled hundreds of years in the past and bled each other to death in a slaughter of terrible carnage. Some tales speak of the presence of fiends on the battlefield, explaining the suicidal savagery of each tribe as being due to fiendish mind control. Regardless, at the site of battle, every living thing is said to have perished and the trees sickened and died within a decade. Very slowly, this bare terrain spreads; maybe only by a few yards each year, but for a hundred yards around in all directions, plant life is blighted, rotted, and sickly.

The druids of the Gnarley try to hold this creeping death at bay with regenerative spells





each Festival week, and there are usually 1-2 druids of levels 5-8 within a mile of this wretched place. They believe that their magical intervention does no more than slow down the rate of expansion of this deadened terrain.

There are certainly rumors of lost magic and treasures from those slain in the battle buried below the soil, and some legends say that great mottled worms and bulettelike creatures carried off corpses to underground lairs that might yet be found by adventurers, as might the source of the seemingly undying blight here. The nature of the perils to be faced would be formidable, including powerful undead and fiends (which is why the druids don't try to seek out the bane directly, being hardly equipped to deal with such evils).

CANRYEL'S WELL

Within the Welkwood, standing in the center of a ruined stone village long overgrown with creepers, ferns, and trees, is a simple stone well. Legends speak of its great healing powers; the water from it can heal wounds, cure diseases, even regenerate lost limbs, though no cure is ever certain. But the well is a fey, enchanted thing; those who taste its waters may regret it bitterly.

Each time water is drunk by a creature, there is a 5% cumulative chance that that creature begins to fade from the Prime Material after 11-110 (1d100 + 10) days. A fading character appears increasingly semi-substantial to his fellows, and he begins to see them in like manner; every 20 days after the process begins, the character must make a Wisdom check and, if this is failed, a "fading point" is accumulated. When the character has as many fading points as he has points of Wisdom, he wholly disappears from the Prime Material. For each fading point the character collects, he operates at one level lower in his character class (other creatures suffer penalties to attack rolls, damage, and saves in a parallel manner). A *limited wish* spell will halt this process for one year; only a *wish* will halt it permanently, and each fading point needs a *wish* to negate it.

What happens to characters who fade? They begin to see faerie realms (heavy forest locations) as the true, real world whereas other realms are as semi-substantial to them as they are to mundane folk. When characters finally fade, they are drawn to and disappear into the faerie realms—fading lands populated by the small folk (PCs become NPCs under the control of the DM, and

become bodyguards to faerie folk). Faded characters age but one year in the Fading Land for 10 years of time in the Prime Material.

It is whispered that the Loremasters of Oakvein know how to use the waters here without incurring Fading, and that they use it to bless and protect elves seeking The Leaving. It is also said that the stone ruins around the well are not as empty as they seem, and both ghostly and faerie creatures may flit about within them, and they are by no means all well-disposed to larger folk. Lastly, it is known that the water from the well loses all magical properties when transported more than a mile from the well, or more than one turn of its being drawn.

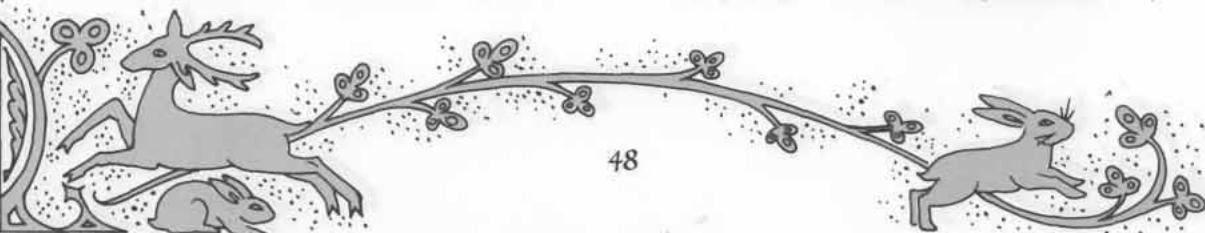
SKORANE

This nearly-deserted small village is shunned by all, since an outbreak of virulent plague killed all the inhabitants early in 583 CY. The place is half-ruined, but Koralth Lemnen, a 6th-level priest of Incabulos, lurks among the moss-rotted and overgrown wooden huts with an entourage of commanded undead—zombies of deceased villagers whose touch is 10% likely to inflict a foul disease (treat as a *plague* spell). Koralth believes that a ruined subterranean temple of Incabulos is nearby, and constantly searches for it, so far without success.

THE WAILING HALLS

This fortified castle keep is the home of the human mage Belszane, originally of Almor, who is said to have slain her apprentices and fellow adventurers (known to include at least two very powerful fighters) when her mind was possessed by a fiend she had conjured to interrogate about events in Rauxes. Belszane is said now to wander her halls, disheveled and floridly insane, having animated the remains of her former associates into powerful forms (treat at least one member of the entourage as a death knight). She is also said to have become direly evil after her mind was warped by the gloating fiend, and it is her terrible mad screams that give this keep its forbidding and accurate name.

Certainly, Belszane's keep and dungeons will have treasure and magic aplenty, but in addition to herself and her undead, there will be extra hazards—Belszane is known to have had a large collection of charmed monsters, including neotuyghs and deadly puddings, a trained wyvern



she used as a mount, rust monsters used for defense, and lesser golems and necrophidii. Little wonder that most folk give this place a very wide berth indeed.

ZENDREDA'S TOWER

Atop a tall crag in the forested hills stands a stone lighthouse. Everyone knows of it and the *continual light* that radiates from its cupola tower; all smilingly refer to "the mad woman" who built it (using *wall of stone* spells).

Zendrela is a gaunt, grey-haired wizard in her late fifties who believes that the Greyhawk Wars presage the end of Oerik by a great flood. She has built this place as a refuge and a beacon for the ships that will save a chosen few. The lighthouse is some 200 feet high, visible for quite some distance.

Zendrela is crazy, of course, and her home contains many weird and eccentric minor magical devices (she is a 12th-level wizard). However, she has found one who shares her faith—a humble, sycophantic acolyte—Kereth Sylvian. Unknown to her, Kereth is a 6th-level priest of Iuz wearing an *amulet of proof against detection and location* who uses this base to spy out the lands and peoples around. He specifically watches out for any attempts to impair Celene's isolationism. He feigns complete belief in Zendrela's deluded notions, but is highly cunning and evil.

Tales and Whispers

- Two young rangers have disappeared in the western Gnarley, leaving no sign of any struggle. Ranger Knights will pay a reward for information about them. (DM note: They have been charmed by a foxwoman living in a single, well-hidden, wooden cabin and serve her as bodyguards. She has a good cache of treasure from previous victims, including a *wand of size alteration* she will use to attack anyone attacking her!)

- An albino Suloise man, naked and tattooed with sigils of Nerull, was found dead three miles east of Tricaster. The body may have been dumped there, possibly as some kind of warning; the villagers fear that a cult of Nerull may be active in the area, and the killing was due to cult dissensions.

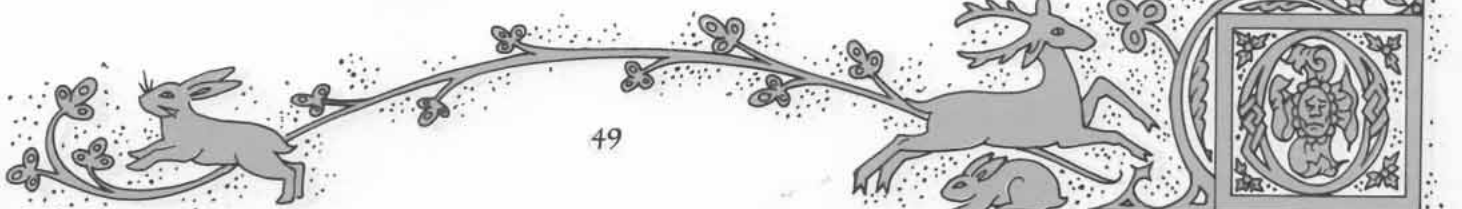
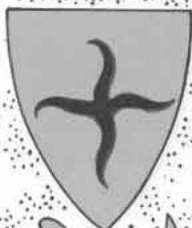
- Huge beetles have been seen along the banks of the upper Jewel river; they are said to radiate a terrible, rotten stench and to have

ghastly, skeletal heads. (DM note: Adapt statistics for Death Watch or Slicer beetles, adding the effects of troglodyte musk. The beetles have been transformed/mutated by feeding on ordure of infected neo-otyughs which, in turn, shelter within a deep temple of Tharizdun and are themselves horribly altered—they have tentacles, pincer beaks, and have the special defense of displacement (as per the cloak).)

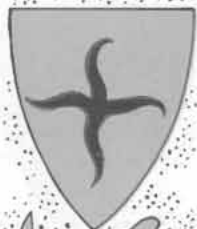
- Unusual monsters have been seen, roaming almost mindlessly, spreading north and east from the fork of the Jewel river. Sightings include rakshasas, umber hulks, and even a great behir. None of these creatures has been captured, and they seem to be able to disappear into thin air, although half a dozen woodsmen and gnomes have been slain. (DM note: These are actually demi-shadow monsters. Their origin is in a dungeon located right below the river fork, where a powerful illusionist was slain by his own flesh golem when it went berserk. The monsters are created from a *wand of demi-shadow monsters* (not unlike a *wand of illusion*) of the wizard's own design, which had a design fault and randomly creates a spell effect once every 2-40 (2d20) days. Monsters created remain in existence for 1d100 hours, and since they are undirected, they prowl aimlessly. Details of the dungeon are left to the DM, but it should contain fair magical treasure and potent guards, traps, and illusions.)

- Eight elves have died in Shelleton, and it is rumored that they were poisoned by a rare elfbane introduced into their food. They shared their repast with humans unaffected by the drug, and were killed unsuspectingly. Some humans in Shelleton are proclaiming self-government and asking for alliance with Greyhawk; Celene has not yet reacted to these events.

- Wood elves in the northern Welkwood are said to have turned back a group of adventurers feigning origins from Dyvers who were actually agents of one of Aerdi's fractured fiefdoms. It is thought they traveled the Nyr Dyv to Caltaran and headed through the Gnarley, and declined to fight the elves since they had been beset by a nest of owlbeats. (DM note: The men were headed for the Wailing Halls, in the service of an animus lord who has made a pact with fiends there. These will be dangerous NPCs, and if PCs become involved with them in any way, the consequences will be complex and eventful!)



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• Fern Groves was covered by a shroud of magical darkness for a week recently; druidic magic was used to dispel it. The dryads of the groves appear completely amnesic for what happened during this time. The darkness is said to have spread from a very deep dungeon below the groves, where powerful elemental magic is stirring to life. Dryads, druids, and rangers are all worried about the intrusion of this magic, and fear further outbreaks of more dangerous dweomers.

The Wild Coast

This chapter is divided into the following sections:

- The Cities: Narwell and Safeton.
- The Wild Plains: Unconquered lands of the old Wild Coast outside the twin cities.
- The Buffer Zone: The area where control is contested between humans and humanoids.
- The Orc Empire: Although but a narrow ribbon of this exists to the south of the map, there is danger and threat here aplenty.
- Tales and Whispers: Rumors, legends, claims, and guesses which may, once again, be true or false, as the DM deems.

Overview

Many parts of the Wild Coast are described below; they vary from nests of black-hearted banditry to more civilized, sociable places. However, there are some general points pertaining to these lands which affect all of the area.

First, there isn't an open war here at the present time; the Orc Empire is not showing signs of wishing to expand north, only of intermittent raiding. Thus, Greyhawk has not moved an army into the Wild Coast. Instead, it has major garrisons at the two cities and can support them swiftly with marines and militia from Hardy, via land and sea. However, virtually every able-bodied adult on the Wild Coast has a hand weapon, leather armor (or equivalent), and has received some training.

Second, there is a corrosive fear in the Wild Coast among all but the most aggressive and evil men. Everyone is afraid of the huge mass of orcs to the south. No one believes that the Wild Coast lands will not eventually fall (except, per-

haps, for the Greyhawkers—but then, they will probably be able to get out if they do fall). This fear manifests in a variety of ways.

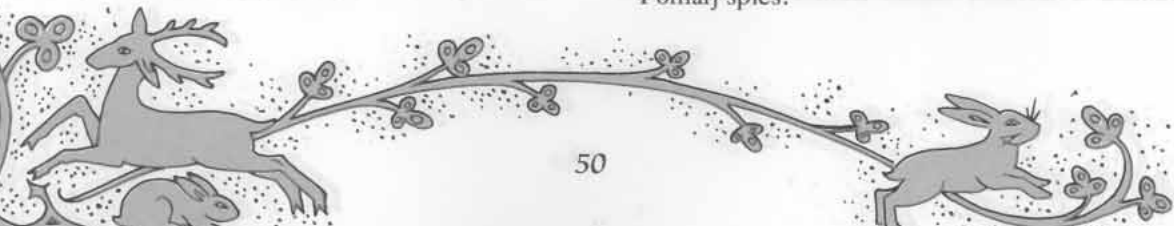
Some people have fled the Wild Coast, of course, to one of the three Free Cities to the north. Others grimly hang on, just hoping to see out their days before the end comes (this is typical of many older people). Some are determined to stay put and kill as many orcs as they can when the day of reckoning comes. Others become even wilder than the name of the land suggests; drunkenness, debauchery, and bullying have never exactly been alien to Wild Coast folk, but these problems are worse than ever now outside of the major settlements.

A few folk have become stirred to bravery, overcoming their fear, and now turn to militant faiths. Trithereon and other martial deities are respected and often revered; peaceable deities such as Pelor and Rao have virtually no following, and nature deities are likewise forgotten and neglected in most places.

The Wild Coast is a land of extremes and polarization. There is true valor among some of its people, even a few of the evilly-inclined, but there is also deceit, cowardice, and backstabbing aplenty. There is little respect for property, given the fear of being conquered by an alien orcish horde, and in most places possession is ten-tenths of the law and might is right. These are not lands for the faint-hearted.

The Cities

The remaining unconquered cities of the Wild Coast, Narwell and Safeton, formally concluded pacts of association with Greyhawk in Coldeven, 584 CY. Greyhawk stationed garrisons at both cities, and administered city law there, extracting tax and tribute from the cities in return. Faced with onslaught from the Pomarj, the rulers felt they had no choice. The population of both cities has had a sharp turnover during the wars; many refugees fled there from vanquished cities, but many ruffians fled Greyhawk's rule, and while both cities had significant humanoids among their numbers before the wars, this changed in the infamous Night of Terror early in 584 CY. Every orc, half-orc, and hobgoblin in Narwell and Safeton was knifed, lynched, or burned alive by the humans, fearing they were Pomarj spies.



SAFETON

Safeton is closest to the expanded Orc Empire, and has a population of 5,500. Fishing, trade, laboring, quarrying, and mercantile seaman-ship are the sources of income here, but life is hard for most.

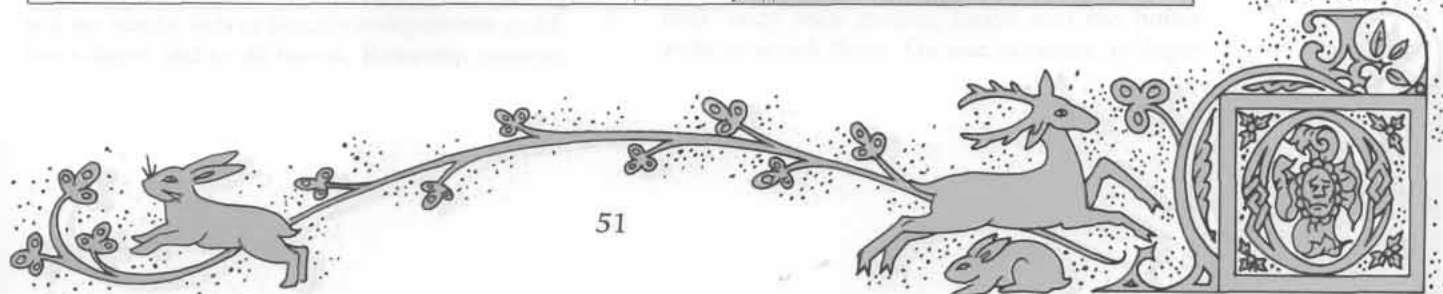
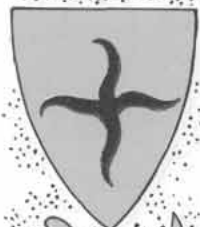
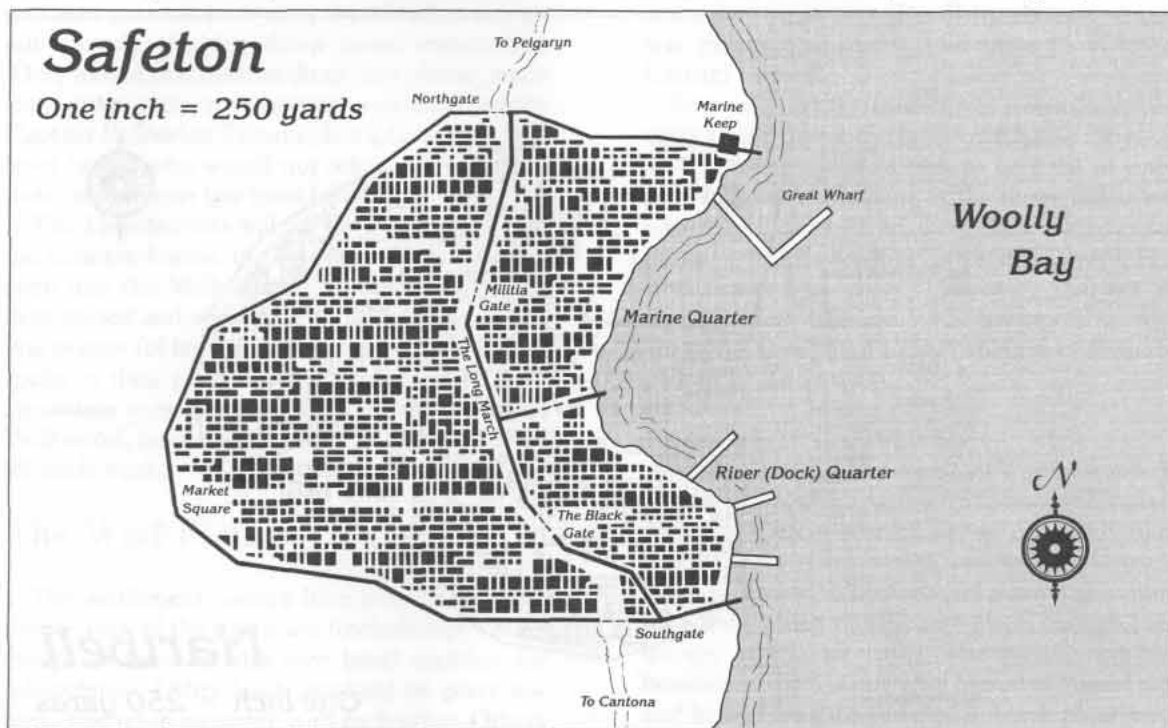
Safeton has an atmosphere of paranoia and fear. It is subject to military rule by the 550 Greyhawk militiamen, with nighttime curfews outside the notorious Dock District (where the militia do not patrol). Three war galleys are stationed at Safeton, and Hardby Marines are training Safeton men in the hard military duties expected of them under the new conscription law. Life is tough and bloody here; many of the native folk are of evil alignments and some of them are as brutal as any orc bandit pillaging and slaying farmsteads.

Safeton's defenses are being strengthened as a matter of priority. A complete wooden stockade wall has been erected, and within that, a stone wall is being built with two massive entry gates. Sea defenses are strong, but the land threat is the greatest, so slave labor is being used round the clock to construct the walls. Slaves always existed in Safeton, and many used to be sold to the

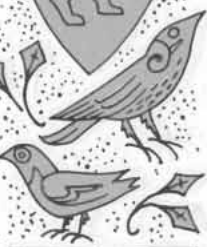
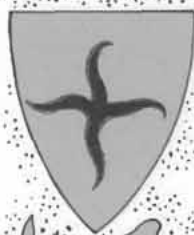
Pomarj, a horrible irony. Greyhawk law does not allow slavery, but the slaves have been appropriated as workhouse-billeted people for this essential construction work.

Safeton's climate is that of typical temperate seaboard, with one notable exception. During Goodmonth and Harvester each year, a powerful southeasterly wind blows in from the sea (50% chance each day, 75% chance if the gale blew the day before). The "Safeton Physic," as the gale is known, begins to blow just after noon and continues until late in the night. It takes its name from the belief that the wind blows away disease and detritus from the poorer parts of the city. It makes piloting and sailing out of port somewhat more hazardous. All missile fire has a -1 penalty at short range and a -2 penalty at longer ranges when it is blowing.

Turin Deathstalker, late of Greyhawk itself, looks over this city with a cold eye. He is determined that, when the battle for Safeton comes, he will send thousands of humanoids to their deaths. He gains resources as he can; his tax revenues may be owing to Greyhawk, but Safeton receives more moneys in aid than it generates in taxes. Turin is not beyond coercing any adven-



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turers useful to the construction work, or in Safeton's militia, into service through trumped-up legal charges if the need arises.

Strike forces of 30-80 militia foray into the "buffer zone" to attack orcish settlements there. Safeton has four resident mages on Greyhawk's payroll who spy out the borderlands with fly spells from a safe height, and if the humanoids therein show signs of assembling large warbands or building important defenses, the militia is sent to effect a pre-emptive strike, with the support of wizards and priests of martial deities. Patrols of 15-25 men also operate within the southern area of the plains, visiting farmsteads and manors, advising on defenses, co-opting any young men of conscriptable age, and acquiring information.

Turin is also the man who devised the Penal Militias. These are forces of convicted criminals that serve one of two roles. The most hardened of them are shackled to lookout posts and sea defenses, where they will be given arms only if the need is desperate. As lookouts, they know their fate will be the same as everyone else's if Safeton is overwhelmed, so they perform their duties. A handful have actually been released into conscription into the Hardby Marines, so this gives

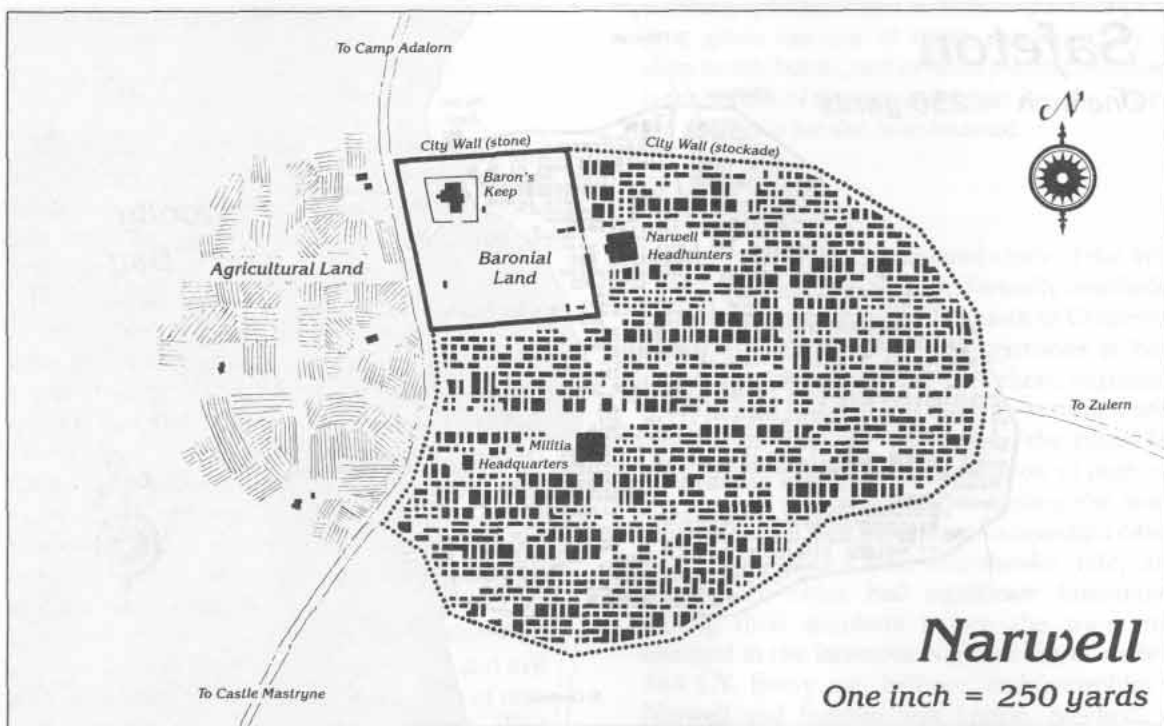
them something to look forward to.

Others are given as (virtual) slaves to communities within the Wild Plains, where they serve as (shackled and manacled) guards and border lookouts. Many die there if raiders attack the communities, but they're considered expendable. Life in the Penal Militias is often brutish and short, but the men within them are usually black-hearted brigands.

NARWELL

Narwell is farther from the orcish empire than Safeton, and this city has a different atmosphere. It is less compacted than Safeton, with more open space and bordering into farmlands. It is not yet fully walled (building is in progress). While Safeton is brute force and strength, Narwell is a subtler, wilier kind of city. It has evil folk aplenty, but they tend to be thieves and bandits rather than the brutish men of Safeton.

Narwell is jointly administered by its old ruler, the self-styled Baron Janstin of Narwell (a 9th-level thief), and Captain Ruberis Nenshen, brother of Org Nenshen of Greyhawk (a 3rd-level thief/11th-level fighter). Law here is not as strict as in Safeton; there is conscription, for ex-



Narwell

One inch = 250 yards



ample, but no curfews. There is also little doubt that the Baron is smarter than the Captain, and bandits still work from Narwell, at least in part with the Baron's blessing. Since the Baron has joint say in militia operations, he knows where they will be patrolling, and some say that Narwell bandits always manage to avoid the militia patrols and the Baron seems to be as affluent as ever he was, maybe due to kickbacks.

However, the militia here are tough and honorable, and they patrol western and central areas of the plains and the upper eastern fringe of the Welkwood as far as Castle Mastyne. They train local militias in outlying farm communities and give help in constructing defenses, also acquiring information and liasing with local landholders. The total garrison size is 350 men, excluding the Headhunters.

The Narwell Headhunters

This is a specialist division of Narwell's militia that includes thieves and rangers among its squad of 50. The Headhunters' specific brief is to bring to justice bandits who commit acts of looting, pillage, or violence against the communities of the Wild Plains or the allied cities. The militia patrol to prevent such acts; the Headhunters go out actively tracking down those responsible. They have a free hand to do as they please, since they are mostly good-aligned and their leader, Captain Romerian Timane, is a LG-aligned 9th-level ranger who would not tolerate gross violations of common law from his men.

The Headhunters will pursue their targets into the Gnarley Forest, the Plains of Greyhawk, and even into the Welkwood if necessary. They are determined and relentless, and they include several priests (of lawful deities) who use divination spells in their pursuits. The Headhunters have also taken over most patrolling within the upper Welkwood, their ranger-spies being ideally suited for such work.

The Wild Plains

The settlement pattern here is quite variable. Some lands of the plains are freeholdings—small groups of farmers who now band together for self-defense. Other lands are held by petty nobles, who often squabble with each other. Others still are bandit fiefs or fiercely independent guild-run villages and small towns. Rulership changes

frequently, as one bandit is killed off by another, or a minor noble dies in a tragic hunting accident and his lands are taken over by an avaricious neighbor.

Most of these plains communities have never signed any kind of pact with the Free City and owe it no allegiance, but there is increasingly a tendency to accept Greyhawk's presence since this is highly preferable to being invaded by orcs. While taxes may not be paid, manpower may be given to aid Greyhawk's militias, and food, shelter, and basic equipment may be given to patrols.

The following locations are the most important in these lands.

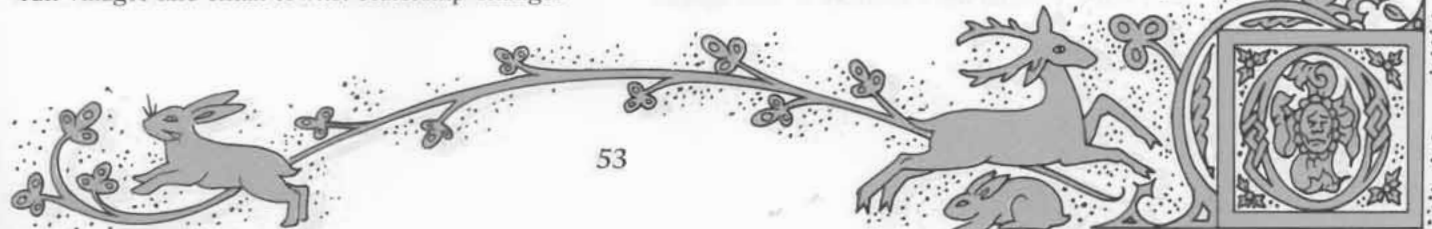
CARNAKH

A small fishing village of 490 people, Carnakh is notable for two reasons. First, the Peltander family who owns most of the land and buildings here (with most of the locals being virtually their serfs) have a history of producing extraordinarily powerful fighting men—any Peltander male has a minimum Str of 17; females have minimum of 16. The Peltanders are enthusiastic supporters of Greyhawk, and this village supplies Hardby Marine vessels with free fish, bread, and beer when they are in port. Two Peltanders are aboard war galleys, one the second mate to Wilbrem Carister himself.

Second, a white stone tower overlooking the entry to the port is the home of Chaîne Zerenth, an eccentric wizard known to be fond of *polymorphing* into a seagull to fly about the town. Chaîne receives strange visitors who arouse much gossip—Bakluni wizards, Nyronese elves, even a group of Theocracy acolytes on one infamous occasion (they attempted to convert the entire town to the worship of Pholtus, with little success).

CASTLE MASTRYNE

This formidable, four-towered, stone castle is home to Lord Mastyne, a 15th-level NE fighter who has 50 men-at-arms and an unknown number of spellcasters within his walls. Mastyne gives allegiance to no one, and patrolling militias do not approach this gloomy place, though they do spy within his lands. Mastyne is known, however, to have a powerful hatred of humanoids and he and his men (all clad in black plate mail) have been seen making forays into the buffer zone to attack them. On one occasion, multiple





flame strikes were seen to beset the unfortunate objects of his wrath, so Mastryne's priests must be formidable men. Mastryne lays claim to lands in a 15-mile radius east of the Jewel river, and no one disputes his claim.

EYEBITE

This unusual castle is home to one who calls himself simply "Shiner." Shiner is a wizard who shuns all contacts, ignoring others in the vicinity unless they approach his castle, when its special defense may be called forth to repel unwanted intruders. Twice per day, the twin towers of the castle can shine with a brilliant, golden light which blinds all those outside its walls within 400 yards for 2d10 turns and has a 5% chance of causing permanent blindness (save versus spell negates both effects). Eyebite houses a force of human cavalry of unknown numbers (but at least 40 strong) of chain-clad warriors on barded heavy warhorses.

The castle seems to be entirely self-sufficient, for no one ever ventures forth to purchase food or equipment, or for any other reason. Nenshen of Narwell is known to be very desirous of contacting Shiner to ensure an active role for this strategically crucial location in time of war, but his approaches have been cursorily rebuffed to date.

PELGARYN

Along the coast from Safeton, Pelgarn is a 900-strong den of thieves, black-hearted villains, and scum. Pelgarn remains very independent and Greyhawk has given up hope of gaining Pelgarn's alliance (there are secret plans to invade it with a force of marines and militia).

Pelgarn folk make a little money by fishing and farming, but they prefer banditry. They raid up the small river and along the coast, mostly to the north, given Safeton's heavy militia presence. It is rumored that some humanoids survive in Pelgarn, with an orcish bandit leader of some prowess among their number. The robber-baron of the settlement, Kurias Zeltrin, is said to be a priest of an evil deity (which deity depends on who is telling the tale), in addition to being a very accomplished thief. He is also said to ride a great black stallion equipped with *horseshoes of a zephyr* on his own raids.

PHLANDISH

Phlandish occupies a strategically important location at the junction of roads and trails leading to Tricaster, Zulern, and One Ford. The land for several miles around is owned by a brutish Ulek exile, the self-styled Count Merleche of Phlandish, who treats his subjects (the 350 villagers and those in outlying tenant farms) as little better than slaves.

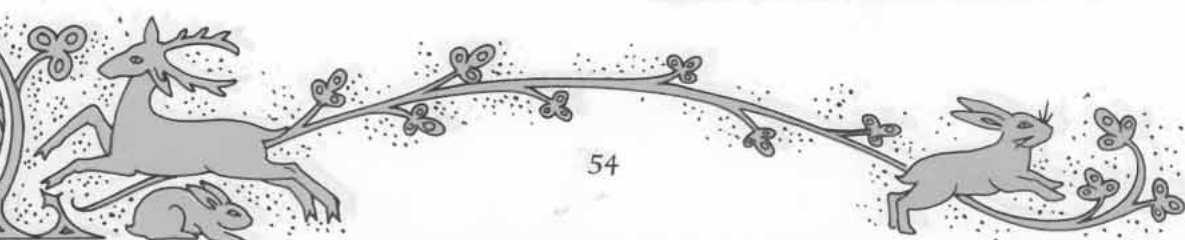
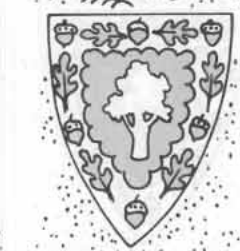
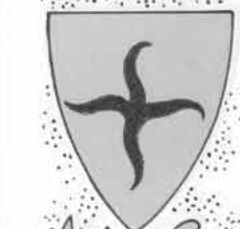
Merleche himself lives in a grand manor house just outside the village, and his ruffianish "house guard" terrify the local folk, extracting ruinous taxes and tithes. So far, the locals have not risen up and murdered him, probably because the land is very fertile in this area and crop yields are very good, so that most folk can hide some of their produce and manage to get by. Not even Merleche's hated dwarven castellan uncovers all the contents of the barns.

Merleche is playing a cautious game with Greyhawk. He has established a transit camp, as it were, on the edge of his lands, where Greyhawk militiamen are given good food and drink, all the while claiming that his own militia patrol his own lands and maintain order. Greyhawk's militiamen don't press the issue, so everything remains stable for the time being. Merleche pays a very nominal tribute to the Free City—this on the implicit understanding that he is left alone to administer his own lands as he sees fit.

ZULERN

Zulern is a village of 315 folk, run by members of the guilds—really, the senior blacksmith, tanner, stonemason (there are small stone quarries north of the village) and anyone else they feel like co-opting. Zulern is an unusual community in that most of its folk are neutrally-aligned, hard-working, decent people who deeply resent the raids from bandits from surrounding territories (notably Pelgarn). It also includes a group of 16 high elves, including a fighter/wizard and a priestess of Erevan Ilesere, who is often absent, traveling within the Gnarlly and Welkwood.

Zulern has accepted Greyhawk's rule; a force of some 20 militia is stationed here. One member is noteworthy: an 8th-level fighter-lieutenant native of the village, who commands the garrison and is a lay preacher of the cult of Mayaheine (which is growing in popularity in Zulern). The local militia is increasingly well armed and armored.



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The Buffer Zone

This zone is one in which Greyhawk militias make organized strikes with medium-sized strike squads, and where control is disputed between humanoids from the Pomarj, bandits, elves (on the edges of the Welkwood), and even a few determined local farm folk still hanging on to their homes. The buffer zone has no fixed boundaries, and those shown on the map are current during the spring of 585 CY.

The buffer zone is a largely razed area of terrain; there are few buildings left unruined, and many have been burned by raiding humanoids or deliberately ruined by bandits seeking to disguise their hideouts.

Because the buffer zone is so fluid, it is hard to give specific detail about it, but four locations illustrate vividly the kind of struggle that takes place in this area.

CASTLE SULAFRAIT

Previously home to a robber baron, the castle was looted and pillaged by orcs during 584 CY, but its stone walls and keep remained mostly intact. Since that time, humanoids have usually been in control of it, with some 300-400 orcs, 50 gnolls, and 40-70 goblin underlings billeted there. However, a major bandit raid was made upon it by the Cockatrice Riders (see below) during Patchwall, 584 CY, who used bowfire to slay some threescore creatures, then dumped *fireballs* on the survivors.

As a result, the humanoids fled the castle and the Riders took up residence. They, in turn, were driven away by a force of orcs led by a wily commander who struck during heavy winds and rain which restricted visibility (for the humans) and rendered the defenders' bows almost useless.

Reoccupied by humanoids, the castle then suffered a raid by 70 Safeton militia aided by 40 Hardby Marines (whose ship needed repairs in Safeton's docks). The humans drove out the humanoids (slaying half of them), and also inflicted major structural damage to the walls. However, recent reports suggest that a force of humanoids once again occupies the castle, and the game of occupation-raid-retreat-occupation is set to start anew.

LERAIZEN

Leraizen is a stone keep atop a dungeon complex. The catacombs are known to contain many restless undead, and even the bandits left it well alone after the reputed death of its long-time resi-

dent necromancer. So, when a 400-strong warband of orcs approached its outer stone walls in Fireseek, 585 CY, what they knew of the place led them to believe that occupying it would be a mere formality. Their priests could command undead, after all.

However, the keep proved to be occupied; a great stone slab rose into the air from within it, glided above the orcs, and rained burning oil and pitch down on their heads. Great goutts of acid spurted from the battlements atop the outer walls, and a murderous strike of *chain lightning* flew from atop the keep. The orcs hardly needed the fire elemental that gave chase to persuade them to flee.

Who now lives within Leraizen is unknown. Perhaps the necromancer has become a lich, or perhaps some powerful wizard fleeing another land has taken up residence in this well-defended, strong keep. Adventurers considering taking over its ownership for themselves will find extraordinary treasure there, together with powerful magic, stern defense, and many commanded undead and elementals. Greyhawk would certainly purchase the keep if it could be conquered and its dungeons cleared of monsters.

STALKARA ESTATES

This tract of land, of some 30 square miles, has its border 12 miles east of Castle Sulafrait. Owned by the Stalkara family, it has been home to raiding bandits for generations, this base being well-defended by ditches and disguised pits dug around a fortified manor house.

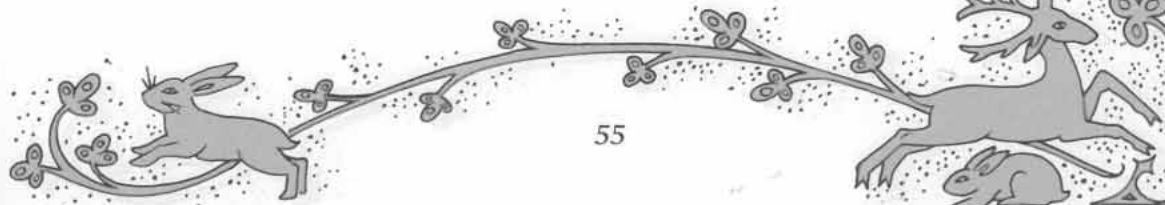
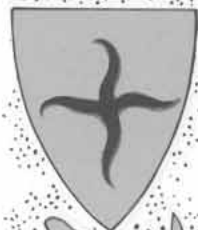
The eldest son, Jopash Stalkara, is determined to stick with his way of life—riding out on horseback and looting whatever he can get. He doesn't approach Greyhawk militias when on raids, but he won't be driven from his home by "those red-eyed vermin." His 30 men mostly agree with him, although fear is in some of their eyes.

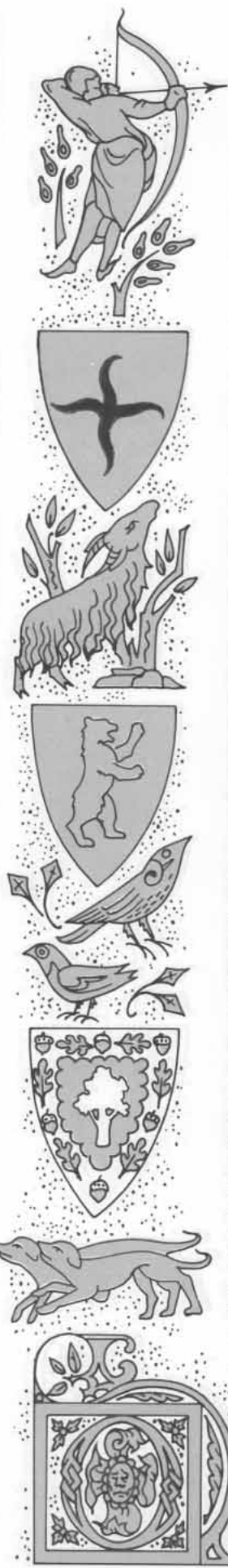
Jopash's younger brother, Susman, is a rat-faced little weasel who is contemplating defecting to the orcs, briefing them on the defenses around the manor, and storming the estate, taking a share of his brother's accumulated treasure.

A first orcish foray was made against the manor in Readyreat 585 CY. Two dozen orcs died in traps and fell to well-flighted arrows fired from slit windows on the top floor of the manor. But they'll be back, and in bigger numbers.

WYVERNEN

A fortified village of 165 folk, Wyvern is a strange mix. It includes a few farmers, a few ban-





mits and raiders, a few peat-diggers in the unique sunken peat bogs north of the village (which lie at the bottom of a four-mile-long gorge that drops almost six hundred feet to the peat beds), and a family of evilly-aligned gnomes who are cut-throats fled from Safeton. Ruling the community with a rod of iron, forbidding anyone from fleeing, is Hendred Blerid, a 9th-level priest of Hextor who rides a trained wyvern and has an intense hatred of orcs. He constantly urges the village men to prepare for battle, and makes impassioned speeches luridly laced with images of orcish blood washing down the stone and wooden wall that now encircles Wyvern.

Why Hendred hates orcs so much is unknown. Two orcish raids against the village have been driven off with ease, however; Hendred's magic proved decisive. Thus, the locals have high morale and feel that they can hold on here. They also have a feeling of pride at the ease with which they fought off the orcs, and they sneer at refugees from less fortunate places.

Wyvern still manages to earn a little money selling peat to Safeton for fuel, although Hendred refuses to allow Greyhawk militia into the area around the village. He fully asserts its independence. Wyvern's stand against the orcs may be ultimately futile, but it is impressive for the time. Player characters encountering a battle here are faced with an intriguing dilemma: do they aid a blood-crazed priest of an evil Power against those who threaten many other less evil folk to the north?

ORC RAIDERS

Raiding orcs are the major hazard in the Buffer Zone. The DM may wish to use specially designed orc warbands in planned encounters for PCs adventuring here. However, in the Encounter Tables for this area (Reference Card 14), entries are given for "Orcs, raiders" and "Orcs, small warband"; these are comprised as follows:

Raiders: A raiding party will consist of 12-34 orcs ($2d12+10$) outfitted in leather armor and shield, with weaponry distributed as per the *Monstrous Compendium* entry. The group will have a leader with AC 4, 11 hp, THAC0 19, and +1 to damage rolls. The leader's 1d2 guards have the same stats. There is a 10% chance such a group has, in addition, a priest of Gruumsh of level 1-3, with 1d8 hp per level. If the priest is 3rd level, he will have a retinue of 1d4+2 skeletons that he commands as a 1st-level cleric (clerics of Gruumsh

command undead as if two levels lower than their actual level—see *Monster Mythology* for details).

Small Warband: This requires 35-80 ($5d10+30$) orcs, 3 sub-chiefs (stats as above) and a leader with AC 3, 18 hp, THAC0 18, and +3 to damage rolls. The group will include 1d4+1 orog and a priest of Gruumsh of level 2-5 (with a skeleton retinue if of level 3+). The orogs have a 5% chance each for a suitable +1 magical weapon. The orcish leader is 30% likely to possess a broadsword +1. The group is 50% likely to have 1d6 human slaves captured during their raid, although the orcs are unlikely to use them as hostages for bargaining, since they have learned that, given the evil nature of most Wild Coast folk, this rarely works. The orcs would rather eat them anyway.

THE ORCISH EMPIRE

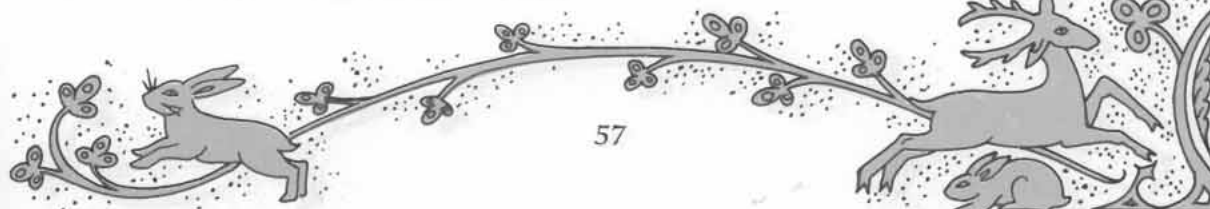
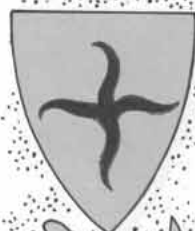
Only a small sliver of this domain is shown on the campaign map. What is provided here is a sample of the evils the orcs have created in the southern Wild Coast lands. While the northern border of the empire can be considered the southern end of the buffer zone, this is mutable, as is the western border, which merges into the Welkwood. Within the Welkwood, east of the Jewel, elves, orcs, and bandits vie for control; the land for 15 miles south of Castle Mastryne, however, remains the fief of its dark lord.

In general, orcs are relatively well-disciplined in their own territories. The orcish war leader who is based at Cantona exercises control through the priesthood of Gruumsh, which he has smartly placed in control of individual warbands within his area of control. Raiding bands are allowed to do as they please, but are usually allowed to operate away from their bases only for a few weeks at most.

The war lords of the orcs have, as yet, no concerted plans for striking farther north, because most of Turrosh Mak's efforts are currently directed toward Ulek. The work of raiding parties thus tends to be somewhat haphazard. The buffer zone and the southeastern Welkwood are the preferred territories for raiding and pillaging.

CANTONA

Cantona was originally a fortified fishing village of 1,100 people, of whom half managed to flee north when the place fell to the besieging orcs in 584 CY. The orcish superiority in numbers told more heavily than usual because of one unfortu-



Atlas of Greyhawk Lands



nate feature of Cantona: magic does not work reliably within (or if cast within) the town walls.

A century ago, an especially paranoid Suloise mage settled here and constructed a complex of buildings for himself (featuring bizarre rococo architecture) using paints, mortars, and treated woods saturated with magical substances preventing *teleportation*, magical scrying, the entry of enchanted creatures, evocation spells, and much other magic. Over the decades, the dweomers of these treatments began to malfunction subtly and, on the mage's death, spread to cover the whole town. Now, spells of levels 1-3 are 50% likely to simply fail when cast, and spells of higher levels are 30% likely to do so. Any failed spell has a 5% chance of rebounding on the spellcaster (effects as the DM determines). All this guaranteed that magic was less effective in the defense of the town than it was elsewhere, and Cantona fell swiftly.

The orcs of Cantona number around 700. They keep some 250 human slaves in shackles for menial labor (other humans have been eaten and/or turned over to the orcish priests to suffer terrible fates).

The war leader here, Gakurish Lemnak, has the abilities of an 8th-level fighter. He regularly rotates periods of "leave" among his men ("leave" means "freedom to go out raiding"). This prevents the orcs from getting bored or restless.

Gakurish also holds monthly exhibitions in the town square, which are something the orcs eagerly anticipate. They feature such contests as naked humans armed only with knives pitted against orcish gladiators with pole arms and swords, and also subtler humiliations such as ritual desecrations of shrines, objets d'art, and suchlike, and human scholars forced to eat their own books (or worse). The orcs cheer wildly at this, and the prospect of the next exhibition keeps boredom at bay and maintains good discipline and morale.

Cantona is well defended. The orcs here force captured bandits to instruct them in tactics of urban skirmishing, and these orcs are wiler in their use of bows and simple traps than are most orcs. Their military drills in preparation for a sea assault (considered the most likely possibility) include such tactics as greasing stone paths from the wharves with rendered fish oil, strewing caltrops on the roads, dropping weighted nets from the walls along narrow alleys, and similar sneaky maneuvers. If the Hardby Marines (or anyone else) tries to recapture Cantona, the orcs will

make a grim fight of it.

Cantona is moderately secure in its provisions. Raiding brings decreasing returns, but orcs are adaptable, and they have increased their food supply by fishing. Shackled human slaves are forced to row fishing boats and cast nets; if the ship sinks, the humans drown (which is why the Hardby Marines have not yet sunk these vessels). Orcs don't like eating fish as much as they like eating people, but they're not going to starve yet.

PASCOREL

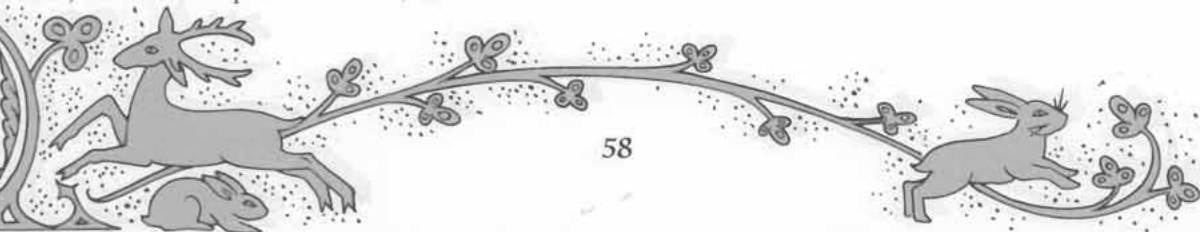
Pascorel is a village of humanoids allied with bandits, and lies within the upper Welkwood where there is no clear control of territory. During the Night of Terror, Pascorel's orcs (some 20% of the 150 residents of the village) were not slain, since they were deemed thoroughly reliable, black-hearted bandit scum like everyone else there. The ruler, "Sir" Diarmeck Halkadon, decreed their lives should be spared, and the orcs have not forgotten (orcs are lawful, after all). They're thus very loyal to him, and they resent the intrusions from the south. Their attitude toward invading orcs is "who the heck do these upstarts think they are? We were here raiding and pillaging first!"

Pascorel is home to the Cockatrice Riders, led by Halkadon (a 9th-level fighter known to own a *flametongue* broadsword). They ride light warhorses, and wear black masks (pointless since everyone knows where they come from) and a single cockatrice feather pinned to the brow of a wide-brimmed hat. Their base within the eastern Welkwood is well hidden and defended, and they take care not to offend the elves to the west (though they would happily kill and loot a small party of elves if they came across one), preferring to pillage north and east.

This group, and thus the village, looted some fair gold during its occupation of Castle Sulafrait and also on a raid south into the orc lands. During the latter, they freed a dozen human slaves, of whom three have made excellent additions to the horsemen (and one, a Hardby merchant, has been kept for ransom).

VARNIFANE

Lying within the Welkwood, this was a treehouse settlement of some 40 rare Grugach elves until recently. The elves probably could have fought off the humanoids that attacked them, but for one thing; they were still recovering from a savage assault by a large band of marauding kech. The



wily humanoids struck so swiftly afterward that the elves were overwhelmed.

Honors in the humanoid attack went to an elite phalanx of forest bugbears whose ability to surprise proved vital in the initial wave of attacks. The bugbears now hold pride of place in the mixed (bugbear, goblin, gnoll, orc) group of some 125 humanoids who use this site as a base for further raids. Because they broke through first, the bugbears got their hands on the great magical treasure the grugach held in their homes, and now claim it them for themselves.

Centuries past, the grugach had stumbled upon the overgrown entrance to an ancient dwarven warren, and against their natural instincts, they entered it, because the sense of magic was strong about the place. Inside the ruins, they walked, revolted and disgusted, past the remains of scores of long-dead dwarves. They found a vast collection of magical axes—no fewer than five, each a *battle axe* +3 bearing dwarven runes (the axes are +5 in the hands of dwarves). The grugach took the axes, but did not use them, fearing the wrath of a dwarven Power.

The bugbears had no such fear. Their leaders brandish the axes proudly, and the other humanoids have seen them in action. They are now all too ready to defer to their furry cousins. The humanoids found the dwarven warren and now live within it, with a handful of spies in the treehouses by night to spy out intruders.

Of course, if the dwarven axes were recovered and returned to their rightful owners (descendants of the original dwarves, now living in Ulek) the rewards for PCs would be great indeed.

Tales and Whispers

- There has been a skirmish between two groups of orcs south of Castle Sulafrat; a large warband is said to have overwhelmed a raiding party of 50 or so orcs. Maybe an all-out struggle for power between orc war leaders is brewing (DM note: this may just be wishful thinking).

- Just north of Cantona, a mile in from the coast, orcs and human slaves have been seen at work constructing some great iron cylinder, perhaps some unknown type of war engine. It's said that a dwarf, probably a slave, was acting as an engineer on the project. Surely a Greyhawk strike squad will do something about this soon?

- An orog party has taken over Castle Sulafrat, and this time, the orogs want to take it for

keeps; they have human slaves rebuilding the castle. The orog are really nasty specimens; one of them is said to be a high-ranking priest of Gruumsh. Some of those human slaves may well be zombies—after all, zombies don't get tired and they don't need food to keep working.

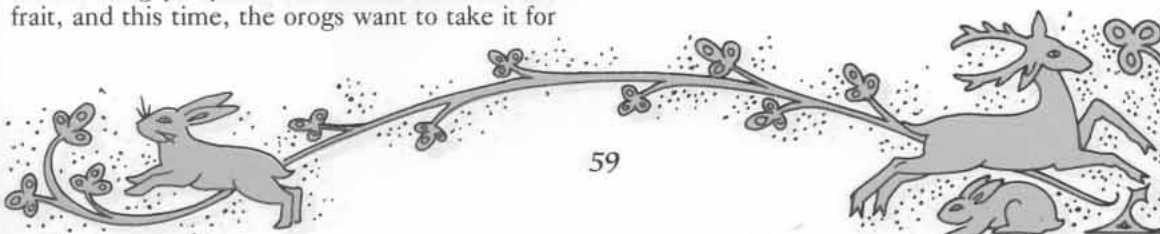
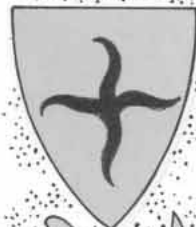
- There's an elf/orc war brewing in the eastern Welkwood. Fires have been seen miles away, and a spy in Castle Mastryne says that a renegade orc warband has set off to burn out wood elves and raze the land as far as the Jewel river.

- The orcs may be learning about sailing after all. The *Pride of Zagyg*, sailing out of Hardby, sank a cog southeast of Cantona which was laden with orcs, and the marines say that they had learned how to use bows from perches in the rigging. They weren't much good at firing in the daylight, but if they learn, they'll be a real menace.

- The Narwell militia boys came back astonished from one patrol westward—rolling across the plains came a huge, glowing, yellow ball of light, yards across, which sped past them and dispatched twenty or so chain-clad, horse-riding bandits a few miles further on! The horsemen raided a farmstead, killed the family, stole livestock and horses, galloped back into the glowing ball—and vanished! Of course, the militia won't say exactly where this happened for "security reasons," but even the Baron is worried over this one.

- Three druids passed south of Narwell recently, headed for the Welkwood, accompanied by a great number of tigers—nearly a dozen. The great cats wore brass banding on their forelimbs and collars with gemmed pendants which were said to radiate magic when checked by some young whippersnapper priest's acolyte. It's a druidic warband, but what do they seek?

- Within the Welkwood, beside the Jewel's east bank, a group of voadkyn have been seen forming a tight defensive circle, excluding any forest travelers from an area a mile or so across. They are clearly guarding and waiting. They are said to have arrived at their current position a week after a violent storm's lightning felled many trees, and the river churned with great violence, so that its waters were discolored by brown-green mud for days afterward. Some say a monstrous river eel, a score yards long, emerged and laid waste to land around until the giant-kin slew it. What they are guarding, or who they are waiting for, are completely unknown.



Heroes and Villains

Factions and Groupings

Ambassadors in the Free City

The NPCs described in this section will require extra detailing by the DM if used for city-intrigue type adventures (kidnapping, blackmail scenarios, burglary of their homes, etc.), although appropriate detail is given here for development. The DM should remember that these individuals have been resident in the Free City for only a few months. They have not had the time to develop networks of spies and agents, or to spread their influence far beyond the Free City (not all will seek to do so, anyway). Likewise, ambassadors' households aren't specified in detail; hulking warrior bodyguards, gnome butlers, and halfling cooks may be added.

The one exception to this light treatment is the Scarlet Brotherhood, which receives more extensive detail than the others. Ambassadors all live in the new complex on Wharf Road unless otherwise noted.

To conserve space, statistics are given in abbreviated form, listing only exceptional ability scores and magical items of special note. All ambassadors possess an *amulet of proof against detection and location*; the DM is free to add items such as the *ring of free action*, *periapt of proof against poison*, and like protections.

Almerin Skiari, Ambassador of Keoland

Almerin is 47 years old, 6 feet tall, 203 lbs. (running to fat), and has black hair (thinning at the crown and greying at the temples) and a well-trimmed full beard (grey-flecked). He favors slightly flashy yellow or bright blue robes and cloaks, and silk shirts (that don't flatter his paunch). He is a 7th-level LN fighter (Str 17, Int 17, Cha 15).

The Ambassador for Keoland feels somewhat marginal in the Free City. Keoland's main concerns are with the Lost Lands, Ket, and the Sea Princes, none of which have ambassadors in Greyhawk, and none of which are within a thousand miles or so of it. What's more, other diplomats don't bother much with Almerin, enhancing his sense of unimportance. Consequently, Almerin tends to drink a lot in the company of his

bodyguards (four 7th-level warriors and a 5th-level specialist Diviner). A steady stream of ladies of dubious virtue head for his ambassadorial residence. His company is fine, as long as one enjoys the company of an egotistical, chauvinistic bore.

Almerin is a prime target for blackmail (his indulgences might get more depraved) and intrigue (he is careless and his home could be burgled). He has information pertaining to Keolandish concerns to the west, but nothing of major current importance.

Delmanarah Efrine, Ambassador of the County of Urnst

Delmanarah is 32 years old, 5' 5" tall, weighs 113 lbs., and has very straight, page-boy cut, honey-blond hair, and blue-grey eyes. She is a 9th-level specialist Diviner of CG alignment (Int 17, Wis 17, Cha 17). Delmanarah adds to her natural charm and beauty by dressing modestly but very well, with an excellent eye for color matches (blue and cream, green and silver, black, white and a little platinum).

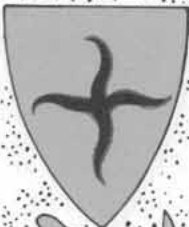
Delmanarah has one key goal: keep her eyes on Reichart Petrides, the ambassador of the Duchy of Urnst. The County is very concerned over the Duchy's dominance and wishes to make sure that it has an independent voice in Greyhawk. So, she uses her spells to watch the Count's home and she has a halfling footman of the Count on her payroll. Of course, there is much in the Count's home she cannot scry, and she would pay well for good burglars who can be trusted to do a job well, keep their mouths shut, and leave no traces behind.

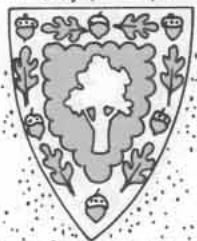
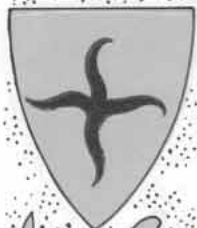
Delmanarah also keeps her ear to the ground in general, especially for news concerning Iuz, Nyrond, and the Theocracy of the Pale. She has a wide social circle, and uses her charms on males impressionable enough to have their tongues loosened a little by her flirting. She is wily, cunning, and subtle, with impeccable manners.

Count Kyrine Nauxanth, Ambassador of Aerdi

Kyrine is the representative of the rump of Aerdi and of Ivid V. He is 5' 11" in height and weighs 202 lbs., with steely-grey hair and a lined face whose watery grey eyes reflect all of his 52 years. He has been extensively *geased* by Ivid's priests

Heroes and Villains





so as to be unable to say almost anything about Ivid's court, and his sanity is doubtful. He is paranoid and megalomaniacal. He has been known to jerk into a stiff posture when Ivid's name is uttered and salute frantically with a series of frenzied, strained movements that are very disconcerting to watch. Kyrine wears military uniform with a ludicrous array of medals at all times (even in bed), and his epaulettes alone would weigh down most folk. No wonder his shoulders stoop at times. Kyrine is a 9th-level fighter of LE alignment (Str 18/42, Con 17, Int 14).

It is certain that this man is extensively magically controlled and monitored by Ivid and his priests, and inside his home, all manner of strange magical devices relevant to this might be found (as the DM decides). Kyrine lives in a small, ramshackle house in Old City, north along Rats Road, which was derelict when he paid to have it restored to its current semi-habitable, damp- and mold-infested state. He refused point-blank to live in the ambassadorial complex close by the representatives of Nyrond, and found it almost impossible to rent or buy elsewhere. He constantly berates the Directors for not finding him more exalted housing.

Kyrine is utterly solitary, doesn't drink (although he smokes truly evil cheroots), and brings a whole new dimension to the term "misogynist." He spends many hours drafting long letters to the Directors that contain endless streams of invective against the ambassador from Nyrond.

Kyrine is almost a joke character on the surface, and it's up to the DM whether he stays this way. There is no reason why the man shouldn't have a secret household of wily agents, even including a fiend or two, behind this half-mad facade. Aerdi's goal would certainly be thwarting Nyrond in this case.

Parras Haradraith, Ambassador of Veluna

Parras is a small man, 5' 4", 142 lbs., and 71 years of age, with grey hair (balding at crown and temples, and cut very short) and brown eyes. He has bags under his eyes, rather fleshy fingers and hands, and has an almost bulldoglike appearance. He's not exactly a snappy dresser, wearing plain white robes (as befits his status as a 12th-level priest of Rao) which are sometimes rather

dingy. However, what Parras lacks in looks he makes up for with a natural charm and true force of personality (Int 17, Wis 18, Cha 18). He possesses an *amulet of the planes* and one or more *candles of invocation*.

Parras is a true diplomat—scrupulous, precise, and forceful when he needs to be. His concern is very broad; Veluna watches Iuz and Furyondy, but also Bissel, Ket, and the Gran March and Keoland to the southwest. Parras is also very concerned about the future of Nyrond, and wishes to see more aid channeled there (he frequently meets with Sir Ranald of Nyrond at his home).

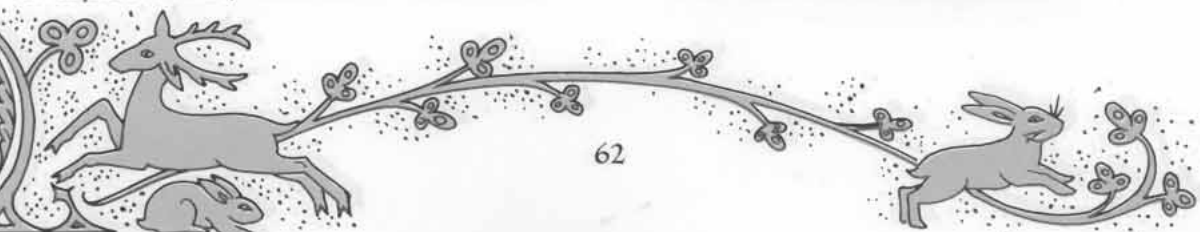
Parras is known to be on excellent terms with Jerome, Patriarch of Rao in Greyhawk, although for reasons of appearance, the men do not meet very often; his most frequent meetings are with the Furyondian ambassador, of course. Dinner with Parras is always agreeable, not least because his wife Maranda (a 9th-level priestess of Rao herself) is a wonderful director of the cooks in the large kitchen!

Parras has impressed the Directors of the Free City with both his wise advice concerning trade and his public support for Greyhawk's independence. He knows about the funding of Furyondian fleets by Nerof, of course. Parras is a mediator and smoother of disputes, and is mostly very polite and warm. He is, however, a stirring orator and a forceful speech by him will certainly affect and influence his listeners.

Parras and Veluna wish to see the status quo maintained in Greyhawk. Parras knows that Nerof is doing what he can for the forces of good, and thinks no less of him because he does this for pragmatic, rather than moral reasons. Parras does not readily judge others, unless they are irredeemably evil.

Parras and his household do not stoop to espionage, burglary, and the like, although it is likely that powerful divinatory magic may be used by them. The Velunese delegation will not act to stymie the scheming of others, either, preferring to bring such activities to light and pin the blame on the guilty party later on (this is not to say that the Velunese don't eagerly seek to find out about such plotting and intrigue).

Politically, in addition to its noted concerns, Veluna is very much concerned to end Celene's isolationism and support the Highfolk. Melf speaks with Parras occasionally on such matters, and provides him with useful information.



Pyremiel Alaxane, Ambassador of Iuz

The ghastly Pyremiel is an utterly unmistakable figure; it may well be that he was chosen as an ambassador as a result of his repulsive appearance. Pyremiel stands 6' 2" tall, weighs 157 lbs., and has black straggly hair and very dark brown eyes. His skin has the texture of decaying parchment and is drawn tight across his heavily-lined, skeletal face. His fingers are abnormally long, with knobbled joints, and his fingernails are as hard as shells, long, and filed to razor sharpness.

Pyremiel wears the black robes of Iuz at all times, and radiates a peculiarly repellent body odor that makes him an unwanted guest at any meal. His personal habits are disgusting; the man belches foully, coughs blackened sputum into a small bronze bowl he carries for this specific purpose, and picks his blackened and grimy fingernails to pass the time.

If he presents any speech to the Directors at formal meetings, they are always inscribed on parchments made of skin. Pyremiel delights in the shudders of horror and disgust he provokes in others. He is a 9th-level CE priest of Iuz (Int 15, Wis 18, Cha 3).

Pyremiel lives in the ambassadorial complex, pleased that his presence upsets others there. His household includes hobgoblin servants. At least two acolytes have been seen running errands for food and supplies, and rumor has it that at least one fiend and several mindless undead creatures lurk in the basements of the place.

Pyremiel forces his attendance in as many official meetings as possible. He has an awful knack for turning up at meetings to which he was not invited, but cannot reasonably be physically removed (he ignores protocol in such matters).

His presence is a mocking, sardonic one even when he is berating the Directors for making imports of goods from Iuz hard to sell in the Free City (in fact, the Directors have nothing to do with this; it is common Greyhawkers who tend to boycott such materials if their origin is known, and who have burned down one warehouse where furs from Iuz were stored for sale).

Politically, in addition to being a generally disruptive and awkward presence, Pyremiel seeks to keep an eye on Furyondy and the Urnst states, seeking to learn about their financial situations, vulnerabilities, plans, and schemes.

He owns a magical ring that permits him to al-

ter self once per day, although his body odor is not changeable and is something of a giveaway (he seeks to hide it with powerful, musky scents if he is trying to conceal his identity). Certainly, Pyremiel visits the River Quarter (avoiding guards outside the ambassadorial complex using spells such as *wraithform* and items such as *potions of flying* or *invisibility*) and meets with Rhennee there. He is also actively developing a network of spies who seek to disrupt trade, frighten merchants and diplomats through kidnappings and killings, and worse.

The DM is encouraged to develop a network of agents acting on Pyremiel's orders, but it should be desperately hard for anyone to pin the blame on the priest himself when these schemes are uncovered.

Sir Ranald Immanen, Ambassador of Nyron

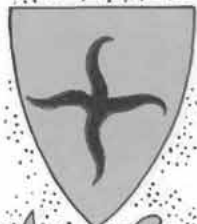
Sir Ranald is 51 years old, 6' 4", and 211 lbs., with greying black hair and steely grey eyes. He carries himself as proudly as he can, with the bearing of a warrior (he is a 9th-level LG fighter, with Str 17, Con 17, Int 15, Cha 15). His position, though, is precarious and he knows it.

Sir Ranald's problem is simple: Nyron is virtually bankrupt and everybody knows it. Thus, a visit from Ranald means that he is coming to beg for handouts, and it is a painful process for many to go through the pleasantries and social graces when they know these are just pointless preliminaries. Sir Ranald also knows that the Directors can't give much more aid than they do already, and that he has no leverage with other diplomats and no weapons with which to extract more aid.

In the face of this, Ranald stays remarkably self-possessed and dignified. He will not bring himself to beg, no matter how desperate. Nor, by virtue of alignment, can he stoop to truly underhanded means to better Nyron's position.

Ranald is the most diplomatically active of all the ambassadors in the Free City (i.e., the one most often pleading for funding from Veluna, Ul-ek, and Urnst—even Keoland, in desperation). He also tries hard to keep an eye on commercially exploitable possibilities. Nyron can afford to trade little, but Ranald himself has a 13-year old son who is an absolute prodigy regarding economics and trade, and Ranald has made some 4,000 gp profit on trade speculation using his





own money since he came to Greyhawk. Three-quarters of this has been sent to Rel Mord, and the rest kept for future trade gambles.

Ranald will not gamble money he doesn't have. He might go further with such speculation, hiring PCs for speculative ventures (or to escort merchants) or adventures.

Socially, Ranald is something of a stay-at-home simply because he doesn't feel he should indulge himself when many in Nyrond starve. He maintains a very small staff and household, just enough to meet protocol requirements. He is a decent, honest, dignified man in an increasingly difficult situation, with Nyrond's rulers putting pressure on him to talk more money out of almost every other nation.

Scherrin Marizian, Ex-officio Representative of the Ulek States

Scherrin is 38 years old, 6' tall, weighs 196 lbs., and has light brown, curly hair and hazel eyes. His position is a singular one. He is not an official diplomat, lives in a home of his own in the Foreign Quarter (just off the Processional, near the Mercenaries' Guildhall), and is not officially recognized by the Directors or the rulers of Ulek states as a representative. He operates as a merchant, specializing in rare woods and gems (having relevant skills/proficiencies in both varieties of goods).

Scherrin is a 9th-level thief of NG alignment (Str 16, Dex 18, Int 17, Cha 15). He owns a crystal ball and a magical brass orb that can create a *sending* (3/day) accompanied by a visual representation of the person looking into the orb. The orb is 95% magic resistant to any divination spells, so the messages are hard to spy upon (and are always coded by Scherrin, anyway). The orb is used for communications with rulers and diplomats in the Ulek states. Scherrin also owns rings of *mind shielding* and *free action*.

Scherrin fits into the diplomatic life of Greyhawk as follows. Everyone simply knows that he sends messages to advisers (of unknown identity) in all three Ulek states. The messages concern generally useful information he has acquired in the Free City. His reach of knowledge is broad. He sends information concerning trade and prices, activities of ambassadors, information from friends of Ulek, reports of the state of play along the Wild Coast (the "second front" of the Pomarj, hence of great interest to the Princi-

pality of Ulek in particular), and much else.

He is paid for this service in the form of items sent to him for trade. Scherrin also provides information from Ulek to the other states with which it is allied or friendly (notably Urnst) when it is deemed wise (or expeditious) to convey this by "unofficial" channels. Scherrin never betrays the secrets of his contacts. Not even torture would extract it from him.

Scherrin has many agents and contacts within the Free City. Street urchins spying on warehouses, halfling thieves keeping watch from cover of certain houses and homes, and some freelance thieves are among his many sources of information. Scherrin knows myriad people and many things.

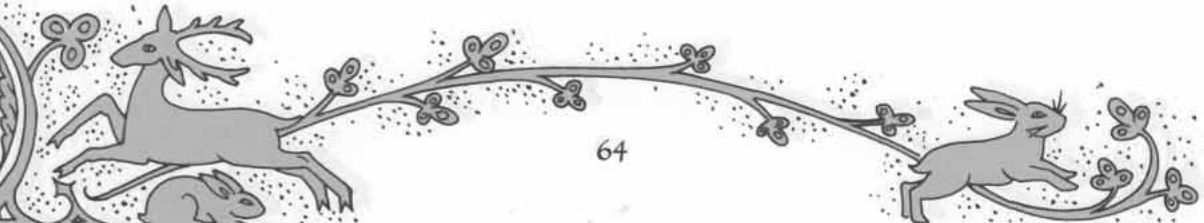
Scherrin may have his nifty fingers in many, many pies. He won't be the initiator of intrigues, but he will be a cog in many schemes and plots. His key role is to keep the forces of good in communication and to provide tactically and logistically valuable information. He does not waylay, murder, kidnap, mount burglaries himself, or similarly get directly involved. The DM can weave this character into city adventures involving PCs of almost any level of experience.

The Diplomatic Life

Certain aspects of ambassadorial life are of specific importance in city campaigns.

Diplomatic Meetings: As a matter of course, the ambassadors meet with the Directors in the City Hall on the first day of each Festival Week, under conditions of extreme security. These meetings are usually rather strained affairs. Non-scheduled meetings are arranged periodically as the need arises. Some ambassadors (Furyondy, Nyrond, Veluna) meet with Directors more regularly. Informal meetings between individual ambassadors and Directors are held rather secretly and are considered off the record.

Diplomatic Retinues: Each ambassador is allowed as many as four attachés or assistants (other than servants), who carry diplomatic status. Diplomats don't pay taxes and tithes (other than the ambassadorial residence levies), aren't subject to the fines of the People's Constables, and can commit minor offenses with impunity. If they commit serious crimes (murder, conspiracy, sedition, etc.), they are automatically exiled but cannot be otherwise punished.



In the fine print of conditions in the Pact of Greyhawk, diplomats may not carry out espionage, magically scry upon other diplomats or Directors, or perform other actions that are "incompatible with diplomatic status." The fine print on this clause is endless, and is a matter of pragmatism. The Greyhawk authorities won't worry too much about a little spying, so long as they feel they know about it and it doesn't hit a real nerve (such as spying on Nerof Gasgal).

Diplomatic Leomund's Chests: Each month, each ambassador may receive one chest (capacity up to 2 cubic feet) in shipment from his homeland or elsewhere which may be magically sealed and cannot be opened by the Greyhawk authorities. This is to allow for "diplomatic correspondence," but again, this is a cat-and-mouse business. Everyone knows these chests contain all manner of dubious items, but as long as no one imports and uses *spheres of annihilation* or equally crazy items, the authorities turn a blind eye to such matters.

These diplomatic chests are invariably accompanied by large numbers of couriers. Escorting one might be an excellent job for PCs of sufficient trustworthiness and appropriate background.

Diplomatic Residences: These have individual defenses and protections installed by their occupants (as the DM chooses), but they have certain features in common also.

Each has been thoroughly painted, inside and outside, with an alchemical preparation devised by Heironymous Tigana (FFF pp. 19-20) that completely blocks any magical scrying of the building in question. Each also contains a fragment of a magical stone that radiates a form of *protection from evil*, which prevents extraplanar creatures from invading the building. Each also contains a small magical brass sphere that prevents unauthorized magical ingress by such spells as *dimension door*, *teleport*, and the like; these spheres have been made so that the diplomatic retinue can pass into and out of the building by use of such spells.

The Scarlet Brotherhood in Greyhawk City

Ambassador Ghrigiel and his staff live in a rented house northwest of the High Market, not

far from the Patrician's Club (location H6). The key members of this group are Ghrigiel himself, his trade attaché Kerrick Endriasek (a 7th-level thief), clerical attaché Ulrik Nesserien, and long-time agent Naas Sarainy Siobharek (originally detailed in FFF, p.82; he does not live in this abode). General, then specific details of how they operate are followed by profiles for major NPCs involved.

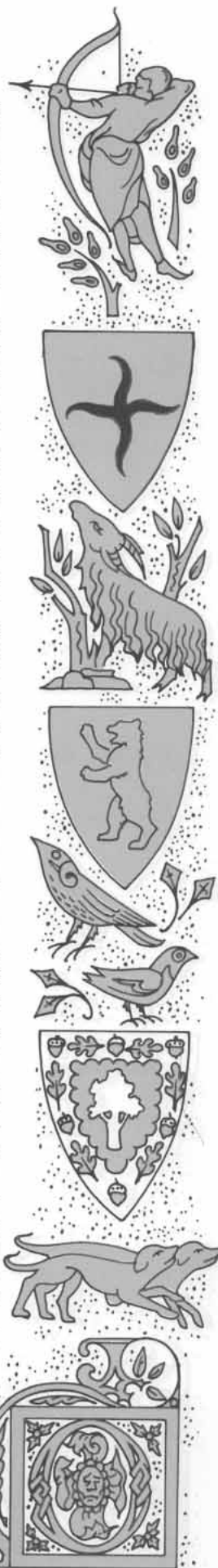
Obviously, Ghrigiel knows that the authorities in the Free City will watch him and his staff very closely given the Brotherhood's reputation regarding agents and spies. Equally obviously, Ghrigiel expects that the Directors will be hunting for secret agents of the Brotherhood working away from his home and having only the most infrequent and secret contacts with him. Therefore, Ghrigiel has initiated a series of subversive actions by agents in the Free City which operate from beyond his residence's limits, and which are directed away from the Brotherhood's true goals and targets. However, these secondary activities are plausible enough in that, when discovered, the Directors can feel that they have rumbled the Brotherhood's plans and can keep abreast of what Ghrigiel is up to. In a standard double-bluff, Ghrigiel's most important agent is in fact Nesserien, who appears to be wholly incapable of this role.

Secondary Brotherhood Plots

These fall into several categories. The three most important follow.

Commercial Espionage: Two agents, Naas and Kerrick, are responsible for a series of actions of commercial spying which suggest that the Brotherhood is scheming against Greyhawk merchants for commercial gain. Naas has actually been doing this for some five years, breaking into Guild and Union headquarters and the homes of important merchants and copying commercially useful documents with the magical scroll he carries.

Kerrick operates using his magical ring for disguise, and works the River Quarter, extracting information from Rhennee (paid with gold) and ordinary rivermen and sailors. He also has some warehousemen on his payroll. Kerrick and Naas have met just twice in the River Rat tavern. Undercover City Watchmen observed both meetings and keep track of both Naas and Kerrick.





The information collected is useful to the Brotherhood. They learn how to get the best prices for their goods, whom to sell to, who possesses stolen goods they'd like to get rid of fast (which the Brotherhood can buy cheaply and then ship south), and so on. The activities of the agents are just clever enough to be unobtrusive, and just not quite clever enough to evade detection by the authorities. So, the authorities feel happy just continuing to watch these agents.

The Watch and the Directors (generally) and Nerof and his cronies (specifically) feel that they understand what the Brotherhood is about. Ghri-giel, in public, harps at length about the need for trade to be boosted. The Brotherhood's agents actually help increase the city's profits through generating trade that can be levied, and the Brotherhood dearly needs money from Greyhawk. Nerof is not unhappy about that. Ghri-giel has him neatly fooled.

Fomenting Unrest: Naas has also been responsible for giving money to a real irritant in the Free City, the rabble-rouser Archael Hamalen. Hamalen is a Tënha who works as a laborer and lives in one of a number of abjectly wretched flop-houses. Pernicious Greyhawker landlords make a nice profit from such places by exploiting foreign laborers and folk come upon hard times. Hamalen is only a Normal Man in statistical terms, but he has Cha 18. His impassioned oratory to expatriates at public meetings stirs up trouble and unrest for the authorities. They would like to arrest and exile him, but making this popular fellow a martyr might make matters worse than they are already. Naas' money was donated anonymously (but, carefully, not so anonymously that it couldn't be traced by the authorities), and used by Archael to print pamphlets that have been circulating among the disgruntled exiles of the poorer areas of Greyhawk City.

When the authorities discovered Naas' donation, Nerof wondered what the Brotherhood agent might be up to. He still hasn't figured it out, and it confuses him. This is exactly what Ghri-giel intended. The Brotherhood has no interest in Archael, nor in the partisan neighborhood patrols he advocates to defend refugees against assaults from Greyhawkers, nor any of his other well-meaning but hare-brained schemes. Their opportunistic support of him was simply meant to sow confusion in the minds

of the Directors, and more such smoke-screens will be plotted by Ghri-giel in coming months.

Operations Beyond the Free City: Ghri-giel has one senior agent, Rhamannin Zeltor, stationed in Hardby and working as a merchant. Zeltor also travels to the Wild Coast cities and occasionally to the Cairn Hills to buy gems. Zeltor meets with Naas infrequently (about once per two months) to report on his activities which, despite his use of paid street urchins, warehousemen, and rivermen, are largely innocuous. Again, this has deliberately been set up by Ghri-giel to confuse Nerof and the Directors, who try frantically to puzzle out what Zeltor is up to and why ("he must be up to something!").

Zeltor is a 5th-level CE thief with Str 16, Dex 16, and Int 15. He owns a *ring of invisibility* that he uses to sneak about, appearing to be up to no good when he is simply leading any pursuers or observers on a wild goose chase.

The True Goal of the Brotherhood

If only Nerof really stopped to think about this, he would learn the lessons of history. The Brotherhood aims for the top. It seeks to replace Nerof by deposing him and his cronies from their positions as Master Thieves and Guild Leaders. The Brotherhood's tactic is to get as many district Master Thieves of Greyhawk as possible under its thumb, to enable a puppet ruler to be installed. The target of the Brotherhood is not merchants, nor rabble-rousers, but rather, Master Thieves.

Ghri-giel is entirely pragmatic as far as how this can be done. His favored strategy is to assemble as much information as he can about the various Master Thieves (see FFF, pp. 39-42) and their vulnerabilities, then exploit them. These weaknesses might be amorous, financial (swindling the Thieves' Guild, massive gambling debts), criminal (dealing in drugs, slavery, or contraband that would infuriate Greyhawkers and force Nerof's hand against the culprit), or anything else Ghri-giel could use. He also favors creating such weaknesses, by use of hypnosis, alkaloid drugs from Hepmonaland, framing his victims, kidnapping their loved ones, and suchlike.

The plans Ghri-giel has for his Master Thief targets are not specified here, for good reason. First, Ghri-giel has been in the Free City for only

a few months, and he's in no hurry. He wants to get every piece of useful information possible before initiating actions, and when the Brotherhood acts, it tends to act swiftly and decisively. This takes time. Second, each DM will want to work out plausible targets and Ghrigiel's tactics to suit his individual campaign.

The key agent for Ghrigiel is none other than Ulrik Nessarion, who smuggles himself out of the ambassadorial residence using his magical talisman, and then goes to work with the impressive array of magical devices, skills, and equipment he possesses. He can break in to almost any place undetected, and he goes about his business of collecting information in a variety of ways. His detailed profile below shows how very dangerous he is in this role.

The Brotherhood's Key Men

Ulrik Nessarion: AC -1 (Dex 18, leather armor +5); MV 12/24 and special; W5/T17; hp 55; THAC0 12; #AT 1; Dmg 1d6+3 (short sword +3 of paralyzation); SA quintuple damage on backstab, paralyzation; Str 10, Dex 18, Con 9, Int 17, Wis 12, Cha 8; AL NE.

Thief skills: PP 95, OL 95, FRT 95, MS 95, HS 90, DN 90, CW 95, RL 65.

Spells: 4 1st, 2 2nd, 1 3rd (typically *change self*, *detect magic*, *hypnotism*, *unseen servant*; *detect invisibility*, *locate object*; *wraithform*).

Magical items: leather armor +5, short sword +3 of paralyzation (saving throw versus Paralysis at -2 negates effect), amulet of trap detection (finds traps 2/day for 6 turns), bag of holding (250 lb. capacity), boots of speed, chime of opening (fully charged), ring of mammal control, ring of mind shielding, magical talisman that casts *dimension door* 4/day, magical medallion that casts *forget* 3/day (saving throw at -4), wings of flying, potions of invisibility and polymorph self (×3).

Equipment: If the DM is using *The Complete Thief's Handbook*, several appropriate items should be added to Ulrik's profile, notably weaponblack, clawed shoes, housebreaker's harness, limewood strips, tar paper, etc.).

Ulrik is 5' 8" tall, 161 lbs., with short-cropped, greying black hair and brown eyes. He is 37 years of age. By birth, he is a Brotherhood man through and through, and is fanatically loyal

to Ghrigiel. He exists in two quite different conditions, due to his contraction of a magical wasting disease which is seemingly incurable.

In his role as a clerical attaché, Ulrik walks slowly (MV 4), has a fine tremor, coughs horribly from time to time, and appears wasted and ill, with sunken eyes, dark circles below them, a jaundiced complexion, and a slight stammer. Each evening, Ghrigiel casts a form of the *cure disease* spell on Ulrik, which places the symptoms in abeyance and even returns full health to him for 12 hours.

By night, Ulrik becomes his former vigorous self, and it is during these hours that he goes about his work. By dawn, his disease begins to reassert itself and, if untreated by Ghrigiel's spell, would prove fatal within 72 hours.

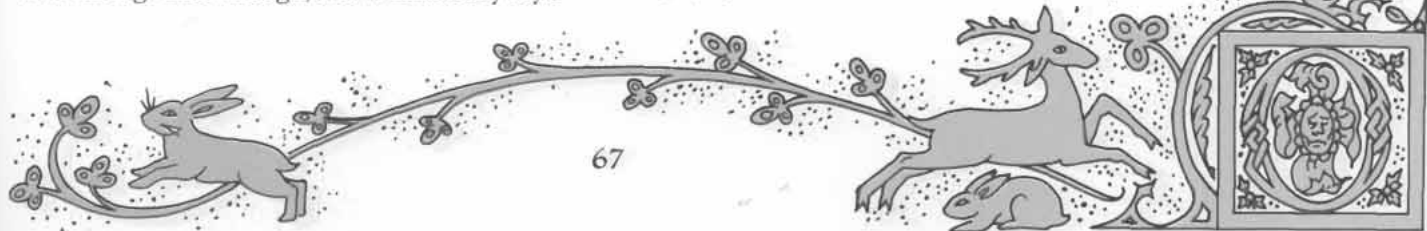
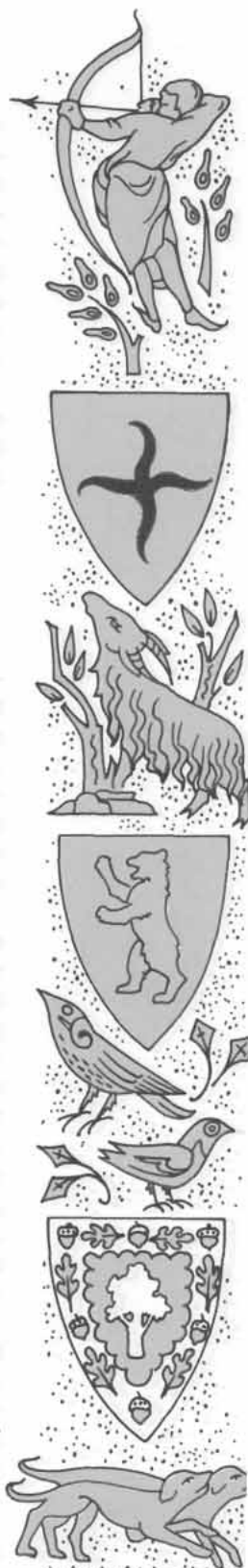
Ulrik's impressive array of magical items allows rapid movement, fast escape, ability to alter form and appearance, protection from scrying, and the ability to render victims incapable of action (sword) or recall (medallion). He is splendidly equipped for his surveillance work. He has begun to develop a few contacts in the River Quarter, where he is known by the name Raliman Erleden, but his direct operations have so far been restricted to break-ins and surveillance.

Elder Brother Ghrigiel: AC 1 (plate mail +2); MV 12; Pr12; hp 63; THAC0 14; #AT 1; Dmg 1d4+2/4 (sickle +2, +4 vs. good, treat as hook-fauchard); Str 12, Dex 10, Con 15, Int 15, Wis 18, Cha 15; SD surprised only on a 1; AL LE.

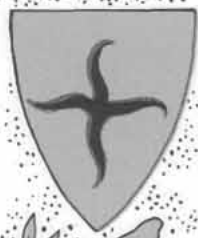
Spells: 8 1st, 7 2nd, 6 3rd, 4 4th, 2 5th, 2 6th (typically: *bleed*, *cause fear* (×3), *command* (×3), *curse*, *detect good*; *detect charm*, *hold person* (×3), *know alignment*, *silence* 15' radius, *wyvern watch*; *animate dead*, *continual darkness* (×2), *cure disease**, *glyph of warding*, *prayer*; *cloak of fear*, *detect lie*, *divination*, *poison*; *flame strike*, *slay living* (or *plane shift* ×2 if traveling); *blade barrier*, *harm*). Bonus spells as specialty priest of Nerull: *Evard's black tentacles* (1/day), *destruction* (1/week).

Magical items: plate mail +2, sickle +2, amulet of proof against detection and location, rod of beguiling, other items as selected by DM (primarily concerned with security of residence).

Ghrigiel is 44 years old, 5' 11", and 194 lbs., with a full head of nondescript grey hair and blue-grey eyes. He has a remarkable lack of any distin-



Heroes and Villains



guishing characteristics. He looks for all the world like a minor clerk or scribe, humble and meek. He is soft-spoken, patient, and attentive, and a master of manners and protocol. He accentuates this by wearing grey robes and plain clothing, with no adornment or ostentation.

Ghriegl is a patient man. He is a spider at the center of a slowly growing web of agents, intrigues, and accumulating information and plans. He is also utterly ruthless. His agents have value only as long as they continue to produce the goods. He keeps Ulrik alive with his variant *cure disease* spell (this keeps Ulrik's disease only in abeyance, so Nerull permits this) as long as Ulrik is useful. Ghriegl would throw any of his men to the wolves if it were politically useful to do so.

Ghriegl is intensely evil and needs to indulge his vicious brutality from time to time. It seems necessary for him to have periodic indulgences in unspeakable evils, in order to maintain his closely controlled personality. His habits do not bear close inspection, the least appalling of them being his relish for raw meat.

Ghriegl is a senior and highly trusted member of the Scarlet Brotherhood, else he would not have been given the key Greyhawk posting. He travels to his homeland for regular (monthly or so) meetings with his peers using his *plane shift* spells, to give reports on affairs in the Free City.

Naas Sarainy Siobharek: AC -1 (Dex 18, bracers of defense AC5, ring of protection +2); MV 12; T8; hp 28; THAC0 17; #AT 1; Dmg 1d4+1 and special (*dagger of venom*); Str 9, Dex 18, Con 10, Int 17, Wis 11, Cha 14; SA triple damage on backstab, poison; SD 30% sleep/charm resistant; AL LE.

Thief skills: PP 50, OL 70, FRT 50, MS 60, HS 65, DN 60, CW 95, RL 35.

Magical items: bracers of defense AC 5, dagger of venom, boots of elvenkind, cloak of elvenkind, ring of invisibility, slippers of spider climbing, potions of flying (×2) and polymorph self (×2), and magical document-copying scroll as detailed in FFF, p.82.

Prince Melf and the Knights of Luna

The Knights of Luna are an order dedicated to involving Celene in the politics of post-war

Oerik. Queen Yolande's advisers have led her to decree Celene a virtually closed land, with borders sealed to all but those the land has known well for many years. The Knights of Luna believe this to be short-sighted and foolhardy. Militarily, they believe that the survival of Furyondy and Veluna is the only hope for good in the world, and they also have strong fellow-feeling for the Highfolk. They regard the Highfolk as the key for current conflict and skirmish. Only if Iuz is repelled there and in the Vesve can enough time be bought to secure Furyondy and develop the might needed to overcome Iuz eventually.

The Knights pursue their goals in several ways. First, those who adventure give a tithe from their good fortune to the Highfolk. Second, those who are involved in the politics of Celene use many strategies to influence the Queen or her closest advisers—filtering incoming news, pleading the cases of certain foreigners to be allowed into Celene, and trying to stress Celene's need for trade in some key areas. The aim is always to weaken the borders a little. Third, the Knights make very careful overtures to selected politically influential people in other lands, gently mentioning that there are those in Celene who wish to support them, seeking allegiances, sometimes offering active support and short-term service. Just as they try to open Celene's sealed mind and borders, they urge those others not to give up on Celene and to continue with political overtures.

The Knights are some 180 strong, most being warriors, warrior-mages, or warrior-priests (usually of Corellon Larethian). Some one-third are half-elves, and this population is the one from which they currently recruit most of their new members. Half of them dwell within Celene itself, many venturing into the Welkwood and beyond to acquire information and support the woodsmen of the Gnarley and upper Suss forests. In the Free City, their main representative is Melf.

Melf, Prince Brightflame: AC -3 (Dex 18, elven chain mail +4); MV 12; F13/W12; hp 65; THAC0 8; #AT 2; Dmg 1d8+3 (*long sword of sharpness* +3); Str 14, Dex 18, Con 12, Int 18, Wis 15, Cha 15; AL NG (CG).

Spells: 4 each of levels 1-5, 1 6th (typically: *charm person*, *detect magic*, *magic missile* (×2); *detect invisibility*, *ESP*, *knock*, *Melf's acid arrow*;

dispel magic, fireball, fly, Melf's minute meteors; Evard's black tentacles, ice storm, polymorph self, Rary's mnemonic enhancer; chaos, cone of cold, hold monster, teleport; flesh to stone).

Magical items: *elven chain mail +4, long sword +3 of sharpness, ring of free action, ring of water walking, wand of enemy detection (44 charges), beads of force (7), carpet of flying (3 person capacity), amulet that can cast change self 2/day at 18th level ability.*

Melf is 5' 8", 147 lbs., and around 200 years old (appearing to be in his late 20's in human terms). His appearance changes from time to time as the grey elf pleases, although he does not appear in nonelven form. Melf is one of Yolande's cousins, and he is a major force in the innermost councils of the Knights of Luna. His membership of this group and his princely status are not generally known.

Melf is a vastly experienced and highly knowledgeable elf. In particular, he has made a study of luz and the fiends with which that demipower deals. Melf knows much of deep buried evils across the span of Oerik, knows where bound fiends are yet imprisoned, and where powerful evil artifacts are waiting to be unleashed upon the world. He strives constantly to prevent them from falling into the hands of luz or the Scarlet Brotherhood.

Melf knows many of the great and mighty in Oerik. He and Mordenkainen have a mutual respect for each other, though they do not cooperate. He is on familiar terms with Kieren Jalucian, Belvor of Furyondy, and the rulers of Dyvers, Highfolk, and Greyhawk itself. Most of these relationships are kept secret; Melf is a very secretive, protective character who does not yield information readily. He is, however, charming and urbane. He enjoys good food, culture, and agreeable persons of the opposite gender.

Some of the more radical members of the Knights of Luna seek to depose Yolande and proclaim Melf King, a prospect that deeply alarms Melf. For himself, he strongly prefers mediation, diplomacy, and open channels of communication. In a sense, he is almost naive, believing that if enough good rulers were collected together, sense would prevail and unity would be established. He is sensible enough to know this would take decades, and as an elf, he is not impatient.

In game play, Melf will not deal with PCs unless he comes to know them well. He is most unlikely to reveal anything of his political activities unless he greatly befriends a PC elf. His activities in the Free City involve recruitment for forays to retrieve and destroy evil artifacts, to collect funds for the Knights of the Hart, and to spy on the Scarlet Brotherhood agents, especially if he thinks they may have uncovered information concerning fiends or evil magical items.

Given that Melf is friendly with the Fellowship of the Torch, if a PC group is high level but small in number, they could come to ally with this NPC grouping for the purposes of adventuring.

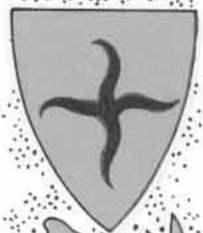
Lemajen Sterrich and the Knights of the Hart

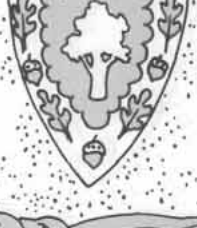
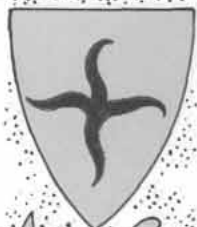
The Knights of the Hart have a long history. Divided into three separate branches, the Knights of the Order of the Hart were organized to assure that the central-western good Flanaess states (Veluna, Furyondy, Highfolk) retained their freedom, purpose, and allegiance. Historically, Ket and the Baklunish states have been perceived as the major threat, although these days, luz is seen as the prime enemy of the three nations.

Historically, the Knights were organized as a vanguard that could be ready at a minute's notice to fight for the states that had relatively weak and decentralized armies and only a few standing troops. After the wars this is less true, especially in Furyondy and Highfolk. To their permanent preparedness for battle, the Knights have sought to protect the lifeblood of beleaguered nations, trade, and aid from those states that can provide it. The Knights are learning skills of diplomacy, and are especially active in Veluna in this regard. In the Free City of Greyhawk, their main concern is trade and the protection of it. They seek mercenaries and allies whenever they can find them.

The Knights maintain certain strongholds of their own, some being nobles and landowners; these fortified castles and humbler residences are scattered throughout Furyondy, Veluna, and (to a lesser extent) the valley of the Volverdyva. The three branches of the Order follow.

Knights of Furyondy: There are some 125 surviving Knights, many having died in the war with luz. This branch of the order is now most





concerned with maintaining strongholds and recruiting soldiery.

Knights of Veluna: There are some 70 Knights in Veluna, the majority being seasoned veterans (F7 and higher), many owning at least some lands, and a few being close to the counsels of power in the land. Diplomacy is the major concern of this branch of the Order.

Knights of the High Forest: This Highfolk branch comprises perhaps less than 30 elves (and only elves). This branch of the Order is concerned with guerrilla warfare in the Vesve, and with trade, the latter not because they truly wish it, but because the proceeds from it are so vital, to a lesser extent, in supporting the Highfolk and Furyondy.

Knighthood in any branch of the Order of the Hart is bestowed only on freemen (and women) who have demonstrated by deed their concern for the well-being of the states they are dedicated to uphold and defend. All Knights have traditionally been accomplished warriors, but fighting priests have recently been accepted into the Knights of Veluna also, although any accepted candidate must have performed at least one remarkable deed of courage in battle (slaying a fiend, saving fallen comrades against great odds, slaying a giant, etc.). The Knights of the Hart have traditional enmities with luz (intense), Perrenland (despite their trade links with the Highfolk), and Dyvers (the reasons for this are very obscure). There has always been a rivalry with the Knights of Holy Shielding, a rivalry intensified by the events of the wars for the Knights of Furyondy in particular (who regard the Knights of Holy Shielding as idiots, and contemptuously dismiss reclamation of the Shield Lands as a worthwhile goal).

The Knights of the Hart consider the Knights of Luna helpful, since they have helped Highfolkers, but are somewhat distanced from them since they regard them as essentially concerned with the affairs of Celene, a nation the Knights of the Hart have no love for.

In the Free City, Lemajen Sterrich is the main representative of this Order.

(Sir) Lemajen Sterrich: AC 8/0 (chain mail +3, rarely worn; Dex 16); MV 12; R10; hp 71; THAC0 11; #AT 3/2; Dmg 1d8 +3/1d4 +2 (long sword +2 or dagger +1); Str 17, Dex 16, Con

14, Int 14, Wis 14, Cha 14; SD hide in shadows 63%, move silently 78%; AL NG.

Spells (priest): 2 1st, 2 2nd (typically *animal friendship*, *bless*; *spek with animals*, *charm person or mammal*).

Magical items: *chain mail* +3, *long sword* +2, *dagger* +1, *ring of free action*.

Lemajen is 26 years old, 6' tall, and 199 lbs., with curly, brown-auburn hair, and green eyes. He dresses comfortably in cotton shirt and leather pants, and is a fine figure of a man (or so some female admirers claim).

Lemajen is a Knight of Furyondy who has friends among the Knights of the High Forest, where he has spent much of his adventuring life. Born in a small village north of Chendl, he spent much of the war fighting in the Vesve Forest. He has two roles in the Free City.

First, he works as a merchant with associate membership in the Merchants' and Traders' Union. He serves as broker for cargoes imported from the Highfolk, including goods brought in from Perrenland. He is an excellent salesman and estimator of the value of goods (he has the Appraising proficiency for mercantile goods, since his father is a merchant), and his very likeable and affable manner helps him to make fair profits on deals. The funds he acquires are fed back to the Order of the Hart, through liasons on the staff of Parras Haradraith, the Velunese Ambassador, and Elskan Samarade, the Furyondian delegate.

Second, Lemajen is always on the lookout for mercenaries or rangers he can dispatch north to be hirelings for the Order, most especially in Highfolk (rangers) and northern Furyondy (other warriors). He pays some of the City watchmen some silvers to keep an eye out for likely candidates entering the City gates, and rewards them with gold if he finds someone worthwhile. Lemajen is very honest in such dealings, although he keeps his identity as a Knight of the Hart secret from all but a very select few. He is an excellent conduit for any DM to send likely PCs north to a life of adventure, if this is what they seek.

Lemajen lives in a house in the Foreign Quarter on the south side of Horseshoe Road, just west of the Mercenaries' Guildhall. His household is notable for his two fine Velunese Stag-hounds, (use War Dog stats.), long-haired, retriever-type dogs that are friendly and exuberant of temperament.

Lemajen has an excellent halfling cook who caters for his visitors, other Knights of the Hart, Velunese and Furyondian attaches, and others who tend to visit without drawing attention to themselves. Carmen Halmaster and Dernan Nathane of the Merchants' and Traders' Union are known to be on good terms with Lemajen, and since they are Directors, this says much for the young Knight's charisma and influence.

Adventurers and Mercenaries

Statistics for some of the minor NPCs here are presented in truncated form, allowing the DM to customize them for his campaign. Exceptional ability scores and special magical items owned by NPCs are noted. Experience levels may also be amended by the DM to suit the circumstances of his own campaign.

The Fellowship of the Torch

This group was originally described in FFF, pp. 69-73, in which its pre-war status and membership were fully detailed.

At the outbreak of war, the Fellowship had no doubts as to its allegiance and moral course of action. They readily perceived Iuz as the great enemy of what they held dear and rightful, and hardly needed Grimmri's pleadings (as a Highfolk gnome) to seek service with Furyondy, for they suspected this land was Iuz's target.

By the beginning of 583 CY, the Fellowship had headed for the free town of the Highfolk, and fought incursions of Iuz's forces into the Vesve forest. There, Geren the ranger made many friends among the elves and rangers—friends he would meet again at war's end. Later in that same year, they moved south and enlisted with a northern Furyondian noble, fighting in the Battle of Crockport and being engaged in the rearguard of the retreat to Chendl. In that retreat, Grimmri was slain by a tanar'ri, but the group could not then mourn their lost friend. Chendl was besieged, and they were within its walls.

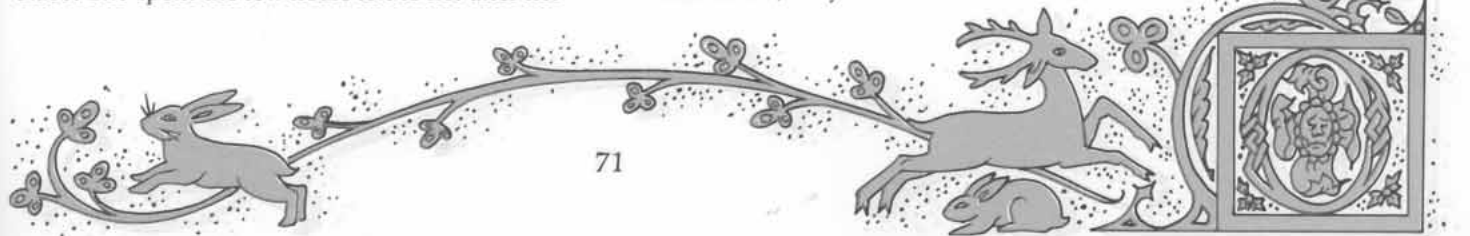
The siege of Chendl proved the Fellowship's finest hour. Kiri became a figure of hope to the ordinary people, using her clerical skills to heal and create fresh water and food for a starving populace. She spent the few hours left to her after her

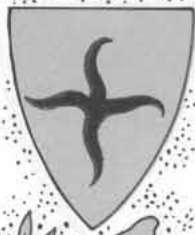
efforts in prayer and devotions. Nastassia became a heroine atop the battlements—the increased magical power of the Torch of Anazander a source of hope to all. Geren's deadly bow, an acquisition from a fallen evil mercenary in the Vesve, sang as arrow after arrow sped to the hearts of the besiegers when they broke cover. Geren in particular seemed almost possessed during the siege, a gaunt figure stalking the battlements and arrow slits of the towers of Chendl, seeming never to sleep, full of grim resolve. Attrition and adversity brought out the true steel of the ranger.

When Chendl was liberated, the Fellowship took part in many daring forays deep into the lands of Iuz. Many thought them reckless, but they always came back with the objects of their quests; a magical item, a senior priest of Iuz, the head of a fiend. They fought long and hard in the war with Iuz, and currently they are back in the Free City, at their old haunts, but not for very long. Geren is visiting his old friends in the Gnarlley Forest; Nastassia has come to quietude and recuperation in the Temple of Rao; Kirilarien is usually away in Celene where she has links with the Knights of Luna (and, while in the Free City, she is seen with Melf); Marie spends many hours in the Guild of Wizardry, honing her skills.

There is a significant change in the psychology of this adventuring group. They have become steeled, not ready to trust others, and self-reliant. They are activists; Nastassia has become less meditative, readier to accept the Torch as a weapon of power, and fired by the desire to combat evil. She has abandoned the study of magic, though she retains her earlier skill in this domain. Kiri is eager, impatient by elven standards. She openly espouses the cause of the Knights of Luna, despite Melf's entreaties to caution and covert action. Marie no longer gambles or drinks, but is consumed with the desire to gain more power as an illusionist. Geren is stern, impatient with fools and timewasters, eager for the fray. What is more, this group has a tough, grim edge. They looked on helplessly as Grimmri was butchered by a fiend; they have seen the Road of Skulls and watched men being dragged into the watchtowers to be burned alive; they know evil, and they burn. But they are not fools, nor are they reckless.

This group believes wholly in each other, and the four survivors have a depth of fellow-feeling which is truly enduring to (and beyond) death. When they reassemble, they will seek to hire mercenaries of





acceptable (LG, LN, NG) alignment and head for the Highfolk, in memory of Grimmri and because they can fight in the Vesve against the enemy they perceive as an endless threat, fell Iuz.

Politically, they are on excellent terms with the Knights of the Hart, both the Highfolk and Furyondian branches. Several Furyondian nobles have made overtures to the Fellowship. Lemajen Sterrich is a personal friend of the Fellowship, and Belvor himself is thought to have offered Nastassia a minor title, but she politely refused this, claiming unfamiliarity with the political involvement that acceptance of this might entail.

In game play, the Fellowship will ally only with PCs who seek the same goals, and they are likely to cooperate as equals (unless the PCs are very high level, have exceptional Charisma, etc.) or as hirers of PCs for missions of their own.

Updated statistics for the group follow.

Nastassia Aiareni Nightstar: AC 2 (Dex 15, bracers of defense AC 5, cloak of protection +2); MV 12; F8/W4; hp 66; THAC0 13; #AT 3/2; Dmg 1d8 +3 (long sword +3, frostbrand); Str 13, Dex 15, Con 15, Int 16, Wis 13, Cha 18; AL LG.

Spells: 3 1st, 2 2nd (typically *detect magic*, *sleep*, *unseen servant*; *stinking cloud*, *strength*).

Magical items: bracers of defense AC5, cloak of protection +2, long sword +3, frostbrand, ring of free action, wand of lightning (38 charges), torch of Anazander (see below).

Geren Laraith: AC 2 to -2 (chain mail +3, defender sword); MV 12; R8; hp 87; THAC0 13; #AT 3/2 +1; Dmg 1d6 +3 (spear +2) and 1d8 +1-5 (defender long sword); Str 16, Dex 9, Con 17, Int 13, Wis 14, Cha 11; SA +4 to hit vs. bugbears, 1 1st-level priest spell per day (typically *animal friendship*); SD 49% hide in shadows, 62% move silently; AL NG.

Magical items: chain mail +3, spear +2, defender long sword +4, composite longbow +2, arrows +1 (14), arrows +2 (8), bracers of archery, gem with continual light cast on it.

Physical appearance: Geren now weighs but 160 lbs, very lean for his height, and although he is but 27 years old, he has salt-and-pepper greyed hair at his temples, and appears older than his years. Geren was wounded by a bone hook-fauchard wielded by a fiend during the re-

treat to Chendl, and the wound left an ugly scar along the calf of his left leg (costing him a point of Dexterity in the bargain).

Kirilarien Allavesse: AC -1/-3 (chain mail +3, Dex 17 with magical gauntlets, shield +1 not often used); MV 12; Pr8/W8; hp 51; THAC0 16; #AT 1; Dmg 1d6 +3 (footman's flail +2); Str 11, Dex 16 (17), Con 16, Int 16, Wis 17 (18), Cha 11; SA 55% pick pockets, 42% open locks due to magical gauntlets; SD 90% resistance to sleep/charm spells, +2 Charisma to elves, +2 to saving throws versus poison, automatic save versus spider venoms; AL NG.5542

Spells (priestess of Corellon Larethian): 5 1st, 5 2nd, 4 3rd, 2 4th (typically: *bless*, *cure light wounds* (×4); *aid*, *hold person* (×2), *silence 15' radius* (×2); *cure disease*, *dispel magic*, *negative plane protection*, *prayer*; cloak of bravery, cure serious wounds.

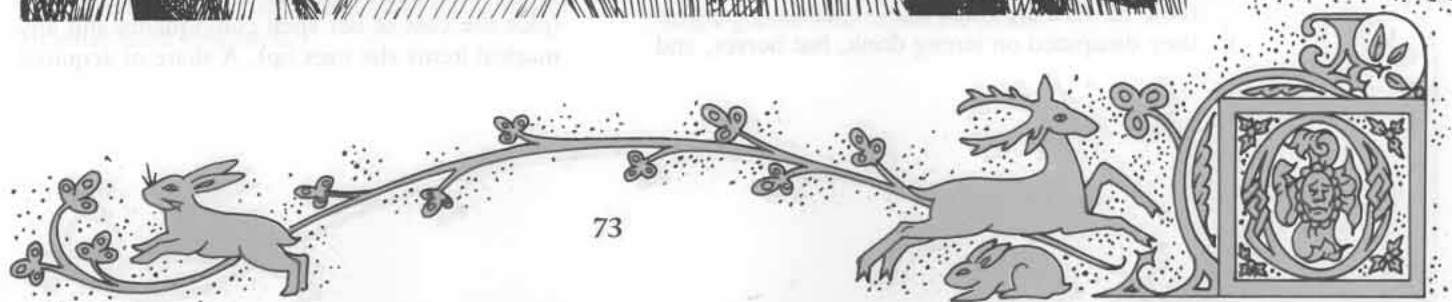
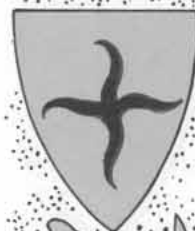
Spells (wizard): 4 (5) 1st, 3 2nd, 3 3rd, 2 4th (typically: *charm person*, *feather fall*, *magic missile* (×3); *detect invisibility*, ESP (in city) or *stinking cloud* (elsewhere), *invisibility*; *fireball*, *fly*, *slow*; *confusion*, *minor globe of invulnerability*).

Magical items: chain mail +3, shield +1, gauntlets of dexterity, footman's flail +2, ring of fire resistance, pearl of wisdom, pearl of power (extra 1st level wizard spell per day), wand of fear (22 charges), bag of holding (250 lb. capacity), footman's mace +1, jar of Keoghtem's ointment.

Marie Sennefort: AC -2 (Dex 18, white robe of the archmagi, ring of protection +3); MV 12; W10 (specialist in school of Illusion); hp 33; THAC0 17; #AT 1; Dmg 1d4 +2 (dagger +2); Str 7, Dex 18, Con 15, Int 15, Wis 8, Cha 14; SD 5% magic resistance; AL CG (CN).

Spells: 5 1st, 5 2nd, 4 3rd, 3 4th, 3 5th (one of each level must be an Illusion spell), typically: *charm person*, *hypnotism*, *light*, *phantasmal force* (×2); *blur*, *knock*, *mirror image*, *ray of enfeeblement*, *improved phantasmal force*; *clairaudience*, *fly*, *spectral force* (×2); *Evard's black tentacles*, *improved invisibility*, *phantasmal killer*; *demi-shadow monsters*, *stone shape*, *telekinesis*.

Magical items: white robe of the archmagi, ring of protection +2, dagger +2, darts +2 (×6), ring of invisibility, ring of shooting stars, wand of levitation, wand of illusion (19 charges), boots of levitation.



The Torch of Anazander

In addition to the powers listed for this artifact in FFF pp. 71-72, Nastassia is able to use additional powers as follows.

- Once per day, the torch can launch a spray of $2d4+2$ *magic missiles*, each inflicting $1d4+1$ points of damage, against any one undead creature or creature of chaotic evil alignment. Maximum range for the attack is 100 yards. This power manifested when Nastassia attained 5th level of experience as a warrior.

- Once per day, the Torch can create a *flame strike* with maximum range of 100 yards. Any evil creature caught within the area of effect has a -3 penalty to its saving throw. This power manifested when Nastassia attained 8th experience level.

Due to the war years, the Fellowship has not been able to learn much more of Anazander himself, except that he was a Suel follower of Heironeous—a true rarity, since Heironeous is not a Suloise Power.

Wasim Qharallah's Golden Scimitar

This mercenary group stands out like a sore thumb in Greyhawk City. The group are all Tusmit men (with one exception), evidently sold on the tale that the streets of the Free City are paved with gold. They have come here to seek their fortunes (or, failing this, a good employer). They live in the Foreign Quarter, bunking up in two rooms in a local boarding house, and visiting the Mercenaries' Guildhall every day looking for work.

Their problem is simply that no one knows what to make of them. Some are fearful that they might be spies in the pay of Ket, some wonder what on Oerth a Suloise mage is doing with them, some are simply prejudiced against Bakluni warriors. Wasim is dumbfounded by his lack of success in finding work.

The group has a good pedigree. All were seasoned adventurers in the Yatils, where among their many exploits, they slew a blue dragon and took its hoard, which they cheerfully confess they dissipated on strong drink, fast horses, and

faster women. They spent a year in the pay of the Caliph of Ekbir, driving off one troublesome tribe of Wolf Nomad raiders, and they are very proud of their record of decimating a Paynim caravan, stringing up the merchants, stealing the livestock and females, and skillfully running for their lives when a force of three hundred Paynim horsemen came after them.

All are skilled horsemen (with appropriate proficiencies), and are hardy men used to deprivations, sleeping on bare ground, and surviving on meager rations.

They seek only a fair reward in gold for the opportunity of running through an enemy with hard steel in a fair fight. They do not like woodland combat, ambush, or surveillance of any kind, and they chafe at being mere bodyguards to merchants, though they may have to settle for this in due course. They have no allegiances, being as happy to slay Luz's priests as they are to disembowel Furyondians. They are mercenaries of their word, however. They will carry out the details of their contract to the letter, and they will give all they have to fight side by side with those who employ them. Wasim will greatly prefer being hired by a party or individual that has access to healing spells, since his own men include no clerics.

The odd person among them is their mage, Sheroyl Kubiak, an albino Suloise from the lands of the Sea Barons who has a past she does not speak of. She joined the group in Sefmur in 581 CY. Save for Wasim, the males of this group treat her most deferentially and talk of her in terms of superstition amounting to awe. It was Sheroyl who knew where the dragon was to be found, Sheroyl who saved their lives from Paynim ambushes, Sheroyl who saved the lives of five of their number (with a carefully worded *wish* spell cast from a ring). Each of them would happily die for the strange woman in their midst. For Wasim's part, he respects the mage greatly and knows the value her presence adds to his entourage.

This group can be introduced to PCs almost anywhere within Greyhawk's domain, since they are actively seeking employment. If a PC party is small, this group is an excellent way of bringing up its overall strength. Wasim will negotiate for hours for their pay; he will not accept less than 25 gp per person per week for his men, and 100gp per week each for himself and Sheroyl (plus the cost of her spell components and any magical items she uses up). A share of acquired

treasure is acceptable as an alternative if the PCs have a credible treasure map, or a concrete mission involving a specific site where treasure can confidently be expected (a dragon lair, etc.).

For any bargain, Wasim demands a ceremonial sealing of the contract. He says very formally, "we share our blood, we share our oaths, we share our gold, we share our women" (Tusmit men are not renowned for lack of chauvinism). This involves cutting his own finger and that of his employer and stamping a bloody thumbprint on a square of cloth, swearing a suitable oath in the temple of any lawful deity, and payment of one week's wages in advance (Wasim gives a gold coin in return).

The members of this mercenary group follow.

Wasim Qharallah: AC 0 (Dex 16, chain mail +3); MV 12; F11; hp 79; THAC0 10; #AT 3/2; Dmg 1d8+5 (scimitar +2); Str 18/44, Dex 16, Con 16, Int 11, Wis 11, Cha 13; AL N.

Magical items: chain mail +3, scimitar +2 (casts knock 2/day), ring of regeneration.

Physical appearance: Wasim is 33 years old, olive skinned, 6' tall, and 203 lbs., with black hair and brown eyes. He has an infectious grin that shows his white teeth off most flatteringly (the effect is spoiled by his missing two upper front teeth, "knocked out by an ogre just before I sliced through his liver").

Sheroyl Kubiak: AC 4 (Dex 17, ring of protection +3); MV 12; W9; hp 24; THAC0 18; #AT 1; Dmg 1d4+2 (dagger +2, +3 vs. large creatures); Str 10, Dex 17, Con 13, Int 17, Wis 15, Cha 13; AL N (NE).

Spells: 4 1st, 3 2nd, 3 3rd, 2 4th, 1 5th (typically color spray, detect magic, magic missile, sleep; detect invisibility, improved phantasmal force, strength; dispel magic, fly, slow; ice storm, minor globe of invulnerability; hold monster).

Magical items: ring of protection +3, dagger +2, +3 versus large creatures, wand of fire (22 charges), scroll of two 6th-level spells (chain lightning, stone to flesh, cast at 16th level), potions of extra-healing and rainbow hues.

Physical appearance: Sheroyl is 29 years old, 5' 7" tall, and 142 lbs., with pale skin, blond hair, and ice-blue eyes. She favors black-trimmed grey robes in honor of her patron Power, Wee Jas. Sheroyl is cold and quiet, and guttural and monosyllabic of speech.

Tasir Nerullah (F8): Str 18/22, Con 16; long sword +2; N.

Bashair Shastri (F7): Str 17, Dex 17; composite long bow +1; N.

Kiaran Azharuddin (F6): Str 16, Dex 15, Con 16; 12 flight arrows +2, dagger +2; LN.

Panjit Nairull (F6): Str 17, Cha 15; short sword +3; LN.

Ravi Khanstrir (F6): Str 18/77; khopesh sword +1, flametongue, 4 arrows +3; N (NG).

Kapil Shrikkanth (T4/F6): Str 18/11, Dex 17, Wis 17; short sword +2; N.

Kriss Naipal (F5): Str 17, Int 16, Cha 16; bastard sword +2; LN.

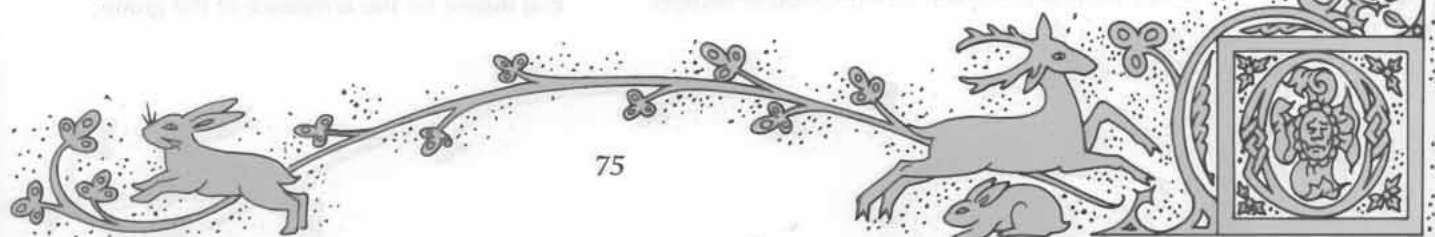
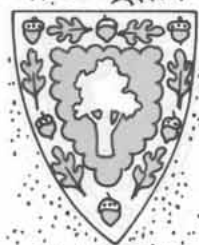
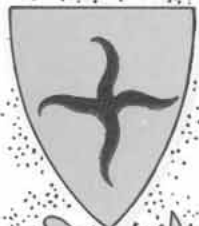
In addition to items listed, roll 1d10 for each man's armor: 1-2 chain mail +2; 3-7 chain mail +1; 8-0 no magical armor. Roll a second time for chance of magical shields of similar bonuses.

The Gnarleymen

This down-at-heel mercenary group pretends to have experience fighting bandits, goblinoids and worse (an owlbear or two, etc.) in the Gnarley Forest. Elkiar Rusman is usually their spokesman, since he has the highest Charisma (15). He indeed comes from the village of Five Oaks in the Gnarley (GoF, pp. 35-36), where he grew up as a woodsman and has dispatched a few orcs in his time.

Each member of this group has a personal tale to tell, although they'd prefer not to. They try to pose as accomplished fighters, despite their poor equipment and humble lodgings in a River Quarter flop-house. This group is badly down on its luck and manages to get by with a little incidental laboring and pilfering, not to mention an odd mugging by the riverside. Their morale is poor (7-8) but would be significantly improved if they were paid reasonably, fed, and equipped.

Each Gnarleyman has but leather armor and a hand weapon (DM choice). Elkiar also has a short bow, and his broadsword +1 is the only magic this group possesses. The Gnarleymen, as they call themselves, would be very loyal to any patron who treated them honestly and well. They know a lot about the local area, so for PCs new to this campaign area, paying these mercenaries for help and information may serve as a natural way of getting a guided tour round the lands.



Heroes and Villains

Elkiar Rusman (F3): Str 16, Con 16, Cha 15; *broadsword +1*; N. Elkiar's background is noted above.

Tomas Waterfield (F2): Str 16, Dex 15; N. Tomas comes from the Mistmarsh, where he had an unfortunate run-in with the dwarves of Greysmere (GoF, pp. 26-27), who insisted he was trespassing on their land while he was hunting waterfowl along the riverside. Tomas is twitchy and neurotic (-2 to all saving throws versus fear), and afraid enough of the dwarves' threats to have fled to Greyhawk from his home, something he is very ashamed of.

Robbar Marade (F2): Str 18/97, Con 17, Wis 5; NG. Young Robbar (he is but 17 years of age) is a very naive, wide-eyed lad who comes from the little settlement of One Ford down the Selintan. He is very clumsy (treat Dex as 6 when making a Dexterity check or for missile fire, but not for AC purposes) and blushes very easily. He is a simple farm boy who finds it hard to maintain the facade of a seasoned fighter from the Gnarley Forest, so he keeps quiet most of the time. Three pints of ale or one nonhideous female reduce him almost to muteness. But he has the strength of an ogre (well, almost), and the others consider this is an asset. Robbar, unfortunately, is scared of the dark (-2 to all saving throws against fear under such conditions), a weakness he tries very hard to conceal.

Marcan Tamlayne (T3): Str 16, Dex 17, Int 14; N (NG). Marcan is a native of Dyvers who fled that city after being caught in the street dipping into a nobleman's purse. The nobleman turned out to be an important Velunesse lord, so Marcan is taking an extended holiday in Greyhawk. He will try to persuade any group he is associated with not to travel through Veluna or Dyvers as a result ("nah, let's go 'cross the Nyr Dyv to Willip and head that way—Furyondy's luvverly this time of year"). He feigns being a fighter, and he is fairly strong. The others know he's a thief, and protect him from front-line fighting by stressing how good he is with a bow ("he can hit an apple at fifty paces. Just put one on yer head and he'll show yer."). Marcan has a secretly-hoarded magical ring that can cast a *hypnotism* spell 2/day. This enables him to get a little money and food around town, with bewildered vendors wondering how they got their change wrong after he's gone. Marcan's a decent, kindly man who really does care about his friends and

their well-being. He would never steal a silver from the purse of a fellow adventurer. Finally, Marcan will always try to avoid going anywhere near Lord Blackfriar's Manor (GoF, p.32). Why this is, the DM may decide for himself (stolen silver, a dalliance with the Lord's younger daughter, and horse theft are the most likely options).

Other Mercenary Groups

Many mercenary and adventuring groups visit Greyhawk, among other cities (Dyvers, Verbo-bonc, etc.), looking for employment. Brief details of a few worthy of note follow.

The Goodmen of Rilthane hail from a small town down the Duntide from Rel Mord. They are Nyronese who reluctantly left their noble employer when he failed to pay their wages for four months, and they actively seek good-aligned employers, favoring commissions that involve combatting Iuz or Aerdi (a foe they fought in the war, though they also saw action against the Fists in the Phostwood). There are five fighters and a half-elven priest/mage in the group, together with a gnome thief. They are well equipped, of levels 4-8, all of various good alignments, and have superior morale. Their leader, the fighter Tarras Alintyre, has left posters advertising their availability in the better hostleries of Greyhawk. The group can be contacted at the Sanctum of Heironeous (G14).

The Fighters of the Light are a puzzle. They are from the Theocracy of the Pale, are lawful neutral to a man, and loudly proclaim their purpose as seeking and rooting out chaos in all its manifestations. The six fighters of the group, and their priest-leader Magund Starran, are exceptionally well equipped (plate mail, a variety of weaponry, light warhorses) and of superb morale (18). They explain their departure from their homeland as a driving need on their part to crusade against chaos and fight it more directly, though they have had plenty of adventures in the castles and keeps circling the Troll Fens.

By virtue of their skills (levels 6-10) they will not work for low pay, and they are snobbish, greatly preferring a noble employer. However, the group is capable, loyal, and utterly dependable. Their failure in finding employment is due to popular prejudice against any who are loud-mouthed in the reverence of Pholtus, and general dislike for the arrogance of the group.

Corellon's Arrows are a group of six gray elves and half-elves, all of whom are dual-classed (two fighter/mages, a fighter/thief, a cleric/ranger, a fighter/cleric, and a very unusual female druid/mage). They are all from Celene, and all bear a blue tattooed arrow on their foreheads. Each member has turned his or her back on Celene for its isolationism. They have no truck with the Knights of Luna, fearing that that group might try to topple the Queen whom they consider ill-served by her advisors.

Each member of this group (at least those able to use one) has a magical long bow, of various kinds, and all wear elven chain mail (except the druid). The group is not physically powerful, but each member has exceptional Intelligence or Wisdom. Corellon's Arrows favor jobs that involve subtlety; tracking, ambushing, intrigues, spying, and suchlike. They do not come cheaply. They are typically of levels 3/3, 3/4 and 4/4, the druid/mage being the exception (7th-level mage, 8th-level druid); she is the sister of the owner of the Star of Celene (G6), where the group can be contacted.

The Breakers are four Onnwal folk. Three of their original number perished during the conquest of their homeland. Their name is taken from the great waves that once crashed against Onnwal's sea walls. They work together, or as two pairs, as follows.

Two human LG fighters: F9 Str 18/44 and Dex 16; and F10 Str 18/23, Con 17, Int 15.

Two CG half-elves: 10th-level Specialist Invoker Con 16, Int 18; and F6/C6/W6 Str 16, Dex 16, Int 17, Wis 17, Cha 17. The latter has strong affinities with aquatic elves and knows communities of selkie, dolphins, and like good-aligned sea creatures all around the Sea of Gearnat and its bays.

They can be contacted through appropriate temples—Heironeous for the humans, Boccob for the Invoker, Procan for the triple-classed elf (a cleric of Deep Sashelas who pays respects to the human sea god). This group, and the elves in particular, would prefer any adventure that allowed them to strike a blow against the interests of the Scarlet Brotherhood, but they also seek adventures that offer the chance to acquire powerful magical items (the group is well equipped; the triple-classed elf possesses a *ring of shooting stars* among other magic, and the other three have items of similar strength).

Since this group will work independently, it allows the DM to strengthen a high-level group that is low in numbers and/or needs powerful muscle or magic, or both.

Individual NPCs

Bamadar Kadarel, Dwarf of Renown

AC 9/0 (dwarf-size plate mail +2, rarely worn; Dex 15); MV 9; F8; hp 80; THAC0 13; #AT 3/2; Dmg 1d8+7 (battle axe +3, +5 vs. goblinoids); Str 18/82, Dex 15, Con 17, Int 17, Wis 9, Cha 13; AL LG.

Magical items: plate mail +2, battle axe +3, +5 vs. goblinoids, bowl commanding water elementals.

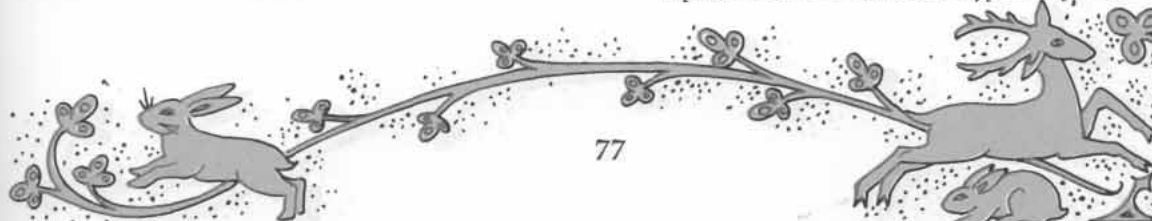
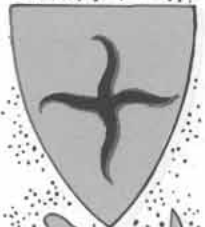
Bamadar is in the prime of life at 154 years of age. He is 4' 4", weighs 225 lbs., and has black wavy hair, a fine glossy black beard, and brown eyes. He wears a gold earring in his right ear, a thick gold bracelet, and is well dressed, almost flamboyantly so for a dwarf, with a thick purple cloak and fine leather britches.

Bamadar travels to and from Greyhawk City, Hardby, and Safeton, spending the most time in Greyhawk itself. He makes some money using his magical bowl to provide protection for vessels sailing the Selintan and upper Woolly Bay, but his travels have another purpose.

Bamadar is on the lookout for fighters (especially) and other adventurers who might be interested in earning good gold in the Principality of Ulek or Irongate. He knows Rourk Splinterstone and the rulers of both the walled city and the Principality, and is on a retainer from both of them (plus commission) for finding strong, capable adventurers willing to travel and listen to job offers, be they escort duties, strikes against enemies, or more speculative ventures.

Bamadar is an excellent conduit for any DM to shoehorn PCs into adventures in Irongate (and possibly Sunndi), the Principality of Ulek, or the Pomarj.

Bamadar likes to play the role of the stereotypical dwarf to the fullest. He can hold his ale, he feigns greed for gold, he can do an excellent impression of the "doughty dwarf" very readily (and he fought at the Battle of Celene Pass). But he is extremely intelligent, and he likes people who express doubt at his stereotypical upfront man-





ner. Bamadar will usually test PCs out by giving them small-scale commissions (escorting ships, merchants, etc.) to see how they fare with adversity, and if he deems them good enough, he will then mention other possibilities. He's careful, smart, and does not give his trust very readily.

Barlieu Clarreth, Bandit Lord

AC -1 (*bracers of defense* AC3, Dex 18); MV 12; F10; hp 80; THAC0 11; #AT 3/2+1; Dmg 1d8+4 (*long sword* +3) and 1d4+2+special (*dagger of venom*); Str 16, Dex 18, Con 15, Int 15, Wis 8, Cha 15; AL N (NE).

Magical items: *bracers of defense* AC3, *long sword* +3, *dagger of venom*, *ring of free action*, *wings of flying*.

Barlieu is 27 years old and stands 5' 11". He has thinning brown hair and green-hazel eyes. He weighs 189 lbs., and is vain and conceited about his appearance. He is the leader of a roving Cairn Hills bandit group some 8-11 strong (the number varies), opportunistically attacking merchants, miners, or militia as he deems appropriate. Barlieu is a native of the Duchy of Urnst, and he often takes his ill-gotten gains to frontier villages there, where his identity as a bandit is not known.

Barlieu's men are fighters and thieves of levels 3-6, with two exceptions: his 8th-level NE thief sidekick Morten Kauric, and his paramour, an Oeridian 7th-level CN wizard (Int 17, Cha 14), Jenifaer Maldzanth, a native of the hills whose local knowledge is prized by Barlieu.

Jenifaer specializes in the use of spells such as *fly* and *wizard eye* to track and spy on possible targets, and always uses *invisibility* 10' radius to disguise the bandits when they are preparing to spring an ambush. Jenifaer owns a *ring of spell turning* and a scroll with a *teleport* spell that will enable her to escape to safety (to Leukish, which she has studied carefully) if things get really sticky during a raid.

Jenifaer uses the *polymorph other* spell if the group is attempting a kidnapping, turning the victim into a small rodent (system shock is a risk she's prepared to accept). If the bandits are faced with a group of merchants with bodyguards, she'll employ an *ice storm* area attack instead.

Barlieu's men are all proficient in the use of long bows and flight arrows coated with a paralyzing venom to disable targets. They prefer

merchant targets, otherwise anyone they can possibly get a fair ransom for. The latter is strictly a second-best option.

Barlieu has two weaknesses that could be exploited by PCs if they are unfortunate enough to be captured by him. First, he is impressionable (low Wisdom) and vain, and could be challenged to a trial by combat (refusal would mean backing down in front of his men, which he could not accept). Second, Barlieu has a rash taste for adventure, so if PCs were able to spin him a yarn of adventure ("we seek a dungeon rich with treasure and redolent of magic!!") he just might fall for it.

"Bladestorm," Headhunter

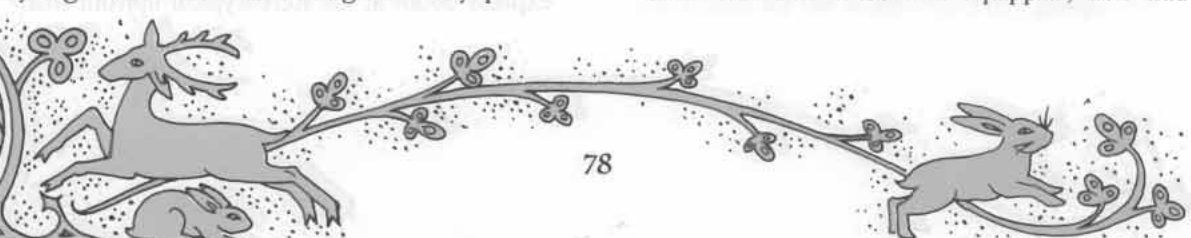
AC 3 (*ring of protection* +3, Dex 18); MV 12; C6/R6; hp 35; THAC0 15; Dmg 1d8+1+variable (see below); Str 16, Dex 18, Con 10, Int 17, Wis 15, Cha 12; SA +4 to hit vs. orcs; SD 30% sleep/charm resistant, hide in shadows 37%, move silently 47%; AL CG.

Spells: 4 1st, 3 2nd, 2 3rd (typically: *bless*, *cure light wounds*, *detect evil*, *protection from evil*; *aid*, *silence* 15' radius, *slow poison*; *continual light*, *dispel magic*).

Magical items: *ring of protection* +3, *long sword* +1 (×2), *long sword of dancing*, *long bow* +1, *amulet of mirror images* (casts *mirror image* 1/day), (BI)wand of enemy detection (38 charges).

Bladestorm is a half-elf who is 5' 3" tall, weighs 102 lbs, and is 58 years of age (looking around 20 in human terms). She has honey-blond hair, large blue eyes, and a peaches-and-cream complexion, and attracts the amorous attentions of many males. She also commands the respect of the Narwell Headhunters, among whom she is a freewheeling, almost autonomous member. She will almost always pursue a quarry alone, using her light warhorse stallion Ziptarah when she must cross long distances.

Bladestorm is an impetuous, hot-headed half-elf as befits a cleric of Trithereon. No one is sure why she emerged from the Welkwood last year (584 CY) to offer her services to the Headhunters. Some say it was to avenge her human father, murdered by bandits raiding west of Narwell. The Greyhawk militia smilingly offered her an impossible task, that of bringing back a dozen bandits known to be well equipped, who had



been a thorn in Narwell's side for years. Two weeks later, she came back with their heads. She's been taken very seriously since.

Bladestorm prefers not to capture people alive, but she has a ready supply of paralyzing venoms for coating her arrows and blades should this be required. Sometimes, her formidable appearance alone can shock people into surrender; she fights two-handed with a pair of long swords, flinging one into the air to fight as a dancing sword, drawing yet a third, and dexterously flipping that back into its scabbard to receive the returning dancing sword when necessary. Multiply this with the effects of a *mirror image* spell from her amulet, and one can see why she is called Bladestorm. One demure little half-elf maid becomes a whirling mass of swords, and many surrender on the spot.

If proficiencies are used, Bladestorm has the following nonweapon proficiencies: Animal Lore, Direction Sense, Herbalism, Local History (Welkwood and Gnarley Forest), Riding (horse), Rope Use, Running, Set Snares, Tracking, Weather Sense.

Diran Conoriel ("Ratter"), Assassin-spy

AC 2 (*bracers of defense* AC 5, Dex 17); MV 12; T7; hp 37; THAC0 17; Dmg 1d6 + 3 (*short sword* + 2, *nine lives stealer* (4 lives remaining)); SA triple damage on backstab; Str 16, Dex 17, Con 15, Int 16, Wis 10, Cha see below; AL NE.

Thief skills: PP 45, OL 60, FRT 30, MS 75, HS 60, DN 55, CW 80, RL 10.

Magical items: *bracers of defense* AC5, *short sword* + 2, *nine lives stealer*, *cloak of the bat*.

Diran is 28 years old, and his natural appearance is the typical fair-haired, gray-eyed Suloise. If appearing naturally, the 6', 185-pounder would have Charisma of 12. However, he disguises himself well, using a plant extract to darken his skin, black hair dye, a harmless chemical that shrivels skin to create an ugly, ragged scar on his left cheek, and he dresses in filthy, malodorous leather garments. He always carries his pet rat Jasper inside his shirt, and the rodent peers out at those viewing Diran and twitches its whiskers. Jasper is curious, well trained, and has a 15% pick pockets skill for small objects (nothing larger than a coin).

Diran possesses a supply of *oil of detection* re-

sistance which confers an effective 50% magic resistance versus detection spells (*detect magic*, etc.) that might reveal him to be carrying magical items.

Diran poses as a down-on-his-luck vagrant and beggar in Hardby. He hangs around the docks and rougher areas, begging food and coppers, sometimes getting dirty jobs (refuse disposal, fish gutting, etc.) to earn enough for him to rent a room in a flophouse. His pose is effective; no one suspects him of being anything more than a filthy beggar, and no one takes much notice of him.

This suits Diran admirably. He is really a spy for the Scarlet Brotherhood, working quite independently of Ghrigiel in Greyhawk, and unknown to the Elder Brother. Diran leaves coded messages in dead letter drops for Brotherhood seamen conveying trade to Greyhawk, and his reports are compared with those sent by Ghrigiel by the distant Brotherhood rulers. That way, they can keep track of Ghrigiel's powers of observation.

Diran cannot entirely shake off his old career as an assassin. Simply, from time to time, he really suffers the urge to kill someone. His magical sword is perfect for the task, and he employs garottes, paralyzing venoms, and the like. Diran kills someone once every 4-8 weeks, dumping the body in Woolly Bay. As yet, he hasn't killed anyone whose disappearance would cause a major row (a Marine captain, for example) and has gone undetected to date.

Elranriel Tesmarien, Nyronese Sage

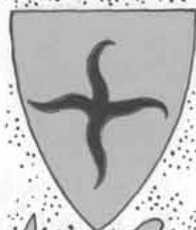
AC 8 (Dex 6, *cloak of protection* + 3); MV 6 (due to age); W13; hp 32; THAC0 16; #AT 1; Dmg 1d4 + 2 (*dagger* + 2); Str 6, Dex 6, Con 9, Int 19, Wis 17, Cha 16; AL CG.

Spells: 5 1st, 5 2nd, 5 3rd, 4 4th, 4 5th, 2 6th (DM's choice, emphasis on divination spells).

Magical items: *cloak of protection* + 3, *dagger* + 2, *amulet versus undead* (8th level), *helm of comprehending languages* and *reading magic*, *wand of paralyzation* (51 charges).

Elranriel is unique: he is a grey elf who is extremely aged in appearance (80 years old in human terms). He is 404 years old, 5' 2", weighs but 92 lbs., and has pure white hair and sightless clouded blue eyes. He walks with a cane, emphasizing his infirmity and apparent blindness, but has permanent *true seeing* to a range of 20 yards





and thus sees objects and creatures as hologramlike and semi-substantial. To see through Elraeliel's eyes is to walk in a world of ghosts.

The elf walks with a stoop and has a fine tremor in his hands. He wears simple grey, blue, or brown robes. He took up residence in Greyhawk in Goodmonth CY 584, having left his home in Midmeadow due to "the troubles," as he puts it. He is a part-time tutor in History at the Grey College of the Free City, and has sage proficiencies in theology (elven), history (Aerdi, Elven, Flan) and metaphysics (Olympus, especially Arvandor). His students admire and love the old elf; they compete for the honor of walking him home and running errands for him, and are solicitous of his welfare.

Elraeliel is one of the People of the Testing (see Places of Mystery in the Atlas of the Flanaess). He underwent his testing in CY 347, and his blindness and age (and *true seeing*) both derive from that experience. Like all who have undergone it, he will never speak of what he learned, saw, and felt during that time.

Elraeliel is a leading light of the People of the Testing, although it is truly a grouping of elves bound together by the depth of a shared unique experience, not a hierarchical group.

Within his home in Clerksberg, Elraeliel has a number of variant *crystal balls* that permit communication with other members of the People. He speaks with elves in Celene, Nyronde, the Grandwood, and the Lone Heath, the Vesve Forest, and the Rieuwood, among other places.

The majority of these elves are powerful individuals, many being wizards of 11th and higher levels, ranger lords, and the like. Many are sages, and some have special knowledge and unique skills from their own Testings. Some know secret ways into the Fading Lands, others know the paths by which elves seek The Leaving from Oerik. Elraeliel is, in part, a "clearing house" for information certain of these elves wish to share with others.

The People of the Testing are other-worldly in their concerns for the most part, but not exclusively. They share a desire to protect deep, old forest lands, faerie folk, and hidden areas secret and precious to elves. They strive to keep secret any hidden evil banes, magics, and secrets they are aware of.

Though these goals might seem to be those of good, conflict may arise between the People and

other good folk. For example, the People desire to protect the Welkwood against all incursions. If the incursions are made by desperate men fleeing the eastern Suss pursued by Pomarj orcs, the fleeing men would be considered as bad a nuisance and as dangerous a threat as the orcs. There is a streak of elvish xenophobia about the People, and an aloofness and superiority in their attitudes.

The People also eschew temporal authorities and are no friends of Queen Yolande nor elven rulers elsewhere. Some may be among the advisers of certain countries (as the DM decides) and, of course, they don't proclaim their membership of the People in public.

In game play, Elraeliel is a character who might be consulted by PCs or other noteworthy folk on matters of elvish lore or history (if one has queries about Nyronde, for example, one might well ask Elraeliel; he remembers the coronation of the first King of Nyronde, since he was present in the crowd at the time). He might be used as a conduit to feed slightly misleading information to PCs (he will put the interests of the People first, and may "forget" information to make sure the PCs don't disturb or get to know about things he'd rather they remained ignorant of). His network of the People is deliberately unspecified; especially for elven PCs, this group could become a major factor in their campaigning lives, and should be designed by the DM to suit the circumstances of his individual campaign.

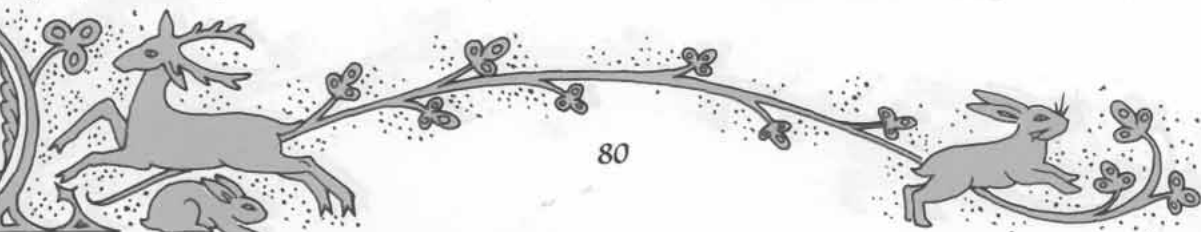
Garakender Talmord, Mercenary

AC 2 (chain mail +3 of fire resistance); MV 12; F8; hp 71; THAC0 13; #AT 3/2; Dmg 1d10 +5 (two-handed sword +2); Str 18/32, Dex 10, Con 17, Int 7, Wis 9, Cha 9; AL NE (N).

Magical items: chain mail +3 of fire resistance, two-handed sword +2, potion of invulnerability.

Garakender is 30 years of age, 6' 2", and 232 lbs., with black hair and moustache and brown eyes. He is tough and stern—a hard man, born in Dyvers and having fled to Safeton for a variety of crimes. He'll sell his skills to anyone if the price is right. Despite his brutish facade, he is a complex man.

Garakender was brutally beaten by his drunkard father and mocked by other children for his characteristic birthmark, a large strawberry-mark



that covers his left cheek. As a result, he grew up rejecting his own humanity, becoming hard and unfeeling. He is wanted in Dyvers for the murder of an old merchant for whom he served as a bodyguard, and slew for his money. In Chendl, he committed several serious assaults and one murder while mugging to stay alive after fleeing his wretched home.

So, Garakender is evil. His life in Safeton, where he arrived in CY 580, has been one of a brutal bandit and warrior. He drinks heavily, will beat a man savagely for besting him at a game of dice, and is friendless. Yet he is not lost utterly to evil.

Garakender's residual humanity can manifest in a variety of ways. He fought bravely against the humanoids of the Pomarj in the wars, dragging a terrified farm girl to safety from a burning farmhouse, and nearly ripping the heads off the orcs who chased her. He escorted her to Narwell, and gave her gold to begin a new life there. He carves at wood with his knife, creating delicate and beautiful statues of birds and dolphins (which he does not show in public). In his lodging house room, he has a tattered book of poetry that he can barely read, but he lovingly runs his finger down the illuminated pages, treasuring the pictures therein, weeping over the words that speak to his fearful tenderness as a human being.

Garakender's alignment should be considered fluid. Allow appropriate PCs using *know alignment* or *detect evil* to sense (if a Wisdom check is made) that this NPC is evil, but he still has potential for good. A DM may use either pure role-play for subsequent developments, or a numerical scale. Treating NG alignment as +10, N as zero, and NE as -10, consider Garakender's alignment to be currently -6. Each act of kindness or true concern shown to Garakender by a PC increases this score by +1. However, each month that passes decreases the score by -1 (evil is a hard habit to buck). When Garakender's alignment score reaches +1, he no longer loses points each month. When his alignment score reaches +5, treat him as NG (N). When it reaches +10, treat him as Neutral Good.

This development needs to be designed into a campaign setting in which PCs interact meaningfully with Garakender (probably adventuring with him). Garakender respects strength and will not dishonor himself with a party of equals; this is important while he remains evilly-inclined.

Role-played well, Garakender can be a power-

ful NPC. When his alignment score exceeds zero, he may show a PC his carvings, holding them out with a strange gentleness in his great calloused hands, as if begging for acceptance of himself. Such a scene should be sad and poignant. When his alignment score reaches +4 or so, he may break down and recount the wretchedness of his brutalized childhood to the PC who has most befriended him, a scene that should be shocking and impactful. If that PC is a paladin or priest, Garakender may seek to convert to the PC's faith and become a deeply loyal henchman. Garakender is one case where evil may be only skin-deep, if PCs choose to show understanding and compassion. If the DM judges that the PCs respond compassionately to Garakender (even if belatedly), they should receive an appropriate XP award for turning him from the path of evil.

Jaryn Lejenaus, Assassin

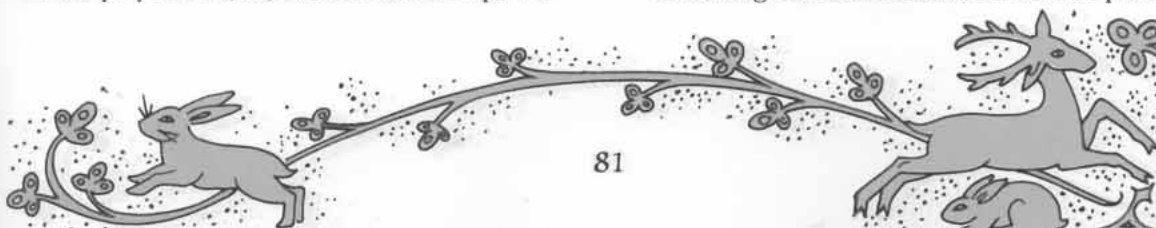
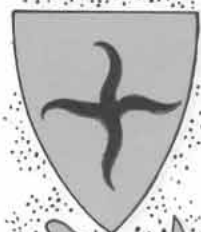
AC 3 (*leather armor* +2 and *Dex* 17); MV 12 +special; F8; hp 48; THAC0 13; #AT $3\frac{1}{2}$; Dmg 1d8 +2 (*long sword* +1, *luck blade*, one wish remaining); Str 17, Dex 17, Con 12, Int 14, Wis 10, Cha 10; AL N (NE).

Magical items: *leather armor* +2, *long sword* +1 *luck blade*, *bag of devouring*, *elven cloak* and *boots*, *ring of invisibility*, *winged boots*.

Jaryn used a *wish* from his blade to change his appearance permanently (he ages normally); he appears to be a youth of some 15 years of age, 5' 10" tall, 165 lbs., with a cheerful smiling face, ruddy hair, and brown eyes. He looks very young and innocent. He has probably assassinated fifty people in his time (he's actually 31 years old).

Jaryn is a native Greyhawker who sold his services in Aerdi but returned to the Free City during the wars, appalled at the senselessness of Ivid's carnage. Back in Greyhawk, Turin Deathstalker's departure created a hole, and Vesparian Lafanel was glad enough to accept the young man into the Assassins' Guild. He's shown enough skill and intelligence to become Vesper's trusted second-in-command.

Jaryn is cool and confident, never showy. With his boots and ring, half his victims are ambushed and have the *bag of devouring* drawn over their heads (with spectacularly fatal results) before they know what's hit them. He treasures his one remaining *wish* as a last-ditch insurance policy if



Heroes and Villains

things go desperately wrong. Jaryn is unfussy about his targets, with one exception: he will never accept a commission to assassinate a cleric. He has too much respect for Powers to do so. He'll happily take on most wizards, except for the most powerful, although his price will be high.

Jaryn does not deal directly with prospective employers; Vesparian acts as his agent (as it were). Jaryn works by day as a carpenter's apprentice, and his true identity is unknown.

Jaryn will do anything for the right payoff; assassinating, spying, even adventuring (and he knows much of Aerdi secrets, and treasure hoards too). He never goes back on his word, however, and never double-crosses anyone. It's bad for business.

Narisan Kerreth, Nyrondian Spokesman

AC 9 (Dex 15); MV 12; F1; hp 9; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 17, Dex 15, Con 11, Int 14, Wis 11, Cha 17; AL NG.

Narisan is 26 years old, 6' 1", and 184 lbs., with light brown wavy hair and brown-flecked hazel eyes. He is an ordinary working man who was elected at a public meeting to speak for common Nyrondese exiles in the Free City. He argues their case for fair wages, fair and habitable accommodation, against nationalistic attacks and assaults, and suchlike.

His Charisma makes him a good speaker and the City watch and even the Directors listen to him. The three useless, mangled fingers of his right hand, the result of being crushed against a wall by a club used by a Rhennee thug, are an effective symbol of the problems ordinary Nyrondese face at times. He tries hard to stay cool, to calm strong passions, and to temper the need for plain speaking with tact and diplomacy.

Narisan works hard to develop good relationships with representatives of Greyhawk's Unions and Guilds, who are often bitter that Nyrondese folk take their members' jobs and work for very low wages. Narisan is aware that this isn't in anyone's interests and he pleads with his own people against this, but starving exiles with families are driven to toil long and hard for little, if that little will keep them alive.

Narisan lives in a small room at the Silver

Dragon Inn in the Foreign Quarter, and since he gets only a little work as a laborer himself, one might wonder how he can afford this. The answer is that his brother Clymad pays the tab; Clymad is a 6th-level CG ranger who rarely visits the Free City from his own base in the Gamboge Forest, but when he does, he is eager to hear whether Narisan has managed to find recruits to help the Nyrondese folk there. Escorts for trade routes, guerrilla fighters in the Flinty Hills, and general bodyguard work are all on offer. Clymad can pay very little, so he relies on good nature and his brother's Charisma to help.

Thus, Narisan's public-spiritedness helps support the Nyrondese in Greyhawk, but he's always watching for good folk who might help his beloved country. He looks for any who help Nyrondese assaulted in the Free City, who argue their case with angry Greyhawkers, or who otherwise show concern and might be persuaded to help more directly.

Nirifel Meldarin, Travelling Bard

AC 2 (elven chain, Dex 17); MV 9; B10; hp 39; THAC0 16; #AT 1; Dmg 1d6+2 (*short sword of quickness*); Str 12, Dex 17, Con 10, Int 14, Wis 14, Cha 16; SA heroic inspiration; SD -3 to reactions; AL N (NG).

Thief skills: CW 70, DN 80, PP 25, RL 95.

Spells (wizard): 3 1st, 3 2nd, 2 3rd, 1 4th (typically: *charm person*, *detect magic*, *sleep*; *blur*, *hypnotic pattern*, *improved phantasmal force*; *invisibility* 10' radius, *protection from evil* 10' radius; *dimension door*).

Magical items: *ring of protection* +1, *short sword of quickness*, *elven cloak*, *ring of chameleon power*.

Nirifel is a young half-elf, only 37 years old (looking to be in her late teens in human terms). She is 5' 6" tall, weighs 132 lbs., and has coppery red hair and light brown eyes. Hailing from the Gnarlly Forest, as a child of Clan Meldarin, she came to spend time around Gnarlly rangers. She lived for three years at Corustaith, where bard friends of the rangers saw her potential talent early.

She lives half of her life in the Gnarlly now, but she is always curious to travel abroad. She's seen Veluna, Furyondy, Nyrond, Urnst, Ulek and Celene, and she's currently itching to set off for Ket and beyond—or is it the lands of the far-

distant Barbarians whose skalds she has heard of? She's currently a little low on resources, though, so she'll sing for her supper a few more times before she sets off. Nirifel is quite naive and has a reputation for being fey, but she is a good and capable planner.

Nirifel has inexhaustible good spirits. She's always able to find something good in everything (regardless how severe adversity seems): an unexpected finding of a new friend, or surprising resourcefulness in one she already knows. She's quite steely and determined under pressure; "that's the human in her," a ranger would say (but he's likely to be biased). The elf in her is more to the fore when she travels deep within the Gnarlley, visiting swanmays, dryads, or faerie folk, hoping for a new tale or song they might have for her.

Nirifel is young and freewheeling, but nobody's fool. She wants fair payment for her skills if she goes adventuring, or a clean room and good food if she sings to entertain. She carries her own lute, and has a fine singing voice in addition. She prefers the company of elves, half-elves, or gnomes, but her prejudices against dwarves were dealt a blow by her visit to Dumadan. There, she heard a recitation of *The Forge of Worlds* by a dwarven choir, which left her shaking for hours. One day, she wishes to return there, hoping to be allowed to listen and learn for much longer than she was allowed on her first visit.

As an adventurer, Nirifel is a classic jack-of-all-trades, singing for supper, charming the odd vendor or supplier of equipment, scrounging what she needs when she can, preferring talk to combat. She wanders widely in Greyhawk's lands (though not in the Wild Coast), and might be encountered almost anywhere.

Perren Striaken, Militia Specialist

AC 3/1 (leather armor +1, boots of speed, Dex 18); MV 12; R10; hp 62; THAC0 11; #AT 3/2; Dmg 1d6 +2 (spear +2); Str 14, Dex 18, Con 14, Int 12, Wis 16, Cha 12; SA +4 to hit orcs; SD hide in shadows 56%, move silently 70%; AL NG.

Priest spells (Animal/Plant spheres only) 2 1st, 1 2nd (typically *animal friendship*, *invisibility to animals*; *speaking with animals*).

Magical items: leather armor +1, spear +2, composite long bow +1, boots of speed.

Perren is a native hillsman of the Cairns and is wild-eyed and dishevelled. He is 33 years old, 6' 4", and gaunt at only 171 lbs., with thick black curly hair and beard and brown-hazel eyes. Perren has a racial antipathy toward orcs and has slain several score in his time.

Perren is shy and quiet, preferring the company of his four giant lynx pets to most people. His lynxes are astonishingly well trained, and can communicate with Perren through a system of glances, head shakes, paw-lifting, and growls. Perren speaks with them by growling and with head and hand gestures of his own. Effectively, Perren can continuously speak with these creatures as far as simple communication (e.g., whether a creature has been scented, whether the scent is familiar and if so what it is, directional guidance, simple instructions, etc.). Perren's fellow militia are amazed at his affinity with these creatures, and value him highly.

Perren joined the Ryell Pass garrison at the beginning of 585 CY, accepting service at last due to a broken heart; it has been the equivalent of joining the Foreign Legion without having to leave the hill land he loves so much.

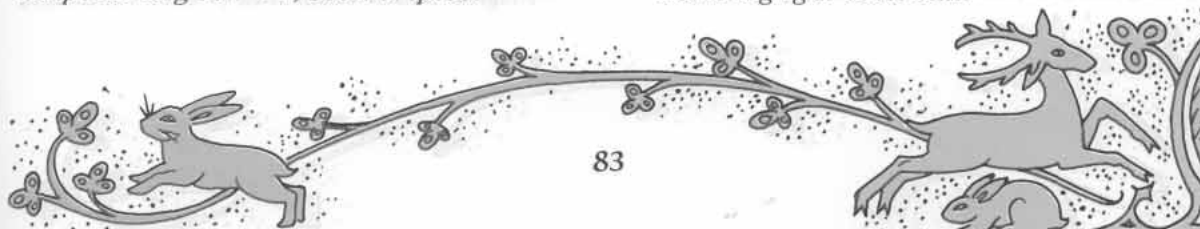
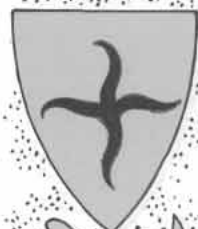
Philidor, The Blue Wizard

AC -8 (unique magical robe, Dex 18); MV 12; W25; hp 61; THAC0 14; #AT 1; Dmg 1d6 +5 (quarterstaff +5); Str 12, Dex 18, Con 17, Int 19, Wis 16, Cha 18; AL NG.

Spells: 5 (10) each of levels 1-3, 5 each of levels 4-9 (DM selection).

Magical items: magical robe giving base AC -4, 50% magic resistance, *free action*, and immunity to poisons; quarterstaff +5; amulet of the planes; ring of regeneration; ring of wizardry (doubles the number of first through third level spells); rod of alertness; wand of frost (others at the DM's option).

Philidor stands 6' 4" tall, weighs 210 lbs., and appears to be in his mid-thirties. His appearance is singular and unmistakable. His skin is light blue all over his body, his hair is azure, and his eyes are dark blue, save for the pale blue corneas. He appears to be a human male, but should he *polymorph* himself, his skin, hair, and eyes will always be a mix of blue colors. Likewise, he always wears blue garments with a little white or cream edging or decoration.



Heroes and Villains

Philidor is a mystery and an enigma, and much about him is deliberately left unspecified for the DM's freedom. He can become a major NPC in almost any campaign.

Trying to acquire information about Philidor is extraordinarily difficult. All forms of magical scrying, even a *commune* spell, fail utterly to reveal anything about him. Those who speak with him find it hard to collect their thoughts and pursue any sustained line of questioning (any personal query needs a check against the average of Wisdom and Constitution scores of the querent; failure means the querent becomes confused and cannot concentrate; this happens for each individual query, so stringing together a coherent line of enquiry is almost impossible).

Philidor is unfailingly polite and courteous to those he speaks with, but he is also a master of declining direct questions. If asked where he comes from, he will reply, "I have lived in many lands in my time," or "Well, it's where I'm going that's more important; the past is a place I don't live in any more." Philidor simply does not speak about himself, except in riddles or very vague terms. It is highly likely that Philidor is not originally from Oerth. His first appearance in Greyhawk was exactly one year before the signing of the Pact of Greyhawk.

Philidor is sociable in the sense that he is polite, charming, and usually accepts invitations to dinners and the like. He never invites Greyhawkers to his own home, though. He is very good at pleasanties and small talk, and is agreeable to all.

He has dutifully paid his respects to the Guild of Wizardry and has paid dues as an associate member. He is deferential to elders and has charmed the socks off Darnak Khorshkan and Jawal Severnain at the Guild (FFF, p. 17), although he does not seem to need to study there. He does not eat out, attend such places as the Royal Opera House, or approach the political powers in Greyhawk, though he has dined with his neighbor from Urnst (see below), who recalls the meeting rather vaguely while considering Philidor a very pleasant and affable man.

Philidor is modest, but is also very knowledgeable. He has sage abilities in the fields of astrology, astronomy, history of the central states of the Flanaess, languages (he speaks the languages of elves, dwarves, gnomes, and probably several other races), mathematics, metaphysics (outer planes of Good, Acheron, the Abyss), philosophy (human

and elven), sociology (general, plus expert knowledge of elven, Flan, and Suloise), and theology (general). He often feigns ignorance or displays great modesty about areas of knowledge in which he actually has some general expertise.

What Philidor is up to, no one is certain. He is definitely absent from Greyhawk for weeks at a time on occasion, and it seems highly likely that he has links with the Highfolk. Philidor does not hide his affinity with elves, and reports of a blue-skinned elf mage in the Vesse have filtered back to the Free City. Philidor smilingly waves away queries on this score.

His town house in Greyhawk is known to receive Highfolk visitors. He has rented a fine secluded mansion in the High Quarter along Wharf Road, close to Wharfgate (across the road from H1, the residence of the ambassador of the Duchy of Ulek; GoF, p.58). Of course, the curious and light-fingered of Greyhawk have dared to venture within unbidden, but they all return barehanded, unharmed, and with complete amnesia for what happened after they tried to gain entry. It is unknown whether Philidor dwells alone.

It is rumored that Philidor's appearance in Oerik is linked with the rise of Iuz in some way; this may well be the most reliable of the many rumors that circulate concerning him (the DM has license to invent all manner of outrageous tales concerning this enigmatic wizard).

DM Notes: Philidor's experience level as a wizard is not, of course, known to anyone in Greyhawk. He's incredibly powerful, as is obvious, and he should not be used as a megacharacter in combat situations or confrontations. Whatever Philidor is doing, he will work through intermediaries (elves, wizards, even lesser aasimon—yes, he goes this high!). No one gets anywhere near him unless he wishes this. He is a guide, a patron, a secret protector, a puller of strings, and maybe a score of other things. Keep him a mystery. Maybe we'll tell you more about him later . . .

Schinus Balint, Commander of the Cairn Hills Force

AC -2/-5 (chain mail of command +5, shield +1, +4 vs. missiles); MV 12; F11; hp 78; THAC0 10; #AT 3/2; Dmg 1d8+3/+6 (long sword +2, +5 vs. goblinoids); Str 17, Dex 11, Con 15, Int 16, Wis 16, Cha 13 (18); AL LN.

Magical items: chain mail +5 of command,

long sword +2, +5 vs. goblinoids, flying carpet (2 person capacity), ring of feather falling, ring of mind shielding.

Schinus is a mere 28 years old, 6' 2" tall, and a well-muscled 213 lbs., with short-cropped fair hair and blue-gray eyes. He is a native Greyhawker, joining the militia in early 581 CY and rising through the ranks swiftly. Tigran Gellner recommended him as his successor, and while older officers grumbled about it and often stymied him, he has been a worthy successor to Gellner. He is mostly found at Fort Gellner, but travels with the Mountaineer Militia to Storm Keep and Hardby using his magical carpet, and to Greyhawk itself to furnish intelligence reports to the Directors.

Much of Schinus' role is administrative and political, and he is bright and wise enough to carry this off well. He speaks dwarven and gnomish, which stands him in good stead when dealing with recalcitrant or punctilious demihumans. He rather enjoys the political side of his operations. Most of all, he likes gathering his garrison commanding officers for a good feast and to make plans for extending patrols, raiding humanoids, and collating information. Schinus is well respected by his men, who consider him stern but always fair.

Schinus has a secret ambition: he wants to hunt down Robilar and Rary and kill them. Schinus had his own life saved from a dragon turtle by Tenser, and has been an escort to Jallarzi Sallavarian, and he hopes to track down the renegades, revenge his old friend Tenser, and present himself covered in glory to Jallarzi, whom he admires and desires greatly. Thus, he is ever eager to hear from the Mountaineer Militia and to overfly the Bright Desert himself, and will wish to interrogate any adventurers returning from that arid land if he hears of their travels there.

Veni Jarrison, Priest of Mayaheine

AC 0 (plate mail +1, shield +1); MV 9; F7/Pr8; hp 49; THAC0 14; #AT 3/2; Dmg 2d4+2 (bastard sword +1, flametongue); Str 17, Dex 10, Con 15, Int 11, Wis 17, Cha 17; AL LG.

Spells: 5 1st, 5 2nd, 4 3rd, 2 4th (typically *bless*, *cure light wounds* (×3), *detect evil*; *aid*, *hold person* (×2), *resist fire/cold*, *silence 15' radius*; *cure disease*, *dispel magic*, *glyph of warding*, *prayer*; *cure serious wounds*, *free action*). Bonus spells as specialty priest of Mayaheine:

cloak of bravery, *protection from evil 10' radius* (double duration).

Magical items: *plate mail +1*, *shield +1*, *ring of protection +2*, *bastard sword +1*, *flame-tongue*, *potion of invulnerability*.

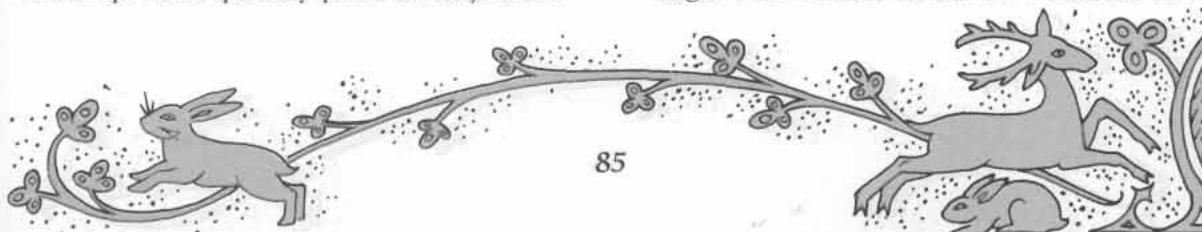
Veni is a fresh-faced Leukish man who looks younger than his 29 years. He stands 6' tall exactly and weighs a trim 177 lbs. He has red-blond hair and striking green eyes. Striding out in his plate mail and flowing white and gold robes, Veni is an impressive sight.

Veni is now head of the Church of Mayaheine in Greyhawk City. He knows that the Duchy of Urnst is politically involved in supporting the nations of good, but he's impatient with that. After his war experiences in Nyrond, where the youthful fighter was converted to Mayaheine's cult and took an oath as an acolyte, Veni hungers for more active involvement in the affairs of the world.

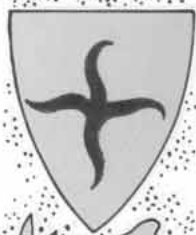
In Greyhawk, his impassioned sermons have caught the imagination of many veterans. Fighters from the Shield Lands, Furyondy, Nyrond, and other beleaguered lands find Veni's honesty and plain speaking refreshing and inspirational, and his congregation is growing steadily. The authorities are not entirely happy about this. They feel, in particular, that one of his sermons was probably to blame for the residence of the ambassador of Iuz being burned to the ground. Fortunately (or unfortunately depending on one's point of view), Pyremiel was not at home at the time, but it caused a real furor, and Veni was summoned to the Directors and threatened with exile. Since then, he's been a little more tactful with his sermons.

Veni feels that his success in attracting worshipers is a sign of Mayaheine's favor. What he really wants to do now is to set out for the borderlands (of Iuz, preferably) and make inspirational rallying-calls. He balances his intentions between fighting and building better protections for threatened folk. Collections at his church support northern Furyondy and the Highfolk in particular (the "defense fund," as Veni calls it).

Veni is a character who will certainly attract increasing attention—from the authorities, from evil folk who will wish to see him assassinated, and from the powerful forces of good who will seek to use his energies for their own ends. Despite his wisdom, Veni's enthusiasm is often edged with naivete, so he'll have to learn fast.



Heroes and Villains



Perhaps, after all, his energies will find their best niche on the ramparts, in territories more threatened than the Free City itself.

Captain Wilbrem Carister, Marine Captain

AC 2 (*leather armor* +4, Dex 16); MV 12; F13; hp 95; THAC0 8; #AT 2; Dmg 2d4+6 (+11) (*bastard sword* +3); Str 18/44, Dex 16, Con 17, Int 15, Wis 9, Cha 15; SD *ring of free action*; AL LN.

Magical items: *leather armor* +4, *bastard sword* +3, *girdle of stone giant strength*, *ring of free action*, *wand of flame extinguishing* (44 charges).

Wilbrem is 44 years old, 5' 6", weighs 199 lbs., and is built like a barrel on powerful legs. He's completely bald, but sports a fine grey beard. He has teeth so yellow as to be almost brown and doesn't have many of those left. His forearms look like hams, and are covered in tattoos of females in various stages of undress together with brief expressions of undying love for each of them. He is always accompanied by his savage parrot Albrecht.

Wilbrem is captain of the war galley *Pirate's Bane*, which has sailed from Hardby for ten years. He has always been a Marine, and was one of the rulers of Hardby in pre-war years. He grew tired of politics and bickering, and when the rulers of Greyhawk came along and offered him nominal rulership of the Marine section of Hardby's military council in return for his support of their annexation of the city, Wilbrem was delighted—he accepted if forced only to attend one Council meeting per year. The rulers of Greyhawk accepted this with alacrity.

Wilbrem has sailed the oceans and seen the Flanaess from Icy Bay to the Oljatt Sea. Mention almost anyone of renown to Wilbrem, and he'll say, "I know 'im." It's usually true. Kieren Jalucian? "I know 'im, 'e recharges me wand fer me." Mordenkainen? "I know 'im. Brought back a whole heap of stuff from Hepmonaland fifteen years back, idols and what 'ave you." Ivid V? "I know 'im. Sunk a whole bunch of them Sea Barons six years back and left 'im in the sea 'til one of them ruddy wizards came and pulled him out." This man is an open invitation to a DM to send PCs anywhere with the contacts and knowledge

of the world Wilbrem possesses.

Wilbrem's an open, honest man who absolutely hates dishonesty of any kind. He simply won't tolerate it. He's stiff, stern, and gruff, but he's generous, and his men are utterly loyal to him (18 morale while Wilbrem lives). He's rather impetuous; his brief is to patrol upper Woolly Bay, but he likes to go a little farther south and let his half-elven ship's wizard, Teskafel Alistar, fry some Pomarj orcs with fireballs and then launch the rowing boats to put a few more to the sword. "Almost as good as fresh sea air is the smell of a burnin' orc."

Special mention must be made of Wilbrem's green-gray parrot, Albrecht. Albrecht was originally a fomorian giant, *polymorphed* by Teskafel into his current form. This makes him extremely tough for a parrot (AC3, 84 hp, bite causes 1d4+4 damage, THAC0 13).

Albrecht weighs around 40 lbs., which is also unusual for an otherwise normally-sized parrot. Albrecht has the mind of a parrot (fortunately) save for some odd eating habits; the parrot delights in holding raw steak in its claws and ripping it up with its beak to feed. Wilbrem explains this by claiming the bird is a rare Hepmonaland Carnivorous Parrot.

Albrecht is a last-ditch defense; in extremes, the bird could be told to fly over to an attacking vessel, where Teskafel could cast *dispel magic* and make a fomorian giant appear on deck, almost certainly causing the deck timbers to crumple under the weight and seriously disabling the attacker.

Be careful in using Wilbrem as an NPC. There is a jokey quality about him (especially his parrot), but don't overdo it. This man wouldn't be the commander of the Hardby Marines unless he was tough, smart, and nobody's fool.

Using the Characters

The many NPCs listed here are a major resource for any DM. Using them to best advantage makes a major difference to campaign play in Greyhawk. Here are some tips on employing them in game play.

You don't have to use everyone!

It's a lot of work for any DM to play the roles of many different NPCs during a single session or

weekend of game play. Select the ones you need, and don't feel that everyone has to make an appearance during a campaign simply because they're described here. Many of them wander (you have assassins, a bard, militiamen and marines, and many others who may be out of town for weeks when PCs arrive). Some of them will not wish to be bothered by PCs (Philidor, Elrael) and some will actively want to avoid them (evil NPCs, those posing as someone else or operating secretly).

What role will an NPC play?

If you simply want to harass PCs in the Cairn Hills, then use Barlieu and his bandit gang, after developing profiles and stats for his men. If you want to give them a guide to the Gnarley Forest, then Geren Larath or Nirifel Meldarin will fit the bill (or the PCs could run into Bladestorm). In many cases, you will be asking yourself how an NPC encounter might be used to move an adventure along—providing a guide, aid, adding weight to a PC party (mercenaries), or providing combat opposition. Select an NPC accordingly.

Also, look at things in reverse. Look at the NPCs, see which ones are attractive and interesting, and which might create good PC encounters your players will enjoy. Then, consider how that NPC can be introduced into campaign play and what role he or she will fulfil. If you like the Fellowship of the Torch, for example, Marie or Nastassia might be encountered by studious PCs in a library or at the Guild of Wizardry; Geren might be found in the Gnarley Forest leading a ranger patrol. How matters move on from there depends on the NPC in question and his/her goals and personality (how friendly they are, for example).

Develop NPCs

The profiles presented for NPCs here are quite detailed, but leave room for development. Physical appearance, personal history, psychology, and dominant goals are given for NPCs. But some are still mysterious (Philidor being an excellent example), and all of them can be detailed further. Marine Captain Wilbren Carister might have sailed almost anywhere during his many years—he may know barbarians, Hepmonaland chiefs, Sea Princes, Keolandish nobles, almost

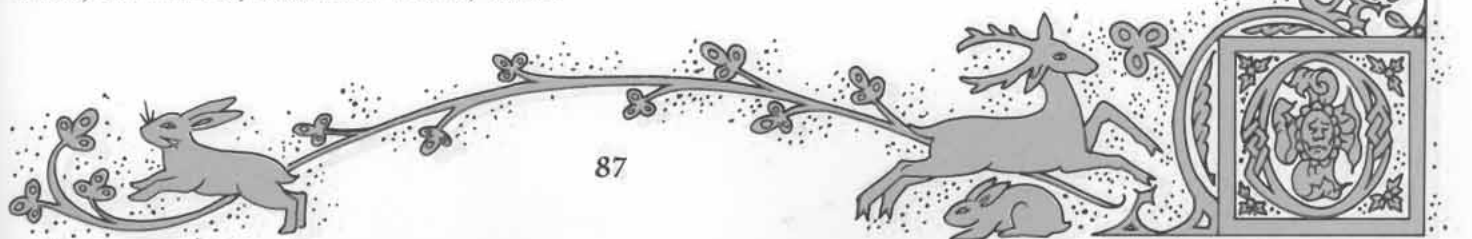
anyone. If you want a link outside the immediate campaign setting, he's perfect.

Likewise, you may want to add detail to many of the NPCs—what did Bamadar do at the Battle of Celene Pass exactly? Maybe Perren Striaken fell for the young daughter of an Urnst nobleman, and is too poor to ask for her hand—so he would even abandon his duties in search of treasure. What were Veni Jarrison's war experiences in Nyronnd? Might he have incurred the wrath of a powerful priest of Hextor on a battlefield, and this priest now seeks to afflict him?

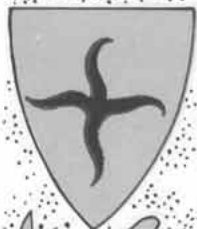
You can also bring NPCs together. Maybe Elrael and Melf know each other; perhaps Elrael is more sympathetic to the Knights of Luna than the script above suggests. Wasim Qharallah's men may have had a run-in with Corellon's Arrows (which they won't be eager to talk about). Lemajen Sterrich may have befriended Geren Larath; maybe Geren is already a Knight of the Hart, or about to set off to the Highfolk to prove himself worthy. Maybe Melf is the current lover of the Ambassador of the County of Urnst. Perhaps Wilbren Carister ran "Ratter" off his ship or off the dockside.

You can give NPCs extra detail by bringing in location keys. One example is given above—Nimriel the bard has been to Dumadan and heard a dwarven male voice choir there which deeply affected her. Which other NPCs have been to specific places in the Atlas, and what did they learn there? There are many rumors in the Atlas to use as adventure hooks, and these NPCs may be natural conduits for such rumors and tales if they've been to the relevant places themselves.

Keep matters plausible, of course. A paladin and a NE assassin are not going to be buddies, as an obvious example. And, as a practical hint, if you expand detail on NPCs, keep notes of what you've added. That way you can refer to them later on in the campaign when that NPC meets the PCs again. An NPC diary is a good play-aid to keep.



Adventures in Greyhawk



Two schematic adventures are provided here, with much room for DM expansion. Both of them include significant role-play elements and very real options for PC freedom of action. These are not lead-by-the-nose, channelled adventures leading to only one possible outcome.

Suggestions are made for XP awards for actions other than combat victories and treasure recovery. The adventures are scripted with minimal stats and allow for many optional encounters, side themes, and spin-offs. Dungeon Masters who need quick, short scenarios with full statistics and tactical scripting will find such adventures on the six adventure cards.

Into the Mistmarsh

This adventure is suitable for PCs of levels 1-3, total party strength of 10-14 levels (but a party of smart 1st-level PCs can succeed too). The group should have reasonable combat strengths. A priest with access to healing spells is important. A ranger will be highly useful, since Tracking proficiency checks are used. If nonweapon proficiency rules are not used, substitute Wisdom checks with a base -6 penalty modifier.

The adventure begins at Peculiar Manor (any place between Fordkeep and One Ford can be substituted). The PCs are hired by a merchant of Hardby, Marsham Keldren, to recover property stolen from his barge (or wagons) by thieves, who drugged his bodyguards and stole his goods in the night. He offers 500 gp for recovery of three bales of silk, 500 gp each for the recovery of two locked boxes, and 1,000 gp for the recovery of a locked coffer which he says contains promissory notes.

Marsham gives a contact address in Greyhawk's High Quarter where the goods can be returned. He may not know the PCs, but his own men are still comatose, and hiring anyone he can find is better than doing nothing. Marsham knows that the thieves were seen riding horses eastward at dawn, and has also ascertained that the horses were stolen from the town and were almost spent, so the thieves will soon have to continue on foot.

The PCs won't be able to get fresh horses at Peculiar Manor, although they can get a pony if a dwarf is among their number (otherwise, the

dwarf will slow them down too much). Marsham will pay for the hire of the pony (which its owner wants back!). A basic description of the thieves is available; there were approximately eight of them, most wore leather jerkins and carried short swords, one was wholly bald.

Pursuing the thieves comprises a number of steps, each with its own encounters. For Tracking checks, assume the thieves have four hours headstart over the PCs.

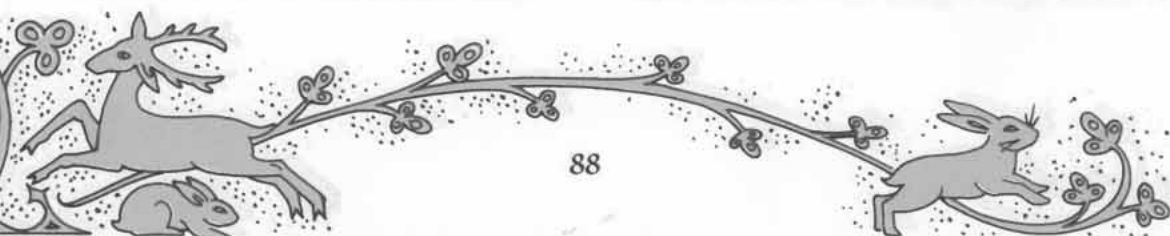
The Plains: The thieves are headed for the Mistmarsh, to hide out and work their way north to the Cairn Hills. They abandon their exhausted horses 10 miles east of Peculiar Manor, then take the most direct route to the fringe of the Mistmarsh. The PCs now must track them across the plains. They can do this if they make at least one of two standard Tracking checks successfully. They encounter a group of herders (with cattle) who tell them that they saw a group matching the PCs' description forced-marching east (assuming the PCs give even a basic description—the bald man is the key; the farmers remember him).

As a side-encounter, in the late afternoon, a farm boy rushes toward the PCs and begs for help for his father, who has suffered a very bad leg wound from a scythe. The farm is two miles away to the northwest (away from where the PCs are going).

Assuming the PCs can do something (they have healing spells or a healing-proficient member), award 50 XPs to the PC who suggests that the skilled member of the party should deal with this while the others continue east (so as not to lose time). That PC can take the pony (not so smart unless he's a dwarf) or he can borrow a horse from the farm to catch up with the group later (award 25 XPs to a PC if he's smart enough to ask whether the farm has one which can be borrowed for this).

If a good-aligned priest who can help refuses to do so, penalize that PC by 100 XPs.

The PCs should force-march (*Player's Handbook* Chapter 14) this day, since the thieves will; if the players don't, the next day's Tracking checks must be made with a -2 penalty modifier. If the PCs are following the edge of a river, add a combat encounter with two small water beetles (3HD, Dmg 1d6 + 1).



Second Day: Around noon this day, the thieves leave the plains, enter the fringe of the Mistmarsh (within 1 hex of its edge), and move north under cover. This makes them easier to track, but harder to see from any distance. To follow them, the PCs must make a Tracking check at the edge of the Mistmarsh (treat as swampy ground for the check); they can make three attempts at this, and they need only one success, so they should be able to stay on the trail.

The first encounter during this day is with militiamen from Marsh Keep. The PCs should show respect for the law and explain their purpose clearly; the militia will ask where they come from, their names, and suchlike. An XP award of up to 50 XPs is suitable for a PC who role-plays this encounter to save time while being open, honest, and polite.

The militia have not seen the thieves, and will not join the PCs; they have their own job to do. They will tell the PCs where Marsh Keep is, in case the PCs get into trouble and must flee the marsh.

The second encounter of the day is a combat encounter. The PCs come across the body of one of the thieves (not stripped of equipment; he has 20 gp and mundane equipment as the DM deems fit) lying beside a heavily reed-fringed shallow pond. As they approach to investigate (if they do), the PCs are attacked by four swamp lampreys (use standard lamprey stats.).

Lastly, at the end of the day, the PCs come across three dumped bales of silk; the weight was slowing the thieves down too much. The silk is muddy and wet underneath, but is well wrapped. These bales are worth 350 gp each in Greyhawk if sold there (Encumbrance value 150 each). The PCs may choose to steal the silk or take it back to the merchant and accept this reward alone.

Third Day: Life now gets complicated. The PCs can follow the thieves' trail, and after an hour, they find the sword-hacked bodies of two lizard men on the trail. Shortly after, they are ambushed by a group of four lizard men hiding in vegetation (+1 to their surprise roll unless a PC ranger is present). If at least two of the lizard men are slain, the other two will drop their weapons and beg for mercy. If they aren't killed, one of them knows a smattering of Common, and

with extra hand gestures, can manage simple conversation with the PCs. Allow up to 50 XPs for a PC handling this encounter well (simple questions, straight to the point, etc.).

The lizard men captured the thieves this morning, and they have taken them to their village. They have done this because the "dead that walk and eat flesh" might accept the thieves as sacrifice and leave them alone. They wanted to capture the PCs for the same reason.

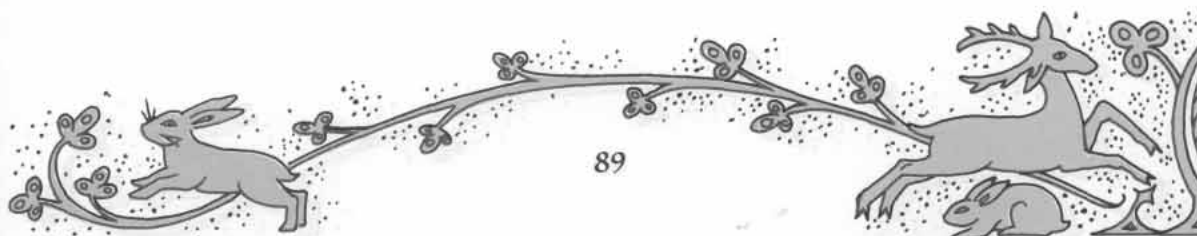
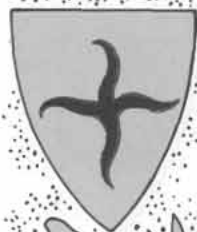
The lizard men are clearly afraid, and if released, run off into the marsh. If the PCs offer help, they are promised they will not be harmed and taken to the village. If the PCs kill these lizard men out of hand, the village encounter below will have to be handled differently, using standard encounter/reaction rules. The PCs might stage a daring raid with distractions and decoys to grab the thieves and goods, scare the lizard men away, or walk up and try to talk. Be prepared for whatever they may plan!

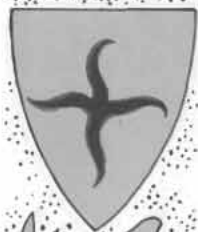
The village has 22 lizard men and the captured party of seven surviving thieves, bound and tied. The tribal leader tells the PCs through the "interpreter" (assuming the PCs have been brought here—if they haven't, another lizard man can play this role) of the walking dead: they are like humans, they smell bad, they can touch lizard men and then the lizard men cannot move, and they eat flesh. They raid by night, at unpredictable times.

If the PCs want the thieves, the lizard men want the PCs to help them destroy the walking dead. The lizard men will also wish to keep one of the three boxes the thieves had for themselves; they have not yet been opened. That's the basic deal.

If a PC with high Charisma and a great bluffing skill can talk the lizard men into a better deal, give him some extra XPs, but the bottom line is this: the PCs must help kill the walking dead, or the lizard men keep the boxes. Of course, the PCs may still try to sneak off at night with the goodies. Lizard man guards will be posted near the treasure at night. The lizard men are smart enough to keep guards on the hut in which the PCs are allowed to sleep.

The walking dead are a pack of eight ghouls that will raid just before dawn. Half of them attack in the region of the PCs, and half attack other camp areas where the lizard men are. Thus,





the PCs must overcome four ghouls (at least).

Make a check against one-half Intelligence for each PC; those who make it see a crouched lizard man in the darkness, observing the scene. If one or more PCs wish to give chase, this is tough: make a single Tracking check with a -4 modifier and an extra -3 unless the PC has infravision. If the lizard man is slain and the tribe is shown the body, they point excitedly to a patch of purple skin on its neck and start waving weapons and spears and getting very worked up. A tribal conflict is about to break loose.

This is the cue for the PCs to take their captives and the boxes and leave the village; if the PCs are very swift and construct a quick, smart plan (e.g., the most charismatic PC blathers to the chief and interpreter while the other PCs shove all three boxes under blankets and into packs and then they say goodbye promptly), let them get away with it, or make an appropriate check (e.g., against average lizard man Intelligence) to see if they are detected. Otherwise, they can simply have two of the three items (two boxes, one smaller coffer) as they choose. If the boxes were opened earlier (which the lizard men won't do unless the PCs demand it), the lizard men will keep the most valuable.

The PCs now have at least two boxes (one contains 250 pp; the other contains 200 pp and sealed vials of Hepmonaland fragrant oils worth 400 gp total; the coffer contains 3,000 gp in gems). They may also have the thieves. If they do, the thieves try to negotiate. Their leader, the bald man, is Curtly Prisamen, a 4th-level thief (the others are all 1st level). Curtly tries pleading with the PCs. He tells them that Marsham obtained the goods by cheating Curtly's brother, who was bankrupted and is in jail in Hardby as a result.

Curtly resorted to thievery because Marsham has enough money to bribe his way to Greyhawk and sell the goods, and it would be very hard for the theft to be proven, anyway. Curtly warns the PCs that Marsham is an evil, cheating blackguard and almost breaks down with frustration and anger during his speech.

Curtly is telling the truth. Spells such as *know alignment* (the group are all Neutral) or *ESP* (suggesting that Curtly is indeed being truthful) may be useful to PCs here. The PCs now have two choices.

- **Head for Greyhawk** to return the goods to Marsham, who will pay them half of what he promised and tell them to like it (unless the PCs take careful precautions against being cheated; if so, award a 100 XP party bonus. Curtly has warned them what Marsham is like, after all).

- **Head for Hardby** to return the goods to Curtly's brother Iran (this will get him out of jail).

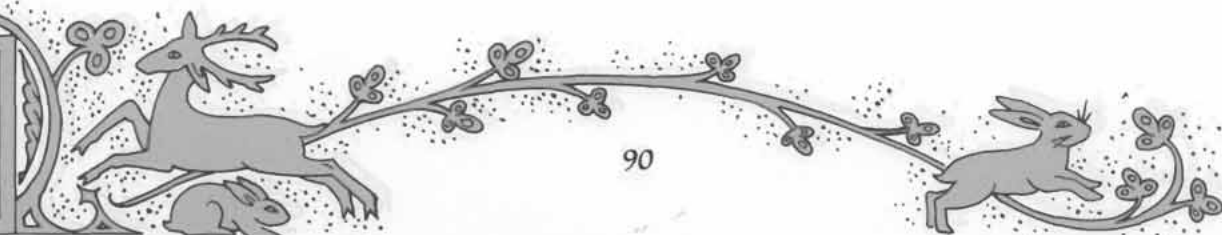
The PCs must face complications whatever they do. If they abandon or free the thieves, Curtly and his men will return before the PCs get home and stage the best ambush they can (their weapons were taken by the lizard men, but they can raid a farmhouse en route and pick up some shovels, daggers, and suchlike).

If the PCs take the thieves to Greyhawk with the goods, allow the thieves a 15% chance each night for slipping their bonds and trying to escape (improvise details as necessary; for example, all the thieves might do this, one may run off as a decoy and the rest suddenly rise up and ambush the PCs from behind as best they can). Of course, the smart thing to do is to take the thieves to Marsh Keep and have the militia there return them to Hardby to face charges of theft (award 200 XPs to the PC party if they do so).

If the PCs return the goods to Iran, Marsham will take actions against them, setting thugs and muggers on them if they return to Greyhawk. However, Curtly will reward the PCs by providing them with information about a camp in the Cairn Hills. Here, a bandit group has stashed property taken from raided merchants. Curtly suggests a joint venture to raid the bandits. Good-aligned PCs should gain 100 XPs each for returning the goods to their rightful owner (Iran); neutrals should gain one-half this bonus.

Other spin-offs include investigating the tribal conflict of the Lizard Men, trying to prove that Marsham cheated Iran out of the goods the PCs have recovered, being rewarded by the Greyhawk authorities for capturing thieves (Marsham has the money and influence to make sure the charge sticks) with a possible invitation to join the Greyhawk militia, and much else.

Additional encounters could include: a combat encounter while leaving the Mistmarsh (use Random Encounter Tables); a meeting with a Mountaineer Militia skypilot heading to Blackwall Keep; a meeting with other adventurers explor-



ing one of the Mistmarsh rumors (see Atlas); assisting a herder to control unruly sheep (his dog is sick and the man has been lamed by a snare; award XPs for animals recaptured!); and—if heading for Greyhawk—the legendary second-string job of escorting Farmer Giles' prize butter-nut squash to the Guild Day (see FFE, p.65).

The Sin Eater

This adventure is for PCs of levels 5-9, a total party levels of 40-45 being most suitable. Chaotic characters will have great difficulty with this adventure and will be a liability to the group, as will anyone who openly espouses the cause of St Cuthbert. Reverers of Pholtus will have an especially interesting time during this adventure! Characters with Theology proficiency, high Charisma, and lawful alignment will be valuable here.

Set-Up: If any PC reveres Pholtus, he will be sent for by his temple head and introduced to Pholemius Brightmantle, the Sin Eater, and asked to assist him. If no PCs are such worshipers, then an acolyte of his can ask the PCs to meet Pholemius to discuss employment as bodyguards. Alternatively, a street scene can be staged in which a very strange man simply walks up to the PCs, fixes them with his glare, and says in a loud, resonant voice, "I have been guided. You will be my companions for the journey ahead. Come, let us talk of the rewards you will seek!"

Assuming the PCs are ready to listen and discuss, Pholemius explains his mission. He is a Sin Eater of Pholtus, and his job is to give succor to those who have served Pholtus well and are near death. By visiting them and taking bread, meat, and mead in their presence, the Sin Eater is deemed to bring their souls as close to the acceptance of Pholtus' supremely critical faculties as possible. His act is thus a blessing and preparation for the afterlife. A PC with Theology proficiency will know this to be an unusual, but not heretical, view within Pholtus' cult.

Pholemius needs to travel to a location in the Gnarley Forest to give this final absolution to a Templar of the Church Militant who has fallen there, and lies near death. Pholemius does not know exactly where, but that doesn't matter to him; Pholtus is going to guide him. The PCs are

wanted as bodyguards. After all, the Gnarley is a dangerous place.

Pholemius doesn't deal with money. His acolyte, Beramane, will negotiate with the PCs. His basic offer is 10 gp per PC per day, plus a bonus of 500 gp per PC if they arrive at the place Pholemius wishes to visit. These rates can be upped by 25% if the PC who negotiates makes a Charisma check. Travel expenses, board, and the like will be paid by Pholemius en route. If the PCs are still unsure, Beramane offers the lure of a *potion of invulnerability* to the toughest-looking fighter of the group.

Pholemius does not wish to discuss how a Templar came to be in the Gnarley, and Beramane will avoid this subject too ("church business, you know"). One final clause is that PCs will be expected to swear an oath at the temple of Pholtus that they will not harm Pholemius in any way (and if they do, Pholtus himself will want to know why, unless the PCs were *charmed*, under other magical compulsion, etc.).

Pholemius wishes to travel to Two Ford by barge the next day, then cross the Selintan and strike out west into the forest.

The Character and the Plot

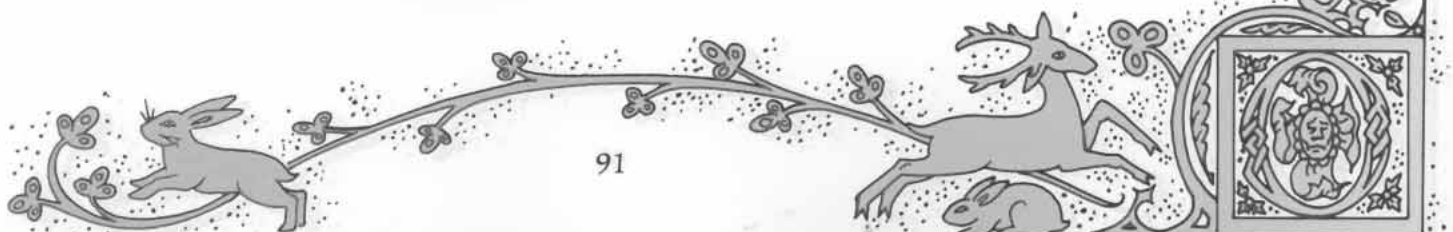
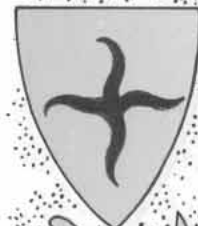
Pholemius is exactly what he says he is, and more. He is a 12th-level priest of Pholtus who does not employ spells, saving his spiritual energy for his work instead. Only if he is in personal dire peril will he pray for a spell (such as *heal* if he has suffered much combat damage). Pholtus will grant one per day, immediately upon request, for such dire need. Pholemius' statistics are:

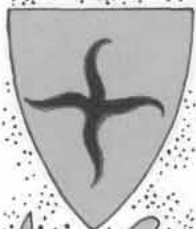
AC 0 (*bracers of defense* AC 3, Dex 17); MV 12; hp 70; THAC0 14; #AT 1; Dmg 1d6 + 3 (*quarterstaff* + 3); Str 14, Dex 17, Con 13, Int 11, Wis 18, Cha 17; AL LN.

Magical items: *bracers of defense* AC 3, *quarterstaff* + 3, *ring of free action*.

The lost Templar is Ragaer Mandarin, a member of the Church Militant who is a LN F7/C11. The quest that brought him to the Gnarley Forest is strange indeed.

Foremost among the enemies of Pholtus' priesthood is a powerful, unique tanar'ri, Xazivort, who has had an enduring enmity for





Pholtus after a number of run-ins with his priests over centuries. The fiend was finally imprisoned in a sealed dungeon below the Gnarlley, but recently it escaped when a foolhardy group of adventurers dispelled the spells binding it. Xazivort immediately took over the mind and body of a young female ranger, Sheltaer Ellendrin, and began to secretly experiment with its powers within its new host.

In the Theocracy, the unbinding of the fiend did not go unnoticed. Ragaer was dispatched to investigate, and after much exploration, finally came upon the Sheltaer-fiend. Cunningly, the fiend used its powers to beguile and fool the Templar, and Ragaer fell in love with the young woman. When she told him that she bore a terrible curse from which she could be freed only by another willingly taking its effects upon himself, the poor besotted Templar pleaded that he would do so, if only he knew how. The fiend instructed Ragaer accordingly and, with all protections removed, Ragaer became possessed by it. Love and magic are enough to turn the head and obscure the judgment of even such a man.

Sheltaer, half-mad herself after the fiend possessed her for so long, fled into solitude within the forest.

However, the fiend found it had taken over a man of stern mettle. Within his heart, Ragaer has battled with it long and hard, and both parties are exhausted by the battle. Ragaer is close to death, and the fiend is barely able to use any of its powers now. Ragaer will be found by some junior Gnarlley rangers just before the PCs arrive, and their meeting will be one of major conflict, just before the climax of the adventure.

The fiend has sufficient energies and powers to create magical effects to beset the Sin Eater, which it knows full well will come to give Ragaer absolution. The PCs are going to be beset by these effects too. With a suitable symbolism, the fiend will create magical effects targeted at the four deadly sins of the creed of Pholtus: cowardice, avarice, self-indulgence, and self-will. In so doing, it strikes at weak points within its host, further weakening Ragaer.

Pholemius knows that Ragaer was investigating a fiend, but does not know what has happened exactly. He knows the fiend is weak and that Ragaer is close to death, but he doesn't know that the fiend is possessing the Templar's

body. He won't tell the PCs any of this to begin with. Finally, he's recruited the PCs because, should there be a fiend around, there may well be fatalities, and it's better if these are not valued members of the Church Militant, so he has not brought his own force of men with him.

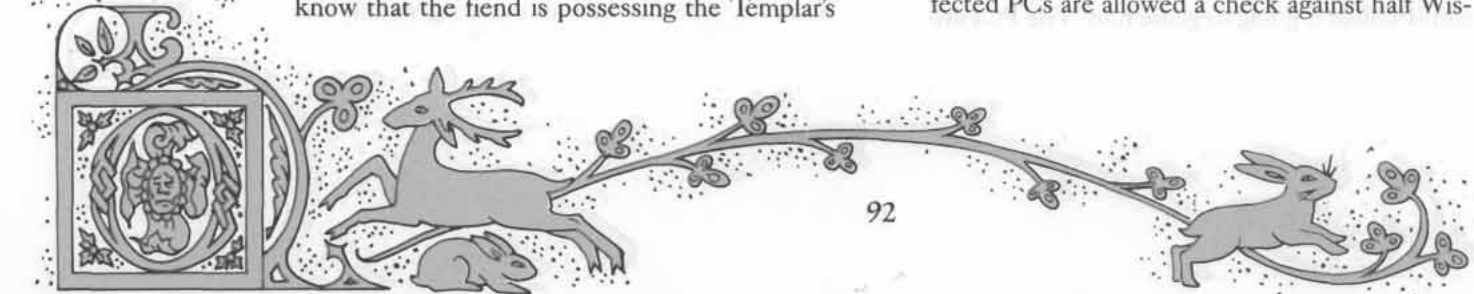
The adventure begins in earnest when the PCs reach the edge of the Gnarlley Forest opposite Two Ford. The site they are headed for (although they won't know this yet) is some 18 miles northeast of Corustaith. Pholemius may meander a bit in getting there, since Pholtus' guidance may not involve taking the most direct route (despite what they say about the One True Path).

The following encounters will take place during the travel to the final location. Others may be added as necessary. For encounters 1-4 below, modifiers apply to saving throws as follows: +1 if LG, +2 if a follower of Pholtus, +4 if priest or paladin of Pholtus (not cumulative).

Encounter 1, Cowardice: A band of 1d4 + 5 kech ambushes the party. After one round of combat with the kech, a small floating yellow globe appears amid the melee. It darkens, then turns black, then a smoky black tendril edged with blue snakes through the air to touch each PC. Each PC must save versus spell or be affected by a form of fear for the remainder of the combat. Affected PCs must save versus spell each round thereafter; if they fail, they cringe in fear of the kech and cannot attack (+4 penalty to AC when defending).

If they save successfully, they can fight, but only feebly (-2 to attack and damage rolls). After this combat, Pholemius is visibly disturbed by this sign (especially if affected by the fear). He is silent for the rest of the day, but a spell such as *ESP* is 50% likely to detect the thought that "it is preying on our weaknesses."

Encounter 2, Avarice: The party comes upon what appears to be a mass of gold coins and treasure, unguarded. All PCs must save versus spell or rush to this illusion, shoveling "gold" greedily into bags, backpacks, pockets, purses, etc. At this moment, unaffected PCs are attacked by a group of ogres (two per PC). If the PCs under attack call to their friends for help, affected PCs are allowed a check against half Wis-



dom each round to grudgingly break off gold-shoveling and undertake combat actions. The "gold" is seen as false when all the ogres have been slain, but all affected PCs will mull over gold, treasure, and monetary matters for the rest of the day (an XP bonus may be awarded for creative role-playing of this obsession).

Pholemius (who will not be affected by the illusion) berates those PCs for their wickedness.

If any PC with the Theology skill passes a check, he will now realize that the events with the kech and ogres pertain to two of the deadly sins of the Pholtus creed. Any priest PC will realize this if he makes a check against half Wisdom. A cleric of Pholtus will automatically realize it. PCs may, at this point, ask Pholemius for more information on what they're getting into. If they don't, move on to the next encounter.

Pholemius Speaks of Sins

If challenged, Pholemius will admit that the two unusual magical effects the group has encountered relate to two deadly sins. He does not know why or how these attacks occur (but he guesses a fiend may be involved. *ESP* and such spells will reveal this.). If the PCs force him by strong argument to give more detail, award an XP bonus to the PCs (200-750 XPs for the whole group, depending on how well they couch their arguments).

Pholemius will finally admit that Ragaer was investigating an "evil being from another plane," but says he cannot give details. Only after the following encounter will he mention Xazivort (without giving its name), and he will claim that he knows the fiend is weak. He also claims that the party is nearing its goal, and if the fiend has been active, the only way to stop it is to banish it. Otherwise, it may pursue the PCs in the future.

If the PCs decide to turn around and go home, then indeed, Xazivort will eventually decide to track them down and give them a hard time, as the DM determines.

Encounter 3, Self-indulgence: Place this encounter at the end of the day. The PCs come across a small woodsman settlement, with an inn where they can stay for the night. A moderately stiff combat encounter (without decimating hit points and forcing them to use up all their spells) earlier in the day may be a good idea, to make

the PCs feel they'd really like to rest up.

The basis of this encounter is that two alu-fiends (*Monstrous Compendium: Outer Planes Appendix*) will seek to *charm* two male PCs and seduce them here. They pose, in polymorphed form, as human female rangers, and the ordinary woodsmen are comfortable enough with them and appear to know them (the fiends have used *charm, suggestion* etc. on these folk; clever spell use by the PCs may reveal this). If the PCs go to their rooms, the alu-fiends get the males to disrobe, then attack with daggers (each alu-fiend will use two daggers with no attack penalties).

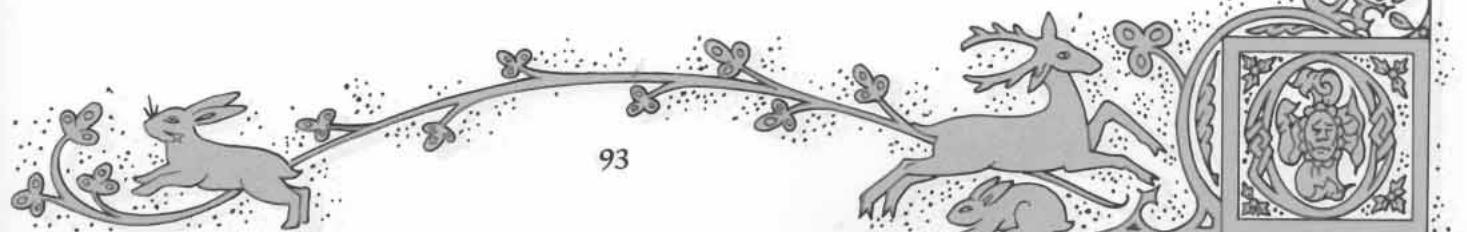
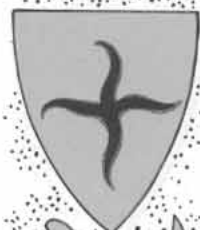
This encounter must be handled carefully by the DM. If the relevant *Monstrous Compendium* appendix is unavailable, a suitable alternative candidate—a vampiress, for example (just one!)—might do. Review the special abilities and powers of the alu-fiend carefully, to extract greatest value from them.

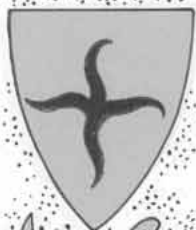
Award extra XPs if the PCs show careful planning, an anticipation of events based on interrogating Pholemius, knowing what the next targeted weakness may be, and playing along with the alu-fiends long enough to ready their own defenses and attack with surprise.

Encounter 4, Rangers/Militia: The next day, provide some simple encounters with patrolling rangers and woodsmen just to familiarize PCs with these folk of the forest. These men will simply want to know what the PCs are up to, and they should have a story ready that isn't a lie (Pholemius will not stand for that!) but that isn't the whole truth, either.

Pholemius doesn't want the Gnarlery rangers or anyone else to know a fiend may be on the loose. He points out that this may panic ordinary people, and that they may associate Ragaer with the work of a fiend and blame him and the PC party for its freedom. It will then be very hard for the group to complete its quest, and the fiend will have more time to wreak its evil on the world. Have a very curious ranger party interrogate the PCs, and if a PC role-plays the exchange with a honeyed tongue, award a suitable XP bonus for this.

Encounter 5, Self-will: Finally, the fiend tries to divide the party into factions that compete with each other. This must be designed by the DM, taking into account the composition of





the party. Harp on significant divisions: law versus chaos, dwarf-elf, personal antipathies, annoying character traits (boastfulness, etc.).

At the start of the day, make a secret saving throw versus spell for each PC. For those who fail, pass their players a note instructing them how their characters must behave (in accordance with the divisions you want to perpetuate). Good role-playing should get an XP bonus; this includes not going over the top. For example, it would be quite in character for a paladin to listen to a thief PC bragging about his wealth for a while before shooting back, "yes, you've always been a greedy and dishonest little so-and-so."

Pholemius won't be affected by this, and will try his best to mediate disputes and prevent party members from arguing too fiercely.

When the carping and sniping come nicely to the boil, a *symbol of discord* appears in mid-air right in front of the PCs. All must save versus spell to negate its effects (Pholemius will be unaffected), and those who failed their earlier save have a -4 penalty to this second save. The duration of the effect is as per a normal symbol spell.

Encounter 6, The Mad Ranger: The party is attacked by Sheltaer from bush cover. She is a 4th-level ranger, equipped with ragged leather armor, long bow and long sword (Str 15, Dex 15, Int 14, Wis 16). She still wears the acorn-badge of the Gnarley rangers and it should be easy for the PCs to subdue her (with *hold* spells, etc.). She is filthy and decrepit, and can do little more than mutter, drool, and periodically scream. The PCs should take this wretched individual with them; if they don't wish to, deduct 250 XPs for each good-aligned PC. In this case, Pholemius will insist that she accompanies the group.

End of the Trail

When the party gets within five miles of the final location, Pholemius spreads his arms wide and cries, "the end is nigh!" and marches determinedly forward.

One mile away from the woodsman's hut where Ragaer is lying comatose, a group of nervous young rangers awaits the party with long bows at the ready. There are seven of them, all of levels 1-4, with leather armor and long bow and spear as primary weapons. They tell the PCs to

keep away or they will attack. If the PCs assault the rangers, they will easily overcome them, but deduct 1,000 XPs for any good-aligned PC participating in their murder. The Gnarley rangers will not forget this massacre. They will plan revenge carefully, and they have many friends.

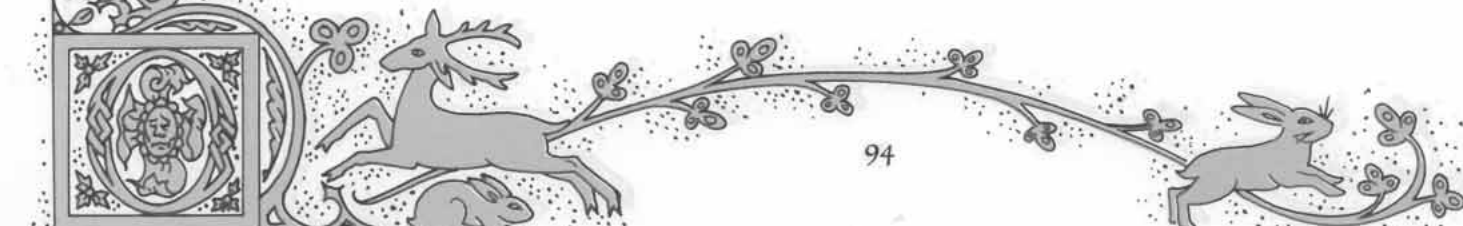
The PCs must negotiate carefully. They must ascertain what is troubling the rangers here. The rangers' spokesman explains that a warrior from a far land lies close to death nearby, and he has brought some terrible evil force into the Gnarley. Evil magic has been witnessed by all the rangers, some folk have been driven insane, and the warrior himself slew several woodsmen with insane ferocity before he could be subdued. The rangers wish him simply to die, believing the evil will go away with his death. They fear the PCs (who obviously look powerful) who have come to meddle in the affair, and the rangers will not allow this. The PCs must persuade the rangers to let them get at the warrior, of course.

After some initial discussions, the rangers may well notice Sheltaer (they won't notice her if the PCs have taken some precaution such as rendering her invisible and gagging her; if they're this smart, give an additional 250 XP award to the PC thinking of such a plan). If they notice her, they look deeply fearful and say that she was driven mad by the evil freed by the warrior.

If the PCs immediately say they will gladly release her to the rangers, there's no penalty to the subsequent Charisma checks. If the PCs say that they are prepared to do all they can to help her (e.g., with a *heal* spell) then subsequent Charisma checks are made with a +1 bonus.

The PCs must now argue their case (Pholemius stays silent; he is preoccupied thinking about what he must do here). The PCs' spokesman gets three Charisma checks, of which at least two must be successful for the rangers to reluctantly allow them passage. There is a base -3 penalty to all these checks. Suggested bonus modifiers for specific negotiation points follow, but the DM may give bonuses for other clever, plausible points made by the PCs. In order, the Charisma checks relate to the following topics.

Combatting the Evil: The PCs must show that they are prepared to deal with the evil associated with Ragaer. The Charisma check is modified by a +1 bonus for each of the following points



made by the PCs: (i) they have fought it and know something of what it can do; (ii) they know its nature (fiendish); (iii) they can state, easily and fluently, what kinds of precautions and tactics they will use (*protection from evil* 10' radius, *dispel evil*, *dismissal*, etc.). General statements to the effect that "we're a powerful bunch you know" won't help, but a polite pointing-out of the fact that the PCs are obviously better equipped to deal with a fiend than the rangers are gains a +1 bonus.

Dealing with Ragaer: The PCs must show that they have concern for Ragaer, and also for the threat he might yet pose if not controlled. The Charisma check is modified by +1 for each of the following points the PCs might make: (i) Ragaer is near death and is unlikely to pose any threat; (ii) the PCs are prepared to use a spell such as *hold person* and physical restraint, or other means, to immobilize Ragaer; (iii) the PCs are aware these measures may not work, but cumulatively, they have a good chance (showing that the PCs can assess risk sensibly; a fiend-possessed man, after all, might not be vulnerable to a *hold spell*).

Concern for the Gnarley: The PCs must show that they aren't just here to meddle with a fiend and hightail it out. This last Charisma check is modified by +1 for each of the following points they might make: (i) banishing the fiend is necessary to the security of the Gnarley forest; (ii) the PCs know one or more senior rangers and can put in a good word for these nervous juniors afterward if they help (this may not be true, but a white lie is OK if the PC saying this isn't lawfully aligned); (iii) the PCs wish to learn what the fiend has done so that some reparations can be made (they can look to Pholemius here, and he will nod quietly).

If the PCs don't make two Charisma checks, the rangers won't give way and the PCs will have to overcome them to get past. They should use disabling spells and subduing/nonweapon combat here, otherwise suffer an XP penalty as noted. If PCs make the Charisma check, the rangers nervously escort them on. Either way, they arrive at the hut where two other young rangers are looking after Ragaer. These rangers

will admit the PCs even if the PCs aren't accompanied by their fellows, since they can hardly hope to fight them off.

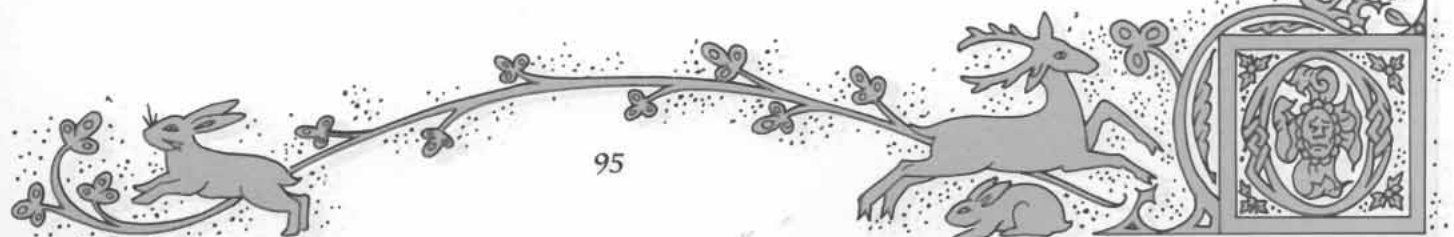
Ragaer looks dreadful; his lips and face are swollen, his skin grey, his breath comes in gasps. Pholemius draws from a pouch a silver flask of wine, a plug of preserved meat, and a hard ryebread roll. He places the meat and bread on the man's chest, then mutters some prayerful words. Finally, he lifts the flask to his lips and drains it. It is during this time the PCs should make suitable preparations for combat, if they haven't already. If they don't, penalize their final XP award as you deem fit.

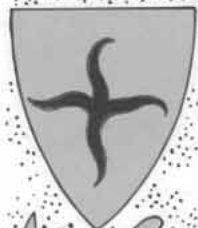
Ragaer sits bolt upright (unless he has been heavily strapped down, successfully held by magic, etc.) and vomits blood, a scene that should be shocking and impactful. The hut grows very cold, and the two young rangers flee, affected by fear. Any rangers outside are too fearful to enter. The PCs are now on their own in the final shreds of Xazivort's onslaught. The fiend is slipping from the Prime Material, weakened by its struggle with Ragaer, but it uses all its remaining energies to magically assault the PCs.

This fiend is treated as a formless entity which has a notional 50 hp. Its hp total can be reduced in the following ways: *dispel magic* cast into the room drains 5 hp; *dispel evil* drains 20 hp; *protection from evil* gives +2 to saves for PCs but doesn't affect the fiend; *abjure/dismissal* behave normally; the sweep of any magical or holy weapon through the air causes damage equal to the magical bonus each round the weapon is swung (needing no attack roll, so a *holy avenger* +5 causes 5 hp damage per round); and a flask of holy water thrown anywhere in the room causes 1d3 hp damage.

The fiend has a base save of 4 versus spells (for the purposes of *dismissal* etc., worsening by +1 for every 5 hp it loses). The fiend also loses 1d4 hp of its presence per round as it fades from the Prime Material. Spells other than those listed may have some effect at the DM's discretion (higher-level ones in particular, which, in all likelihood, a party of levels 5-9 will not have access to).

The fiend can create 1d3 magical effects per round while it still has a positive hp total, from the following list: *cause serious wounds*, *charm person*, *emotion* (hopelessness), *enervation*, *fear* (as wand), *heat metal*, *polymorph other*, *ray of enfeeblement*, *suggestion*, *telekinesis*. Effects





are created at 14th level of magic use, and cease if the fiendish presence reaches 0hp. Which powers the fiend uses are randomly determined (1d10), but its targets should be selected intelligently.

The fiend "wins" if all PCs are slain or forced to flee the site in magical fear, as a result of *suggestion*, etc.; in this event, when they return, Ragaer is dead and the fiend is free to stalk the Gnarley. If you want to avoid having this happen, Pholemius can pray for a *holy word* to dispel the fiend, but don't do this unless all the PCs are slain or have fled. The PCs win if they reduce the fiend to 0 hp.

Play this encounter with good atmosphere. The fiend can't be seen, but it can be sensed; the air is chill, a smell of acrid acid burns the back of the throat, Ragaer coughs horribly and shakes, the Sin Eater prays to Pholtus for guidance (he's no use in this combat, unless you want to have him save the day at the death), a wind seems to be whipping up about the hut, its timbers creak, and so on. Finally, if the PCs strike at Ragaer, mistakenly believing him to be the source of the effects, this will not affect the fiend (but Ragaer is AC 10 and has only 9 hp).

If the PCs Lose

There's now a powerful fiend on the loose in the Gnarley. It will slay Pholemius, and its own power will increase considerably. Later in the campaign, the PCs may find Xazivort stalking them; this may become a dominant campaign theme, as the PCs desperately set off to the Theocracy for help and information (any DM can have fun with this one). The Gnarley rangers will have an enmity for the PCs, and they won't be welcome in the Gnarley again, but that may be the least of their troubles.

If the PCs Win

Ragaer is weak and feeble, but just about alive. He can tell more of the story of the fiend (see below). If he sees Sheltaer, he realizes his love for her was magically induced, but he feels a tenderness and compassion for her and will wish to see her healed (he will rest and recover spells to do this, although he is not himself powerful enough to be granted a *heal* spell). Both Ragaer

and Pholemius will be pleased with the PCs, and they now have friends in the Theocracy. Making that work in a running campaign is again a fun prospect!

The PCs will also have friends among the Gnarley rangers, especially if they escort Ragaer and Pholemius to safety (Greyhawk, Dyvers) and bring back Sheltaer, healed and well. They may well get an invitation to visit august personages in Corustaith out of that, which can in turn lead to many adventures.

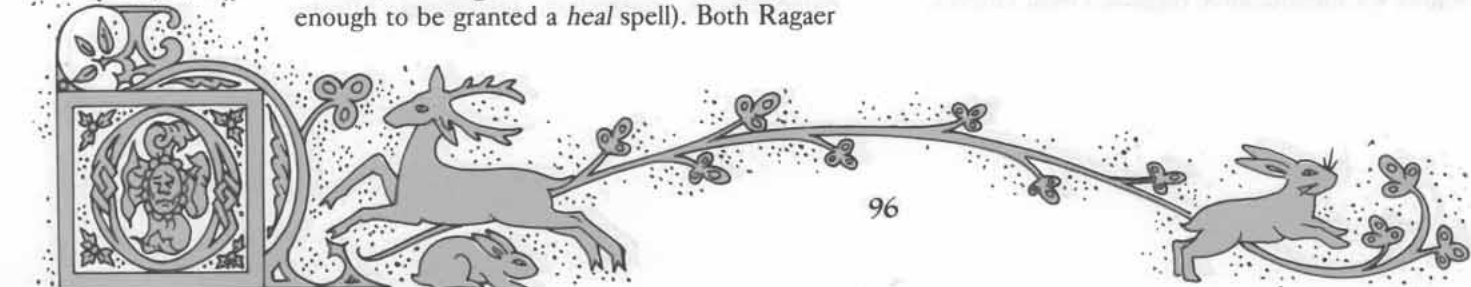
There are many spin-offs here. First, Ragaer discovered the fiend's partly-explored dungeon-prison, and he'd like to cleanse it of evil completely (the PCs can help). This should be quite a complex, with strong good and evil magic and suitable traps and monsters (undead, elementals, automata, etc.). You will need to develop Ragaer's story of his dealings with the fiend to use this theme.

Second, while Xazivort has faded from the Prime Material for a time, its banishment has been breached and it may seek to creep back again. Ragaer would like the PCs to accompany him to explore the magic-rich, evil places where it might gate back and prevent that from happening. The Theocracy has a long lore about this fiend, after all, and these places could give the PCs a real round-the-world trip or something much more modest.

Third, there may be spin-offs from optional additional encounters discussed below.

Adding Encounters

You may want to add encounters with residents of the Gnarley scripted in the earlier chapter—more woodsmen, perhaps an orc/woodsmen fight the PCs bump into, nervous faerie creatures, a swanmay who may have seen Sheltaer but was unable to pursue and calm her, and the like. These should not take up much time by sidetracking the adventure, since Pholemius will want to press ahead, but by shaping the encounters and giving the PCs the chance to help or befriend forest residents, you can set up contacts for further adventures.





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Animus

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (no need for sleep)
DIET:	Nil
INTELLIGENCE:	Variable
TREASURE:	Special
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	14
THACO:	7 or better
NO. OF ATTACKS:	Variable (1)
DAMAGE/ATTACK:	By weapon type +4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (Variable)
MORALE:	Fanatic (17-18)
XP VALUE:	Variable

The animus is a unique undead creature created by priests of the evil Power Hextor with the help of infernal, fiendish aid. Animuses are driven creatures filled with cold hatred and burning ambition for cruel rulership, the infliction of suffering, or some other equally dire goal.

Most animuses appear to be humans with weathered and wrinkled skin—prematurely aged, but clearly strong and of powerful build. Some (about 25%) are hideous in appearance, almost lichlike; such creatures have an effective Charisma of 3 and often wear masks to disguise their appearance. A small minority (around 10%) are almost indistinguishable from normal, middle-aged humans.

Almost all animuses are somewhat vain and dress well, as befits their former station in life. Animus creatures were formerly nobles, generals, and advisers to the Overking of the Great Kingdom, and had human lives as priests, warriors, and the like.

Combat: The animus has a plethora of special attacks and defenses that make it a formidable opponent. Animuses that had special abilities in their living state by virtue of class (or more rarely, by race) still possess these in animus form. Thus, an animus created from a 12th-level warrior has two melee attacks per round; an animus-priest can cast spells as per its experience level while alive; and so on.

Animuses are very strong; they possess 18/76 Strength and 18 Constitution, while other ability scores equal those they possessed in life. Their touch creates *fear*. They can radiate a circle of *command* to a 10-yard radius; with a gesture to any single creature in the area, they can force that creature to its knees (or equivalent) for one round by sheer force of will. This action takes one segment, and is ineffective against any creature that has Intelligence of 3 or less. Other creatures are permitted a saving throw versus spell to negate. The animus may use its command gesture once per turn.

An animus also has a *domination gaze*; a victim who fails to make a saving throw versus spell is unable to act as long as the animus continues to stare (and does not otherwise attack) at him. A victim so dominated can have one *suggestion* implanted into his mind by the animus that has dominated him. An animus may make no other action on a round on which it uses its domination gaze.

An animus may command nonintelligent undead creatures (skeletons, zombies, etc.) automatically. Other undead have neither special enmity, nor any special liking or respect for an animus.

An animus has many immunities and special defenses: it is immune to poison, paralyzation, *charm*, *sleep*, *hold*, and *magic jar* spells, and



to nonmagical weapons. No form of fear will affect an animus. Because the animus is highly vigilant, it cannot be surprised. Animuses suffer half or quarter damage from acid, cold, and electrical attacks, and are immune to energy drains. If an attempt is made to turn or command an animus, the animus is treated as a Special on the Turning matrix, and the priest attempting to influence the animus makes his attempt as if he were four levels lower than his actual level. The animus receives a saving throw versus spell to negate the turning/commanding.

Holy water affects an animus normally (2d4 hp damage per flask). An animus can suffer from the effects of diseases (although it cannot be killed by disease). In some instances, splashing holy water may be the best way of recognizing an animus for what it is.

Most feared of all is the remarkable difficulty of destroying an animus. Animuses regenerate 2 hit points per round in combat, but they also regenerate after death. Even severed and separated body parts will crawl back together to reform the body of the animus (after being reduced to 0 hit points, the creature regenerates 1 hp per turn). The only sure way to destroy an animus is to burn the body to ashes or dissolve it completely in acid.

As noted, an animus may use spells if it did so in life. A wizard-animus still needs spellbooks, magical components, and the like. A priest-animus must still receive the favor of its Power to be able to cast spells.

Habitat/Society: The origin of the animus is central to understanding what motivates it. Animuses were created largely against their wills by priests and fiends serving Ivid V; powerful warriors, priests, and wizards were slain and then revived in animus form. Some were powerful local rulers in their own right before this process, and others have gained such status in the sundered lands of old Aerdy, their invulnerability making it easy for them to eliminate competition and take power into their own hands.

Animuses are torn between being solitary and having to exist in a social world. An animus has no friends and no longer feels any affiliative needs, friendship, love, or the need for companions, just as it

needs no food, drink, or other bodily pleasures or sustenance.

The motivations that drive an animus are dark: revenge, hatred, and fury. Dominant motivations from the previous life will still exist if these are not inharmonious with this list: the desire for power, wealth, battle, and the like. But almost every animus is filled with self-loathing at the same time, as it hates the living creatures around it, for they remind it of what it once was itself. An animus needs plenty of time alone to brood on its dark and wretched emotions. Some have developed a very tight self-control in such hours, to mask their stormy furies when dealing with others.

Since most animuses are rulers or nobles, each has a hierarchy of servants and henchmen with which it must deal. Some rule with cold, tyrannical brutality, sadistically plunging wretched subjects into abject terror. Others are more measured and controlled, but still burn with an icy fire of hatred within. A very few have developed some capacity for detachment, irony, and cynicism which allow them to go through the motions of courtly life and the manners and pleasantries of society, but they are few indeed.

Ecology: The exact processes by which animuses have been brought into being are unknown. What is known is that priests of Hextor, using a form of *resurrection* spell, together with fiends, work on the corpse and spirit of a slain human to create the animus, working its special defenses into its body and affecting its spirit. Ivid want-

ed single-minded, utterly loyal servants. What the priests and fiends created was a creature with the capacity to be ferociously single-minded and cold in its motivations and utterly implacable in its pursuit of what it wanted. How they did that, and whether the result was exactly what they wanted, is not clear.

It is rumored that some animuses have special attacks or defenses in addition to those previously listed as standard (but no more than one special attack or defense per animus). Szeffrin, the animus ruler of part of old Almor, is said to have skin as tough as iron, and to be resistant to attacks with edged weapons; the animus-priest Delglath of Rinloru is said to be able to raise blisters on the palms of his hands from which he can secrete a terrible burning corrosive acid, without any harm to himself, but which he uses for shaking the hand of a terrified prisoner while smiling in triumph. "Delglath's blessing" is a phrase whispered in Rinloru to refer to this dread touch.

Finally, note that as a result of their creation, many animus creatures are as paranoid as they are arrogant. Animuses see enemies, real and imagined, all around them. They are usually obsessed with assassination even to the point that they have their food tested for poison, despite the fact that they cannot be slain by it (animuses often rationalize this by saying that they cannot be certain that no poison found anywhere can kill them). Some animuses, the more intelligent of the breed, have a detached ironical insight into their own paranoia, but again, this is a rarity.

Dwarf, Derro

CLIMATE/TERRAIN:	Any/Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Very to genius (13-18)
TREASURE:	See below
ALIGNMENT:	Chaotic evil

NO. APPEARING:	3-30
ARMOR CLASS:	5 or 4 (8)
MOVEMENT:	9
HIT DICE:	3, but see below
THACO:	17, but see below
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%
SIZE:	S (4' tall)
MORALE:	Steady (12)
XP VALUE:	975 and up



Derro are a degenerate race of dwarven stature. They have dwelled in the Underdark for ages, but they were discovered by the mind flayers only five centuries ago, and by the drow but shortly before that. The derro have made a name for themselves by their marked cruelty. It is said that a derro lives for two things: the slow and humiliating death of surface demihumans and especially humans, and the perversion of knowledge for their own dark ends.

Derro are short, with skin the color of an ice-covered lake (white, with bluish undertones), sickly pale yellow or tan hair (always straight), and staring, pupil-less eyes. Their features remind dwarves of humans, and vice versa. Derro have rough skin, spotted with short coarse tufts of hair. Most derro wear a loose costume woven from the hair of underground creatures and dyed in deep reds and browns. Even in full armor, exploring new territory or patrolling their own, derro are easily recognizable. Their armor is leather, studded in copper and brass. Leaders, though, wear tougher leather armors, made from the hides of creatures far tougher than cattle. Derro prefer weapons designed to cripple opponents, rather than those built for a quick kill; derro don't see any sport in spears and axes.

Combat: Derro are one of the most dexterous of humanoid races (averaging 15-18) and their Armor Class must be adjusted for this. Normally, a derro party is well-equipped with weapons and spells. All derro carry small, ornamental blades, called *secari*, which can be treated as daggers, but most use other weapons as well.

Half of encountered derro carry a repeating light crossbow (12 maximum range, two shots each round, six-bolt capacity, 1d3 points of damage). Virtually every derro crossbowman coats his bolts with poison. If a derro wants to simply bring down his prey, he uses a poison that causes an additional 2d6 points of damage (successful saving throw for no additional damage). If a derro wishes to prolong his target's suffering, he uses a poison that has the same effects as the *ray of enfeeblement* spell (again, a successful saving throw indicates no poison damage).

Twenty-five percent of derro carry a hook-fauchard, a long (6' +) pole arm that causes 1d4 points of impaling damage and can pull a man-sized or smaller creature off-balance 25% of the

time. An off-balance character must spend the next round regaining his balance.

Fifteen percent of derro use only a spiked buckler (a small shield, improving the creature's AC by 1 against any one opponent, armed with a central spike, which can be wielded as a second weapon with no penalty [because of the derro's high Dexterity] for 1d4 points of impaling damage) and a hooked *aklys*. The *aklys* is a short, heavy club that can be thrown for 1d6 points of crushing damage. It is attached to a thick, leather thong so that it might be retrieved. Thanks to the hook, the *aklys* also pulls an opponent off-balance, as the hook-fauchard above, though it has only a one-in-eight chance. These derro are considered brave by their fellows; they are awarded the rarer, heavier armors (AC 4).

The remaining 10% of derro encountered are the sons and daughters of derro leaders. They are given heavier armor as well, and are trained in the use of spear and military pick. They also use bucklers (without spikes) when they are not using the spear two-handed.

For every three derro encountered, there is one additional derro with 4 Hit Dice. For every six derro, there is one with 5 Hit Dice. If ten or more are encountered, there is always an additional 7-Hit Die leader with a 6-Hit Die lieutenant. (So if a party encountered 25 derro, these would be accompanied by eight 4-Hit Die derro, four 5-Hit Die derro, one derro with 6 Hit Dice, and one with 7.) These leader types always wear the thicker armor and usually wield well-made (occasionally magical) weapons.

If 20 or more derro are encountered, they are accompanied by a savant and two student savants. Savant derro are sage-like, able to use any sort of magical item and weapon. Savants know 1d4 + 5 of the following spells, learned at random: *affect normal fires*, *anti-magic shell*, *blink*, *cloudkill*, *ESP*, *hypnotic pattern*, *ice storm*, *invisibility*, *levitate*, *light*, *lightning bolt*, *minor creation*, *paralyzation*, *repulsion*, *shadow magic*, *spider climb*, *ventriloquism*, *wall of fog*, *wall of force*. Savants have 5-8 Hit Dice, and carry two or three useful magical items. Typical magical items are any potion, any scroll, *rings of fire resistance*, *invisibility*, *protection*, and *spell storing*, any wand, *studded leather armor* +1, shields, weapons up to +3, *bracers of defense*, *brooches of shielding*, *cloaks of protection*, and so on. Savants can instinc-

tively comprehend languages and read magic (as the spells).

Savants are also capable of acting as sages in one to three areas of study. Derro raiding parties' missions are often inspired by a savant's research.

Student savants know only 1-3 spells, have 4-7 Hit Dice, know only one field of study, and typically have one minor magical item. They are otherwise identical to their savant teachers.

In combat, derro fight with cunning and good tactics. Their goals are to separate an enemy from his weapons (perhaps by snagging a weapon with a hook-fauchard [on an attack roll to hit AC 6] and then pressing the battle, keeping the unfortunate opponent away from his dropped weapon), keep spellcasters from effectively using magic, and inflict minor wounds until they eventually kill their opponents. Savants use their powers to confuse and frustrate, rather than to simply kill. For instance, a *lightning bolt* spell would be used to seal off an escape route, but well ahead of the party of humans fleeing down it. Derro have poor infravision (30-foot range) but keen hearing (treat as the blind-fighting nonweapon proficiency).

Derro keep slaves and attempt to capture intelligent opponents, if possible.

Habitat/Society: Derro dwell in large underground complexes, nearer the surface than the kuo-toans and drow, but deeper than goblins and trolls. They never expose themselves to direct sunlight, as it nauseates them. Sunlight would kill a derro were he to be exposed to it for a few days. Yet derro occasionally visit the surface world at night, raiding for humans or carrying out a savant's plans.

Derro are never encountered singly. From their combat tactics to their choice of spells, derro demonstrate a mob mentality. A lone derro (the last survivor of an ill-fated patrol, perhaps) is a desperate derro, seeking at all costs to return to his home lair.

A derro lair always has 3d4 + 30 normal derro, plus leaders. The members of the lair are led by the resident savants (1-3 in number) and their apprentices (2-5 student savants). Derro unquestioningly obey the puzzling, even suicidal, dictates from their savant leaders.

Should a lair grow very much over 40 inhabitants, half the group (with half the savants and half the leaders) will split off and form an independent community. Such a splinter group will travel quite a distance before settling down, as no two derro lairs have been spotted within several miles of each other. The two groups may communicate for a short time, in order to ensure the new lair's safety, but they soon sever all contacts and act utterly independently of one another. Although it is possible for two lairs to be at war with one another, or to join in combat against a common enemy, no examples of these behaviors have ever been recorded, with the exception of the regular Uniting War, described below.

Also to be found in a derro lair are 5d6 + 10 human slaves. If any of the lair's savants or students know the *charm person* spell, each slave has a 90% chance of being charmed. Derro hate humans more than any other race; they use humans for the most demeaning manual labor and for breeding.

The derro are said to have a major stronghold somewhere in the Underdark, and there the savants plot and scheme to devastate the surface world and enslave all humanity.

Derro do not appear to worship any powers, but the savants treasure knowledge and the rest of the race pretty much worships the savants. The worst criminals in the derro community, subject to the Polite Execution (which takes a good two weeks, and which roams over miles of subterranean territory), are those who do not follow the laws of the savants.

Most of those laws have to do with the derro's goals: the destruction of humanity and the acquisition of arcane and obscure information. Derro usually scour their territory for magical items, stealing them or, if necessary, purchasing them from more powerful creatures. Derro do not share the love of gold common to their dwarfish relatives, and they have been known to pay exorbitant prices for a few potions or for a magical item with a missing command word.

This serves as one of the bases of trade between derro and other races of the Underdark. Drow find derro to be dangerous opponents (due to the latter's magic resistance) and a race of barbarians with too much interest in the surface world. The mind flayers think the derro taste bad. Duerger disapprove of the derro's love of cruelty. And derro really don't much care about the other races deep beneath the surface. But derro often raid the surface and acquire technology or items that other deep races desire, and so limited trade between a lair and some surrounding creatures is possible.

Every 20 years or so, the derro race mounts an all-out war against other creatures of the Underdark. This is known as the Uniting War, and no savant really expects to win it. The War is a means of winnowing out the weakest of the derro lairs, a focal point for racial identity, and a chance to really start some terror throughout the Underdark. It also serves the purpose of starting rumors. That is, humans will certainly hear that a war is being fought in the Underdark, and will send hundreds of scouting and adventuring parties into the deep underground to investigate. The derro welcome this new source of slaves.

Ecology: Derro can live on a diet of underground fungi, but they find the stuff to be foul-tasting if used as anything other than spices. Thus they seek out other sustenance whenever possible. A derro hunting party usually pursues large, dangerous prey that can feed the entire lair, rather than smaller, simpler food. The derro tendency to torment prey holds true with hunting for food.

The derro also raid other races for food. Sometimes, they merely rob the dwarves or the orcs, hoping to provoke an amusing conflict. But such excursions are tame compared to Open Hunting, the derro term for midnight raids into human settlements. When Open Hunting, a derro party steals cattle and swine, to let loose and hunt at a later time, but it primarily kidnaps humans. As mentioned before, derro treasure humans for slaves and for breeding.

Derro have few other roles in the underground ecosystem. In the last few Uniting Wars, the drow noticed that derro blood (a milky substance that turns brown and rotten upon the slightest exposure to bright light) was a useful ingredient in drow potions.

CLIMATE/TERRAIN:	Nontropical forest
FREQUENCY:	Rare
ORGANIZATION:	Tribe/troupe
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (Type OX10)
ALIGNMENT:	Lawful (neutral) evil
NO. APPEARING:	3-30
ARMOR CLASS:	7
MOVEMENT:	6, 9 in trees
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-3/1-3/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Climbing
MAGIC RESISTANCE:	Nil
SIZE:	M (6')
MORALE:	Unsteady (5)
XP VALUE:	35
Leader	120

Losels are an arboreal orc/baboon cross. They resemble a primitive human in some respects, most obviously in torso shape and size, and are strong-shouldered. They can walk upright, although they typically have stooped posture, and prefer traveling in trees on all fours. They have a low, jutting forehead; their faces are somewhat orclike, with thrust-out jaws and very prominent canine teeth. Losels possess fairly sparse dark brown fur and somewhat elongated limbs. Their tails are invariably short and stubby. Their eyes are large, but are set well back into the face; they possess infravision to 10 yard range. Losels do not naturally wear clothing.

Combat: Losels are primitive and cowardly fighters, attacking with their clawed paws and a bite attack. Losels that have been trained (see below) can throw small rocks up to 20 yards for 1-4 points of damage, and are also capable of using simple hand weapons such as clubs (but not swords or axes, for example).

In nature, losels will normally fight only to defend their territory against an invading losel tribe, to ward off some dangerous predator, or to attack a sick or wounded creature that they can eat. They are fairly cowardly creatures, except toward beastmen, for whom they have a great antipathy. Tribes or troupes of losels are 75% likely to have a dominant male leader, with 3+3 HD, and rarely, a leader of unusual size or strength will lead a larger or combined tribe of 6-60 losels that will show unusual aggressiveness toward other species.

Habitat/Society: Losels are tribal creatures that keep largely to themselves. They can speak a crude form of orcish that is difficult even for speakers of that tongue to comprehend. Tribes are always male-dominated, and males typically hunt small mammals and like prey, while females collect fruits, nuts and tubers, and guard the young. Losels have no recorded religion and their tribes have no shamans or witch doctors.



Tribes are loosely territorial and use scent marking and scratchmarks on the bark of large trees to demarcate their territories. Competing tribes may fight each other, but more often, a ritual confrontation between tribal leaders, with much feigned aggression and exchange of insults, will lead to resolution of competing claims to territory.

Some tribes of losels have been captured and trained by humanoid, especially in the Vesve Forest, and by servitors of Iuz. Losels make poor troops because of their weak morale, but they can make useful guards due to their infravision and acute sense of smell.

Ecology: Losels have a natural lifespan of some 20-25 years. They have a gestation period of 6 months and produce 2-5 offspring per birth. Infant mortality is very high, with only one young typically surviving to maturity (three years of age). Losels are omnivores, but they will not eat carrion.

Losels hate beastmen and plan attacks on any they encounter. They also hate and fear elves, for wood elves frequently attempt to eliminate the orc-apes from their woodlands. Losels are also hunted and eaten by kech.

The origins of this ape-orc cross are uncertain. They were not reported in the Flanaess until ca. CY 500, and some claim that Iuz is responsible for creating them. This remains a matter of conjecture.

Lyrannikin (Black Treant)

CLIMATE/TERRAIN:	Any forest
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Very (11-12)
TREASURE:	Q (× 5)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	7-12
THACO:	13 (7-8 HD) 11 (9-10 HD) 9 (11-12 HD)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	Variable
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Never surprised
MAGIC RESISTANCE:	Nil
SIZE:	H (13'-18')
MORALE:	Champion (15-16)
XP VALUE:	2,000 + 1,000 per HD above 7 HD

Lyrannikin are treants that have become evil. This happens in a variety of ways: by magical change; the heart of a treant becoming rotted by blight; or in the case of very ancient treants, a festering hatred of those who destroy old forests, so that the treant becomes consumed by a desire for revenge that becomes indiscriminate. Lyrannikin may be physically indistinguishable from treants, but some 30% of them show obvious signs of severe blight and have rotting bark, decaying and hanging branches, and the like.

Combat: Lyrannikin attack with two gnarled, branchlike arms that are very powerful and inflict severe blows. Younger lyrannikin (10% of encounters) have 7-8 HD and inflict 2-16 points of damage per blow. Middle-aged lyrannikin (30% of encounters) have 9-10 HD and inflict 3-18 points of damage per blow. Elder lyrannikin (60% of encounters) have 11-12 HD and inflict 4-24 points of damage per blow. Blighted specimens inflict -1 point of damage per die.

Like treants, lyrannikin have a low AC due to their very tough bark. Fire-based attacks against lyrannikin (e.g., a *flame blade*) are made at +4, with a +1 damage bonus, and lyrannikin save versus fire-based spell attacks at -4. However, lyrannikin that are blighted (20% of younger, 30% of middle-aged, and 50% of elder) do not suffer these penalties against fire-based attacks, due to the wetness of their rotted tissue.

Unlike treants, lyrannikin cannot animate trees. Nonblighted lyrannikin can inflict structural damage as treants do.

Habitat/Society: Lyrannikin are solitary, vicious killers of intruders into their domains. They have lost their link with nature, and thus lost their ability to remain undetected in woodlands and forests also. Lyrannikin hate fire-using creatures and those who enter woodland with axe or saw. They have little treasure and have no notion of the value of gold, gems, and suchlike.



Ecology: All lyrannikin have some ability to photosynthesize as necessary to survive, but severely blighted specimens have sharply reduced photosynthetic ability and attempt to extract extra nutrition through their roots, often by drenching them in the blood of forest creatures. Lyrannikin sleep less than most treants, their anger and hatred driving them in a way quite alien to their good-aligned relatives. They do not reproduce.

Lyrannikin that are non-blighted have the same life span as treants; blighted specimens have shortened, but still considerable, lifespans (and are often old when they develop blight, anyway). Elder lyrannikin usually succumb to rot, blight, destruction by those who come to weed the evil presence out of the woods, or some similar cause. Treants will often try to subdue a lyrannikin or cure its blight, especially with very young or elder specimens.

It seems highly likely that the Scarlet Brotherhood has captured treants and is experimenting with the use of blights that will turn the treants to evil while not affecting their health or combat ability (no reductions to damage dice rolls). These specially-bred lyrannikin may well be being placed within the Menowood to attack the defenders of Sunndi who spy in the eastern margin of that wood; there have been several reports of young lyrannikin (an unusual occurrence) from that wood during the years of the Greyhawk Wars.

Thassaloss

	Greater	Lesser
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Average (8)	Non(0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral Evil	Neutral (Evil)
NO. APPEARING:	1	1
ARMOR CLASS:	Base 0	Base 2
MOVEMENT:	9	6
HIT DICE:	10 + 20	6
THACO:	9	15
NO. OF ATTACKS:	4	4
DAMAGE/ATTACK:	1d8 + 4 (× 4)	1d6 + 1 (× 4)
SPECIAL ATTACKS:	Feebleminding	Paralyzation
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	25%	5%
SIZE:	M (7')	M (6')
MORALE:	Fearless (19-20)	Fearless (19-20)
XP VALUE:	9,000	2,000

The thassaloss is a four-armed, golemlike automaton made of bone by priests of Iuz. The greater and lesser forms have a major difference, that of sentience (possessed only by the greater form). Both forms look alike and share many special defenses; both may sometimes use weapons rather than their claws (especially for the lesser thassaloss). The thassaloss usually has a blackened appearance created by Iuz's priests, and from the eye sockets, a sickly emerald glow emanates.

Greater Thassaloss

Combat: The greater thassaloss is semi-sentient. It can follow instructions with some degree of flexibility and cunning, and is able to improvise solutions to problems. However, it is not capable of formulating its own motivations and goals, and is not truly intelligent (use its intelligence rating for situations in which a problem-solving situation faces the creature).

A greater thassaloss fights with its taloned claws or with weapons. It is emotionless in combat, but it can obey fairly sophisticated combat orders (being able to comprehend precise instructions as to when to break off combat, to return from combat, when to pursue and not to pursue, etc.). The greater thassaloss has an effective Strength of 18/76 for purposes of lifting, throwing, and breaking down doors and barriers.

The greater thassaloss has one special attack of deadly effect: once per round, up to a maximum range of 10 yards, it can direct its gaze at one enemy (in addition to melee attack routine). If that enemy fails to save versus spell, it is affected as if by a *feeblemind* spell (the usual modifiers apply) for 2d10 turns. A greater thassaloss has the intelligence to attack other enemies within melee range, leaving such a feeble-minded target for later disposal while it sees to more immediate threats. The greater thassaloss is also intelligent enough to direct this attack against spellcasters in order to negate the danger of their attacks.

A greater thassaloss is immune to all illusions and mind-affecting spells (*charm*, *hypnotism*, *magic jar*, etc.), and also to *hold* and *sleep* spells. It cannot be poisoned or paralyzed, and it is immune to gaseous attacks. It suffers half or quarter damage from cold-based attacks (due to saving throw), and only half normal damage from edged weapons of all kinds, save for hewing weapons such as axes. A greater thassaloss that has its head severed (e.g., by a *vorpal sword*) cannot use its gaze attack, and its intelligence is reduced to 0, but it can still fight as an automaton.



Habitat/Society: The greater thassaloss is an artificial creation under the control of its creator (a senior priest of Iuz), although it is capable of some independent decision-implementation strategy. It has no society and is associated with no habitat. Iuz's priests use these creations to guard major treasures and unholy places, and also for marauding forays into foreign lands (especially into the Vesve Forest). The greater thassaloss is sometimes used to parade through conquered towns and cities to terrify the local populace into submission. It makes a better servant than most golems because of its cunning and the fact that there is no chance of it escaping the control of its creator, unlike other golems.

Ecology: The greater thassaloss plays no role in any natural ecology. It does not eat or sleep, and "lives" until destroyed, usually in combat.

Lesser Thassaloss

The lesser thassaloss is physically similar to the greater, although it is usually slightly smaller. It is equipped with weaponry more often than the larger creation.

Combat: The lesser thassaloss usually attacks with two weapons in addition to its talons, or four weapons instead of its talons. Its gaze weapon paralyzes one enemy within 10 yards (saving throw versus spell to avoid) for 2d4 rounds. The lesser thassaloss has no intelligence, however, and will attack melee opponents randomly unless commanded to do otherwise. Its special defenses are the same as those of the greater thassaloss. Finally, it has an effective Strength of 17 for the purposes of lifting, bending bars, etc.

Habitat/Society/Ecology: Identical to that of the greater thassaloss except for its lack of intelligence. The lesser thassaloss is most often used as a guard for less important treasures and locations.

Thassaloss Creation

Creating a thassaloss, whether greater or lesser, involves the cooperation of a Priest of Iuz with an experienced wizard. These creatures are created only by the most evil and twisted minds. The stages in the process of creation are as follows.

First, an intact human skeleton must be obtained for the spell, together with an extra set of arm and shoulder bones that are fused into the thorax during the stage in which the priest casts his spell. The skeleton is treated with resins and oils to stain it black and harden the bones.

The priest employs the *create thassaloss* spell to prepare the skeleton. The wizard then casts his spells on the skeleton.

Create Thassaloss

6th-level Priest spell, Priesthood of Iuz only (Necromancy, Alteration)

Range: Touch

Components: V, S, M

Duration: Permanent (see below)

Casting Time: 1 hour

Area of Effect: 1 skeleton

Saving Throw: None

This spell enables a Priest of Iuz to impart a basic matrix of magic into a skeletal form, allowing further spells to "adhere" to the skeleton, for the specific purpose of animating a thassaloss and rendering the creation permanent. A skeleton with two extra sets of arm bones is so enchanted. If no additional wizard spells are cast into the thassaloss within 24 hours of the casting of the *create thassaloss* spell, the

creature becomes simply an animated skeleton with 1HD and AC2.

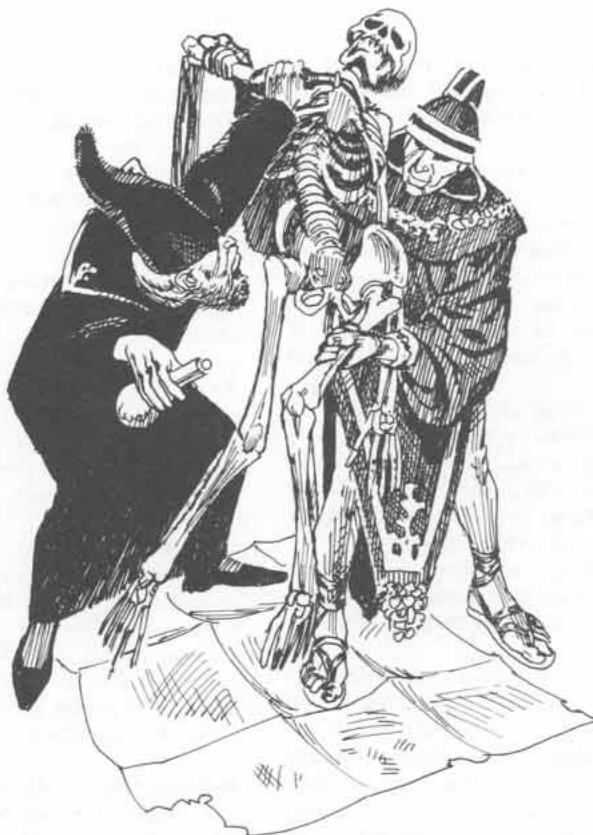
If the priest wishes to create a greater thassaloss, he must have on hand a vial of wraith dust that is mixed into the bones together with the oils and resins. For creation of a lesser thassaloss, the body fluids of a ghoull must be mixed with the oil and resin instead.

Creating a Thassaloss

To create a lesser thassaloss, a wizard of at least 14th level must next cast the following spells into the Thassaloss "body": *paralyzation*, *permanency*, *limited wish*. To create a greater thassaloss, a wizard of at least 16th level must cast the following spells into the thassaloss "body": *feeblemind*, *geas*, *permanency*, *strength*, *limited wish*. These spells must be cast within 24 hours of the *create thassaloss* spell.

The wizard needs only to use a *limited wish* rather than a *wish* due to the strength and effects of the *create thassaloss* spell. However, if a *wish* spell is used, a special addition to the thassaloss form can be created; a simple magical weapon can be used in the casting of the *wish*, and its hit and damage bonuses will become part of the thassaloss' basic hit and damage rolls.

The magical weapon is used up in the *wish* casting in this case. Any special magical properties of such a weapon are lost. Only the lowest basic bonus is incorporated into the thassaloss. Thus, if a *wish* were used together with a *flametongue* sword in the construction of a greater thassaloss, the monster would gain +1 to all attack rolls (the lowest basic bonus of the weapon) and to damage (in addition to the +4 bonus for strength rating), but it would not gain any special bonuses against avians, inflammable creatures, and the like. Similarly, the use of a magical shield can be introduced to improve the armor class of a thassaloss during its creation.



Varrangoin (Abyss Bat)

	Lesser Types I-IV	Greater Types V-VI
CLIMATE/TERRAIN:	The Abyss	The Abyss
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Small groups	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	High (13-14)
TREASURE:	See below	See below
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1-4	1
ARMOR CLASS:	0	-3
MOVEMENT:	3, Fl 18 (C)	3, Fl 18 (C)
HIT DICE:	5+5	8+16
THACO:	15	11
NO. OF ATTACKS:	3	4
DAMAGE/ATTACK:	1d4/1d4/1d6	1d6/1d6/1d10/ 1d8
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	25%	35%
SIZE:	M (4-5')	M (4-5')
MORALE:	Fanatic (17-18)	Fanatic (17-18)
XP VALUE:	2,000	6,000

Varrangoin, or abyss bats, are creatures native to the Abyss (as their name suggests). They appear as giant bats with the leather of their wings (wingspan is typically twice the body length) rotted and hanging away from their skeletal frames. They possess long, forked tails. The head of each varrangoin is a skull-like horror with red glowing eyes and sharp talons and teeth. The V-VI types have barbed tails that can be used for effective melee attacks.

The six identified types of abyss bat are physically indistinguishable, which makes countering their special attacks and defenses especially difficult. It is not certain that there are only six types of these horrors, although Oerth sages have only documented this number to date.

Lesser Varrangoin (Types I-IV)

Combat: All lesser varrangoin use two claw attacks and one bite. Each type of varrangoin also possesses its own unique special attacks and defenses.

Type I varrangoin can breathe a *cone of cold* (size as per an 11th-level wizard) for 5d8 points of damage three times per day. They are immune to cold-based spells and suffer half damage from electrical attacks.

Type II varrangoin can breathe a cloud of fire (10 yard diameter, range 30 yards) three times per day. Damage inflicted is 5d6 hit points. Type II creatures are immune to fire-based spells and suffer half damage from acid attacks.

Type III varrangoin can spit a bolt of lightning (5 feet wide by 60 feet long, three times per day, with damage 5d6 hit points). They are immune to electrical attacks and suffer half normal damage from cold-based attacks.

Type IV varrangoin can spit a glob of acid (5-foot radius, three times per day, maximum range of 30 yards, damage 5d6). They are immune to acid attacks and suffer half normal damage from fire attacks.

In addition, all Lesser Varrangoin are harmed only by silver or magical weapons. They are vulnerable to *light* and *continual light* spells, which inflict 2 hp damage on them per level of the spellcaster. They suffer -2 penalties to their hit rolls and saving throws if within the radius of either spell. A *sunray* spell (or a sunburst from a *wand of illumination*) inflicts 6d6hp of damage on a lesser varrangoin. Lesser varrangoin are allowed a magic resistance roll to negate such effects,



but if this roll fails, they do not receive any saving throw against the effects of these spells. Note finally that they are allowed a saving throw against all breath weapons for half damage.

Habitat/Society: Lesser varrangoin flock in caves and caverns of the Abyss (and also Tarterus). They fear tanar'ri and more powerful denizens of the Outer Planes, avoiding them whenever possible. They are intelligent enough to recognize weaker denizens, such as manes and rutterkin, and will attack them in flocks. Within each small flock, there is no acknowledged leader, and social organization is very anarchic.

Ecology: Lesser varrangoin are primarily scavengers and opportunists, picking off the weak and enfeebled wherever they can. They are sometimes forced into service by one tanar'ri when it seeks to oppose another.

Treasure Note: Lesser varrangoin collect treasure that is "pretty"; a nest will contain 3d6 gems of random denomination and 1d4 items of jewelry. There is a 10% chance per varrangoin in the lair for a magical item, excluding any weapons, armor, or anything else too heavy for a varrangoin to carry in its beaked mouth (DM determination).

Greater Varrangoin

These creatures are far more formidable and dangerous than their lesser brethren (who they will kill and eat when it suits them). Greater varrangoin are solitary, baleful creatures.

Combat: The greater varrangoin have the claw/claw/bite routine of their lesser brethren, but they can also use their forked, barbed tails in combat. The two identified types have a variety of powerful special attacks and defenses.

Type V varrangoin are able to employ a controlled form of berserk attack once per day for one turn. They suffer a penalty of +2 to armor class during this time, but hit and damage rolls are improved by

Varrangoin (Abyss Bat)

+2. When berserk, a Type V varrangoin is immune to all fear attacks and ignores all illusions automatically. The Type V can *dispel magic* at 14th level of magic use twice per day, and once per day it can cast a *symbol of pain* in midair. Type V varrangoin suffer half damage from all fire, cold, and electrical attacks, and are immune to any spells that directly and adversely affect their strength and physical abilities (*ray of enfeeblement*, *fumble*, etc.; a *prayer* spell or equivalent will not affect a varrangoin's hit and damage rolls). Type V varrangoin also have natural free action, and so cannot be affected by *web*, *slow*, *hold* spells and the like. Type V varrangoin cannot be *charmed*.

Type VI varrangoin are consummate masters of wizardry. They have the spell abilities of a 9th-level wizard in addition to their other spell-like abilities as documented below, and they save versus rods/staves/wands and spell as an 18th-level wizard. Once per day, one per round, they can cast each of the following: *dispel magic*, *flesh to stone*, *mirror image*, *polymorph other*, *polymorph self*, *project image*, *wizard eye*. Type VI varrangoin are immune to all spells of first through third levels. They have the ability to use magical items normally usable only by wizards (if this is physically possible—they can hold wands in their claws, but they cannot wear robes or cloaks, for example).

Habitat/Society: Greater varrangoin are solitary creatures lairing in isolated caves and pits in the Abyss. They are disdainful of other creatures, avoiding powerful tanar'ri and dealing with them as equals if they must. They regard other creatures simply as food sources.

Ecology: Greater varrangoin are dangerous predators, and least and lesser tanar'ri fear them greatly.

Treasure Note: Greater varrangoin have the following treasure within their lairs: 20% chance for 1d6x1,000gp, 1d2x1,000pp, 1d6 gems, 50% chance each for 1d6 magical items, minimum of one item.

Varrangoin on the Prime Material Plane

It is certain that Iuz has the ability to bring varrangoin, both lesser and greater, to his domain in some way. The existence of gates to the Abyss, in Dorakaa if not elsewhere also, is proven by the appearance of these infernal creatures in the central Flanaess. The nature of the bargain that Iuz strikes with these creatures is unknown; that some form of bargain must be involved with at least the greater varrangoin is certain.

Both types of varrangoin are used as guards in major cities and citadels, including castles, within Iuz's realm. Occasionally, one or more varrangoin will be used as a "fly-by" sight to cow and intimidate inhabitants. The use of a breath weapon from a lesser varrangoin is a typical element of such displays. Varrangoin are also used as remorseless trackers and hunters of those fleeing the wrath of Iuz.

The Beckoner in the Dark

Terrain: Dungeon (Hills)

Total Party Levels: 35-40 (average 6th)

Set Up

- The PCs decide to investigate an old treasure map found in an earlier foray into the Cairn Hills.
- The PCs are attacked by the grell (from this dungeon) at night while adventuring in the Cairn Hills, and drive the monster away. It flies back into the dungeon, leaving a dripping spoor (if wounded by a weapon) that can be followed.

Special note: The PCs must possess at least two +2 or better magical weapons.

The Dungeon

This is mapped below. The single entry is a 6-foot wide, 8-foot high tunnel leading down some 80 feet to the entrance shown on the map. The entranceway is obscured by *hallucinatory terrain* so that it appears to be normal rock. Tactile exploration will be needed to find it (or *true seeing*, etc.).

The passages and chambers of this dungeon are decorated with many wall murals of battles and martial exercises and training. The figures shown are human, but they are unlike any native Flanaess race, with characteris-

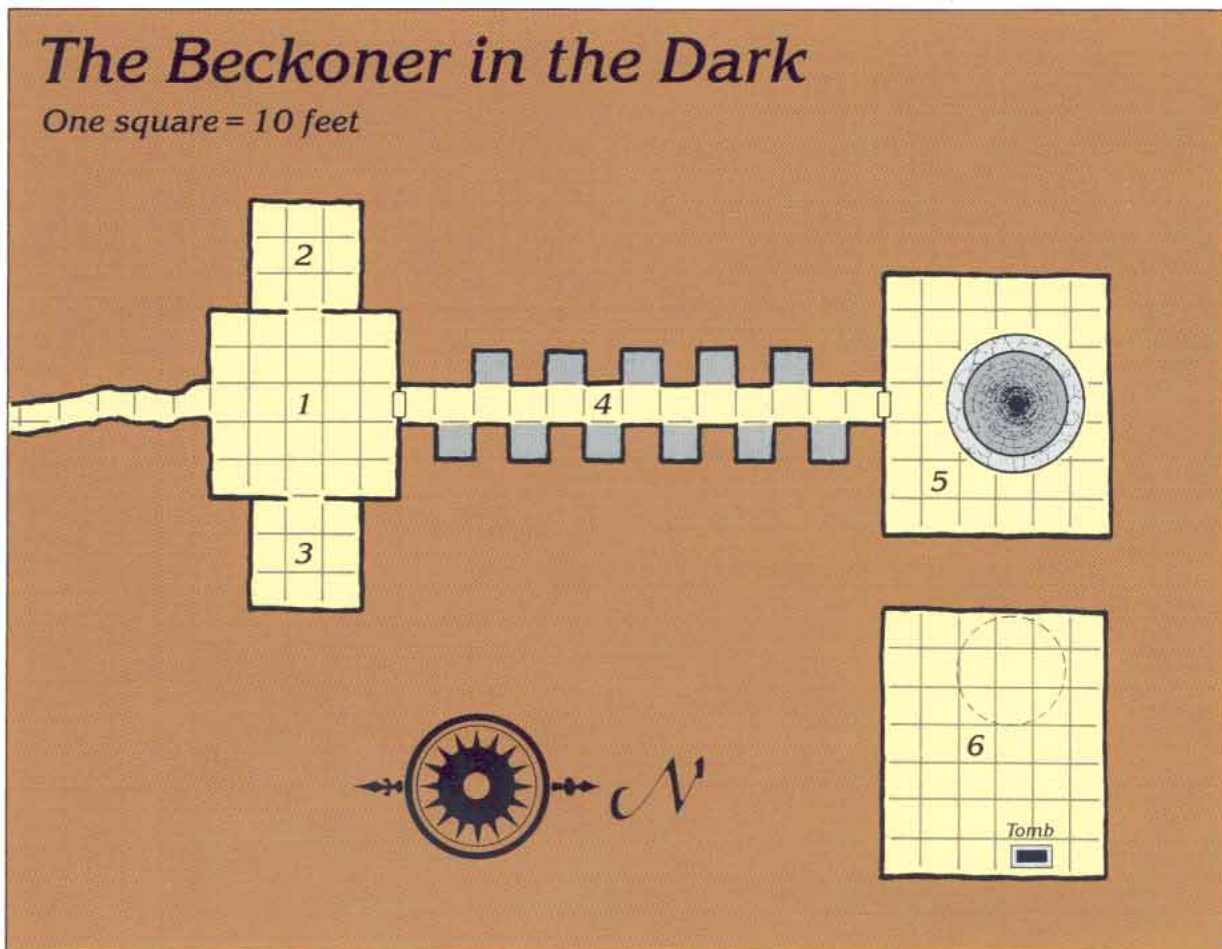
tic dark woolly hair, slightly slanted eyes, and unusually long and slender limbs and hands. Ceiling height is 15 feet within the dungeon. Only basic details of room decor are given here; you may elaborate detail as you see fit.

Room 1 is an antechamber that has a long-dead body (a victim of the grell) in the northeast corner. Its leather armor has rotted away, but from the decayed purse on its belt spill 15 gp, 45 sp, and a 50 gp gem.

Room 2 is the grell's haunt, from which the monster forays when it gets hungry. It hovers above the doorway, dropping its tentacles down on the first PC entering and gaining +2 to surprise rolls with this action, unless specific precautions are taken (*invisibility* won't help, since the grell can smell the PCs). The room itself is littered with bones and a sprinkling of treasure (16 pp, 72 gp, 88 sp, two gems worth 100 gp and 50 gp, and an ivory brooch worth 200 gp).

Grell: AC 4; MV Fl 12; HD 5; hp 33; THAC0 15; #AT 11; Dmg 1d4 (x10)/1d6; SA 10 paralyzation attacks; SD immune to electrical attacks; AL NE; SZ M; ML 14.

Room 3 contains a stone golem guard that will attack anyone entering this otherwise bare chamber, or whenever the door to Room 4 is touched or opened. The go-



lem uses a strange, crystalline rod as a weapon, and when the golem is destroyed, this rod glows cherry-red and explodes on the round following the golem's destruction. Everyone within 50 feet suffers 3d10 hp of damage from radiant heat and flying crystal splinters. If PCs are able to get out or duck behind cover, they are not subject to this. The map shows a shaded area in which damage is sustained when the golem is destroyed; PCs moving outside of this area are safe.

Stone Golem: AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 4d6; SA/SD numerous, see *Monstrous Compendium* entry; AL N; SZ L; ML 20.

The door to Room 4 is locked and trapped; if the door is so much as touched, its iron handle turns into a claw, strikes at the PC touching the door (THAC0 12; bare skin is treated as AC 10, less any Dex bonus) and grabs a limb, crushing it for 1d10 damage per round until the claw is destroyed (this requires 12 hp of magical damage, from *magic missile* spells, etc.).

Room 4 is a lengthy passageway with a large number of alcoves, as shown. The floor is especially treacherous, covered in rock fragments, broken stone statuettes, and the like (normal movement rate is reduced to 50%).

Each of these alcoves is entirely obscured by an inky, hazy, magical darkness that cannot be dispelled. Each time the first PC steps past an alcove, there is a 25% chance that a slow shadow emerges from the darkness and attacks (+2 to surprise rolls). While PCs are fighting a slow shadow, there is a 5% cumulative chance per round that another will emerge from the first alcove along this passage and attack the rear of the group within the passage. No extra slow shadows emerge while the party is already fighting two of them, however.

Slow shadows that are successfully turned simply disappear into the nearest alcove and re-emerge from another one (select randomly) after 1d4+4 rounds. No more slow shadows appear after all PCs have passed the final alcove.

Slow Shadows: AC 8; MV 12; HD 4; hp 19 each; THAC0 17; #AT 1; Dmg 1d4; SA -6 to enemy surprise rolls, 1d4 automatic chill damage after first hit, slowing; SD +2 or better weapon to hit, immune to magical *cold*, *lightning*, *sleep*, *charm*, *hold* spells; AL CE; SZ M; ML 20 (special).

Room 5 has a permanent *veil* spell effect within it, and it appears to be bare, with a central sunken well. On the round following the PCs' entry into this room, the scene changes and the monsters here attack. On the circular stone "wheel" around the well is a circle of 10 necrophidii, plus a huge stone necrophidius that has all the special at-

tacks and defenses of its smaller relatives but is a more formidable combat opponent. The necrophidii use their hypnosis dance when they appear, gaining automatic surprise (unless a PC has *true seeing*, etc. and warns his fellows), then they attack by biting.

Necrophidii (10): AC 2; MV 9; HD 2; hp 9 (x3), 11 (x3), 14 (x4); THAC0 19; #AT 1; Dmg 1d8; SA paralyzation, hypnosis dance; SD immune to mind-affecting spells, gases, poison, paralyzation; AL N; SZ L; ML 20.
Stone Necrophidius: as above, except: AC 0; HD 8; hp 46; THAC0 13; Dmg 1d12.

Once the PCs can observe the well, it is shrouded in mist and fog; visibility is no better than 5 feet. Physical testing (ropes, etc.) or a *true seeing* spell show that there is a drop of 30 feet to a floor below. PCs can descend in the usual ways (*fly*, *levitation*, climb walls skill, ropes, etc.).

The Tomb

Room 6 contains a great, black stone tomb atop a red-veined marble slab. Around its walls are perfect specimens of the murals seen earlier. The largest of them features a great fighter clad in black chain mail with a red marbled brooch, hefting a rune-embossed bastard sword. As soon as any PC enters this room, the creature within the tomb begins its whispering attack. It is a Soul Beckoner (*Monstrous Compendium: Greyhawk Adventures Appendix*), capable of emerging from the tomb in its non-material wraith form in one round.

Soul Beckoner: AC 2; MV 6; HD 4; hp 29; THAC0 17; #AT 2; Dmg 1d6/1d6; SA whispering attack, energy drains, gains THAC0/HD/hp if levels drained from victims; SD magic to hit, immune to *sleep*, *charm*, *hold* spells; AL NE; SZ M; ML 16.

If the PCs defeat the creature and open the tomb, they find a skeletal figure, crumbled to dust, and a magical bastard sword that flies out to attack them. The sword has AC 0, MV Fl 12, 30hp, THAC0 15, Dmg 1d8+3, and 50% chance for energy drain. The sword cannot be affected by mind-affecting spells, gases, poisons, or paralysis. The weapon attacks until reduced to 0 hp; when this occurs, it explodes in a 10-foot radius of flying steel and shrapnel (3d6 damage, save versus wands for half damage).

The tomb itself contains gems and jewelry of unusual craftsmanship worth a total of 12,000 gp. A red marbled brooch on the skeleton is a *brooch of shielding* (75 hp capacity) that also gives +2 to all saving throws versus magical fire-based attacks.

Brainstorm

Terrain: Unique

Total Party Levels: 80-85 (average 12th)

Set Up

- The PCs are hired to investigate a strange magical barrier preventing further exploration in a gnomish mine.
- The PCs hear a rumor that gnome miners are being driven insane in the Abbor-Alz by a source of powerful evil magic. The rumor tells of great buried treasure in the area (elaborate as you see fit).

Adventure Primer

This is a weird adventure. It's set in the Abbor-Alz, but any relatively uncivilized hilly area will do (and no precise location is specified).

Centuries ago, a space-traveling illithid priest crashed in the area and was flung into a cave, out of his craft. Badly injured, his "life support system" took over and drew him deeper into the earth, to the place where he now lies. This "support system" cocooned him and kept him in stasis while his terrible wounds healed. Now, gnomes excavating a new ore vein have disturbed this cocoon, which has begun to grow and differentiate and bring the priest slowly back to consciousness.

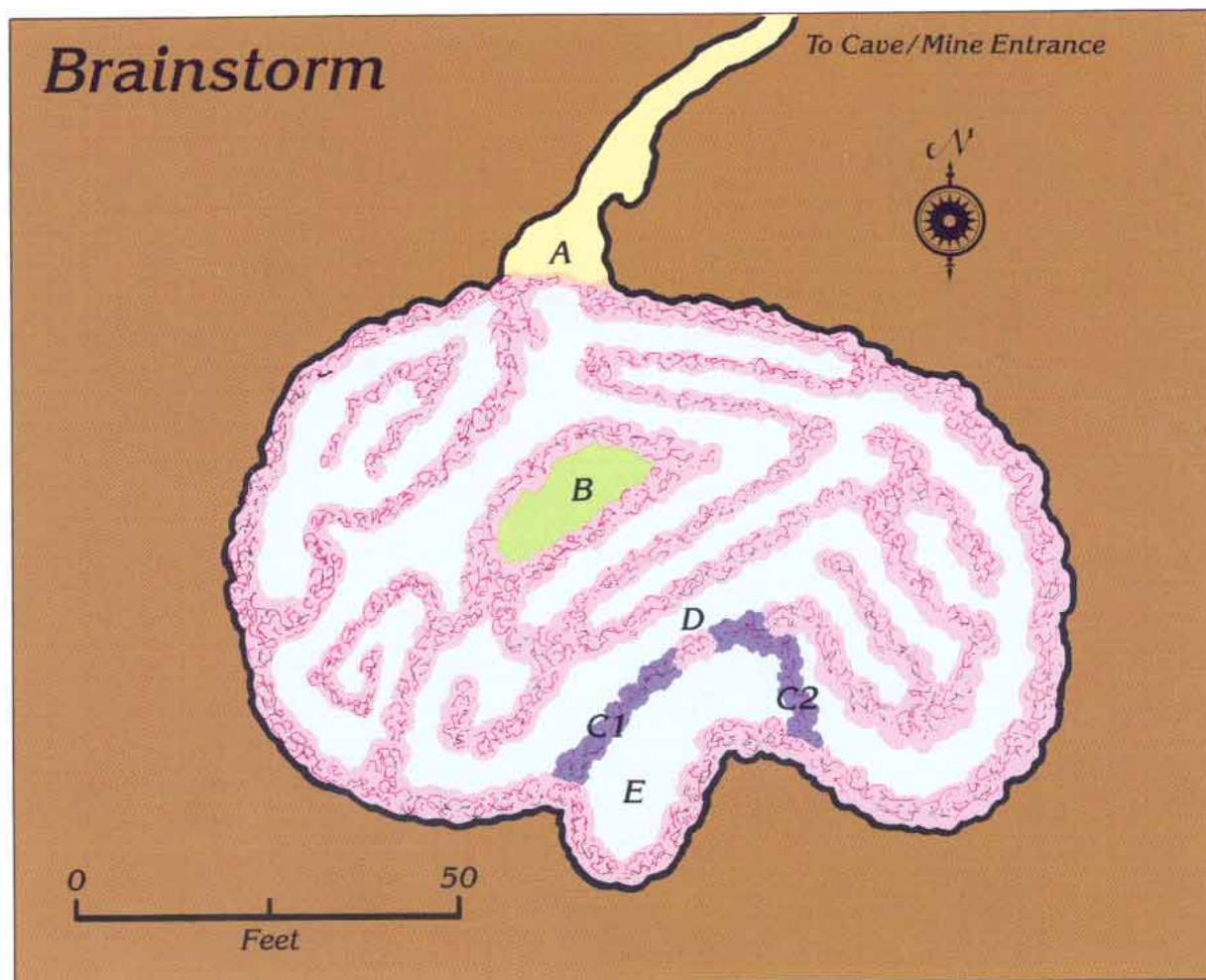
The Brain-Cocoon

The PCs begin their adventure at point A on the map below, which shows the cocoon; the gnomes will fearfully bring them to this point. Think of the complex they're about to enter as a 20-foot-wide slice through a gigantic brain; inside, it's grey, gelatinous, slimy, and slippery (MV is half normal unless flying, etc.). A faint, peristaltic beating exists within it. To enter, the PCs must break through at point A. This first requires a successful *dispel magic* cast against 16th-level magic. That permits the PCs to negate a *wall of force* that otherwise bars their way to the outer membrane, at a distance of 5 feet.

The task for the PCs is to reach point D (the node), break through, and kill the mind flayer priest within chamber E. This is not going to be easy. At least some of the time, the PCs will have to destroy a "wall" section of the tissue here (at points A and D, and at least one point in between, whichever route they take). The "brain" will not take this lying down.

Innate Defenses of the Brain

The tissue of the brain can be affected by magical weapons or spells only. A 5-foot-wide by 5-foot-high wall section can be destroyed by inflicting 20 or more points of magical



damage on it. When this is done, however, a magical effect is generated that is targeted at the PC who caused the damage (if more than one PC is involved, each will be affected by a separately-rolled effect). Roll 1d10 and consult the table below, and apply it to the offending PC. Add +1 to the dice roll if the PC's attack caused 15+ points of damage, +2 if it caused 20+ points of damage. Magic use by the brain is at 16th level. Normal saving throws against spell-like effects are permitted.

1D12 Roll	Spell Effect
1	<i>weakness</i> (reversed strength)
2	<i>slow</i>
3	<i>enfeeblement</i>
4	<i>polymorph other</i> (into small animal)
5	<i>Evard's black tentacles</i>
6	<i>hold monster</i>
7	invisible stalker attacks
8	<i>enervation</i>
9	<i>flesh to stone</i>
10	<i>power word, stun</i>
11	<i>feeblemind</i>
12	<i>disintegrate</i>

The brain structure negates spells that allow instant access to its core, such as *passwall*, *dimension door*, *teleport*, and the like. Likewise, spells that cause instant destruction of a swath of tissue (notably *disintegrate*) do not work here.

The brain has another line of defense. Each turn the PCs are within it, there is a 50% chance they are attacked by 1d4 wandering (flying) giant amoebalike creatures that clean up the brain's structures. These attempt to destroy the PCs with sprays of acid (this doesn't harm the tissue of the brain). Amoebas have only enough internal acid for three sprays; they then use buffeting attacks.

Amoebas: AC 4; MV Fl 15 (C); HD 5; hp 28 each; THAC0 15/12 for ranged attack; #AT 1 (buffet or acid spray to range 20'); Dmg 1d4 (buffet) or 1d8+8 (acid); SD immune to mind-affecting spells, acid, electrical attacks, 25% magic resistance; AL N; SZ M (4' diameter); ML 20.

Once the PCs have entered the brain node, point A reveals itself and now regenerates 20 hp/rd until the priest in area E is slain, making it almost impossible for PCs to escape until they have effected this!

Specific Brain Locations

Node A is the entry node, where the PCs can gain access. Location B is the central ventricle of the brain, which contains a vast reservoir of an acid that harms humans or demihumans; if any area of ventricle wall is destroyed, acid gushes out to a range of 20 feet in all directions, inflicting 3d8 hp of damage. This effect lasts for 1 round, plus 1 round for every foot below "ceiling" level that the base of the damage is located. Thus, if a 5'x5' area is created at the very top

of a ventricle wall (which stands 20 feet), acid gushes forth for 6 rounds; if at the base, for a full 21 rounds! Acid then runs along the ground in all directions at a rate of 10 feet per round away from the breach, to a maximum distance of 200 feet. Any PC standing in the stuff automatically suffers 1d8 damage per round. Acid flowing along passages in this way filters away after 1 turn.

Locations C1 and C2 are impenetrable barriers. Brain tissue here cannot be destroyed. It regenerates instantaneously (but the brain will attack any PCs who inflict damage). The only entry point now is the node at point D. This appears as a 5-foot-wide section of purplish-veined tissue with many fronds and tentaclelike projections. It requires 35 hp of magical damage to effect an opening here, and the area regenerates 5hp per round.

Within the central core, at area E, is the rising body of the illithid priest. It has two amoeba guards that attempt to block PCs getting at it, and the illithid itself attacks with mental blasts and spells, trying to evade melee if it can. The illithid appears to be a normal specimen, except that its torso is covered in a filamentous network of gluey strands; these improve its AC by -4, and anyone striking it with a weapon must make a saving throw versus wands or find the weapon stuck for 1d4 rounds (a successful Strength check will release it).

Illithid Priest: AC 1; MV 12; HD 8+4; hp 67; THAC0 11; #AT 4; Dmg special; SA *mental blast*, *suggestion*, *charm monster/person*, *ESP*, *levitate*, *astral projection*, *plane shift*; SD 90% magic resistance; AL LE; SZ M; ML 20.

Spells (as Pr12, but only combat-relevant spells are listed here): *command* (x2), *darkness* (x2), *fear* (x2), *enthrall* (x2), *hold person* (x3), *continual darkness* (x3), *cloak of fear*, *obscure tongues*, *plane shift*, *true seeing*.

Magical item: *ring of spell storage* with *heal*, *maze*, *slow*.

If the priest is destroyed, the brain loses all its magical properties, shrivels, and within 1d6 hours, is nothing more than a series of pools of slimy, corrosive gunk.

Finally, within this central chamber, a weird, nodular excrescence (sealed, takes 15 hp damage to break in) contains treasure: platinum-set moonstone rings and amulets with a few pearls and small diamonds set within them, worth 12,000 gp in total. The DM may consider adding a strange, alien magical item to this, which might have considerable magical powers and drawbacks also.

Developing the Adventure

The DM is encouraged to use his brain on this one! Specific areas of the main mantle of the brain might have special magical attacks/defenses linked to movement (motor cortex), perception (sensory cortex) and spell use by PCs (association cortex). By adding horizontal subdivisions, you can make this a 3D brain with sublevels. Reduce the number of amoeba encounters and damage sustained from hacking through the brain if the PCs have to cover longer distances.

Tamara Belongs to Me

Terrain: Gnarley Forest

Total Party Levels: Any (see below)

Set Up

Running toward the PCs is a robed wizard, puffing and panting, who hands them a silver statuette of a dryad, some 10 inches tall, crafted of silver and fabulously beautiful. "Take it—I've had enough of this lark. It's not worth the trouble!" he yells, and flies off into the distance (if the PCs attack with spells, give him a *ring of spell turning*).

Tell the PCs that an absolutely thunderous noise is building up all around them—hoofbeats, squawking, voices and cries, and guttural snorts and yells. Then the PCs are surrounded. To the left of them are 20 or so wood elves with bows drawn. To the right are about the same number of kenku, brandishing daggers. Before them are perhaps 15 korred, brandishing cudgels. Behind them is a throng of satyrs with spears, possibly two dozen or so. With one voice, they yell, "Give it to me! It's mine! Give it to me or we'll kill you!" This is purely a role-playing encounter. The PCs must somehow not arouse the fury of any of these four groups. Thus, PCs can be of any level, but they should not be powerful enough to blast their way out of this. A bard PC might be useful here.

Staking The Claims

The PCs can't simply hand the statue over to one group—if they try to do so, the others advance menacingly. The PCs must try to find out what claim each group has.

When the groups reluctantly quiet, the essence of their claims are as follows. Each group will denounce the other's claims, of course, so add interjections (sarcastic, indignant, etc.) from other groups.

The elves claim the statuette is theirs because they made it. It was crafted by an elven loremaster, and they wish to present it to his son, newly come of age.

The korred want the statuette because they owned it for some two decades. They claim it was a gift from the elven loremaster (the elves claim the "gift" was made under duress. "You know what it's like at these korred celebrations," the elves reply, "you don't get away unless you give them what they demand!") The korred also say that the statuette magically creates beautiful music in moonlight.

The satyrs want the statuette because it is of a dryad, Tamara, who is much beloved of their leader. Their leader lies close to death now, and they want to take it to him.

The kenku want the statuette because "we had it before that pesky wizard, who stole it with his thief friend" (the kenku raise their daggers and cheer, since they skewered the thief). The korred immediately reply that the kenku stole it from them. The kenku squawk indignantly and say the korred were careless with it, which shows how little they truly cared for it.

Add as much replay and backchat to this as you can.



But, at the end of it all, the PCs must find a way out of this that satisfies all parties. Different players will handle this differently, but some options follow.

Temporary Ownership

The satyrs might settle for being loaned the item to take to their dying leader, so he can see his beloved in statue form before he dies. The other groups might accept this, but they want guarantees of how and when the item will be returned.

Bardic Skill

If the party includes a bard, he might be able to persuade the korred that they could relinquish their claim if he plays for them at their feasts. To do this, the bard will have to play here and now; roll a simple Reaction for the korred, and if the bard obtains a Friendly result, the korred will agree. The details will have to be arranged, though, and the bard will have to honor his promise! The Reaction should be adjusted by Charisma and bard level as usual, and you may apply a modifier of up to +3 for previous role-play skill (so, if the PCs have already negotiated well with one group, this will improve the korred reaction).

A bard might use his skills cleverly in other ways here. For example, he might appeal to each group to tell him enough of what they know about the statue so that he can compose a song concerning it. This is an example of bardic wisdom at

its best, and while it doesn't solve the problem of ownership, it creates a better negotiating atmosphere (and will make everyone more friendly to the PCs; at least a +1 to subsequent reactions, Charisma checks, etc.).

Appeals to Virtues

Good players might come up with one profound reason why one group should have the statuette. For example, PCs might say, "The satyrs want it for the sake of an old love, and that is the highest emotion. We feel it should go to them." Or, "The korred celebrate what the statue brings into the world—its divine music—not just its appearance, lovely though that is. They actively celebrate it, so we feel it should be theirs."

You will have to evaluate the skill and tact of the PCs' arguments and how they may appeal to other groups. The elves and korred might buy the appeal to love as a virtue, but the kenku probably wouldn't, for example. Still, a really ingenious PC could even get around that; he could ask the kenku for any song or poem they know concerning love, and then use this as a reference point from which to tug at even their flighty heartstrings. This is an opportunity for a clever player to shine!

At the end of the day, if the PCs can persuade two of the three groups other than the one they award the item to that there is a fair and just principle at work, this is a workable solution, for the one hostile group will be outnumbered by the others. The snag is that the hostile group will make the PCs' lives difficult in the Gnarley for some time (especially if that group is the elves, who have long memories).

Sharing

This is the optimal solution. The PCs should try to allow as many of the groups to share the item as possible. Here are two potential options; others can be envisaged.

Each group should have the statue for one season of the year. They must agree when and where they will meet to exchange it. They must agree to some form of oath-swearing, acceptable to all, that cements this agreement. A real flourish to this would be suggesting that, during the Festival weeks (or when Celene is full), the four groups should meet together and feast or otherwise commonly celebrate the beauty and delight of the statuette. If the players come up with something like that, they should get a good XP bonus for inventiveness.

The satyrs should have the statuette now, to take to their leader, until he passes away. Eventually, the elves should have the item returned to them, for they made it, but this may not be a swift handover. Elves can wait—after all, they have long lives. Inbetweentimes, the korred and kenku should have their turns, of equal length. This is not as good a choice as the first one, but it might do.

Deciding on PC Success

You may use a Charisma or Intelligence check for a crucial point of argument in these exchanges, but rely more on role-play skill than on dice rolls. Add flourishes of role-play from the creatures. Have a kenku make sarcastic objections from time to time that have little rational or logical basis; they're excitable, and the korred are chaotic. Think like a five-foot tall birdman with a nifty line in thievery, and like a hairy, strong little guy with a cudgel who enjoys dancing in the woods. Have fun with this!

PC Blowouts

If the PCs try to organize an alliance of force between two groups to attack the others, they'll be the first targets for those they ally against. This encounter should be role-play, not roll play.

Other solutions that will not work (although suggestions of this type aren't foolish) involve any kind of exchange of other items as a trade, unless the PCs suggest that the group receiving the item (if one group is to have it) might consider a reciprocal gift to the others in token of agreement and good fellowship. The latter would be a nice flourish, helping to cement the agreement.

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XP Awards

Since there are no monster or treasure XPs involved here, the story goal XPs are the sole award. Awards should be up to 10% of the XPs needed for an experience level gain, to a maximum of 300 XPs per PC. If a player comes up with something really amazing, you may add a little extra to this. Players whose PCs make foolhardy or aggressive comments should receive little, even if they're playing their character in role (sometimes in life, over-aggressive and dumb folks don't make progress very fast).

Spin-offs

If the PCs come up with a solution accepted by more than two of the groups, they now have some friends. A bard may have some engagements in the future, for example. All these forest folk could give the PCs contacts, rumors, adventure hooks, problems they need help with, and much more.

Honest Bandits

Terrain: Hilly

Total Party Levels: 15-20 (average 3rd)

Set Up

The PCs are traveling in the eastern Cairn Hills for any reason the DM wishes—to or from employment as militia, bodyguards, mercenaries, or perhaps investigating a cairn.

The Bandit Attack

The PCs are ambushed by Alkari Lantard, a bandit leader, and his men while they are abroad in the Cairn Hills. The bandits automatically gain surprise, and the aim here is to take out the PCs as swiftly as possible without killing them. The bandits will not kill the PCs. When the PCs have suffered sufficient disablement (through *sleep/hold* spells, paralysis, etc.), if any remain conscious, Alkari will demand their surrender. If the PCs don't agree, the bandits will subdue them with nonlethal combat. Statistics for the bandits are followed by instructions for handling the encounter from this point on.

Alkari Lantard, Bandit Leader: AC 0/1 (*chain mail* +2, shield, Dex bonus); F6; MV 9; hp 44; THAC0 14; Dmg 1d8+2 (*long sword* +1, Str bonus) or 1d3+special (blunted arrow+poison); AL CG; SZ M; ML 15. Magical items: *potions of healing* (x3).

Relten Lantard: AC 9 (*ring of protection* +1); W3; MV 12; hp 11; THAC0 20; Dmg 1d4+1 (*dagger* +1); AL N; SZ M; ML 13. Spells: *sleep* (x2), *invisibility* (cast prior to ambush). Magical item: scroll with *charm person*, *sleep*, *slow*.

Bandits (4): AC 3/4 (chain mail, shield, Dex bonuses); F2; MV 9; hp 15, 12, 11, 10; THAC0 19; Dmg 1d6+1 (short swords) or 1d3+special (blunted arrow+poison); AL CG; SZ M; ML 13.

Charall Lantard, Priest of Olidammara: AC 5 (leather armor, Dex bonus); Pr4; MV 12; THAC0 18; Dmg 1d6+1 (broad sword) or 1d4+special (poisoned light crossbow bolts); AL CN; SZ M; ML 14. Spells: *command*, *cure light wounds* (x3), *protection from evil*, *hold person* (x2), *know alignment*, *slow poison*. SD hide in shadows 10%. Magical items: *ring of free action*, scroll with *neutralize poison*.

In the unlikely event that the PCs win, each NPC will have 1d10+10 gp per level of experience. The "poison" on arrows and bolts will paralyze a PC for 1d6+3 turns unless a saving throw versus poison is made.



Sorry for the Inconvenience . . .

When the PCs are all overcome, the bandits (who are all masked) tie them up with fairly loose knots (a PC can escape in a number of turns equal to 30 minus his Dex score). The bandits take any coins or gems they have, leaving behind enough for a few meals for each PC (1gp equivalent in copper and silver). Then, the leader says to one of the PCs, "Look, I'm terribly sorry, old chap. If you will be good enough to give me your name and address, I'll make sure you get your money returned next Harvester, around the third week, if all goes well." With that, the bandits high-tail it.

The PCs can leave it at that if they wish. If they have given names and addresses, they will indeed get 75% of their monies returned anonymously the following Harvester. But they are more likely to want to find out what's going on here once they untie themselves and dust themselves off.

If you want to run this as a short encounter, then two successive, successful *Tracking* proficiency checks will enable the PCs to find the bandits' lair (see below), but the odds are against this, so the PCs will need to wander about and ask some questions. The following encounters should be used for a short or lengthier scenario; place these as you wish within the adventure locale.

A. The Wyvern Cave: The PCs see a large wyvern entering this cave, carrying a chest in its claws. For 3rd-level PCs, a wyvern should be too formidable an opponent to take on, so stress how **huge** this one is. If they attack it, see below for notes.

B. Herders: A group of four hillsmen are herding mountain goats and will flee unless the PCs make a Charisma check. If the PCs explain what's happened to them, one of the herders will say simply, "happened to some of them dwarves last month, so they say. Left 'em trussed up like chickens but didn't harm any of them. Just took all their gold." Allow the PCs an Intelligence check to notice that another herder looks puzzled, as if trying to jog something out of memory. If the PCs ask him gently to try to remember, he says that the dwarves were also carrying a valuable icon (he struggles with this word as if he doesn't know its meaning), but the bandits didn't take that.

C. Gnomes: The 12 gnomes encountered here are traveling to a new mine their cousins have discovered. If asked if they have seen any bandits, they claim ignorance. If the PCs give a fairly accurate description of them, allow an Intelligence check for PCs to see that one of the gnomes is looking shifty and evasive. If they then question him pointedly but without offering violence, the gnome will say that "they don't harm us, them bandits. We don't care about them." If the PCs have told the gnomes that the bandits promised to return their money, the gnome adds, "reckon ya will and all." If attacked, these gnomes will defend themselves as well as they can with their picks; two of them are 3rd-level thieves. They know Lantard and his purpose, but won't reveal this.

Other encounters may be added as necessary, but the PCs should eventually find the bandits' cave. If you wish to make this a longer scenario, of course, then you should not allow the PCs to find the bandits this time around; they will have to search further, and perhaps return at a later time, searching for rumors of the bandits. When the PCs do find the cave, there will be two bandit fighters on guard outside at all times, just inside the cave. There is, however, a period around mealtimes when the guards are not very attentive (+2 to PC surprise rolls). The cave is not mapped, since this is not important; it has a 10-foot wide entranceway that opens into a 25-foot-wide by 60-foot-long recess.

How the PCs handle this is unpredictable. They should know (1) the bandits are tough, and (2) the bandits

didn't want to kill them. If they attack, the bandits should once again be able to overpower the PCs without slaying them. The PCs might try a "come out, we have you surrounded" line in the night, or they might simply try to parley right away. Eventually, this will get down to a negotiation of some sort. If the PCs are pleasant, smart, or have a charismatic spokesman, Alkeri will finally explain his actions.

Simply stated, Alkeri fell in love with the daughter of an Urnst noble. The noble refused Alkeri's advances on his daughter unless he spent one year and a day in the Cairn Hills, living off the land, and brought back a minimum of ten thousand and one gp in coins and gems, which would then be returned to whomever rightfully owned it (Alkeri negotiated a 25% slice for the poor of his home town, though). As part of the deal, Alkeri could kill no one during this work; hence, the scheme of disabling people and taking their money. The other bandits are brothers and cousins. Alkeri explains rather ruefully that his prospective father-in-law thought him a milksop who hadn't the guts, but nine months later, he has done well for himself (gaining experience levels and treasure).

Do the PCs want their money back? Alkeri explains that they will get it back, eventually. If the PCs want it back now, Alkeri refuses. If the PCs threaten to go to the militia, etc., Alkeri laughs and says he knows how to outwit them. The one thing the PCs should do is to tell Alkeri of the wyvern. He is interested in this news, and is ready to mount an attack, with the spellpower of his brothers and any PC spellcasters (Relten has *stinking cloud* and *web* in his spellbook, very useful against wyverns; the priest can *slow poison*). Alkeri offers a 50/50 split if the PCs tell him where the wyvern is and help with ranged attacks so he can go after it. Loot can be shared half for the bandits, half for the PCs. And they get their original money back, in addition.

You now need to stage an attack on the wyvern, which shouldn't be difficult. Relten will attempt to lure it out of its cave with an illusion, and ranged attacks can be followed up with Alkeri meleeing (protected by *slow poison*). The wyvern's treasure should be rolled up on the normal DMG treasure tables, with a minimum of 1,000 gp in coin.

After this encounter, Alkeri makes the PCs swear not to reveal what they have learned about him. If the PCs care to befriend him, he knows much of the Cairn Hills and could give them several pointers to adventures and contacts. Of course, he might like to recruit one or two PCs to his own bandit group!

Dark Heart of Oak

Terrain: Forest

Total Party Levels: 35 (average 7th)

Set Up

- A PC has a relative living in the Gnarley Forest who asks for help.
- While in the Gnarley Forest on other business, the PCs are attacked by Rhanshasee, the fighter/mage.
- The PCs are paid to escort a merchant traveling to the Gnarley Forest, and learn of the disappearances therein when they rest at a settlement.

The Elf and the Oak

The background of this encounter needs detailing by the DM; the players may learn some or all of this as the DM sees fit.

A powerful elven fighter/mage, Rhanshasee, has had his mind taken over by a magical drow long sword. His resistance to its control is weakened by the magical be- guiling of an old lyrannikin (black treant). This ancient tree has acquired unusual magical powers by absorbing the dweomers of magical items, drawn into the tree from the bodies of those it has slain. The elf now prowls the area around the lyrannikin, slaying any and all humans and demihumans who enter. The PCs will need to find the oak and overcome it, the elf, and a pair of charmed spriggans nearby!

Introduction

You may wish to begin the adventure by having Rhanshasee attack the PCs. Study this NPC carefully; he has many magical items and spells, and uses these well. In an attack from cover, he will have cast *improved invisibility*, *fly*, *shield* (to negate *magic missile* attacks on him) and *strength*. He uses only spell attacks in this initial encounter (not his scroll), including the illusion power from his sword, and escapes with *dimension door* if it is clear that he cannot kill the PCs. This skirmish is just to let the PCs know he's around. Since Rhanshasee flies, he cannot be tracked.

The PCs should then learn of the disappearances of woodsmen from the area. This is most easily done by introducing the PCs to a small hamlet within the woods. This settlement is not mapped or specified, so you can set it anywhere within the forest, though it should not be close to any major town or settlement.

In the hamlet, various woodsmen and a ranger stopping overnight say that three lone woodsmen have been lost in the last week. This is more than one would expect if monsters were responsible, although there is talk of orcs and goblins at work. The ranger doesn't know what is happening in this area, and intends to inform his ranger



lord at Corustaith.

If the PCs start investigating, they may talk to other woodland denizens. Locate encounters as you see fit. The most likely candidates for telling the PCs something useful are elves, druids, and possibly a treant (but these are rare). Elves will shun the PCs if they ask about woodsman disappearances. They will say the humans blame them for everything (even though no woodsman does; this is odd, and the PCs might infer the elves may know something they will not speak of). A spell such as *ESP* may give a vague mental image of Rhanshasee if an elf knows of him or has had him described to him; allow a 15% chance for this). Druids are intuitively aware that there is an imbalance in the plant life of the forest, and they will place this within three miles of the actual location of the lyrannikin. They have not investigated it yet. A treant will know of the existence of the lyrannikin, but knows it is immobile and does not threaten the forest itself, so the treants don't act against it. How much any of these folk will say to the PCs depends crucially on PC Charisma and their politeness and tact, but the PCs should end up in the area of the lyrannikin eventually.

When the PCs get within two miles of the lyrannikin, they find the body of a woodsman—slain a few days ago and with no mark on his body (he was slain by *magic missiles*; if *speak with dead* is used, he can give a confused description of this, but he didn't see the invisible elf).

When the PCs get within half a mile of the lyrannikin, they are attacked by two spriggans that the tree has charmed as guardians.

Spriggans (2): AC 3/5; MV 9/15; HD 4/8 +4; hp 21 or 44 each; THAC0 17/11; #AT 2; Dmg 2d4 +7 (x2); SA/SD numerous, see *Monstrous Compendium: Greyhawk Adventures*; AL CE; SZ S/L; ML 16.

One of these spriggans will begin its attacks in giant form, while the other attempts to hide in shadows (64%) and then backstab as a small spriggan, after first casting *shatter* against any vial, potion bottle, or like target it can see a PC carrying. The small spriggan will transform to large size after attempting its backstab (if successful, damage is 6d4 +7).

Three rounds after this combat begins, Rhanshasee turns up, having cast *fly*, *improved invisibility*, *strength*, and *shield* on himself. He uses ranged spell attacks against the PCs. Full tactical scripting follows his stats.

Rhanshasee, level 9/9 fighter-mage: AC 0 (elven chain +3, 16 Dex); MV 12 +special; hp 44; THAC0 11; #AT 3/2; Dmg 1d8 +4 (*bastard sword* +3, one-handed use); AL N (NE); SZ M.

Spells: *detect magic*, *magic missile* (x2), *shield*; *darkness 15' radius*, *stinking cloud*, *strength*, *dispel magic*; *fly*, *slow*, *dimension door*, *improved invisibility*; *magic jar*.

Magical items: elven chain mail +3, *bastard sword* +3 (NE align, ego 15, casts illusion 2/day, reads magic, speaks/reads elvish and drow, telepathic), *boots of levitation*, *necklace of adaptation*, *ring of free action*, scroll of spells (cast at 11th level); *magic missile*, *phantasmal killer*.

When the spriggans are overcome, Rhanshasee flies back to the cover of the lyrannikin. Here, he nestles within a cupola of twisted branches and enters a trance, ready to attack with his *magic jar* when the PCs enter within range. If he can control a PC, he will cause as much damage as he can, then release control and prepare to attack with *slow*, *stinking cloud* to disable PCs, *magic missile* to weaken them, *illusion* for confusions, and then fly down for melee (obviously, this will vary depending on the spells he has already employed).

If he reaches half his initial hp total, he *flies* (*levitates*) back into branch cover, some 80 feet above the ground.

From here, he will employ his *phantasmal killer* attack and save *darkness 15' radius* to blind any PC flying up at him or any PC who is demonstrating good efficiency with arrow fire. Rhanshasee gains a -2 bonus to AC against missile fire within the branches of the tree.

The lyrannikin is old and almost immobile, but it has very unusual attacks due to its absorption of magic. Its "fist" blows are 25% likely to *polymorph* a PC into a woodland bird (normal save versus wands applies), since the tree has absorbed a wooden *wand of polymorphing* into itself. From its less successfully absorbed *rod of beguiling*, it can beguile twice per day. Otherwise, it is a normal lyrannikin: a nonblighted oak some 40 feet in height.

Lyrannikin: AC 0; MV 1; HD 12; hp 65; THAC0 9; #AT 2; Dmg 4d6/4d6; SA *polymorphing*, *beguiling*; SD all fire-based attacks made against lyrannikin are at +4; AL CE; SZ G (40 feet); ML 16.

If the lyrannikin is destroyed while Rhanshasee still lives, he is allowed a system shock roll (a failed result means only that he fails to break free) to see if he can overcome the control of the magical sword (but this is unlikely if he has suffered damage). If successful, he casts down the sword and surrenders at once. If he lives, he will tell the PCs his story of being beguiled by the tree and finding the weapon beneath its roots.

If the PCs win this tough combat, they find treasure just below the lyrannikin's surface roots and within knots in its bark; 200 pp, five gems (worth 50 gp, 100 gp, 150 gp, 1,000 gp and 4,000 gp), and a *shield* +2. The *rod of beguiling* here has 6 charges left, but is only 25% likely to function when an attempt is made to use it. The *wand of polymorphing* has been absorbed into the tree and cannot be recovered.

Developing the Adventure

Obviously, Rhanshasee has a clan and a personal history. If he can be overcome without being slain, and the sword can be taken from him, he will be very grateful to the PCs. He can reward them with contacts and patronage if the DM sees fit. His clan may likewise be friendlier to the PCs than Gnarley elves are to humans; an elfen or half-elfen PC will be especially welcomed. Then again, where did that drow sword come from . . .?

Slavers by Midnight

Terrain: Shoreline

Total Party Levels: 15 (average 2-3)

Set Up

- A halfling PC has family members in Elmshire who ask for help.
- The PCs escort a merchant caravan to Elmshire and there, find out about the kidnappings.
- The PCs are commissioned by a halfling ex-patriot of Elmshire to investigate the troubles in that land.

Plot Summary

Halflings have been disappearing from Elmshire. Night watches are kept along the Midbay shoreline, and several groups of guards have disappeared without any sign of a struggle. This utterly baffles the Mayor and others. The background to the disappearances is as follows.

The halflings are being kidnapped by Rhennee, then are shipped to the lands of Iuz as slaves and for rituals. While on watch, their food is drugged with a powerful soporific poison introduced by other halflings—members of two families in Elmshire. One of these family members is evil, and the others are hopelessly addicted to the drug and obey their evil fellow out of fear and desperation. The PCs may be able to learn something of this, and they should certainly be able to discover who is organizing this terrible slave trade.

Introduction for PCs

Upon arrival in Elmshire, the history of the kidnappings (as noted above) is explained to the PCs. Some forty halflings have disappeared in the last two months. The PCs should make some queries about these disappearances; here is what they may discover by inquiring of various halflings within Elmshire (the Mayor and the elders will provide most of the general information):

Times: There is no pattern to the times of disappearances. The last disappearance was of five halflings, four days ago.

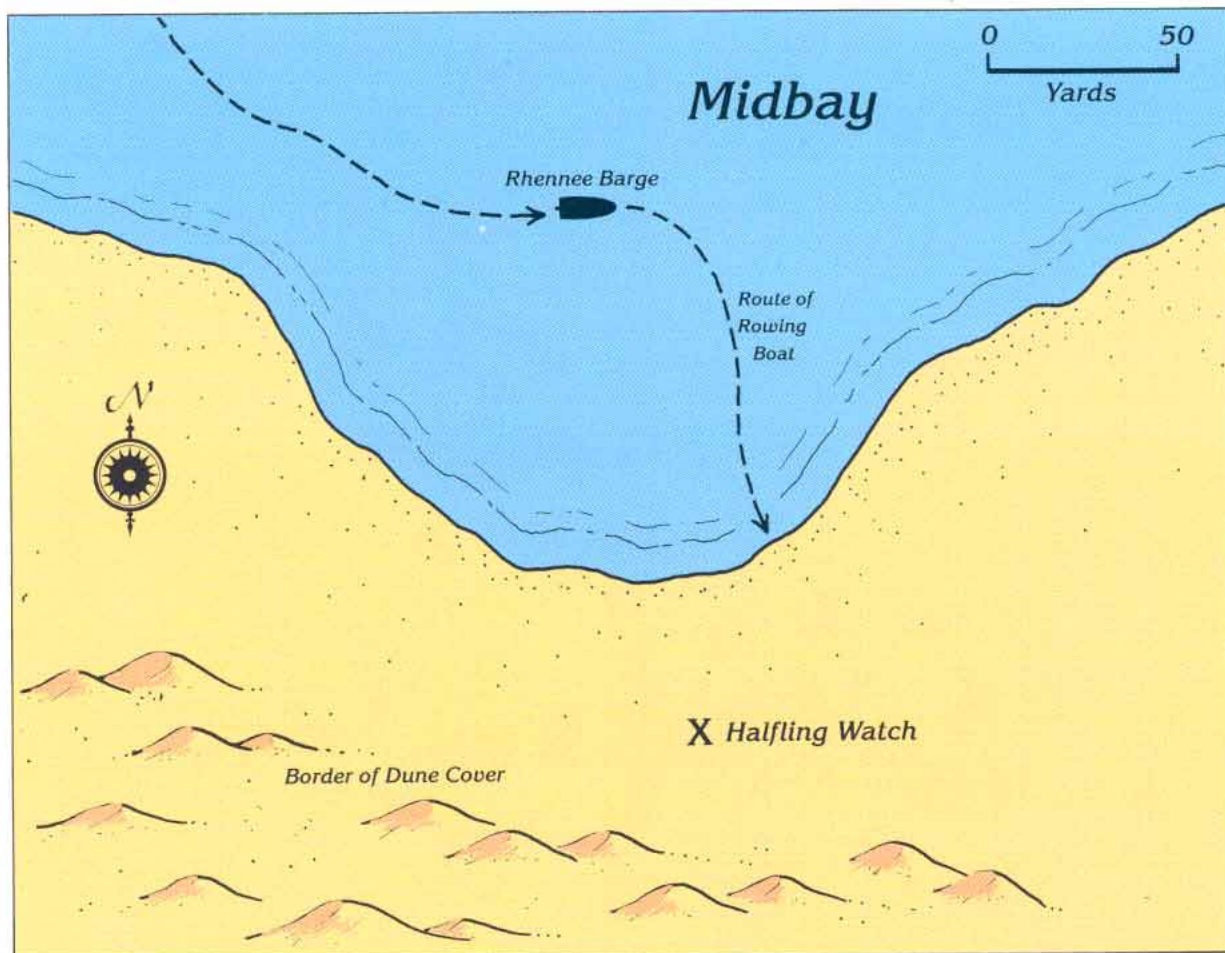
Selectivity: It does not appear that members of specific groups, families, etc., have been targeted for disappearance.

Who Arranges the Watches?: The Mayor!

Unusual Circumstances: No particular sign heralds the disappearances—storms, bad seas, etc. However, if the PCs ask a negatively oriented question, it is revealed that disappearances do not occur unless the weather and the sea are calm.

Survivors: On two occasions, members of a watch have not all been kidnapped. A few were apparently knocked unconscious and left behind.

The last point is important. If the PCs check this out by talking to a number of halflings, they will find that the survi-



vors come primarily (but by no means exclusively) from one family, the Merrifoots. This is one of the collaborating families.

The PCs may also ask about general social life in Elmshire, whether there are special problems, etc. A successful Charisma check will be required to elicit the information that (1) a drug addiction problem exists, especially among the elderly, a result of the halfling blight, and (2) three suicides have occurred in the last month, which is highly unusual. The halflings are ashamed of both facts. Two of the suicides occurred among the Proudhair family and one among the Merrifoots.

The PCs may now target these two families for further interrogation. If they do, allow them to see that several family members are nervous and jittery or else dulled and weak. The PCs won't get any confessions, just evasions, and after they have talked with several of them, the Mayor will summon the PCs and ask what they are doing. If the PCs voice suspicions of these families, the Mayor will ask them to bide their time. He will arrange nighttime watches with the Merrifoots on one watch and other halflings and the PCs stationed not far away. If the PCs don't follow this line of inquiry, this happens anyway. The investigation should come down to a nighttime vigil.

The Rhennee and the Priest

On the map, five Merrifoots and five other halflings should be stationed at point X; the PCs should be behind some dune cover anywhere within 100-200 yards, simply observing (with an Elmshire halfling along). Just before midnight, it will be apparent that several of the other halflings appear asleep; they don't react when a Rhennee barge drifts into the bay and drops anchor at point Y. A row boat then heads for shore in response to a halfling's signal of six short lantern flashes. The PCs should sit tight and wait (the halfling with them suggests this). Five men disembark from the ship, and together with the five Merrifoots, drag the sleeping halflings to the boat.

The PCs can now attack, or they can wait until the boat leaves (in which case they will have to extract the plot from the halflings who remain behind, and should receive a reduced story goal XP award). If they attack, they face these opponents:

Rhennee thieves (4): AC 5 (leather armor, Dex); MV 12; T2; hp 11, 10, 9, 6; THAC0 20; #AT 1; Dmg 1d6 (short swords); Dmg 1d6; AL CE; SZ M; ML see below.

Priest of Iuz: AC 3 (*chain mail +1*, Dex bonus); Pr3; MV 12; hp 15; THAC0 19; #AT 1; Dmg 1d6 + 2 (*quarterstaff +1*, Str bonus); SA/SD spells; AL CE; SZ M; ML see below. Spells: *bless*, *cause light wounds* (x2), *curse* (reversed *bless*), *aid*, *hold person* (x2).

Halflings (4): AC 6; MV 9; HD 1; hp 7, 7, 6, 3, 2; THAC0 20; #AT 1; Dmg 1d4 (daggers); AL LG; SZ S; ML see below.

Permen Merrifoot (halfling thief): AC 5 (leather, Dex bonus); MV 9; T3; hp 14; THAC0 19; #AT 2; Dmg 1d4 + 1 (*dagger +1*) and 1d4 (left-hand dagger); AL NE; SZ S; ML 13.

The five ordinary halflings have a wretched morale (5) and will flee if more than one of them, or more than three of the total NPCs here, are slain. The Priest of Iuz will surrender if reduced to 5 hp or below, and shout, "Diplomatic immunity! You cannot kill me, it's against the laws of Greyhawk!" The Rhennee will turn tail and try to row away if more than two of them are slain. In this combat, space the NPCs well apart to minimize the havoc a PC *sleep* spell could cause. Treasure: the priest of Iuz has a gold bracelet worth 50 gp and 85 gp in a pouch.

Unravelling the Mystery

The PCs shouldn't kill everyone out of hand. The story goal involves them finding out what's been happening. They should spare the Merrifoots, who are too terrified to talk for a couple of days. The Iuz Priest, Jontaer Greymist, is the key man.

Smirking, he produces a highly official-looking scroll stamped with Greyhawk's seal and claims that he is part of the diplomatic entourage of Ambassador Pyremiel of Greyhawk. He claims that halflings have been sabotaging legal Rhennee trade from Iuz to Greyhawk and that this attempted capture of halflings has been to obtain witnesses to the crimes. He waxes highly indignant, blusters that he wants the PCs' names, and tries to talk his way into being allowed to row back to the barge.

The PCs' best action is to take Jontaer to Greyhawk City and check the story out (this man will be wholly disowned by Pyremiel Alexane; the documents he carries are forgeries). Second best is to hand him over to the Mayor of Elmshire. Killing him or letting him go will not gain story goal XPs.

Perman might also confess to his role in organizing the drugging and kidnappings, but he's an evil little creature so he will take some breaking down. He says nothing about the priest's story. Any captured Rhennee also endorse the priest's story.

Variations

You may have to vary this encounter depending on PC actions—they may expose Perman through forced interrogation of other Merrifoots, then set a trap for the Rhennee and the priest. However, they must specifically ask about signaling to the Rhennee to force Perman to give this information, and Perman might lie. In this event, the PCs may need boats at the ready to attack the barge, in which case there should be 5 + 1d6 extra Rhennee thieves (one of at least 4th level) aboard.

Encounters in the Lands of the Flanaess

Most of the tables in this section apply to open terrain areas inside the various territories. Border territories should be treated as wilderness; borders are a 10-mile zone around national boundaries. Within borderlands and along all major trade routes (major roads and navigable rivers), 25% of all encounters will be with patrols in civilized states with dominant human populations. The chance for an encounter being with a patrol should be checked before any roll is made on the appropriate table below.

Such encounters will be with ordinary patrols 60% of the time, a Superior Patrol 15% of the time, a Levy Patrol 20% of the time, and with a Warband 5% of the time (the warband will be traveling to a borderland if not encountered in one). There are additional chances for encountering Patrols on the tables below. All tables use d100 rolls.

BLACKMOOR

01-05	Herd animals
06-10	Humanoids
11-13	Men, Brigands
14-15	Men, Cavemen
16-18	Men, Tribesmen, Nomads
19-21	Pudding, Deadly (white)
22-23	Remorhaz
24-27	Taer
28-35	Wolves
36-38	Wolves, Winter
39-00	Use Standard Encounter Tables

Humanoids: Several of the tables below include a general entry for *humanoids*. When this is indicated, roll 1d20 to find the humanoid type: 1 = gnolls or flinds, 2 = goblins, 3 = hobgoblins, 4-20 = orcs/orogs.

BONE MARCH AND POMARJ

Bone March	Pomarj	Encounter
01-02	01-02	Bugbears
—	03-04	Dragonets
03	—	Ettins
04-05	05	Giants, Hill
06	—	Giant-kin, Fomorians
07-09	06-07	Gnolls
10-12	08	Gnolls and Flinds
13-16	09-15	Goblins
17-18	16-18	Hobgoblins
19-21	19-21	Kobolds
22-24	22-23	Men, Bandits
—	24-25	Norkers
25-30	26	Ogres
31-32	27	Ogres and Orcs
33-35	28-40	Orcs
36	41-45	Orcs and Orog
37-38	—	Trolls
39-00	46-00	Use Standard Encounter Tables

BISSEL, GRAN MARCH, KEOLAND, YEOMANRY

Bissel	Gran March	Keoland	Yeomanry	Encounter
—	01-04	01	01-03	Dwarves
—	05-06	—	04	Dwarves, Mountain
—	07	02	05-08	Elves, High
—	—	03-09	—	Elves, Sylvan
—	—	—	09	Giants, Hill
—	—	—	10	Giants, Fire
—	08-12	10-14	—	Gnomes
—	—	15	11	Halflings, Hairfeet
—	—	16-17	12-13	Halflings, Stouts
—	—	18-19	14-16	Halflings, Tallfellows
01-04	13-17	20-25	17-25	Humanoids
05	18	26-28	26-27	Men, Bandits
06-10	19-23	29-33	28-30	Men, Farmers/Herders
11-20	24-40	34-50	31-36	Men, Merchants
21-24	41-50	51-60	37-45	Men, Patrol
25-28	51-53	61-65	46-50	Men, Patrol, Superior
29	54-55	66-67	51	Men, Patrol, Warband
—	—	68	52	Men, Slavers (1)
—	56-57	69-70	53-55	Men, Tribesmen (2)
30-32	—	—	—	Ketite men, Pilgrims
—	58-60	71	56-60	Ogres
—	61	72	61-62	Orcs
—	—	—	63	Trolls
33-00	62-00	73-00	64-00	Use Standard Encounter Tables

NOTES: (1) from the Sea Princes; (2) in surrounds of hills (or marshmen in Keoland).

CELENE AND HIGHFOLK

Celene	Highfolk	Encounter
01-02	—	Centaur
03	01-04	Dwarves
04	05-06	Dwarves, Mountain
05-25	—	Elves, Gray
26-32	07-30	Elves, High
33-47	31-41	Elves, Sylvan (Wood)
48-52	42-50	Gnomes
53	—	Halflings, Hairfeet
54	—	Halflings, Stouts
55-56	51-55	Halflings, Tallfellows
57-58	56-62	Humanoids
59-60	63-69	Men, Bandits
—	70-71	Men, Mercenary Soldiers
61-63	72-76	Men, Merchants
64-67	77-82	Patrol, Elven
68-00	83	Patrol, Elven, Superior
—	84-86	Patrol, Men
—	87-90	Patrol, Men, Superior
—	91-92	Patrol, Men, Warband
—	93-94	Patrol, Woodsmen
—	95-96	Patrol, Elven and Human
—	97-00	Patrol, Dwarves and Human

DYVERS AND VERBOBONC (Lands of)

Dyvers	Verbobonc	Encounter
01	01-05	Elves, Sylvan (Wood)
02	06-12	Gnomes
03-04	13-16	Humanoids
05	17	Men, Adventurers
06-11	18-21	Men, Bandits
12-14	—	Men, Buccaneers (near water)
15	22	Men, Mercenary Soldiers
16-30	23-32	Men, Merchants
31-32	33-34	Men, Pilgrims
33-35	—	Men, Rhennec (near water) (1)
—	35-36	Norkers
36-37	37-39	Patrol, Men
38	40	Patrol, Men, Levies
39	41	Patrol, Men, Superior
40-00	42-00	Use Standard Encounter Tables

NOTE: (1) for details of Rhennec, see the Campaign Book.

EKBIR, TUSMIT, ZEIF

01-03	Humanoids
04-09	Men, Bandits
10-15	Men, Dervishes
16-33	Men, Merchants
34-38	Men, Pilgrims
39-46	Men, Tribesmen (Nomads)
47-49	Patrol, Men
50-51	Patrol, Men, Superior
52-00	Use Standard Encounter Tables

FROST, SNOW, AND ICE BARBARIANS

01-02	Bugbears
03-06	Dwarves
07-10	Dwarves, Mountain
11	Ettins
12-15	Giants, Frost
16-17	Giants, Hill
18-19	Giants, Stone
20-22	Humanoids
23-27	Men, Bandits
28-37	Men, Berserkers
38-39	Men, Merchants
40-42	Men, Sailors
43-45	Ogres
46-49	Taer
50	Toads, Ice
51-53	Trolls
54	Trolls, Two-headed
55-00	Use Standard Encounter Tables

FURYONDY AND VELUNA

Furyondy	Furyondy North (1)	Veluna	Encounter
01-02	01	—	Elves, Gray
03-07	02-03	01-07	Elves, High
08-10	04-05	08-13	Gnomes
11-12	06	—	Halflings (various)
13-14	07-13	—	Hobgoblins (2)
—	14-17	—	Hobgoblins and Norkers (2)
15-16	18-22	14-16	Humanoids
17	23	17	Men, Adventurers
18-19	24-28	18-21	Men, Bandits
20	29-30	—	Men, Mercenary Soldiers
21-39	31-35	22-40	Men, Merchants
40-41	—	41-45	Men, Pilgrims
—	—	46-47	Men, Priests
42-44	36-38	48	Patrol, Men
45	39-44	49	Patrol, Men, Superior
—	45-49	—	Patrol, Men, Warband
46-47	50-59	—	Orcs (2)
48-00	60-00	50-00	Use Standard Encounter Tables

NOTES: (1) Within one hex of border with Lands of Iuz. (2) Raiders from Lands of Iuz.

Encounter Cards

The encounter cards in this series give encounter tables for all major areas of eastern Oerik. When the DM is referred to "Standard Encounter Tables," consult those found in the *Monstrous Compendium: GREYHAWK® Adventures* appendix.

Many entries in these tables refer to patrols of some kind (including bodies of demihumans or humanoids). Patrols will be watching over borders, scouting for enemies, guarding access to resources, etc. When such an encounter is indicated, refer to the descriptions below, but consider these to be basic templates. For example, Sergeants of Human Patrols are listed as wearing chain or plate mail armor, but in some parts of impoverished Nyrond, it might be the case that studded leather or somewhat damaged chain (giving base AC6) would be all that the patrol could muster! Be prepared to vary these basics with local detail.

Patrols detailed here are those of demihumans and men. Humanoid groups may be taken from the appropriate *Monstrous Compendium* entries.

Patrol, Dwarves

These hardy folk will be encountered in and adapted to skirmishes in hills and woodlands. The party consists of 1d8 + 4 ordinary dwarves together with a junior clan leader and a henchman, as follows:

Leader: F4, AC4 (chain mail, shield), with battle axe, hand axe, crossbow, short sword.

Henchman: F3, outfitted as above.

Dwarves: F1, AC4 (chain mail, shield), with hand axe, short sword, crossbow, daggers.

The patrol has a 50% chance of being accompanied by a priest of 3rd-5th level (3 + 1d3) as described below.

Patrol, Dwarven Veterans: These grizzled veterans are the heavy-duty patrols looking for trouble. All the 1d10 + 10 veterans (warriors of levels 2-5, 1d4 + 1 each) are clad in chain mail and all have shield, battle axes, crossbows, a short sword or dagger, and mace or morningstar. They are accompanied by the following specialists:

Leaders (1d2): F7-9 (6 + 1d3) in chain mail (AC3 with Dex bonus), using two-handed battle axes (other weapons may be carried, are rarely used).

Priest (one of level 4-7, 3 + 1d4): equipped as the leader.

Scout (F5/T6): in leather armor (AC6 with Dex bonus), using short sword, sling, crossbow, darts.

The priest with the group is 25% likely to be a dual-class warrior-priest (equal levels in both classes).

Patrol, Elves

The party consists of 1d6 + 4 elves, 1d3 leaders, and a spellcaster, as follows:

Leader: F4, AC 3 (chain mail, shield, Dex bonus), with long sword, spear, long bow, dagger.

Spellcaster: Pr5 or F4/W4. A priest will have weapons and armor as befits his patron Power (see *Monster Mythology*). A fighter/wizard will wear chain mail (AC 4 with Dex bonus) and employ long sword and quarterstaff, with a 50% chance

for long bow.

Ordinary Elf: AC4 (chain mail, shield), long sword, spear and long bow.

Such a patrol is 50% likely to have a 3rd-level ranger in leather armor (AC5 with Dex bonus) who uses long bow, spear, and long sword; 100% likely to have a ranger if in woodland or forest.

Patrol, Elven, Superior: This stronger party has 1d8 + 4 elves, all 2nd-level fighters equipped as "ordinary elf" above. This type of patrol has the following exceptional elves:

Leader: F7/W7 in elven chain mail (AC3 with Dex bonus), using long sword, long bow, dagger, mace.

Scout: R6-9 (5 + 1d4) in leather armor (AC5 with Dex bonus), using long sword, spear, net, long bow, dagger, and staff.

Seryer: W7-9 (6 + 1d3), unarmored, specializing in detection/disguise spells (woodland/forest) or combat/defense spells (other terrains), employing staff and dagger as weapons.

Priest: Pr7-9 (6 + 1d3) using armor and weaponry permitted by patron Power.

Elven priests may be assumed to be worshipers of Corellon Larethian if the DM doesn't wish to prepare them specially. In this case, they wear chain mail, employ a shield (AC4), and use a long sword and mace.

Elven patrols are 50% likely to be on horseback outside of woodland/forest. Superior elven patrols will always be on horseback outside such terrain. Any elf is 10% likely to be a half-elf.

Patrol, Men

Such a patrol will contain a sergeant (leader), 1d4 + 4 veterans, and 1d4 + 4 footmen, as follows:

Sergeant(F4): chain or plate if on horseback (AC4 or 2 with Dex bonus), employing bastard sword, broad sword, bow, dagger, mace.

Veteran (F2): chain or studded leather and shield (AC5/6), employing broad sword and bow.

Footmen (F1): padded leather and shield (AC6), using morningstar or broad sword and 50% likely to have a bow.

Such a patrol is 90% likely to be on horseback if in open terrain. The horses will be light warhorses at best and each is 10% likely to be an ordinary riding horse. Patrols on foot are 50% likely to have 1d4 dogs with them if tracking (as the DM sees fit), with a 50% likelihood of these being war dogs.

Patrol, Men, Superior: This stronger patrolling body has an officer/leader, a subaltern, a cleric, 1d2 + 1 sergeants, 1d6 + 6 veterans, and 1d8 + 8 footmen. All members will be on horseback except in mountainous/forest terrain; the leaders will have heavy warhorses, the others medium warhorses. Special types are:

Officer/leader: F7-10 (6 + 1d4) with plate mail or field plate and shield (AC0 or -1 with Dex bonus), with lance, bastard sword, mace, flail, and crossbow.

Subaltern: F5-7 (4 + 1d3) with plate mail or chain, also shield (AC1 or 3 with Dex bonus), with lance, long sword, flail, bow.

Cleric: Pr6-9 (5 + 1d4) with chain mail and shield (if permitted, for AC3 with Dex bonus), using mace, flail, and sword (if allowed).

Patrol, Men, Warband: This is a sizeable body of men on formal military patrol, ready for trouble. A Large patrol is equal to a Superior patrol plus two squads of normal patrol strength.

There are variants on these basic patrol strengths and types that can be mentioned briefly:

Patrol, Men, Levies: These are footmen (F1) raised from the immediate area, of poor morale and quality. They number 1d10 + 10, have leather armor and shield, and employ a variety of hand weapons. They are led by 1d2 sergeants who are 3rd/4th level fighters (as above).

Patrol, Woodsmen: A group of woodsmen will comprise 1d4 + 1 sergeants, 1d8 + 8 veterans, and 1d10 + 10 regulars, as above, with a 75% chance for a subaltern or officer/leader, and a 75% chance for a priest (50% druid) of level 4-7 (3 + 1d4). Each veteran is 25% likely to be a ranger, and leaders are 50% likely to be so. They are equipped as follows:

Veterans, regulars: leather armor, shield, bow, hand axe, spear or short sword.

Other Soldiers: leather armor, shield, bow, battle axe, broad sword (for rangers, substitute spear or long sword for battle axe).

Priest: as appropriate for religion (default: leather armor, mace, staff-sling).

Other encounters with human groups (adventurers, derbies, knights, etc.) may be taken from the *Monstrous Compendium* entry for Men. One special instance, the False Patrol (scouts or raiders disguised as soldiery of the state in which they are encountered) should be used as a planned encounter by the DM, since the origin of these men and their purpose may well be important to the adventure theme, and such patrols are not listed on the random encounter tables.

Patrol, Gnomes

This is composed of 1d8 + 8 ordinary gnomes in chain mail and shield (AC4 with Dex bonuses) who employ short bows, short swords, slings, and daggers. In addition, the following specialists may be added: a leader (4th-level fighter); a spellcaster (W3-6, 2 + 1d4, 50% likely to be a specialist illusionist, unarmored, uses darts and dagger); a scout (thief of level 3-6, 2 + 1d4, wearing leather armor and using light bow, short sword, sling, and darts); and 50% chance for each of the following: a fighter-priest of level 3/3 (armed and armored as other gnomes or as appropriate for Power) and a senior leader, a fighter of level 5-8 (4 + 1d4) who is 50% likely to be an illusionist of one level lower than his fighter level (he is armed and armored as a warrior or illusionist, as appropriate).

Details for Patrol Members

For the alignment of a patrol, see Reference Card 2 for dominant regional alignments. For humanoids and demihumans, consult *Monstrous Compendium* entries.

The disposition of a patrol will tend toward suspicion—these people are out looking for troublesome intruders. Add +1 to all Encounter Reaction rolls, but reroll any rolls of 19 or 20 (if they come up again, take the Hostile result). This reflects the fact that while patrols are suspicious, after a war in which many have died, few people are actively looking to become casualties.

To determine whether patrol members have magical items, use the rules suggested in the *Monstrous Compendium* entry for Men with one revision: 1st-level types never have magical items. For demihumans with more than one class, allow a separate dice roll for each class they possess. Select items of appropriate power; a 7th-level fighter-leader might have a *bastard sword*, *flametongue*, but a humble 2nd-level type probably wouldn't have more than a *sword +1* at best.



Specialty Priest Spells

Disc of Concordant Opposition (Evocation)

Level: 6
Range: 10 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: One creature
Saving Throw: Special

Priesthood: Boccob

This spell is a weaker version of one used by the Power himself; when it is cast, the priest brings into being a disc that will blast most creatures into nothingness unless they have magic resistance. No hit roll is needed when the priest hurls the disc at his selected target.

Creatures with fewer than 6 HD/levels or less than 35% magic resistance are destroyed if they fail a saving throw versus spell. Creatures with 6 + HD/levels suffer 40 points of damage, with a saving throw versus spell allowed for half damage. Any creature with 35% or greater magic resistance is unaffected by the spell.

The material components of the spell are a holy symbol of Boccob and a small iron and electrum wheel with a rod rising from the center of one side; this is flung at the target as the spell is cast.

Plague (Alteration, Necromancy)

Level: 4
Range: 10 yards
Components: S, M
Duration: 6 turns
Casting Time: 7
Area of Effect: Special
Saving Throw: Negates (Special)

Priesthood: Incubulos

This spell inflicts a virulent, infectious disease on any single creature (if a saving throw versus spell is failed). The target immediately suffers an attack of plague, becoming feverish and disoriented with illness for six turns. During this time, the victim loses 10% of his original hit points, one point each of Strength and Constitution, has -2 penalties to saving throws, attack, and damage rolls, and a +2 penalty to armor class.

All creatures within 10 feet of the victim must make a Constitution check or contract the plague themselves (with the same effects). Creatures currently suffering from the plague cannot contract multiple cases of it and creatures within range of more than one victim need only check once.

When the spell effect expires, the victim is no longer infectious and the penalties end, except that lost hit points and ability scores take 1d6 days to return. Before the last of the plague's effects wear off, a final Constitution check must be made; if the victim rolls a natural 1 on a 1d20 roll, the victim dies.

The material component for this spell is a glass flask of rat viscera bathed in a small quantity of body fluids from plague victims.

Enmeshment (Conjuration/Summoning)

Level: 6
Range: 10 yards
Components: S
Duration: Special
Casting Time: 9
Area of Effect: Cube, 10 yards per side
Saving Throw: Neg.

Priesthood: Istus

This spell creates a mass of weak, sticky threads that remain in existence for one turn. The threads block vision, but do not impede movement. They are nonflammable and can be removed only by a successful *dispel magic* spell or equivalent.

Creatures touching the threads must save versus spell at -3 or be at once transported into a misty labyrinth of unlimited size. Prisoners within the labyrinth are affected by a form of *confusion* and are 50% likely to attack any creature they meet, friend or foe, being confused as to its true nature. Prisoners not engaged in combat are allowed a saving throw versus spell each round after the first within this labyrinth. When a successful save is made, a victim returns to his previous location (if within the threaded area, he is not subject to the spell's effect again). Prisoners escape from the labyrinth when the spell effect expires in any event. A *find the path* spell cast in the labyrinth allows the prisoner to escape it automatically.

Meteors of Celestian (Evocation)

Level: 4
Range: 20 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: Special
Saving Throw: Special

Priesthood: Celestian

This spell creates 1d4 + 1 stone spheres, each six inches in diameter. They shoot from the caster's hand following a straight path toward the target(s) selected. The meteors hit their targets unless a successful save versus spell is made (Dexterity and racial bonuses do not apply, and a separate save must be made for each meteor); if the range is 10 yards or less, this save is at a -2 penalty. Each meteor inflicts 1d4 + 4 points of damage. The caster may release the meteors simultaneously or individually (at a rate not exceeding three per round), but any that are not released when the spell duration ends are lost.

The material component is a holy symbol of Celestian, and the priest must be under an open sky to cast the spell.

Beguiling

(Enchantment/Charm)

Level: 2

Priesthood: St. Cuthbert

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: Neg.

When the priest casts this spell upon a bronzewood or oak cudgel (the material component of the spell), it is imbued with the power to *charm* one opponent by touch. The priest may use a nondamaging touch or a melee attack, but in the latter case, the target's save versus spell gains a +1 bonus for each point of damage the attack inflicts. Standard rules apply to the nature of the *charm* (see 1st-level wizard spell, *charm person*). The *charm* effect lasts 2d10 rounds, and the *dweomer* on the cudgel lasts for 3 rounds plus 1 round/level of the caster, or until the cleric scores a successful attack with the cudgel (melee damage, a *charm* touch, or both), whichever occurs first. If a *shillelagh* spell is used in conjunction with the *beguiling*, saving throws versus the latter are made at a -1 penalty.

Stalk

(Alteration)

Level: 2

Priesthood: Ehlonna

Range: Touch

Components: V, M

Duration: 1 turn/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: None

This spell makes the affected creature nearly invisible in rural surroundings and almost totally silent, while also masking its natural scent. The spell makes a stationary creature impossible to detect by nonmagical means at a range of greater than 10 yards. Movement does not negate the spell, but it renders nonmagical detection possible (the subject of the *stalk* spell still can move silently with base 50% success).

The spell effect ends when the duration expires or when the subject attacks.

The material components are a holy symbol of Ehlonna and a piece of dried chameleon skin.

Bolt of Glory

(Invocation/Evocation)

Level: 6

Priesthood: Heironeous

Range: 20 yards

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: One creature

Saving Throw: 1/2

By casting this spell, the priest projects a bolt of energy from the Positive Material plane against one creature. No attack roll is needed. Creatures struck suffer varying damage, depending on their home plane of existence and nature.

Creature's Home Plane

Creature's Home Plane	Damage
Prime Material	5d6
Elemental, Outer Planes of Neutrality	5d4
Positive Material, Outer Planes of Good	None
Outer Planes of Evil, undead creatures	10d6
Negative Material	15d6

A saving throw versus spell is allowed for half damage. For fiends, undead, and Negative Material plane creatures, such a saving throw is made with a -2 penalty.

The material component of this spell is a small amber rod banded with bronze.

Dispel Darkness

(Alteration)

Level: 1

Priesthood: Pholtus

Range: 20 yards

Components: V, M

Duration: 8 turns + 2 rounds/level

Casting Time: 1

Area of Effect: Up to 30' radius sphere

Saving Throw: None

By casting this spell, the priest dispels all areas of magical darkness within the area of effect, rendering them unable to reform for at least 8 turns. Only magical darkness is affected by this spell.

The material component is a holy symbol of Pholtus.

Glow

(Alteration)

Level: 3

Priesthood: Pholtus

Range: 30 yards

Components: V, M

Duration: 1 round/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: Special

The priest may cast this spell on himself or on any one creature within the area of effect. If the priest is affected, his eyes project beams of light up to 15 yards with a 4' base diameter, and he gains a +2 bonus to Charisma.

Any other creature affected (a save versus spell negates the effect for an unwilling target) is caused to glow brightly, shedding radiance as per a *light* spell in a 100-foot radius for the duration of the spell.

The material component is the priest's holy symbol.

Specialty Priest Spells

Reflect (Alteration)

Level: 5
Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: Special
Saving Throw: Special

Priesthood: Pholtus

By means of a mystic reference to the Blinding Light, while clutching his holy symbol and a string of crystal prayer beads, the priest causes his body to reflect luminance. A light source at least as bright as a single candle must be present.

Creatures using infravision or ultravision will be struck blind for 1 round if they are looking at the priest (no save allowed); other creatures are allowed a saving throw versus spell to negate this same effect if within 30 yards (if further away, with eyes closed, etc., they are not subject to the spell effect).

If light conditions are equivalent to full sunlight, the blindness duration is doubled and saving throws against the spell are made with a -2 penalty. Finally, if the reflecting priest is struck by a *lightning bolt* or a *chain lightning* spell (or equivalent), he suffers only half damage from the spell.

Protection from Misfortune (Conjuration/Summoning, Invocation)

Level: 4
Range: 0
Components: V
Duration: Special
Casting Time: 3
Area of Effect: Caster
Saving Throw: None

Priesthood: Ralishaz

By casting this spell, the priest seeks to protect himself from misfortune. While the spell is in operation, the priest is able to negate certain misfortunes; in game terms, the priest is permitted to reroll a certain number of dice rolls that produced results unfortunate for him. He may reroll his own saving throws and attack and damage rolls made against him by enemies (unless these resulted in his death). He may not reroll his own attack rolls, damage dice, or the saving throws of others. Any particular dice roll may be rerolled only once.

The spell lasts a maximum of 1 turn per level of the priest, or until $1d8 - 1$ dice rolls have been rerolled; this is recorded by the DM (so the player of such a priest never knows how many rerolls he may gain, if any!).

The sting in this spell is this: if the priest rolls a natural 1 when rerolling any die roll, the outcome is the worst possible (e.g., a 6HD *fireball* would automatically inflict 36 points of damage on the priest).

Command Earth (Alteration)

Level: 6
Range: Special
Components: V, M
Duration: 6 turns + 1 turn/level
Casting Time: 9
Area of Effect: Special
Saving Throw: Special

Priesthood: Ulaa

This spell grants the priest limited power over creatures from the elemental plane of Earth (earth elementals, galeb duhr, xorn, etc.). While the spell is in effect, such creatures may not approach within five feet of, or attack, the priest. The priest can forego this protection and attempt to *charm* one creature of elemental earth if he so chooses; saves against this *charm* are at -2. If the *charm* fails, the caster may be subject to attack from the creature. *Charmed* creatures will perform services for the priest for the spell duration, as normal for *charm* spells.

While the spell is in effect, the priest may communicate with creatures from the elemental plane of Earth, and their basic reaction to the priest will not be hostile. This spell does not grant any ability to actually conjure or summon creatures.

The material components for the spell are a holy symbol of Ulaa and an opaque gemstone.

Ability Alteration (Alteration)

Level: 3
Range: 0
Components: V
Duration: 1 turn + 5 rounds/level
Casting Time: 6
Area of Effect: Caster
Saving Throw: None

Priesthood: Wee Jas

By means of this spell, the priest may enhance one or more of his physical abilities by temporarily suppressing another physical ability. The priest may "spend" ability points from one physical ability in order to gain ability points in another. The ratio is 2 points expended to 1 gained. No ability score may be reduced below 8 by this spell, nor can racial maximums or minimums be exceeded. Exceptional strength is possible, but costs 2 points spent per 10% gain. Example: A priest with Strength 17 and Dexterity 16 could "spend" up to 8 points of Dexterity to increment Strength to 18/30 (17 to 18 to 18/10 to 18/20 to 18/30).

Screaming Skull

(Conjuration/Summoning, Alteration)

Level: 5

Priesthood: Iuz

Range: Special

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 1 round

Area of Effect: 1 skull

Saving Throw: None

By casting this spell, the priest animates a single human or humanoid skull (the material component) to be capable of flight and attack as the priest wills. The skull has AC0, MV 21 (flying), 4+4HD, 1 bite for 1d6 damage, ML 20. The skull's bite causes *fear* as the 1st-level priest spell (save versus spell negates).

The skull falls to the ground at the expiration of the spell or when it uses its scream attack (as the priest wishes).

When the skull screams, all creatures within 10 feet are affected by a *fear* spell (save versus wands negates). The priest and those friendly to him are unaffected. The scream may be employed in addition to the normal bite attack.

The skull may not travel more than 30 yards from the priest, or the spell is automatically negated (thus, a *repulsion* or similar spell may be able to counter the *screaming skull*).

Vampiric Mist

(Alteration, Invocation/Evocation, Necromancy)

Level: 6

Priesthood: Iuz

Range: 200 yards

Components: V, S, M

Duration: 1 turn + 2 rounds/level

Casting Time: 9

Area of Effect: Special

Saving Throw: Special

By casting this spell, the priest brings into existence a malign, freezing mist in a hemispheric area with a radius up to 20 yards plus 2 yards per level of the priest. Within the mist,

visibility is reduced to 10 yards and movement is reduced by 25%. Each round a creature spends within the mist, it loses 1d4 hit points from chill damage (no save, but magic such as *resist cold* halves damage) and must make a Constitution check or lose 1 point of Strength.

The fog travels at MV 9 over any and all terrain. It can follow simple instructions such as "pursue the dwarves on the hill," but it does so with no real intelligence (if the pursued party splits up, the member(s) followed is randomly determined) and it has no special detection abilities (it cannot follow invisible creatures, for example).

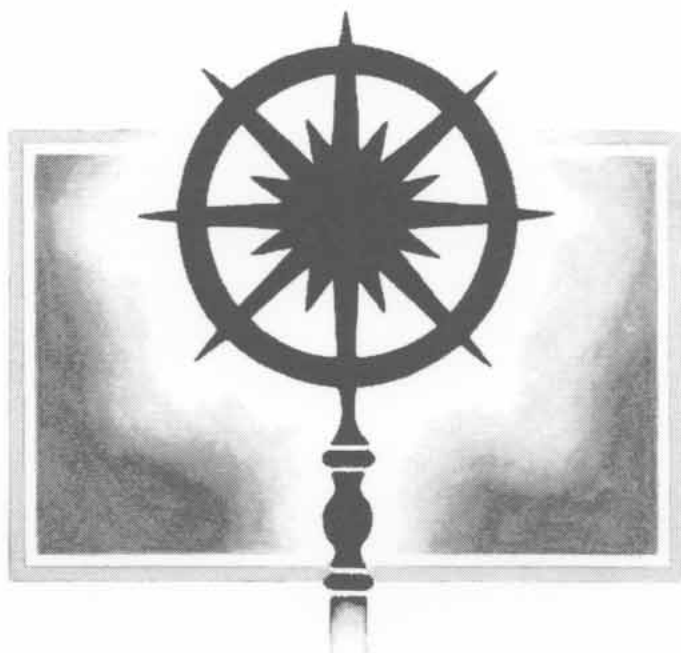
For every 10 hp of damage inflicted by the mist, the priest regains 1 hp (normal maximum cannot be exceeded). For every 5 points of Strength drained, the priest regains 1 hp in the same way.

For every creature slain by the mist, whether by cumulative hp loss or Strength reduced to zero, the priest gains a surge of energy; he may use this to *cure light wounds* on himself or any creature within range of touch, but the healing must be used within 3 rounds or the effect is lost. Any creature slain by the vampiric mist becomes a juju zombie under the control of the priest unless a save versus death magic is successful.

The vampiric mist may be destroyed by a spell such as *gust of wind*, but it is allowed a save versus spell at the level of the priest casting the spell to avoid such destruction. It can be dispelled in the normal manner.

The mist cannot be struck with weapons or physically damaged with spells such as *lightning bolt*, although a suitable fire-based spell (*fireball*, etc.) may dissipate and destroy the mist unless it saves versus spell at the level of the priest who created it. Normal fires do not affect the mist, nor do they prevent the chilling and damaging effect of the spell on creatures within the area of effect.

Finally, Strength points lost from exposure to a vampiric mist are regained at a rate of one per hour after escaping the mist.



Encounter Tables for Geographical Features

Mountain Ranges

BARRIER PEAKS, CRYSTALMISTS, JOTENS

01-04	Dwarves, Mountain
05-08	Giants, Frost
09-15	Giants, Hill
16-20	Giants, Stone
21-35	Humanoids
36-38	Men, Cavemen
39-42	Men, Tribesmen
43-48	Ogres
49-52	Trolls
53-00	Use Standard Encounter Tables

CLATSPURS AND YATILS

Clatspurs	Yatils	Encounter
—	01-03	Dragon, Blue
—	04-05	Dragon, Red
01-05	06-10	Dwarves, Mountain
06-07	11-12	Giants, Hill
08	13-14	Giants, Stone
—	15-16	Giant-kin, Verbeeg
09-12	17-20	Humanoids
13	21-23	Lions, Mountain
—	24-26	Manticores
14-15	27-28	Men, Cavemen
16-25	29-40	Men, Tribesmen (Mountaineers)
26-27	41-42	Ogres
28-32	43-47	Patrol, Men
33-35	48-50	Patrol, Men, Superior
36	51	Trolls
37-00	52-00	Use Standard Encounter Tables

CORUSKS, GRIFFS, RAKERS

Rakers	Others	Encounter
01-04	01-02	Aarakocra
05-06	03-04	Dwarves
07-10	05-08	Dwarves, Mountain
11	09-11	Giants, Frost
12-16	12-15	Giants, Hill
17-18	16-17	Giants, Stone
19-20	18-23	Griffons
21-28	24-27	Humanoids
29-31	28-29	Men, Bandits
32-40	30-35	Men, Tribesmen (Mountaineers)
41-42	36-37	Ogres
43-44	38-39	Trolls
—	40-44	Special (1)
—	45-49	Special (2)
45-00	50-00	Use Standard Encounter Tables

NOTES: (1) Griffons in the Griffis; Yeti in the Corusks. (2) Ogres in the Griffis; Taer in the Corusks.

HELLFURNACES

01-12	Giants, Fire
13-16	Giants, Hill
17-18	Giants, Stone
19-20	Giant-kin, Fomorians
21-25	Hell Hounds
26-32	Humanoids
33-37	Lizard, Fire
38-39	Men, Cavemen
40-42	Salamanders
43-46	Toads, Fire
47-48	Trolls
49-00	Use Standard Encounter Tables

LORTMILS

01-04	Aarakocra
05-12	Dwarves
13-23	Mountain Dwarves
24-31	Gnomes
32-36	Halflings, Hairfeet/Stouts
37-40	Humanoids
41-44	Men, Bandits
45-49	Men, Tribesmen (Mountaineers)
50-54	Patrol, Dwarven
55-57	Patrol, Dwarven Veterans
58-59	Patrol, Gnomes
60-61	Patrol, Men
62-00	Use Standard Encounter Tables

SULHAUT MOUNTAINS AND ULLSPRUE

Sulhaut	Ullsprue	Encounter
01-07	—	Elf, Drow (night only)
08-09	—	Giant, Hill
10-11	—	Giant, Stone
12-17	01-08	Humanoids
18-25	09-24	Men, Nomads
26-35	25-40	Men, Tribesmen
36	41-45	Ogres
37-00	46-00	Use Standard Encounter Tables

HILLS I: BLEMU, BLUFF, DRACHENGRAB, FLINTY, HOWLING, SPINE RIDGE, STARK MOUNDS, AND TORS

01-02	Dwarves (Stark Mounds only) or Dwarves, Mountain (Drachensgrab only)
03-04	Giants, Hill
05-07	Gnolls
08	Gnomes
09-25	Humanoids
26-29	Men, Bandits
30-32	Men, Tribesmen (Hillsmen)
33-36	Ogres
37-38	Trolls
39-45	Special 1: see chart below
46-49	Special 2: see chart below
50-00	Use Standard Encounter Tables

Special Encounters Chart

Area	Special 1	Special 2
Blemu Hills	Humanoids	Humanoids
Bluff Hills	Men, Bandits	Men, Bandits
Drachensgrabs	Humanoids	Exotic Monsters (1)
Flinty Hills	Gnomes	Humanoids
Howling Hills	Humanoids	Exotic Monsters (2)
Spine Ridge	Humanoids	Reroll
Stark Mounds	Humanoids	Giants, Hill
Tors	Tyrps	Reroll

NOTES: (1) 1d6: 1 = chimera, 2 = gorgimera, 3 = cockatrice, 4 = hippogriff, 5 = wyvern, 6 = dragonnel. (2) 1d6: 1-2 = wight, 3-5 = spectre, 6 = banshee.

HILLS II: GOOD HILLS, GULL CLIFFS, HEADLANDS, HESTMARK-GLORIOLES, HOLLOW, IRON, KRON, LITTLE, LORRIDGE

01-12	Dwarves
13-28	Gnomes
29-33	Halflings, Stouts
34-37	Men, Bandits
38-40	Men, Herders
41-47	Men, Tribesmen (Hillsmen)
48-60	Special 1: see chart below
61-65	Special 2: see chart below
66-00	Use Standard Encounter Tables

Special Encounters Chart

Area	Special 1	Special 2
Good Hills	Gnomes	Dwarves (1)
Gull Cliffs	Reroll	Gnomes
Headlands	Gnomes	Men, Bandits (2)
Hestmarks	Dwarves (3)	Humanoids
Hollow	Men, Herders	Halflings, Stouts
Iron	Dwarves	Dwarves
Kron	Gnomes	Gnomes
Little	Men, Herders	Dwarves, Mountain (1)
Lorridges	Gnomes	Dwarves

NOTES: (1) Exiles from Lost Lands. (2) 50% likely to be in pay of Scarlet Brotherhood. (3) 50% are Mountain Dwarves.

HILLS III: MOUNDS OF DAWN, SEPIA UPLANDS, TUSMAN, YECHA

01-03	Dwarves
04-15	Humanoids
16-25	Men, Bandits
26-35	Men, Nomads
36-45	Men, Tribesmen (Hillsmen)
46-53	Special 1: see chart below
54-58	Special 2: see chart below
59-00	Use Standard Encounter Tables

Special Encounters Chart

Area	Special 1	Special 2
Mounds of Dawn	Eagles, Giant	Reroll
Sepia Uplands	Lions, Mountain	Bears, Cave
Tusman Hills	Herd animals	Griffons
Yecha Hills	Herd animals	Men, Herders

Marshes and Swamps

COLD MARSH AND TROLL FENS

Cold Marsh	Encounter	Troll Fens	Encounter
01-03	Dragon, White	01-06	Gnolls
04-10	Gnolls	07-10	Gnolls and Flinds
11-20	Men, Tribesmen	11-20	Ogres
21-28	Toads, Ice	21-55	Trolls
29-33	Trolls	56-65	Trolls, Two-Headed
34-37	Wraiths	66-00	Use Standard Encounter Tables
38-00	Use Standard Encounter Tables		

GNATMARSH, HOOL MARSH, RUSHMOOR

01-05	Crocodile
06-12	Frog, Giant
13-20	Lizard Men
21-25	Men, Tribesmen (Marshmen)
26-30	Toad, Poisonous
31-35	Troglodyte
36-40	Special 1: see chart below
41-00	Special 2: see chart below

Special Encounters Chart

Area	Special 1	Special 2
Gnatmarsh	Men, Tribesmen	Men, Tribesmen
Hool Marsh	Lizard Men (1)	Yuan-Ti
Rushmoor	Lizard Men	Otyughs

NOTE: (1) 75% likely to be led by a Lizard King.

LONE HEATH

01-04	Dwarf
05-09	Elf, High
10-14	Gnome
15-16	Halflings (various)
17-45	Men, Bandits (1)
46-70	Men, Tribesmen (1)
71-84	Patrol, Men
85-93	Patrol, Men, Superior
94-95	Patrol, Men plus Patrol, Elven
96-00	Use Standard Encounter Tables

NOTE: (1) 90% Good aligned, 10% Neutral aligned.

MISTMARSH: See Campaign Book and Card 14.

PELISSO SWAMP: Use Standard Encounter Tables.

VAST SWAMP

01-15	Bullywugs
16-20	Crocodile, Giant
21-27	Grippli
28-38	Grung
39-43	Humanoids
44-50	Lizard Men (1)
51-54	Men, Bandits
55-57	Men, Tribesmen (Marshmen)
58-60	Patrol, Elven, Superior (2)
61-64	Patrol, Men, Superior (2)
65-67	Troglodytes
68-70	Trolls
71-00	Use Standard Encounter Tables

NOTE: (1) 25% likely to be led by a Lizard King. (2) Within 10 miles of plain only.

Wastelands

DRY STEPPES

01-07	Herd Animals
08-10	Horses, Wild (Riding)
11-15	Humanoids
16-20	Men, Dervishes
21-30	Men, Nomads
31-35	Men, Tribesmen
36-00	Use Standard Encounter Tables

LAND OF BLACK ICE: Use Standard Encounter Tables.

RIFT CANYON

01	Fiend, Lesser Tanar'ri
02-07	Hobgoblins (1)
08-22	Humanoids (2)
23	Men, Adventurers
24-40	Men, Bandits
41-42	Ogres
43-00	Use Standard Encounter Tables

SEA OF DUST

01-03	Beetle, Boring
04-07	Bullettes
08-13	Centipedes, Giant (1)
14-15	Horgar (sand/ash eater)
16-20	Jermlaine (1)
21-25	Lizard, Fire (2)
26-30	Lizard, Dust Sea (3)
31-32	Men, Adventurers (4)
33-34	Men, Nomads (4)
35-42	Osquips (1)
43-45	Rats, Giant (1)
46-49	Scorpions, Giant
50-53	Snake, Giant, Amphisbaena
54-57	Snake, Giant, Poisonous
58-62	Snake, Giant, Spitting
63-66	Snyads (1)
67-70	Spiders, Huge
71-00	Reroll

NOTES: (1) These creatures inhabit horgar tunnels. (2) Within 10 miles of Hellfurnaces only. (3) As webbed-footed version of Giant Minotaur Lizard. (4) Extreme west and south only.

Encounter Tables for Geographical Features

Oceans, Straits, and Bays

01-10	Special 1: see chart below
11-15	Special 2: see chart below
16-25	Men, Buccaneers/Pirates
26-35	Men, Merchant Sailors
36-40	Men, Sailors (Patrol)
41-00	Use Standard Encounter Tables

Special Encounters Chart

Area	Special 1	Special 2
Aerdi Sea	Sharks	Giant Sea Snakes
Azure Sea	Merrow	Scrags or Kraken
Densac Gulf	Giant Sea Snakes	Morkoths
Dramidj	Iceberg	Aquatic Deadly Pudding
Grendep Bay	Kraken	Whales
Icy Sea	Killer Whales	Walruses
Jerlea Bay	Sea Lions	Kraken
Oljatt Sea	Giant Octopi	Giant Sea Snakes
Relmor Bay	Dolphins	Selkie
Solnor Ocean	Kraken	Whales
Spindrift Sound	Reroll	Sharks
Tilva Strait	Sharks	Giant Octopi
White Fanged Bay	Killer Whales	Seals
Woolly Bay	Scrags	Reroll

Lakes (Quag, Nyr Dyv, Whyestil)

Quag	Nyr Dyv	Whyestil	Encounter
01	—	—	Dragon, Mist
02-10	01-10	01-15	Men, Buccaneers
11-20	11-20	16-18	Men, Fishermen
21-27	21-30	19-22	Men, Merchants
28	31-35	23-24	Octopi, Giant (1)
—	36-37	—	Selkie
29-30	38-41	25-27	Serpent, Freshwater (2)
—	42-43	—	Vodyanoi, Freshwater
31-00	44-00	28-00	Use Standard Encounter Tables

NOTES: (1) Freshwater variety. (2) Use statistics for Snake, Giant Sea.

Major Forests, Jungles, and Woodlands

ADRI FOREST AND GRANDWOOD

Adri NW (1)	Adri	Grandwood	Encounter
—	01	01	Elves, Gruagach
01-03	02-06	02-07	Elves, Sylvan (Wood)
04-06	07	—	Gnolls (2)
07-08	08-10	—	Gnomes
—	—	08-10	Halflings (various)
09-20	11-17	11-13	Humanoids (3)
21-23	18-22	14-17	Men, Bandits (4)
24-26	23	18-23	Orcs (3)
27	24-26	24	Patrol, Men
28-30	27-40	25-40	Patrol, Men, Woodsmen (5)
31-00	41-00	41-00	Use Standard Encounter Tables

NOTES: (1) Northwest of river system. (2) From the Bone March. (3) Humanoids are 75% likely to be from the Bone March in the Adri; they are 50% likely to be ex-Aerdy soldiery in the Grandwood (orcs are 95% likely to be ex-soldiery). (4) 50% are of nonevil alignment, escaping from Aerdy. (5) 50% likely to be accompanied by members of an Elven Patrol.

AMEDIO JUNGLE AND HEPMONALAND

01-05	Apes, Carnivorous
06-10	Beastmen
11-13	Bonesnappers
14-18	Kech
19	Kyuss, Sons of (1)
20-25	Men, Slavers
26-45	Men, Tribesmen (Cannibals/Hunters)
46-00	Use Standard Encounter Tables

NOTE: (1) In Amedio within one hex of lake only.

AXEWOOD, DREADWOOD, AND SILVERWOOD

Dreadwood	Others	Encounter
01-02	—	Bugbears
03-14	01-20	Elves, Sylvan (Wood)
15-17	—	Ettercaps
18-20	21-23	Gnomes
21	24-25	Halflings (various)
22-24	26	Kech
25-34	—	Humanoids
35-37	—	Ogres
38-42	27-28	Patrol, Elven
43-44	29	Patrol, Elven, Superior
45-47	—	Patrol, Men, Woodsmen
—	30-32	Sprites (1)
48-50	33-39	Treants
51-52	—	Trolls
—	40-42	Unicorns
53-00	43-00	Use Standard Encounter Tables

NOTE: (1) Atomies and grigs (50% chance for either), Axewood only.

BRAMBLEWOOD, NUTHERWOOD, PHOSTWOOD, UDGRU FOREST

Nutherwood	Others	Encounter
01-02	—	Ankheg
03-06	01	Beetles, Giant (1)
07	02	Elves, Gruagach
08	03	Elves, Sylvan (Wood)
09-15	04-09	Humanoids
16-20	10-15	Men, Bandits/Brigands (2)
21-25	16-20	Men, Tribesmen (Woodsmen)
26-28	21-23	Ogres
29-40	24-26	Patrol, Men
41-44	27-28	Patrol, Men, Superior
45-50	29-34	Special 1: see chart below
51-55	35-40	Special 2: see chart below
56-00	41-00	Use Standard Encounter Tables

Special Encounters Chart

Area	Special 1	Special 2
Bramblewood	Ettercaps	Kech
Nutherwood	Ogres	Hangman Tree
Phostwood	Bandits (2)	Bandits (2)
Udgru Forest	Humanoids	Giant-kin, Verbeeg

NOTES: (1) 1d4: 1 = Bombardier, 2 = Stag, 3 = Death Watch, 4 = Slicer. (2) Bandits are 75% likely to be Stonefist men in the Phostwood, 50% likely in the Nutherwood.

BURNEAL FOREST, FORLORN FOREST, HRAAK FOREST, SABLE WOOD, SPIKEY FOREST

Burneal	Forlorn, Hraak	Sable, Spikey	Encounter
—	01-05	—	Bears/Kech (1)
—	06-10	01-10	Humanoids
01-05	—	—	Kobolds
—	—	11-15	Men, Berserkers (2)
06-10	—	—	Men, Nomads
11-20	11-15	16-25	Men, Tribesmen (3)
—	16-25	26-32	Ogres
21-25	—	—	Wolf Dogs (4)
26-30	26-30	33-40	Wolves
—	—	41-44	Wolves, Winter (5)
31-00	31-00	45-00	Use Standard Encounter Tables

NOTES: (1) Bears (Cave) in the Hraak; Kech in the Forlorn. (2) Barbarians on patrol. (3) With 1d8 + 8 Wolf Dogs in the Burneal. (4) As wild dogs but use statistics for War Dogs. (5) In Sable Wood only.

CELADON AND GAMBOGE FORESTS

Celadon	Gamboge	Encounter
—	01-03	Elves, High
01-25	04-15	Elves, Sylvan (Wood)
26-29	—	Giant-kin, Voadkyn
—	16-18	Gnolls
—	19-21	Gnomes
—	22-24	Halflings, Hairfeet/Tallfellow
30-32	25-35	Humanoids
33-34	36-37	Men, Adventurers
35-36	38-41	Men, Bandits
—	42-44	Ogres
—	45-47	Orcs (from Bone March)
37-43	48-50	Patrol, Elven
44-46	51	Patrol, Elven, Superior
—	52	Patrol, Gnomes
47	53-55	Patrol, Men
—	56	Patrol, Men, Superior
48-53	57	Treants
54-00	58-00	Use Standard Encounter Tables

DIM FOREST, HORNWOOD, AND OYTWOOD

Dim Forest	Hornwood	Oytwood	Encounter
01-08	01-08	01-05	Elves, Sylvan (Wood)
—	09-12	06	Giants, Hill
—	13-14	07-09	Gnomes
09-14	—	—	Goblins
15-22	15-24	10-20	Humanoids
23-25	—	—	Men, Bandits
26-28	25-30	21-23	Orcs
29-32	31-36	24-27	Patrol, Elven
33-34	37-39	28-29	Patrol, Elven, Superior
35-38	40-47	30-36	Patrol, Men
39-40	48-54	37-42	Patrol, Men, Superior
—	55-57	—	Patrol, Men, Warband
41-00	58-00	43-00	Use Standard Encounter Tables

FELLREEV FOREST AND THE TANGLES

Fellreev	Tangles	Encounter
01-05	—	Elves, Sylvan (Wood)
06	01	Fiend, Lesser Tanar'ri
07-12	02-09	Hobgoblins (1)
13-20	10-20	Humanoids (2)
21-40	21-40	Men, Bandits
41-00	41-95	Men, Tribesmen (Rovers)
—	96-00	Weasels, Giant

NOTES: (1) From Horned Society lands. (2) 60% likely to be in service of Iuz.

GNARLEY FOREST: See Campaign Book and Card 14.

LOFTWOOD AND TIMBERWAY FOREST

Loftwood	Timberway	Encounters
01-07	01-03	Gnolls
08-30	04-13	Humanoids
—	14-17	Men, Barbarians (Frost)
—	18-30	Men, Woodsmen
—	31-34	Patrol, Men
—	35-38	Patrol, Men, Superior
—	39-42	Patrol, Men, Woodsmen
31-00	43-00	Use Standard Encounter Tables

MENOWOOD AND RIEUWOOD

Menowood	Rieuwood	Encounter
01-06	01-07	Elves, Sylvan (Wood)
07-11	—	Giant-kin, Spriggans
12-14	08-10	Gnomes
15-16	—	Halflings, Tallfellow
17-18	11-14	Humanoids
19-22	15-20	Men, Bandits
23-25	21-30	Men, Tribesmen (Woodsmen)
26-28	31-37	Patrol, Elven
29-30	38-41	Patrol, Elven, Superior
31-33	—	Quicklings
34-36	—	Treants
37-00	42-00	Use Standard Encounter Tables

SUSS FOREST AND WELKWOOD

Suss	Welkwood West	Welkwood East	Encounter
—	01-04	01	Brownies
—	05-09	02-03	Centaur
01-02	10-13	04-08	Elves, Sylvan (Wood)
03-05	—	09	Ettercaps
06-10	—	10-11	Gnolls
11	—	12	Gnomes
12-20	14-18	13-20	Humanoids
21-23	19-21	21-28	Men, Bandits
—	22-23	29-30	Men, Merchants
—	—	31-45	Men, Woodsmen
24-28	24	46-50	Orcs
—	25-28	—	Patrol, Elven
—	29-30	—	Patrol, Elven, Superior
—	—	51-54	Patrol, Militia (1)
29-35	—	55-56	Plant, Carnivorous (2)
—	31-35	—	Treants
—	36-40	—	Unicorns
—	—	57	Werebears (3)
36-00	41-00	58-00	Use Standard Encounter Tables

NOTES: (1) See Campaign Book entry for Wild Coast for details of militias here. (2) 1d6: 1-2 = Choke creeper, 3-5 = Hangman tree, 6 = Kampfult. (3) 50% likely to be accompanied by 1d4 + 2 rangers of levels 1d6 + 2.

VESVE FOREST

East (Iuz)	Encounter	West	Encounter
01-02	Bugbears	01-03	Elves, High
03-06	Gnolls	04-12	Elves, Sylvan
07-11	Hobgoblins	13-17	Gnomes
12-20	Humanoids	18-19	Halflings, Hairfeet
21-27	Men, Bandits	20-21	Halflings, Tallfellow
28-31	Norkers	22-28	Humanoids
32-34	Ogres	29-32	Men, Bandits
35-36	Trolls	33-42	Men, Tribesmen (Woodsmen)
37-00	Use Standard Encounter Tables	43-44	Ogres
		45-47	Patrol, Elven
		48-50	Patrol, Elven, Superior
		51-55	Patrol, Men
		56-60	Patrol, Men, Superior
		61-65	Patrol, Men, Woodsmen
		66-00	Use Standard Encounter Tables

NYROND AND THE URNST STATES (COUNTY AND DUCHY)

Nyron	Nyron East (1)	County	Duchy	Encounter
—	—	—	01-04	Dwarves
01	—	—	—	Elves, High
02-04	01	—	—	Elves, Sylvan
05-06	02-03	—	05-06	Gnomes
07	04	01-05	07-10	Halflings, Hairfeet
—	—	—	11-13	Halflings, Stouts
08	05	—	—	Halflings, Tallfellows
09-12	06-11	06-11	14-16	Humanoids
13	12-13	12	17	Men, Adventurers
14-19	14-22	13-18	18-21	Men, Bandits
20-24	23-25	19-24	22-27	Men, Farmers/Herders
—	—	25	28	Men, Fishermen (2)
25-34	26-32	26-40	29-43	Men, Merchants
—	—	—	44-45	Men, Nomads (Hillsmen)
35-40	33-35	41-44	46-49	Men, Pilgrims
—	—	45-46	50-51	Men, Rhennce (2)
—	—	—	52-53	Men, Tribesmen (Hillsmen)
—	36-40	—	—	Orcs (3)
41-43	41-45	47-50	54-55	Patrol, Men
44-48	46-53	51	—	Patrol, Men, Levies
49-50	54-55	52-53	56	Patrol, Men, Superior
51-00	56-00	54-00	57-00	Use Standard Encounter Tables

NOTES: (1) Within two hexes of border with former Almor lands. (2) Within one hex of coastline. (3) Raiders from Aerdy lands, ex-soldiery.

SCARLET BROTHERHOOD, THE

01-03	Goblins
04-05	Hobgoblins
06-08	Humanoids
09-12	Men, Bandits
13-24	Men, Merchants/Traders
25-27	Men, Pilgrims
28-29	Men, Priests
30-31	Men, Slavers
32-33	Men, Thieves/Thugs
34-35	Men, Tribesmen
36-40	Orcs
41-45	Patrol, Men
46-48	Patrol, Men, Superior
49	Patrol, Men, Warband
50-55	Special (1)
56-00	Use Standard Encounter Tables

NOTE: (1) Special encounters will be with a Superior Patrol of men, with an additional Priest of level 5-7 (4 + 1d3), plus 1d4 + 1 trained monsters (trolls, umber hulks, manticores, griffons, etc., as the DM chooses).

(THEOCRACY OF THE) PALE AND RATIK

Pale	Ratik	Encounter
01	01-03	Dwarves
—	04-08	Dwarves, Mountain
—	09	Elves, Sylvan (Wood)
02	10	Gnolls
—	11-14	Gnomes
03-08	15-22	Humanoids
09-13	23-24	Men, Bandits (1)
—	25-26	Men, Barbarians (2)
14-17	27-28	Men, Farmers/Herders
—	29-31	Men, Merchant Sailors/Fishermen
18-29	32-36	Men, Merchants
30-38	37	Men, Pilgrims
39-43	—	Men, Priests
—	38-43	Men, Tribesmen (Hillsmen)
44-48	44-47	Patrol, Men
49	48-51	Patrol, Men, Levies
50-56	52-53	Patrol, Men, Superior
57	54-56	Patrol, Men, Warband
58	57-60	Patrol, Men, Woodsmen
59-60	—	Trolls
61	—	Trolls, Two-headed
62-00	61-00	Use Standard Encounter Tables

NOTES: (1) 33% likely to be Stonefists in the Pale within one hex of Tenh. (2) Visiting Frost Barbarians, friendly to Ratik natives.

SUNNDI

01-02	Dwarves
03	Dwarves, Mountain
04-08	Elves, Gray
09-10	Gnomes
11-13	Grung (1)
14-19	Humanoids
20-21	Ingundi (2)
22-25	Lizardmen (1)
26-27	Lizard King and Lizardmen (1)
28-31	Men, Bandits
32-36	Men, Merchants
37-40	Men, Tribesmen (Hillsmen)
41-42	Patrol, Elven
43-44	Patrol, Elven Superior
45	Patrol, Gnomes
46-48	Patrol, Men
49-50	Patrol, Men, Levies
51-52	Patrol, Men, Superior
53-00	Use Standard Encounter Tables

NOTES: (1) Within one hex of the Vast Swamp. (2) Within two hexes of forest or woodland.

PLAINS OF THE PAYNIMS AND ULL

Plains	Ull	Encounter
01-03	01-06	Humanoids
04-10	07-11	Men, Bandits
11-15	12	Men, Dervishes
16-22	13-22	Men, Herders
23-25	—	Men, Mercenary Soldiers
26-37	23-32	Men, Merchants
38-47	33-42	Men, Nomads (1)
—	43-00	Men, Tribesmen
48-00	—	Patrol, Men, Warband

TIGER AND WOLF NOMADS

01-04	Herd Animals
05-10	Humanoids
11-19	Men, Bandits
20-29	Men, Merchants
30-55	Men, Nomads
56-60	Men, Tribesmen (Nomads)
61-65	Patrol, Men
66-68	Patrol, Men, Superior
69-70	Wolverines
71-75	Wolves
76-00	Use Standard Encounter Tables

ULEK STATES (COUNTY, DUCHY, PRINCIPALITY)

County	Duchy	Principality	Encounter
—	—	01-05	Dwarves
—	—	06-17	Dwarves, Mountain
01	01-06	18	Elves, High
—	07-09	19	Elves, Sylvan (Wood)
02-06	10-14	20-21	Gnomes
07-08	—	—	Halflings, Hairfeet
09-10	—	22-23	Halflings, Stouts
11-12	—	—	Halflings, Tallfellows
—	—	24-29	Humanoids
13-16	15-18	30-34	Men, Bandits
17-30	19-32	35-44	Men, Merchants
—	33-34	—	Men, Pilgrims
31-32	35-36	45-46	Men, Tribesmen (1)
—	—	47-52	Orcs
—	—	53-56	Patrol, Dwarven
—	—	57-59	Patrol, Dwarven
—	37-38	—	Veterans
—	—	—	Patrol, Elven
33-41	39	60-63	Patrol, Men
42	—	64-65	Patrol, Men, Superior
—	—	66-67	Patrol, Men, Warband
43-00	40-00	68-00	Use Standard Encounter Tables

NOTE: (1) Hillsmen in County and Duchy.

VALLEY OF THE MAGE

01-02	Baboon, Banderlog
03-12	Elf, Valley
13-17	Gnomes
18-22	Humanoids
23-24	Korred
25-26	Men, Bandits
27-28	Men, Cavemen (1)
29-33	Men, Tribesmen (Tree people)
34-36	Patrol, Elven (Valley Elves)
37-38	Patrol, Men
39-00	Use Standard Encounter Tables

NOTE: (1) Within 10 miles of mountains.

GREAT KINGDOM (AERDY)—ALL LANDS

South Province	North Province	Other Territories	Encounter
01	—	01	Dwarves
—	—	02	Elves, Sylvan (Wood)
—	01-04	03	Hobgoblins (1)
02-04	05-10	04-09	Humanoids
05-09	11-13	10-17	Men, Bandits
10-15	14-15	18-23	Men, Mercenary Soldiers
16-25	16-20	24-33	Men, Merchants
26-27	—	34-36	Men, Slavers
28-32	21-28	37-44	Patrol, Men
33-35	29-32	45-50	Patrol, Men, Levy
36-37	33-34	51-53	Patrol, Men, Superior
38-40	35-42	54-58	Orcs (1)
41-00	43-00	59-00	Use Standard Encounter Tables

NOTE: (1) Hobgoblins and Orcs are soldiery in North Province; in other regions, they are 50% likely to be soldiery and 50% likely to be disbanded/unpaid soldiery turned to mercenary activity or raiding/banditry.

IDEE, ONNWAL, IRONGATE

Idee	Onnwal	Irongate	Encounter
01	01	01-02	Dwarves
02-04	—	03-06	Gnomes
05-07	02-05	—	Hobgoblins (1)
08-14	06-09	07-08	Men, Bandits (2)
—	10-15	—	Men, Buccaneers (3)
15-18	—	—	Men, Farmers/Herders
19-21	16-20	09-10	Men, Merchants
—	—	11-15	Patrol, Dwarven
—	—	16	Patrol, Dwarven Veterans
—	—	17-18	Patrol, Gnomes
22-27	21-25	19-22	Patrol, Men (4)
28-30	26-27	23-25	Patrol, Men, Superior
31-00	28-00	26-00	Use Standard Encounter Tables

NOTES: (1) Soldiery for the Scarlet Brotherhood. (2) In Idee/Onnwal, these are 50% likely to be good-aligned "freedom fighters." (3) 50% likely to be in the pay of the Scarlet Brotherhood. (4) Scarlet Brotherhood forces in Idee/Onnwal.

KET AND PERRENLAND

Ket	Perrenland	Encounter
01	01-02	Dwarves
—	03	Dwarves, Mountain
—	04	Gnomes
—	05	Hobgoblins
02-05	06-08	Humanoids
06-10	09-12	Men, Bandits
11-12	—	Men, Dervishes
13-14	13-15	Men, Farmers/Herders
15-17	—	Men, Mercenary Soldiers
18-35	16-24	Men, Merchants
36-38	25	Men, Pilgrims
39-42	26-28	Men, Tribesmen (1)
—	29-32	Men, (Wolf) Nomads
43-48	33-38	Patrol, Men
49-50	39-40	Patrol, Men, Superior
51-00	41-00	Use Standard Encounter Tables

NOTE: (1) Double the number of men encountered in Ket and hills-men in Perrenland.

LANDS OF IUZ I: BANDIT KINGDOMS, HORNED SOCIETY, IUZ, SHIELD LANDS

Bandits	Society	Iuz	Shd. Lands	Encounter
01	—	01-02	—	Bugbears
02	01	03-04	01	Fiends, Tanar'ri (1)
—	02-03	—	02	Flinds
—	—	05	—	Giants, Hill
—	—	06	—	Giant-kin, Fomorian
03-04	04-05	07-10	03	Gnolls
05	06	—	—	Gnolls and Flinds
06-10	07-08	11-12	04-05	Goblins
11-12	09-20	13-15	06-09	Hobgoblins
—	21-24	16-17	10-11	Hobgoblins, Large Band (2)
13	25-27	18	12-13	Hobgoblins and Norkers
14-15	28-29	19-21	14-15	Humanoids (3)
—	30-31	—	16	Kobolds
—	—	—	17-18	Men, Adventurers
16-30	32-37	22-24	19-24	Men, Bandits (4)
31-32	38-39	25-27	—	Men, Nomads
33-34	40-42	28-30	25-30	Men, Slavers (5)
35	—	31-33	31-33	Norkers
36-40	43-50	34-36	34	Ogres (6)
41-45	51-54	37-48	35-38	Orcs
46-47	55-58	49-53	39-42	Patrol, Men
48	59-61	54-58	43	Patrol, Men, Superior
—	—	59-60	—	Trolls
49-00	62-00	61-00	44-00	Use Standard Encounter Tables

LANDS OF IUZ II: THE BARRENS, STONEFIST, TENH

Barrens	Stonefist	Tenh	Encounters
01	—	—	Centaurs
—	—	01	Dwarves
02-05	—	—	Gnolls
06	01	02	Goblins (7)
07-09	02	03-04	Hobgoblins
10-14	03-07	05-09	Humanoids (2)
15-17	08-13	10-19	Men, Bandits
—	14-15	20-22	Men, Merchants
18-22	—	—	Men, Nomads
23-24	16-22	23-26	Patrol, Men (8)
25	23-25	27-28	Patrol, Men, Superior (8)
26	26-27	29	Patrol, Men, Warband (8)
—	—	30-31	Trolls
27-30	28-29	—	Wolves
31	—	—	Wolves, Winter
32-00	30-00	32-00	Use Standard Encounter Tables

NOTES: Humanoids are likely to be in the service of Iuz: base chance 50%, less 15% for chaotic alignment, plus 30% in Iuz, plus 15% in Horned Society. (1) Fiend encounters are with Lesser Tanar'ri. (2) 5d10 hobgoblins. (3) These humanoids are only base 25% likely to be in the service of Iuz. (4) 30% likely to be in the service of Iuz, except in Bandit Kingdoms (20%). (5) Iuz servitors 50% likely to be accompanied by 1d10 + 4 hobgoblins, 90% likely to be with a Priest of Iuz of level 4-7. (6) 50% likely to be in the service of Iuz in Iuz or the Horned Society, 15% likely elsewhere. (7) Always with Wargs in the Barrens. (8) 90% likely to be Stonefist men in Stonefist and Tenh, else Iuz men.

LENDORE ISLES

01-07	Elves, Gray
08-24	Elves, High
25-27	Elves, Sylvan
28-30	Humanoids
31-33	Kobolds
34-35	Men, Farmers/Herders
36-38	Men, Fishermen
39	Moon Dog
40-43	Patrol, Elven
44-47	Patrol, Elven, Superior (1)
48-00	Use Standard Encounter Tables

NOTE: (1) 25% chance to be accompanied by an exceptional Elven priest of level 9-14 (8 + d6).

LORDSHIP OF THE ISLES, SEA BARONS, SEA PRINCES

Lordship	Barons	Princes	Encounters
01	—	01	Elves, High
02	—	02	Gnomes
03	01	03	Halflings, various
04-06	02-07	04-06	Men, Bandits (1)
07-20	08-20	07-09	Men, Buccaneers (near water) (2)
21-27	21-24	10-20	Men, Merchant Sailors/Fishermen
28-32	25-28	21-27	Men, Merchants
33-40	29-36	28-40	Men, Sailors
41-42	—	41-46	Men, Slavers
43-46	37-38	47-50	Patrol, Men
47-48	39	51-52	Patrol, Men, Superior
49-00	40-00	53-00	Use Standard Encounter Tables

LOST LANDS (GEOFF, STERICH)

Geoff	Sterich	Encounter
01	—	Dwarves
—	01-02	Dwarves, Mountain
02-04	—	Elves, High
05-08	03-04	Ettins
—	05	Giants, Fire
09-19	06-10	Giants, Hill
20-22	11	Giant-kin, Fomorians
23-24	—	Giant-kin, Spriggans
25-28	12-16	Gnolls
29-30	17-19	Gnolls and Flinds
31-40	20-34	Humanoids
41-43	35-37	Men, Bandits (1)
—	38-39	Men, Cavemen (2)
44-48	40-44	Ogres
49-53	45-52	Orcs
54-55	53-54	Patrol, Men, Superior (3)
56	55-56	Patrol, Men, Warband (3)
57-58	57-58	Trolls
59-00	59-00	Use Standard Encounter Tables

NOTES: (1) 80% likely to be "freedom fighters." (2) In hexes bordering on hills. (3) Raiding party of "freedom fighters."

The Beckoner in the Dark

Terrain: Dungeon (Hills)

Total Party Levels: 35-40 (average 6th)

Set Up

- The PCs decide to investigate an old treasure map found in an earlier foray into the Cairn Hills.
- The PCs are attacked by the grell (from this dungeon) at night while adventuring in the Cairn Hills, and drive the monster away. It flies back into the dungeon, leaving a dripping spoor (if wounded by a weapon) that can be followed.

Special note: The PCs must possess at least two +2 or better magical weapons.

The Dungeon

This is mapped below. The single entry is a 6-foot wide, 8-foot high tunnel leading down some 80 feet to the entrance shown on the map. The entranceway is obscured by *hallucinatory terrain* so that it appears to be normal rock. Tactile exploration will be needed to find it (or *true seeing*, etc.).

The passages and chambers of this dungeon are decorated with many wall murals of battles and martial exercises and training. The figures shown are human, but they are unlike any native Flanaess race, with characteris-

tic dark woolly hair, slightly slanted eyes, and unusually long and slender limbs and hands. Ceiling height is 15 feet within the dungeon. Only basic details of room decor are given here; you may elaborate detail as you see fit.

Room 1 is an antechamber that has a long-dead body (a victim of the grell) in the northeast corner. Its leather armor has rotted away, but from the decayed purse on its belt spill 15 gp, 45 sp, and a 50 gp gem.

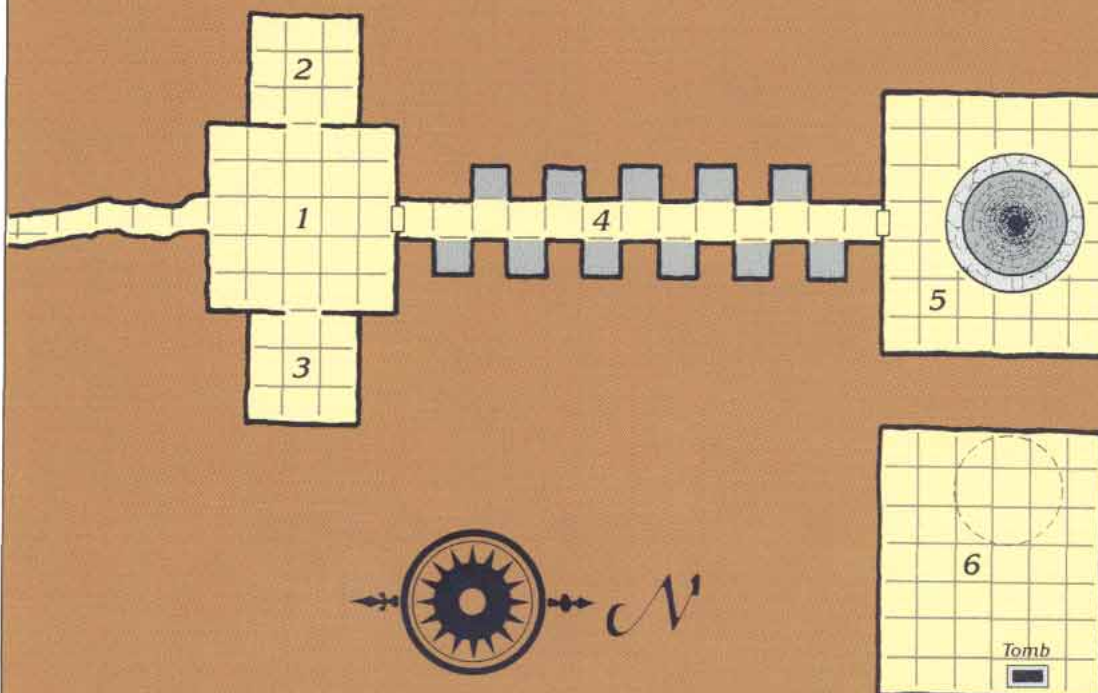
Room 2 is the grell's haunt, from which the monster forays when it gets hungry. It hovers above the doorway, dropping its tentacles down on the first PC entering and gaining +2 to surprise rolls with this action, unless specific precautions are taken (*invisibility* won't help, since the grell can smell the PCs). The room itself is littered with bones and a sprinkling of treasure (16 pp, 72 gp, 88 sp, two gems worth 100 gp and 50 gp, and an ivory brooch worth 200 gp).

Grell: AC 4; MV Fl 12; HD 5; hp 33; THAC0 15; #AT 11; Dmg 1d4 (x10)/1d6; SA 10 paralyzation attacks; SD immune to electrical attacks; AL NE; SZ M; ML 14.

Room 3 contains a stone golem guard that will attack anyone entering this otherwise bare chamber, or whenever the door to Room 4 is touched or opened. The go-

The Beckoner in the Dark

One square = 10 feet



lem uses a strange, crystalline rod as a weapon, and when the golem is destroyed, this rod glows cherry-red and explodes on the round following the golem's destruction. Everyone within 50 feet suffers 3d10 hp of damage from radiant heat and flying crystal splinters. If PCs are able to get out or duck behind cover, they are not subject to this. The map shows a shaded area in which damage is sustained when the golem is destroyed; PCs moving outside of this area are safe.

Stone Golem: AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 4d6; SA/SD numerous, see *Monstrous Compendium* entry; AL N; SZ L; ML 20.

The door to Room 4 is locked and trapped; if the door is so much as touched, its iron handle turns into a claw, strikes at the PC touching the door (THAC0 12; bare skin is treated as AC 10, less any Dex bonus) and grabs a limb, crushing it for 1d10 damage per round until the claw is destroyed (this requires 12 hp of magical damage, from *magic missile* spells, etc.).

Room 4 is a lengthy passageway with a large number of alcoves, as shown. The floor is especially treacherous, covered in rock fragments, broken stone statuettes, and the like (normal movement rate is reduced to 50%).

Each of these alcoves is entirely obscured by an inky, hazy, magical darkness that cannot be dispelled. Each time the first PC steps past an alcove, there is a 25% chance that a slow shadow emerges from the darkness and attacks (+2 to surprise rolls). While PCs are fighting a slow shadow, there is a 5% cumulative chance per round that another will emerge from the first alcove along this passage and attack the rear of the group within the passage. No extra slow shadows emerge while the party is already fighting two of them, however.

Slow shadows that are successfully turned simply disappear into the nearest alcove and re-emerge from another one (select randomly) after 1d4+4 rounds. No more slow shadows appear after all PCs have passed the final alcove.

Slow Shadows: AC 8; MV 12; HD 4; hp 19 each; THAC0 17; #AT 1; Dmg 1d4; SA -6 to enemy surprise rolls, 1d4 automatic chill damage after first hit, slowing; SD +2 or better weapon to hit, immune to magical *cold*, *lightning*, *sleep*, *charm*, *hold* spells; AL CE; SZ M; ML 20 (special).

Room 5 has a permanent *veil* spell effect within it, and it appears to be bare, with a central sunken well. On the round following the PCs' entry into this room, the scene changes and the monsters here attack. On the circular stone "wheel" around the well is a circle of 10 necrophidii, plus a huge stone necrophidius that has all the special at-

tacks and defenses of its smaller relatives but is a more formidable combat opponent. The necrophidii use their hypnosis dance when they appear, gaining automatic surprise (unless a PC has *true seeing*, etc. and warns his fellows), then they attack by biting.

Necrophidii (10): AC 2; MV 9; HD 2; hp 9 (x3), 11 (x3), 14 (x4); THAC0 19; #AT 1; Dmg 1d8; SA paralyzation, hypnosis dance; SD immune to mind-affecting spells, gases, poison, paralyzation; AL N; SZ L; ML 20.
Stone Necrophidius: as above, except: AC 0; HD 8; hp 46; THAC0 13; Dmg 1d12.

Once the PCs can observe the well, it is shrouded in mist and fog; visibility is no better than 5 feet. Physical testing (ropes, etc.) or a *true seeing* spell show that there is a drop of 30 feet to a floor below. PCs can descend in the usual ways (*fly*, *levitation*, climb walls skill, ropes, etc.).

The Tomb

Room 6 contains a great, black stone tomb atop a red-veined marble slab. Around its walls are perfect specimens of the murals seen earlier. The largest of them features a great fighter clad in black chain mail with a red marbled brooch, hefting a rune-embossed bastard sword. As soon as any PC enters this room, the creature within the tomb begins its whispering attack. It is a Soul Beckoner (*Monstrous Compendium: Greyhawk Adventures Appendix*), capable of emerging from the tomb in its non-material wraith form in one round.

Soul Beckoner: AC 2; MV 6; HD 4; hp 29; THAC0 17; #AT 2; Dmg 1d6/1d6; SA whispering attack, energy drains, gains THAC0/HD/hp if levels drained from victims; SD magic to hit, immune to *sleep*, *charm*, *hold* spells; AL NE; SZ M; ML 16.

If the PCs defeat the creature and open the tomb, they find a skeletal figure, crumbled to dust, and a magical bastard sword that flies out to attack them. The sword has AC 0, MV Fl 12, 30hp, THAC0 15, Dmg 1d8+3, and 50% chance for energy drain. The sword cannot be affected by mind-affecting spells, gases, poisons, or paralysis. The weapon attacks until reduced to 0 hp; when this occurs, it explodes in a 10-foot radius of flying steel and shrapnel (3d6 damage, save versus wands for half damage).

The tomb itself contains gems and jewelry of unusual craftsmanship worth a total of 12,000 gp. A red marbled brooch on the skeleton is a *brooch of shielding* (75 hp capacity) that also gives +2 to all saving throws versus magical fire-based attacks.

The Beckoner in the Dark

Terrain: Dungeon (Hills)

Total Party Levels: 35-40 (average 6th)

Set Up

- The PCs decide to investigate an old treasure map found in an earlier foray into the Cairn Hills.
- The PCs are attacked by the grell (from this dungeon) at night while adventuring in the Cairn Hills, and drive the monster away. It flies back into the dungeon, leaving a dripping spoor (if wounded by a weapon) that can be followed.

Special note: The PCs must possess at least two +2 or better magical weapons.

The Dungeon

This is mapped below. The single entry is a 6-foot wide, 8-foot high tunnel leading down some 80 feet to the entrance shown on the map. The entranceway is obscured by *hallucinatory terrain* so that it appears to be normal rock. Tactile exploration will be needed to find it (or *true seeing*, etc.).

The passages and chambers of this dungeon are decorated with many wall murals of battles and martial exercises and training. The figures shown are human, but they are unlike any native Flanaess race, with characteris-

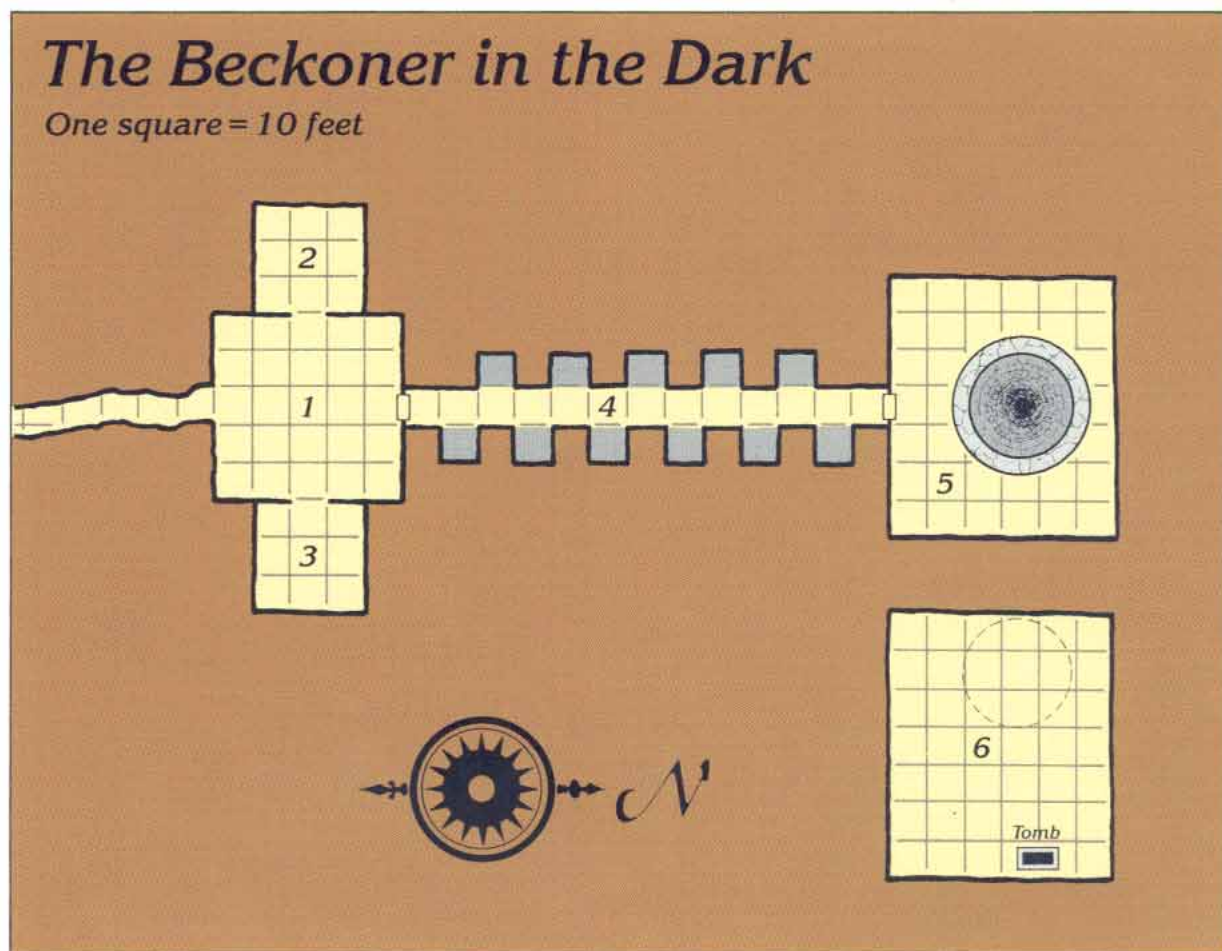
tic dark woolly hair, slightly slanted eyes, and unusually long and slender limbs and hands. Ceiling height is 15 feet within the dungeon. Only basic details of room decor are given here; you may elaborate detail as you see fit.

Room 1 is an antechamber that has a long-dead body (a victim of the grell) in the northeast corner. Its leather armor has rotted away, but from the decayed purse on its belt spill 15 gp, 45 sp, and a 50 gp gem.

Room 2 is the grell's haunt, from which the monster forays when it gets hungry. It hovers above the doorway, dropping its tentacles down on the first PC entering and gaining +2 to surprise rolls with this action, unless specific precautions are taken (*invisibility* won't help, since the grell can smell the PCs). The room itself is littered with bones and a sprinkling of treasure (16 pp, 72 gp, 88 sp, two gems worth 100 gp and 50 gp, and an ivory brooch worth 200 gp).

Grell: AC 4; MV Fl 12; HD 5; hp 33; THAC0 15; #AT 11; Dmg 1d4 (x10)/1d6; SA 10 paralyzation attacks; SD immune to electrical attacks; AL NE; SZ M; ML 14.

Room 3 contains a stone golem guard that will attack anyone entering this otherwise bare chamber, or whenever the door to Room 4 is touched or opened. The go-



lem uses a strange, crystalline rod as a weapon, and when the golem is destroyed, this rod glows cherry-red and explodes on the round following the golem's destruction. Everyone within 50 feet suffers 3d10 hp of damage from radiant heat and flying crystal splinters. If PCs are able to get out or duck behind cover, they are not subject to this. The map shows a shaded area in which damage is sustained when the golem is destroyed; PCs moving outside of this area are safe.

Stone Golem: AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 4d6; SA/SD numerous, see *Monstrous Compendium* entry; AL N; SZ L; ML 20.

The door to Room 4 is locked and trapped; if the door is so much as touched, its iron handle turns into a claw, strikes at the PC touching the door (THAC0 12; bare skin is treated as AC 10, less any Dex bonus) and grabs a limb, crushing it for 1d10 damage per round until the claw is destroyed (this requires 12 hp of magical damage, from *magic missile* spells, etc.).

Room 4 is a lengthy passageway with a large number of alcoves, as shown. The floor is especially treacherous, covered in rock fragments, broken stone statuettes, and the like (normal movement rate is reduced to 50%).

Each of these alcoves is entirely obscured by an inky, hazy, magical darkness that cannot be dispelled. Each time the first PC steps past an alcove, there is a 25% chance that a slow shadow emerges from the darkness and attacks (+2 to surprise rolls). While PCs are fighting a slow shadow, there is a 5% cumulative chance per round that another will emerge from the first alcove along this passage and attack the rear of the group within the passage. No extra slow shadows emerge while the party is already fighting two of them, however.

Slow shadows that are successfully turned simply disappear into the nearest alcove and re-emerge from another one (select randomly) after 1d4+4 rounds. No more slow shadows appear after all PCs have passed the final alcove.

Slow Shadows: AC 8; MV 12; HD 4; hp 19 each; THAC0 17; #AT 1; Dmg 1d4; SA -6 to enemy surprise rolls, 1d4 automatic chill damage after first hit, slowing; SD +2 or better weapon to hit, immune to magical *cold*, *lightning*, *sleep*, *charm*, *hold* spells; AL CE; SZ M; ML 20 (special).

Room 5 has a permanent *veil* spell effect within it, and it appears to be bare, with a central sunken well. On the round following the PCs' entry into this room, the scene changes and the monsters here attack. On the circular stone "wheel" around the well is a circle of 10 necrophidii, plus a huge stone necrophidius that has all the special at-

tacks and defenses of its smaller relatives but is a more formidable combat opponent. The necrophidii use their hypnosis dance when they appear, gaining automatic surprise (unless a PC has *true seeing*, etc. and warns his fellows), then they attack by biting.

Necrophidii (10): AC 2; MV 9; HD 2; hp 9 (x3), 11 (x3), 14 (x4); THAC0 19; #AT 1; Dmg 1d8; SA paralyzation, hypnosis dance; SD immune to mind-affecting spells, gases, poison, paralyzation; AL N; SZ L; ML 20.
Stone Necrophidius: as above, except: AC 0; HD 8; hp 46; THAC0 13; Dmg 1d12.

Once the PCs can observe the well, it is shrouded in mist and fog; visibility is no better than 5 feet. Physical testing (ropes, etc.) or a *true seeing* spell show that there is a drop of 30 feet to a floor below. PCs can descend in the usual ways (*fly*, *levitation*, climb walls skill, ropes, etc.).

The Tomb

Room 6 contains a great, black stone tomb atop a red-veined marble slab. Around its walls are perfect specimens of the murals seen earlier. The largest of them features a great fighter clad in black chain mail with a red marbled brooch, hefting a rune-embossed bastard sword. As soon as any PC enters this room, the creature within the tomb begins its whispering attack. It is a Soul Beckoner (*Monstrous Compendium: Greyhawk Adventures Appendix*), capable of emerging from the tomb in its non-material wraith form in one round.

Soul Beckoner: AC 2; MV 6; HD 4; hp 29; THAC0 17; #AT 2; Dmg 1d6/1d6; SA whispering attack, energy drains, gains THAC0/HD/hp if levels drained from victims; SD magic to hit, immune to *sleep*, *charm*, *hold* spells; AL NE; SZ M; ML 16.

If the PCs defeat the creature and open the tomb, they find a skeletal figure, crumbled to dust, and a magical bastard sword that flies out to attack them. The sword has AC 0, MV Fl 12, 30hp, THAC0 15, Dmg 1d8+3, and 50% chance for energy drain. The sword cannot be affected by mind-affecting spells, gases, poisons, or paralysis. The weapon attacks until reduced to 0 hp; when this occurs, it explodes in a 10-foot radius of flying steel and shrapnel (3d6 damage, save versus wands for half damage).

The tomb itself contains gems and jewelry of unusual craftsmanship worth a total of 12,000 gp. A red marbled brooch on the skeleton is a *brooch of shielding* (75 hp capacity) that also gives +2 to all saving throws versus magical fire-based attacks.

Campaign Book Encounter Tables

ALONG THE SELINTAN (within 1 hex of river)

01-04	Beetle, Giant Water
05-08	Crayfish, Giant
09-15	Frog, Giant
16-17	Men, Adventurers
18-19	Men, Bandits
20-33	Men, Merchants
34-55	Men, Militia
56-70	Men, Farmers
71-72	Nixies
73-78	Otters
79-84	Swan (10% swanmay)
85-00	Use Standard Encounter Tables

MIDBAY

01-03	Beetle, Giant Water
04-07	Crayfish, Giant
08-15	Halflings, Fishermen
16	Men, Adventurers
17-18	Men, Buccaneers
19-26	Men, Merchants
27-35	Men, Marines (Patrol)
36-38	Merrow (Ogres)
39-41	Scrags
42-43	Sea Lions
44-45	Selkie
46-00	Use Nyr Dyv Table

PLAINS OF GREYHAWK

01-02	Boars, Wild
03-05	Dogs, Wild
06-10	Herd Animals
11-12	Men, Adventurers
13-15	Men, Bandits
16-35	Men, Farmers
36-37	Men, Hillsmen (1)
38-50	Men, Merchants
51-60	Men, Militia
61-63	Snake, Poisonous
64-67	Spider, Large
68-00	Use Standard Encounter Tables

NOTE: (1) Within 3 hexes of Cairn Hills only.

THE MISTMARSH

01	Cockatrice
02-07	Crocodile, Giant
08-12	Frog, Giant
13-17	Frog, Poisonous
18-23	Ghouls
24-26	Lampreys
27-42	Lizard Men
43-44	Lizard Men and Lizard King
45	Men, Adventurers
46-49	Men, Bandits
50-52	Men, Hillsmen
53-54	Men, Marshmen
55-57	Men, Militia
58-59	Men, Thieves/Thugs
60-63	Rats, Giant
64-67	Spiders, Giant
68-72	Spiders, Huge
73-74	Will o'wisps
75-00	Use Standard Encounter Tables

THE CAIRN HILLS

Northwest	Northeast	South	Encounter
01	01	01-03	Dwarves
—	—	04	Dwarves, Mountain
—	02	05-07	Giants, Hill
02-15	03-05	08-13	Gnomes
16-17	06-08	14-17	Goblins
—	09	18	Griffons
18-19	10-22	19-20	Halflings
20	23-24	21-23	Hobgoblins
—	—	24-25	Hydras
21	25	26-28	Manticores
22-23	26-27	29-32	Men, Adventurers
24	28-30	33-40	Men, Bandits
25-26	31-38	41-50	Men, Hillsmen
27-39	39-43	51-54	Men, Merchants
40-50	44-47	55-60	Men, Militia
51	48-50	61-64	Ogres
52-54	51-53	65-68	Orcs
—	—	69-70	Patrol, Dwarves
55-70	54-55	71-73	Patrol, Gnomes
71	56	74-75	Rocs
72	57-58	76-79	Trolls
73	59	80-81	Wyverns
74-00	60-90	82-00	Use Standard Encounter Tables
—	91-00	—	Halflings

THE ABBOR-ALZ

Mountains	Hills	Encounter
—	01	Dragon, Brass
01	02	Dragon, Copper
02-05	03-09	Dwarves
06-15	10	Dwarves, Mountain
16-21	11-15	Giants, hill
22	—	Giants, stone
23-24	16-22	Gnomes
25-26	23-24	Goblins
27	25-26	Hobgoblins
—	27-28	Lamias (1)
28	29-30	Leucrottas
29	31	Lycanthropes, Weretigresses
30-32	32-34	Manticores
33	35-36	Men, Adventurers
34-36	37-41	Men, Bandits
37	42-54	Men, Hillsmen
38-39	55-57	Men, Merchants
40-42	58-63	Men, Militia (2)
43-55	64-70	Ogres
56-60	71-75	Orcs
61-65	76	Patrol, Dwarves
66-68	—	Patrol, Dwarven Veterans
—	77-79	Patrol, Gnomes
69	80	Rocs
70	81-82	Sphinxes (3)
71-74	83-84	Tigers, Mountain
75-79	85-86	Trolls
80-81	87-88	Wyverns
82-00	89-00	Use Standard Encounter Tables

NOTES: (1) Within 2 hexes of Vale of the Lamia only. (2) 75% likely to be an aerial encounter with griffon rider in mountains. (3) Equal chance for andro-, gyno-, or heirarcho-sphinx, all within 4 hexes of Bright Desert only.

THE WILD COAST

These encounters apply to the main plains. For coastlines and waterways, use appropriate tables (e.g., Woolly Bay table). For woods, use Gnarley Forest table above.

Plains	Buffer Zone	Encounter
01-02	01-05	Goblins
03-04	06-11	Hobgoblins
05-07	12-13	Men, Adventurers
08-20	14-23	Men, Bandits
21-40	—	Men, Militia
41-42	24-31	Men, Militia Raiders (1)
43-47	32-38	Orcs
48-49	39-46	Orcs, Raiders
50	47-50	Orcs, Small Warband
51-00	51-00	Use Standard Encounter Tables

NOTE: (1) See Campaign book text for details of squad composition.

THE GNARLEY FOREST

Hills	Dense Forest	Normal Forest	Encounter
01-02	01	01-02	Bears, Brown
03	02-05	03	Brownies
—	06	04	Brownies, Buckawns
—	07	—	Brownies, Quicklings
—	08	—	Centaur
04	09	05-06	Druids
—	10-12	07	Dryads
05	13-18	08-15	Elves, Sylvan (Wood)
06	19-20	16-17	Gnolls
07-22	21	18-21	Gnomes
23	—	22-23	Goblins
—	22-23	24-25	Kech
—	24-25	—	Léprechauns
24	—	26-27	Lycanthropes, Werebears
—	26	28	Lycanthropes, Weretigresses
25	—	29-30	Men, Adventurers
26-27	27	31-34	Men, Bandits
28-40	—	35-36	Men, Farmers
41-43	—	37	Men, Merchants
—	—	38-42	Men, Militia
44-45	—	43-46	Men, Rangers
46-47	—	47-56	Men, Woodsmen
48	28	57-60	Ogres
49	29	61-64	Orcs
—	30-31	65	Owls, Talking
—	—	66-69	Patrol, Elven
—	—	70	Patrol, Elven, Superior
50-53	—	71	Patrol, Gnomes
—	32-35	72	Pixies
54	36-40	73	Plant, Carnivorous (1)
55	41-45	74	Satyrs
56-57	46-47	75-76	Spiders, Giant
58-59	48-49	77-78	Spiders, Huge
—	50-55	—	Sprites (2)
60-61	56-58	79-80	Swanmays
62	59-67	81-82	Treants (10% Lyrannikin)
—	68-70	—	Unicorns
63-00	71-00	83-90	Use Standard Encounter Tables
—	—	91-00	Men, Bandits (3)

NOTES: (1) 50% chance for kampful or hangman tree. (2) 50% chance for atomie or grig. (3) If within 2 hexes of Wild Coast; otherwise, reroll.

NPCs of Greyhawk

This listing references all major NPC statistical entries for the Free City and the campaign setting. NPCs are listed alphabetically by first name. FFF = *City of Greyhawk*, Folk Feuds and Factions book; GoF = *City of Greyhawk*, Gem of the Flanaess book; FAC = *From the Ashes*, Campaign Book. A brief parenthetical note such as (City) or (Cairns) shows where the NPC is usually based.

"Aaron Strachan": see Elskan Samarade
 Aestrella Shanfarel (City), FFF75
 Agarat Esiassen (City), FFF56
 Almerin Skiari (City), FAC105
 Amadeus Wolfzart (City), FFF60
 Andrade Mirrius (City), FFF77
 Alphonse Ordealle (City), GoF 64
 Arkalyne Tostoni (City), GoF93
 Artur Jakartai (Furyondy), FFF73, FAC18
 Axel Tharnhew (City), GoF85
 Bamadar Kadarel (Plains/towns), FAC138
 Barlieu Clarreth (Cairn Hills), FAC139
 Barris Bechetir (City), GoF89
 Bashair Shastri (City), FAC133
 Bigby (Mitrik), FFF22
 "Bladestorm" (Narwell), FAC140
 Blair Wintergard (City), FFF80
 Brag Snagtooth (City), GoF82
 Christa (City), FFF81, FAC18
 Corben DeBlare (City), FFF81
 Clannair Blackshadow (City), FFF52, FAC17
 Darek Halfplow (City), GoF93
 Darnak Khorshkan (City), FFF17
 Delmanarah Efrine (City), FAC106
 Derider Fanshen (City), FFF10
 Derken Gale (City), GoF87
 Devin Halfhock (City), GoF87
 Diarmid Hesperion (City), FFF46
 Diran Conoriel (Hardby), FAC141
 Dmitri Valonis (Nyr Dyv), FFF78
 Drawmij (special), FFF24
 Edwina (City), FFF82
 Elkiar Rusman (City), FAC134
 Elrael Tasmarien (City), FAC142
 Elskan Samarade (City), FFF8
 Ephraim Blackrod (City), FFF20
 Fioranna Aielestriel (City), FFF7
 Garakender Talmord (Safeton), FAC144
 Garand, Duke (City), GoF79
 Garvin Ambus, Sir (City), FFF15
 Garyne the Shroudender (City), FFF58
 Gaspar (City), FFF45
 Geren Larait (City/Gnarley), GoF69, FAC128
 Ghrigiel, Elder Brother (City), FAC118
 Glodreddi Bakkanin (City), FFF13
 Glorial (City), GoF83
 Griffith Adarian (Adri), FFF75, FAC18
 Grimmri Fischer (deceased), GoF70
 Grotnek Urteknis (City), FFF59

Guldan Rockflint (City), GoF83
 Gundri Garraldson (City), GoF89
 Haarkon Diardra (City), FFF45
 Haral Shastri (City), FFF52
 Heironymous Tigana (City), FFF19
 Hubert Mazian (City), GoF89
 Imogen Gellett (City), FFF52
 Jallarzi Sallavarian (City), FFF27
 Jamir Rellstar (City), FFF58
 Janziduur (City), FFF29, FAC17
 Jaryn Lejenus (City), FAC146
 Jawal Severnain (City), FFF17
 Jenifaer Maldzanth (Cairn Hills), FAC138
 Jerome Kazinskaia (City), FFF29
 Kaak'erek Arglowan (City), FFF56
 Kaarain Mandair (deceased), GoF51
 Kaharai Kellanen (City), FFF60
 Kaltek Werm (City), GoF53
 Kapil Shrikkanth (City), FAC133
 Kelas Arnad (City), GoF91
 Kiaran Azharuddin (City), FAC133
 Kieren Jalucian (City), FFF16
 Kirilarien Allavesse (City), GoF69, FAC129
 Kondradis Bubka (City), FFF18
 Kriss Naipul (City), FAC133
 Kyrine Nauxanth, Count (City), FAC106
 Larrat Helfdene (City), FFF41
 Lemajen Sterrich, Sir (City), FAC125
 Lockswell, Lady (Plains) GoF35
 Lockswell, Lord (Plains) GoF35
 Lucius Stairnezh (City), GoF89
 Marcan Tamlayne (City), FAC135
 Marie Sennefort (City), GoF70, FAC129
 Marina Torassen (City), GoF89
 Maritai Jaruman (City), FFF55
 Melf, Prince (City), FAC121
 Mordenkainen (Yatils), FFF21
 Naas Sarainy Siobharek (City), GoF 82, FAC119
 Narisan Kerreth (City), FAC147
 Nastassia Aiareni Nightstar (City), GoF69, FAC128
 Nerof Gasgal (City), FFF6
 Nirifel Meldarin (Gnarley), FAC148
 Noblock (City), FFF82
 Nystul (County of Urnst), FFF24
 Olaf Al-Azul (City), GoF78
 Old Mother Grubb (deceased), GoF50
 One-eye Halloran (City), GoF81
 Org Nenshen (City), FFF38
 Otiluke (deceased), FFF25
 Otto (City), FFF23
 Pandit Nairull (City), FAC133
 Parras Haradraith (City), FAC107
 Pavel Alektrion (City), FFF38
 Perren Striaken (Cairn Hills), FAC150
 Philidor (City), FAC150
 Pietain Morvannis (City), FFF67
 Pyremiel Alexane (City), FAC108

Ralston Tour (City), GoF59
 Rashif Iqbal (City), FFF67
 Ranald Immanen, Sir (City), FAC110
 Rary (Bright Desert), FFF25
 "Ratter": see Diran Conoriel
 Ravel Dasinder (City), FFF28
 Ravi Khanstrir (City), FAC133
 Reichart Petrides, Sir (City) FFF7
 Repnel Porton (City), FFF40
 Ricard Damaris (City), FFF63
 Robbar Marade (City), FAC134
 Rosco Two-finger (Cairns), GoF23
 Samrad Bevrain (City), FFF55
 Sanjaray Mohsin (Plains), FAC27
 Sarana (City), FFF28
 Scherrin Marizian (City), FAC111
 Schinus Balint (Cairn Hills), FAC153
 Selczek Gobayuiik (City), FFF33
 Sharyn Messandier (deceased), GoF40
 Sheroyl Kubiak (City), FAC132
 Simeon Hellwater (City), FFF46
 Simpkin Furzear (City), FFF41
 Stakaster Villaine (City), GoF65

Stivak Dorbreddin (City), FFF84
 Talrand Quehris (City), GoF86
 Tarnek McGloogan (City), FFF53
 Tasir Narullah (City), FFF133
 Tenser (deceased), FFF22
 Tigran Gellner (City), FFF9, FAC16
 Tobin Potriades (City), FFF20
 Tomas Ratek (deceased), GoF39
 Tomas Waterfield (City), FAC134
 Torrentz Hebvard (City), FFF85, FAC19
 Torsten Hardrick (City), FFF85
 Turin Deathstalker (Safeton), FFF42
 Ulrik Nessarien (City), FAC117
 Valderesse Sharn (deceased), GoF73
 Varmai Zendehei (City), FFF79
 Veni Jarrison (City), FAC154
 Vesparien Lafanel (City), FFF43
 Wasim Qharallah (City), FAC132
 Wilbrem Carister (Hardby), FAC155
 Windsor Greenshade (Elmshire), GoF21
 Xanthi Lemman (City), FFF58
 Xerien Albhart (City), FFF85
 Zorran Sarraith (Nyr Dyv), FFF49, FAC17



FAMOUS WIZARDS OF GREYHAWK (left to right)—Tenser, Nystul, Otto, Drawmij, Bigby, Rary, Otiluke, Jallarzi.

Greater Powers



Beory



Boccob



Incabulos



Istus



Nerull



Pelor

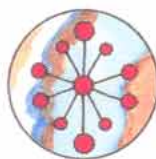


Rao

Intermediate Powers



Celestian



St. Cuthbert



Ehlonna



Erythnul



Fharlanghn



Heironeous



Hextor



Kord



Lendor



Obad-Hai



Olidammara



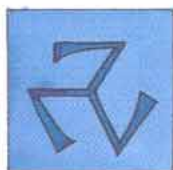
Pholtus



Procan



Ralishaz



Trithereon



Ulaa



Wee Jas

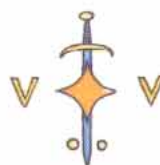


Zilchus

Demipowers



Iuz



Mayaheine



Zagyg

Powers of Greyhawk

Greater Powers

Name	Race	AoC	Align	WAL	Sex
Beory	FC*	Oerth Mother, Nature, Rain	N	Any	F
Boccob	C	Magic, Arcane Knowledge	N	Any	M
Incabulos	C	Plagues, Famines, Nightmares	NE	Any evil	M
Istus	Be	Fate, Destiny	N	Any	F
Nerull	FC	Death, Darkness, Murder	NE	Any evil	M
Pelor	FC	Sun, Light, Strength, Healing	NG	Any good	M
Rao	FC	Peace, Reason, Serenity	LG	LG, NG, LN	M

* C = common or widespread worship in most areas.

Intermediate Powers

Name	Race	AoC	Align	WAL	Sex
Celestian	OC	Stars, Space, Wanderers	N(NG)	Any	M
Ehlonna	C	Forests, Woodlands, Flowers	NG	Any good	F
Erythnul	OC	Hate, Envy, Malice, Panic	CE(CN)	CE, CN, NE	M
Fharlanghn	OC	Horizons, Distance, Travel	N(NG)	Any nonevil	M
Heironeous	OC	Chivalry, Justice, Honor, War	LG	LG, NG	M
Hextor	OC	War, Discord, Massacres	LE	LE, NE	M
Kord	S	Athletics, Sport, Brawling	CG	CG, CN, NG, N	M
Lendor	S	Time, Tedium	LN	LN	M
Obad-Hai	FC	Nature, Woodlands, Freedom	N	Any	M
Olidammara	C	Music, Revels, Rogues, Wine	CN	CN, N, CG, N	M
Procan	OC	Oceans, Seas, Sailing	CN	Any nonlawful	M
Ralishaz	C	Chance, Ill Luck, Misfortune	CN	Any nonlawful	M
St. Cuthbert	C	Commonsense, Honesty, Zeal	LG(LN)	LG, LN	M
Tharizdun	?	Eternal Darkness, Decay	NE	Any evil	M
Trithereon	C	Individuality, Retribution, Liberty, Self-determination	CG	CG, NG	M
Ulaa	C	Hills, Mountains, Gemstones	LG	LG, NG, LN	F
Wee Jas	S	Magic, Death	LN(LE)	LE, LN, NE, N	F
Zilchus	OC	Power, Prestige, Influence, Money, Business	LN	LN, LG, N, NG	M

Lesser Powers

Name	Race	AoC	Align	WAL	Sex
Allitur	Fc	Ethics, Propriety	LG(LN)	LG, LN	M
Atroa	Oc	Spring, East Wind, Renewals	NG	Any good	F
Beltar	S	Malice, Caves, Pits	CE(CN)	CE, CN	F
Berei	Fc	Home, Family, Agriculture	NG	Any good	F
Bleredd	C	Metal, Mines, Smiths	N	Any	M
Bralm	Sc	Insects, Industriousness	N(LN)	N, LN, NE, NG	F
Cyndor	C	Time, Infinity, Continuity	LN	Any lawful	M
Delleb	O	Reason, Intellect	LG	LG	M
Fortubo	S	Stone, Metals, Mountains	LG(LN)	LG, LN	M
Geshtai	Be	Lakes, Rivers, Wells, Streams	N	Any	F
Joramy	C	Fire, Volcanoes, Wrath	N(NG)	N, any good	F
Kurell	O	Jealousy, Revenge, Thievery	CN	Any chaotic	M
Lirr	C	Prose, Poetry, Literacy, Art	CG	CG, NG	F
Llery	S	Beasts, Strength	CN	Any chaotic	M
Lydia	Sc	Music, Knowledge, Daylight	NG	Any good	F
Myhriss	C	Love, Romance, Beauty	NG	Any good	F
Norebo	S	Luck, Gambling, Risks	CN	Any chaotic	M
Phaulkon	S	Air, Winds, Clouds	CG	CG, CN	M
Phyton	S	Beauty, Nature	CG	CG, NG	M
Pyremius	S	Fire, Poison, Murder	NE	Any evil	M
Raxivort	O	Rats, Wererats	CE	CE	M
Sotillon	Oc	Summer, Ease, Comfort	CG(CN)	CG, CN	F
Syru	S	Lies, Deceit, Treachery	NE	Any evil	F
Telchur	Oc	Winter, Cold, North Wind	CN	Any chaotic	M
Velnus	O	Sky, Weather	N(NG)	N, NG	M
Xan Yae	BC	Twilight, Shadows, Stealth	N	Any but LG/LE	F
Xerbo	S	Sea, Sailing, Money, Business	N	Any	M
Zodal	FC	Mercy, Hope, Benevolence	NG	Any good	M

Demipowers

Name	Race	AoC	Align	WAL	Sex
Iuz	FC	Deceit, Pain, Oppression	CE	CE, NE, CN, LE	M
Mayaheine	C	Protection, Justice, Valor	LG	LG, NG	F
Rudd	OC	Chance, Good Luck, Skill	CN(CG)	CN, CG, N	F
Wastri	?	Amphibians, Bigotry	LN(LE)	LN, LE	M
Zagyg	C	Humor, Eccentricity, Arcane and Occult Lore	CN(CG)	CN, CG, N	M
Zuoken	Be	Physical and Mental Mastery	N	N, LN	M

Nations of the Flanaess

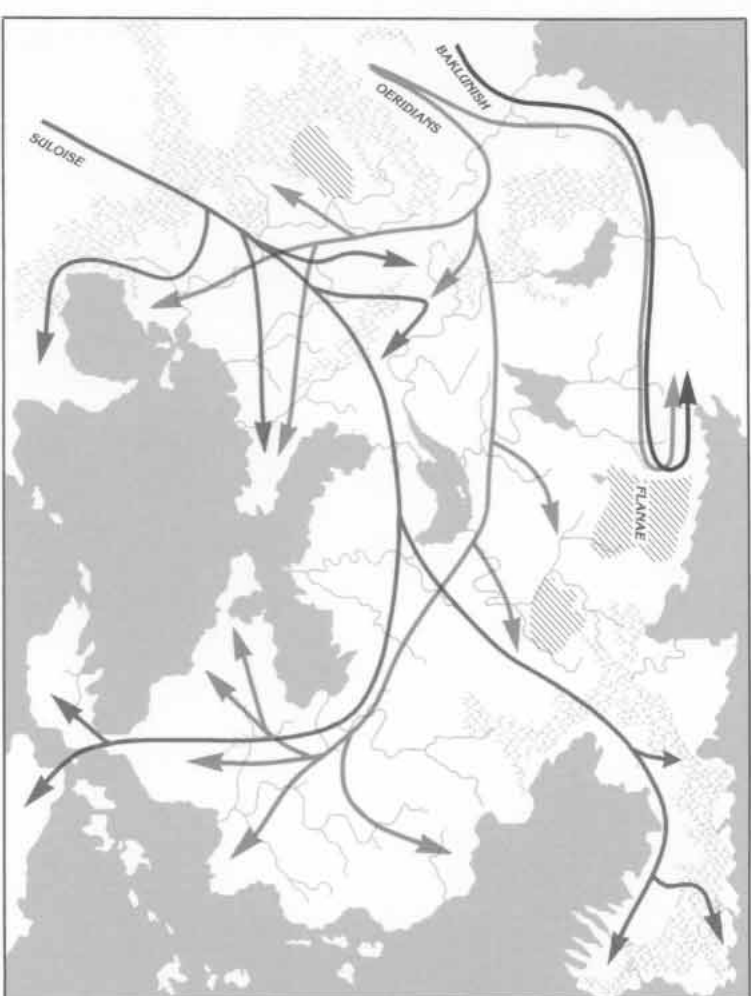
Country	Capital	Popn.	Races*	Pop. Align.	Demi-Humans**	Major Resources†	Ruler‡
Bandit Kingdoms	none	55,000	OF/Sb	CN, CE	Very few	silver (Rift mines)	AL C/Lvl.
Bissel	Thornward	55,000	OSB	LG, LN	Some	food, cloth, gold, gems	none
Blackmoor	Dantredun	700	FS	LN, LE, CE	Very few	copper, gems, ivory?	LN C5/F11
Bone March	none	100,000 +	Hu	Evil	Very few	silver, gems	?/W?
Celene	Enstad	21,000	OSf	CG	18,000E	food, cloth, silver	none
Ekbir	Ekbir	260,000	B	LG, NG	Very few	food, cloth	CG F7/W13
Frost Barbarians	Krakenheim	55,000	S	CN	Few	food, furs, silver, gold	NG Pr16
Furyondy	Chendl	360,000	OsB	LG	4,500 E + some	food, cloth, gold	CN F12
Geoff	Gorna	16,500	Hu/FSO	LG, LN/Hu	2,500E, 2,000D	cloth, gold, silver, food, gems	LG P15
Gran March	Hookhill	100,000	SOf	LG, LN	4,200E, 1,500 D	food, cloth, copper, fine gems	LG F14/W15(c)
Great Kingdom#	none (Rauxes)	4,900,000	OS	LE, NE, CE	Some	food, cloth, silver, gold, gems	LG C5/W10
Horned Society	Molag	40,000	Of	LE, NE, CE	Very few	scarce resources	many
Ice Barbarians	Glott	60,000	S	CN	Few	furs, copper, gems	CE Pr13
Idee	Naeie	50,000	OS	NG, CG	Few	food, copper, gold	CN F15
Iuz, Land of##	Dorakaa	200,000	Hu/Obf	CE	Very few	furs, electrum	LE Pr?
Kecoland	Niole Dra	315,000	SOf	LG, LN, N	12,000E	food, cloth, copper, fine gems	Demipower
Lendore Isles	Lo Reltarma	2,500	So	CG	20,000E	unknown	LG R14
Ket	Lopolla	83,000	Bso	LG, LN, LE	Few	silver, gems, fine gems	CG Pr20
Lordship of Isles	Sulward	72,000	So	N, CN	Few	rare woods, spices	LN P3/F14
Nyond	Rel Mord	1,175,000	Os	LN, LG, NG	18,000E	food, cloth, silver, gems + fine	N F12
Olman Islands	none	2,000	S	LE, NE	None	fruits, rare woods	LG F17
Onnwal	Scant	37,500	So	LG, LN	2,000D	platinum, fine gems	LE Pr?
Pale, Theocracy	Wintershiven	260,000	FO	LN	Some	copper, fine gems, some food	LE Pr?
Perrenland	Schwarzenbruin	200,000	O	LG, LN	3,000D + some	copper	LN Pr15
Paynims, Plains	none	500,000	B	All?	Doubtful	unknown	LN F13
Pomarj###	none	90,000	Hu/SO	CE	None	silver, electrum, gold, gems	many
Ratik	Marner	36,000	SOf	N, CN	8,000D	furs, gold, gems, wood	NE F14
Rovers of Barrens	none	35,000	F/Hu	CN	Very few	furs, gold	NG R14
Scarlet Brotherhood	?	40,000 +	S	LE, NE, CE	Doubtful	spices, gold, wood, gems + fine	CN F9
Sea Barons	Asperdi	45,000	So	NE, CE, CN	Few	none outstanding	LE Pr?
Sea Princes	Monmurg	95,000	SOf	N, CN	Few	food	N W11/T5
Shield Lands	Admundfort	30,000	Hu/OSf	LG/Hu	None	food	LE Pr?
Snow Barbarians	Soull	95,000	S	CN	Some	copper, gems	LG P13(e)
Sterich	Istivin	15,000	Hu/OSF	LG, NG/Hu	Some	silver, electrum, gold, gems	CN F14
Stonefist	Vlekstaad	55,000	FS	N, CN, CE	Doubtful	furs, ivory, silver, gems	NG F8/B12(c)
Sunndi	Pitchfield	65,000	So	N, NG	8,000E	electrum, platinum, gems + fine	CE F19
Tenh	Nevond Nevrend	160,000	F	LN	Some	food, platinum	CG C6/F8/W9
Tiger Nomads	Yecha	75,000 +	B	CN, CE	Few	furs, silver, gems	LN F13(e)
Tusmit	Sefmur	150,000	B	LN	Few	food, silver, gold	CN F12
Ulek, County of	Jurnre	30,000	OFS	LG, NG, CG	5,000G	food, cloth, silver, gems	LN F13
Ulek, Duchy of	Tinglee	28,000	Sfo	LG, NG, CG	17,500E	food, cloth, electrum, gems	N D14

Reference Card #2

Country	Capital	Popn.	Races*	Pop. Affin.	Demi-Humans**	Major Resources†	Ruler‡ AL C/Lvl.
Ulek, Principality	Gryxax	27,000	SO	LG, NG, CG	30,000D + some	food, silver, gems + fine	CG P9/T12
Ull	Ulakand	100,000 +	B	CN, CE	Doubtful	silver, gems	CE F13
Urnst, County of	Radgast City	240,000	SO	LG, NG	3,000H + few	food, cloth, gold	CG W13
Urnst, Duchy of	Leukish	250,000	So	LG, NG	3,000D 3,000G 5,000H	food, all metals, gems + fine	CG R13
Vale of the Mage	?	10,000	OB?†	?	Some elves, gnomes?†	unknown	NE W19
Vetuna	Mitrik	260,000	Osf	LG	11,000E 7,000G + some	food, cloth, silver, gold	LG P-21
Wolf Nomads	Eru-Tovar	80,000	BF	CN	Few	furs, copper	CN F14
Yeomany	Lofwick	115,000	SO†	LG, LN	2,000E 3,000D 1,000H	food, cloth, silver, gems	LN C5/F11
Zeif	Zeif	200,000	B	LN	Doubtful	food, fine gems	LN F15

Notes

- * Hu = Humanoids (and/or giants) as the dominant group. Alignments for nations that include entries followed by /Hu give the dominant human alignments. The Hu indicates that humanoids are now dominant after the Greyhawk Wars.
- ** D = Dwarves, E = Elves, G = Gnomes, H = Halflings, F = Fairies. For subdivisions of racial types, see main Cyclopedica entries.
- † Fine gems are of 500 gp + value on average; gems are of average 10-100 +. The entry *gems + fine* means both gem types are resources of this land. Food includes crops, fruits, livestock, fishing, whaling, etc.; see Cyclopedica entries for more details.
- ‡ Abbreviations: AL = Alignment, C/Lvl = Class/Experience level. For character classes, C = Cleric, Pr = Priest, D = Druid, F = Fighter, R = Ranger, P = Paladin, W = Wizard, T = Thief, B = Bard. A ruler denoted with (c) is in exile.
- # Includes all lands of old Aerdy, including North and South Provinces, Medegia, and Almor.
- ## Population total given is 85% humanoids, 15% evil humans.
- ### Population total given is 80% humanoids, 20% evil humans.



Migration patterns of various races into the Flanaess. The Baktunish, Suel, and Oeridian races are represented. Original Flanaess homelands are indicated by patches of diagonal lines. For more information, refer to the introduction in the *Atlas of the Flanaess* booklet.

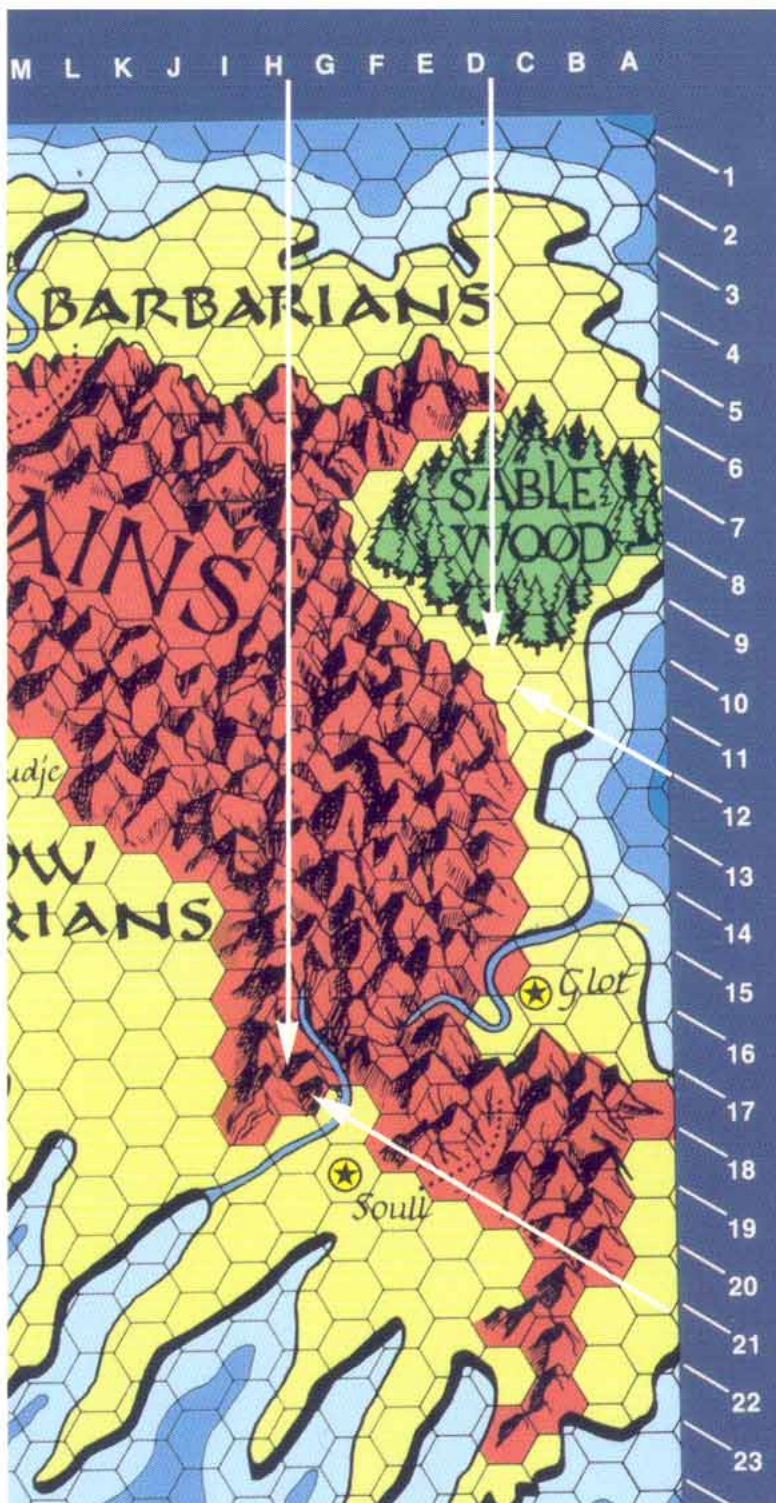
How to Read the Map Grid Coordinates

Printed along the top of the Flanaess maps are letters of the alphabet, in sequence. Due to the size of the maps, the alphabet is repeated several times, and each sequence is marked accordingly (A, A2, A3, etc.). These letters identify vertical hex columns.

In a similar fashion, a series of numbers is printed on the side and bottom edges of the maps. These numbers identify

rows of hexes, slanting from the bottom right to the upper left of the maps.

To find a specific hex, such as H21, locate the proper hex column and row, and trace them until they meet, as shown in the diagram. The hex at which the column and row intersect is hex H21. A second example shows how to locate hex D12.



An Index to the Cities of the Flanaess

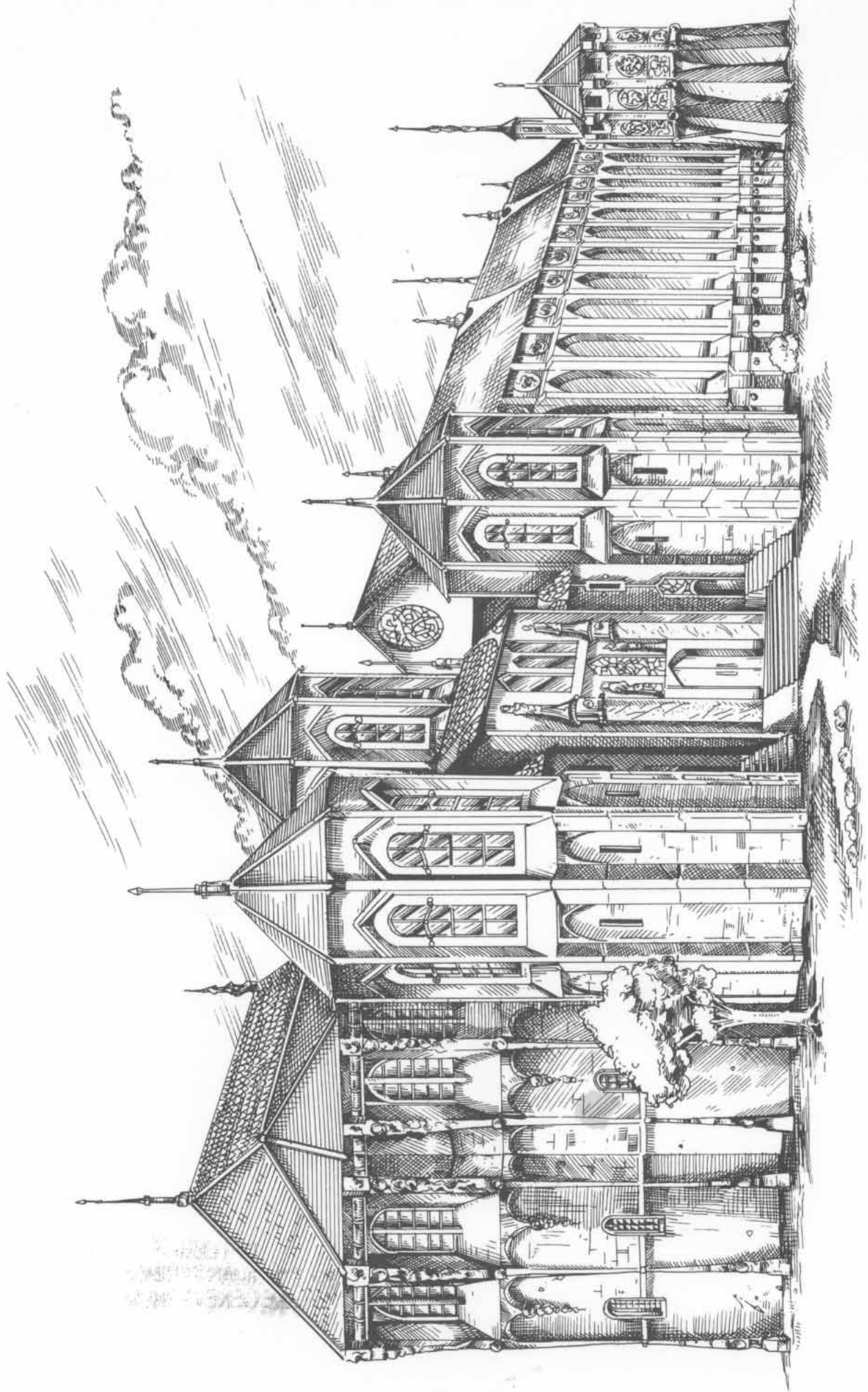
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Uninvited Guests



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D. MARTIN







BANDIT KINGDOMS

TENH

theocracy of the pale

COUNTRY OF URNSC OF NYRONS

Duchy of Neus

RIFT CANYON

JUNGLES

PLOSIVOOD

NUTTER WOOD

CAMBOGE FOREST

FLINTY HILLS

TROLL FENS

ARZONSAMAY RIVER

YOL RIVER

FRANK RIVER

BUNTYDE RIVER

Radspan

Stouk

Midmewadow

Wintershiven

Ogbury

Radigast City

Borneven

Wontham

Strigot

Seltaren Leakish

Woodwyck

Kell Morda

Lunspa



134 133 132 131 130 129 128 127 126 125 124 123 122 121 120 119 118 117 116

DENSAC GULF

OLMAN ISLANDS

Maerle

Kyo Jerlep

the Scarlet Brotherhood

SPINE RIDGE

Ekoll

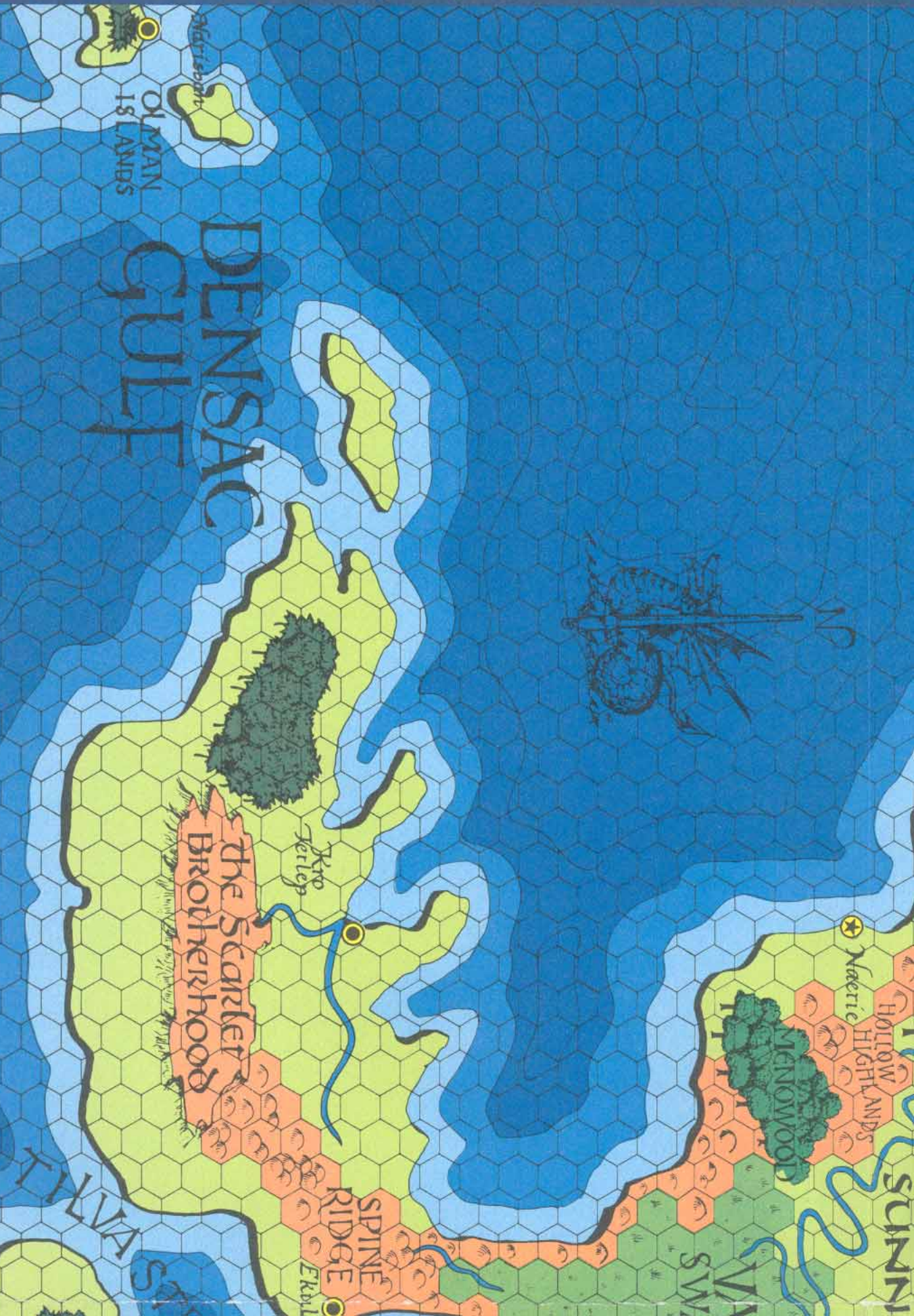
Maerie

HOLLOW HIGHLANDS

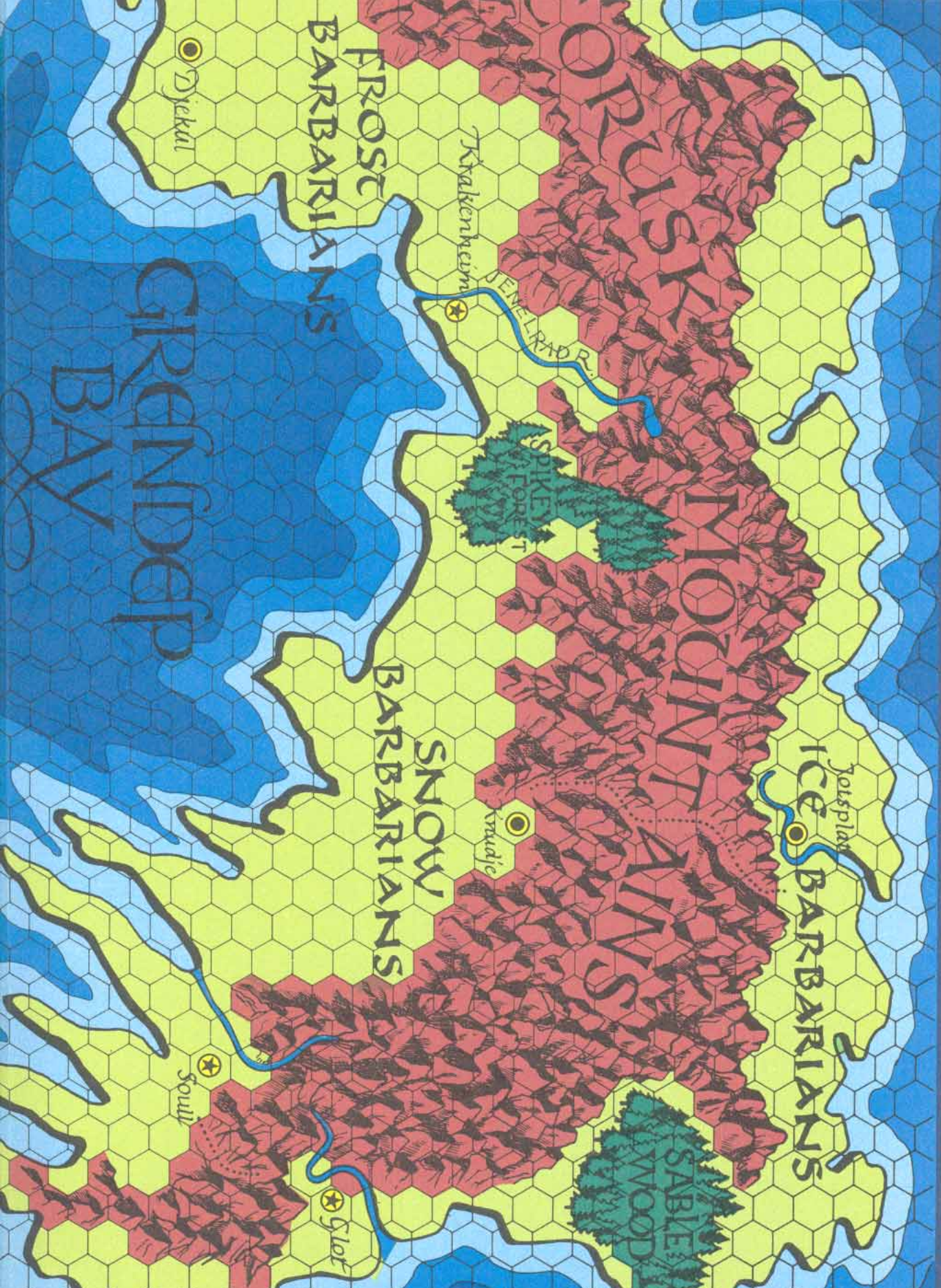
MANOWOOD

SUNNI

SW



K2 J2 I2 H2 G2 F2 E2 D2 C2 B2 A2 Z Y X W V U T S R Q P O N M L K J I H G F E D C B A



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RATTHILL

Manner

BONE MARCH
Johnsport
Spincastle

Loymwood

Belport

NORTH PROVINCE

Kaport Bay

Eastfair

Alint
Teesarl River

Rinlon

Winethe

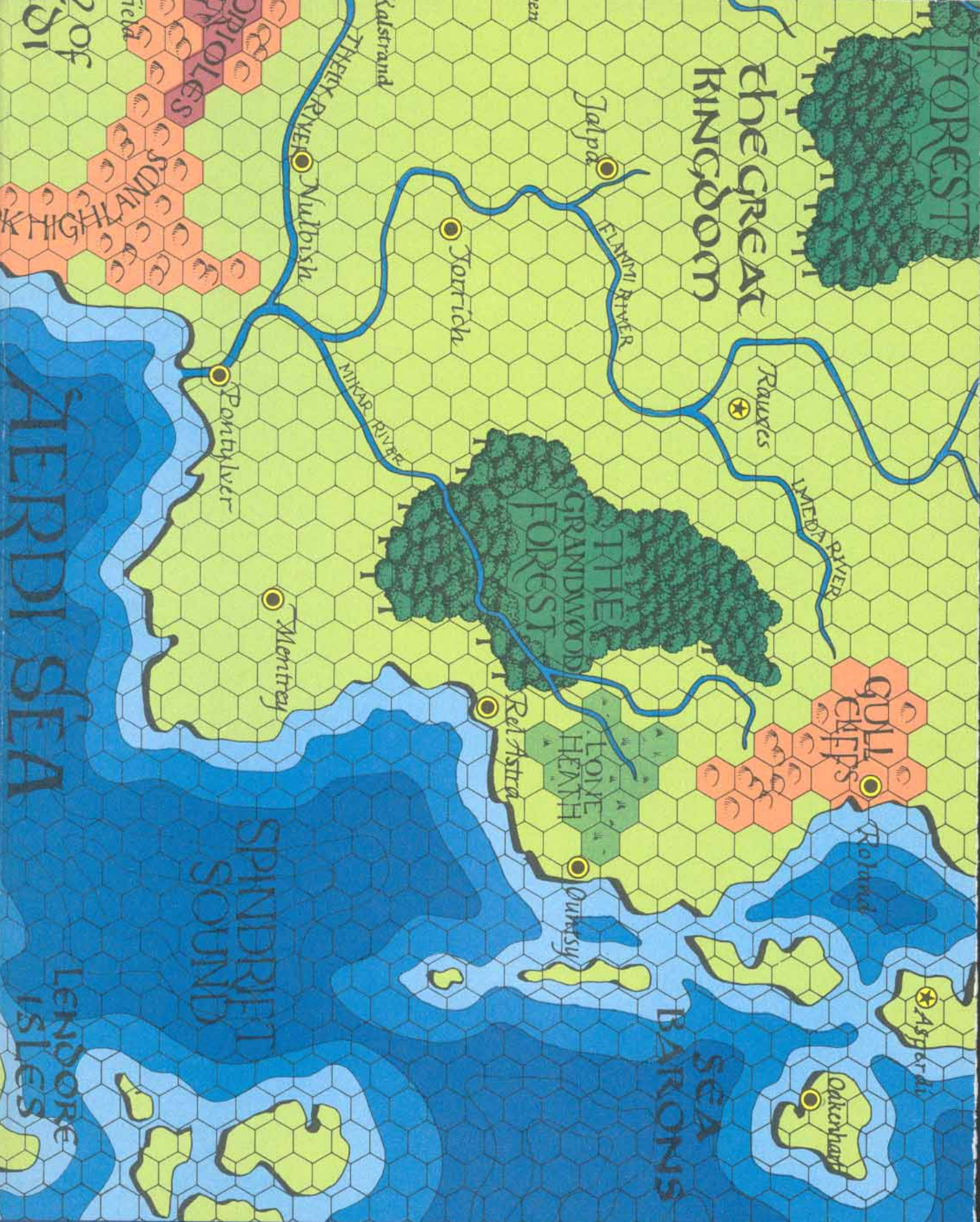
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Edge Field

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SOLNOR OCEAN

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HERMONAL AND SAVAGES

ISLES

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Dulstrand

Suward

Duckhorn

Lordship
of the isles

OLYATI SEA

PELISO SWAMP

HERMONAL AND SAVAGES

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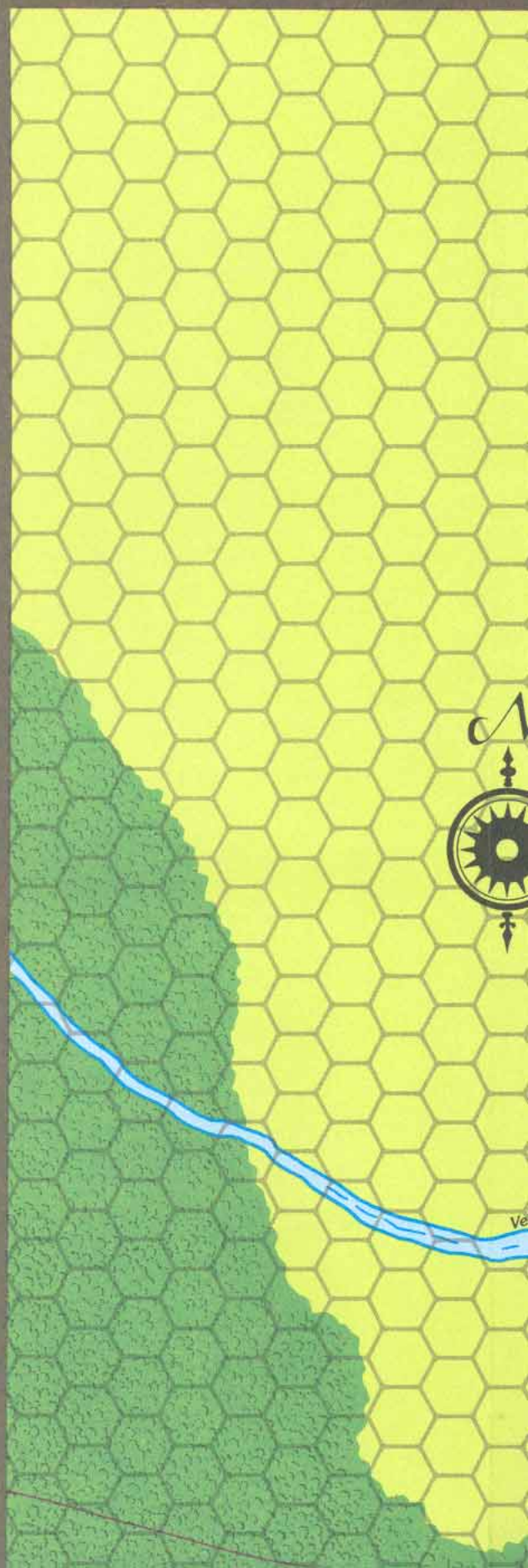
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From the Ashes

Campaign Map

1 hex = 6 miles

	Mountains
	Hills
	Forest
	Wooded Hills
	Heavy Forest
	Marsh
	Pastureland
	Desert
	Lake
	River
	Bridge
	Ferry
	Ford
	Road
	Trail
	Capital (Free City)
	City
	Town
	Village
	Castle or Keep
	Tower
	Fort



	Ruin
	Camp
	Caves
	Mine
	Bad Magic Point
	Lighthouse
	Battle Site
	Unfixed Border
	Formal Border



Rangers of the Gnarley Forest



Lord Mastryne (Wild Coast)

The Hardby Marines



The Cockatrice Riders



Orcs of Harrgrek Kukulend



Dwarves of Greysmere



Dwarves of Dumadan



Dwarves of Karakast



Greyhawk Mountaineers



Karistyne the Paladin



Elf Clans of the Gnarley Forest

Clan Sherendyl



Clan Meldarin



Clan Fealefel



Clan Enlanefel



Kingdom of Furyondy





Zendrelde's Tower

Shelleton

Fern Groves

Beltander

Blackthorn

Tricaster

Corustaith

Namburil

Baddeep

Camp Adalorn

Canryell's Well

The Wailing Halls

Jebel River

Narwell

Zulern

Kingdom of Celene

Blackwood

Eyebite

Pelgaryn

Castle Mastryne

Castle Sulafruit

Safeton

Leraizen

Wyvern

Cantona

Pascorel

Varnifane

Nyr Dyv

Stonefort

Grossettrottell

Stone Bridge

Elmshire

Steaming Springs

Blackstone

Diamond Lake

Selintan River

Greyhawk City

High Road

Ford Keep

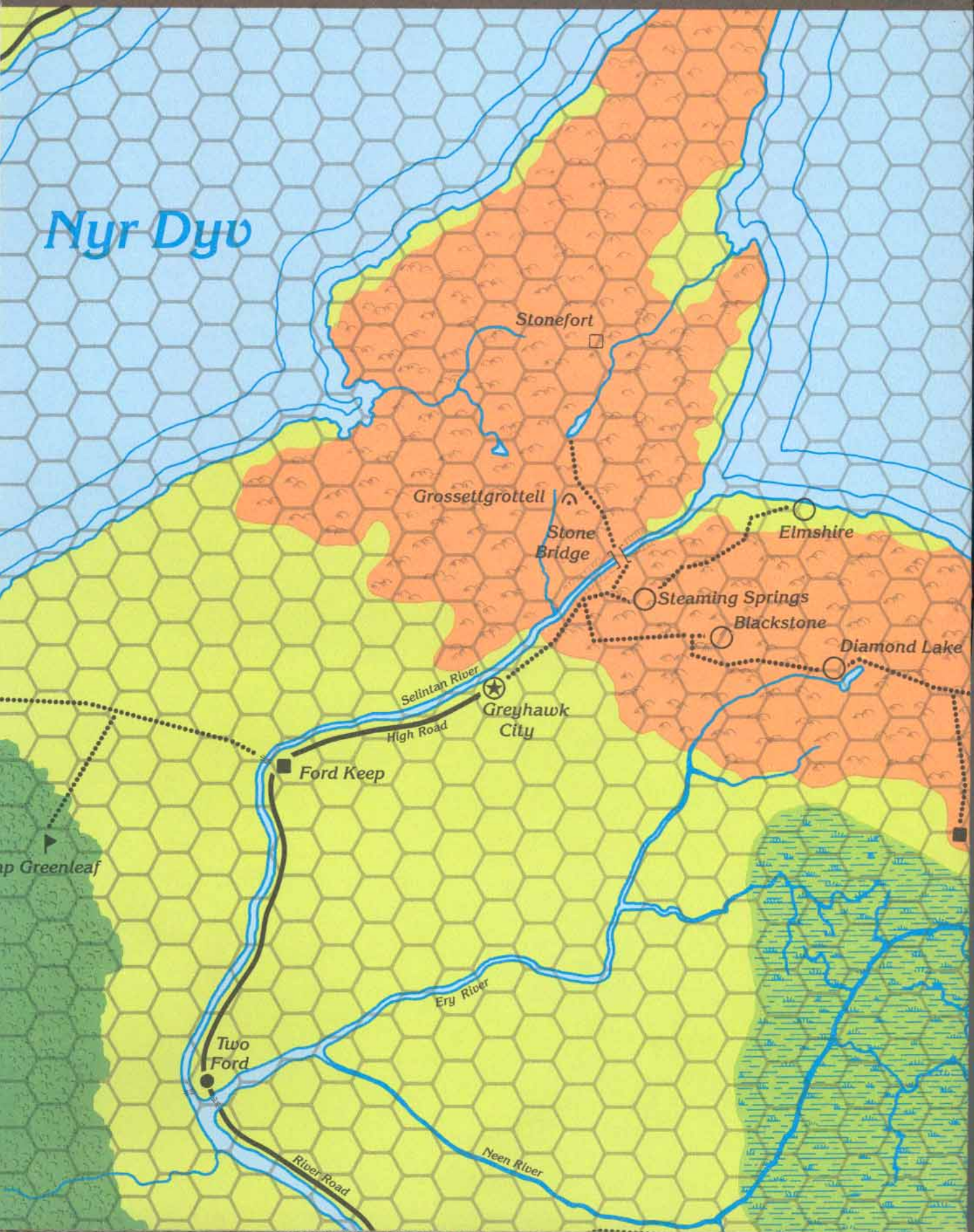
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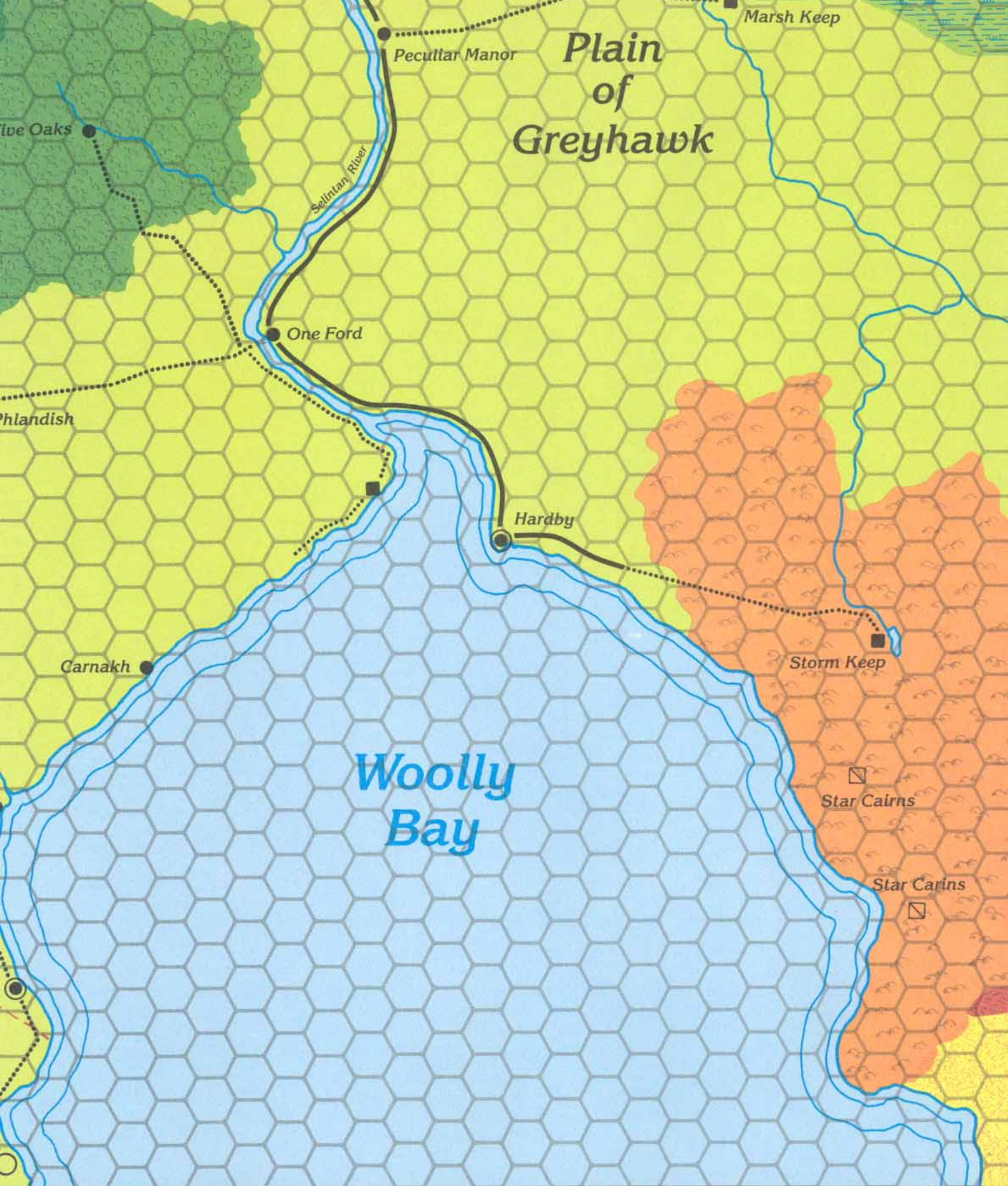
Two Ford

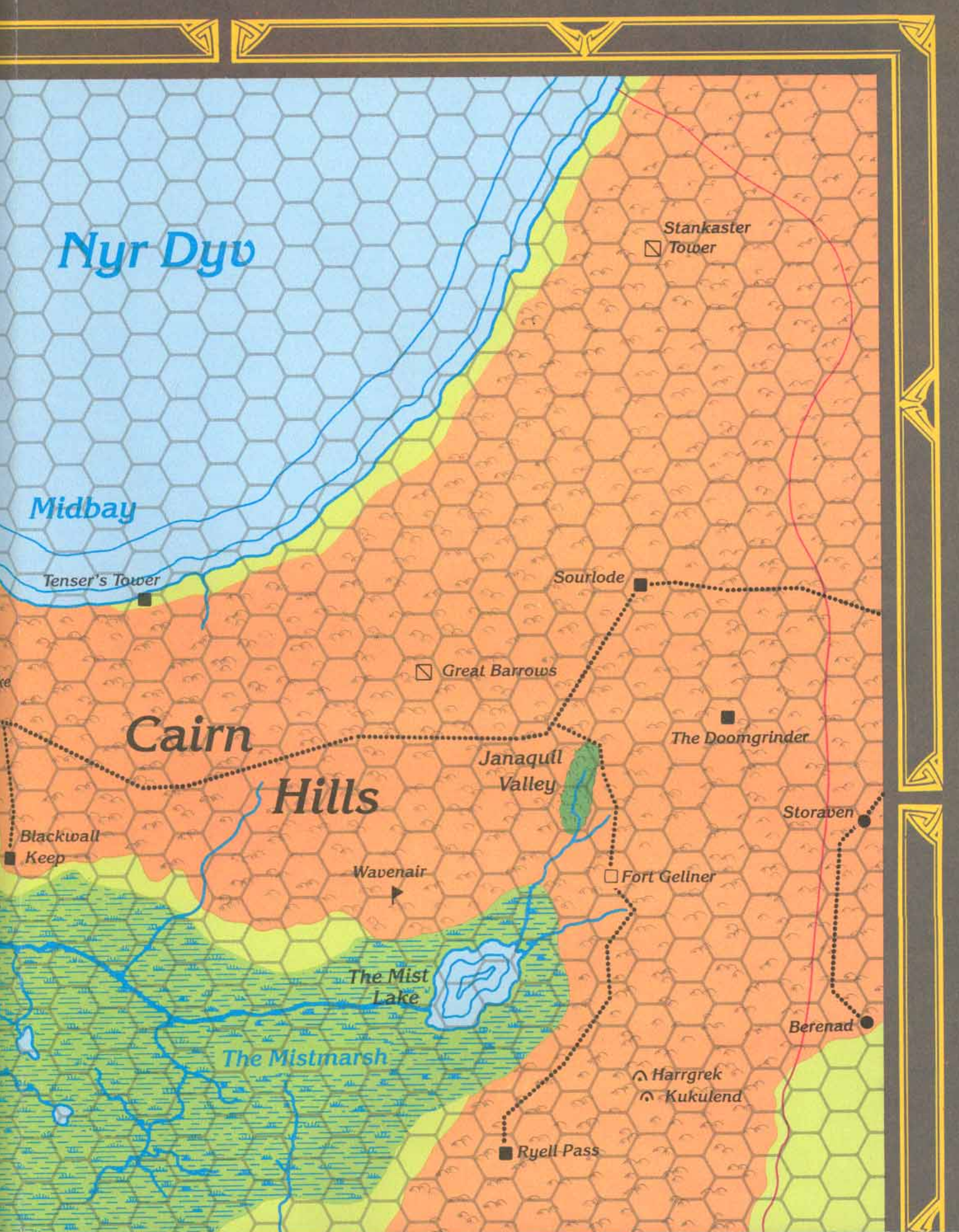
Ery River

Neen River

River Road







Nyr Dyv

Midbay

Tenser's Tower

Stankaster

Tower

Sourlode

Great Barrows

Cairn
Hills

The Doomgrinder

Janaquill
Valley

Blackwall
Keep

Wavenair

The Mist
Lake

The Mistmarsh

Fort Gellner

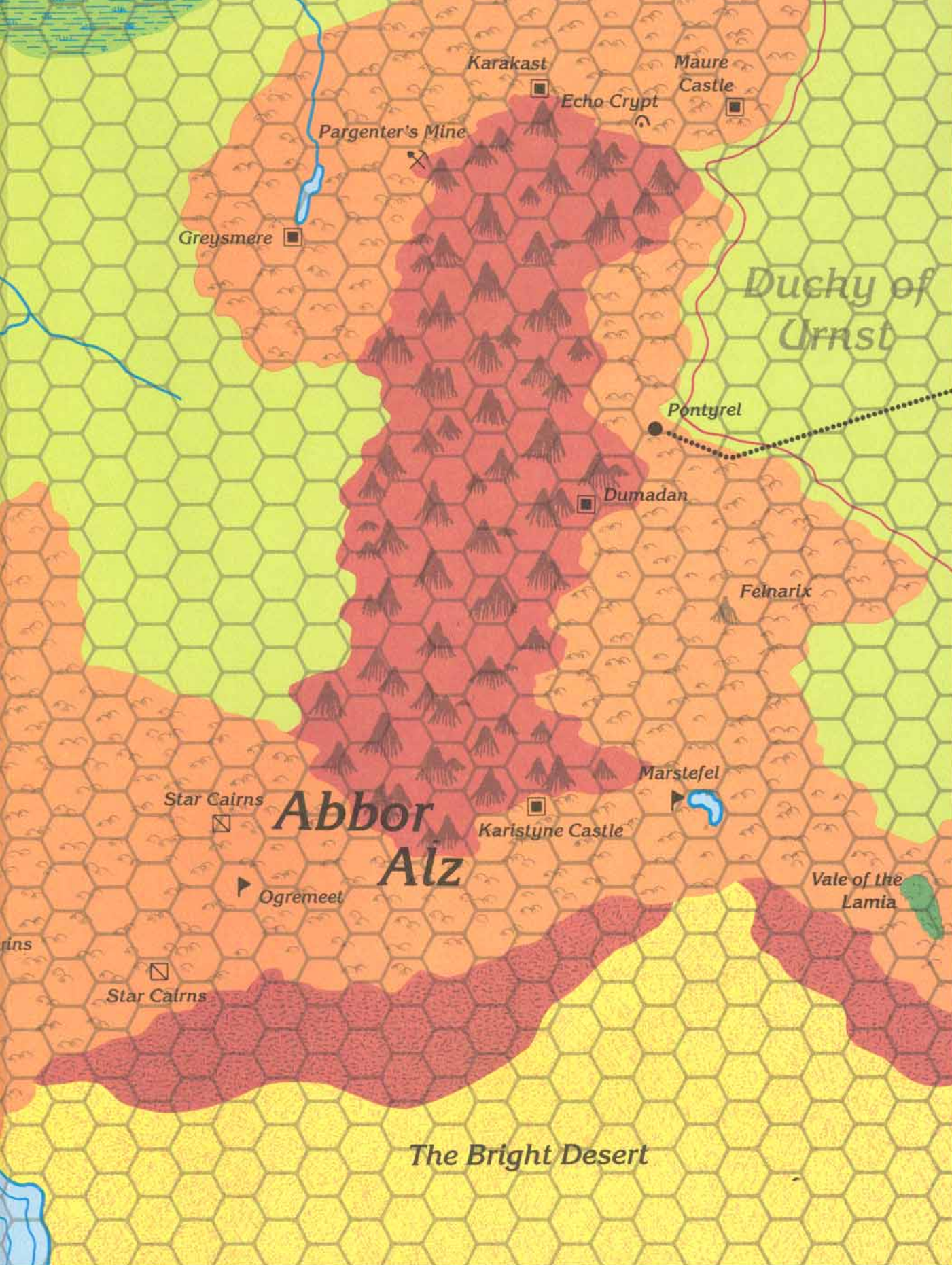
Storaben

Berenad

Harrgrek

Kukulend

Ryell Pass



P6 O6 N6 M6 L6 K6 J6 I6 H6 G6 F6 E6 D6 C6 B6 A6 Z5 Y5 X5 W5 V5 U5 T5 S5 R5 Q5 P5 O5 N5 M5 L5 K5 J5 I5 H5 G5 F5

DRAKID OCEAN

Tiger Nomads

LAND OF BLACK

BURNED FOR

FLER RIVER

YOGCHA
HILLS

Yechua

UDGRU
FOREST

MOUNDS OF
EYAG DAWN

LAKE QUN



CALIPHATE OF EKIBIR

PERREN LANDS

SULTANATE OF ZEIF

TUSOM

Plains of the Paynims

TUSLIK RIVER

BLASHIKMUND

Antalora

Zeif

Ekbur

Sefmur

Ceshura

Lopolola

Molva

Ket

Allaland

Shortward

Schwar tzend

Krestible

Bissel

Flookhill

VALLEY OF THE

DIME FOREST

BRAVBLEWOOD FOREST

ull



DRY STEPPES

THE YEOMANRY

STARK MOUNDS

LOST LANDS

HORNWOOD

GEOFF

VALLEY OF THE MAGE

DAYSH RIVER

FLAVAN RIVER

RUSHMOOR

DIME FOREST

Kester

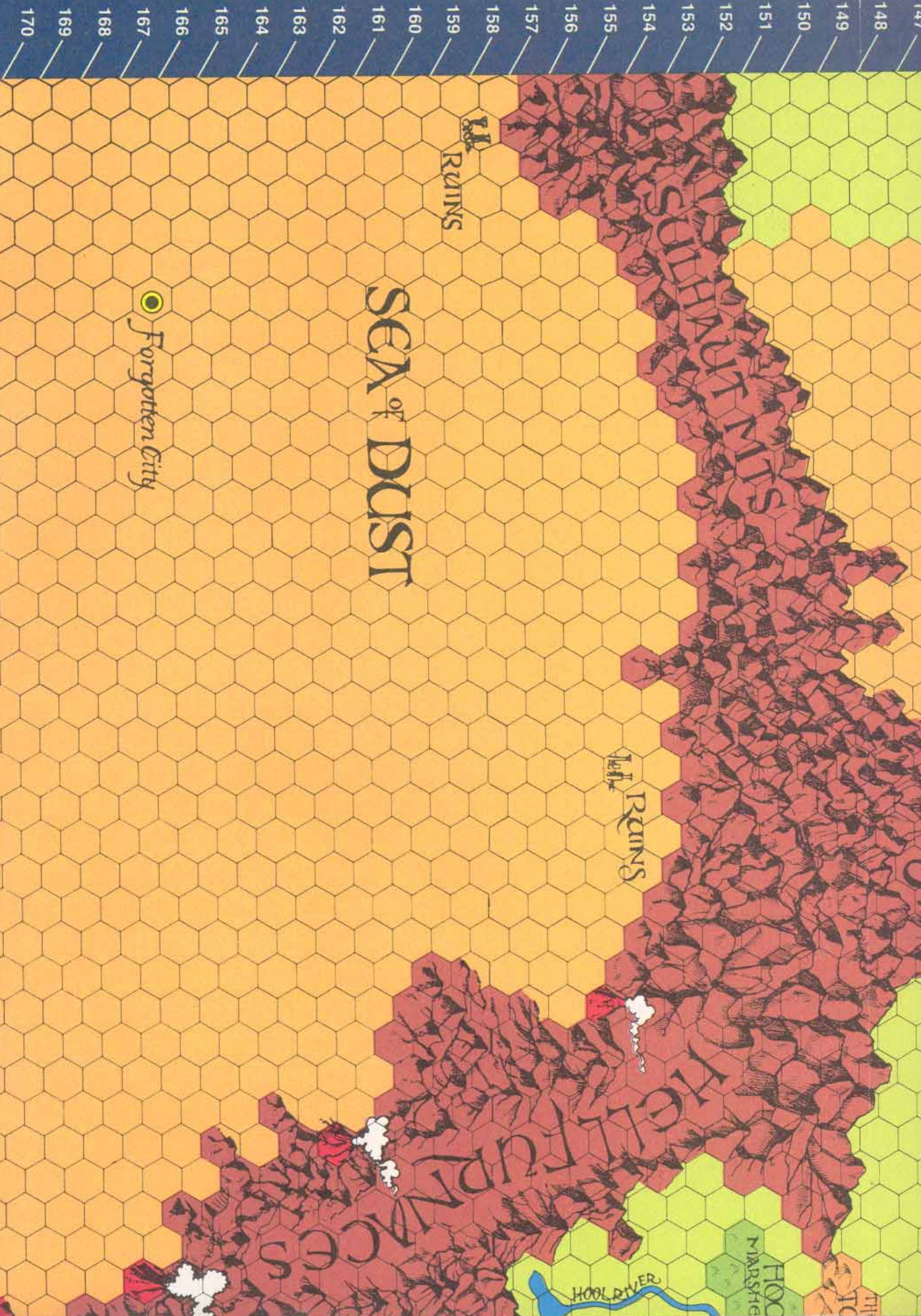
Istvin

Loftwick

Flen

Good Hill

Hookmill



SEA OF DUST

● *Forgotten City*

II
Ruins

III
Ruins

HOOL RIVER

HOELTZ
PEAKS

SUNBUCK MTS

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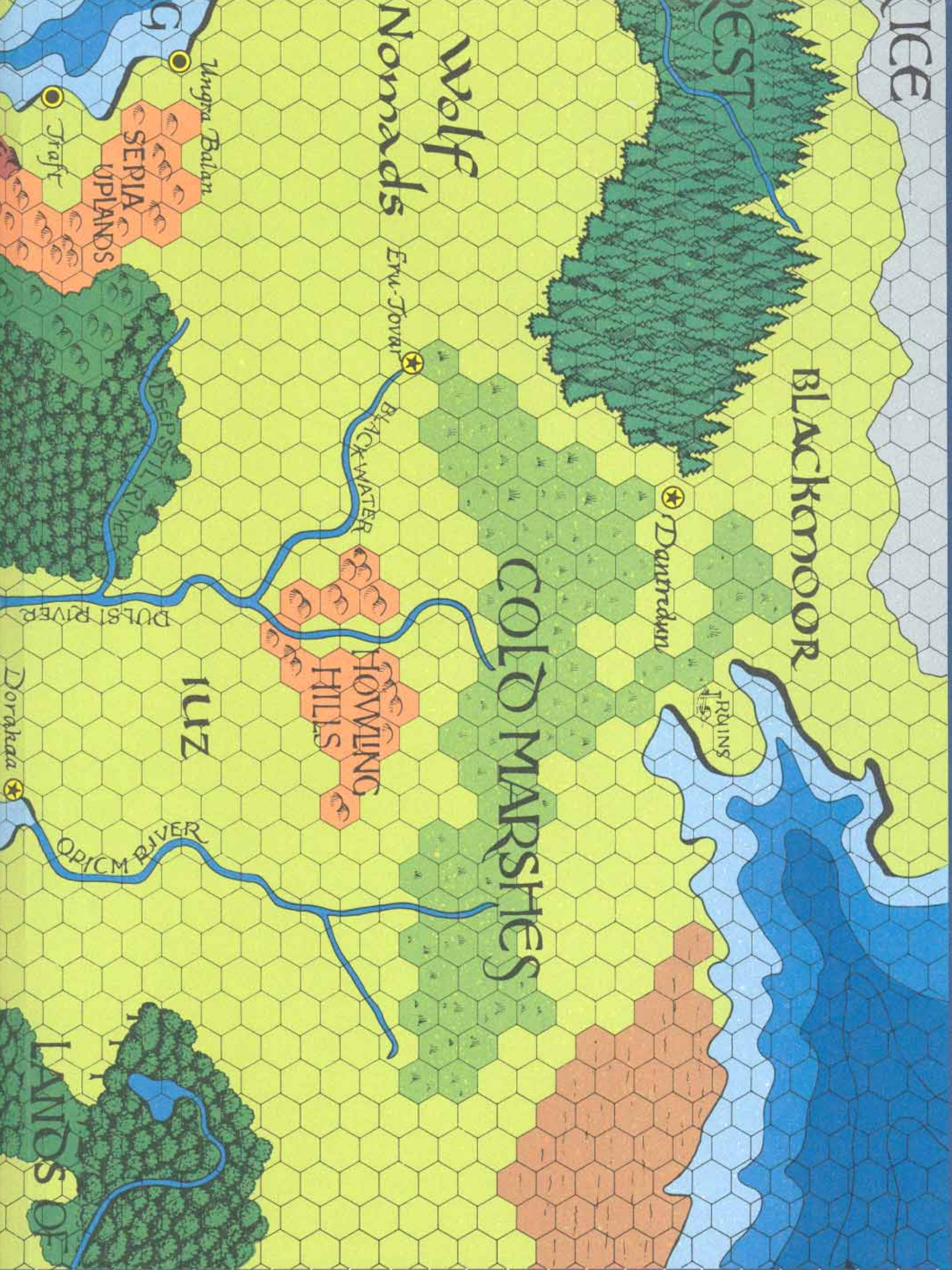
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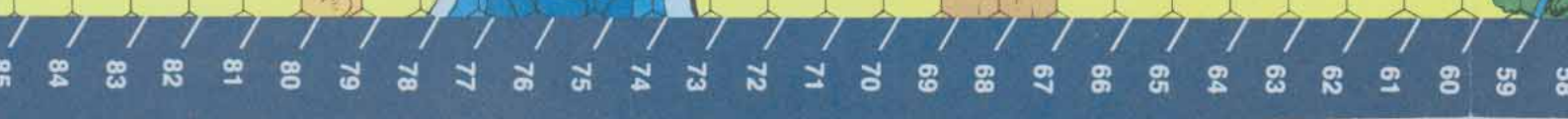
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E5 D5 C5 B5 A5 Z4 Y4 X4 W4 V4 U4 T4 S4 R4 Q4 P4 O4 N4 M4 L4 K4 J4 I4 H4 G4 F4 E4 D4 C4 B4 A4 Z3 Y3 X3 W3 V3 U3



37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60





AN
Arch

Shuboloth

Waybury

Enstid

Naarvel

Safem

Thardby

LOF RIVER

AXEWOOD

Thugler

Courwood

Jewelwood

WILS

ABBOR

OLD RIVER

KEWL RIVER

AXEWOOD

Thugler

Courwood

WILS

ABBOR

AXEWOOD

Thugler

Courwood

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Thugler

Courwood

WILS

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ABBOR

Hold of the Sea Princes

Aloka

Port John

Westkeep

Monmury

FAIRWIND ISLE

FLOTSOM
ISLAND

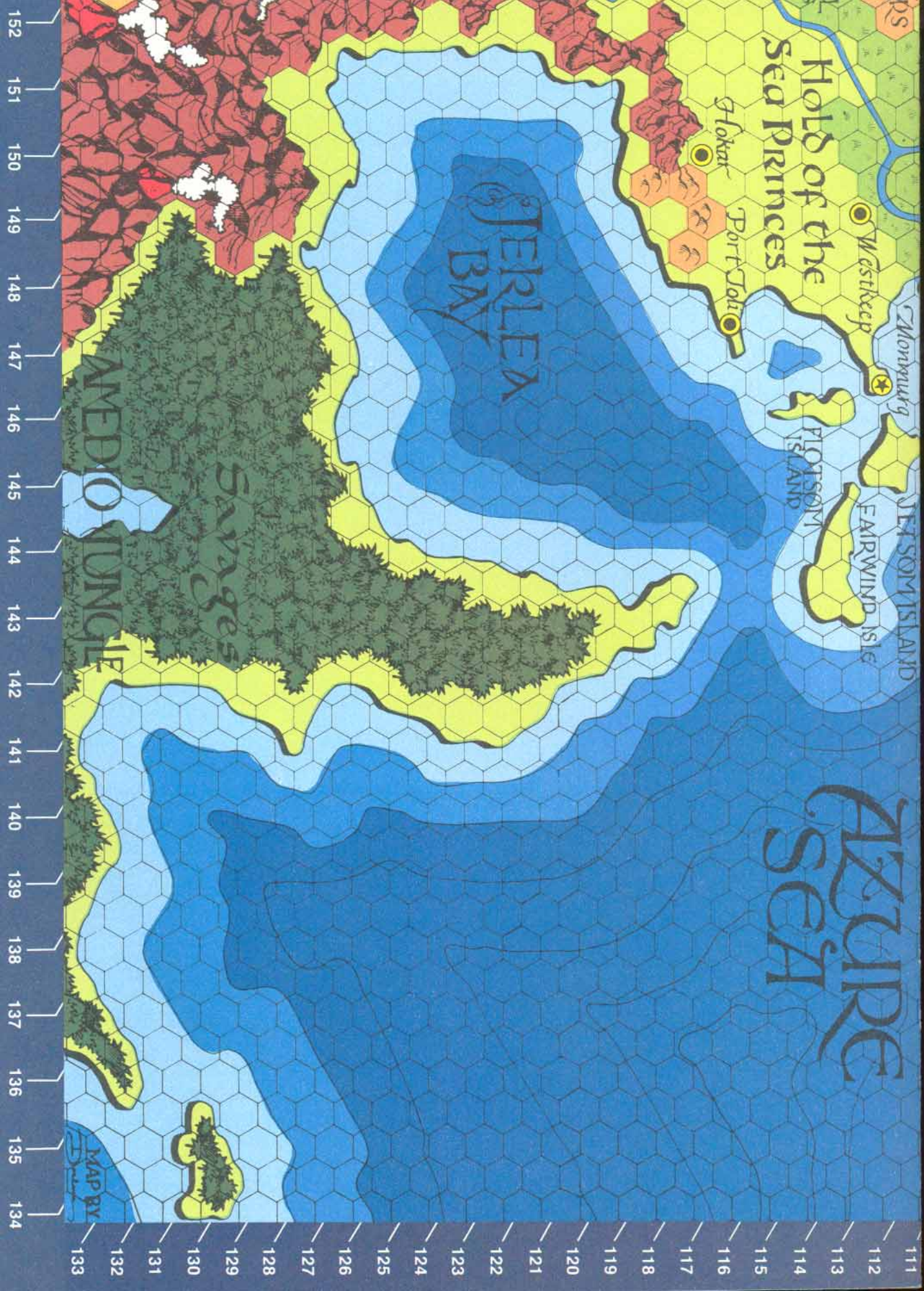
TERLEA
BAY

AZURE
SEA

Savages

AMEDIO JUNGLE

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\$20.00 U.S.
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