

# Living Greyhawke

*Journal*

*Praise Demogorgon  
the Death Knights Return!*

*Into the Isles of Woe!*

no. seven, *Sunsebb 591* *CY*

 **RPGA**  
NETWORK





# Campaign News

## Woe to You, O Earth and Sea...

Forget Castle Greyhawk—the buzz among Flanaess adventurers in 592 CY will be the Isles of Woe. ORIGINS 2002 offers a special event in which the RPGA Network teams up with Dwarven Forge, makers of MasterMaze three-dimensional hand-painted dungeon environments, to present players with a massive exploration and crawl of these legendary lost islands. Get ready to test your LIVING GREYHAWK

character's delving skill in the haunted halls of these submerged death traps. Also, test your painting skill, as we award prizes for the best-painted LIVING GREYHAWK character miniatures brought to the event!

Not able to make it to ORIGINS? No problem. A limited version of this event is scheduled for release for convention, game day, and home play. Stay tuned for details.

## 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 ROLE PLAYING GAMER ASSOCIATION Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by taking part in scenarios played 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).

### Something Missing from The Forbidden Choice?

Did you lose a part of you in COR1-07 *The Forbidden Choice*, by Chris Tulach and Jason Bulmahn? You put your hand in the urn, didn't you? Worry not! All is not lost, and neither is your appendage. The *disintegrate* function of the urn destroys only non-organic material—body parts, familiars, kid brothers, all can be placed in the urn

without ill effect. If your DM ruled you lost an organic bit, it is returned. To limit confusion, have your next DM note this on your campaign tracking sheet at the soonest possible opportunity (and show them this section of the *LIVING GREYHAWK Journal*, just in case they haven't had a chance to see it). This is an official erratum, and the change appears in newer versions of the adventure.

## New Scenarios Now Available!

In the bustle to update you on the latest scenario offerings, we passed up a whole passel of fairly new scenarios you'll want to order. You can snag any one (or all) of these by visiting [www.livinggreyhawk.com](http://www.livinggreyhawk.com). Click on the "game play" line in the sidebar to get things started.

### COR1-05 *Brendingund's Bride*

by Sean Flaherty and John Richardson Auldon Brendingund is getting married, and you have been chosen to escort the groom to Hardby. All's not bliss, however. Even though Brendingund fortunes are in the black, his luck is still foul. Bleak swamps, a dwarven laird, and a strange necklace all stand in the way of the nuptials. Your aid will determine whether or not Brendingund remains a bachelor! Part II of the Brendingund Chronicle (sequel to *The Reckoning*). An Adaptable adventure for characters level 1-6.

### COR1-06 *The Forbidden Choice*

by Jason Bulmahn and Chris Tulach Thought lost to antiquity, the remains of an ancient elven chest have been recovered. Why is this relic so



Scaly death awaits you in one of these adventures. Which? Order and find out!

important that luz's followers would take interest in it? A Core adventure for characters level 1-6.

### COR1-07 *Brendingund's Blood*

by Sean Flaherty and John Richardson Auldon Brendingund needs you to assist him again. This time his wife has given birth to an "unexpected" child and he seeks your help to find the father. Part III of the Brendingund Chronicle. An Adaptable adventure for characters level 1-6.

### ADP1-09 *Sinkhole*

by Christopher Jensen Rumors have spread across the land of buried treasures found on an old widow's farm. They say that there are gems just lying in a sinkhole for the taking. It can't be that easy, can it? An Adaptable adventure for characters level 1-8.





## Are You Moving?

If you are moving in the real world, you can always hop over to the RPGA website ([www.wizards.com/rpga](http://www.wizards.com/rpga)) and change your address in the members-only section. But what about your LIVING GREYHAWK character? What does she need to do to switch regions?

Once a campaign year, including the first (591 CY), a character may switch regions at no Time Unit (TU) cost. If you desire your character to move more times a year, you can, but at a cost of 4 TUs for each move. You can pay the cost and switch regions as many times you are able, but you cannot go into a TU deficit to pay this cost. If you do not use your free move in a given campaign year, you cannot save it to use in future years; it is lost at the end of the game year.

Each character has 52 TUs to spend each campaign year on adventures and other activities. The 592 campaign year began on January 1, 2002, and all future campaign years begin on January 1 of the corresponding real-world year.

## Let Your Region be Your Guide for Guidebooks

Fans of the D&D class guidebooks rejoice! Their options now appear in the LIVING GREYHAWK campaign. Your Regional Triad, through meta-campaign activity offered at special events, will offer options from these books, following the guidelines found in campaign Rules Update 1 (RUP-1), which you can find on the RPGA Network Website (again, [www.wizards.com/rpga](http://www.wizards.com/rpga)).

RUP-1 also offers an expanded list of prestige classes you can take in the LG campaign, including those from the newly released *Song and Silence: A Guidebook to Bards and Rogues* and the soon-to-be released *Masters of the Wild: A Guidebook to Barbarians, Druids, and Rangers*. Check them out, and plan your character's progression.

## Viva Italia!

The LIVING GREYHAWK campaign staff would like to thank and congratulate the Italian Triad for the completion of the first two Italian language LIVING GREYHAWK adventures, both of which are now orderable from the RPGA Website.

The two Italian regional adventures, set in the Sea Barons, are titled SBN1-01 *Fiori Neri* and SBN1-02 *Nel Covo Dei Pirati*. If you live in Italy and you want some native language Greyhawk fun, order them today!

## Back Issue Bonanza!

RPGA HQ remains flush with back issues of the *LIVING GREYHAWK Journal* just waiting to be added to your musty magazine collection. Plentiful quantities exist of stand-alone issues 1-4. These may be ordered by RPGA members in good standing at a cost of \$5.00 US each.

Not a member of the RPGA? Don't despair! Hop over to the RPGA website and sign yourself up. It costs five bucks, and you'll shortly be on your way to LIVING GREYHAWK goodness.

## Issue 5 Still Delayed

We get cracking on the "lost" *LIVING GREYHAWK Journal* issue (#5) just as soon as this issue goes to press. Everyone who was a member of the RPGA in August (when it should have come out) will receive their issue shortly. Thanks for your patience! ★

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# Demogorgon's Champions

## The Death Knights of Oerth • Part Two

by Gary Holian • illustrated by Adam Rex

He 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 (1g-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, 1d8d6 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; *deseccrate*, *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 a 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*, *disintigrate*\*; 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





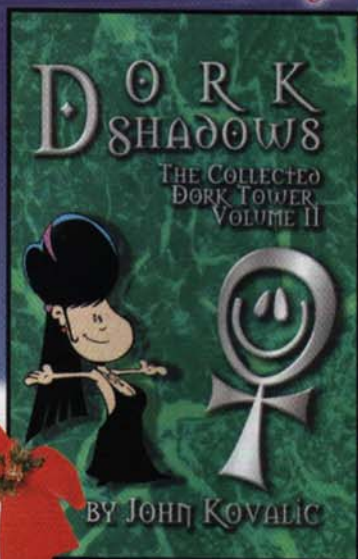
promise of the expiation of her suffering. Lorana remains obsessed with her lost beauty and often wears flesh faces (death masks) culled from horrified maidens that only serve to make her look more ghastly. She wears the armor of a typical death knight, often augmented by what appears to be a bridal 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 exist-

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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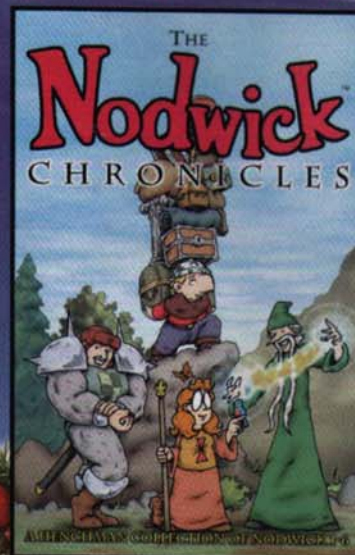
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### Prince Myrhal of Rax, CR 18

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 Jiranan 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 candidates 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](http://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.