



The Death Knights of

Part One • By Gary Holian • Death Knight Template by Rich Redman

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*"With tongues afire and breath of smoke,
the wrath of heaven their vengeance did stoke..."
— From the Ballads of Iwylsesin of the Cranes*

Countless evils have stalked the WORLD OF GREYHAWK, but few are as dire as the dreaded death knights. Formed in a crucible of betrayal and damnation, these fell beings roam the lands of men, cursing everything they touch. Walking warriors of bone and desiccated flesh enlivened by a fiery spirit and unyielding hatred, death knights represent some of the most powerful and destructive champions that the armies of evil have ever marshaled against the forces of good and light in the Flanaess. Fortunately, their numbers are few and their enemies many. This article recounts the fell history of those who would become the death knights and presents a new template you can use to generate death knights for your own campaign. Next issue, we'll take a look at specific death knights and how they can be used as villains to enliven (and perhaps destroy) your campaign.

Origin of the Death Knights

*The sleeping crown rouses to
an apostate,
Eyes succumb to the beauty of the
beast.
And thirteen moons circle the dreaded
master,
As the sun sets on the great
empire.*

*—12nd Quatrain,
The Lays of Bar Strannick*

Centuries ago, the Great Kingdom of Aerdy enjoyed a level of peace and prosperity previously unknown to the Flanaess. From the Solnor shores to the Fals Gap, across the entire breadth of their empire, Aerdi culture and commerce ruled the day. In 198 CY, the sage Selvor the Younger proclaimed a coming time of strife and living death, but few in power wanted to hear such words during an unprecedented period of contentment. A creeping decadence was everywhere in evidence to those willing to peel back the veil and recognize it. However, few could have guessed that the seeds of centuries of darkness and destruction were even then being planted at the kingdom's core by those most entrusted to safeguard it.

The Knight Protectors of the Great Kingdom is widely regarded as the greatest order of knighthood in the history of the Flanaess. While their current incarnation is but a shadow of its former self, the knights were first christened by the kings of Aerdy centuries before the kingdom achieved its swell. Over the years, the Knight Protectors became the most preeminent defenders of the common weal in all Aerdy. Regardless of god or creed, all knights proudly shared this burden. As a congregation of the kingdom's best and bravest warriors, the Knight Protectors and their exploits became the stuff of fable and legend. The defeat of barbarian hordes, rampaging dragons, and the schemes of power-mad sorcerers

became woven into their history along with the legends of heroes such as Sir Lasimon the Martyr, Prince Jophan of Ahlissa, Caldni Vir of the Shamblefield, and Sir Piqarn the Hammer.

By the autumn of 202 CY, during the reign of the Overking Jiranen, a vacancy emerged at the head of the illustrious knighthood following the death of the well-respected Knight Commander of the order, Lord Nidramon the Hextorian. Most Aerdi expected the Council Gallant, composed of the oldest and wisest knights in the kingdom, to choose the man widely regarded as the greatest knight of the day to succeed the office. This was Lord Kargoth of Mansbridge, a Torquann nobleman who cut a stunning figure in the imaginations of the Aerdi people and nobility. A paladin of Heironeous, accounts say he stood nearly seven feet tall and had the strength of a hill giant. His exploits were already countless and while no longer in his prime, none could deny his unmatched puissance. But time eventually claims all men, even the matchless Lord Kargoth, so the paladin viewed becoming the standard bearer of the Knight Protectors as a last opportunity to extend his glorious career and share in the power regularly entrusted to lesser worthies.

An eclectic faction had gathered around his banner, a band of fawning princelings, cronies, schemers, and other assorted ne'er-do-wells. They fully expected his elevation to the head of



Berth

the order and began whispering to him that it was all but assured. When the Council Gallant announced Benedor Monlath of Chathold as the next Knight Commander of the order, shock spread throughout the land. The council proclaimed young Benedor the best living embodiment of the tenets of the Knight Protectors; some even suggested that he was touched by the spirit of the goddess Johydee.

When word of the decision reached Lord Kargoth at his castle, Fharlanst, the mighty knight seethed. His proponents had assured him of the selection and he had become convinced that no one was more worthy. The apparent slight wounded him deeply. When a priest of Heironeous counseled against challenging the council's decision, Kargoth had him expelled from his castle.

Goaded by his supporters, Kargoth appeared in the capital the following month for the convocation of investiture held in the Court of Essences at the royal palace. There, before the Overking and assembled nobles of the celestial houses of the land, he challenged Sir Benedor to a contest of arms. The younger knight accepted the challenge, as honor required, despite the disquiet quickly spreading throughout the chamber. Though clearly weaker than Kargoth, the valiant young knight repeatedly parried his attacks successfully, refusing to give up the floor. The two battled to a stalemate until sunset fell upon the chamber, marking the end of the contest. Kargoth's humiliation was complete: according to the rules of Parslin, the code of the Knight Protectors, Lord Kargoth had been defeated as he had issued the challenge but failed to prevail in the allotted time.

Sir Benedor reached out a hand of truce and friendship, as was the custom of the order. But Sir Kargoth could not hide his disgust, not in that special chamber created by the sorcery of the legendary Court Mage Schandor, which





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bade men to the speak the truth in all things. Knights of all stripes called foul, while Kargoth's faction sneered. In his agony and shame, the great knight rode off, wandering the countryside for many days. He damned the fate that had brought him low and vowed somehow to exact a vengeance. His mood festered and he openly cursed Heironeous for his plight. The heavens looked down upon him in silence. Demoralized, Kargoth soon became lost in a rainstorm while riding up the coast back to Fharlanst. Within a day of his home, he stumbled upon a lost ruin, in which he took refuge. There, the paladin discovered a rubble-strewn stairway leading down into the darkness. Following it, he came upon a vast hypogeum located beneath the earth. An ancient shrine greeted the light of his torch in this crypt-like chamber, at the center of which stood a grotesque statue of singularly obscene beauty. Kargoth was transfixed.

A chattering began to buzz in his ears as a voice spoke to him from out of the din. It seemed to emanate from the monstrous icon, which the paladin immediately recognized as that of a prince of the Abyss. The ancient Aerdri called this demon *Ahmon-lbor*, The Sibilant Beast, a fiend known more commonly as Demogorgon in modern vernacular. Kargoth knew his cult was widespread among the decadent Flan natives of the northeastern coast who practiced dark rites and human sacrifice and had been prevalent in the central lands before the native Flan there had been pacified generations ago.

The Beast praised Kargoth's might and heralded his exploits. Before morning, it had completely seduced him, making promises of power and vengeance, filling the gaping hole in his wounded pride. The Beast bade Kargoth to prove his fealty in exchange for the awesome powers that would be his to command. Kargoth and Demogorgon swore a pact that must be sealed in blood. The fiend's request surprised the paladin, but the twisted nature of the plan brought a smile to his face. Kargoth marked his words carefully, pledging himself completely to the dire path that lay before him. And then, with the suddenness of a thunderstroke, tentacles emerged from the darkness and tore out his eyes. In a single moment dominated by what seemed like a year of pain and torture,

Lord Kargoth became the first, most powerful death knight of Oerth.

The following morning, Kargoth returned to Fharlanst, donning a helmet to mask his disfigurement and new form. His assembled servitors and allies, though somewhat taken aback at his menacing demeanor, were eager to speak with him. An internecine skirmish had broken out between some of the Knight Protectors over the ascendance of Benedor, whom some considered weak and unworthy. Other longtime grudges, having little to do with Kargoth, came to the fore, and many knights overtly ignored the tenets of Parslin in their haste to gain revenge for past slights. Some spoke openly against the Overking. Turmoil had begun to spread throughout the kingdom, and some of the grumbling knights begged Kargoth to lead a coup of the order with their support. Much to their surprise, the behelmed lord knight agreed to do so. The plan he proceeded to lay out perplexed them, but the eager renegades listened on.

Instead of riding out to confront their rivals at Morshaldin Castle, ancestral headquarters of the Knight Protectors, Lord Kargoth's plan called for a raid on the obscure Temple of Lothan near Rel Deven. Kargoth informed his conspirators that the temple was the secret hiding place of the legendary *Orb of Sol*, a holy artifact of great symbolic importance to the Aerdri people. Its theft, he argued, would force their opponents into the open, where they could be crushed on the field of battle thanks to the *Orb's* legendary powers. Kargoth ultimately convinced thirteen of his fellow knights to place their trust in him and take up his plan. Though few of them truly understood its dire intentions, they agreed to support him and rode for Rel Deven the following dawn.

The hell-bent troop made quick work of the guardians of the temple and easily pierced its inner sanctum, the secret resting place of the *Orb*. Kargoth worked according to his own plan, however, and he bade everyone to stand aside as he approached the *Orb* himself and studied its rune-covered surface. The other knights displayed open apprehension. The culmination of the pact Kargoth had made with his new dark



Demogorgon's Bilious Sphere, an obscene parody of the Orb of Sol now carried by Kargoth the death knight.

master was at hand. The other traitors were no longer of any concern to him. The Beast had taught him ancient words of power, maledictions so profane they could bend the rumored powers of the *Orb* to his will and cause it to open a crack between this world and Demogorgon's personal layer of the Abyss. Without further warning, Kargoth traced the surface of the *Orb* with his fingers and spoke the words of power. Smoke rose from his digits as a crackling nimbus sent the dark knight hurtling to the walls of the chamber. An earthquake rocked the Temple of Lothan, and the floors and walls began to crack. Great tongues of unearthly fire began to shoot out from the *Orb* in all directions. The other knights began to



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run for their lives, but they were quickly and unmercifully struck down where they stood by the relentless flames. Their flesh caught fire as they collapsed onto buckling flagstones.

Lord Kargoth writhed on the floor in agony, but he had succeeded in his task. He had delivered up the traitors to his master, and he had unleashed a horror upon the world, a great demon beast named Arendagrost, Maw of the Abyss. According to accounts at the time, the beast vaguely resembled an immense wingless dragon of gargantuan size. Instead of legs, it moved upon a sea of tentacles. In place of scales, it was covered in coarse black fur and had three heads that resembled monstrous horned fiends that breathed bloody acid, fire, and frost. Its six-fold eyes offered instant death to anyone catching their hideous gaze. The monstrous fiend began to cut a swath of destruction

from the outskirts of Rel Deven on a direct path to Rauxes. As reports reached the other Knight Protectors, they mobilized in the defense of the kingdom. Sir Benedor, new commander of the order, had been en route back to Chathold, but quickly rode for Rel Deven upon hearing the terrible news. He arrived to discover the Temple of Lothan a smoking ruin. What he found in the Chamber of the Orb shocked him to the core of his being.

The smoking bodies of thirteen Knight Protectors were strewn about the inner sanctum, which now resembled a charnel house. Their eyes had been cut from their faces, and Kargoth was nowhere to be found. Sir Benedor immediately suspected dark sorcery and moved quickly to examine the *Orb* in the center of the room. The young knight barely glanced at its rune-covered surface before the chamber began to stir. A sudden coldness tore at his skin. One by one, the smoking, scorched bodies of the dead knights around him began to rise to their feet and fix their gaze upon him. Their armor and clothing were seared to their charred flesh. A preternatural glow emerged from their faces, where once had been eyes. Sir Benedor recognized instantly that these were no longer men, but fiends. These were the dreaded death knights, newly sired into the world.

Aftermath

The rest of the history is well known, as the remaining Knight Protectors united to first waylay, then destroy the demonic abomination heading for Rauxes. However, this victory came too late to save some of the royal family, which was decimated near Carnifand. The attack cost many additional lives along the path of destruction, and a wave of terror gripped the kingdom as word quickly spread throughout the land of Kargoth's betrayal. As his infamy spread throughout the kingdom, the other Death Knights escaped the ruins of the Temple of Lothan and scattered throughout the lands under the cover of this confusion. They cursed the gods and Lord Kargoth for drawing them into the same dark pact he made with the Beast. The cult of *Ahmon-Ibor* began to rise in the eastern cities, gaining a foothold in the Great Kingdom once more. Sir Benedor, now bearer of the *Orb of Sol*, launched his quest to bring

the traitors to justice and dedicated the order to this mission. But there would be few victories in his dauntless struggle, as passions soon faded and decadence gained a handhold among the Aerdi. In 213 CY, the Royal Astrologers at Rel Astra confirmed a coming Age of Great Sorrow. The new Overking Zelcor distanced himself from the Knight Protectors. The attention of the Great Kingdom was drawn progressively inward as provinces began to win their independence, decade after decade. A century later, the death knights were so powerful it was they who began hunting down the Knight Protectors. Few came to their aid, as the monstrous knights gained the upper hand. Kargoth's depredations were so great that his infamy spread far and wide. The Great Kingdom, once a beacon of order and justice in the Flanaess, was never again the same.

New Template: Death Knight

Though Kargoth's betrayal and Demogorgon's meddling created only a handful of death knights hundreds of years ago, there's no reason why powers such as Nerull, Kyuss, Orcus, or Demogorgon himself can't create more to add to Oerth's small compliment.

Martial champions of evil consumed by hatred for the living and all things good, death knights are most commonly raised from the ranks of blackguards, fighters, rangers, and barbarians. Paladins who fall from grace near the moment of their death might also become death knights. Paladins who become death knights are subject to the same modifications presented for the blackguard in Chapter 2: Characters of the DUNGEON MASTER'S Guide.

A death knight's physical form is that of its decayed body, now undead. Its leathery, skeletal flesh is burned as if by infernal fire, as are its lips, teeth, and tongue. Visible plumes of steam accompany every breath. Death knights speak with booming, deep basso voices. Where once were eyes rest empty sockets illuminated by pinpricks of intense light.

Death knights commonly wear ancient, decaying suits of armor accented by flowing capes to mark them as figures of importance and accentuate their menace. Most wear blackened helms topped with heraldic devices related to their station in life. All possess a bellicose and arrogant per-



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sonality informed by perverse codes of honor that brook little mercy on the living.

Death knights speak the languages they knew in life.

Creating a Death Knight

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

Hit Dice: Increase to d12.

Speed: Same as the character.

AC: The death knight has a +5 natural armor, or the character's natural armor, whichever is better.

Damage: All successful melee or natural weapon attacks cause 1 point of Constitution damage. Death knights usually fight with martial weapons, but if disarmed they use a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures. A Will save with a DC of 10 + 1/2 the death knight's HD + the death knight's Charisma modifier reduces the damage by half and negates Constitution damage. Characters with natural attacks can use their natural weaponry or use the touch attack, as they prefer.

Special Attacks: A death knight retains all the character's special attacks and gains those listed below. Saves have a DC of 10 + 1/2 the death knight's HD + death knight's Charisma modifier unless noted otherwise.

Abyssal Blast (Su): Once per day, a death knight can unleash an abyssal blast of hellish fire. The blast explodes in a 20-ft.-radius spread anywhere within a range of 400 ft. + 40 ft./HD. The fire inflicts 1d6 points of damage per HD of the death knight (maximum 20d6). Half of the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by *protection from elements (fire)*, *fire shield (chill shield)*, and similar magic. A successful Reflex save negates half the total damage.

Fear Aura (Su): Death knights are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD within a 15-foot radius must succeed at



a Will save or be affected as though by the *fear* spell as cast by a sorcerer of the death knight's level.

Undead Followers: Death knights attract lesser undead creatures that happen to exist within a 200 mile radius. They may have up to twice their own level in Hit Dice of followers. The followers arrive monthly in the following increments: 1d6 ghouls, 1d4 ghosts, 1d12 Medium-size skeletons, 1d4 wights, or 1d8 Medium-size zombies once per week. These creatures remain in the service of the death knight until destroyed.

Spells: The death knight can cast any spells it could while alive, unless

alignment restrictions prohibit it.

Special Qualities: The death knight retains all the character's special qualities and those listed below.

Damage Reduction (Su): A death knight's undead body is tough, giving the creature damage reduction 15/+1.

Immunities (Ex): Death Knights are immune to cold, electricity, fire, and polymorphing affects in addition to immunities granted to all undead.

Spell Resistance (Su): Each death knight gains SR 20 +1 per character's level beyond level 10.

Summon Mount (Su): New death knights have the ability to summon a mount, typically a nightmare, though it may be of any other species normally used as a mount. The mount can have no more Hit Dice than half the death knight's levels. If the mount is lost or killed, the death knight may summon another after a year and a day.

Turn Immunity (Ex): A death knight cannot be turned. They can be dispelled with *holy word*, however.

Saves: Same as character.

Abilities: A death knight gains +4 to Strength and +2 to Wisdom and Charisma; but being undead, has no Constitution score.

Skills: Same as character.

Feats: Same as character.

Climate/Terrain: Any land and underground.

Organization: Solitary or Troupe (See *undead followers*, above.)

Challenge Rating: Same as character +3

Treasure: Double standard coins, goods, and items.

Alignment: Same as character (always evil).

Advancement: Same as the base creature.

Death Knight Characters

In order for a character to be considered for transformation to a death knight, all abilities must be above 10. The character must also be at least 6th level. All characters who become death knights are subject to the following changes in their normal abilities: *cure* abilities may not be used, but they can use equivalent *cause wounds* abilities. *Animal empathy* works only on animals of non-good alignments.





Demogorgon's Champions

The Death Knights of Oerth • Part Two

by Gary Holian • illustrated by Adam Rex

The dreaded St. Kargoth has terrorized the eastern Flanaess for centuries. The first of Oerth's death knights, Kargoth serves as the demon prince Demogorgon's most devoted Oerthbound champion and as a spiritual role-model for honorless knights throughout the old Great Kingdom (his fall from grace and transformation were recounted in last month's *LIVING GREYHAWK Journal*). St. Kargoth and his remaining twelve fiendish sires are described below, along with brief sketches of their personalities and goals. All these beings are more than 400 years old and are very powerful, experienced adversaries, easily the match of any elder vampire or lich. Their legend is a powerful force in the Great Kingdom and was exploited even by Overking Ivid V and his former court wizard, Xaene, with their creation of Knights of Doom, a pale mockery meant to evoke these ancient villains to frighten the populace. Though they have dispersed throughout the world over the centuries, Kargoth's death knights remain a potent threat to good-loving denizens of Greyhawk's world. All have unique agendas, often enjoying complex alliances with other powerful forces of darkness. They should make exceedingly formidable opponents for any group of adventurers who cross their paths. Most death knights are attended by all manner of undead, notably skeleton warriors and swordwraiths (who often serve as lieutenants and scouts). Some death knights maintain hidden strongholds, while others are wanderers, but all are compelled by their nature to increase the suffering of the world. Thanks to their undeath, they have forever to reach this goal, and savor every minute of the journey.

St. Kargoth the Betrayer, CR 23

Male Half-Fiend, Half-Human Death Knight, 8th-Level Paladin/10th-Level Blackguard

Strength	24	(+7)	Fort. Save	+20
Dexterity	16	(+3)	Ref. Save	+17
Constitution	—	(+0)	Will Save	+18
Intelligence	20	(+5)	Alignment	LE
Wisdom	8	(+4)	Speed	20 ft.
Charisma	26	(+7)	Size	M (6 ft. 4 in.)
Hit Points	117		Armor Class	33
Melee Attack	+25/+20/+15/+10		Flat-Footed AC	30
Ranged Attack	+21/+16/+11/+6		Touch AC	14

Most Common Attack

+5 longsword +31/+26/+22/+16, 1d8+12 (19-20/x2)

Skills: Climb +16, Concentration +14, Bluff +14, Diplomacy +21, Handle Animal +16, Hide +13, Intimidate +16, Jump +11, Knowledge (religion) +13, Knowledge (the planes) +8, Listen +6, Ride +21, Spot +6.

Feats: Alertness, Iron Will, Lightning Reflexes, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Sunder, Weapon Focus (longsword).

Possessions: +5 longsword, +5 full plate of shadow, Demogorgon's bilious sphere (see below), ring of protection +3, boots of speed, brooch of shielding, cloak of Charisma +4.

Blackguard Spells (3/3/3/2; base DC = 15 + spell level): 1st—inflict light wounds x4; 2nd—bull's strength, darkness x2, inflict moderate wounds; 3rd—contagion, deeper darkness x2, inflict serious wounds; 4th—freedom of movement, inflict critical wounds x2.

Special Attacks: Special damage—melee attacks cause 1 point of Constitution damage (Will save, DC 25 negates), melee touch attacks cause 1d8+5 points of damage +1 point of Constitution damage (Will save, DC 25 for half damage, negates Constitution damage); *abyssal blast* 1/day—1,120-ft. range, 20-ft.-radius spread, 1d6 fireball, damage is half-fire and half-divine, (Reflex save, DC 25 for half damage); fear aura—creatures of less than 5 HD within 15-ft. radius affected by *fear* as though cast by 18th-level sorcerer (Will save, DC 25 negates); *darkness*, *poison*, and *unholy aura* 3/day as though cast by 18th-level sorcerer; *desecrate*, *unholy blight*, *contagion*, *blasphemy*, *unhallow*, *horrid wilting*, and *summon monster IX* (fiends only) 1/day as though cast by 18th-level sorcerer; *detect good* at will; *summon monster I* 1/day as though cast by 20th-level sorcerer; *smite good* 2/day (+7 to hit, +10 points of damage); *command undead* 10/day as an 8th-level cleric; *sneak attack* 4d6.

Special Qualities: Undead, undead followers (6 wights mounted on skeletal horses), DR 15/+1, Immunities (cold, electricity, fire, polymorph), acid resistance 20, SR 28, summon mount (St. Kargoth rides a nightmare into battle. This nightmare is also his fiendish servant.), turn immunity (cannot be turned, *holy word* can dispel), dark blessing (Charisma bonus applies to saves), *lay on hands* 1/day (inflict 126 points on himself only), aura of despair (enemies within 10 ft. suffer a -2 morale penalty to saves), fiendish servant (see below).



St. Kargoth's Fiendish Servant and Mount

Nightmare: CR 9; Large Outsider; Hit Dice 12d8+36; hp 92; Init +6 (+2 Dex, +4 Improved Initiative); Speed 40 ft., fly 90 ft. (good); AC 29 (-1 size, +2 Dex, +18 natural); Atk 2 hooves +16 melee (1d8+5), bite +11 melee (1d4+2); Face 5 ft. by 10 ft.; AL NE; SV Fort +16, Ref +10, Will +11; Str 21, Dex 15, Con 16, Int 13, Wis 11, Cha 12.

Skills: Intuit Direction +19, Listen +21, Move Silently +20, Search +19, Sense Motive +19, Spot +21.

Feats: Alertness, Improved Initiative, Iron Will.

Special Attacks: Flaming hooves, smoke.

Special Qualities: Astral projection, etherealness, improved evasion, share spells, empathic link, share saving throws, speak with blackguard, SR 15.

Demogorgon's Bilious Sphere (major artifact)

This twisted iron rod is topped by the *Bilious Sphere*, an obscene parody of the *Orb of Sol*, the goodly artifact that played an important role in the formation of Kargoth's death knights and has vexed them ever since.

Demogorgon's bilious sphere bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the rod is in hand and disappears when the rod is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the rod is wielded. Its other magical powers are as follows:

- **Acid:** Five times per day, the rod can be used as a +5 *heavy mace* that causes an extra 3d6 points of acid damage. Activating this power is a free action, and it works if the wielder strikes an opponent within 1 round.
- **Bile:** Five times per day, the rod can be used to cast *stinking cloud* as though cast by a 20th-level sorcerer.
- **Vitriol:** Three times per day, the rod can be used to cast *acid fog* as though cast by a 20th-level sorcerer.
- **Rancor:** Once a day, the rod can be used to create a feeling of intense hatred in a nearby creature. A single creature within 60 feet chosen by the rod's user must make a Will saving throw (DC 23) or view another creature within sight (chosen by the rod's user) as its most hated enemy. The target creature attacks this hated foe with the deadliest means available until the creature is dead or a full day of time elapses. The target creature attacks its hated foe heedless of danger, but in situations where death seems certain, the target creature attempts to avoid such a fate in the hopes of attacking the foe at a better time. Should the hated foe become *invisible*, *teleport* away, or otherwise flee, the target creature hunts the foe down to the best of its ability. For purposes of dispelling, this effect is treated as *dominate monster* cast by a 20th-level sorcerer.
- **Bilious Spheres:** Three times per day, the rod can be used to create three spheres of acid. This effect is as a *flaming sphere* spell cast by a 20th-level sorcerer with the following exceptions: three glowing green spheres of acid are created, the spheres cause acid damage instead of fire damage, and all the spheres can be moved individually with a single move-equivalent action.
- **Demogorgon's Favor:** This power can be invoked only by an evil wielder whom Demogorgon actually favors (such as





Kargoth). Once a day, the favored wielder can use the rod to gain immunity to acid for 1 hour, 4d12 temporary hit points that last 1 hour, a +6 enhancement bonus to Strength for 1 hour, and Damage Reduction 25/+5 for 1 hour.

St. Kargoth is the much reviled Lord of the Death Knights, the first and most powerful such being ever created by the forces of darkness. He is widely notorious for the depth of his infamous betrayal and the hatred he inspires in followers of goodness and light. He appears slightly larger and more fearsome than his compatriots, but has transcended their undead state through wanton accumulation of power and an incessant campaign of wickedness against the living. Kargoth's features are skeletal, his face glows a hideous green and his eyes gleam a fiery red. He wears ancient black armor and carries only the most powerful and fearsome blades available to him (such as the legendary sword *Shatterer*, now thankfully thought lost forever).

Kargoth began life as a widely admired paladin in the Great Kingdom, but a dark pact with the demon prince Demogorgon, whose cult was once profligate among the Ur-Flan of the eastern coast of the Flanaess, turned him completely to evil. He has long since abandoned his ruined castle Fharlanst, which was situated along the Aerdi coast between Roland and Winetha. Its walls were cast down by the siege engines of the Knight Protectors in 247 CY and the secrets of the fell place have been buried ever since. Many coastal peasants whisper that the dreaded knight now resides on the Isle of Cursed Souls, though in truth he has been spied only once near the northern coast, many decades ago on a night the Flan refer to as the festival of the Bloody Moon.

In the centuries since his rise to power, Kargoth has quickly ascended the ranks of the demonic hierarchy. Having long since departed the ken of mortals, his evil has spread to other planes of existence and his power now rivals that of many demon lords. While steeped in the intricate politics of the Abyss, he nevertheless willingly advances the interests of Demogorgon on this and other dimensionalities (in return, Demogorgon turned him over to his demonic surgeons, who through skin grafts and hideous transfusions managed to imbue Kargoth with fiendish essence). St. Kargoth still visits the material plane on rare occasions to wreak additional havoc in the name of chaos and to further his vengeance upon the kingdom of his birth. He has many enemies, not the least of which are the mysterious Whiteguard and the Lords of the Gloaming dedicated to Pholtus. He is greatly despised among the councils of the Balance and is still viewed as an archenemy by the surviving members of the Knight Protectors of the Great Kingdom. His rivalry with the patron of that order, St. Benedor of the Ashen Hand, is legendary.

Some debased humans worship Kargoth as a god, though they gain no spells for doing so. The Sunsebb Sodality, a very secretive cult of undeath, spreads its devotion among him and the other death knights. Devoid for the most part of any hierarchy or codified dogma, the chaotic cultists respect malevolence and above that only raw power (for which they lust). Kargoth cares little for this supplication, though he has been adopted as a saint by renegade elements of the Church of Hextor, who revere him as an embodiment of villainy and discord, particularly in North Kingdom and other exceedingly decadent portions of the former Great Kingdom. St. Kargoth

takes as a personal symbol a glowing green skull. He is often the favored patron of blackguards, anti-paladins, and other traitors. Other death knights recognize him as the anterior of their lineage, but many despise him for linking their fate inexorably to his own. They obey him only when commanded, though such occasions have grown exceedingly rare over the centuries.

Lord Monduiz Dephaar, CR 21

Male Human Death Knight, 18th-Level Fighter

Strength	28	(+9)	Fort. Save	+13
Dexterity	13	(+1)	Ref. Save	+11
Constitution	—	(+0)	Will Save	+13
Intelligence	15	(+2)	Alignment	CE
Wisdom	16	(+3)	Speed	20 ft.
Charisma	18	(+4)	Size	M (6 ft. 3 in.)
Hit Points	117		Armor Class	32
Melee Attack	+27/+22/+17/+12		Flat-Footed AC	31
Ranged Attack	+19/+14/+9/+4		Touch AC	13

Most Common Attacks

- +3 keen greataxe, bane vs. humanoids (humans) +38/+33/+28/+22, 1d12+18+1 Con (18-20 x3)
- +3 keen greataxe, bane vs. humanoids (humans) vs. humans +40/+35/+30/+25, 1d12+20+2d6+1 Con (18-20 x3)

Skills: Climb +23, Bluff +9, Diplomacy +9, Handle Animal +14, Intimidate +16, Jump +21, Ride +24.

Feats: Dodge, Expertise, Improved Critical (greataxe), Improved Disarm, Iron Will, Lightning Reflexes, Mobility, Mounted Combat, Power Attack, Ride-by Attack, Run, Spirited Charge, Spring Attack, Sunder, Trample, Weapon Focus (greataxe), Weapon Specialization (greataxe), Whirlwind Attack.

Possessions: +3 keen greataxe, bane vs. humanoids (humans); +2 full-plate; +2 animated large steel shield; +2 half-plate barding; belt of giant strength +4; ring of protection +2; cloak of resistance +2.

Special Attacks: Special damage—melee attacks cause 1 point of Constitution damage (Will save, DC 22 negates), melee touch attacks cause 1d8+5 points of damage +1 point of Constitution damage (Will save, DC 22 for half damage, negates Constitution damage); *abyssal blast* 1/day—1,120-ft. range, 20-ft.-radius spread, 18d6 fireball, damage is half-fire and half-divine, (Reflex save, DC 22 for half damage); fear aura—creatures of less than 5 HD within 15-ft. radius affected by *fear* as though cast by 18th-level sorcerer (Will save, DC 22 negates).

Special Qualities: Undead, undead followers (6 wights mounted on skeletal horses), DR 15/+1, Immunities (cold, electricity, fire, polymorph), SR 28, summon mount (Lord Monduiz Dephaar rides a behir into battle. He armors it with +2 half-plate barding, granting it an Armor Class of 25 and reducing its speed to 30 ft.), turn immunity (cannot be turned, *holy word* can dispel).

Monduiz Dephaar, the Terror of the Fruztii, was in life a Torquann nobleman and Kargoth's chief lieutenant. His nigh-unparalleled infamy continues in undeath. Like all death knights, his features are skeletal and burnt, but he sports a shock of brittle scorched hair which he binds after the fash-



ion of some of the northern barbarians. He rarely dons a helm, preferring to strike fear in his enemies by openly displaying his ghastly visage. His eyes glow fiercely and wide at the opportunity of melee. He has centuries of experience in warfare and his instincts on the battlefield are nonpareil, but he is given to blood-rages which cannot be sated until all his enemies are utterly destroyed. He is infamous for taking totems from foes defeated in single combat, most particularly their severed heads. The grisly visages of dozens of former Knight Protectors line the walls of his sanctuary. Lord Dephaar prefers the great axe to all weapons, having wrested the infamous *Lyrngode* from a champion from Djekul centuries ago. The magnificent weapon is seldom outside his reach.

Monduiz Dephaar was born in the North Province at Bellport in 167 CY. His family was one of many which fell victim to the seasonal raids of the Fruztii on the Solnor Coast following the wresting of the Bone March and Ratik by the Aerdi as buffer states against these savage marauders a few decades earlier. Lord Dephaar survived to earn himself membership in the order of the Knight Protectors, which formed the primary vanguard against these raids. He fought beside such luminaries as Sir Forran Vir and Lord Kargoth. Dephaar soon became a veteran of these northern campaigns, a great and relentless warrior feared by the hardy Thillonrian invaders. As his victories against the Fruztii piled up, his reported atrocities were initially overlooked. Eventually, they could not be ignored and he was censured by the highest echelons of the Knight Protectors for violating their time-honored codes. Lord Dephaar went into self-imposed exile to the far north, vowing requital. He lived for a time among the Schnai, where he not only continued his campaign against the Fruztii but was also forced to learn the ways of the barbarians. He returned south to Castle Fharlanst in 203 CY, when word spread around the kingdom that Lord Kargoth had decided to challenge the Council Gallant of the knighthood. Only then was the true horror of the traitorous paladin's plan visited upon Lord Dephaar, who had willingly joined his seditious circle. He has been a death knight ever since.

Though he served Kargoth for a time, Dephaar concentrates on his own affairs. Flushed with his new powers, Lord Monduiz spent years hunting after his enemies, both among the Knight Protectors and the Fruztii, like the quarry he once tormented in the Timberway. The foundering of the knighthood during the reign of Ivid I brought the monster back to the Bone March, where he established a stronghold somewhere in the eastern Blemu Hills. Following the collapse of the Bone March in 563 CY, Lord Dephaar carved out a small realm for himself surrounding his stronghold. He now rules over a mass of humanoids and bandits, who refer to him as the Dreadlord of the Hills. From this northern fastness, Dephaar commands an army of undead servants, still bent on hunting down and killing all the remaining Knight Protectors of the Great Kingdom that he can get his hands on. The order considers him an equally mortal adversary, but the death knight has been given great resources by the fiend Demogorgon, with whose cult he maintains close ties. Both Prince Grenell of North Kingdom and the humanoid chieftains of Spinecastle are well aware of his presence, but grant him a wide berth.



Lady Lorana Kath of Naelax, CR 19

Female Human Death Knight, 16th-Level Cleric of Hextor

Strength	16	(+3)	Fort. Save +15
Dexterity	14	(+2)	Ref. Save +12
Constitution	—	(+0)	Will Save +20
Intelligence	14	(+2)	Alignment NE
Wisdom	20	(+5)	Speed 20 ft.
Charisma	20	(+5)	Size M (5 ft. 7 in.)
Hit Points	104		Armor Class 27
Melee Attack	+15/+10/+5		Flat-Footed AC 25
Ranged Attack	+14/+9/+4		Touch AC 12

Most Common Attacks

+3 *light flail* (two handed) +18/+13/+8, 1d8+7+1 Con
Inflct critical wounds (touch attack) +18, 4d8+16+1 Con

Skills: Concentration +19, Bluff +11, Diplomacy +18, Knowledge (religion) +18, Scry +18, Spellcraft +18, Ride +8.

Feats: Extra Turning, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (Enchantment), Spell Focus (Necromancy).

Possessions: +3 *light flail*, +5 *breastplate*, *belt of giant strength* +4; *cloak of resistance* +5 *necklace of fireballs* (Type VII).

Cleric Spells (6/7/6/6/5/5/3/3/2; base DC = 15 + spell level): 0-level—*detect magic* x4, *guidance*, *resistance*; 1st—*bane*, *deathwatch*, *detect good*, *entropic shield*, *protection from good**, *random action* x2, *shield of faith*; 2nd—*bull's strength*, *darkness*, *desecrate**, *hold person* x3, *inflict moderate wounds* x2; 3rd—*animate dead* x3, *contagion*, *magic circle against good**, *silence* x2; 4th—*air walk*, *freedom of movement*, *poison* x2, *restoration*, *unholy blight**; 5th—*circle of doom*, *circle of doom**, *ethereal jaunt*, *slay living* x3; 6th—*antilife shell*, *blade barrier*, *create undead*, *harm**; 7th—*blasphemy* x2, *destruction*, *disintegrate**; 8th—*antimagic field*, *create greater undead*, *earthquake**.

*Domain Spells. Domains: Destruction (+4 to hit, +16 to damage 1/day), Evil (cast evil spells at +1 caster level).

Special Attacks: Special damage—melee attacks cause 1 point of Constitution damage (Will save, DC 23 negates), melee touch attacks cause 1d8+5 points of damage +1 point of Constitution damage (Will save, DC 23 for half damage, negates Constitution damage); *abyssal blast* 1/day—1,040-ft. range, 20-ft.-radius spread, 16d6 fireball, damage is half-fire and half-divine, (Reflex save, DC 23 for half damage); fear aura—creatures of less than 5 HD within 15-ft. radius affected by *fear* as though cast by 16th-level sorcerer (Will save, DC 23 negates); rebuke undead 12/day.

Special Qualities: Undead, undead followers (8 ghosts), DR 15/+1, Immunities (cold, electricity, fire, polymorph), SR 26, summon mount (Lady Lorana Kath rides a nightmare into battle.), turn immunity (cannot be turned, *holy word* can dispel).

The only distaff member of Kargoth's infernal company is possibly its cruelest and most debauched personage. Lady Kath was a vile schemer who whispered veiled treason to Lord Kargoth for years and encouraged his descent into darkness. In life, Lady Kath was a priestess of Hextor and in undeath remains one still, though she is now an unwilling pawn of the demon prince Demogorgon, who holds the



promise of the expiation of her suffering. Lorana remains obsessed with her lost beauty and often wears flesh faces (death masks) culled from horrified maidens that only serve to make her look more ghastly. She wears the armor of a typical death knight, often augmented by what appears to be a bridal veil, at other times the blood-stained leather apron of a butcher. Lorana is a fierce combatant, but prefers to torture weaker foes. She is fond of poisons and cursing magic and she rarely allows people to get near enough to strike at her directly.

The curse of undeath was never her desire, only temporal power, which as a member of House Naelax she deeply craved. As a woman in the late 2nd century CY, however, power could come only through marriage. She earned her rare knighthood through her prodigious skill at arms, but won the respect of her compatriots as a steely-minded battlefield surgeon during the Red Gnoll Clashes of the late 180s CY. In 196 CY, Lorana was promised to Prince Movanich of House Atirr, heir to the Herzogy of the North Province, in an effort by the Overking to heal the rift between the two then warring houses. But Movanich would not have her and spurned the marriage. Lady Kath was humiliated. She joined Kargoth's mutinous retinue, indeed was one of its instigators, but suffered the same fate as all the others when the paladin unleashed a demonic horror on the Great Kingdom in 203 CY. The newly sired lady death knight returned to North Province following the upheaval. Herzog Movanich died mysteriously in 223 CY and House Naelax once again ruled in Eastfair, while the Atirr were nearly persecuted out of exis-

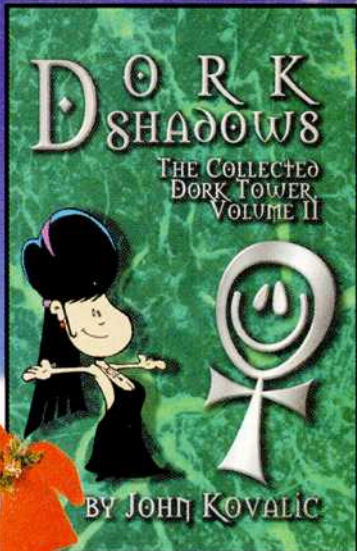
tence over the next two centuries. Lady Kath was accepted back into her house and granted a manor and estate, far from the centers of power in the North Kingdom.

Lady Kath's home is two days northeast of Stringen, where she has ruled over a cowed peasantry for untold decades. She has personally conducted many lifetimes of research and experimentation, digging up long-buried secrets of the ancient Ur-Flan necromancers who once inhabited those lands before the arrival of the Aerdi. She uses the local natives as cattle, culling the herd for her gruesome investigations. Her efforts resulted in the creation of the animus (see *LIVING GREYHAWK Journal* #2) for the priesthood of Hextor, presented to Ivid V as a gift before the onset of the Greyhawk Wars a decade ago. Some say this creation was a mad bid by the death knight to create a mate that could abide her nature or the byproduct of experiments into reversing her own curse. Now, with the fall of Rauxes, Lady Kath's stronghold may be the last place in the Great Kingdom that new animuses might still be created, making it a place of great importance to the priesthood of Hextor. She is served there by animuses and morbid priests of Hextor who obey her every desire in order to avoid her frequent rages. Among Lady Kath's few willing guests is the Hextorian cleric Verminek of Eastfair, who is nearly as vile as she, but fawns upon her in a mockery of courtly manners. Prince Grenell avoids her frequent summons as though they were sent by the Reaper himself, but often sends servitors who have fallen out of favor with the court at Eastfair in his place.

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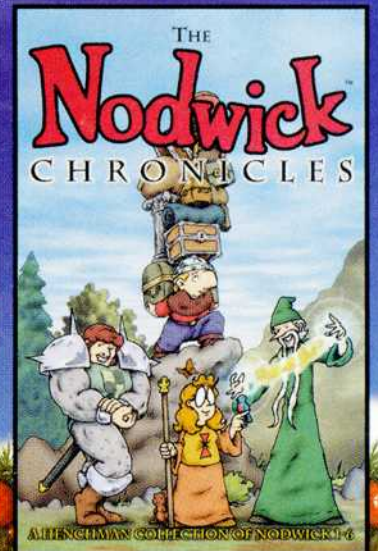


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Prince Myrhal of Rax, CR 18

Male Human Death Knight, 15th-Level Fighter

Strength	22	(+6)	Fort. Save+11
Dexterity	18	(+4)	Ref. Save+11
Constitution	—	(+0)	Will Save+9
Intelligence	10	(+0)	AlignmentCE
Wisdom	14	(+2)	Speed 20 ft.
Charisma	10	(+0)	Size M (5 ft. 9 in.)
Hit Points	97		Armor Class 29
Melee Attack	+21/+16/+11		Flat-Footed AC 26
Ranged Attack	+19/+14/+9		Touch AC 13

Most Common Attacks

Oozing trident of Azharadian (melee) +25/+20/+15, 1d8+11+1d6+1 Con (19-20 x2)

Oozing trident of Azharadian (thrown) +23/+18/+13, 1d8+11+1d6+1 Con (19-20 x2)

Skills: Climb +11r, Diplomacy +9, Handle Animal +10, Ride +9.

Feats: Cleave, Combat Reflexes, Dodge, Far Shot, Great Fortitude, Improved Critical (trident), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Sunder, Weapon Focus (trident), Weapon Specialization (trident).

Possessions: *Oozing trident of Azharadian*, +2 breastplate, +2 large steel shield, belt of giant strength +4, Myrhal's Crown.

Special Attacks: Special damage—melee attacks cause 1 point of Constitution damage (Will save, DC 17 negates), melee touch attacks cause 1d8+5 points of damage +1 point of Constitution damage (Will save, DC 17 for half damage, negates Constitution damage); *abyssal blast* 1/day—600-ft. range, 20-ft.-radius spread, 15d6 fireball, damage is half-fire and half-divine, (Reflex save, DC 17 for half damage); fear aura—creatures of less than 5 HD within 15-ft. radius affected by *fear* as though cast by 15th-level sorcerer (Will save, DC 17 negates).

Special Qualities: Undead, undead followers (7 ghastr courtiers), DR 15/+1, Immunities (cold, electricity, fire, polymorph), SR 25, summon mount (Prince Myrhal rides a wyvern into battle.), turn immunity (cannot be turned, *holy word* can dispel).

Myrhal's Crown (minor artifact)

Prince Myrhal believes his prized crown to be a third of the famed *regalia of might* dedicated to the ethos of evil (the other components being an orb and scepter). He won the crown in a battle with the lich Hathamriz the Dissaffected on an island in the Solnor Ocean a century ago, and views that event as the moment at which the Lords of Evil sponsored him as their immortal champion.

Whether or not the crown is in fact the genuine article, few can refute that it grants its wearer extraordinary powers. Upon command, the crown can render its wearer invisible, per the *invisibility* spell. The wearer may *detect thoughts* at all times (as the spell of the same name). Additionally, the crown enables its wearer to act as though hasted for up to 10 rounds each day. The duration of the *haste* need not be consecutive rounds.

The crown bestows one negative level on any nonevil creature attempting to wear it. The negative level remains as long as the crown is worn, and disappears when the crown is



removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the crown is worn.

Assuming *Myrhal's crown* is in fact a part of the *regalia of might*, it will grant its user further powers when worn in conjunction with its counterparts.

Caster Level: 18th; Weight: 3 lb.

Oozing Trident of Azharadian

In the days when the great general Azharadian led Aerdy warbands to victory, this graceful weapon served as a symbol of his power. Now, after centuries in the hands of the death knight Prince Myrhal, it has become corrupted and pitted with corrosive acid.

Upon uttering a command word, the bearer of the weapon may cast *command* (as the cleric spell, Will save DC 13) up to three times per day.

The trident bears a +3 enhancement bonus, and deals +1d6 bonus points of acid damage on a successful hit. Additionally, twice per day it may be commanded to spout a gout of corrosive acid 5 ft. wide by 150 ft. long, starting from the tip of the trident's tines. Anyone caught within the area of the gout suffers 5d6 points of acid damage. Those making a successful Reflex save (DC 15) suffer only half damage.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, command, Melf's acid arrow; Market Price: 48,200; Weight: 5 lb.

Prince Myrhal of Rax is thought to be the only death knight of high noble birth. In 203 CY, when the paladin Kargoth turned traitor, he had no greater proponent than Prince Myrhal of Dustbridge, a cousin of the reigning Overking Jiranen and a schemer who desired the Malachite Throne for himself. He willingly threw his lot in with the traitorous Lord Kargoth, but failed to foresee the consequences of his actions. Though this miscalculation initially proved costly, the prince now revels in his preternatural power, which has given him unending life and the time to construct plots of exceeding intricacy and maliciousness. Prince Myrhal wears the darkened armor and flowing cape typical of a death knight, but in the place of a helm has donned an imperious diadem, rumored to be an ancient *crown of might*. He also wields a great trident once held by the heralded Aerdi general, Azharadian, which has the power to compel men to obey his commands.

Prince Myrhal still sees himself as the rightful heir to the Aerdy throne and has plotted for the entire length of his undead existence to gain it for himself. He is not mad, but certainly evinces strong megalomania. He has taken as a personal symbol the Aerdi Sol ringed with teeth. The death knight abandoned his personal demesne soon after his transformation and established a hidden enclave in the vast Adri forest. Over the centuries, he has paid close attention to the politics of the celestial houses of the Great Kingdom through the aid of spies and scrying spells. He has subtly tried to manipulate events in his favor. Prince Myrhal had his own relatives (descendants within the House of Rax) assassinated in a mad bargain with Prince Ivid I of the North in the 430s CY, but the Naelaxian prince double-crossed him, taking the throne for himself and earning his house Myrhal's undying hatred. Dustbridge, once an ancestral holding of his family, was given over to Naelax princelings and the once-prodigious

forests around the castle were cleared. The death knight has watched with derision as successive Naelaxian Overkings have diminished the Great Kingdom into a shadow of its former self, culminating with the recent conflagration of Rauxes at the hands of Ivid V. Prince Myrhal believes that his time is finally nigh and that little will stop him from claiming his birthright.

Myrhal is believed to have a stronghold in some of the deepest parts of the Adri forest, some 45 miles southeast of the Coldwood. From there he awaits his opportunity in a debauched mockery of the old court at Rauxes, complete with retainers (many undead) and a throne room. His long-time seneschal is an old vampire named Lurgenz, a dissident Darmen princeling whom the death knight has dispatched to the ruins of Rauxes to learn the fate of Ivid the Undying. Prince Myrhal's attention has not only extended outside the vast wood, but to its environs as well. He has conducted decades of research on the lost lore and magic of the elves, particularly focusing on the lost city in the Coldwood. He constantly sends raids to test the defenses of the Sentinels who protect that place. Only Parren Ludern, a surviving Knight Protector and Ranger Lord based at Elversford in the Adri forest, has marshaled any significant human opposition to the death knight. All the denizens of the wood fear what would happen should he gain access to the secrets buried there.

More Death Knights

Kargoth, Dephaar, Kath, and Myrhal are the most powerful and influential of Berth's death knights, but a number of other one-time contenders of Lord Kargoth continue to roam the Flanaess.

Sir Maeril of Naelax

Ftr12/Rog4 (Chaotic Evil)

Only two of the original death knights remained companions throughout their lives—the brothers Sir Maeril and Sir Farian of Lirtham. Centuries later, only Maeril survives, though the memory of his brother haunts him still. They were former Naelaxian nobleman whose family lost most of their possessions during the ascension of House Atirr to the Herzogy of the North Province in 134 CY. They overcame their meager circumstances to earn worthy places among the ranks of the Knight Protectors, ultimately siding with the ill-fated Lord Kargoth. Their inherited slight was never forgotten and in 209 CY, possessed of their new infernal powers, they attempted to lead an undead army on the city of Delaric. The invasion was foiled by the fortuitous arrival of St. Benedor and a squadron of Knight Protectors, who had been chasing word of Lord Kargoth in Dustbridge only days before. Benedor unleashed the Orb of Sol and the artifact destroyed Lord Farian, immolating the death knight in curtains of strange white flame. Maeril claimed the still burning skull of his brother and rode off with it, vowing infernal vengeance on his former comrades.

It would be years before he would get an opportunity to make good on his claim. Members of House of Naelax were



known to have dealings with fiends, and the discovery of the Cauldron of Night during this time provided Lord Maeril the opportunity he had long sought. He and certain diabolical priests of Hextor made the arduous journey to the isle to forge a weapon that incorporated his brother's skull with the magical substrates there. The product of their efforts was *Astrosus*, the infamous deathblade which could communicate with its wielder, retaining the memories of Farian of Lirtham. It was instantly a weapon of great evil with an insatiable bloodlust. Lord Maeril carried it proudly and wrought great destruction with the weapon over the ensuing years, but lost the blade in battle with St. Ceril the Relentless in 392 CY and has never recovered it, though he wanders the Flanaess still, seeking its return.

Lord Adromansis of Garasteth

Wiz15/Ftr5 (Neutral Evil)

Lord Adromansis was a haughty young nobleman from the southeastern coast who became embroiled in Kargoth's plot at the eleventh hour. Persuaded by this last minute bid to get a taste of the secrets of the great Schandor's magic, he acceded to the raid on the Temple of Lothan. But Kargoth deceived him like all the others and he was transformed into a hideous death knight. Adromansis despises his condition and has turned to magecraft to research a cure to the curse which binds him to his undead shell. He has stripped himself of his infernal armor and wears only a cowl. He spurned Demogorgon by striking a bargain with the demon prince's great rival, Orcus, quickly becoming obsessed with the intersection of magic and undeath.

He has a tower, located somewhere in the vaunted and bustling Old City of Rel Astra, from which he is seldom thought to venture forth. Only Lord Drax, who shares distant kinship with the death knight, visits him with any regularity. The Lord Mayor seeks a cure to his own undead condition, and the death knight has agreed to treat him. Adromansis is attended by many forms of intelligent undead in his home. They serve as his spies and procurers of the unspeakable ingredients required for his experiments.

Sir Oslan Knarren

Pal5/Blk8 (Lawful Evil)

Oslan of Oldridge was a great paladin of Pholtus and an acclaimed Knight Protector who was duped by Lord Kargoth into being an accomplice to his fell plan. A Cranden nobleman, distantly related to St. Benedor and an ancestor of the mage Bigby, he has suffered greatly due to his horrific state. Pholtus no longer hears his entreaties and the death knight continuously tries to redeem himself. Oslan's nature constantly betrays him, however, and his efforts to perform chivalrously often go horribly wrong. His greatest desire is to see St. Kargoth die at his hands, but Demogorgon urges him onward, allowing him no peace or rest. Sir Knarren wanders the wildernesses of the central Flanaess, avoiding most contact with humanity, seeking a honorable death which never comes to him. The death knight's only companion is an undead horse named, Corrigor, which is fiercely loyal to its master.

Sir Rezinar of Haxx

Ftr12 (Chaotic Evil)

Rezinar of Haxx was a naïve young knight from Idee who unwittingly became wrapped up in the plots of his compatriots.

Becoming a death knight has driven him progressively mad and he suffers from many delusions, most particularly that he is being hunted down by mages of the Overking. He murdered a powerful South Province wizard, Allreynen the Gripper, who attempted to destroy him only months after he was cursed. He lost a hand in the conflict, which has never been restored. The order of wizards known as the Eldritch Lords attempted to hunt him down, but they were unsuccessful and the death knight was driven beyond the borders of Aerdy. Sir Rezinar continues to despise all mages. Though he escaped the Great Kingdom many years ago, he is obsessed with his homeland and wanders the rest of the Flanaess still believing the empire is intact. He hopes one day to return to it in glory at the head of great army that will purge the land of wizards and magi. Sir Rezinar was last seen in the Sheldomar Valley, where rumors say he was trying to raise an army in the Lost Lands.

Lord Thyrian of Naelax

Ftr14 (Lawful Evil)

A dastardly figure and an uncle of the vampire Maskaleyne (who currently serves the dark lord of Dorakaa as a member of the Boneheart), Lord Thyrian thirsts for additional power and a realm of his own, but thus far has bided his time. Centuries of infernal service to Demogorgon have marked his undead life, but his diligence and ruthlessness have won him great freedoms. His hatred of St. Kargoth was waned over the years and Lord Thyrian has since turned himself into a hired sword, a mercenary to many evil tyrants, including most recently Duke Szeffrin of Almor. He is currently thought to be under the employ of luz, working as a roving enforcer of the evil god's will. He is paid in the only currency which matters to him now, the powerful sorcery he requires to destroy the Orb of Sol and with it, hopefully end his curse.

The Remains

Four additional death knights stalk the Flanaess, though their histories and whereabouts are little known. Many assume that their avoidance of the public eye must mean they are dead, but all have been seen within the last century, and divinations engaged by the Eldritch Lords reveal that they still scheme from locations unknown. The mysterious four tend to work alone, and have little contact with each other. They are as follows:

- Sir Minar Syrric of Darmen: Brd12/Ftr3 (LE)
- Duke Urkar Grasz of Torquann: Clr11—Hextor/Ftr4 (LE)
- Sir Luren the Boar of Torquann: Ftr18 (CE)
- Lord Khayven of Rax: Pal7/Blk10 (CE)

Those attempting to apprehend or destroy a death knight are encouraged to contact a representative from the Knight Protectors of the Great Kingdom before setting out. ✨

Author Gary Holian co-wrote the Living Greyhawk Gazetteer and maintains the WORLD OF GREYHAWK fansite: Canonfire! (www.canonfire.com). He sends thanks to Scott Bennie, author of "Saintly Standards" (DRAGON, 1983), who inspired this work. Thanks to Darrin Drader, who contributed ideas to the death knight template last issue.