

Living Greyhawk™

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JOURNAL

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Enlightenment can penetrate even the helm of iron—Cuthbertine proverb

CAMPAIGN NEWS

Isles of Whoa!

While the surrounding community celebrated Independence Day, darkness fell on a small corner of Columbus, Ohio. The U.S. version of the *Isles of Woe* special event wowed players and spectators alike at the 2002 *Origins Games Expo*. Almost 400 players participated in the massive dungeon delve, and in the carnage that ensued, fun was had by all.

The isles, for centuries falsely believed to have sunk into the waters of the Nyr Dyv, resurfaced not from the water, but from the Ethereal Plane.

Victims of powerful planar magic, the group of islands sank into that transitive plane a millennium ago, reacquainting with its space on the Material Plane only recently. Sages versed in planar mysteries have this warning to adventurers: The isles' connection to Oerth is tenuous at best, and they could sink back into the Ethereal Plane at any time. It's prudent to be careful and quick when exploring the site.

But every stablehand in the Flanaess knows that adventurers are rarely careful, and only quick when running from

powerful enemies.

The *Isles of Woe* event was split up into four sections. In the low-level section, 1st- to 4th-level characters explored the Temple of Olhydra, where they faced off against nefarious rival treasure hunters and the remaining minions of the princess of evil elemental creatures. Mid-level characters plundered the Village of the Ancients, the remains of a town once inhabited by the isles' planar-savvy inhabitants. A second mid-level event took characters into the Green Devil's Tower, a large structure



The Legacy of the Dead. By the last day the gaping maw of luz (above) was almost sated. More than a dozen characters and twenty times as many "die bump" and magic item certificates litter the altar to Old Wicked.

Christ have Mercy. Circle of Six member David Christ (pronounced Ka-ris) runs a group of victims through the lower level of the Green Devil's Tower (right).



set into a cliff face around the center of the main island. Believed to be either a school of magic or the abode of an incredibly powerful arcane spellcaster, the place was guarded by treacherous traps and horrible abominations. The higher-level events pitted LIVING GREYHAWK heroes against a similar level of the tower, but with the Encounter Level dial cranked up full blast.

Every participant in the special event was up to the challenge. Yes, characters died, their characters and certificates sacrificed to the altar of luz (see picture), but everyone walked away with tales of high adventure, bragging rights, and memories of a smashing time.

Thanks to everyone who participated and served as DUNGEON MASTERS for the event, Dwarven Forge for supplying the MasterMaze three-dimensional dungeons, and to Jason Bulmahn, David Christ, Chris Tulach, Chris Lindsay, Sean K Reynolds, Monte Cook, and Andy Collins for their design work on the event. Stay tuned for the report from the U.K. version of the event!

Origins Adventures: A Rough Ride

While much of the buzz at the *Origins Games Expo* gathered around the *Isles of Woe* special event, the three Core adventures that premiered at the show offered great challenges, as well. While we have received many comments about all the adventures, the majority of them have centered around the adventure COR2-8: *Echo*, and characters who are "Lost!"

In that adventure, the characters gained a chance to explore Yaxx's Demiplane, a long-forgotten extra-planar laboratory of an ancient wizard. While playing in the twisted reality of that locale, there was a chance that characters could become lost in the planes beyond. Those characters gained a special Adventure Certificate with the "Lost!" game effect. Those characters are out of play until their player plays COR2-11: *Escape from Tehn*, which pre-

mieres at both GEN CONS, and is available for convention ordering in September and to all other gatherings in October.

In *Escape from Tehn*, players of "Lost!" characters have the opportunity to bring that character back into play. The directions on how to do this are presented in the adventure text. So if

Forge MasterMaze pieces and miniatures from the DUNGEONS & DRAGONS and CHAINMAIL lines, and comes with instructions to make this intro event as visually striking as possible. This packet is a must-have to anyone running conventions or trying to build LIVING GREYHAWK interest in local games stores.

Almost 400 players participated in the massive delve, and in the carnage that ensued, fun was had by all.



you have folks asking exactly how they can get their characters back into play, schedule *Escape from Tehn*, and tell those players they'll want to play their "Lost!" characters in those events.

While not nearly as controversial, the other two *Origins 2002* premier events, COR2-06: *Finders Keepers* and COR2-07: *Ashes of Innocence* are very challenging adventures in their own right. If you are looking to challenge players at a local show or home event, these adventures are available to conventions in August, and to all other venues in September.

Introducing Quick Start Adventures

Ever wish there was a lightning-quick and fun way to introduce new players to the LIVING GREYHAWK campaign? That's why we created *Into the Cairn Hills*, a pair of mini-adventures tailored to create a fitting first-play LIVING GREYHAWK experience. The adventure pack, which will be available from rpga.com later this year, features two mini-adventures and a group of 11 pre-generated characters, one for each class. Each adventure features a short, action-packed dungeon delve that takes place a day or two's travel outside the walls of Greyhawk City. Both mini-adventures are designed to allow a prospective LIVING GREYHAWK player sit down and play within a matter of minutes.

Want to go for that extra oomph? Each delve is designed to use Dwarven

Circle Increases by Two

With more than 12,000 players around the world participating in LIVING GREYHAWK events, we undoubtedly have a monster on our hands. In order to handle the mammoth task of making sure that players have enough adventures to play, and to ensure that the campaign is responsive to their needs, we have regionalized the controlling Circle of the campaign (Circle members manage individual Triad concerns and adventure flow).

We are happy to announce that the circle has been increased by two: Steven Conforti, formerly of the Bissel Triad, and Creighton Broadhurst, formerly of the Onnwal Triad, have been selected to head the Shelomar River Metaregion and the Against the Brotherhood (formerly called the European and South African Mash) Metaregion, respectively. Both of these former Regional Triad members have shown great distinction in those positions, and we are confident they will handle their new responsibilities with great precision and relish. And we are sure that the members of their Metaregion will give them all the support and respect they need to ensure their sometimes-daunting job is manageable and rewarding. Stay tuned to the next Campaign News for a breakdown of metaregions, or visit us as www.living-greyhawk.com. ✨

What is LIVING GREYHAWK?

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

PLAYING PIECES

Heroes of Onnwal

by Stuart Kerrigan and the Onnwal Design Team • illustrated by Kalman Andrasofszky

My liege,

I found this report near Tessak's Cove on the bloodied corpse of one of our couriers. He was headed behind enemy lines before a hochebi's misaimed spear ended his life. Given the sensitive nature of the report, the contents of which would never be given to a mere courier, one can assume that under the green and gold he wore there lurked the color of scarlet.

When the altern who found his body handed me this missive, a chill gripped my heart—one that I am sure you share. I need not lecture you on the accuracy of the details below, which raises the disturbing question—who among your court is in the pay of the Scarlet Sign?

*Baron Keirnal Maldrenn to Szek Jian Destron,
Spring 592 cy*

Jian Destron

Szek Jian Destron moves about the Free State of Onnwal in disguise, both to avoid the daggers of Scarlet Brotherhood assassins and to oversee the rebellion against their unlawful dominion over his homeland. He stands just under 6 feet tall, and in the rare instances in which he is not disguised, intense gray eyes peer from behind a shock of auburn hair topping a heavily freckled, sun-worn face. Jian has good reason to be careful about revealing his identity, even to those who appear trustworthy—he has survived several attempts on his life by close associates, which has made him distrustful of those new to him.

Due to this mistrust, some consider Jian to be a harsh man, but they forget he carries a heavy burden upon his young shoulders. He is the last of his line, and should he fail in his tasks, both his family and his country will be relegated to the pages of history. At a mere 28 years of age, Jian is already a seasoned warrior and tactician. Groomed from an early age for the life of a naval officer, indications show that he has inherited his father's military acumen and mind for tactics. He dearly wishes to see his slain father avenged and Onnwal free from Brotherhood tyranny.

Jian shirks from the path of the diplomat or scholar, preferring to leave matters other than military studies to a small circle of trusted advisors. He routinely must deal with the divided loyalties of his surviving dukes and barons, who are

incensed by the level of power he has invested in his ally, the redoubtable Rakehell Chert.

Background

Jian Destron was the only son and heir of Szek Ewerd Destron. As the son of the szek, Jian was given the title of Duke of Gilderond, one of the four ducal coronets within Onnwal. He was raised a professional sailor, and from a young age served in Onnwal's navy. His early study bypassed academic pursuits for a strong focus on tactics and warfare, since few could anticipate him being thrust into the life of a ruler at such a young age.

On the Night of Scarlet Knives, when Onnwal fell to the Brotherhood, Szek Ewerd Destron was slain in his own chambers by the poisoned dagger of a trusted bodyguard. The Brotherhood assassin, a man named Ared Yor, to this day remains at large and is one of the most deadly Brotherhood agents of the Scarlet Sign.

Jian had been on a patrol vessel sailing the Gearnat Sea at the time, but the Scarlet Brotherhood had made allowances for this. A sharp conflict broke out among the young duke's personal guard, for many among their number had been bought with Scarlet coin. Furthermore, three vessels bearing the colors of the Scarlet Sign closed upon the Onnwalon caravel, intent on finishing the task. Few can explain the strange mist that hid Jian's vessel from its pursuers and enabled the loyal

Onnwalons to subdue the traitors and reach the relative safety of Nyronnd.

The credit for Jian's escape was claimed by a mysterious visitor of Baklunish extraction, who appeared during a court at Sornhill in early 592 cy. This man was a representative of the Empire of the Bright Desert who said that his unnamed master (doubtless Rary the Traitor) would someday require a favor in return.

Jian, upon receiving reports of what had happened to his homeland, established a court-in-exile within the Nyronndese port of Nessermonth. In the spring of 585 cy, he and his loyal followers vented their anger upon a Brotherhood vessel that attempted to trade with the Nyronndese, sinking the ship and slaying its crew to the last man. The Brotherhood protested to the Nyronndese officials, but given the lack of law and order within Nyronnd during those troubled times, and the fact the bailiff of Nessermonth was sympathetic to Jian's cause, the matter was ignored.

As soon as the weather allowed, Jian sent his agents back to his homeland to gather news of events across the peninsula. In the summer of 585 cy, in response to his queries, it is said that Rakehell Chert arrived in Nessermonth in secret and that he left as Lord Marshal of Onnwal and Commander of the Free Onnwal Army of Rebellion. The exact nature of Jian's relationship with the notorious rogue is unknown, but Chert did subsequently succeed in liberating three-quarters of the Dragonshead Peninsula after the Brewfest Rebellion of 586 cy.

Jian Destron returned to his homeland, declaring the reestablishment of the Free State of Onnwal and setting up court within the Duke's Keep in Killdeer, now nominally the capital of the Free State. Often on the move, Jian rarely risks public appearances. The young szek is still somewhat naive in the way of politics—many of the high priests and barons of Onnwal question his leadership and the wisdom of dealing with a rogue like Rakehell Chert.

Rakehell Chert

Chert is the Guildmaster of the Wreckers (the name given to Onnwal's thieves' guild) and a former adventurer. Now one of the two most influential men in the Free State of Onnwal, Chert's personal skills are said to border upon the superlative. He is so puissant that even the Circle of Eight has made

use of his talents in the past. Chert has been given authority over the Army of the Rebellion by Jian Destron and has turned them into a flexible fighting force. A prime target for Brotherhood assassins, only his old adventuring comrades know his true appearance. His current whereabouts are unknown.

A master of disguises, Chert's exact looks are difficult to ascertain. He stands roughly 5 feet 7 inches and has short, curly brown hair. An easy-going devotee of Olidammara, the Laughing Rogue, Chert prefers nonviolent, cunning solutions over brute force.

Legends suggest that Chert owns a vast collection of treasures scattered throughout Onnwal, preferring curios over items of raw



Jian Destron: Male human Ftr8; CR 8; Medium-size humanoid; HD 8d10+8; hp 55; Init +6; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +14/+9 melee (1d8+7/17-20/x2, +2 longsword); AL LN; SV Fort +7, Ref +4, Will +1; Str 17, Dex 14, Con 12, Int 13, Wisdom 9, Charisma 15.

Skills and Feats: Balance +3, Climb +6, Handle Animal +7, Intuit Direction +0, Knowledge (history) +2, Knowledge (Onnwal) +3, Knowledge (nobility and royalty) +3, Knowledge (war) +2, Listen +3, Profession (sailor) +1, Ride +7, Spot +2, Swim +8; Alertness, Improved Critical (longsword), Improved Initiative, Leadership, Mounted Combat, Power Attack, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 longsword (*Gildenbrand*), +2 mithral chainmail (*Breaker's Crest*).

Breaker's Crest: This incredibly light, green-tinted +2 mithral chainmail with golden highlights confers permanent *water breathing* upon its wearer. The armor is said to have been given to the mighty Craylest Destron, war captain of the great Azharadian, by sea elves in Onnwal's founding years. In his legacy, Craylest bequeathed the armor to his youngest heir, and thus it has passed through the centuries.

Gildenbrand: Passed to each new Duke of Gildenrond (who typically is heir to the *Platinum Diadem of Onnwal*), the +2 longsword known as *Gildenbrand* plays an important role in Onnwal's cultural history. Upon ascending the throne of Onnwal, a new szek typically relinquishes the blade to his heir, gaining the *Platinum Diadem* and *Foamreaver*, the ceremonial axe of state. The entire Onnwalon regalia was lost with the Fall of Scant, so Jian wears a replica of the diadem upon his troubled brow.

Rakehell Chert: Male human Rogi8; CR 18; Medium-size humanoid; HD 18d6+54; hp 117; Init +9; Spd 30 ft.; AC 22 (touch 14, flat-footed 18); Atk +23/+18/+13 melee (1d6+9, +5 *shortsword*); AL N; SV Fort +9, Ref +16, Will +9; Str 18, Dex 20, Con 16, Int 18, Wisdom 13, Charisma 13.

Skills and Feats: Appraise +14, Balance +17, Bluff +21, Climb +14, Diplomacy +18, Disable Device +14, Disguise +11, Escape Artist +15, Forgery +14, Gather Information +11, Hide +15, Innuendo +13, Intimidate +3, Jump +14, Knowledge (Onnwal) +9, Listen +13, Move Silently +15, Open Lock +15, Perform +11, Pick Pocket +17, Read Lips +14, Search +14, Sense Motive +11, Spot +13, Tumble +17, Use Magical Device +11, Use Rope +15; Alertness, Dodge, Far Shot, Improved Initiative, Iron Will, Leadership, Point Blank Shot, Weapon Finesse (*shortsword*).

Possessions: +5 *shortsword* (*Omarannin—the Laughing Blade*), +3 *elven chainmail*, *eyes of charming*, numerous magic items secreted across the Flanaess.

Omarannin—the Laughing Blade: Chert loves his magical *shortsword* not just for its swift, sharp blade but also for its unique magic ability. Those struck by the blade must make a successful Will save (DC 16) or suffer the effects of *Tasha's hideous laughter*, as cast by a 9th-level sorcerer. The blade confers *Tasha's hideous laughter* on up to three victims per day before going dormant until the following dawn, at which point it is completely recharged.

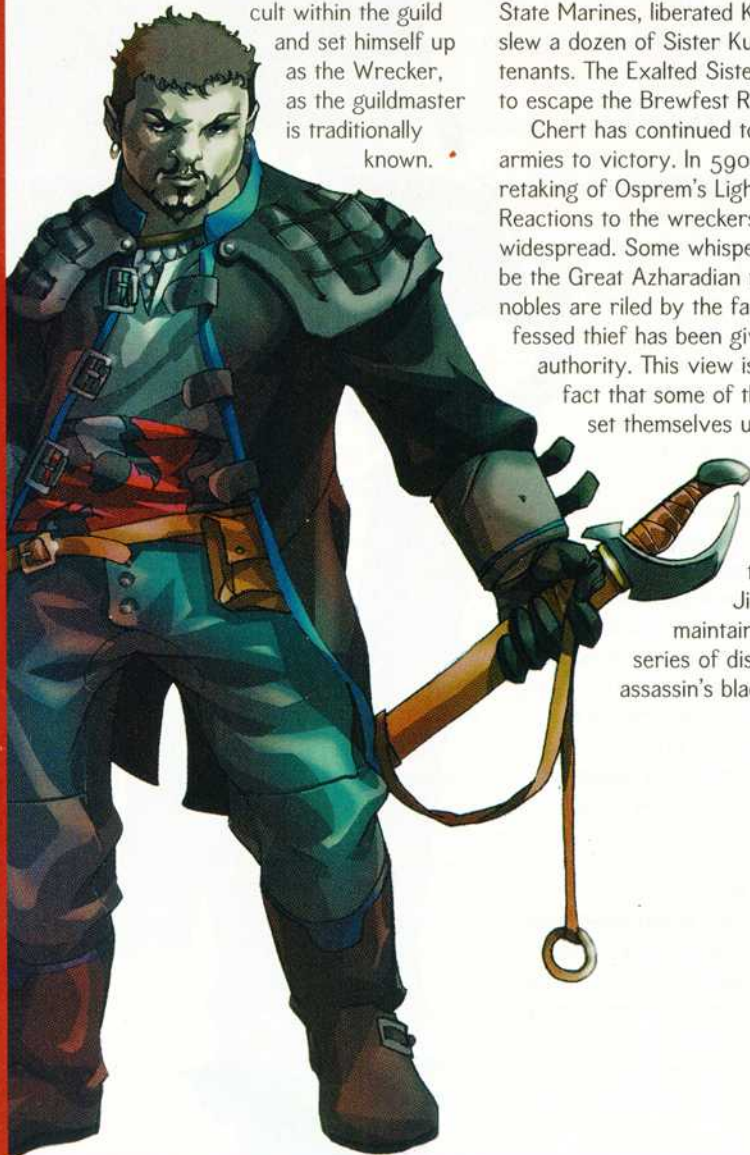
Chert often uses *Omarannin* to disable his opponents for capture—his most famous victim was the previous Wrecker, Jerik Semoll, a Kurellite who was found by guardsmen sleeping in a carriage outside his villa in Scant, tied up and snoring loudly with a contented smile on his face. He was later tried and hanged, paving the way for Chert to take over the guild.

power. Tales across the Storm Coast mention that a war company recently recovered Chert's old *short sword*, the *Silver Left*, which he lost (like many of his one-time possessions) in a game of cards. Chert prefers to shrug and smile. He tends not to worry about such matters—his finances shall last a considerable lifetime, and he is more concerned with liberating his adopted homeland.

Background

Chert's life has been one of mystery and adventure. He was born in Hexpools in the South Province but came to Scant thirty years ago claiming to be the son of a disaffected merchant. He was in fact on the run from the church of Zilchus in Kalstrand and decided Onnwal was a quiet place to settle down. He attracted the attentions, and then the ire, of the shadowy hierarchy of wreckers in Scant, called the Spurned Circle—devotees of Kurell. Eventually Chert

overthrew the Kurellite cult within the guild and set himself up as the Wrecker, as the guildmaster is traditionally known. *



No sooner had he done this than he began to turn his fickle attentions elsewhere, working for luminaries such as Tenser (then of the Circle of Eight) for whom he retrieved the *Crook of Rao* from the depths of Castle Greyhawk.

Before the Night of the Scarlet Knives, Chert was aware of the Brotherhood's plans. Exactly how he became aware is a matter of speculation—some say Tenser or Bigby alerted him, others say that Chert has the sight of one touched by the goddess Johydee. Nonetheless, Chert survived the Night of Scarlet Knives while the szek and the flower of the Onnwalish nobility fell, and he organized his cells of wreckers into the only effective fighting force within Occupied Onnwal. Jian Destron's trust in naming Chert Lord Marshal of Onnwal and Commander of the Free Onnwal Army of Rebellion was obviously well deserved, for on the 1st of Brewfest, 586 CY, Chert, with the aid of handpicked wreckers and Free State Marines, liberated Kildeer Castle and slew a dozen of Sister Kuryanie's lieutenants. The Exalted Sister was scarcely able to escape the Brewfest Rebellion alive.

Chert has continued to direct Onnwal's armies to victory. In 590 CY, he directed the retaking of Osprem's Light near Sornhill. Reactions to the wreckers' successes are widespread. Some whisper that Chert might be the Great Azharadian reborn, while the nobles are riled by the fact that a self-professed thief has been given so much authority. This view is not helped by the fact that some of the wreckers have set themselves up as bandit-lords within the cantreds of Onnwal. Chert himself is rarely in the public eye—like Jian he must now maintain an elaborate series of disguises to avoid an assassin's blade. *

ALL OERTH'S ARTIFACTS

A Complete Annotated Listing

by Allan T. Grohe, Jr. (with Erik Mona)



Artifacts have played an important role in the development of the GREYHAWK campaign setting. Canny GREYHAWK fans will recognize the names Vecna, Aaga, Daoud, Al'Akbar, and more from recent sources such as *Deities & Demigods*, the *LIVING GREYHAWK Gazetteer*, and the *Living Greyhawk Journal*. Most D&D fans will recognize the names, too, because they first appeared in DUNGEONS & DRAGONS lore as background flavor surrounding this or that magical artifact (the *Eye and Hand of Vecna*, the *Rod of Seven Parts*, *Daoud's Wondrous Lanthorn*, and the *Cup and Talisman of Al'Akbar*, respectively). Even if they never physically enter a campaign, artifacts carry with them a history and impact that can influence even the lowest-level GREYHAWK campaign.

Published as an addendum to the article "Artifacts of Oerth," by Allan Grohe and Erik Mona (which appeared in DRAGON #294), the following list includes just about every "known" GREYHAWK major artifact we could come up with, along with basic descriptions and some pointers on where to go to find more information. We've chosen to focus on artifacts with a specific GREYHAWK role—if the artifact does not serve a purpose in the GREYHAWK campaign, it's not listed here. We've also chosen to omit certain unnamed artifacts ("Hextor's sword," for instance) and certain less-inspiring artifacts (such as a barrel from *Fate of Istus* that magically creates grain) on the grounds that they're boring. Undoubtedly, we've made some accidental omissions that we hope you'll forgive. The setting is more than 20 years old, you know.

Artifact	Sources	Notes
<i>Afterglow</i>	DRAGON #86, <i>LIVING GREYHAWK Gazetteer</i>	Intelligent, lawful neutral flaming greatsword owned by Lendor, god of time.
<i>Axe of the Dwarvish Lords</i>	<i>DUNGEON MASTER'S Guide</i> (1e), <i>Axe of the Dwarvish Lords</i>	Lost during the Invoked Devastation, this axe symbolized harmony between ancient dwarf clans.
<i>Azure Razor</i>	DRAGON #64, <i>LIVING GREYHAWK Gazetteer</i>	Paralytic falchion owned by Raxivort, god of xvarts.
<i>Baba Yaga's Dancing Hut</i>	<i>DUNGEON MASTER'S Guide</i> (1e), DRAGON #53, DRAGON #83	Dancing domicile of the infamous witch.
<i>Baton of Retribution</i>	DRAGON #68, <i>LIVING GREYHAWK Gazetteer</i>	Scepter that grants summoning and divinitory powers. Owned by Trithereon, god of retribution.
<i>Blackrazor</i>	S2: <i>White Plume Mountain, Return to White Plume Mountain</i>	The notorious longsword <i>Blackrazor</i> cuts through enemies while endangering the soul of its wielder.
<i>Bracers of Vecna</i>	<i>City of Greyhawk Boxed Set</i> (FFF)	Grant ability to command undead and cast spells.
<i>Bringer of Doom</i>	<i>Monster Manual 2</i> (hordeling)	Mysterious box that summons fiends at a touch.
<i>Bronze Key of Portals</i>	<i>Return of the Eight</i>	Sacred to Dalt, god of portals. Related to the <i>Silver Key of Portals</i> .
<i>Chalice Everlasting</i>	DRAGON #294	Ancient Suel artifact with ties to elemental evil.
<i>Codex of the Infinite Planes</i>	<i>Eldritch Wizardry</i> , <i>DUNGEON MASTER'S Guide</i> (1e)	An ancient book containing forbidden lore and the secret to travel between planes and dimensions. Also called <i>Yagrax's Tome</i> , after the fanatical wizard-priest of the Isles of Woe.
<i>Court of Essence</i>	<i>Ivld the Undying</i>	Magical court constructed by the legendary archmage Schandor.
<i>Crook of Rao</i>	WG6: <i>Isle of the Ape</i> , DRAGON #294	Magical shepherd's crook of late used by Canon Hazen of Rao to initiate the Flight of Fiends, which purged most demons and devils from the Flanaess.
<i>Cup and Talisman of Al-Akbar</i>	<i>DUNGEON MASTER'S Guide</i> (1e), <i>LIVING GREYHAWK Gazetteer</i>	Given by the gods to the most exalted high priest of the Paynims following the Invoked Devastation, the now-lost <i>Cup and Talisman of Al'Akbar</i> inspire hundreds of quests annually.
<i>Daoud's Wondrous Lanthorn</i>	S4: <i>The Lost Caverns of Tsojcanth</i> , <i>LIVING GREYHAWK Journal</i> #5	Magical lantern created by Daoud, hero-deity of humility, clarity, and immediacy. Once owned by the witch queen Iggwilv; since lost to adventurers.
<i>Demonomicon of Iggwilv</i>	S4: <i>The Lost Caverns of Tsojcanth</i>	Tome of vile magical spells and rituals.
<i>Druniazth</i>	DRAGON #294	Maddening sword of Tharizdun once owned by Lum the Mad.

Artifact	Sources	Notes
<i>Earth Stone, The</i> <i>Eye of Vecna</i>	<i>Greyhawk Ruins</i> <i>Eldritch Wizardry, Book of Artifacts,</i> <i>Vecna Lives!, Vecna Reborn!,</i> <i>Die, Vecna, Die!</i>	Deposit of raw magic beneath Castle Greyhawk. The cursed eye of a vanquished lich king who later became a god, <i>Vecna's Eye</i> takes over the spirit of anyone foolish enough to use it.
<i>Face of Xenous</i>	<i>Treasures of Greyhawk</i>	Diabolical mask trapped in the Great Maze of Zagyg, a confounding demiplane.
<i>Faruk</i> <i>First Warning</i>	<i>LIVING GREYHAWK Journal #3</i> <i>LIVING GREYHAWK Journal #3</i>	The curved sword of the hero-deity Azor-alq. Light mace of Charmalaine, hero-deity of keen senses and narrow escapes.
<i>Fraz-Urb-luu's Staff</i>	S4: <i>Lost Caverns of Tsojcanth, City of Greyhawk Boxed Set</i> (card 10)	Fragmented and stolen away by Zagig after he imprisoned the demon prince of deception in the dungeons below Castle Greyhawk.
<i>Freedom's Tongue</i>	DRAGON #68, <i>LIVING GREYHAWK Gazetteer</i>	Fear-inducing magical longsword owned by Trithereon, god of retribution.
<i>Frostrazor</i>	<i>Return to White Plume Mountain</i>	A cold sword tied to the never-ending story of White Plume Mountain.
<i>Fury</i>	<i>LIVING GREYHAWK Gazetteer</i>	Mighty hammer of Bleredd, god of metal, mines, and smiths. Thought to be the prototype for the first <i>hammer of thunderbolts</i> .
<i>Gauntlet, The</i>	UK3: <i>The Gauntlet</i>	Magical glove opposed to <i>The Sentinel</i> . Currently lost in the southern Hold of the Sea Princes.
<i>Golbi</i>	DRAGON #88, <i>LIVING GREYHAWK Gazetteer</i>	A hammer forged by Moradin himself and wielded by Fortubo, god of stone, metals, and mountains.
<i>Hand of Vecna</i>	<i>Eldritch Wizardry, Book of Artifacts,</i> <i>Vecna Lives!, Vecna Reborn!,</i> <i>Die, Vecna, Die!</i>	One of two material remnants of Vecna, the Flan lich king of antiquity. Since his fall, many tyrants have lopped off their own hands to make way for this corrupting member.
<i>Harsh Truth</i>	DRAGON #88, <i>LIVING GREYHAWK Gazetteer</i>	<i>Syrul's</i> (goddess of lies, deceit, and treachery) <i>rod of withering and beguiling</i> .
<i>Helm and Wand of Lynerden the Spinner</i>	<i>Ivid the Undying</i>	Powerful artifact, of an ancient Oeridian wizard.
<i>Heward's Mystical Organ</i>	<i>Eldritch Wizardry,</i> <i>DUNGEON MASTER'S Guide (1e)</i>	Playing this multi-purpose organ summons various magical effects.
<i>Hope's Champion</i>	<i>LIVING GREYHAWK Gazetteer</i>	Shield of Mayaheine, demigoddess of protection, justice, and valor.
<i>Hunger</i>	<i>Ivid the Undying</i>	Terrible bastard sword forged by the insane elf Darnakurian. Currently residing (with a very angry Darnakurian) in the heart of the Coldwood. Among the most powerful swords ever crafted.
<i>Invulnerable Coat of Arnd</i>	<i>Eldritch Wizardry,</i> <i>DUNGEON MASTER'S Guide (1e)</i>	Defensive garment originally owned by High Priest Arnd of Tdon. If only scholars could agree on who or what "Tdon" was, there might be a decent chance of discovering this long-lost artifact.
<i>Iron Flask of Tuerney the Merciless</i> <i>Jacinth of Inestimable Beauty</i>	<i>DUNGEON MASTER'S Guide (1e),</i> <i>Return of the Eight</i> <i>DUNGEON MASTER'S Guide (1e),</i> <i>LIVING GREYHAWK Journal #5</i>	A terrible flask that contains an even more terrible spirit. A beautiful corundum gem fashioned by the gods themselves. Once owned by the Sultan of Zeif, the jacinth is now lost. It was last seen in Keoland.
<i>Johydee's Mask</i> <i>Kanteel of the Eldest</i>	<i>LIVING GREYHAWK Journal #3</i> DRAGON #70	Mask of Johydee, hero-goddess of espionage. Stringed instrument with spell-like powers.
<i>Kelmar</i> <i>Krelestro</i>	DRAGON #87 DRAGON #68	Greatsword of Kord, god of strength. Also called "The Harbinger of Doom." Longspear of Trithereon, god of retribution.
<i>Kuroth's Quill</i>	<i>DUNGEON MASTER'S Guide (1e),</i> DRAGON #294	Multi-purpose magic quill discovered by Kuroth, hero god of theft and treasure-finding.
<i>Lens of Transformation</i>	<i>Temple of Elemental Evil</i>	A mirrored sheet of cloudy crystal that reflects the opposite of what is shown to it. Created by luz.
<i>Life Cutter</i> <i>Mace of Cuthbert</i>	DRAGON #71 <i>DUNGEON MASTER'S Guide (1e),</i> DRAGON #67	Nerull's death-inducing magical scythe. Wielded by the mortal St. Cuthbert, this ornate mace now contains several relics related to the god.

Artifact	Sources	Notes
<i>Mace and Talisman of Krevell</i>	<i>Ivid the Undying</i>	Unholy artifacts of an evil cleric of Nerull.
<i>Machine of Lum the Mad</i>	<i>DUNGEON MASTER'S Guide</i> (1e), <i>Ivid the Undying</i>	Unusual technological machine now housed in the fortress Rifter, near Rauxes.
<i>Malachite Throne</i>	<i>Ivid the Undying</i>	Powerful throne drawn from the <i>Cauldron of Night</i> . Seat of the Aerdy Empire.
<i>Mighty Servant of Leuk-O</i>	<i>DUNGEON MASTER'S Guide</i> (1e), <i>LIVING GREYHAWK Journal</i> #1	Towering crystal automaton once owned by the Oeridian general Leuk-O. Of similar manufacture to the <i>Machine of Lum the Mad</i> .
<i>Murky Deep</i>	DRAGON #90	Trident of Xerbo, god of the sea and business.
<i>Obelisk, The</i>	<i>Greyhawk Ruins</i>	Magical monolith beneath Castle Greyhawk.
<i>Oerth Disk</i>	DRAGON #68	Wooden disk that reveals affairs throughout Oerth.
<i>Oerthly Plates</i>	DRAGON #294	Ancient Suel artifact tied to elemental evil.
<i>Orb of Golden Death</i>	<i>Temple of Elemental Evil</i> , <i>Return to the Temple of Elemental Evil</i>	Now-destroyed skull-shaped golden sphere created by luz and the demoness Zuggtmoy.
<i>Orb of Oblivion</i>	<i>Return to the Temple of Elemental Evil</i>	Crystal skull tied to the worship of Tharizdun. Dark inspiration for the <i>Orb of Golden Death</i> and the <i>Orb of Silvery Death</i> .
<i>Orb of Silvery Death</i>	<i>Return to the Temple of Elemental Evil</i>	Silver skull similar to the <i>Orb of Golden Death</i> .
<i>Orbs of Dragonkind</i>	<i>DUNGEON MASTER'S Guide</i> (1e), DRAGON #230	Ancient dragon-controlling artifacts created during the height of the Suel Imperium.
<i>Perpetual Libram</i>	<i>LIVING GREYHAWK Gazetteer</i>	A record of all happenings on Oerth owned and written by Cyndor, god of continuity.
<i>Prison of Zagyg</i>	S4: <i>The Lost Caverns of Tsojcanth</i>	Magical cage once used by Iggwilv to entrap the demon prince Graz'zt in the Caverns of Tsojcanth.
<i>Queen Ehlissa's Marvelous Nightingale</i>	<i>DUNGEON MASTER'S Guide</i> (1e)	Singing mechanical bird created by Xagy and Joramy, goddess of wrath and quarrels.
<i>Readying's Dawn</i>	<i>LIVING GREYHAWK Gazetteer</i>	Ice-melting talisman of Atroa, goddess of spring.
<i>Regalia of Might</i>	<i>DUNGEON MASTER'S Guide</i> (1e)	Vestments of power (crown, orb, and scepter).
<i>Recorder of Ye'Cind</i>	<i>DUNGEON MASTER'S Guide</i> (1e), <i>Book of Artifacts</i>	Communicative instrument created by Ye'Cind, demigod of music.
<i>Red Light of Hades</i>	DRAGON #89	Exceptionally deadly bastard sword wielded by Pyremius, god of fire, poison, and murder.
<i>Rod of Seven Parts</i>	<i>DUNGEON MASTER'S Guide</i> (1e), <i>Book of Artifacts</i> , <i>The Rod of Seven Parts</i> , DRAGON #224	Created by the Wind Dukes of Aaqa in prehistory to defend Oerth from armies of Chaos, the <i>Rod</i> was split into seven parts and scattered.
<i>Sentinel, The</i>	UK2: <i>The Sentinel</i>	Magical glove opposed to <i>The Gauntlet</i> . Currently lost in the southern Hold of the Sea Princes.
<i>Shalmstaff, The</i>	DRAGON #69	Powerful weapon of Obad-Hai, god of nature.
<i>Silver Key of Portals</i>	WG5: <i>Mordenkainen's Fantastic Adventure</i>	All-access key created by Dalt, god of portals.
<i>Skewer of the Impure</i>	DRAGON #71	Glaive-guisarme of Wastri, god of bigotry.
<i>Skull Ringer</i>	WORLD OF GREYHAWK <i>Boxed Set</i> , <i>LIVING GREYHAWK Gazetteer</i>	Savage humanoid-killing hammer of Ulaa, goddess of hills, mountains, and gemstones.
<i>Small Lie</i>	DRAGON #88, <i>LIVING GREYHAWK Gazetteer</i>	<i>Dagger of venom</i> owned by Syrul, goddess of lies.
<i>Soul Gem</i>	C1: <i>The Ghost Tower of Inverness</i>	Many-faceted gem with the ability to trap souls.
<i>Spear of Sorrow</i>	<i>Ivid the Undying</i>	Spear tasked to revivify temples of Tharizdun.
<i>Staff of the Silvery Sun</i>	DRAGON #67	Illuminating staff of Pholtus, god of inflexibility.
<i>Sword of Kas</i>	<i>DUNGEON MASTER'S Guide</i> (1e), <i>DUNGEON MASTER'S GUIDE</i> (3e)	The infamous longsword of the vampire Kas, used to slay Vecna and forever tied to his destruction.
<i>Symbol of Hate and Discord</i>	DRAGON #67	Discord-arousing symbol of Hextor, god of conflict.
<i>Tempest Horn</i>	DRAGON #294	Ancient Suel artifact tied to elemental evil.
<i>Triumph</i>	<i>LIVING GREYHAWK Gazetteer</i>	Bastard sword of Mayahiene, goddess of justice.
<i>Trumpet of Acheron</i>	DRAGON #67	Undead-summoning instrument of Hextor.
<i>Undertow</i>	<i>LIVING GREYHAWK Gazetteer</i>	Trident of Procan, god of the sea.
<i>Unquenchable Scepter</i>	DRAGON #294	Ancient Suel artifact tied to elemental evil.
<i>Viper of Hades</i>	DRAGON #89	Poisonous whip of Pyremius, god of murder.
<i>Wave</i>	S2: <i>White Plume Mountain</i>	Watery trident lost in White Plume Mountain.
<i>Whelm</i>	S2: <i>White Plume Mountain</i>	Thunderous hammer lost in White Plume Mountain.
<i>Windstorm</i>	<i>LIVING GREYHAWK Gazetteer</i>	Ensorcelled sling of Atroa, goddess of spring.
<i>Winter's Bite</i>	<i>LIVING GREYHAWK Gazetteer</i>	Icy battleaxe of Vatun, god of northern barbarians.