

Living Greyhawk™ JOURNAL

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Editor: Erik Mona • Campaign Director: Stephen Radney-MacFarland

Contributing Reporters: Jason Bulmahn and David Christ

Enlightenment can penetrate even the helm of iron. —Cuthbertine proverb

CAMPAIGN NEWS

FULLY OPERATIONAL DEATH STAR

The circle is pleased to announce that it is once again complete and is prepared to commence firing sequence upon Oerth. In a secret ceremony deep within the bowels of the netherworld, Craig Hier, formerly the Point of Contact for the Nyrrond Triad, was promoted to the position of Circle member in charge of Nyrrond and her Environs. At the end of the ceremony, which involved much screaming and sharp pointy things, Craig's first declaration was said to be "Wow, that hurt." This was followed directly by "I will make everyone pay for this." The current Circle composition and assignments of each of its members is listed below.

Metaregion I: Sheldomar Valley

Steve Conforti (scon40@aol.com)

Metaregion II: Tuflik, Fals, and Velderdyva Trade Route

David Christ (wavester@neo.rr.com)

Metaregion III: Iuz's Border States

Jason Bulmahn (luztheEvil@aol.com)

Metaregion IV: Nyrrond and Her Environs

Craig Hier (craig@hierview.com)

Metaregion V: The European and South African Mash

Creighton Broadhurst

(creighton.broadhurst@ntlworld.com)

TAKING HER IN FOR THE 593 CY TUNE UP

As year two of the campaign draws to a close, the LIVING GREYHAWK campaign is more popular than ever. Our play statistics are higher than even last year's lofty numbers, and they're still increasing. LIVING GREYHAWK has become the most-played LIVING campaign in RPGA history, and we in the Circle believe that our campaign has become the standard against which all future organized play campaigns will be compared. The regional system has instilled local pride in players and created roleplaying opportunities for all. The past two and a half years have flown by, and hundreds of scenarios have been played by thousands of excited players. The campaign has had some growing pains, but we weathered them all fairly well and came out better for having gone through the experience. Now, 593 CY is fast approaching, and as some characters in the campaign near 10th level and beyond, some changes must be made to give the campaign's future a solid foundation.

Introduced at last year's WINTER FANTASY, Adventure Certs were a huge change in the way the RPGA handled the tracking of treasure and wealth in its LIVING campaigns. The certificates achieved some of the goals that were set for them and missed some others.

Over the past several months, the campaign staff has evaluated the

successes and failures of Adventure Certs and has determined some changes to the system that must be made in order to allow the campaign to flourish in year three and beyond. To give you some insight into our thoughts, we've provided a short list of Adventure Cert benefits and problems that the new system will address.

Adventure Cert Benefits

- The ability to purchase items at home games or smaller game days without the need for a complicated Activity Center rules supplement or the oversight of campaign management.
- Grant players who do not travel or who do not live in regions with a high density of LIVING GREYHAWK activity similar benefits and opportunities for character diversity as are available to those who do.
- Discourage uneven treasure distribution and lengthy arguments of "who gets what" at the conclusion of every scenario.

Problems We'd Like to Address

- Remove Magicmart™ system of treasure distribution in which characters purchase anything they want from the *Dungeon Master's Guide*. The negative impact of such an open system is already being felt, and the Circle and Triads were concerned that, if allowed to continue, it would be detrimental to the long-term success of the campaign.

The Pale

- Remove the need for complex and all-too-frequent "Total Equipment Value" computations, which are presently required each and every time you play LIVING GREYHAWK.

- Simplify the Adventure Cert as much as possible, lowering the campaign's barrier to entry.

- Try to breathe uniqueness into regions and PCs similar to that seen in the early months of the campaign.

The campaign staff has worked up the below changes, which will take affect as of January 1st, 2003. After the changes, we've included some tips on how you can convert your character to fit into the new system. Don't panic! It's a short process that will make keeping your character up to date much easier. Some of these changes might seem a little heavy-handed, but we believe it is best to make the changes quickly so that we can move forward in confidence rather than slowly addressing each of these problems as they get worse over a longer period of time.

LIVING GREYHAWK CAMPAIGN CHANGES

1. Adventure Certificates will now be referred to as Adventure Records to solve the confusing abbreviation issue (AC becomes AR).
2. As of January 1st, 2003, MagicMart™ is closed for business. Players may purchase items only from approved sources. Adventure Records and regional Meta-Orgs are two such places; others can be found in the *LIVING GREYHAWK Campaign Sourcebook*.
3. As of January 1st, 2003, all separate item and influence certificates leave the campaign. If you have an item certificate from a "Year One" scenario (591 CY), write the item on your last Year Two Adventure Record, write "converted" across the cert, and staple it to that Adventure Record. Any certs not "converted" to your last Year Two Adventure Record are lost when you play your first Year Three adventure. If

you have influence certs from regional or core scenarios, check your region's website or contact your local Triad for information on how to convert them.

4. As of January 1st, 2003, you may change your character's home region once a calendar year, at the beginning of a campaign/calendar year. If you wish to change your character's home region, note the change on your first Adventure Record of the new year; you must change regions before you play your first event in the new campaign year. If you physically move at some point during the year and wish to change your character's home region to your new dwelling location, contact your new Triad for approval and instructions on how to make the change.

5. As of January 1st, 2003, the Magic Item Creation (MIC) rules have changed. You may now make items using the following guidelines:

- Potions from Table 8–18 in the *DUNGEON MASTER's Guide*.
- Scrolls of spells that you know. You may use metamagic feats when scribing scrolls, adjusting costs accordingly.
- Wands of spells that you know. You may use metamagic feats when creating them (with a maximum of 4th-level spells per the Craft Wand feat).
- You can create any item you can purchase as long as you meet the applicable prerequisites.

6. As of January 1st, 2003, the concept of signature items is removed from the campaign. Upon converting your character, all of his signature items become normal items. You can no longer change items' properties or upgrade their powers. Methods for improving items will be made available in scenarios.
7. Items owned will no longer be recorded on every Adventure Record. They will now be recorded on the Master Item List (MIL). See the *LIVING GREYHAWK Campaign Sourcebook* for more on the MIL.

8. Allowable items are now purchased at the table, either before or after the event. Related paperwork (gp spent,

XP spent, and so on) is always completed at the end of the event.

Character Conversion for 593 CY

It's very easy to get your LIVING GREYHAWK character in compliance with the above rules. The following five steps will prepare you for play in the upcoming campaign year.

1. Print a copy of the Master Item List found at www.living-greyhawk.com.
2. Gather your certs from Year One (591 CY) and your last Adventure Record from Year Two (592 CY). Make sure your complete list of equipment is on your last 592 Adventure Record. Staple the old item certificates to your Adventure Record. This should result in a complete list of all items on your last 592 CY Adventure Record and on your basic equipment list (if you kept your list of mundane equipment from the *Player's Handbook* on a separate page).
3. List all items on your last 592 Adventure Record on the Master Item list. List the number of charges remaining for charged items.
4. Each item has a space called "Acquired AR#." This space is for the number of the Year Three Adventure Record from which you acquired the item. For all items you just wrote on your Master Item List, put "Year Two" in that space. Thus, all items acquired before January 1st, 2003 should be noted as having been acquired in 592 CY.
5. Attach your last 592 Adventure Record to your Master Item List as supporting documentation for your items. Have your first judge review your conversion and sign off on your Master Item List.

Done. It's that easy. You now have one sheet with all your items on it, and you do not have to rewrite them constantly. More details on this change can be found in the *LIVING GREYHAWK Campaign Sourcebook* that is available for download at www.living-greyhawk.com. ✨

What is LIVING GREYHAWK?

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

MASKS OF IRON

Agents of the Iron League

by Paul Looby and Creighton Broadhurst
illustrated by Kalman Andrasofszky



Many in the Flanaess once thought of the Iron League as a chain of reason restraining the madness of the Great Kingdom, its links forged of something stronger than Irongate steel: the dream of freedom. Now, that chain lies shattered. Yet the dream that gave birth to the Iron League still burns in the hearts of many, and hope stirs once more among the ashes of past glory.

THE FORGING

The Iron League was forged in the fires of the Turmoil Between the Crowns and tempered in the blood of the Aerdi chivalry whose pennants carpeted the red-stained field of the Battle of a Thousand Banners in 447 CY. There, before the walls of Irongate itself, the combined forces of the free peoples of the south crushed the hosts of the South Province.

As the pyres for the slain still burned, Irongate, Onnwal, Idee, and the dwur of the Iron Hills signed a pact of mutual aid and fraternity that came to be called the Iron League. Under its terms, each member was bound to protect and assist his fellows from the aggressions of the Great Kingdom and the fell ambitions of the Overking.

In 448 CY, the Lords of the Isles pledged their oath to the League. Sunndi had to wait another seven years before rebels armed and aided by the League rose up and slaughtered the Imperial garrisons and nobles loyal to Rauxes.

THE JADE MASK

The south was now free—but it faced a determined foe with powerful armies that far outnumbered the combined forces of the free states. Where might of arms could not prevail, stealth and guile would redress the balance. The rulers of the Iron League states created a shadowy organization they called the Jade Mask, populating the group with some of the most skillful saboteurs, burglars, and professional liars in all the southeast Flanaess. Outwardly, the Mask appeared to be no more than a diplomatic corps tasked to foster cooperation between the members of the League and to represent their interests abroad. In fact, it was one of the most extensive spy networks on the continent.

The Jade Mask consisted of several chapters—one based in each Iron League state and another devoted to matters beyond the borders of the League. The Home Chapters dealt with threats to their home state, overt and covert, internal and external. Each member adopted different guises to blend into the cultures and societies of his homeland; few beyond the land's sovereign and his closest ministers were aware of the existence of Jade Mask agents in their midst. The Foreign Chapter's remit was limited only by the known boundaries of the Flanaess. Where the League's diplomats and merchants went, so too went the Mask's agents and spies.



A shadowy group known as the Twelve oversaw the Jade Mask. Comprised of two officials selected by the rulers of each member state of the League, the Twelve's mandate was to act at their discretion to preserve the security and liberty of the states of the League by whatever means it deemed necessary. This they did with ruthless efficiency.

THE CHAIN SUNDERED

The most dangerous threat to the Iron League came not from within, nor even from Aerdy. In 576 CY, the Mask's agents reported the arrival of envoys from the Land of Purity in the courts of the south. Despite strenuous efforts, the Mask discovered little about either the newcomers or their homeland. While the number of agents that disappeared in the sweltering south troubled the Twelve, the War of the Golden League, a conflict pitting Aerdy and South Province against Nyronnd, Almor, and the Iron League, soon monopolized their attention. The enigmatic monks were forgotten.

Outfoxed by a far more effective and insidious spy network, the Twelve and their agents were among the first to fall beneath assassins' knives when the Scarlet Brotherhood struck during the Greyhawk Wars. The Chapters in Onnwal, Idee, and the Isles were all but eliminated in a single night—in some cases by double agents striking from within. The headquarters of the League in Irongate saw the worst of the slaughter, with at least seven of the Twelve falling to agents of the Scarlet Sign.

Irongate was saved by her Lord Mayor Cobb Darg, who had not been blind to the tentacles of the Scarlet Brotherhood encroaching on his city. The following morning, the bodies of nearly 60 Brotherhood agents hanged from gibbets before the city hall, while three merchant vessels—and their hidden cargo of Brotherhood troops—blazed in the harbor.

Though Irongate had been saved, the League was shattered. Disgraced and defeated, the Jade Mask faded into obscurity.

THE LEAGUE REFORMED?

A small group of loyal Jade Mask agents declared themselves the new Twelve in Irongate in 585 CY, reaffirming the oath of the Iron League in the presence of Cobb Darg, a delegation of Sunnd nobles, and representatives of the dwarven kingdoms of the Glorioles, Hestmark Highlands, and Iron Hills. The leaders of this new Jade Mask promised to operate differently than the previous leaders, whose policies had failed so disastrously during the Greyhawk Wars. Many of the new Twelve belonged to a cult known as the masks of Johydee, who honored the so-called Hidden Empress of Oeridian myth who, through deception and guile, freed the race from the influence of evil gods centuries before the Great Migrations. The cult had been prevalent among the human members of the Jade Mask, but after the death of their more public companions, they stepped forward from the shadows to set new goals for the order.

Primary among these goals are the liberation of those League states still enslaved by the Brotherhood and the

reformation of the Iron League as a military and political alliance. Another key goal is the defense of Oeridian peoples and heritage from the insidious peril of the Scarlet Brotherhood on one hand and from Ahlissa on the other. The Twelve and their agents realize that ultimate Brotherhood victory will mean the utter destruction of the Oeridian people. Masters of disguise in their own right, the Twelve easily see through the fair guise Overking Xavener presents to the world, glimpsing the unbounded avarice, ambition, and evil that lies beneath. According to the new Jade Mask, Xavener and his ilk are despoilers of the great destiny promised the Aerdi in ancient times and no less of a threat to the future of the Oeridian people than the Brotherhood.

The Twelve's first move was to reform the Mask's shattered chapters. In Onnwal, Jade Mask agents acted in concert with the forces of Free Onnwal, helping to bring about the Brewfest Rebellion of 586 CY. In Idee and the Lordship of the Isles, agents form a hidden but essential part of the resistance movements, especially among the oppressed Oeridian nobility of the Isles. In Sunndi, the Mask is active in rooting out Ahlissan spies as well as infiltrating its own agents across the long border with the United Kingdom to report on events in the courts of Kalstrand, Rel Astra, Eastfair, and beyond.

The reformed Jade Mask has its critics. After years of disagreement, relations with Cobb Darg appear strained. The Twelve wonder how the Lord Mayor uncovered the Brotherhood plot in his city when they did not and why he did nothing to warn them and the other member states. Some agents have begun delving into Darg's enigmatic and largely unknown past. Rumors of tensions between the Mask and the archmage Bigby abound, but the particulars of the situation remain unknown.

Both King Hazendel and the dwur of the Iron Hills have expressed disquiet at the influence the Johydeens have had upon the Jade Mask, chafing at their placement of the preservation of Oeridians before all others. The Olvenking has pointed out the similarity in this outlook with that of the Scarlet Brotherhood, noting that it is the fate of fanatics to become that which they most despise. On such matters of criticism, the Jade Mask has maintained its usual, inscrutable silence.

NEW PRESTIGE CLASS: MASK OF JOHYDEE

The faith of Johydee is an ancient one, and her followers are scattered across the Flanaess. Many sages speculate that members of the masks of Johydee can be found in lands far from the Iron League, but certainly the greatest concentration inhabits the southeastern Flanaess. Adopting many different guises, masks serve as the hidden guardians of the Oeridian people. They prefer to use the weapons of their foes against them, following the ancient example of Johydee. (In ancient times, the Hidden Empress tricked the Lords of Evil to fashion for her a mask that allowed her to take any shape, which she then used to rescue her people from thralldom.) Given their very nature, it is unknown whether the masks represent a vast network spanning the Flanaess or merely isolated individuals quietly fighting their own private wars against the enemies of all things Oeridian.

Masks of Johydee often serve as spies for armies or the nobility, capitalizing on their dedication to subterfuge and disguise while quietly pushing a pro-Oeridian agenda. Most

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1st	+0	+0	+2	+2	Bonus language: Ferral	1	-	-	-	-
2nd	+1	+0	+3	+3		2	-	-	-	-
3rd	+2	+1	+3	+3	Mask thoughts	2	1	-	-	-
4th	+3	+1	+4	+4		3	2	-	-	-
5th	+3	+1	+4	+4	Persuasive	3	2	1	-	-
6th	+4	+2	+5	+5		3	3	2	-	-
7th	+5	+2	+5	+5	Trustworthy	4	3	2	1	-
8th	+6	+2	+6	+6	Alluring	4	3	3	2	-
9th	+6	+3	+6	+6	Alter self 3/day	4	4	3	2	1
10th	+7	+3	+7	+7	Mind blank	4	4	3	3	2

believe that their daring exploits, secret missions, and narrow escapes please Johydee. Prized by their benefactors as peerless agents, those who know of the cult know enough to respect their ability and fear their reach. Rogues, fighters, and rangers dominate the rank and file of the cult, with the somewhat more rare clerics serving in positions of authority.

NPC masks of Johydee usually work alone, and they can serve as both allies and adversaries to player characters (and sometimes both at the same time). They often have powerful political allies who can pull the right strings to get them in and out of danger with relative ease. Though as a whole dedicated to good, masks of Johydee can be ruthless in their double-crossings.

Hit Die: d8

Requirements

To qualify to become a mask of Johydee, a character must fulfill all the following criteria.

Alignment: Neutral good.

Base Attack Bonus: +5.

Disguise: 6 ranks.

Gather Information: 6 ranks.

Spot: 4 ranks.

Feats: Alertness, Skill Focus (Bluff, Diplomacy, or Gather Information).

Special: The character must be an ardent worshiper of Johydee and must speak Old Oeridian.

Mask of Johydee Class Skills

A mask of Johydee's class skills (and the key ability for each skill) are:

Str: Climb

Dex: Disable Device, Hide, Move Silently, Open Locks.

Con: -

Int: Appraise, Decipher Script, Read Lips.

Wis: Innuendo, Listen, Spot.

Cha: Bluff, Diplomacy, Disguise, Gather Information.

Skill Points at Each

Level: 4 + Int modifier.

Class Features

All of the following are class features of the masks of Johydee prestige class:

Weapon and Armor Proficiency:

A mask's training focuses on small and easily concealable weapons. All masks are proficient with the crossbow (light or hand), dagger (any type), dart, handaxe, light mace, sap, shortbow, short sword, sling, throwing axe, and rapier. They are proficient with light armor and shields.

Spells: Masks of Johydee may prepare and cast a small number of divine spells. To cast a spell, the mask must have a Wisdom score of at least 10 + the spell's level. Masks of Johydee with a Wisdom of 10 or lower cannot cast these

spells. Mask of Johydee bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. Masks have access to any spell in the Mask of Johydee Spell List sidebar and can freely choose which to prepare, just as a cleric does (although the mask of Johydee cannot use spontaneous casting to substitute a cure spell in place of a prepared spell).

Bonus Language: As part of his initial training, a mask of Johydee learns the ancient Oeridian tribal language of Ferral. Long forgotten to the rest of the world, agents of the Iron League use the language to communicate reports and orders, zealously keeping its existence and meaning secret to all but the uninitiated. A dead language originally used to bark orders on the field of combat, Ferral is ill-equipped to handle emotions or modern concepts.

Mask Thoughts (Ex): At 3rd level, a mask gains a +2 bonus to saving throws against spells and effects from the Enchantment school, since his training enables him to better resist mind-affecting attacks.

Persuasive (Ex): At 5th level, a mask gains a +2 bonus to all Bluff and Intimidate checks.

Trustworthy (Ex): At 7th level, a mask gains a +2 bonus to all Diplomacy and Gather Information checks.

Alluring (Ex): At 8th level, a mask gains a +2 bonus to all Diplomacy checks and to the save DCs of her mind-affecting, language-dependent spells.

Alter Self (Sp): Masks of Johydee of 9th level or higher can tap into the power of Johydee's fabled mask, granting them the spell-like ability to cast *alter self* up to three times per day.

Mind Blank (Sp): At 10th level, a mask of Johydee gains the ability to cast *mind blank* once per day.

Mask of Johydee Spell List

1st: *Change self, comprehend languages, detect chaos/evil/good/law, detect undead, endure elements, obscuring mist, protection from chaos/evil/good/law, sanctuary, shield of faith*

2nd: *Aid, alter self, augury, find traps, invisibility, resist elements, shield other, undetectable alignment, zone of truth*

3rd: *Dispel magic, glyph of warding, locate object, magic circle against chaos/evil/good/law, magic vestment, nondetection, obscure object, protection from elements*

4th: *Confusion, discern lies, divination, freedom of movement, holy smite, repel vermin, sending, spell immunity, status*

5th: *Break enchantment, commune, dispel evil, false vision, scrying, spell resistance, true seeing*