

Living Greyhawk

Journal



no. three, Spring 2004



Page _____

Player Name _____ RPGA# _____ Character Name _____

EVENT NAME	IN/OUT REGION	INFLUENCE/HONORS GAINED OR LOST	XP EARNED	GP EARNED	TU SPENT FOR SCENARIO
CONVENTION NAME	DATE	XP LOST/SPENT	GP LOST/SPENT	TU SPENT ON ITEM	
JUDGE SIGNATURE	RCPA #	ITEM CREATED	USED Y/N	TOTAL CURRENT CHARACTER XP	TOTAL CURRENT CHARACTER GP
NOTES					

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Living Greyhawk[®]

Journal

Features

Special Feature: LIVING GREYHAWK Character Record Sheets

Track your character's progress on the official LIVING GREYHAWK character record sheet and character log found on the inside covers of this month's issue!

The Blood of Heroes.....8

By Sean K Reynolds, Fred Weining, and Erik Mona

Though found in the lower echelons of Oerth's deific hierarchy, the hero-gods are perhaps the most worldly of superior beings. From humble Daoud to hopeless Vathris, we present more than a dozen godlings for your campaign and for your character to worship.

The Gods of Oerth.....18

The most complete listing of Flanaess deities ever published, including the pantheons of the elves, dwarves, halflings, and gnomes. If it's on this list (and it isn't evil), it can be your patron. Rejoice!

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Playing The Fright at Tristor as part of the LIVING GREYHAWK campaign, a new axe for Ulek, new scenarios, and the latest character creation guidelines.

Enchiridion of the Fiend-Sage.....20

By Sean K Reynolds

Whether facing an angry tribe of norkers, negotiating a contract with forlorn swordwraiths, or subjecting captured spies to the rigors of the Amedian gut-worm, the servants of the Fiend-Sage just keep delivering.

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Volume 1, Number 3

Spring, 591 CY

February, 2001

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On the Cover

Justin Sweet's depiction of noble Azor'alq, just one of more than a dozen hero-gods introduced in this issue. The hero-god battles the demon lords Munkir and Nekir at the gates of Heaven.

Map Illustrations

Rob Lazzaretti

The World of Greyhawk created by E. Gary Gygax

Campaign News

The Fright at Tristor

By now you should have received *The Fright at Tristor*, the only slightly belated year 2000 RPGA® Network GUILD-LEVEL™ member-exclusive DUNGEONS & DRAGONS® adventure. Intended as an introduction to the LIVING GREYHAWK™ campaign, *Tristor* may be played in the comfort of your home, at your own pace, and without the need for ordering or any of that other unfun pre-event paperwork. Simply get together a group of up to six 1st through 3rd level characters and have a go! When you're finished, be sure to fill out the special section at the end of the adventure and send it to the friendly folks here at RPGA HQ.

They will return a record of experience and treasure to the Dungeon Master, who can distribute those goodies to his or her players. Each participant will receive points in the official RPGA database.

Will it work? Is this only the first in a new type of RPGA play experience? To be honest, we're not really sure. We're interested in what you think about playing a "professional" adventure as part of the campaign. If it works, it's not outside the possibility that similar opportunities will follow.

But why worry about that when the poor folks of the village of Tristor are in dire need of help from those of an adventuresome bent? A malign entity has been mutilating animals in this religiously intolerant farming community, and all fear that the bizarre killer will turn to humans next. Will your band of heroes put an end to the *Fright at Tristor*?

Gem of the Flanaess Will Return!

The in-depth look at the city of

Greyhawk, cornerstone of the LIVING GREYHAWK campaign, that started last issue continues in the next with a look at Clerkgburg, where street philosophers, rowdy students, and gladiatorial combat mix in an erudite but deadly combination. Be here in sixty days for the most challenging exam of the season!

"Retribution" Axe Recall

It finally happened. After sanctioning nearly 50 scenarios (most of them Regionals) and creating more than 400 separate magical items, we accidentally let out a major mistake. If you played the premier edition of the Principality of Ulek scenario *Find my Son*, and received the magical battleaxe known as *Retribution*, please contact Principality of Ulek Point of Contact Christopher Reed at Fltriad@aol.com for a replacement certificate. As of March 15, 2001 any *Retribution* axe that does not contain the word "Revised" in its title is considered null and void.



Tempt Iuz the Evil (or a reasonable likeness thereof) in Festival Knight, the newest Adaptable scenario.

Adaptable Scenarios Now Available!

The first two of what will be many "Adaptable" scenarios have hit the scene, and both of them offer more than their share of thrills. An Adaptable scenario can be ordered by anyone in the world, but includes information on how to make it "local" to your assigned LIVING GREYHAWK region. Look for news on more Adaptables in the next issue!

What Lies Beneath

by Neil Ikerd

The characters arrive in a small town to find an elaborate funeral in which the guest of honor is staked and beheaded by villagers reeking of garlic. The graveyard is overrun by who knows what kind of evil, and the last troupe to try cleansing the graveyard mysteriously disappeared. An Adaptable scenario for characters levels 1-8.

Festival Knight

by Brian Hudson

It's the Festival of the Fallen Knights! There'll be games, food, drink, and a morbid parade as the Flanaess remembers those who died to save it. Keep an eye out, though...you never know which monsters are simply wearing masks, and which are all too real. An Adaptable scenario for characters levels 1-6.

Character Creation Guidelines

Version 1.2 – February 2001

These guidelines give you the basic information you need to create a starting LIVING GREYHAWK™ character, and to advance that character. Please be aware that these guidelines, like the LIVING GREYHAWK campaign, will change. As more D&D® or GREYHAWK® material is published, we'll want to add those options to the official LIVING GREYHAWK rules. Very infrequently we may have to restrict previously available options, though this certainly isn't a goal, and will only happen after careful consideration.

These guidelines have a version number and date. All LIVING GREYHAWK characters must comply with the most current version of the D&D *Player's Handbook* and these guidelines.

When new options become available you may take advantage of them by adding them to your character at the next normal opportunity (usually level advancement). You may not retroactively change your character to take advantage of new options.

In the LIVING GREYHAWK campaign, each character is from a specific region of the Flanaess, the main continent of the GREYHAWK campaign setting. As a default, all characters in the campaign are assumed to be "from" the region assigned to the real-world area in which you live (each region is maintained by local administrators known as Regional Triads). Before creating your character, you may wish to review the information your Triad has compiled for your home region. To find your Triad's contact information, consult the LIVING GREYHAWK homepage at <http://www.livinggreyhawk.com>.

To create your LIVING GREYHAWK character, follow these steps:

Step 1: Ability Scores

To put all players on an even footing, the LIVING GREYHAWK campaign uses the Nonstandard Point Buy method of ability score generation, found in Chapter 2 of the D&D *Dungeon Master's Guide*. The LIVING GREYHAWK setting is considered a "Tougher Campaign," hence each character uses 28 points distributed among all six statistics. For example, using the full 28 points, a character's attributes might be purchased as follows:

Str 15: 8 points Int 10: 2 points
Dex 13: 5 points Wis 11: 3 points
Con 14: 6 points Cha 12: 4 points

Ability Costs

Cost	Score	Modifier
—	6	-2
—	7	-2
0	8	-1
1	9	-1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
—	19	+4
—	20	+5

Apply racial modifiers to ability points after the base scores are determined. Thus, ability points range from 8–18 for humans and 6–20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they may be added as explained in the *Player's Handbook*.

Step 2: Race and Class

You may choose any race and class option described in the *Player's Handbook*. The LIVING GREYHAWK campaign also uses the following special rules for character creation. These override or limit the character options in the *Player's Handbook*.

Human characters should choose one of the subraces of humanity, as explained in Chapter 2 of the *Living Greyhawk Gazetteer*. Elf characters must be of the gray, high, or wood subraces. Dwarves may be hill or mountain dwarves. Gnomes must be rock gnomes. Halflings must be of the lightfoot variety. All half-orcs are considered human/orc crossbreeds.

You must choose a non-evil alignment that also meets all requirements for your character's class.

A cleric must serve a specific non-evil deity from the *Player's Handbook*, the *LIVING GREYHAWK Gazetteer*, or issue 3 of the *LIVING GREYHAWK Journal*. A detailed list of all deities appropriate for the LIVING GREYHAWK campaign can be found on

the official campaign Web page. A paladin need not (but may) serve a patron deity.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of Chapter 6: Description, in the *Player's Handbook*. Age modifiers to ability scores are not used in the LIVING GREYHAWK campaign. The character may be of any height and weight allowed by the height and weight tables for the character's race.

Starting Money: A starting character receives the maximum amount of gold pieces for its class.

Prestige Classes: The following prestige classes are allowed for PCs: arcane archer, dwarven defender, loremaster, and shadowdancer. PCs must qualify for these classes as described in the *Dungeon Master's Guide*. At this time, several additional prestige classes from *Sword & Fist* and various issues of the *LIVING GREYHAWK Journal* are also approved. To add levels in one of these prestige classes to your character, send a notice to LGprestige@rpga.net to be entered into an official database. Some of these classes may require expenditures of Time Units (see below) or additional administration. See the complete list of available prestige classes at the official campaign Web site.

Step 3: Hit Points

Assign your starting character the maximum hit points possible for its class. For each additional character level, assign hit points according to the new class by taking half the maximum value for the class, then adding 1 point. For example, a character adds 3 hit points upon gaining a new level in the Sorcerer class.

Step 4: Skills and Feats

A few skills need brief additional rulings:

Alchemy Skill and Craft Skill: These skills do not allow you to craft items other than the ones that PCs can purchase normally (see Step 5). In other words, no acid or masterwork equipment.

Knowledge skill: Knowledge skills cannot be anachronistic. Synergy bonuses are applied only at the DM's discretion.

Profession Skill: Players may choose any profession they wish, provided it is not anachronistic. DMs are allowed to deny Profession skill checks or related

synergy bonuses to other checks for professions they do not feel are appropriate to the tone and setting of the campaign.

Step 5: Equipment

Purchase equipment for your character from the Weapons, Armor, and Goods and Services sections of Chapter 7: Equipment in the *Player's Handbook*. You may purchase holy water from the Special, Superior, or Masterwork section of Chapter 7, but nothing else. You may not purchase magical items for your character except through play opportunities. Special, Superior, and Masterwork items will be available in play.

The Carrying Capacity rule is used in the LIVING GREYHAWK campaign, so keep track of what your character is carrying and how much it weighs.

Step 6: Home Region

All LIVING GREYHAWK characters are based in one of the nations of the Flanaess, as detailed in the *LIVING GREYHAWK Gazetteer*. (There is no such thing as a "regionless" character.) The default home region where your starting character operates is determined by where you actually live. You may choose a different home region for your starting character, but your character then suffers out-of-region penalties when you use it in the game region assigned to where you live. If you change your address in real life, your character's default home region moves with you. If you move but choose not to change your character's home region, your character again suffers penalties for out-of-region play when you play in the new area to which you moved.

LIVING GREYHAWK Regions

Ahlissa (Innspr/Adri): Austria, Germany
 Ahlissa (Naeric): Denmark, Finland, Norway, Sweden
 Bandit Kingdoms: OK, TX
 Bissel: CT, MA, ME, NH, RI, VT
 Bone March (Knurl): Greece
 Dullstrand: South Africa
 Dyvers: IA, KS, MO, NE
 Ekbir: France
 Furyondy: MI
 Geoff: DC, DE, MD, VA, WV
 Gran March: NC, SC, GA
 Highfolk: WI
 Keoland: NJ, NY, PA
 Ket: MB, NB, NS, ON, PEI
 Nyronde: AZ, Southern CA, UT
 Onnwal: United Kingdom
 Pale: Northern CA, NV
 Perrenland: Australia, New Zealand
 Ratik: HI
 Sea Barons: Italy
 Shield Lands: MN, ND, SD
 Sunndi: Belgium, Netherlands, Luxembourg
 Tusmit: PQ
 Ulck, Principality of: FL, PR
 Urnst, County of: CO, MT, NM, WY
 Urnst, Duchy of: AK, AB, BC, SK, ID, OR, WA
 Veluna: OH
 Verbobonc: IL, IN
 Yeomanry: AL, AR, KY, LA, MS, TN

A player may *not* choose as a character's home region the Free City of Greyhawk or any campaign nation not moderated by a Regional Triad.

Consult the table below to determine your LIVING GREYHAWK character's default home region. American states and Canadian provinces are given in abbreviated form. Additional regions will be assigned as the campaign grows. Visit <http://www.livinggreyhawk.com> for the latest regions list, and for information on how to contact your Regional Triad.

Time Units

Time units are used to record how PCs spend their time. By using time units, you do not need to worry exactly in what order adventures took place, or exactly when you researched a spell or created an item. Time units save you from taking your character out of play to perform non-adventuring activities.

Every year, a PC receives 52 time units (of 1 week each) to spend on their activities—adventuring, spell research, creating magic items, belonging to a knighthood, or managing a business can all potentially take part of a character's time. Adventures take either one or two time units, and the cost will be indicated in the adventure text. Other activities take varying amounts of time, as indicated in the rules for the activity in question.

Learning New Arcane Spells

Learning a new spell normally takes a wizard one Time Unit. However, the two spells a wizard receives for advancing a level do not cost Time Units.

Sorcerers and bards must choose their spells from the appropriate *Players Handbook* spell lists, unless they have a special certificate that allows them to do otherwise. Sorcerers and bards do not normally pay Time Units to learn their spells.

Banned Spells

There are several spells that are not suitable for use in a LIVING Campaign environment. The following spells are not available to PCs: *polymorph other*, *polymorph self*, *permanency*.

Influence Points

Influence points are a way of keeping track of who in the World of Greyhawk owes your PC a favor. Influence points can be earned with individuals or organizations, and there is no limit to how many a PC can eventually acquire. Influence points are used (spent) to convince NPCs to do favors for you—enough influence with the right people, and you can convince them to work miracles on your behalf.

Lifestyle

PCs in the LIVING GREYHAWK campaign must pay a lifestyle cost at the beginning of each adventure, associated with the economic level of the place where the adventure takes place. Lifestyle costs include expenses incurred during the time between this adventure and the last one, and all training costs associated with advancing in levels. It does not cover the cost of adventuring equipment. PCs must pay for things bought during the adventure (from equipment to drinks and meals and lodging) at the prices stated in the scenario, or the *Player's Handbook* if the scenario does not specify.

The lifestyle costs are divided according to the economic level that the PC wants to maintain. Each scenario includes the effects of different lifestyles, particularly as they relate to

Diplomacy, Intimidate, Disguise, and Bluff checks.

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings and eat common quality food. You have normal clothing for your profession (probably adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations) and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of a noble's outfit, and buy a new set of clothes every week.

Certificates

You will be issued certificates for items and favors that your character acquires during adventure play, during interactives, and through other means. These certificates include information on the item or favor that you will need in order to use it in play. Some specific sections of the certificate to note are:

Validation: Certificates must be signed in ink by the Dungeon Master who issues them, and the Dungeon Master's RPGA number must be completely legible. The name of the character the certificate is assigned to must be written in ink on the line provided at the top of the certificate.

Use Restriction: Use restriction is a category that describes how many of a certain certificate from a certain scenario a given character can be assigned. The categories are:

Common—A character can possess as many duplicates of this certificate as desired, provided they were all earned in play by some character.

Unusual—A character can possess only one of these items.

Rare—Only one of these rare items may be used at a given table of players. If multiple characters bring this item, then only one "exists" for the adventure. Which of the duplicates exists must be determined at the start of the adventure, and may not be changed during the course of the adventure.

Further, all rare items are also bound by the restrictions on unusual items.

Unique—Only one of these exists.

The categories apply by item and scenario name. For example, if you happen to get item X from scenario A, and it is considered "unusual," then you can have only one of item X from scenario A. If item X comes out in scenario B later, you can collect one or more of those as well (depending on its restriction in scenario B), since the scenario name is different.

Trade Policy: Certificates indicate whether they can be traded between characters. If a certificate can be traded, and is traded, a complete trade history must appear on the back of the certificate. The information for each trade must include the player name and RPGA number and character name of the person trading the item away and the person accepting the item, and the date of the trade. This all must be completely legible, and the history must show the progress of the certificate from the original owner (on the front) to the current owner.

Certificates in the LIVING GREYHAWK campaign are the property of Wizards of the Coast, and must be returned to the campaign staff upon request. They have \$0 cash value and cannot be sold for cash or other real world considerations.

Making Things

Non-magical crafted items, as well as crafted potions and scrolls, do not require certificates. Make a logbook entry for the time spent, and have your game master sign it. Indicate when you use your crafted potion or scroll in the logbook entry where it is used, referencing the log entry for when it was created.

Craft Items: Crafted items cannot be sold to NPCs; they can only be saved for use by the maker, or sold to other PCs. Crafting an item takes time, as calculated using the formula in the *Player's Handbook*, with a minimum of 1 Time Unit. PCs may not craft items that are restricted from purchase in Step 5 of these guidelines.

Brew Potion: Creating a potion takes material resources (gold) and XP as indicated in the *Player's Handbook*.

Creating a potion costs 1 Time Unit regardless of spell or caster level, and only one potion may be created per adventure played.

Scribe Scroll: Creating a scroll takes material resources (gold) and XP as indicated in the *Player's Handbook*.

Creating a scroll costs 1 Time Unit regardless of spell or caster level, and only one scroll can be scribed per adventure played.

Other magic creation feats: Costs (in gold, XP, and Time Units) for creating other magic items are covered on a case-by-case basis. Contact your Triad for more details. These items require certificates, so though you may have the prerequisites for making something (according to the rules in the *Player's Handbook* and *Dungeon Master's Guide*) you must use a campaign procedure for doing so.

Guidelines for Ethical Play

In the LIVING GREYHAWK campaign, we expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically,

PLAYERS

- Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.
- Play fairly and honestly.
- Be considerate of others, and their right to enjoy the game as much as you do.
- Follow the spirit of the rules, as well as the letter of the rules.

DUNGEON MASTERS

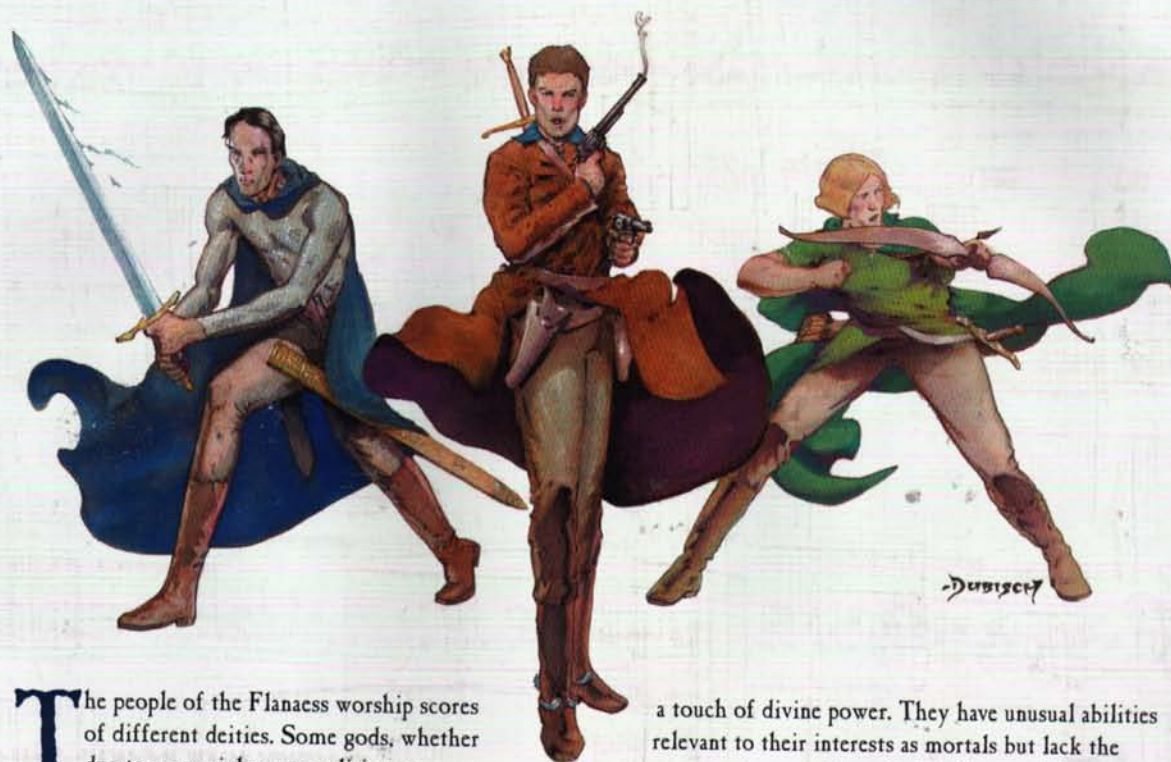
- You are the Dungeon Master. It is your job to run the game. You are not playing against the players. Their fun is your top priority.
- All players should be treated equally and equitably, by you and by other players.
- Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.
- Abide by the expectations that apply to the players.

ADMINISTRATION

- Respond and communicate in an articulate and timely manner.
- Uphold the authority of our game masters, and do not overrule them without careful investigation.
- Abide by the expectations that apply to the players and the Dungeon Masters.

Blood of Heroes

BY SEAN K REYNOLDS, FRED WEINING, AND ERIK MONA
ILLUSTRATIONS BY MICHAEL DUBISCH



The people of the Flanaess worship scores of different deities. Some gods, whether due to age or inherent qualities, are obviously more powerful than others. Hence theologians have divided all the gods of Oerth into categories such as greater, intermediate, lesser, and demigod. The names of these gods are well known across the continent, even in lands where they are not worshipped. Speak the name of Boccob to the Snow Barbarians or the commoners of Keoland, and they will recognize it. However, these are not the only divine beings known to the folk of the Flanaess.

Below the level of demigod or demigoddess is the hero-deity. These beings are powerful former mortals who have been sponsored by an actual deity after much planar traveling and heroic questing. A hero-deity has a very focused areas of concern. They have achieved a spark of divinity, giving them the ability to grant spells to their followers, and yet they remain in some ways mortal. Though they need not fear the ravages of time or disease, they can, and have, been killed. Accordingly, many hero-deities seek to ascend to demigodhood and further, a process so convoluted and inscrutable that it has never been repeated the same way twice.

A step below the hero-deity is the quasi-deity. Those of this rank have transcended normal mortality through magical experimentation, strange extraplanar energies, or

a touch of divine power. They have unusual abilities relevant to their interests as mortals but lack the power to grant spells to their followers. Most quasi-deities who wish to become more than that travel a great deal (particularly on other planes), obtain great artifacts such as the Soul Objects that play a part in so many ascensions, and seek a divine patron to give them the boost they need to reach the status of hero-deity. In exchange for this divine aid, the former quasi-deity usually pledges service, sacrifice, or magical energy to his or her patron for a certain period of time (which may be an indefinite period, depending upon the nature of the deity and the new hero-deity's relationship with that entity).

Each hero-deity has only a few worshippers, perhaps numbering less than a thousand across the continent. These devotees usually cluster in cells of no more than a hundred, and so worshippers of the same hero-deity tend to know all of their faith within the area. Most people consider the followers of a hero-deity to be cultists (although their divinely-granted spells put them a step above "common" cultists who show no evidence of such power), and many governments tend to treat them as such.

Azor'alq (Son of Light, Banisher of Darkness), NG Hero-god of Light, Purity, Courage, and Strength

Valiant Azor'alq (Ah-zor-ALK), triumphant champion of the First Dynasty emperors, has been venerated as a hero by the Baklunish people for more than 3,000 years. He is first mentioned in the mythic tale of the Hegira, in which he defended the royal family from the minions of Darkness that assailed them in the flight from their defiled homeland across the desolate western mountains. Poets still sing of his courage and strength in battle, naming him the Banisher of Darkness. Philosophers and mystics esteem his purity and call him the Son of Light. The entrance to his great sanctum is said to be found at the highest peak among the Dramidj Ocean island-pinnacles that bear his name. He dwells within that sanction with his ancient paladins, the Thousand Immortals.

Azor'alq appears as a tall, handsome warrior, dark of skin, clad in a coat of fine mail and a helm topped with peacock feathers. He wields a long curved sword known as *Faruk*. His symbol is an armed man standing atop a stone summit.

Strength grows in the light of courage. The bright sword of Azor'alq, once drawn, may be sheathed again only in victory. A true leader is the first to join in battle, and the last to seek rest. The flame of truth must be tended with good thoughts, good words, and good deeds, so that the purity of its light may dispel the tyranny of darkness.

Azor'alq finds his strongest following among young warriors, but anyone in need of steady courage might call upon him. His adherence to good is unwavering, therefore he does not seek to restore the fallen or convert the evil, for he has no mercy to offer them.

Among the Paynim, the clergy of Azor'alq is hereditary; they claim that the legacy of their cult goes back to the earliest days of the Baklunish empire. They often serve as war-leaders, and are always in the forefront of battle. In the settled lands clerics of Azor'alq are most often found in closed communities, where they are sometimes mistaken for fire-worshippers. His few remaining paladins seek to emulate the legendary Thousand Immortals by destroying creatures of Darkness (typically fiends and undead). Some even make a quest to the Pinnacles of Azor'alq, when they feel they have grown sufficiently in knowledge and strength to overcome the challenges that their master has set for them there.

Domains Good, Sun, War;

Weapon scimitar (m).

Charmalaine (the Lucky Ghost), N hero-goddess of Keen Senses and Narrow Escapes

Charmalaine (TCHAR-mah-lain) is a young halfling goddess concerned with awareness of her environment and the ability to react to its hazards. Sponsored by Fharlanghn and Brandobaris (halfling god of

adventurers and thieving), she is an energetic and spontaneous person, unafraid of danger, for she expects to be able to detect it when it approaches and evade it before it brings her harm. The holy text of her faith reads like an adventurer's diary, detailing her escapes from an army of sahuagin, a newly-released demoness, hundreds of magical traps, and even the lair of an ancient red dragon. Charmalaine is depicted as a young halfling with bright and alert eyes, black oiled leather armor, and muddy boots. She carries the light mace *First Warning* and is usually accompanied by her ferret familiar, Xaphan. Her holy symbol is a burning boot-print. She is called the Lucky Ghost because of her ability to send her spirit out of her body to scout ahead safely, and is said to warn halfling adventurers of impending danger while in her incorporeal form.

Be attuned to your surroundings at all times, for the one who is off-guard is the one who gets caught. Hone your reflexes until your body reacts before your mind has time to make you pause, for a moment's hesitation can cost you your life. Be quick on your feet, and don't get weighed down with too many material things, as they make you slow. Enjoy the ability to explore, and revel in the times you are safe, for soon enough you're going to put yourself in danger in the hopes of getting the big catch.

Charmalaine's clerics are almost always adventurers, but some find work in other risky professions such as monster-catching, military scouting, and guarding public officials. Her adventuring clerics are thrill-seekers, for the danger and the rewards it brings. Some join specific quests to experience new things and have interesting tales to tell.

Domains Luck, Protection;

Weapon light mace.

Daern (the Unshakeable), LN hero-goddess of Defense and Fortification

Daern (DAY-ern) is a minor goddess best known for the magical *instant fortresses* that bear her name. As a mortal, Daern was responsible for building several famous fortifications, such as Tarthax (now known as Goldbolt) near Rel Deven and Castle Blazebane in Almor. Certain tomes found throughout the Great Kingdom suggest that she may have played a role in the construction of the Imperial Palace at Rauxes, though this would have involved a visit to the Prime long after she was thought to have perished—shortly after the Battle of a Fortnight's Length.

Daern appears as a plain-faced Oeridian woman with dark hair and strong blue eyes. She is often associated with griffons, and her holy symbol is a shield hanging from a parapet.

While fools believe a good offense is the best defense, few have the strength or skill to make that true. Knowing yourself and your allies is necessary to plan an adequate defense. Make the most of your surroundings, for in any battle you should know your

environment better than your enemy. A single shield can stop a hundred swords, while a foot of stone can break a thousand. Those who fight from behind a wall guard themselves and the helpless, and they draw strength from the stones upon which they stand.

Daern's clerics advise military leaders on placement and construction of castles, fortresses, and towers, and teach defensive strategies to commoners living in areas frequented by monsters or war. They adventure in order to study defensive structures of all sorts, and to acquire funds to build their own tower or castle. Her clerics are valued by rulers wishing to establish stronger borders, and many encourage retired adventurers of this faith to settle in their lands.

Domains Earth, Law, Protection;
Weapons halfspear.

Daoud (the Mendicant, Unraveller of Deceptions), N hero-god of Humility, Clarity, and Immediacy

Daoud (dah-OOD) began life as the son of a noble Baklunish family of great wealth and reputation who were exemplars of those virtues known as the Four Feet of the Dragon (honor, family, generosity, and piety). In his early life he found prosperity and acclaim, until he became the philosopher-pasha of Tusmit. Yet, in his middle years, he was reduced to beggary, stripped of all titles and treasures by the callous hand of fate. Where once he had been celebrated, now he was despised. Exiled from his homeland, he lived as a mendicant priest of Istus and contemplated the harshness of his mistress.

As he regarded his drastic change in fortune, Daoud realized that the Four Feet of the Dragon represented a vulgar philosophy. He saw piety as mere affectation and obsession with honor as arrogance, while generosity and devotion to family were little more than matters of social hygiene. In place of these superficial values he put honesty, humility, poverty and endurance, and called this philosophy the Path of the Seeker.

Daoud appears as an old man with leathery skin and dark, heavy brows, beneath which shine piercing black eyes. He most often wears the simple clothing of a mountain shepherd, with a well-worn turban on his head and a heavy staff in his hand. His symbol is a multi-colored patch of cloth or tangle of yarn, with seven threads depending from the bottom—one for each distinct color of the spectrum.

Seek the boundaries of fortune, good and bad, for there the threads of destiny are exposed. Never desire more than fate provides and never accept less than fate demands. A fabric of lies must be cut with sharp words.

Clerics of Daoud abandon all claims to wealth and social status. Often brutally honest, they have no respect for position. So long as they accept their own fate and follow the path their founder walked before them, they are able to affect the situation of those they

encounter. The mighty have been made weak, the downtrodden have been exalted, destinies have been altered, and whole tribes have been scattered by a humble Daoudah's tug at the strands of fate.

Domains Magic, Travel;
Weapon quarterstaff.

Gadhelyn (the Archer, Lord of the Wildwood), CN hero-god of Independence, Outlawry, Feasting, and Hunting

Gadhelyn (Gad-THEL-en) the Archer is an old name in elven mythology. Once a part of the traditional Fey Mysteries, he is now largely forgotten by the elf-kindreds, save among the grugach. To these "wild" elves of the Flanaess he remains a potent and heroic figure appearing as a sharp-featured elf with long, yellow hair and bright green eyes. He is attired in rough garb of hide and fur, the color of which varies according to the season. His symbol is a leaf-shaped arrowhead.

Gadhelyn is the ideal of the noble outlaw, with a court of unruly but loyal subjects. He recognizes no value in family lineage, but admires only individual skill and merit. He delights in discomfiting the high-born, but is known to show generosity to those in genuine need—if the mood strikes him. One or two Knights of Luna are thought to be sympathetic to the Lord of the Wildwood, but otherwise he finds little favor among the members of the Grand Court of Celene.

Rejoice in the springtime, make merry in the summer, feast in the autumn, and dream in winter's shadow. At the court of the Lord of the Wildwood, knights are knaves and the rude are royal. Let all who would enter the forest bring a gift to the Lord of the Wildwood; but beware, if it is not pleasing, he shall take what he will in its stead. When the first arrow strikes the heart, it is a noble wound; when a second must be shot, it is fitting that the hunter should become the hunted.

Gadhelyn has many druids in his service, though very few of them participate in the hierarchy of the Old Faith. His worshippers are most commonly grugach, but also include a number of wood elves, and even a few half-elves and humans revere him and participate in his festivals. His followers are the bane of wealthy travelers in the woodlands, but they are truly dangerous only if attacked, or if their forests are despoiled.

Domains Chaos, Plant, Animal;
Weapon longbow (m).

Gendwar Argrim (the Doomed Dwarf), LN hero-god of Fatalism and Obsession

Young Gendwar Argrim (GEND-war AHR-grihm) was traveling to his apprenticeship in another clan when his home clan was wiped out by an invasion of orcs and giants. Because of the distance between the clans, he didn't find out about it for a year. When he did hear the

news, he abandoned his apprenticeship as a silversmith and swore to keep no wealth and take no wife until every foe of dwarvenkind was slain. Fully expecting to be slain long before he had a chance to complete his goal, Gendwar instead experienced remarkable success and eventually achieved godhood (after a quest in which he slew a divine-descended fire giant and her minions) with the help of Clangedin Silverbeard, dwarven god of war and battle. Gendwar is the epitome of the stereotypical dwarf: dour, taciturn, and focused on the destruction of evil humanoids. His appearance is unremarkable except for his sandy blond hair and beard. His dwarven waraxe, *Forgotten Hope*, screams every time a dwarven community is attacked. His symbol is a waraxe bearing the dwarven rune for "destruction."

The only hope the dwarven race has to survive is if its enemies are utterly destroyed. Focus on their destruction. They breed faster than the True Folk and spawn ten times our numbers within one dwarven generation. Honor, glory, wealth, and love are all meaningless and trivial while the future of the dwarves is at stake. Focus on their salvation. Commit yourself to the task of destroying the enemies of the dwarves, and expect to die in battle, but make your death cost a thousand enemies their own. If the dwarves survive only in song and legend, ours will be an empty legacy.

Gendwar's clerics seek out and destroy evil humanoids, preferably those that threaten dwarven settlements. They train warriors in the best tactics against traditional dwarven foes, search for vulnerabilities in new enemies, and fortify dwarven clans against attacks. They adventure to unearth pockets of dwarven enemies and to discover dwarven weapons and artifacts useful in their fight. It is a violation of the faith's code to retain more than 1,000 gp of wealth unless it is being saved to purchase better armor or weapons.

Domains Law, War;

Weapon dwarven waraxe (m).

Johydee (The Hidden Empress), NG hero-goddess of Deception, Espionage, and Protection
Before the Oeridians began their migrations into the

Flanaess, their race was scattered throughout much of Western Oerik. In the timelost centuries before the Suel and Baklunish empires initiated their terrible conflict, the servants of evil deities held sway over the most prominent Oeridian nation. In time, the wise priestess Johydee (JOY-dee) tricked them into creating a magical mask, which she used to overthrow their hold on her people. While she became a hero-goddess long ago, her sponsor is not known, nor is whom she worshipped in mortal life. Johydee can appear as anything she wishes, but she favors the form of a young woman with honey-colored hair and gray eyes. She appears flighty and mischievous, but this is a front that hides her true agenda.

She makes few allies, and never sides with those who serve evil. Her sacred animal is the chameleon, and her holy symbol is a small mask of stylized onyx.

Never let your enemies know your true intent, and casual allies should know little more. Know more about your foes than they know about themselves, and tell their secrets to those who would use that information against them. Guard yourself with layers of deception, for you cannot be harmed if you are not known to be an enemy. Know when to strike and when to flee, and always act to help those who know your true self or those you have sworn to protect.

Johydee's clerics usually work as spies for persons of power, whether nobles, generals, prestigious merchants,

or spellcasters. They enjoy situations in which they can pretend to be another person, and often have a different identity in each city they've been to. They adventure to discover useful information about evil persons of renown, thwart the actions of tyrants, or humble those with too much pride and ambition. Because they are skilled at deception, her clerics tend to treat all people equally, regardless of apparent status.

Domains Good, Protection, Trickery;

Weapons short sword (m).

Kelanan (the Prince of Swords), N hero-god of Swords, Sword Skills, and Balance

Of unknown race and origin, Kelanan (KEL-a-nen) is probably the best-known and most popular hero-deity in the Flanaess. He can appear in any



Daern at the battlements

humanoid form, although he is traditionally shown as a fair-skinned man with a silvery scar on the right side of his face. Quiet and determined, Kelanen is obsessed with swords of all types and with preserving the balance between good, evil, chaos, and law. He has been known to work on the side of any of these alignments in order to push the balance of power back toward the middle. His myths say that he discovered the resting place of three of the magical swords known as the *Pillars of Heaven*, and that he wrested the now-lost blade

Fragarach the Answerer from an alien god. He created the legendary "final word" swords, from which his holy symbol (nine swords in a star shape, points outward) is derived. His cult is popular in the Hold of the Sea Princes, and among the humans of the now Pomarj-controlled Wild Coast and neighboring lands.

Mastery of the sword is the path to mastery of the self. Relentlessly practice your skills with all kinds of blades until you are competent with them all. Eschew all extremes, for only when you are in the center are you truly balanced and at your best. Bring down those in power who carry too strongly the taint of the Four Dooms: Chaos, Evil, Good, and Law, for the Balance is the true ideal.

Kelanen's clerics spend much of their time practicing with at least one kind of sword, and many study at martial academies all over the Flanaess in order to master all styles of combat with their favorite blade. They adventure as a means of acquiring wealth to get more powerful and perfect weapons, and to restore the Balance. Few of his clerics are of alignments other than neutral, for such a path is seen as intentional disregard for the teachings of Kelanen. It is a violation of the faith's code of conduct to use any sort of weapon other than the sword or crossbow.

Domains Travel, War;

Weapons any martial sword (m).

Keoghtom (the Pulse of the Living Land), NG hero-god of Secret Pursuits, Natural Alchemy, and Extraplanar Exploration

Thought to have been born in the Sheldomar Valley some three hundred years after the Great Migrations, the enigmatic man who would come to be called Keoghtom (KEO-tom) has traveled the whole of the Flanaess and now walks the ephemeral boundaries and unending trails of the Outer Planes. A jack of all trades who has mastered the arts of the hunt, alchemy, and the mysterious Old Lore, Keoghtom seeks to unlock the secrets of the natural world in an attempt to determine man's role in the vastness of nature.

In mortal life he learned about the Old Faith and the Faerie Mysteries, even discovering the inner secrets of the Silent Ones, all without ever becoming fully indoctrinated by any of them. His travels eventually led him to the service and friendship of Fharlanghn, and into the famed company of adventurers led by the mortal Zagig Yragerne. After that being's apotheosis, Keoghtom retreated to the Celadon Forest, and thence from Oerth itself. His quest, he realizes, is an eternal one, and thus Keoghtom seeks the everlasting life of a true god.

Keoghtom appears as a young man of slight build dressed in elven leathers or silken finery. He seldom appears on the Prime, preferring to stay

true to the planar path on which he believes he will find enlightenment. His symbol is a round disk bisected by an arrow pointing upward.

There is a fundamental pattern to the natural world. Train yourself to listen to the clues of the raging river and the silent glade. Follow the dewdrop trail of time and progress, and break the code of the elements. We are all of us a part of that code, and discovering our ultimate role is the greatest secret in the multiverse.

Keoghtom's cult is small, though geographically and ideologically diverse. Though the god himself dabbles in many areas of study, he is most popular among alchemists, who tend to focus on pursuits their god would find mundane (such as the transmogrification of lead to gold) rather than the more humanistic and natural



Johydee dons her famous mask

aspects of his doctrine.

Domains Good, Knowledge, Travel;

Weapons short sword (m), shortbow (m).

Kuroth (the Master Thief), CN hero-god of Theft and Treasure-Finding

The Oeridian thief known as Kuroth (CUR-ahth) is said have been the most puissant among the practitioners of his ancient profession. Sponsored by Olidammara after a risky quest for the Laughing Rogue, Kuroth is gaining recognition among more than just sages of old lore. Kuroth is an Oeridian man with medium-length black hair and a fancy moustache. He is sometimes accompanied by a ferret. His symbol is a gold coin with a symbol of a key on it, sometimes with a quill as well, for he is known to many for his association with the magical quill that now bears his name. Kuroth was rich beyond his wildest dreams before becoming a god, and only kept up his trade to maintain his skills and reputation. Even now he enjoys stealing priceless items just to prove that he can, often leaving the item in an obvious, but dangerous, place for its owners to find. His cult is gaining popularity among adventurers because of his enjoyment of acquiring wealth through unusual means.

The ultimate challenge is taking something that its owner doesn't want you to have. Constantly push your limits in your attempts to acquire newer, more valuable, and unusual things, for stealing from a common merchant is little sport compared to stealing from a dragon's hoard. Even if you lack nothing, avoid the trap that success would place on your mind, and seek to acquire more, discarding it afterwards if you don't need it. Never destroy a valuable item, for that deprives another of the chance to steal it in return.

Not surprisingly, most of Kuroth's clerics work as thieves. They break into nobles' houses, merchant guilds, mage towers, and rival churches to find what things can be stolen. They adventure to find the next big hoard, discover (and avoid) the next big trap, and to get into places that have been hidden or locked up for hundreds of years. Their predilection for danger tends to keep their numbers low but their reputation high.

Domains Chaos, Luck, Trickery;

Weapons dagger, rapier (m).

Kyuss (the Bone Master), NE hero-god of Creation and Mastery of Undead

Few have not heard of the dreaded sons of Kyuss—terrible zombies that spawn their kind through sickly green worms that corrupt the living. Few know that the creator of these foul creatures, Kyuss (kai-OOSS) himself, has an active cult in the Flanaess. Sponsored to godhood by Nerull, Kyuss was a Flan priest in the ancient Empire of Sulm, which now lies buried in the Bright Desert. Escaping from there shortly before its destruction, he fled to the Wormcrawl Fissure near the

Rift Canyon and underwent apotheosis. He appears as a skeletally gaunt man with hands of bone and eye sockets filled with crawling worms. He is manic and communicates only with his priests, Nerull, and undead beings. He carries a worm-riddled club that turns whatever it strikes into some form of undead. His symbol is a skull with worms in its eyes and jaws.

Life is a temporary obscenity, and death is an eternity of sedentary non-existence. Only undeath is the blessed state. Grant others its wonderful gift, even infidels, so they may see Kyuss' truth. Create undead whenever you are able, abandoning them when you leave. Control undead as you need them, but free them to their own will when you need them no longer. Destroy enemy undead only when you face destruction yourself.

Clerics of this cult raid graveyards to create undead just for the sake of doing so. They sometimes sell their creations to mages or other clerics but often let them run wild in the streets of cities. Powerful clerics attempt to create new kinds of undead, and most seek lichdom rather than face true death. Kyuss' clerics adventure to acquire more undead followers and money to create more undead, discover new or forgotten types of undead, and to discover forgotten holy sites of their patron (such as certain ruins in the Amedio Jungle, where Kyuss once traveled).

Domains Death, Evil;

Weapons club.

Murlynd (the White Paladin), LG hero-god of Magical "Technology"

Sponsored to godhood by Heironeous, Murlynd (MURR-lind) is paladin with unusual abilities. From his planar travels he has acquired knowledge of technology unavailable in the Flanaess, and his usage of such devices makes him something of an outcast (although he has been known to travel with Celestian, Heironeous, Zagyg, and certain other hero-deities). He appears as a handsome Oeridian man with weathered features, worn leather clothing, and a light-colored hat of a style unseen elsewhere in the Flanaess. Although he appears taciturn and aloof, he is actually quite personable among his allies and only dangerous if provoked by evil folk. He is familiar with the battleaxe and longsword, but is also fond of crossbows and similar weapons of more exotic make. His symbol is a six-pointed star with rounded points, and his holy book (often titled *Murlynd's Early Adventures & Subsequent Ventures*) bears this stamp. Murlynd was one of the beings who helped imprison Iuz beneath Castle Greyhawk, and this fact is never far from the Old One's mind.

Learn from the advancements of the civilized races, both mundane and magical, and apply this knowledge to helping the common folk. Never use an inferior item when you have access to a superior one, whether a spell, sword, or tool. Protect the weak and

innocent, act honorably at all times, and face danger with certainty and calm. Treat followers of Heironeous as your allies and those of his brother your enemies.

Murlynd's clerics seek to uphold the tenets of law and good, similar to the church of Heironeous, and members of the two faiths often work together. They use their knowledge to help commoners and are never too busy to defend a village against raiding monsters. They adventure to forward the cause of good, throw down outposts of evil, and destroy magical or technological devices capable of great harm (which often teams them with worshippers of Phaulkon).

Domains Good, Knowledge, Law;

Weapons longsword (m), light crossbow.

Nazarn (the Gladiator), N hero-god of Formal and Public Combat

Nazarn (NAZZ-arn) is a half-orc god of ritualistic and public combat, such as honorable duels and gladiator matches. Once a popular gladiator slave owned by a member of the Scarlet Brotherhood, Nazarn escaped from his racist captors to find a better place for himself in the world. He was fortunate to encounter and impress a half-giant descendant of Kord, and eventually convinced the Brawler to elevate him to godhood after defeating all opponents (including a young green dragon) in a Hepmonaland arena run by yuan-ti. Nazarn is honorable but cares little for moral debates, seeking only the freedom to do what he wants and have a fair fight in the arena. He appears as an older half-orc with a strongly orcish appearance and hair that is rapidly graying to white. He is usually shown with his short sword *Crowdpleaser*. His symbol is a chain wrapped around a short sword.

Answer a challenge with honor and bravery. Never fight at anything but your best. Know when you should please the crowd and when you should focus on your foe, for a flamboyant warrior often ends up dead if he underestimates his adversary. Avoid dirty fighting unless it is purely for sport. Offer mercy to a defeated foe if you can, but finish them if they have fought without honor or broken the combat's accepted rules of conduct. Be inspiring to those who fight on your side and those who would emulate you in the future, for your legacy will survive you.

Nazarn's clerics work as professional duellists or gladiators, act as officiators and seconds in formal duels, and minister to gladiators and similar combatants. They adventure to seek out new heroes of the arena in distant cities, to test their mettle against unusual foes, and to collect trophies and scars that add to their reputations.

Domains Luck, War;

Weapon short sword (m).

Roykyn (the Merciless), NE hero-goddess of Cruelty

Roykyn (ROY-kihn) is a gnome goddess of cruelty, particularly cruel pranks. Sponsored to divinity by Erythnul (possibly as an attempt to broaden his appeal to more than just outright violence), she doesn't care who her targets are, as long as they suffer suitably. A former cleric of Urdlen, gnome god of bloodlust, evil, and uncontrolled impulses, she abandoned her faith and turned over an entire temple of her own clergy to a conclave of mind flayers as a cruel joke and insult to her former patron, whom she felt didn't reward her enough for her work. Roykyn is capricious and not above inflicting a cruel joke upon any being, evil or good. She is depicted as a black-haired gnome with a wicked gleam in her eye, but can appear in almost any humanoid form. Her favorite weapon is a spiked gauntlet with poisoned barbs, her favored animal is a feral cat, and her holy symbol is a furled scroll dripping dark fluid.

The greatest joy is in causing pain and suffering to others, whether in the spirit, mind, or body. Let no day pass without giving someone the kindness of a small cruel joke. Be merciless if you find someone who can be humbled with the proper act, for what makes us equal is our capacity for humiliation. The ability to harm another with an unkind word or deed is the greatest power, for cruelty is a tyrant that is always attended with fear. It is fed, not weakened, by tears, and upon the tears of your victims you will grow strong.

Roykyn's clerics scandalize public officials with slanderous letters, embarrassing rumors, and betrayals by lovers and allies. They love nothing more than to see the high brought low and the low forced to sleep in their own misery. They adventure to find new people to harm and for the opportunity to see a terrible fate befall someone undeserving, such as a pious paladin slain by a poisoned spike trap.

Domains Evil, Trickery;

Weapon spiked gauntlet.

Tsolorandril (the Ethereal Walker), LN hero-deity of Wave Motions

Tsolorandril (so-lo-RAND-ril) is a sexless alien being, a native of another plane. How or why it first came to Oerth is unknown, but it frequents the Ethereal plane rather than using a more permanent residence on Oerth or the outer planes. It has few allies save the powerful mortal wizard Elayne Mystica of Irongate, herself an outcast of a lost tribe of Suel refugees. Tsolorandril sees its role as a record-keeper, noting the peaks and valleys of natural cycles of politics, time, and nature, then making predictions based on those patterns. It appears as a tall androgynous humanoid with very white skin, muted features, and silver-blue hair, carrying a length of metal rope that bends as if it were liquid. Its odd appearance and interest in cycles leads some to think it was sponsored by Cyndor. Its symbol is a sphere with a simple wave-shape repeating around its

circumference.

Every action causes changes in the world, like ripples spreading across a pond. These changes always have a rise, a peak, and a decline, repeating until stability is reached. By studying the effects of these changes, you can see what will happen in the future as the next peak occurs. Use this knowledge to prevent Chaos from stepping beyond its bounds. Sometimes these ripples begin on one plane and spread to others, causing greater chaos than local events alone could.

Tsolorandril's clerics work as seers and advisors, using their abilities to predict the outcome of events set into motion by great and terrible deeds. They adventure so they can be closer to people of power who might cause such world-ripples, or to thwart the advances of Chaos. They also study nearby planes and watch people known for plane-travelling or relying upon extraplanar aid.

Domains Knowledge, Law;

Weapon spiked chain (c).

Vathris (the Transfixed), LN hero-god of Anguish, Lost Causes, and Revenge

A thousand years before the Twin Cataclysms, the land now known as the Bright Desert was a fertile (if somewhat arid) basin contested by a half-dozen semi-nomadic Flan states. Necromantic Ur-Flan adepts bolstered the dominant kingdom of Sulm. Their primary rival Itar honored Vathris, a demigod of Progress and Ingenuity who had walked their lands for centuries.

When the two nations clashed in an inevitable conflict that lasted more than three decades, Vathris stood at the heart of the final battle. There, the godling and his army were annihilated.

For more than a thousand years, Flan dervishes ranged the dunes of the now-despoiled desert, venerating a god who would not answer their prayers.

Responding to a terrible vision seen by the Qolat Sisterhood in 562 CY, thirty six ranking dervish priests gathered at the Plain of Spears and enacted a ritual to resurrect their fallen god. What emerged from the chaos of their casting was hardly the hero of their ancestors.

Ancient carvings depict Vathris as a shirtless copper-skinned muscular man standing half again as tall as a human and wearing metal and clay beads in his long dark hair. Since his "death," he appears with a grisly torso wound, which seeps black poisonous bile. Vathris wields the wickedly barbed onyx longspear that killed him, using the object of his own defeat to exact revenge upon his enemies. In this way the black spear has become his holy symbol, and the favored weapon of his clergy. His once-bright eyes are now empty, hollow sockets. Vathris once stood for the future. Now, he is obsessed with redressing the past.

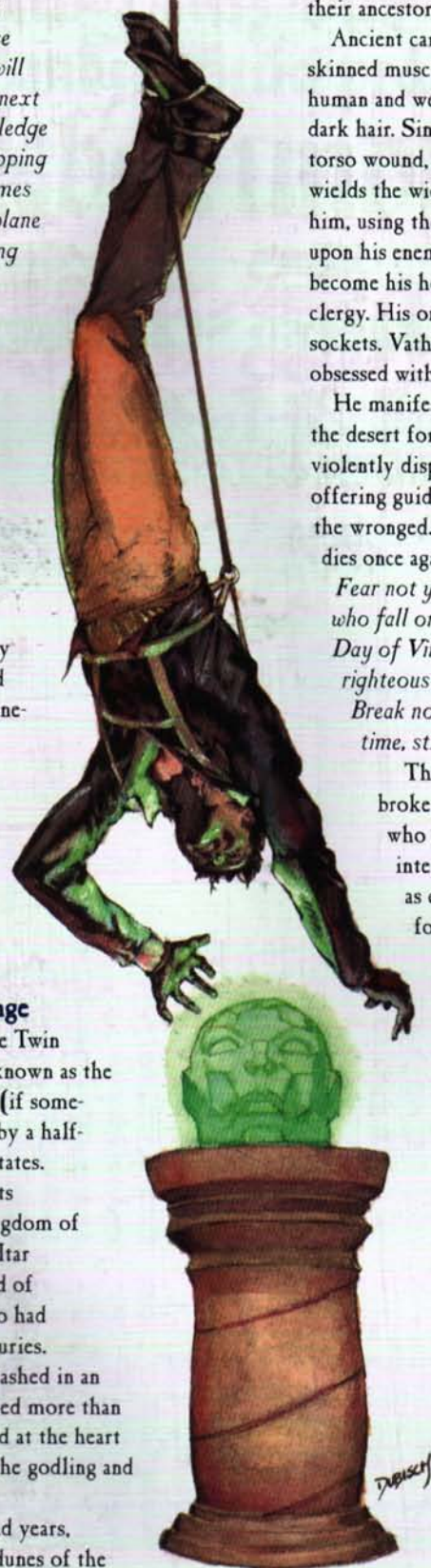
He manifests perhaps once or twice a year, wandering the desert for days in a weakened, delirious state, violently dispatching monsters and ignoble men, and offering guidance and seeding ideas of revenge among the wronged. Within a matter of weeks, he collapses and dies once again.

Fear not your own suffering and death, for those who fall on the side of right will rise again on the Day of Vindication, and take their place among the righteous tribes who forever torment the malign. Break not the laws of our people, but bide your time, striking when fate allows it.

The Flan dervishes who worship Vathris are broken into two factions. The unpopular priests who follow the god's original manifestation as interpreted from centuries of oral tradition act as clerics who attempt to elevate the desert folk from their nomadic lifestyles, frequently overseeing oases or caravansaries. The more militant dervishes, often warrior priests, venerate Vathris as the Great Talion who rights wrongs perpetrated upon the tribes by local monsters, northerners from Urnst, and (increasingly) the forces of Rary of Ket.

Domains Law, Retribution;

Weapon longspear. ✨



Kuroth snatches the Emerald Idol of Logroth

Hundreds of deities are worshipped by the folk of the Flaness. Nearly 100 are available as patrons for LIVING GREYHAWK™ player characters. The list below includes all such entities, from high-omnipotent greater gods to interloping and all too mortal hero-deities. Countless additional entities, mostly evil, are propitiated by the so-called savage humanoid (orcs, goblins, and others of their ilk). The dark and desperate alike call to arch-devils and demon princes, and sometimes their malign prayers are answered with priestly spells. In the interest of brevity, such figures are not included in the present listing.

The gods of Oerth are broken down in categories roughly equal to their level of power. Parenthetical notes after the name of each god reveals that beings's sex, if known. The "Race" column explains where the worship of these beings originated, and often where it prospers, still. Uppercase letters represent strong association with a particular culture. Lowercase letters represent areas in which the deity is worshipped less frequently, but is generally known. Most non-human deities are not worshipped outside their associated races, though there are exceptions (see the LIVING GREYHAWK™ Gazetteer or this issue of the LIVING GREYHAWK™ Journal for more details). The Race codes break down as follows: B: Baklunish; C: commonly accepted across the Flaness; D: Dwarven; E: Elven; F: Flan; G: Gnome; H: Halfing; O: Oeridian; S: Suloise; U: Unknown/mysterious origin.

A deity's Areas of Concern are listed next. These represent the attributes most often associated with the deity and his or her worship (also commonly referred to as the deity's "portfolio"). "AI" reveals the god's alignment, or general outlook. Parenthetical alignments are the most frequent alignment "shifts" represented within the deity's clergy. The Weapons column lists weapons usually associated with the being's worship. The first weapon listed is the form of the god's spiritual weapon. Additional weapons are those popular among the deity's priests. Martial (m) and exotic (e) weapons are listed as such.



The Gods of Oerth

Greater Gods	Race	Areas of Concern	AI	Domains	Weapons
Beory (f)	FC	Oerth, Nature, Rain	N(NG)	Animal, Earth, Plant, Water	Club, druid weapons
Bocob (m)	C	Magic, Arcane Knowledge, Foresight, Balance	N	Knowledge, Magic, Trickery	Quarterstaff
Corellon Larethian (m)	E	Elves, Magic, Music, Art, Crafts, War	CG	Chaos, Good, Protection, War	Longsword (m)
Incubulos (m)	C	Plagues, Sickness, Famine, Nightmares, Drought, Disasters	NE	Death, Evil, Destruction	Quarterstaff
Garl Glittergold (m)	G	Gnomes, Protection, Humor, Gems, Smithing	NG	Good, Protection, Trickery	Battleaxe (m)
Istus (f)	Bc	Fate, Destiny, Divination, Future, Honesty	N	Chaos, Knowledge, Law, Luck	Web of Istus
Moradin (m)	D	Dwarves, Smithing, Crafts, War	LG	Earth, Good, Law, Protection	Warhammer (m)
Nerull (m)	FC	Death, Darkness, Murder, Underworld	NE	Death, Evil, Trickery	Scythe (m), dagger, quarterstaff, sickle
Pelor (m)	FC	Sun, Light, Strength, Healing	NG	Good, Healing, Strength, Sun	Heavy mace
Rao (m)	FC	Peace, Reason, Serenity	LG	Law, Good, Knowledge	Light mace
Yondolla (f)	H	Halfings, Protection, Fertility	LG	Good, Law, Protection	Short sword (m)





Intermediate Gods	Race	Areas of Concern	AI	Domains	Weapons
Aedric Faerya (f)	E	Air, Weather, Avians, Rain, Fertility	CG	Air, Animal, Chaos, Good	Quarterstaff
Arvoreen (m)	H	Protection, Vigilance, War	LG	Law, Protection, War	Short sword (m)
Baervan Wildwanderer (m)	G	Forests, Nature, Travel	NG	Animal, Good, Plant, Travel	Halbspear
Berronar Truesilver (f)	D	Safety, Truth, Home, Healing	LG	Good, Healing, Law, Protection	Heavy mace
Celestian (m)	OC	Stars, Space, Wanderers	N(NG)	Knowledge, Travel, Protection	Shortspear
Changeddin Silverbeard (m)	D	Battle, War	LG	Good, Law, Strength, War	Battleaxe (m)
Cyrollalee (f)	H	Friendship, Trust, Home	LG	Good, Law	Club
Dumathoin (m)	D	Mining, Exploration	N	Earth, Knowledge, Protection	Warhammer (m)
Ehlonna (f)	C	Forests, Woodlands, Flora & Fauna, Fertility	NG	Animal, Good, Plant, Sun	Longbow (m), longsword (m)
Erevan Ilseere (m)	E	Michief, Change, Rogues	CN	Chaos, Luck, Trickery	Short sword (m)
Erythul (m)	OC	Hate, Envy, Malice, Panic, Ugliness, Slaughter	CE(CN)	Chaos, Evil, Trickery, War	Heavy mace
Fharlanghin (m)	OC	Horizons, Distance, Travel, Roads	N(NG)	Luck, Protection, Travel	Quarterstaff
Flandal Steelskin (m)	G	Mining, Smithing, Fitness	NG	Good, Strength	Warhammer (m)
Hanali Celanil (f)	E	Love, Romance, Beauty, Fine Arts, Artists	CG	Chaos, Good, Magic, Protection	Dagger
Heironous (m)	OC	Chivalry, Justice, Honor, War, Daring, Valor	LG	Good, Law, War	Longsword (m), battleaxe (m)
Hextor (m)	OC	War, Discord, Massacres, Conflict, Fitness, Tyranny	LE	Destruction, Evil, Law, War	Flail (m)
Kord (m)	S	Athletics, Sport, Brawling, Strength, Courage	OG	Chaos, Good, Luck, Strength	Greatsword (m), bastard sword (e)
Labelas Enoreth (m)	E	Time, Longevity, History	OG	Chaos, Good, Knowledge	Quarterstaff
Lendor (m)	S	Time, Tedium, Patience, Study	LN	Knowledge, Law, Protection	Greatsword (m), slashing and piercing weapons
Obad-Hai (m)	FC	Nature, Woodlands, Freedom, Hunting, Beasts	N	Air, Animal, Earth, Fire, Plant, Water	Quarterstaff, druid weapons
Oliadamara (m)	C	Music, Revels, Wine, Rogues, Humor, Tricks	CN	Chaos, Luck, Trickery	Rapier (m), rogue weapons
Pholus (m)	OC	Light, Resolution, Law, Order, Inflexibility, Sun, Moons	LG(LN)	Good, Knowledge, Law, Sun	Quarterstaff
Procan (m)	OC	Seas, Sea Life, Salt, Sea Weather, Navigation	CN	Animal, Chaos, Travel, Water	Trident (m)
Ralshbaz (m)	C	Chance, Ill Luck, Misfortune, Insanity	CN	Chaos, Destruction, Luck	Quarterstaff, wooden weapons
St. Cuthbert (m)	C	Common Sense, Wisdom, Zeal, Honesty, Truth, Discipline	LG(LN)	Destruction, Good, Law, Protection, Strength	Club, bludgeoning weapons
Segojan Earthcaller (m)	G	Earth, Nature	NG	Earth, Good	Heavy mace
Shanine Moonbow (f)	E	Mysticism, Dreams, Far Journeys, Death, Full Moons, Transcendence	CG(NG)	Chaos, Good, Knowledge, Travel, Trickery	Quarterstaff
Sheela Peryoyl (f)	H	Nature, Agriculture, Weather	N	Air, Plant	Sickle
Solonor Thielandria (m)	E	Archery, Hunting, Wilderness Survival	OG	Chaos, Good, Plant, War	Longbow (m)
Tharizdun (m)	U	Eternal Darkness, Decay, Entropy, Malign Knowledge, Insanity	NE	Destruction, Evil, Knowledge	The Spiral of Decay
Trithereon (m)	C	Individuality, Liberty, Retribution, Self-Defense	CG	Chaos, Good, Protection, Strength	Shortspear, longsword (m), greatclub (m)
Ulss (f)	UC	Hills, Mountains, Gemstones	LG	Earth, Good, Law	Warhammer (m)
Vergadain (m)	D	Wealth, Luck	N	Luck, Trickery	Longsword (m)
Wee Jas (f)	S	Magic, Death, Vanity, Law	LN(LE)	Death, Law, Magic	Dagger, wizard weapons
Zikhus (m)	OC	Power, Prestige, Money, Business, Influence	LN	Knowledge, Law, Trickery	Dagger



Lesser Gods	Race	Areas of Concern	AI	Domains	Weapons
Allitur (m)	Fc	Ethics, Propriety	LG (LN)	Good, Knowledge, Law	Shortspear
Atroa (f)	Oc	Spring, East Wind, Renewal	NG	Air, Good, Plant, Sun	Sling
Baravar Cloakshadow (m)	G	Illusions, Protection, Deception, Hatred of Goblinsoids	NG	Good, Protection, Trickery	Dagger
Bellar (f)	S	Malice, Caves, Pits	CE (CN)	Chaos, Earth, Evil, War	Claws of Belnar (unarmed strike or spiked gauntlet)
Berei (f)	Fc	Home, Family, Agriculture	NG	Good, Plant, Protection	Sickle
Bleredd (m)	C	Metal, Mines, Smiths	N	Earth, Fire, Strength	Warhammer (m)
Braim (f)	Sc	Insects, Industriousness	N (LN)	Animal, Law, Strength	Quarterstaff
Brandobaris (m)	H	Stealth, Thieves, Adventuring	N	Luck, Travel, Trickery	Dagger
Cyndor (m)	C	Time, Infinity, Continuity	LN	Law, Protection, Travel	Sling
Dalt (m)	S	Portals, Doors, Enclosures, Locks, Keys	CG	Chaos, Good, Protection, Travel, Trickery	Dagger
Delleb (m)	O	Reason, Intellect, Study	LG	Good, Knowledge, Law, Magic	Dart
Fortubo (m)	S	Stone, Metals, Mountains, Guardianship	IG (LN)	Earth, Good, Law, Protection	Warhammer (m)
Gaerdal Ironhand (m)	G	Protection, Vigilance, Combat	IG	Good, Law, Protection, War	Warhammer (m)
Geshrai (f)	Bc	Lakes, Rivers, Wells, Streams	N	Plant, Travel, Water	Shortspear
Jasar (m)	S	Hills, Mountains	LG	Earth, Good, Law, Protection	Warhammer (m)
Joramy (f)	C	Fire, Volcanoes, Wrath, Anger, Quarrels	N (NG)	Destruction, Fire, War	Quarterstaff
Kurell (m)	O	Jealousy, Revenge, Theft	CN	Chaos, Luck, Trickery	Short sword (m)
Lair (f)	C	Prose, Poetry, Literacy, Art	CG	Chaos, Good, Knowledge, Magic, Travel	Shortspear, rapier (m)
Llerg (m)	S	Beasts, Strength	CN	Animal, Chaos, Strength	Battleaxe (m), longsword (m)
Lydia (f)	S	Music, Knowledge, Daylight	NG	Good, Knowledge, Sun, Travel	Shaft of light (shortspear)
Moupol (m)	B	Trade, Negotiation, Ventures, Appraisal, Reciprocity	N	Knowledge, Travel, Trickery	Dagger, light crossbow
Muanman Duathal (m)	D	Expatriates, Urban Dwarves, Travelers, Exiles	NG	Good, Protection, Travel	Heavy mace
Myhriss (f)	C	Love, Romance, Beauty	NG	Good, Healing, Protection	Shortbow (m), whip (c)
Norebo (m)	S	Luck, Gambling, Risks	CN	Chaos, Trickery, Luck	Dagger
Osprem (f)	S	Sea Voyages, Ships, Sailors	LN	Law, Protection, Travel, Water	Trident (m), sailor weapons
Phaulkon (m)	S	Air, Wind, Clouds, Birds, Archery	CG	Air, Animal, Chaos, Good, War	Longbow (m), dagger
Phyton (m)	S	Nature, Beauty, Farming	CG	Chaos, Good, Plant, Sun, Water	Scimitar (m)
Pyremius (m)	S	Fire, Poison, Murder	NE	Destruction, Evil, Fire	Longsword (m), whip (c)
Raxivort (m)	X	Xvarts, Rats, Wererats, Bats	CE	Animal, Chaos, Evil, Trickery	Scimitar (m), dagger
Sotillon (f)	Oc	Summer, South Wind, East, Comfort	CG (CN)	Air, Chaos, Good, Healing, Plant	Net (c)
Syrul (f)	S	Lies, Deceit, Treachery	NE	Evil, Knowledge, Trickery	Dagger
Telchur (m)	Oc	Winter, Cold, North Wind	CN	Air, Chaos, Strength	Shortspear, shortbow (m)
Vatun (m)	S	Northern Barbarians, Cold, Winter, Arctic Beasts	CN	Air, Animal, Chaos, Strength	Battleaxe (m)
Vecna (m)	UF	Destructive and Evil Secrets	NE	Evil, Knowledge, Magic	Dagger, Quarterstaff
Vehnius (m)	O	Sky, Weather	N (NG)	Air, Travel, Water	Shortspear

Wenta (f)
 Xan Yae (f)
 Xerbo (m)
 Zodal (m)

Oc
 BC
 Sc
 FC

Autumn, West Wind, Harvest, Brewing
 Twilight, Shadows, Stealth, Mental Power
 Sea, Sailing, Money, Business
 Mercy, Hope, Benevolence

Demigods

Al-Akbar (m)
 luz (m)
 Mayahcine (f)
 Merrikka (f)
 Rudd (f)
 Stern Alia (f)
 Wasri (m)
 Yc'and (m)
 Zagyg (m)
 Zuoken (m)

Race

B
 UC
 UC
 O
 OC
 O
 U
 E
 UC
 Bc

Areas of Concern

Guardianship, Faithfulness, Duty
 Deceit, Pain, Oppression, Evil
 Protection, Justice, Valor
 Farming, Agriculture, Home
 Chance, Good Luck, Skill
 Oeridian Culture, Law, Motherhood
 Amphibians, Bigotry, Self-Deception
 Music, Magical Songs
 Humor, Eccentricity, Occult Lore, Unpredictability
 Physical and Mental Mastery

Hero-Gods

Azor'ak (m)
 Charmalaine (f)
 Daern (f)
 Daoud (m)
 Gadhelyn (m)
 Gendwar Argrun (m)
 Jolydee (f)
 Kelanc (m)
 Kcoghtoom (m)
 Kuroth (m)
 Kyuss (m)
 Murlynd (m)
 Nazarn (m)
 Roykyn (f)
 Tisorandril (?)
 Vathars (m)

Race

B
 HC
 OC
 B
 E
 D
 OC
 UC
 UC
 OC
 U
 OC
 Half-Orc
 G
 U
 F

Areas of Concern

Light, Purity, Courage, Strength
 Keen Senses and Narrow Escapes
 Defense, Fortifications
 Humility, Clarity, Immediacy
 Independence, Outlawry, Feasting, Hunting
 Fatalism and Obsession
 Deception, Espionage, Protection
 Swords, Sword Skills, Balance
 Secret Pursuits, Natural Alchemy, Extraplanar Exploration
 Theft and Treasure-Finding
 Creation and Mastery of Undead
 Magical Technology
 Formal and Public Combat
 Cruelty
 Wave Motions
 Anguish, Lost Causes, Revenge

CG
 N
 N
 NG

Air, Chaos, Good, Plant
 Knowledge, Trickery, War
 Animal, Knowledge, Water
 Knowledge, Strength, War

AI
 LG
 CE
 LG
 LG
 CN(CG)
 LN(LE)
 LN(LE)
 CG
 CN(CG)
 N

Domains
 Good, Healing, Law, Protection
 Chaos, Evil, Trickery
 Good, Law, Protection, War
 Good, Law, Plant, Protection
 Chaos, Good, Luck
 Knowledge, Law, Protection
 Animal, Law, War
 Chaos, Good, Knowledge, Magic
 Chaos, Knowledge, Magic
 Knowledge, Strength, War

Weapons

Falchion (m)
 Greatsword (m)
 Bastard sword (m), mace, longbow (m)
 Sickle
 Rapier (m), shorrbow (m)
 Heavy mace
 Glaive (m), gussarme (m)
 Longsword (m)
 Club
 Unarmed Strike

AI
 NG
 N
 LN
 N
 CN
 LN
 NG
 N
 NG
 CN
 NE
 LG
 N
 NE
 LN
 LN

Domains

Good, Sun, War
 Luck, Protection
 Earth, Law, Protection
 Magic, Travel
 Chaos, Plant, Animal
 Law, War
 Good, Protection, Trickery
 Travel, War
 Good, Knowledge, Travel
 Chaos, Luck, Trickery
 Death, Evil
 Good, Knowledge, Law
 Luck, War
 Evil, Trickery
 Knowledge, Law
 Law, Retribution

Weapons

Scimitar (m)
 Light mace
 Halbspear
 Quarterstaff
 Longbow (m)
 Dwarven waraxe (m)
 Short sword (m)
 Any martial sword (m)
 Short sword (m), shorrbow (m)
 Dagger, rapier (m)
 Club
 Longsword (m), light crossbow
 Short sword (m)
 Spiked gauntlet
 Spiked chain (c)
 Longspear

Enchiridion of the Friend-Sage

(THIRD REPORT)

BY SEAN K REYNOLDS

ILLUSTRATIONS BY SAM WOOD

Coldeven, 591 CY

My deathless benefactor,

I am pleased to report that the acquisition and study of the more exotic creatures of this world is going well. The new spies have chosen to be quite skilled, despite their mental and physical scarring.

I regret to inform you that the whereabouts of the razor of Kel-Rena are still unknown. I have been able to ascertain that the thief had divine aid, possibly from the Suel goddess Syrul. The thief's arm severed by your traps was already showing black triangular mottling, so it is apparent that he knew how to activate at least some powers of the device. Its ability to conceal its location is one of the powers we know, and it is likely that the device itself is responsible for our difficulty in finding it. However, I have successfully identified the ring he wore as the white seal of Sarmax, and am cataloging its various ice and abjurative powers.

Your head cook has been compromised by agents of House Darmen and is plotting to kill you. Shall I have him taken to the Third Dungeon?

Your servant,
The Friend-Sage
Rel Astra

Amedian Gutworm

These strange parasite-predators have recently been discovered in our own city's sewers. They are remarkably adaptable, and I am attempting to find a means to allow them to implant their eggs in fiendish creatures so that we might create a more intelligent and controllable creature to unleash into enemy water supplies. Unfortunately, the profane flesh of my kind and the cursed baatezu seems inherently hostile to the worm's eggs, and so far I have achieved little success.

AMEDIAN GUTWORM

Adult

Medium-Size Vermin

Hit Dice: 3d8 (19 hp)

Initiative: +1 (Dex)

Speed: 20 ft., swim 30 ft.

AC: 12 (+1 Dex, +1 natural)

Attacks: Bite +3, 4 claws -3

Damage: Bite 1d6, claw 1d3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood drain, implant egg

Special Qualities: Amphibious, color blind, tremorsense

Saves: Fort +5, Ref +2, Will +3

Abilities: Str 10, Dex 12, Con 14, Int —, Wis 10, Cha 10

Skills: Hide +4*, Listen +4, Move Silently +4

Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm forest and marsh

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-9 HD (Large)

Larva

Small Vermin

1d8 (4 hp)

+1 (Dex)

10 ft., swim 20 ft.

12 (+1 Dex, +1 natural)

Bite +3, 4 claws -3

Bite 1d6-1, claw 1d3-1

5 ft. by 5 ft./5 ft.

Blood drain, Eruption

Amphibious, color blind, tremorsense

Fort +3, Ref +2, Will +3

Str 8, Dex 12, Con 10, Int —, Wis 10, Cha 10

Hide +4*, Listen +4, Move Silently +4

Weapon Finesse (bite)

Temperate and warm forest and marsh

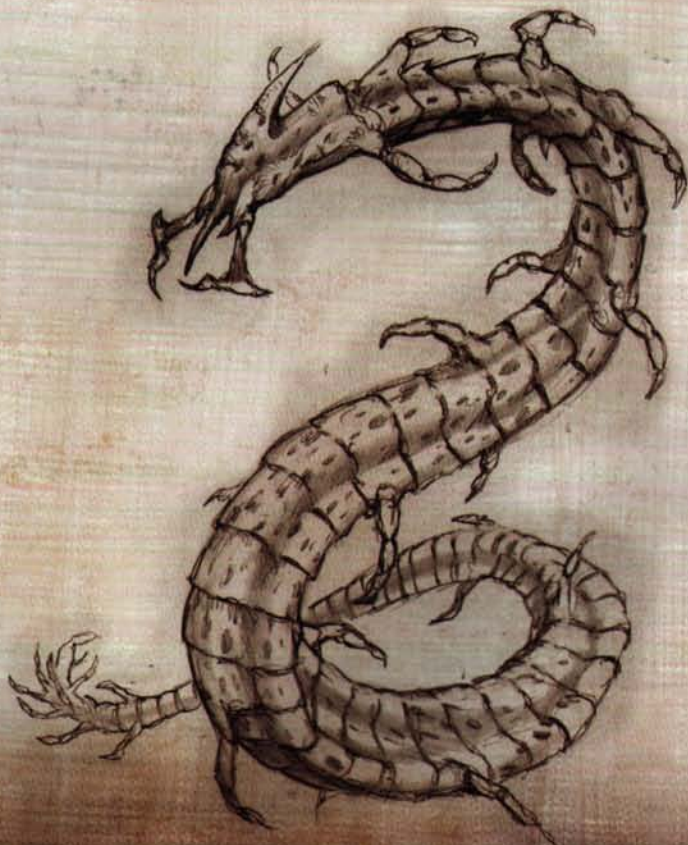
Solitary

1/2

None

Always neutral

2 HD (Small)



Amedian Gutworm

This vicious predator goes through a parasitic stage in its life cycle before emerging from its host as an adult to hunt other creatures and inject them with its eggs.

In its adult form, the Amedian gutworm looks like a yellowish-gray mottled segmented worm five to six feet long, adorned with short claws along its body length. Its head is a series of barbs and pincers, with a pair of eyespots. Its larval form is two to three feet long and much thinner. The adult hunts in and near marshy areas, sucking blood and fluids out of its prey. If it encounters another of its kind, they will mate, and during this time the creature changes its hunting pattern, implanting eggs instead of killing its prey through blood loss.

Injected eggs lie dormant for a few weeks, then begin growing, damaging the host and eventually emerging from it in larval form. The larval form dies if it cannot enter water within a few hours. Once it has reached the safety of water, it grows to adult form in a few months.

The Amedian gutworm was first discovered in the Amedio Jungle, but has since migrated eastward in the bodies of hosts and is now a troublesome creature in the Olman Isles.

Tilvanot

peninsula, and especially in the sewer systems of the Sea Princes cities Monmurg and Port Toli. Its possible hosts have brought the parasite as far as the city of Greyhawk.

Combat

An adult gutworm lies in wait in areas of water (as a leech might) or actively hunts creatures by swimming. It attacks with its bite and claws, grappling its target until its hunger for blood has been satisfied or (if it has been fertilized) it has implanted an egg.

Amphibious (Ex): An adult gutworm can survive out of the water for 1 hour per 3 points of Constitution (after that, refer to the drowning rules on page 85 of the *Dungeon Master's Guide*).

Blood Drain (Ex): A grappling adult gutworm drains blood, dealing 1d4 points of temporary Constitution damage each round it maintains its grapple.

Color Blind (Ex): A gutworm has limited eyesight, little more than the ability to discern light and dark shapes. This gives it a +4 bonus on all saving throws against light and pattern spells, as well as visual illusions.

Eruption (Ex): When a larva is able to survive as a parasite, it bursts from its host (usually through the belly or the throat) and can live as an independent being. The host must make a Fortitude save (DC 17) or die immediately, and even if it succeeds it takes 3d6 hit points of damage. The gutworm usually attempts to escape to water immediately after freeing itself.

Implant Egg (Ex): Once the adult gutworm has grappled a Medium-Size or larger opponent, it attempts to implant an

Iosel

These brutes are little more than animals with a strong proclivity for tools. Iuz seems to be recruiting and breeding more of them, as they reproduce faster than his common orc troops. Apparently bands of them roam free in the southern jungles, but they are adept at hiding themselves or pretending to be simple animals to the casual observer, so discovery of them is difficult. I was fortunate to have been brought one of the more intelligent ones, who has proved trainable in the use of armor and weapons. I find it amusing to see the beast present itself as an orc, and you might consider adding it to your troupe of comedians should he be too undisciplined to work in the dungeons. Keep him in chains should you bring him near anyone you value, as he is prone to great rages.

Medium-Size Humanoid (Orc)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1 (Dex)

Speed: 30 ft, climb 20 ft.

AC: 12 (+1 Dex, +1 natural)

Attacks: Light mace +2 melee; or bite +2 melee, claws

+4 melee; or light crossbow +3 ranged

Damage: Light mace 1d6+3, bite 1d4+2, claw 1d4+1;

or light crossbow 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +3, Will +0

Abilities: Str 15, Dex 12, Con 12, Int 6, Wis 10, Cha 6

Skills: Disguise -2*, Listen +6, Move Silently +4, Spot +4

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground

Organization: Gang (3-8) or band (5-30 plus 1 3rd-level leader)

Challenge Rating: 1/2

Treasure: 1/2 standard

Alignment: Usually neutral evil

Advancement: By character class, 2-3 HD (Medium-Size)



egg with its tail injector on its next turn. This is a full-round action that does not require concentration or provoke an attack of opportunity. Implanting an egg causes no damage, but any sort of damage reduction prevents the gutworm from implanting the egg. Once the gutworm has implanted an egg, it switches to another target or flees the area.

An implanted creature has no symptoms for 1-4 weeks. During this time, any magical treatment that removes disease kills the implanted egg. After this incubation period, the gutworm begins to grow, dealing 1-2 points of temporary Strength and Constitution damage to its host each day. After 1-2 weeks, the larval gutworm erupts from its host.

Tremorsense (Ex): Gutworms can automatically sense the location of anything within 30 feet that is in contact with the ground, or within 60 feet if the gutworm is in contact with a body of water.

Skills: *Gutworms receive a +4 racial bonus to Hide checks when submerged in water.

Losel

Losels are primitive orc-baboon crossbreeds. Some tribes of losels were created at the direction of Iuz or the Scarlet Brotherhood, while others occurred without any outside intervention in regions where orcs and baboons are common. Most live simply in the same sort of terrain as baboons, but others have been given some training in weapons by a more civilized group (such as an orc tribe, or the Scarlet Brotherhood, or the minions of Iuz).

Losels look like baboons with orcish features and fully humanoid hands. They are generally more stooped than a typical orc, but can hold a semi-erect posture when necessary. They typically don't wear armor as they can't make their own and their benefactors rarely consider them worth the expense. Their equipment is dirty and unkempt, similar to orc equipment.

Losels defer to stronger creatures and have a patriarchal organization. Rogue males cast out of a losel band sometimes take over a band of normal baboons, pretending to be simple animals when confronted by intelligent foes. When not fighting among themselves or other creatures, the females scavenge for food while the males hunt small animals. Losels communicate with a rudimentary form of Orc which anyone familiar with that language can understand, and can communicate with baboons.

Even the typical trained losel is not a member of a character class. Exceptional individuals can advance as warriors, and quickly become leaders of their groups. Untrained losels can only gain hit dice.

Combat

Trained losels are proficient in all simple weapons, although they prefer smaller weapons that are easy to carry. Standard tactics for losels are to shoot and run away, although they will stay and melee if they outnumber their prey by a factor of two or more.

Skills: Losels receive a +2 racial bonus to Listen and

Spot checks. *A losel has a +8 racial bonus to Disguise checks when pretending to be a baboon or an orc.

Losel Society

Losels have a very animalistic view. If something doesn't provide food, shelter, or a means to secure territory, it is irrelevant. They fiercely defend their lands against creatures they believe they can defeat, but quickly relocate if their foes appear much stronger. They have an irrational hatred for beastfolk (another primitive race native to tropical forests), and fear elves because wood elves often hunt losels that share the elven forests.

Losels are patriarchal, but not to the extent that orcs are. A lair includes females (as many as there are males) and young (half as many as there are females). A losel lair may be a cave or a copse of trees. They spend most of their time on the ground but use the trees to sleep and as concealment. A tribe of losels serving orcs either mix among their more civilized cousins or range outside the orc lair. Losels serving a large military force often have their own barracks, usually a large wooden hut. Those that work for orcs take great pride in emulating orcish appearance and behavior.

Losel Characters

A losel's favored class is barbarian. They are largely ignorant of religion, although a rare few exposed to orc clerics can become adepts.

Moving?

*The Fiend-Sage of Rel Astra may
have spies in every corner...*

But we don't.

*If you're about to move, please
take a moment to let us know by
sending an email to
Polyhedron@wizards.com or by
sending an old-fashioned letter to:*

*Change of Address
RPGA Network
PO Box 707
Renton, WA 98057-0707*

Norker

These hard-skinned goblinoids can be found anywhere goblins live, but Iuz has been breeding them in great numbers because they don't need to be equipped with armor. So far I have been unable to crossbreed a norker with a goblin, and I assume that Iuz has met with similar failure, as otherwise his lands would be populated with lightly-armored fast-breeding humanoid by now.

Their flesh, once you get through the hard skin, is quite delectable, although I am sure that most humans would find the taste, or the thought of eating them, unpalatable.

Small Humanoid (Goblinoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 19 (+1 size, +1 Dex, +7 natural)

Attacks: Club +2, Bite -3 melee; or javelin +3 ranged

Damage: Club 1d6, bite 1d4; or javelin 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 10, Dex 13, Con 14, Int 9, Wis 9, Cha 8

Skills: Listen +3, Move Silently +5, Spot +3

Feats: Alertness

Climate/Terrain: Temperate and warm land and underground

Organization: Gang (4-9), or band (10-40 plus 50% noncombatants plus 1 3rd-level boss per 20 adults and one leader of 4th-6th level).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class



Norkers

Norkers are related to goblins and hobgoblins. They forsake armor because their hide is incredibly tough. They are unreliable troops and tend to quarrel with each other, which keeps their numbers low compared to goblins.

Norkers resemble goblins, except they have three-inch long canine teeth and no hair. Their skin ranges from reddish brown to dark gray. A norker usually wears only a loincloth and belt, tying its favorite possessions and trophies to its belt.

Norkers speak a dialect of Goblin. Those with Intelligence scores of 12 or above also speak Orc.

Most norkers encountered outside their homes are warriors; the information in the statistics block is for one of 1st level. (See page 39 in the *Dungeon Master's Guide* for more about the warrior class).

Combat

Norkers enjoy swarming tactics. Their weapons are simple and crudely made, but they are not adverse to taking better weapons from their fallen foes. When bullied into submission by hobgoblins, they can use basic military tactics, but they lapse into their old ways when not supervised.

Skills: Norkers have a +4 racial bonus to Move Silently checks.

Norker Society

Norkers are tribal, although the leader's influence only extends about as far as his reach. This means their tribes are much smaller than a typical goblin tribe. They raid and steal

from other humanoids, as they are too lazy to do their own hunting.

Their lairs are usually caves, old ruins, or villages taken by conquest. They can't cooperate well enough to build anything more than a fence around their lair, perhaps with a gate and a narrow walkway. A lair has one-and-a-half times as many females as males and twice as many young as males.

Different tribes of norkers rarely meet, but when they do the conflict often becomes bloody, with the victors taking the fangs of the losers as trophies. These conflicts rarely result in the complete loss of males on one side, as they occur to establish who is a dominant leader.

When powerful groups of hobgoblins command norkers, they often equip their lesser cousins with scale mail and shields. In these situations, the norkers are used as shock troops, absorbing the brunt of enemy attacks while the hobgoblins use their superior intelligence, tactics, and equipment to break up the enemy forces.

Norkers worship Maglubiyet, the god of goblins and hobgoblins.

Norker Characters

A norker's favored class is rogue, but norker leaders tend to be fighters. Norker clerics worship Maglubiyet and can choose two of the following domains: Chaos, Evil, and Trickery.

Swordwraith

While these undead are most common in the Stark Mounds (most likely due to the curse of the archmage Vargalian during the bloody Battle of Gorna in 450 CY), they exist wherever large battles have been fought. Most of my information comes from swordwraiths in a company found in the Bone March, which were willing to talk in exchange for several dozen magical crossbow bolts. I find it interesting to note that some of the swordwraiths in the Stark Mounds have chosen to make attacks against the giants controlling Geoff, either out of ancient loyalties or in search of plunder.

Sample Swordwraith

This example uses a 5th-level human fighter as the base creature.

Medium-Size Undead

Hit Dice: 5d12 (32 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 20 (+1 Dex, +6 magic breastplate, +3 magic large metal shield)

Attacks: +1 longsword +10 melee; or +1 heavy crossbow +8 ranged

Damage: Longsword 1d8+6 and Strength damage; or heavy crossbow 1d10+

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Strength damage

Special Qualities: Undead, damage reduction 10/+2, +2 turn resistance

Saves: Fort +5, Ref +3, Will +5

Abilities: Str 17, Dex 13, Con —, Int 10, Wis 12, Cha 8

Skills: Climb +4, Hide +8, Jump +4, Listen +6.

Move Silently +2, Ride +5, Spot +5

Feats: Cleave, Improved Initiative, Iron Will, Power Attack,

Quick Draw, Weapon Focus (heavy crossbow), Weapon Focus

(longsword), Weapon Specialization (longsword)

Combat

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive daage.

Magic Items Carried: +1 longsword, +1 heavy crossbow, +1 breastplate, +1 large metal shield, +1 cloak of resistance, potion of gaseous form

Challenge Rating: 7

Alignment: Lawful evil



Swordwraith (Template)

Some mercenaries are so dedicated to a life of war that they rise from death to continue the battle, prowling the site of their deaths or the places of their burial, looking for foes to put to the sword.

Swordwraiths appear similar to how they did in life, although their equipment is more battered and their flesh appears insubstantial. In dim light or darkness, their eyes glow dimly. As most in a particular band come from the same mercenary company, they usually bear the same insignia.

Swordwraiths speak any languages they knew in life. Some have been willing to parlay with those they consider their military equal.

Creating a Swordwraith

"Swordwraith" is a template that can be added to any humanoid or monstrous humanoid creature with levels in fighter (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: As the base creature.

AC: Same as the base creature.

Special Attacks: A swordwraith retains all of the special

attacks of the base creature and also gains the following attack:

Strength Damage (Su): A creature struck by a swordwraith's melee weapon takes 1 point of temporary Strength damage.

Special Qualities: A swordwraith retains all of the special qualities of the base creature and also gains the following:

Damage Reduction (Su): A swordwraith's insubstantial-appearing body is tough, giving the creature damage reduction 10/+2. Despite their appearance, swordwraiths are not incorporeal.

Turn Resistance (Ex): A swordwraith has turn resistance +2.

Saves: Same as the base creature.

Abilities: Same as the base creature. As undead creatures, swordwraiths have no Constitution score.

Skills: Swordwraiths receive a +4 racial bonus to Hide and Move Silently checks.

Feats: Swordwraiths gain the Alertness and Iron Will feats.

Climate/Terrain: Any land and underground

Organization: Company (2-8) or squadron (11-20 plus leader 1-4 levels higher)

Challenge Rating: Same as the base creature +2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class ★

Dispatches

NEWS FROM AROUND THE FLANAESS



Ahlissa (Adri/Innspa)

Innspa has become a hotbed of activity for adventurers. Some unknown individual is sending groups of very mixed composition on forays into the northwestern reaches of the Adri

Forest. Rumor has it that this person is not averse to tricking or coercing her "agents" into their tasks, often leaving them no choice but to heed her wishes. What exactly the mysterious person (most of the adventurers being used in such manner state she is a woman, but others claim he is a man) is looking for is anyone's guess, but a number of small, golden dragon statuettes recently have appeared in Innspa. Rumors claim that these statuettes were taken from small temples dedicated to some obscure lizard deity, and that a mysterious person named Islwyn has come into possession of an ancient tome detailing a former cult of dragon worshippers who once dwelled the great forest.



Bandit Kingdoms

Rumors abound regarding the disappearance of Traynen, formerly betrothed to Myree of Ethelridge. The well-respected young Johrasian soldier was last seen in a tavern in Kinemeet fuming about

rumors that a certain officer serving under Cranzer had his eye on Traynen's fiancée.

Bandits in the Midlands have been given credit for sacking a silver caravan bound for Dorakaa. This is not the first time a well-guarded silver caravan has been taken by bandits, which has led some to suggest these bandits are very organized (though where they're based is anyone's guess).



Bissel

His Lofty Grace Margrave Larrangin has announced a program of homesteading in the northern baronies to redevelop the war-torn northern region, and to

resettle those residents driven from their homes during the Ketite occupation. Following complaints about the unfairly increased taxes on citizens of Baklunish descent, the leaders of the Baklunish community have

voiced concerns about the potential for unfair treatment in re-assigning lands for homesteading.

A group of Ketite diplomats recently arrived in Pellak to seek a peaceful resolution to what Ket considers blatant warmongering. The margrave and some members of the Bisselite Ruling Council met with the diplomats in Pellak, where they asserted that taxation is an internal issue, and that dislike of a sovereign nation's taxation policy does not justify interference by a foreign government.

The margrave has announced a change to the tariffs for trade goods moving in and out of Thornward and along the Fals River. The tariffs now apply to all trade goods, not just Ketite goods. The tariff has been put into place by the new Baron Kerrena to help maintain the roads and riverways and repair the defenses of the Barony of Thornward. Stressing the need to collect the unpopular new tariffs, the margrave has assigned an extra company of the Knights of the Watch to Baron Kerenna, himself a commander of that order, to aid enforcement efforts.



Bright Lands

Within the past month, no fewer than five ships have come to grief on the notoriously treacherous southern coast of the Bright Desert. The first, a caravan loaded with Pomarj forces intent upon

harrying the sea lanes of the northern Wild Coast, found itself facing terrible storms and attacks from powerful sea monsters, forcing the craft ashore southeast of the Brass Hills. When a fellow ship of ores investigated the wreck after the waters had calmed, they found the bodies of their companions completely stripped of wealth and drained of all signs of life. Similar tales are told of two merchantmen from Fax; the *Azure Warden*, personal ship of the Onnwalish adventurer Slanisar Bantu; and a mariner escorting a merchant fleet from Hardby to Gradsul. The attacks have led many to fear that Rary the Traitor has allied himself with a powerful desert druid using weather magic to accumulate wealth and life energy from these grim harvests.



Dyvers

Dyvers is gearing up for its annual Merchant Festival. Not only does this mean a cornucopia of good bargains and furious dealing, but also another round of the infamous commerce competitions! Arguably the greatest honor in this trading town, dozens of teams compete in a special scavenger hunt at this time every year. Those in the team with the quickest purchase times and least gold spent are crowned merchant princes. Those hoping to form a group are encouraged to select a team with diverse abilities, for achieving the prize is said to test physical and mental skills to the utmost.



Furyondy

Sages and scholars from across the kingdom have traveled to Chendl to convene a council. These learned folk are seeking a cure for the mysterious blight that currently chokes the land. Strange white powder now plagues crops across the March, Littleberg, and the Gold County, and the council hopes to act before it can spread any farther. So far, there is no word that they have succeeded.

In the midst of the blight, rumors of evil abound— orcs and worse in the northern provinces; bandits on the Royal Highway intercepting wagonloads of precious grain; even demons running loose near Libernen. While the commoners strive to eke food from the soil and the nation's leaders search for solutions, the hired swords and spell-slingers of Furyondy are left to seek out these evils. Will swords and spells alone be enough to see the kingdom through its darkest hour?



Geoff

Skirmishing between the forces of the Gran March and the occupying giants continues in the shattered remains of southeastern Geoff.

The Gran March has completed a ring of fortresses to protect the freed area around Hochoch, which should allow local farmers to till their land without fear of raiding goblins.

Grand Duke Owen recently traveled with his Court in Exile to Niok Dra to discuss an invitation to resume his ancestral seat on Keoland's Court of the Land. The Flan lord seemed interested in discussing the possibility in return for military assistance against the giants. However, Owen is not willing to make his homeland another province of Keoland. Several riots broke out during his visit, but neither the grand duke nor any of his lords were injured.

Owen has openly declared his intention to return to the city of Hochoch and oversee the campaign to free his lands. Hochoch is preparing for an election of the two "common" seats on its Town Council. Normally the Town Council and its electors are limited to those

who own land inside the walls of Hochoch. At the insistence of Knight Commander Alicia Helenasdotter, the leader of the Gran March's army in Geoff, the Town Council is permitting "those who served with distinction" in the defense of Geoff to sit on the Council and to vote.



Gran March

Rumors out of Hochoch have Knight Field Marshal Helanasdotter planning a spring offensive against the giants in Geoff. Supplies and troops have

been pouring into the region and there are signs of imminent activity.

Gastus Huller, a Geoffite refugee known for his bitter distaste for the Gran March troops who stand between him and a giant stewpot, has been decrying these rumors, explaining that these signs of activity are merely intended to appease the refugee community while Gran March secures its hold on Hochoch.

Through representatives, Knight Field Marshal Helanasdotter has denounced Huller, though she refuses comment on the rumored campaign. Huller was overheard in a tavern in Orlane speaking of armed rebellion against the forces of Gran March. After this report, made by refugees who have fought and bled alongside Gran March forces, Huller was declared a traitor.

Anyone with information regarding Huller should contact the nearest military officer immediately.



Greyhawk

A large section of North Hills Park is under interdict by order of the Guild of Wizardry and the Directing Oligarchy following the discovery of a large stone monolith where none had previously existed

just off the north eastern road out of Shack Town, not far from the city sawmill. Carved with images similar to those found on the ancient Stone Ring east of the city, the block of nepheline attracted the interest of Thurgis Falden, a visiting druid of Obad-Hai who achieved some local renown fighting alongside the wicked Lord Mastryne in the Welkwood against savage humanoids during the Greyhawk Wars. Falden declared the monolith profane, a timelost relic of Ur-Flan necromancers finally revealed for some unknown but assuredly nefarious purpose. For the past week and a half, a cadre of wizards and priests have been stationed near the object, attempting to divine its purpose and are prepared, if necessary, to destroy it.



Highfolk

The funeral of Councilman Telvest Lorewin was held a few days after the conclusion of the annual harvest festival. He will be sorely missed by the council and

town of Highfolk. His killer is still at large. On a happier note, the words of sacred Old Bough, the treat beloved by all of the townsfolk, shall again ring in their ears. This annual event happens at the end of every harvest festival. Children and adults alike come from around the Flanaess to hear his words of wisdom.

Strange fires of unknown origin are said to be claiming many inns around the Highvale as of late. Local owners of the vandalized inns speak of spying a glimpse of a large flying lizard in the distance when they discovered the flames. Inn and other building owners are asked to remain calm and report anything unusual to the guard.



Ket

Reports of strange events around Molvar continue to circulate throughout the nation. The most recent report concerns a single loud roar heard echoing down from the mountains. The roar was apparently identifiable as a single word that has infected all who heard it with a deep-seated fear—not one witness was willing to repeat it. Graf Aldeen sent a band of experienced adventurers to investigate the strange event. None of those adventurers returned and divinations have confirmed that none of them still live. The graf is now offering a large reward for any information about the missing adventurers or whatever killed them. Many Ketites have linked the disappearance to recent reports of gnoll activity. However, the graf's representative dismissed the possibility, pointing out that the gnolls have not been particularly hostile and it is unlikely that gnolls would be anything more than a minor inconvenience for such experienced adventurers.



Lordship of the Isles

Talk throughout Ansabo centers on the plight of twelve elves captured by the Lordship Navy during a battle in the rough seas east of Ganode. The crew of a warship known as *Moon's Vigil*, the elves are led by Captain Jezerial Ipahi, who distinguished herself by sinking three Lordship vessels over the course of the last year. By order of Prince Frolmar Ingerskatti, the twelve are to serve public trial in Duxchan, after which they are expected to be disemboweled in public ceremony. The surety of the verdict under the corrupt pressure of Brotherhood agents has many good islanders upset, and rumors circulate that no fewer than four factions in the underground currently plot the escape of Ipahi and her crew.



North Kingdom

Once thought contained, the undead horde infesting Rinloru has swelled its numbers, apparently the result of heretofore unknown magics employed by Delgath the Undying, the mad animus who

holds the city. The forces of Overking Grennel are hard pressed to contain the army, which now contains at least a dozen giant skeletal golems who secrete a potent acid that quickly eats through weapons used against them.

In the Principality of Bellport, relations with savage humanoid mercenaries recruited from the Bone March are in tatters after Patriarch Halldrem of Hextor was heard publicly referring to his professed orcish allies as "soulless scum fit only to divert the blades of our enemies from the shining human knights of our legions." A band of orcs, led by the charismatic but boorish Vurak Brokennose, then attempted to murder the priest in a public square, resulting in the deaths of four dozen market patrons when Halldrem let loose a terrifying *blade barrier*. Both humans and orcs have been on edge ever since.



Nyrond

The Royal Mail Service and the Baroness of Woodwych have placed a reward of 1,000 Gold Nobles for the capture of the bandit known as Crippled Max. This bandit leader is wanted for crimes against members of the Royal Mail Service. These

incidents occurred in the area of Adrean's Landing, in the Barony of Woodwych. All reports about this criminal should be made to local Royal Militia.

During this summer's celebration of the fifth year of his reign, King Lynwerd will make a declaration as to the final status of the former Almorian lands now under Nyrondal control. Speculation at court is divided on what his decision will be. Many support granting the area full status as a Royal Duchy and others wish it to be an independent nation.

Durinken, High Priest of Rao, has announced portents that indicate that this year's crop shall be the largest in decades.



Onnwal

Recent diplomatic efforts between Onnwalish rebels and the dwur of the Three Citadels—Nerakern, Sarakast, and Vergannin—are thought to have recently ended in failure. The Onnwalish

contingent, led by Adrenn "Coinfather" Farester, was attempting to lift the dwur-imposed post-occupation trade embargo on metals and finished goods.

Vargem Morathuann (the dwur religious leader) added that rebel overtures to the Headlander Flan for

aid were a major stumbling block in the negotiations. The dwarven objections seem to center on recent proposals for Onnwal to recognize the Headlanders as a separate nation with territorial rights over a portion of the Headlands.

Pleas for military assistance also fell upon deaf ears. Durin Nerathal (Thegn of Nerakern) declaring that the current "troubles" were purely a human affair. This stance is surprising, as many dwarven were slain during the Brotherhood's attempts to wrest control of dwarven silver and platinum mines. Onnwal residents are hopeful that negotiations will restart soon.



Pale

On a visit this week to pay respects to the theocrat, Albrecht Ellsran, the Bishop of Hatherleigh, fell to his death from a third story balcony in the Basilica. All efforts to restore his

life failed. Reports by several passersby of a translucent, robed figure also on the balcony are being discounted by the Church Militant, though security around the Theocrat has been increased.

This is the third death of a ranking official since the new year began. At a new year's feast, Kellen Perdeau, Chief Archivist for the Great Library in Ogburg, choked on a piece of roast boar despite the efforts of those present to assist. Several weeks ago Janus Trueblade, a retired general of the Pholtan Knights Valorus, was found dead in his bedchamber, his face contorted in fright but his body unmarked by wounds. Mysteriously, neither man could be revived. Church officials see no connection between these incidents.



Perrenland

Hail all Perrenders at home and abroad! Candidacy is hereby open for the election of the next voormann! Rumor has it that there are early machinations afoot in this historic campaign. Already,

elder statesman and moralist Ingolt Weisspeer has been highly critical of the Karenin administration, to the point at which he has emerged from retirement to give a series of speeches in Schwartzbruin about the evil of a neutralist policy toward Iuz. The office of the voormann has been strangely silent over this development. Meanwhile, in the Traft canton, Hetmann Orgus Bildger of Niederschlauss has been given three weeks to demonstrate his ability to prop up the continuing neutralist stance toward Iuz should he be elected. It has been said that Bildger is even willing to talk terms directly with ambassadors from the Old One's regime, and that a terrible visitor has already agreed to travel from Greyhawk City for preliminary discussions!



Pomarj, The

Rumor has spread by way of ranger fellowships and druid circles that the Pomarj forces may be under attack within the ruins of Badwall. The orcs and other savage humanoids guarding

the occupied and devastated former Wild Coast city have suffered from strange raids by an invisible or possibly extremely stealthy foe. Entire patrols have been slain; their bodies left for the crows, or else left nowhere to be found. The old ranger Darda Krath, a former resident of Badwall, speculates that the disappearances are the work of a once-sleeping cabal of vampires that were always rumored to be entombed somewhere underneath the city. He believes that the orcs accidentally unearthed these horrors, and are now paying the price for it. The elves of the Welkwood have a different theory—they believe the rampage is the work of an ancient bronze dragon rumored to lair somewhere in the northern Suss. The elves claim this dragon sleeps for as much as three to four decades at a time, and when he awakens begins his own personal campaigns against any goblinoids or other savage humanoids within his territory. A master tactician and a cheerful warrior, the elves say this brass loves sneak attacks and silent raids. The rumored orcish trouble fits his typically playful strategies.



Ratik

House Bredivan's militia has triumphed in a desperate battle against an invading army of savage humanoids from the southern Loftwood. Ratik now turns its attention to the Timberway Forest

to the north. The Timberway provides vital ship-building materials, precious furs and hides, and is the shared territory of Ratik's stalwart allies, the Frost Barbarians. For many years, Ratik and the Fruztii nation have lived in relative peace under the Northern Alliance, an agreement forged by Baron Lexnol. All looked well; the monarch of the Fruztii, King Hundgred Ralfsson, even married a Ratikkan noblewoman. But now, as Ratik teeters on the brink of political collapse, skirmishes have erupted between the northernmost nobles and the Fruztii clans. The crown has yet to take any action, either politically or militarily, once again leaving its nobles to stand alone. This time House Ulthek and the Order of the Hart guard the border.



Sea Princes

War rages near the shores of Lake Spendlowe, where the forces of Herdsman Krevaradan clash with the army of Utavo the Wise, entrenched in the lakeside town of Kusnir. Since early spring, Utavo has gathered a force of fellow

former slaves to his banner, promising them retribution against their one-time masters and safety from the brothers of the Scarlet Sign. Plagued with defections from his slave legion, Krevaradan sent for the aid of the largely Suel army of Herdsmistress Maleshev, currently in siege against Hokar, on Coldeven 4. This request for succor was ignored, forcing the headstrong general to turn to his clerical advisors, who on the first of Growfest summoned six gelugons to the field of battle.

The devils laid waste to Kusnir, impaling hundreds of Utavo's men on their diabolical longspears. The Touv leader and a cadre of 100 spellcasters apparently fled into the mountains to the east, collapsing a specially prepared rockslide to block the pass into which they escaped. Herdsman Krevaradan remains in the ruins of Kusnir plotting the re-allocation of the half-thousand slaves recaptured following Utavo's retreat. Rumors suggest that Elder Sister Evededrin, a key Brotherhood agent in Monmurg, has departed the capital for Kusnir, allegedly to reward Krevaradan for his victory.



Shield Lands

Savage humanoid raiders from the occupied lands attacked the border fort nearest Torkeep earlier this month. As the third attack this year, many wonder if this is the

beginning of an organized offensive by Iuz to retake the Reclaimed Lands. Knight Banneret Incosee gave assurances that border raids are common in spring and these new raids are no different. Lord Torkeep believes the attacks will only grow worse and is concerned that a prolonged border war will weaken the Shield Lands as it did in the past against the Hierarchs of the Horned Society.

In Critwall, unconfirmed rumors indicate the possibility of treason by a member or members of one of the noble houses. The reports suggest that at least one member of the Council of Lords witnessed the treasonous acts personally. A relative of the accused is said to claim innocence and seeks to clear his family's good name.



Sterich

Tragedy has befallen Lindus Mallaman, Istivin's ranking priest of Heironeous. Mallaman, a leading figure in the city's religious community and perhaps

the strongest proponent of the so-called Purifier Faction (influential citizens who believe the city to have changed in some fundamentally evil way during the occupation) was discovered hanging by his feet from the basalt statue of the Valorous Knight, his hands missing and his body scarred by electrical burns, as if charred by several bolts of lightning. As if in mourning, the statue seeped blood from its wrists for three days thereafter.

Dwur Prince Durrok Korend's bid to oust the savage humanoids infesting the conquered dwarven citadel of

Num-Theraz, on the Crystallmist border in County Garinac, fares poorly. Though the dwarves under his banner fought bravely in the opening assault, the human halberdiers provided by the Marchioness folded quickly in battle against a nearly endless stream of orcs and gnolls. Korend has put out a call to his dwur brethren in nearby states, but has yet to appreciate sizeable reinforcements.



Stonehold

In the course of three bloody days dozens of young men and women were put to the axe within Vlekstaad. Mad mobs of warriors roamed the ruins of the settlement following the direction of snarling

priests of Erythnul who claimed that hated Iuz had possessed some of the Stonehold's youth. The rampage began by decree of Gurfaald the Malformed, a twisted prophet of the Lord of Slaughter who wandered down to Vlekstaad from his filthy hovel near Lake Albanfyl. Other priests believed his revelation, and faithful warriors scoured the already decimated settlement looking for the "spawn" of the Old One. These rabble-rousers claimed that the young were more susceptible to Iuz's magic, but others believe the victims' only crime may have been failing to pay proper tribute to the god of hatred and rage. Rhelt Sevvord himself finally put down the hysteria, confronting Garffald and cleaving the prophet's head with the mighty blow of a waraxe. Many within Stonehold believe that Sevvord ended Garffaald's crusade only because he found it personally insulting.



Ulek, County of

The town of Courwood has dispatched emissaries to Enstad following the disappearance of three caravans bound for the Celene capital. The abductions left no sign of the wagons,

merchants, beasts, or guards that made up the caravan, and few can guess at what might have been behind them. The western banks of the Handmaiden River are thought to be relatively free from savage humanoids (though many infest the Lortmils along the border), and the fact that no tracks from attackers have been left is most puzzling. What might have been a case of banditry may yet become an international fiasco—the second caravan to vanish contained, unknown to all but a few trusted individuals, the *Starlight Loom*, a cherished olven artifact lent to Count Lewenn by the Prince Consort of Celene prior to the Greyhawk Wars. Courwood Mayor Mellith Eveningfrond has yet to inform the Count, hoping her agents can solve the problem before involving her sovereign.



Ulck, Principality of

Reports of increased humanoid activity near Havenhill have surfaced, and the city remains under martial law. Additional patrol forces have been dispatched to keep

an eye on the surrounding areas.

Also, it has been learned that thieves have struck the long-lost vault of Rudd Rockcutter. Rudd Rockcutter was a wealthy merchant who worried greatly over the possibility of savage humanoids invading his homeland. Legends say that he was stolen from once too many times, and that he took all his remaining wealth to be placed in a secret vault somewhere within the Lortmil Hills, where he wished it to remain until it could be wisely used to rid the lands of the vile humanoids. The culprits of this horrific action are being sought, but no information has been released. Worse yet is the fact that even the usual grapevines of information have been quiet on this topic, which suggests that no one but the culprits themselves may know who has committed this saddening crime.



Veluna

After much study a gentleman known only as "The Inquisitor" has determined that the Fields of Peren, a term recently unearthed in a temple associated with something

known as the "Hosts of Darkness" is an old name for the plains west of the town of Asnath. Attention now turns to the secluded halls of the olven library in the Asnath Copse, where further answers may lie.

Protective goggles? A man has been seen in Veluna City wearing a pair of goggles that appear to be made of smoked or maybe stained glass. When questioned about his curious eyewear, the man, named Palik, remarked that his eyes were sensitive to light, and that the lenses protected him from the glare of the sun. Palik is a traveling hedge wizard who should be congratulated for his inventive use of materials to overcome his condition.



Verbobonc

With the Festival of Readyng over, the sturdy folk of Verbobonc turn to planting and other spring activities. His Lordship Viscount Langard visited the growing town

of Rhynchurst, located in northwest Verbobonc near the Iron Wood. Constant growth in the area has built the once small hamlet to a large town. Merchants travel to the area for the finely crafted bardic instruments and hearty burgundy. A council of men and women who consult with Lord Rhynchurst in all matters governs the town. Being far-removed from the political troubles between Verbobonc City and the Greenway, Rhynchurst is truly tranquil.

Advanced scouts have confirmed the rumors of organized giant-kin raiding the gnome villages and merchant caravans. Clan Keeleene has dispatched a punitive strike force. A local adventurer was overheard talking about how the giant-kin were taking orders from an unknown human-sized figure in the giant camp.



Wolf Nomads

Agents of the Old One recently captured Molosh Khan, fifth son of Tarkhan Bargru of the Wolf Nomads, while the warrior led a small raiding party against the Luzite stronghold of Krangord,

east of Blackwater Bend. It is said that the tarkhan was outraged at this news, both because his enemies held his sibling and because the raid had been unsanctioned and foolish. Within a week, the wizard Slijan Serle arrived from Dorakaa, demanding a rich ransom for the return of the missing khan. Bargru sent a warchest loaded with treasure and many magical items east to Luz's capital, topped with the severed head of the imperious wizard and accompanied with a demand that his son be returned immediately, lest the Old One risk all out war. Return he did, in the form of an armless reanimated corpse showing signs of gruesome torture. The tarkhan had the predictable reaction, calling his khans and noyons together for a war council. Luz himself has done nothing, apparently having lost interest in the matter once it had reached its cruel punchline.



Yeomanry

As noted in a speech given by Mayor Alethrik Holstaad of Nighford on the 15th of Coldeven, CY 591, it is time for elections in the Yeomanry. Several

Grossspokesman positions are currently open, and there is quite a stir amongst the Yeoman as their elders and community leaders vie for the top seat in their government. Some Yeoman towns take a unique approach to this election process, as evinced by the small town of Nighford. Mayor Holstaad made mention of a bridge-building contest between the two forerunners for their district's Grossspokesman seat. To quote the mayor, "Now that's Yeoman ingenuity for you!"

The speech concluded with a warning to the citizens of Loftwick concerning the steady influx of refugees into the Yeomanry's southern cities. Tarris and Lasker were specifically named. Strange diseases, shiftless criminals, and pagan religions were all mentioned as things to "steer clear of."*

Living Greyhawk Contact List

The LIVING GREYHAWK™ campaign is controlled by Regional Triads, groups of three RPGA GUILD-LEVEL™ members who keep an eye on local activities. The Point of Contact for each triad has been listed below. The overall campaign is managed by the Circle of Six, who oversee international plots, handle rules disputes and issues, and guide the entire campaign. Getting involved is as easy as sending an email to your Regional Triad's Point of Contact.

Circle of Six

Campaign Director

Erik Mona
polyhedron@wizards.com

Communications Director

Cheryl Llewellyn
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Rules Administrator

Cisco Lopez-Fresquet
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Regional Liaison

John Richardson
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Regional Liaison

David "Tip" Vaught
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Regional Liaison — Europe

Ann Van Dam
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Regional Triads

Ahlissa (Innspr/Adri)

Austria, Germany
Rainer Nagel
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Ahlissa (Nacrie)

Sweden
Position Vacant

Bandit Kingdoms

Texas, Oklahoma
Clay Hinton
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Bissel

Connecticut, Maine, Massachusetts, New Hampshire, Rhode Island, Vermont
Steve Conforti
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Bone March (Knurl)

Greece
Position Vacant

Dyvers

Iowa, Kansas, Missouri, Nebraska
Andrew VanHooreweghe
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Dullstrand

South Africa
Andre Vermaak
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Ekbir

France
Gael Richard
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Furyondy

Michigan
Brian P. Hudson
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Geoff

Delaware, District of Columbia, Maryland, Virginia, West Virginia
Sholom West
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Gran March

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Keoland

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Nyrond

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Pale

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Italy
Position Vacant

Shield Lands

Minnesota, North Dakota, South Dakota
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Sunndi

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Tusmit

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Urnst, Duchy

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Ryan Hicks
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Veluna

Ohio
David Christ
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Verbobonc

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Michael Breslin
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Yeomanry

Alabama, Arkansas, Kentucky, Louisiana, Mississippi, Tennessee
Ernest C. Mueller
ernestm@mindspring.com

CHARACTER NAME _____

PLAYER _____

Living Greyhawk

CHARACTER RECORD SHEET

CLASS _____ RACE _____ ALIGNMENT _____ DEITY _____

LEVEL _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	ABILITY COST
STR STRENGTH					
DEX DEXTERITY					
CON CONSTITUTION					
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					

HP HIT POINTS _____

AC ARMOR CLASS _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____

INITIATIVE MODIFIER _____ = _____ + _____

BASE ATTACK BONUS _____

WOUNDS/CURRENT HP _____

SUBDUAL DAMAGE _____

DAMAGE REDUCTION _____

HIT DIE TYPE _____

SPEED _____

MISS CHANCE _____

ARCANE SPELL FAILURE _____

ARMOR CHECK PENALTY _____

SPELL RESISTANCE _____

SAVING THROWS

FORTITUDE (CONSTITUTION) _____ = _____ + _____ + _____ + _____ + _____ + _____

REFLEX (DEXTERITY) _____ = _____ + _____ + _____ + _____ + _____ + _____

WILL (WISDOM) _____ = _____ + _____ + _____ + _____ + _____ + _____

MELEE ATTACK BONUS _____ = _____ + _____ + _____ + _____ + _____ + _____

RANGED ATTACK BONUS _____ = _____ + _____ + _____ + _____ + _____ + _____

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

AMMUNITION

_____	_____	_____	_____
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CROSS-CLASS SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
<input type="checkbox"/> ALCHEMY	INT			+	+
<input type="checkbox"/> ANIMAL EMPATHY	CHA			+	+
<input type="checkbox"/> APPRAISE ■	INT			+	+
<input type="checkbox"/> BALANCE ■	DEX*			+	+
<input type="checkbox"/> BLUFF ■	CHA			+	+
<input type="checkbox"/> CLIMB ■	STR*			+	+
<input type="checkbox"/> CONCENTRATION ■	CON			+	+
<input type="checkbox"/> CRAFT ■ (_____)	INT			+	+
<input type="checkbox"/> DECIPHER SCRIPT	INT			+	+
<input type="checkbox"/> DIPLOMACY ■	CHA			+	+
<input type="checkbox"/> DISABLE DEVICE	INT			+	+
<input type="checkbox"/> DISGUISE ■	CHA			+	+
<input type="checkbox"/> ESCAPE ARTIST ■	DEX*			+	+
<input type="checkbox"/> FORGERY ■	INT			+	+
<input type="checkbox"/> GATHER INFORMATION ■	CHA			+	+
<input type="checkbox"/> HANDLE ANIMAL	CHA			+	+
<input type="checkbox"/> HEAL ■	WIS			+	+
<input type="checkbox"/> HIDE ■	DEX*			+	+
<input type="checkbox"/> INNUENDO	WIS			+	+
<input type="checkbox"/> INTIMIDATE ■	CHA			+	+
<input type="checkbox"/> INTUIT DIRECTION	WIS			+	+
<input type="checkbox"/> JUMP ■	STR*			+	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)	INT			+	+
<input type="checkbox"/> KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT			+	+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT			+	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)	INT			+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)	INT			+	+
<input type="checkbox"/> KNOWLEDGE (NATURE)	INT			+	+
<input type="checkbox"/> KNOWLEDGE (NOBILITY & ROYALTY)	INT			+	+
<input type="checkbox"/> KNOWLEDGE (THE PLANES)	INT			+	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)	INT			+	+
<input type="checkbox"/> LISTEN ■	WIS			+	+
<input type="checkbox"/> MOVE SILENTLY ■	DEX*			+	+
<input type="checkbox"/> OPEN LOCK	DEX			+	+
<input type="checkbox"/> PERFORM ■ (_____)	CHA			+	+
<input type="checkbox"/> PICK POCKET	DEX*			+	+
<input type="checkbox"/> PROFESSION (_____)	WIS			+	+
<input type="checkbox"/> READ LIPS	INT			+	+
<input type="checkbox"/> RIDE ■	DEX			+	+
<input type="checkbox"/> SCRY ■	INT			+	+
<input type="checkbox"/> SEARCH ■	INT			+	+
<input type="checkbox"/> SENSE MOTIVE ■	WIS			+	+
<input type="checkbox"/> SPELLCRAFT	INT			+	+
<input type="checkbox"/> SPOT ■	WIS			+	+
<input type="checkbox"/> SWIM ■	STR**			+	+
<input type="checkbox"/> TUMBLE	DEX*			+	+
<input type="checkbox"/> USE MAGIC DEVICE	CHA			+	+
<input type="checkbox"/> USE ROPE ■	DEX			+	+
<input type="checkbox"/> WILDERNESS LORE ■	WIS			+	+

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Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☐ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

