

# Living Greyhawk™ JOURNAL

Issue Number Twenty • Fireseek, 593 cy

A Publication of the RPGA Network  
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*Enlightenment can penetrate even the helm of iron. —Cuthbertine proverb*

## CAMPAIGN NEWS

### WE'RE SWITCHING MAGAZINES!

This is the last *LIVING GREYHAWK Journal* to appear in *DRAGON Magazine*. We're moving over to our sister publication, *DUNGEON/POLYHEDRON Magazine*, which increases frequency to monthly starting in May. Thanks to everyone who followed us here from the stand-alone *Journal* and thanks especially to *DRAGON's* staff for making us feel at home in these pages. Give us a look in May (*DUNGEON/POLYHEDRON* #98) for a gargantuan overview of the Bright Desert and in later months for even more exciting *LIVING GREYHAWK* news and articles. You ain't seen nothing yet!

### NEW YEAR, NEW ORDER

Due to changes in the campaign structure and how events are sanctioned, we have created a new system for the ordering of events and downloading scenarios.

**Core Scenarios:** When you create an event via the ordering system at [www.rpga.com](http://www.rpga.com), pick core scenarios from the list as normal. You'll receive a link from RPGA HQ that will allow you to download the scenario files.

**Regional Scenarios:** In Year Three and beyond you will not order specific regional events from the RPGA website. You will instead order a placeholder scenario. For example, the Veluna placeholder may read "VELO3-XX." After ordering one placeholder scenario, head over to the campaign website at

<http://www.living-greyhawk.com>, where you'll find a link to a scenarios page. There you will find PDFs of all the scenarios for every available region and meta-region. Download the event files you need. The files are password protected. Contact your local triad with your event information (Event Code and Date) and they will provide the password to open the scenario. They also will provide the Adventure Record for that scenario, which will allow your players to collect treasure and experience points after the adventure is run.

**Meta-Regional Scenarios:** Order the meta-regional placeholder instead of the regional one. Contact your local triad for the password and Adventure Record.

This system allows us to get events online and ready for ordering faster and makes it easier for us to make corrections to events with minimal problems.

### SWORD OF EARTH

In the summer of 591 cy, brave adventures from across the Flanaess dared to attempt what many called a death sentence. Gathering their most trusted companions, they trekked into the Kron Hills and assaulted the forces of the Temple of Elemental Evil in their new home, the Temple of All Consumption. Though many did not return, the heroes' brave exploits were successful in dealing a heavy blow to the forces of the temple. One of the

treasures brought out from those halls was the *Sword of Earth*. This fabled greatsword could slice through the thickest armor and on command could send rocks flying from its shaft to down enemies from afar. Although its owners turned the weapon's power to the side of good, it was only a matter of time before its powers faded.

As of Fireseek, 593 cy, the Temple of All Consumption has been destroyed and the Temple of Earth within it thrown down. These events culminated in the Meta-Regional scenario VTF3-01: *Crystal Falls*. Once you have played in this scenario (or March 31st rolls around, whichever comes first), the *Sword of Earth* loses its special powers and becomes a standard +2 greatsword with a value of 8,350 gp. Owners of the *Sword of Earth* should make the appropriate modification to their character's Master Item List and note the change on their next Adventure Record.

### META-REGIONS

Year Three of the *LIVING GREYHAWK* Campaign kicks off an exciting new kind of scenario: The Meta-Regional. These scenarios span many regions and bring international plots into focus for adventurers native to the area. Unlike regional scenarios, they can go past APL 12 and are meant as an avenue to support higher-level play in the campaign. We have included some information on each Meta-Region below.



## Meta-Region One

*The Sheldomar Valley*

**Circle Representative:** Steven Conforti  
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**Regions:** Bissel, Geoff, Gran March, Keoland, Principality of Ulek, Yeomanry

The Sheldomar Valley has a long and troubled history. Once dominated by the terrible lich Vecna, it is a fertile but war-torn place. It is a land where many of the Suel and Oeridians took refuge among the native Flan of the region after the Twin Cataclysms, forming the mighty kingdom of Keoland. The Valley has seen hard times lately: invasions by giants on its western borders, interference by the Scarlet Brotherhood in the south, invasion by evil humanoids of the Pomarj in the east, and the conquering of its northernmost reaches by the nation of Ket. The giants have been driven out of Sterich, and Ket has vacated Bissel, but Geoff and the Principality of Ulek still remain under siege. If not for the assistance of Gran March and the Yeomanry these last years, who knows how long the Sheldomar Valley would remain under the control of the forces of good?

## Meta-Region Two

*Tuflik, Fals, and Velverdyva Trade Route*

**Circle Representative:** David Christ  
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**Regions:** Dyvers, Ekbir, Ket, Tusmit, Veluna, Verbobonc

Adventure beckons! Disembarking from the Lake of Unknown Depths you're drawn into the bustling mercantile city of Dyvers. Traveling through the Gnarly Forest into the heart of Old Ferrond, the halls of the Viscount of Verbobonc await. All is not well here, as Verbobonc is the uneasy keeper of the ruin known as the Temple of Elemental Evil. Although the temple was destroyed many years ago, its legacy lingers no matter how hard the souls of good men try to forget. To the west lies the Archclericy of Veluna, its people living in harmony as Rao watches over and protects them

all. Beyond the Bramblewood Forest lies Ket, the crossroads between the East and West, with its strong military and deft merchants. Across the Yatil mountains lies Tusmit, home of some of the finest weapons and armor in the Baklunish lands. Settled upon the shores of the Dramidj Ocean is possibly the oldest of the Baklunish states, the Caliphate of Ekbir. Adventure, wealth, and danger abound. Are you up to the task of finding it and living to tell the tale?

## Meta-Region Three

*luz's Border States*

**Circle Representative:** Jason Bulmahn  
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**Regions:** Bandit Kingdoms, Furyondy, Highfolk, Perrenland, Shield Lands

Many in the Flanaess believe that luz, the ancient Man-God of the Middle Lands, is a spent force. Much recent evidence suggests that Old Wicked has been content to merely tease the fringes of his border states as an annoyance rather than as a true threat. But it takes time to hatch new plots and spawn unmentionable offspring, time to delve deeper into the darkest places, and time to create armies that will not be vulnerable again. Now, the border states of luz, who have been rebuilding and reorganizing since the Flight Of Fiends, are about to discover what new nightmare luz the Evil is ready to unleash upon the lands of the Flanaess! Are you prepared to fight?

## Meta-Region Four

*Nyrond and Her Environs*

**Circle Representative:** Craig Hier  
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**Regions:** County of Urnst, Duchy of Urnst, Nyrond, Ratik, Theocracy of the Pale

The fertile lands that once made up the western part of the Great Kingdom are now home to the Kingdom of Nyrond, County and Duchy of Urnst, Theocracy of the Pale, and the Archbarony of Ratik. Political intrigue is rife in the area. The

widow Archbaroness of Ratik has all but disappeared from public view, leaving the noble lords to defend themselves against border raids. The traitorous Prince Sewardnd's attempted coup in Nyrond keeps the king ever watching for traitors in his court. Countess Belissica of the County of Urnst aids her neighbors and plays hostess to the exiled Duke of Tenh, trying to strike a balance between aiding him and upsetting others who have eyes on his fallen lands. The noble houses of the Duchy of Urnst have perfected the game of political intrigue, trying to get rid of their enemies and further their own ends. In the Pale, Theocrat Ogon Tillit has fallen ill and the prelates squabble to place themselves in his office. All of this added to the shifting alliances between states and the external threats of luz, the Great Kingdom, and Scarlet Brotherhood provide a dangerous and potentially explosive environment. How long can an area subjected to these tensions avoid conflict or all-out war?

## Meta-Region Five

*Splintered Suns and Scarlet Signs Against Tyranny*

**Circle Representative:** Creighton Broadhurst  
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**Regions:** Ahlissa (Adri), Ahlissa (Naerie), Bone March, Lordship of the Isles, Onnwal, Sea Barons, Sunndi, Dullstrand

Once the Golden Sun of Aerdy was the light of the Flanaess, a shining bastion of civilization and culture. Now that sun is splintered into a handful of successor states, struggling among themselves to reclaim some small fragment of their glorious birthright. In the heartlands of Aerdy, two Overkings vie for a debased throne, a tarnished crown, and a lost city. In the South, the states of the once-proud Iron League fight desperately to resist the insidious tendrils of the Scarlet Brotherhood and their nested conspiracies to restore another lost empire—the ancient Suel Imperium. ✨

## What is LIVING GREYHAWK?

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](http://www.livinggreyhawk.com)



# PALADINS OF GREYHAWK

HOLY WARRIORS OF THE FLANAESS

by Gary Holian · illustrated by Jake Parker

Why does a god, through paladinhood, invest a mortal with a sliver of his divine essence when ostensibly a cleric could serve just as well and in the case of most gods usually does? The answer is that a paladin is more than just an embodiment of the religion and its teachings. He is also a warrior for the faith and a standard bearer of the deity in a way that most clerics cannot be. He is not the hand but the fist of the deity's will.

—Excerpted from the commentaries  
of Herdan, Sage of Radigast City



Paladins account for some of the greatest adventurers in the Flanaess, and make some of the most interesting options for LIVING GREYHAWK players. This article and others soon to follow outline the beliefs, customs, and costumes of some of the more common paladins native to the WORLD OF GREYHAWK. Each entry below details historical and philosophical information to help you create and play a holy warrior dedicated to one of Oerth's most righteous deities. Each paladin faith includes a special feat unique to holy warriors of that order, allowing you to customize your paladin when playing in the RPGA's official LIVING GREYHAWK campaign or when playing GREYHAWK games of your own design. If you plan to use one of these feats at a sanctioned LIVING GREYHAWK event, be sure to bring along this article to show to your Dungeon Master.

## A WORD ON FORMAT

Each entry starts with the name of a god followed by suggested titles for paladins of that god in parentheses below. An italic statement below the suggested titles briefly outlines the philosophy of paladins dedicated to that deity, followed by a list of the paladins' most frequent allies and enemies. Generally, lawful good paladins can be assumed to get along with others sharing their alignment, so those listed as allies represent significant bonds of friendship and assistance between faiths, knightly orders, and individuals. Likewise, listed enemies include noteworthy hatreds common

to all paladins of a given faith. It's reasonable to assume that every paladin regardless of deity despises fiends, undead, and evil clerics, for example, but paladins of Pelor and of St. Cuthbert might have radically different ideas about adventuring with a cleric of Pholtus.

## MORE PALADINS TO COME

This article outlines five paladin faiths. More information about paladins of Heironeous, Al'Akbar, Azor'alq, Pholtus, and Allitur, as well as notes about holy warriors dedicated to Trithereon and Hextor, will follow in future installments of the *LIVING GREYHAWK Journal*, which henceforth will be found in the pages of *DUNGEON/POLYHEDRON Magazine*.

## MAYAHEINE (Valiants)

*Fortitude within and Valor without*

Allies: Followers of Pelor

Enemies: luz, Fiends

Paladins of Mayaheine are few. Theirs is a young order of scarcely a handful of years, having arisen after the recent arrival of their patroness in the Flanaess during the Greyhawk Wars. According to the doctrine of the faith, Mayaheine was once a mortal paladin of Pelor (albeit from another world or plane), a fact which drew many Pelorian paladins to her service upon her arrival on Oerth. While most of her paladins emerged from the ranks of existing Pelorian knightoods, Mayaheine's fame grows stronger with each year. Her





### Shield Maiden's Grace

You can channel energy to grant grace and spiritual calm to your companions.

Patron: Mayaheine.

Prerequisite: Divine grace, turn undead.

Benefit: Spend one of your turn undead attempts to grant a touched creature the protection of your divine grace. The creature applies your Charisma modifier at the time it was touched as a bonus to all saving throws. The Shield Maiden's grace lasts a number of rounds equal to your Charisma bonus. You can't use the Quicken Turning feat (*Defenders of the Faith*, p. 20) to speed up the use of this feat. The bonus from this ability does not stack with a paladin's divine grace.

tolerant doctrine espouses equality between men and women; as many as three in five of her holy warriors are female.

Mayaheine's faith dedicates itself to the protection of the faithful, the good, the downtrodden, and the innocent. This goal, according to their teachings, is best accomplished by honest and honorable force of arms designed to fortify the defenseless. In so doing, the paladin becomes a human bulwark against evil. The Shield Maiden's paladins tend toward more martial attitudes and pursuits than their Pelorian cousins, lacking the Sun God's focus on matters of light and darkness.

Paladins of Mayaheine typically wear flowing tabards cinched at the waist with a golden cord or girdle. Proud of their burgeoning faith, most of Mayaheine's followers wear their patron's holy symbol emblazoned on their tabards. The paladins favor light blues, greens, and tans, but as of yet have no standardized uniform. The Shield Maiden's valiants tend to prefer bladed weapons, particularly the bastard sword. They always carry shields.

A great degree of optimism surrounds the arrival of Mayaheine, an emotion shared and fiercely espoused by the example of her paladins. These holy warriors usually operate alone or in small groups composed of like-minded clerics and warriors. The religion has yet to develop significant sects or sub-societies. It doesn't sport much of a hierarchy, either, although the church maintains close ties to its origins within the Pelorian faith, which leads to great cooperation between the two religions. Mayaheine's clergy asserts that the Shield Maiden herself inhabits the Flanaess, though she has not been witnessed by anyone other than the faithful since the close of the Greyhawk wars. If she does maintain an Oerthly stronghold, it has never been found. Instead, her religion is headquartered around the Nyr Dyv, with its largest chapter and training house in Hardby. Paladins of Mayaheine strengthen the front against luz in Furyondy and the Shield lands, doing their best to shield the helpless from the depredations of the Dark Lord of Dorakaa.

### MURLYND (The White Paladins)

*Technology is an instrument of justice so long as the hand that wields it is True*

Allies: Followers of Heironeous

Enemies: Followers of luz, enemies of technology

Paladins of Murlynd are the most esoteric holy warriors in all of the Flanaess. They are in fact a distinctive and exceedingly rare sect of paladins of Heironeous and not truly consecrated by Murlynd himself (for the original White Paladin still serves the Invincible One.) However, like their infamous founder, they are an order outside regular society. They share Murlynd's quirky interest in otherworldly mechanical devices and weapons as well as his devotion to using this technology to aid the struggle of the good and lawful against the forces of evil. While the White Paladins share strong connections to the faith of Heironeous and were likely once standard aspirants to his order, their nonconformity drew them to the teachings of Murlynd. Although their means are strange, they have a strong sense of honor and an unquenchable desire to see justice done and the wicked vanquished.

Paladins of Murlynd are all unique individuals and their appearance reflects this fact. Their eccentricity prevented





them from conforming to the regular code of conduct of the faith of Heironeous and they were drawn to the strange teachings of Murlynd, the White Paladin. His followers usually wear a hodge-podge of strange armor and clothing, almost all of it self-developed and constructed for purposes, only the paladin himself knows. Foreign hats, odd breastplates, or shirts of chain in combination with leather breaches or pantaloons are common. One leather glove matched with a gauntlet might be employed in some cases, along with unusual iron-shod boots and other curious items in inscrutable combinations in others. Coloration is without limitation, although they all find a way to incorporate the six-pointed star of Murlynd. Their weapons are nearly as odd as their dress and include strange crossbows and other unique ranged weapons. The more complex or technologically oriented the weapon, the more it is desired by these paladins. The most jealously guarded inventions of the White Paladins are called firebrands, remarkable (some think magical) devices that can fire small metallic balls with sufficient force to pierce flesh and penetrate hide at great distances.

Murlynd rose to prominence in the Flanaess more than two centuries ago and accorded such luminaries as Zagig Yragerne and Keoghtom as his contemporaries (their adventures are best recounted in the tome *Tales of the Company of Seven* by the mage-bard Heward). The White Paladin now shares the company of his sire, Heironeous, as well as Celestian and other deities, often traveling the planes of existence in his search for knowledge and technology that might aid his eccentric quests. Murlynd was a part of the plot (along with St. Cuthbert and the mage Zagig) that saw the demigod luz confined to the dungeons of Greyhawk for a time. For that effort he won the enduring enmity of the Dark Lord of Dorakaa and the White Paladin still seeks his downfall. luz has marked his sect for destruction. Murlynd is currently engaged in a contretemps with the fiendish St. Kargoth over a weapon known as the *Quannon*, which has drawn him away from Oerth for a time. To a lesser degree, Murlynd's holy warriors share his pursuits. They travel the Flanaess in search of knowledge and technology that will aid their battle against the forces evil. Firebrands are their greatest weapons and are highly prized.

### Secret of the Firebrands

Murlynd speaks to you in dreams, whispering arcane alchemical formulae into your ears and granting you the ability to make and wield firearms.

**Patron:** Murlynd.

**Prerequisite:** Divine Grace.

**Benefit:** You can purchase and use the weapons (which you call "firebrands") listed on Table 6-3: Renaissance Weapons and Table 6-4: Renaissance Grenadelike Weapons on page 162 of the *DUNGEON MASTER'S Guide*. These weapons are not widely available, but Murlynd's faithful keep a small underground market stocked with the appropriate weaponry, which they sell only to other members of the faithful.

If you have the Craft (weaponsmith) skill, you can create these items. Pistols and muskets have a Craft DC of 20. Bullets have a Craft DC of 10. Bombs and smokebombs have a Craft DC of 15.

Gunpowder, a nonmagical substance which must be purchased or created in order for the guns or to work, has an Alchemy DC of 25. One ounce of gunpowder is needed to propel a bullet. The cost of gunpowder related to bombs and smokebombs is included in the prices listed in the *DUNGEON MASTER'S Guide*. Gunpowder is sold in small kegs (15 pound capacity and 20 pounds total weight, 250 gp each) and in water-resistant powder horns (2-pound capacity and total weight, 35 gp each). If gunpowder gets wet, it cannot be used to fire a bullet.

This feat is not presently allowed in the LIVING GREYHAWK campaign.

**Normal:** Gunpowder has not yet been discovered on Oerth.

**Special:** If firearms are widespread in your campaign, this feat grants a +1 bonus to attack rolls made with firearms.



## PELOR (Crusaders)

*Equity for the Meek with Perseverance and Strength*

**Allies:** Followers of Mayaheine, followers of Heironeous, followers of Zodal

**Enemies:** Undead, followers of Nerull

As Pelor is the god of goodness, strength, and healing, is it any wonder that the Sun God's paladins are among the most passionate and ardent in their protection and defense of the weak and innocent? Pelorian paladins tend to be altruists and selfless crusaders. They set their considerable skills against the evil and darkness that threatens their charges, the innocent subjects of Oerth. Always willing to make great sacrifices to save the helpless, Pelorian paladins are revered by the underclass of the Flanaess. The paladins consider most laws helpful, but realize that laws alone do not remove suffering from the world, and that laws sometimes can be abused to become a symptom of the problem rather than a cure. To Pelorians, the emollient light of the sun is the best balm for Oerth's ailments. Only unending perseverance and self-sacrifice can bring about true freedom and justice. Since they value goodness above all, paladins of Pelor tend to be ethically well meaning and are always morally resolute.

As paladins of Pelor can be found in nearly every nation in the Flanaess, their dress varies widely from culture to culture. Most adorn themselves in plate or chain armor and carry weapons appropriate to their needs as warriors and knights. Some few Pelorian paladins garb themselves in common dress, particularly when serving as community healers or when disguised while accomplishing goals in urban or agricultural environments. Pelorians favor light-colored tunics (especially sky blues, pale greens, or grays) when dressed informally, and always honor the Sun God with a gold orb holy symbol worn somewhere on their person, usually emblazoned on chestplates or shields. All paladins of Pelor wear a so-emblazoned inky black cloak on formal occasions or when engaging in a planned battle with the forces of darkness (such as a war). When so garbed, the Pelorians blend into the darkness, looking like floating suns charging into battle.

Pelorian paladins are eminent combatants (though never reckless) and rarely risk harm to the innocent when parley or discretion might better serve their goals. As a whole they favor no weapons over others, but individuals often focus on mastering the sword, mace, or axe over the course of their lives. The greatest among them wield legendary *sunblades* or *maces of disruption*.

Pelor's greatest enemy was the Dark God, Tharizdun, until that power was bound from the Material Plane in time immemorial. Ever since, the Lord of Light has taken on the duty of protecting mortal life from the forces of darkness and decay. "Pelor" is but the Flan name for the Sun God—the Flanaess and its rich history boast many others. Legends of the once-great Lords of Sol, a now-lost order of paladins that predates the migrations, infuse the history of the Aerdi tribes and are popular even today. The vast Solnor Ocean (literally "birthplace of the sun") takes its name in honor of Pelor, although the usage is now archaic. By the time of the Migrations, however, most glories fell to the holy warriors of Heironeous and Hextor, who largely subsumed the traditional role of the Pelorian paladin in Oeridian society. St. Benedor of the Ashen Hand,

patron of the Knight Protectors of the Great Kingdom, remains a greatly revered saint in the order of the Sun Lord.

A paladin of Pelor founded the Prelacy of Almor in the years after the Battle of a Fortnight's Length, and while many religions flourished in what became a multifaith theocracy, Almor nevertheless boasted the largest plurality of Pelorian



### Scalding Faith of the Sun

The power and grace of the Sun Lord has enhanced your ability to turn undead

**Patron:** Pelor.

**Prerequisite:** Divine grace, turn undead.

**Benefit:** You turn undead as a cleric of your class level.

**Normal:** A paladin turns undead as a cleric two levels lower would.



faithful in the Flanaess until the Greyhawk Wars brought that land low. As a reprieve, Pelor sent his servant Mayaheine to carry on the fight along with existing figures such as the legendary St. Bane, thought to be the greatest undead hunter in the history of the Flanaess.

Paladins of Pelor are sworn foes of the undead, whose presence their religion finds anathema to all living things. They despise Nerull and other dark gods that create such abominations. They reserve their greatest ire for vampire princes, death knights, and other malevolent lichforms, whom they hunt to destroy. Although most common in Nyronnd, the Urnst States, and the Sheldomar Valley, Pelorian paladins can be found anywhere the innocent need succor and protection.

**RAO**  
**(Envoys, Heralds)**

*Peace through  
Strength of Words and  
Weight of Reason*

**Allies:** Followers of St. Cuthbert

**Enemies:** Followers of Incabulos

Rao is the supreme deity of peace and reason. Many believe that his adherents would rather die than lift a sword in anger, preferring to outwit or outmaneuver their foes by guile or magic. The idea of a holy warrior seems foreign to the philosophy of Rao, but these are largely misunderstandings, for the god of reason knows well that peace is rarely bought cheaply. It must often be won at the point of a sword and is usually enforced through strength of arms. Therefore,



**Serenity**

Your wisdom, inner calm, and sagacity fuels your class abilities rather than your force of personality or will.

**Patron:** Rao.

**Prerequisite:** Divine Grace.

**Benefit:** Use your Wisdom bonus in place of your Charisma bonus for purposes of divine grace, lay on hands, smite evil, and turn undead.

**Normal:** The abilities use your Charisma bonus.

in rare circumstances, paladins have been recognized and invested by the faith of Rao. Although few in number, Raoan paladins are exceedingly formidable individuals chosen for both their martial abilities and their keen wisdom and intellect. Paladins of Rao study everything they can about their opponents, learning their every vice and weakness. They are excellent negotiators and interlocutors, but if pressed they make extremely nuanced tacticians and field masters. Holy warriors of all faiths have the highest, if sometimes grudging, respect for paladins of Rao.

While the image of the "man with the swordless scabbard" pervades their legends, Raoan paladins are not masters of unarmed combat like the martial monks of some western sects. Paladins of Rao are modest individual warriors. They typically go lightly armored and often minimally armed, unless expecting the worst. Serene, patrician figures, most possess spotless manners and erudition. They favor chainmail or leather armor and light, single-handed weapons such as shortswords and maces. They rarely wear helms and almost never carry shields. Paladins of Rao typically wear grey or blue-grey tunics trimmed in white or gold and sometimes don a cowl. Rao's symbol, the white mask of serenity, is embroidered over their chests.

Rao is an old god, whose great wisdom has long been respected by the Flan tribes of eastern Oerik and later by the migrants who poured into the Flanaess following the Twin Cataclysms. While his teachings never made large inroads among the Aerdi in the Great Kingdom, his philosophy found purchase among other Oeridian settlers, particularly the Velondi of the central Flanaess. Veluna, Furyondy, and Bissel boast the greatest concentration of Raoan paladins, although distant war zones and other sites of great conflict attract wandering Raoan warriors eager to return things to a reasonable status quo. Rao's paladins maintain close ties to his church and have friendly relations with followers of St. Cuthbert. They have few sects, since their numbers are so few. The so-called Monks Attendant, who serve as escorts, guardians, and special agents for the Church of Rao in Veluna, enjoy the most widespread notoriety of any paladin subgroup. A rivalry between

Raoan paladins and paladins and adherents of St. Cuthbert and Heironeous seems limited to the Knights of the Hart, where the conflict seems rooted in nationalism. Despite this, the former Plar of Veluna, Lord Alenar, himself a highly placed Paladin of Rao, was key in negotiating the treaty which would unite the kingdoms of Furyondy and Veluna. Successive setbacks have foiled this plan, including the death of Lord Alenar on a mission to Lopolla following the Greyhawk Wars, but the paladins of Rao remain its strongest proponents.

**ST. CUTHBERT**  
**(Votary, Communicant)**

*The Quality of a Man is not measured in his Hands or his Heart, but in his Mind*

**Allies:** Followers of Rao

**Enemies:** Followers of luz, followers of Pholtus



Paladins of St. Cuthbert are forthright and deliberate warriors who seek to apply the common sense and truth embodied in their god's teachings while combating those who would deceive the good or injure the unenlightened. They are very nearly the classic paladin, but unlike the Heironeans, they place a greater emphasis on the practicality and wisdom of their actions and less on the honor or pride either they or society might derive from them. Paladins of St. Cuthbert consider the means as well as the ends—both must be debated and carefully weighed, lest evil gain more by precipitousness than by cautious and decisive action. Once applied to a cause, however, they are swift, valiant, and even ruthless warriors. Paladins of St. Cuthbert tend to value law and rightness more than they appreciate the value of happiness and abundance. Wealth and privilege impress them little, only forthrightness and perspicuity gain their admiration. Some find these paladins severe, even harsh.

St. Cuthbert's paladins tend to be dour, sober folk, favoring drab clothing and heavy, practical armor with no filigree. The often-repaired (seldom replaced) armor frequently shows signs of battle, including dings and dents. Many Cuthbertines wear a crumpled hat (often made of old leather) atop a suit of plate or chain and a green or russet cloak thrown over their armor. Cuthbertines tend to have long facial hair and a common man's taste for weed and fermented drinks. They wear no other particular symbols and do not tend to offer other obvious displays of their association, but instead are well known for keen knowledge, wit, and guile. They typically wield maces, flails, staves, cudgels and other blunted weapons, but are not required to do so.

Since the time when legends record that St. Cuthbert walked Oerth as a mortal man, Cuthbertine clerics have taken it as their duty to spread the word of his practical wisdom to all men. The paladin's role, however, is not merely to preach but to actively fight enemies of the faith. Common folk, who tend to be most in need of protection, are most drawn to Cuthbert's dogma, which over the centuries has supplanted the simpler old faiths that once held sway. Paladins of St. Cuthbert are given honorary position in the order of Chapeaux of St. Cuthbert, a wandering sect dedicated to the conversion of non-believers. Due to a distant kinship, Cuthbertines are strong allies of the faith of Rao. luz and his followers represent the religion's greatest nemeses, as St. Cuthbert himself assisted the archmage (and later god) Zagig Yragerne imprison the Old One beneath Castle Greyhawk in 505 CY. Upon his return in 570 CY, the Lord of Pain declared a great vengeance upon St. Cuthbert and his followers, a pronouncement that redoubled the order's efforts to destroy luz and his minions wherever they can be found. Beyond this specific enmity, Cuthbertines also hate those that seek to spread chaos and evil, particularly wizards, demons, and religious sects that rely on ignorance and fear to achieve their goals.

Like their strong-willed god, who still walks the lands of the Flanaess on occasion, paladins of St. Cuthbert proactively assist the world. Most common in the heartlands of Flanaess, their numbers are growing particularly in Furyondy, along the front with luz. Faith in the Bandit

Kingdoms grows stronger as well, and by some reports followers of St. Cuthbert have been making inroads even in the countryside of the former Great Kingdom. Paladins of St. Cuthbert play a crucial role in spreading the faith, and are most common in lands just beginning to understand the bare truth of the holy cudgel. ★



#### Cuthbert's Smite

You can smite chaotic creatures as well as evil ones.

**Patron:** St. Cuthbert.

**Prerequisite:** Smite evil.

**Benefit:** Your smite evil class ability also works against chaotic creatures. Additionally, you may use your smite ability one more time per day. If you accidentally smite a creature that is not chaotic or evil, the smite has no effect but is still used up for that day. Smite evil or chaos is a supernatural ability.