

Living Greyhawk[®]

Journal



no. two, spring 91 CE

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Living Greyhawk[®] Journal

Special Insert: City of Greyhawk Poster Map

By Denis Tetreault

A Living Greyhawk Journal exclusive! Presenting an overhead view of Oerth's signature city, this special poster map shows Greyhawk in stunning detail and serves as the blueprint for the campaign's "home base."

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By Denis Tetreault and Erik Mona

Every numbered location for this issue's poster map! From the dark alleys of the Slum Quarter to the bustling docks of the Wharves, this location list has got you covered.

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By Denis Tetreault and Erik Mona

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By Lance Hawvermale

Rivers cross the land like arteries, their trade giving life to the nations of the Flanaess. The Rhennee bargefolk of the Lake of Unknown Depths ply those rivers at will, swearing fealty to no king. Discover their intriguing culture within, including two new prestige classes suitable for LIVING GREYHAWK play.

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By Sean K Reynolds

The Fiend-Sage of Rel Astra continues to add entries to his encyclopedia of the strange and wonderful creatures of the Flanaess. This issue, his pen chronicles the animus, the valley elf, a new type of bullywug, and the time-displaced grigaur.

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November/December, 2000

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On the Cover

Artist Matt Stawicki presents a typical scene outside the Green Dragon Inn, in Greyhawk's River Quarter.

Map Illustrations

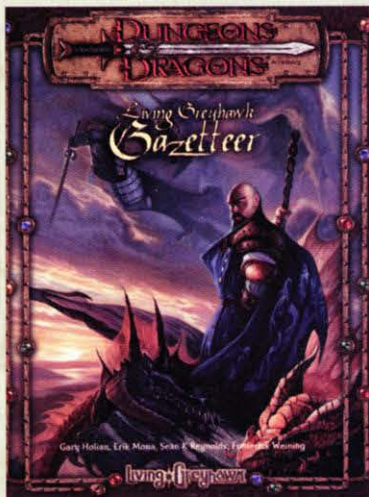
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Living Greyhawk[™] Journal (the official magazine of the Roleplaying Game Association[®] Network's Living Greyhawk campaign), is published bi-monthly by Wizards of the Coast, Inc. (WotC) PO Box 707, Renton, WA 98057-0707. Phone: 800/324-6966. Fax: 425/687-8287. Email: Polyhedron@wizards.com. Web: www.rpga.com. Living Greyhawk Journal is mailed free to all Guild-level[®] RPGA[®] Network members. Yearly membership rates are US\$20, Canada and Mexico US\$25, International US\$40 (air mail). Prices subject to change without notice. Change of address must be received at least 30 days prior to effective date change to ensure uninterrupted delivery. Unless special arrangements to the contrary are made prior to publication, materials submitted for publication in Living Greyhawk Journal are accepted solely on the condition that the material may be edited and published in Living Greyhawk Journal. WotC and the RPGA Network shall make no other use of materials unless WotC and the author or artist enter into a written agreement regarding use. WotC grants authors a non-exclusive right to use copyrighted materials of WotC in submissions to WotC. An author, however, shall have no right to publish or permit someone other than WotC to publish a submission that includes any copyrighted materials of WotC without first obtaining written permission to do so. Letters addressed to the RPGA Network or WotC, Inc. will be considered submissions and may be printed in whole or in part at the discretion of the editor unless the sender specifically requests otherwise in writing. Unless otherwise stated, the opinions expressed in Living Greyhawk Journal are those of the individual authors, not necessarily the opinions of WotC, Inc., the RPGA Network, or its staff. Standard Disclosure Forms, Writers Guidelines, Scenario Request Guidelines, Scenario Request Forms, Membership Forms, and Club Forms are available from the RPGA Network at www.rpga.com. © and [™] designate trademarks owned by Wizards of the Coast, Inc. All Rights Reserved. Other product names are trademarks owned by the companies publishing those products. Use of a product's name without mention of trademarks should not be construed as a challenge to such status.

Spring, 591 CY November, 2000

Campaign News



Living Greyhawk Gazetteer Now Available

The *Living Greyhawk Gazetteer*, a comprehensive sourcebook on the world of Greyhawk that serves as the baseline for the LIVING GREYHAWK™ campaign, is now available wherever you buy roleplaying games. Written by *Living Greyhawk Journal* contributors Gary Holian, Sean K Reynolds, Frederick Weining and our very own Erik Mona, the Gazetteer gives an overview of the history of the people and nations of the Flancess, as well as information on more than 70 deities worshipped on Oerth. A huge poster map reveals more of Greyhawk's world than ever before. Together, we're developing the future of the world of Greyhawk. The *Living Greyhawk Gazetteer* is our starting point.

WINTER FANTASY™ Preview

Next summer, Wizards of the Coast will take us back to a dungeon that has haunted an entire generation of gamers. The folk of the village of Hommlet fear that a new evil might be rising in the nearby temple, once a bastion of a cult dedicated to wicked elementalism. *Return to the Temple of Elemental Evil*, by Monte Cook, revisits the site of classic adventures such as *Village of Hommlet*, *Temple of Elemental Evil*, and more. At this year's WINTER FANTASY (January 25-28), LIVING GREYHAWK players will get an exclusive first glimpse at a portion of the new mega-adventure in a special event designed for characters of levels 1-5. Registration for this four-hour event is on-site only. *Return to the Temple of Elemental Evil* will run twice during the convention, at 9:00 AM on both Saturday and Sunday. As a special benefit, some members will get a chance to play the game with Guests of Honor Monte Cook (author) and Andy Collins (editor). In totally unrelated news, the restorative services of Hommlet's temple of St. Cuthbert will be available on-site (for a small fee), on the off chance some characters don't survive the experience. This special event is in addition to the previously announced *Festival Knight*, by Brian Hudson.

Playtesting Policy

All good scenarios have been playtested, and we're always happy to hear that members have helped out authors by providing this valuable service. However, there seems to be some confusion about how to manage in-character

rewards for playtesting. The following is RPGA HQ's official LIVING GREYHAWK Playtesting Policy: A character in a playtest should experience the challenges of the adventure as written. Therefore, if killed due to an encounter that is later changed, the character is dead. Time units for the adventure are spent when it is played, and the round should be recorded in the character's log on the date it was played. In short, all of the bad things that can happen to a character take place immediately, as they would if the adventure was being played at a sanctioned RPGA gathering. However, treasure and experience awards are not applied to the character until *after* the scenario has been sanctioned by RPGA HQ and has officially debuted for general play. For example, if Robilar plays in a playtest of *Return to Castle Greyhawk* in January, he suffers the risks immediately. He does not enjoy the rewards until *Return to Castle Greyhawk* plays for the first time at a sanctioned convention or game day. The scenario author is responsible for contacting RPGA HQ to get a final copy of his or her sanctioned scenario, and it is incumbent upon him or her to alert the playtesters to the final approved treasure and experience for the adventure, including distributing treasure certificates if necessary.

Who Let the Giants Out?

Geoff's Legacy of Valor

One of the most eagerly anticipated RPGA events ever was the premiere of Living Greyhawk at the 2000 GEN CON® Game Fair. Like a kid at Christmas time, it was inevitable that somebody would try to sneak downstairs to

open a present early. This was the case in the Mid-Atlantic region, where attendees to Patriot Games in July got a sneak peak at their LIVING GREYHAWK country, the Grand Duchy of Geoff.

The event was *Legacy of Valor: The Fall of Geoff*. The motivation was to give players a feel for the history of the region by having them help to create it. Knowing that characters would be starting in a war-torn, devastated country, the triad wanted to instill a sense of national pride. *Legacy of Valor* was set in the year 583 CY, just before the invasion of the giants into Geoff. Player characters were the movers and shakers of pre-fall Geoff, ranging in level from 8 to 13. Those who pre-registered for the event were asked to rank five categories in order of importance: experience, magic, money, political influence, and social influence—choices which determined which pre-generated character they were given to play. Included were the captain of the Longbowmen of Geoff, the head of the Ducal Guard, the leaders of the Rangers, representatives of all major religious orders, and even one person who claimed to be from a skyship which had crashed into the Barrier Peaks. Nearby political powers were represented as well, though the emissary from Keoland was unfortunately waylaid en route. Several keen observers also noted one person who seemed to recognize an agent of the Mage of the Valley.

In effect, *Legacy of Valor* was a five round "classic" scenario, linked by four interactives. It took place over two days, during which some sixty players rarely were out of character. Robert DeNiro would have been proud to

see the integration of roleplaying with method acting. At one point, a player who was attempting to negotiate with Duke Owen for payment was shouted down with chants of "traitor." The head of the Rangers had to withstand a vote of no-confidence after his caution in the face of the giants. Another player was put on trial after stolen diamond dust (which had become a rare commodity) was found on his person. The subsequent investigation determined that someone else had planted the evidence after absconding with most of the dust. The real culprit was never found. These events are only the short list of the many unplanned things that occurred at *Legacy of Valor*.

The scenario rounds themselves covered the events leading up to, and culminating in, the fall of Geoff. Players began by investigating a minor problem in a western fort. There they discovered a cloud giant shaman using strange magical runes to manipulate a barbarian tribe of orcs. Further investigations helped to alert the duke's forces to an imminent invasion. Players were sent on a commando mission to disable some giant artifacts, which would allow the Geoffite army to ambush the giant's forces. While this mission was an overwhelming success, it was quickly discovered that the enemy's forces had been grossly underestimated. Various groups were sent out to marshal the elf and dwarf forces of the region against a large-scale invasion. Those sent to warn the dwarves succeeded only in witnessing the death of the local dwarven thane. The elves were reached in time to prepare a defense against the giants. Unfortunately, in the middle of

this defense, a shadow dragon arose in the midst of the Dimwood, shattering the elfen forces.

Similar misfortunes were occurring throughout Geoff. Surviving characters gathered at the capital of Gorna, where a last stand was prepared. Betrayal from within ended this. An attempt on the life of the duke was synchronized with the exposure of the city's defenses from within. As chaos broke loose, players began a valiant street-by-street delaying action, which allowed many innocent civilians to escape. This last battle was fought simultaneously at eight tables, with players interacting between the tables to help each other. For the final stand, all the surviving players were put in the center of the room. Those less fortunate were given a few giantkin to run, and told to charge the player ring. Not many of the original characters survived this, but the tale of the day has become the stuff of legend in Geoff. And creating legends, after all, was the original intent of the *Legacy of Valor*. ★

—ROB CANTERMAN

New Core Scenario:

As He Lay Dying

By Erik Mona

An ambassador from the Duchy of Urnst needs adventurers to transport his brother's cursed corpse from the city of Greyhawk to their ancestral home in Leukish. He's hired a barge, complete with its superstitious crew, to carry the party from city to city, but the dangers of river travel and the specter of an ancient curse will stand in the way of success. A LIVING GREYHAWK Core scenario for characters level 1-5.

Gem of the Flanaess

CITY OF GREYHAWK MAP KEY

BY DENIS TETREAUULT AND ERIK MONA

CARTOGRAPHY BY DENIS TETREAUULT

Nestled in a river valley near the geographic center of the Flanaess, the city of Greyhawk is perfectly suited for trade coming from the Nyr Dyv to the north and the Woolly Bay to the south. Here the rich and the poor share the same outer walls, though their worlds are divided into separate cities new and old. Coin from as far away as Blackmoor changes hands in the city's markets. Wealth extracted from the nearby Cairn Hills, once filled with riches left by dying civilizations, bankrolled the city's walls and many of its opulent towers and gardens. Though most of this wealth has been plundered, the city remains a pilgrimage point for those wishing to plumb the depths of ancient tombs in hopes of finding some priceless lost bauble. All this trade and industry brings artisans and adventurers. It also breeds a brand of thieves that has given Greyhawk a reputation of shadowed villainy that spans the entire Flanaess.

The city of Greyhawk plays a unique role in the LIVING GREYHAWK™ shared-world campaign. Many Core scenarios, those adventures available to all players regardless of their home region, take place on Greyhawk's streets or in the lands just beyond its walls. The map in this issue of the *Living Greyhawk Journal* and other "Gem of the Flanaess" articles in future issues will provide a framework for Dungeon Masters running LIVING GREYHAWK scenarios set in the Free City. Often, these city-based adventures tend to wind off the beaten path. What happens when the party decides to go to the city watch? What types of services are available at local temples? What should a Dungeon Master do when one of the members of the party commits a serious crime? Where is the nearest tavern, temple, or city watch station?

This first article in the series provides a key to the map of the city of Greyhawk provided with this issue. Readers interested in delving further into the city's rich history should consult the *City of Greyhawk* boxed set (1989) or the more recent *Greyhawk: The Adventure Begins* (1998). While the former is long out of print, the latter still should be available on many

store shelves. In fact, the list of keyed city of Greyhawk locations below uses many of the same conventions found in *Greyhawk: The Adventure Begins*, so it remains a very useful resource.

Though aimed at Dungeon Masters and players engaged in Core LIVING GREYHAWK™ scenarios set in and around the city of Greyhawk, players of Greyhawk home campaigns should find more than a little they can directly apply to their games in Gem of the Flanaess articles to come.

The basis of all these articles is the new city map enclosed with this issue. This map, based upon those provided with the aforementioned products, for the first time presents Greyhawk as the teeming metropolis it has ever been in adventures and novels set within the city. Where words describe a crowded quarter filled with rickety tenements, this map finally provides a fitting "picture" of the same. In order to bring the official map of the city into line with all the supplements, adventures, and stories set there, some locations have been moved or slightly modified. If a location has changed to a different quarter, for instance, it's still the same location. Chances are, the same people live or work there, and the building looks exactly as described before. A number of new locations have been added, as well. Future Gem of the Flanaess articles, such as the overview of the Artisans' Quarter provided in this very issue, will unlock the secrets of these new locations, and retell the stories of those some of you may find familiar.

The city of Greyhawk is known across the Flanaess as a center of trade, religion, politics, and adventure. The poster map and locations below are the outline. Future issues, and the actions of Living Greyhawk players around the world, will provide the rest.

The City Gates

- CG1: Highway Gate
- CG2: Marsh Gate
- CG3: Cargo Gate
- CG4: St. Cuthbert's Gate
- CG5: Wharfgate
- CG6: Duke's Gate
- CG7: Druid's Gate
- CG8: Black Gate
- CG9: Garden Gate

Artisans' Quarter

- A1: Architects' and Stonemasons' Guildhall
- A2: Metalsmiths' Hall
- A3: Artisans' Quarter City Watch Station
- A4: Carpenters' Guildhall
- A5: Performing Artistes' Guildhall
- A6: Leatherworkers' Guildhall
- A7: Fruit of the Mill
- A8: New City Fountains
- A9: Nightwatchmen's Guildstation
- A10: Grand Tent
- A11: Halmaster's Hall
- A12: The Fat of the Hog
- A13: Laborer's Union Hall
- A14: Eridok's Expedition Provisions
- A15: Maldin and Elender's
- A16: Dorshak Krane's House
- A17: Darred Hebbren's Tower
- A18: The Wild Goose
- A19: The Broken Staff
- A20: The Nine of Swords
- A21: Maps by Melezakan
- A22: The Grinning Mammet
- A23: Able Carters Coaching House

Clerkburg

- Clad: Grey College
- C2: Great Library of Greyhawk
- C3: Old Mill
- C4: Black Dragon Inn
- C5: Jewelers' and Gemcutters' Guildhall
- C6: University of Magical Arts
- C7: City Mint
- C8: New Mill College
- C9: Bardschool
- C10: Bridge of Entwined Hearts
- C11: Savant Tavern
- C12: Free City Arena
- C13: Clerkburg City Watch Station
- C14: Roc and Oliphant Tavern
- C15: University of the Flanaess
- C16: Nightwatchmen's Guildstation
- C17: School of Clerkship
- C18: Gnarleyhouse
- C19a-e: "Students' Quarter"
- C20: Guildhall of Lawyers & Scribes
- C21: Temple of Celestian
- C22: Boardinghouse
- C23: Residence—Derider Fanshen
- C24: Residence—Elranriel Tesmarien
- C25: Temple of Boccob

Foreign Quarter

- F1: Mercenaries' Guildhall
- F2: Silver Dragon Inn
- F3: Sages' Guildhall
- F4: Blue Dragon Inn
- F5: Ahlissan Merchants' Headquarters
- F6: Moneychangers' and Pawnbrokers' Guildhall

F7: City Workhouse
 F8: The Pit
 F9: Cartographers' Guildhall
 F10: Foreign Quarter City Watch Station
 F11: Translators' Guildhall
 F12: Red Serpent Restaurant
 F13: Nightwatchmen's Guildstation
 F14: Burrow Heights
 F15: Nyrondese Traders' Hall
 F16: "Little Kei"
 F17: Temple of Rao
 F18: Silver Garter
 F19: Temple of Trithereon
 F20: Fallen Mage Townhouse
 F21: Whistling Fish
 F22: Residence—Gruenab
 F23: Abandoned Bathhouse
 F24: Residence—Kardis the Sage
 F25: Residence—Sir Lemajen Sterrich
 F26: Porbell's Pawnshop
 F27: Residence—Kelas Arnad
 F28: The Grey Tower of Loz Toron

Garden Quarter

G1: City Botanical Gardens and Well
 G2: Residence—Otto
 G3: Nymph and Satyr Inn
 G4: Sacred Temple of St. Cuthbert
 G5: High Tower Tavern and Hostelry
 G6: Star of Celene Inn
 G7: Garden Quarter City Watch Station
 G8: Gold Dragon Inn
 G9: Grand Theater
 G10: Temple of Pelor
 G11: Golden Phoenix Inn
 G12: Temple of Zilchus
 G13: Chapel of Pharlanghn
 G14: Sanctum of Heironeous
 G15: Residence—Adarian Herbifrage
 G16: Temple of Istus
 G17: Residence—Judge Porthos
 G18: Residence—Kiri & Marie
 G19: Residence—Barlo Millrose
 G20: Residence—Aestrella Shanfarel
 G21: Residence—Philidor
 G22: Embassy of Furyondy
 G23: Patricians' Club
 G24: Lord Silverfox's Manor
 G25: Royal Opera House
 G26: Villa Noblesse

The Grand Citadel

GC1: Grand Citadel's Wall and Towers
 GC2: Battle Gate
 GC3: Great Blockhouse
 GC4: Half Circle Wall
 GC5: Prison
 GC6: Redoubt
 GC7: Stables
 GC8: Courtyard

The High Quarter

H1: Embassy of the Duchy of Urnst
 H2: Lord Henway's Menagerie
 H2a: Henway Family Manor
 H2b: Grey Manor
 H2c: The Aviary
 H3: Wheel of Gold Gambling House
 H4a-f: Embassy Circle
 H5: Lords' Tomb
 H6: Residence—Fioranna Aielestriel

H7a-f: City Guard Barracks and High Quarter City Watch Station
 H8: Nightwatchmen's Guildstation
 H9: Courts of Justice
 H10: City Gaol
 H11: Diplomatic Residence
 H12: Residence—Stivak Dorbreddin
 H13: Wizards' Guildhall
 H14: Lord Mayor's Palace (City Hall)
 H15: Residence—Org Nenshen
 H16: Residence—Jallarzi Sallavarian
 H17: Residence—Glodreddi Bakkanin
 H18: The Tomb
 H19: Bluto House

Outskirts

O1: City Cemetary
 O2: Lord Wheatmill's Manor
 O3: City Slaughterhouse
 O4a-b: Caravan Parks
 O5: Merchants and Traders' Guild Livery
 O6: Millstream Effluent
 O7: StoneRing
 O8: Wainright Manor
 O9: Grey College Observatory
 O10a-c: Warehouses

River Quarter

R1: River Quarter City Watch Station
 R2: Green Dragon Inn
 R3: Low Seas Tavern
 R4: Wizard's Hat Inn
 R5: Nightwatchmen's Guildstation
 R6: McGloogan's Warehouse
 R7: River Rat Inn
 R8: Temple of Pholtus
 R9: Gobayui's Undertakers
 R10: West City Warehouse
 R11: Barge Inn
 R12: The Dogtail Inn
 R13: The Maned Lady
 R14: The Sea Willow

Shacktown

ST1: Shrine of St. Cuthbert
 ST2: Sawmill

Slum Quarter

S1: World's End Tavern
 S2: False Duke's Stables
 S3: Beggars' Union Guildhall
 S4: Temple of Ralishaz
 S5: Assassins' Guildhall
 S6: Garraldson's Locksmithy
 S7: Dragon Turtle Tavern
 S8: Left Hand Inn
 S9: Fedroot's Daggerarium
 S10: Old City Well
 S11: Chapel of Ulaa
 S12: Flophouse

Thieves' Quarter

T1: Turin's Servant Agency
 T2: Whitehorse Inn
 T3: Old City Watch Station
 T4: Merchants' and Traders' Union
 T5: The Dead House
 T6: White Dragon Inn
 T7: Nightwatchmen's Guildstation
 T8: Gold Digger Tavern
 T9: Brass Dragon Inn

T10: Chapel of Olidammara
 T11: Shrine of Beory
 T12: City Orphanage
 T13: Public Bathhouse
 T14: Fischer's Locksmithy
 T15: Common Crypt
 T16: Millrose Brewery
 T18: The Cindered Augur
 T19: Nyronal House
 T20: Halfhock's Pawnshop
 T21: Old City Great Hall (Thieves' Guild)
 T22: Phoenix Boarding House
 T23: City Depot
 T24: Hariad's Jewelry
 T25: Hanged Man Inn
 T26: Esteemed Chapel of Norebo
 T27: Vesper's Pawnshop
 T28: Mama Esther's
 T29: Odd House
 T30: Fish Processing Warehouse
 T31: Mill/Grain Warehouse
 T32: Produce Warehouse

Wharves

W1: Temple of Xerbo and Osprey
 W2a-d: Office of the Cargo Inspectorate and Warehouse
 W3: Dockers' and Wharfmens' Union Hall
 W4: Pilots and Seamen's Guildhall
 W5: Wharves City Watch Station
 W6: City Warehouse
 W7: The Free Traders Office and Warehouse
 W8: Temple of Procan
 W9: Eridok's Warehouse
 W10: Snagtooth Shipbuilding
 W11: Residence—Fionor Clawhand
 W12: Alliance of Tenha Workers



Melezakan toils at his masterpiece.

THE ARTISANS' QUARTER

BY DENIS TETREAUULT AND ERIK MONA

ILLUSTRATIONS BY MICHAEL DUBISCH AND MATTHEW MITCHELL

Greyhawk's most poetic residents suggest that the city has achieved its current prosperity as the result of kismet, that centuries of dedication to spiritualism, the arts, and learning have raised the city from a backwater trading post to the center of enlightenment in the Flanaess. They trace the city's history in verse on the crisp vellum pages of books bound with the finest leather, extolling the virtues of fair Greyhawk to visitors far and wide. The wisest (and perhaps weariest) of Greyhawk folk, the merchants and artisans who daily hock their wares in the plazas and squares of the Artisans Quarter, know the truth. Greyhawk's prosperity has come not from the will of the gods or the rhyme of the poet's pen. Greyhawk is built not on a foundation of good will and karma, but on a firm dedication to craftsmanship, business, and the milking of every ounce of value from the gold orb. It comes from the plundered burial treasures of the Cairn Hills, the exotic curios liberated from Castle Greyhawk, or the coins of travelers and refugees from all corners of the Flanaess. But wealth alone does not build lasting walls. *Management* of that wealth, however, does. Perhaps nowhere in all of Greyhawk is the pursuit and management of wealth as evident as in the Artisans' Quarter.

The district is situated around the central Low Market, and includes structures on either side of the Processional, the great road that bisects the city. Beyond the open mar-

ketplace, tightly packed well-made buildings serve as both shops and homes to the bulk of Greyhawk's craftsmen and artisans.

Most folk who live in the district also work there. Craftsmen often apprenticed at or nearby the shop they now run, so a large portion of the populace has deep roots in the community. Though thousands of strangers pass through Low Market every morning, the district supports a very small transient population. In general, the folk of the Artisans' Quarter keep to themselves while keeping a keen eye on strangers. That said, foreign hands bear foreign coins, and opportunities for profit occasionally outweigh the better judgement of the residents.

Though some merchants are very wealthy, the district supports a strong working class ethic. Everyone (even if grudgingly) supports a successful colleague, but there is little trust for the nobles of the High or Garden district, even while many artisans owe their livelihoods to noble patronage. Trade guilds are extremely powerful here, and while a brotherhood of merchants is seldom so brutal as the Thieves or Assassins of Old City, those who have seen the sad financial fate of uncooperative business folk might find them every bit as vindictive.

Since so many of the shops in the Artisans' Quarter double as homes, there is little tolerance for troublemakers. The streets are well patrolled by the City Watch and the

Nightwatchmen's Guild, and lawbreakers apprehended here usually serve harsher sentences in the City Workhouse than those captured in neighboring districts. Even before the watch arrives on the scene of a crime, burly armed locals often (quite brutally) take the law into their own hands. When it comes to the protection of their neighborhoods, Artisans' Quarter folk seldom bargain.

Still, an entire quarter dedicated to trade in a city that many suspect is run by thieves attracts its fair share of trouble. Wherever coins pass hand to hand there is bound to be passion, and even here, in the cozy neighborhoods of the Artisans' Quarter, danger lurks in the shadows.

The Low Market

The area now known as the Low Market, Old Market, or Petit Bazaar has been a bustling center of activity since Greyhawk's earliest days, when it rested just outside the city's old walls on the road to Urnst. Marketplace activity spawned support structures such as warehouses and the shops of skilled craftsmen, which eventually formed the nucleus of what would become the Artisan's Quarter. The market remains as busy as ever in the present day, with strangers from dozens of nations selling wares alongside native Greyhawkers. Here a merchant prince from Ekbir sells finely woven garments to middle class women while young



Illus. Matt Mitchell

Morning in the Low Market

men from Slum Quarter orphanages trundle through crowds with handcarts displaying freshly cut sausages. Jugglers, musicians, and no few pickpockets work the crowds; occasionally tempers flare and minor fights break out. All around is the din of the bargain, outrageous claims in a half-dozen languages.

Every day, about an hour before dawn, merchants arrive at the market to open their tents, tables, or stalls. The poorest, or those aware that they might need to make a quick dash for safety should some deal turn sour, arrange their goods on rolled-out sections of cloth. These ephemeral merchants, along with the bulk of foreign artisans or offloading caravaneers, generally set up shop in the West Market, that section of the Petit Bazaar west of the Processional. East Market, which teems with sturdy wooden booths and stalls, is the domain of more reputable merchants. The most prized spot in the market is found at the north end, under the boughs of the Hanging Tree, an ancient roanwood once used for dispatching criminals. Save for a few permanent stalls owned by powerful or extremely aged merchants, each 6-foot-by-6-foot section of the market is leased on a daily basis from the city administrators in the Grand Tent (A10). On Starday, the number of merchants doubles, with the entire market taking on a more festive atmosphere.

Nearly any common good can be had in the Low Market, usually at standard or slightly inflated rates. Luxury or highly technical or magical items rarely can be found here, but are available in the High Market in abundance. Illegal materials are better found in the darkness of Old City or the alleys of the River Quarter, but first contact with those who deal in unsavory services and goods is often made here.

A1: Architects' and Stonemasons' Guildhall.

Though many of Greyhawk's newer constructions are seen as pedestrian by the architectural elite of the Flanaess, the city is home to dozens of structures considered to be paragons of the masonic arts. After the departure of Zagig Yragerne, a number of the artisans who had conspired on such buildings as the Grand Citadel, Lord Mayor's Palace, and the campus of Grey College unionized, becoming the justly famous Guild of Architects and Stonemasons. Their home has ever been a three-story great arch that spans Smith Road near the Performing Artists' Guildhall. The visually impressive arch contains a mazelike museum of scale models of dozens of buildings the guild had a hand in creating. Since many of these detailed models contain secret chambers and notes on magical protections, a number are kept in magically guarded locked rooms. Meeting rooms and

studio workshops fill the bulk of the building, with much of the uppermost "bridge" floor acting as one of the most prestigious ballrooms in the city. Guildmaster **Goros Redpate** [LN dm Ftr3], who dwells within lavish quarters off the ballroom's balcony, is said to be in the midst of controversial negotiations to redesign major sections of Old City near the Highway Gate.

DM's Notes: Predictably, the guild's detailed models are a big hit with Greyhawk's thieves, who have attempted break-ins on several occasions. Trained guards, passwords, spells, and intricate locks have kept interlopers at bay in recent years, but talk in the underworld suggests the guild might be a prime target for a covert raid in the near future.

A2: Metalsmith's Hall

About a decade ago, Greyhawk's various metalsmithing guilds stood on the brink of all out war after the collapse of a larger umbrella organization. Now, the remnants of those days gather in this large two-story workshop to trade secrets and perfect their craft. The first floor houses offices for the United Guild of Blacksmiths, Armors, Shieldmakers, and Ironworkers. Offices of the Federation of Smiths of Pragmatic Metals and Alloys (the so-called "Coppersmiths' Guild," workers of bronze, pewter, brass, tin, lead, and copper) and the Guild of Weaponsmiths round out the second floor. Having firmly delineated their areas of concern, the guilds cooperate well enough under the leadership of Blacksmiths' Guildmaster **Jaskar Smithson** [N hm Ctr4—Jascar], Coppersmiths' Guildmaster **Basher Grundig** [LN gm Ftr6] and Weaponsmiths' Guildmaster **Orrin Thundercleaver** [LG dm Ftr4].

DM's Notes: Greyhawk's metalworking guilds are strongly interested in magical or especially rare forms of metal, particularly if that metal is conducive to magical research (and hence highly valuable). Guildmaster Grundig recently bankrolled the shipment of a large collection of magical metal known as hekalite from the Valley of the Mage. The shipment apparently was confiscated in Bissel by agents of the Knights of the Watch, and a now-bankrupt Grundig has transferred a dozen adamantite bars from the vault at the Grand Citadel to his nearly unprotected quarters at the guildhall, apparently at the request of an enigmatic contact in the Slum Quarter.

A3: Artisans' Quarter City Watch Station.

The Artisans' Quarter is relatively crime free, with the most serious threats to the peace coming from heated merchant/cus-

tomers arguments or the odd tavern or street brawl. Accordingly, the officers at the local City Watch station have little to fill their days and nights. They spend idle hours plotting against a largely imaginary incursion from the Thieves' Guild. Drinking on the job is not considered inappropriate by the laid-back Station Captain, **Nellisir Avanson** [LG hm Ftr6].

DM's Notes: Though the Artisans' Quarter is not the cornerstone of Thieves' Guild activity in Greyhawk, the guild does run a very lucrative protection racket here. A few years ago, a guild thief spilled a number of secrets and plots against the area to Captain Avanson, and the Watch has used that information to remain a step ahead of the thieves ever since. Avanson has been working with the heads of several local guilds in order to put a stop to thievery influence in the district. What the charismatic captain does not know is that one of these allies tipped off the thieves to his now-dead snitch, and they have changed their efforts in a manner that will eventually lead Avanson and a number of his meddlesome underlings into a deadly trap.

A4: Carpenters' Guildhall

Walking south along Brick Lane toward the New City Fountains, one passes one of the most beautiful structures in all of Greyhawk, the Carpenters' Guildhall. The long three-story wooden building, with its expertly carved façade composed of a dozen different types of wood, serves as a museum, shop, and classroom for members of the guild and their apprentices. The second floor features a private bar and a collection of plans for not only buildings in Greyhawk, but also wooden marvels from throughout the Flanaess.

Guildmaster **Paks Teros** [N 1/2cm Ftr3], who lives on the third floor, is an ardent supporter of the loggers of the Gnarlly Forest, most of whom pay dues to the guild.

DM's Notes: Savage humanoid incursions against guild loggers in the eastern fringes of the Gnarlly are at an all-time high, spiking domestic lumber prices. Teros has pinpointed the source of the attacks to the orc enclave of Blackthorn. Only trouble is, no one in the guild has any idea where Blackthorn is or how to find it. To make matters worse, Teros has found little succor among the Directing Oligarchy, which is under great pressure from the elves of the forest to expel the guild's loggers altogether. Having attempted all of the legal means to solve his guild's predicament, Teros is now considering hiring a group of adventurers to put an end to Blackthorn. Whereas the half-elf was once optimistic that the Gnarlly elves would help in such an endeavor, he is currently screening adventurers to build a group that he might eventually use against them.

A5: Performing Artistes' Guildhall

Situated in the former palace of Lord Ren, one of a long line of eccentric Greyhawk nobles, the Performing Artistes' Guildhall is a theater, a museum, and a decadent playground for bards, jugglers, musicians, sculptors, jesters, actors, and the effete nobility who prefer to socialize with them. Less stuffy than similar places in the High or Garden Quarter, the so called "artists' castle" is a place for the creative and their patrons to share their talents, rehearse, and create. Often, it's also a place for them to practice immoral and decadent acts of pleasure and debauchery. When the very rich speak of "slumming it," they're often speaking of a night at the Performing Artistes' Guildhall.

The hall houses the permanent art collection of the deceased Lord Ren, thought by many to be among the finest in the Flanaess. A shrine to Lirr and two libraries featuring plays in a half-dozen languages are open to the public, but most of the castle remains the exclusive haunt of those considered *en vogue* by the Lords of the Masque, the semi-secret masters of the guild. The politics of the guild are largely transparent to outsiders, though they are a subject of obsession among the city's artistic elite. Blood has been spilled over who is considered talented enough to gain access to certain parts of the castle.

The guild's small theater is most often used for rehearsals, but on occasion a special performance is debuted there before it opens in the Grand Theater. The directors of said performances charge obscene prices (15 gp) for the privilege of an early showing, usually to nobles, ambassadors, or visiting foreign dignitaries. More exclusive are the catacomb-like dungeons below the castle, which are used as storage space for countless props, wine, food, and discarded pieces of art, and which serve as a secluded spot for romantic dalliances. Some guild members even live in these dark passages, preferring a quiet life away from the prying eyes of the audience.

The guild's art museum is open six afternoons a week, and all day on Godsdays. Admission is one silver piece. On festival days, brightly uniformed "guards" parade across the castle's battlements, and huge flags and banners fly from poles and tower tops.

DM's Notes: The guild counts the archmage Otto among its patrons, and hence the entire structure is literally bathed in magical protections. The Lords of the Masque know the value of their collection, and have gone to great pains to ensure that none of it leaves without their notice. Given Lord Ren's eccentricity (to say nothing of the fact that much of the art was originally looted from

dungeons), a few pieces in the collection hold magical curses or are elaborate traps for fiends. The more dangerous *objets d'art* are locked away in the castle's dungeons. Artistic types are often curious types, however, and more than a few disasters have occurred when a couple looking for a quiet spot have opened the wrong door. It nearly goes without saying that the Thieves' Guild is intensely interested in the Artistes' collection. Since many of the actors and charlatans who live and play here are members of both guilds, the interplay of thieves versus artists adds another layer of complexity to a highly politicized atmosphere.

A6: Leatherworker's Guildhall

This large building near Greyhawk's eastern wall houses a guild made up of bootmakers, saddlemakers, and armorers who made common cause after the break-up of a much larger organization several years ago. Several of the buildings surrounding the guildhall are owned and operated by leatherworkers, such that the area around the intersection of Brick Lane and Athanor Street has become known as Stench Corner (despite magical updrafts meant to disperse the smell of tannery chemicals away from passersby). The guildhall contains many examples of fine leatherwork, and commissions are sometimes overseen by Guildmaster **Harra Fanshen** [N hm Exp2] (no relation to Constable Derider Fanshen), a popular figure who is more adept at the art of negotiation than the ways of the tannery. Occasionally, adventurers come to the guildhall to sell off the pelts of strange beasts they have killed.

DM's Notes: Guildmaster Fanshen has many contacts in the Thieves' Guild, who receive special leather items (armor, gloves, boots and the like) in exchange for protecting the establishment from crime.

A7: Fruit of the Mill

Catering to the traffic flowing in and out of Druid's Gate, the modest shop known as the Fruit of the Mill specializes in domestic wines, ales, pastries, cheeses, and dried meats. Its proprietor, the affable **Karin Koeffel** [NG hf Exp3] is well-liked in the neighborhood; many residents keep an eye on the shop to ensure her safety (the fact that Karin employs a half-dozen young women keeps a steady flow of men near the establishment throughout the day). The place reportedly has never been robbed, a fact many attribute to the threat of reprisal from Karin's adventurer boyfriend, a brooding man called **Yr** (sounds like "ear"), who frequently swings by the Fruit of the Mill (and Karin's attached home) on the way to or from this or that adventure.

DM's Notes: Karin often tells fanciful stories about her boyfriend's travels. These tales generally lack credibility, as they involve battles against demon princes, journeys to the floor of the Lake of Unknown Depths, and countless forays into the dungeons of Castle Greyhawk. Oddly, all of them are true. "Yr" is none other than the erstwhile **Yrag the Lord** [N hm Fl3], former boon companion to Mordenkainen and a founding member of the Citadel of Eight, the adventuring band that eventually became the Circle of Eight. Yrag was ennobled by the Oligarchy several years ago, when he and Lord Robilar aided in bringing the villain behind the River of Blood mass murder case to justice. After the death of his friend Serten at the Battle of Emridy Meadows, Yrag withdrew from the Citadel and his friendship with Mordenkainen, preferring to travel the Flanaess alone. Upon his secret return to the Free City following the Greyhawk Wars, Yrag was covertly placed in charge of Fordkeep, east of the Selintan where the River Road intersects the Western Road to Dyvers. Aside from old friends Nerof Gasgal and Captain-General Sental Nurev, Yrag keeps in contact with few residents of the city, limiting his visits to short stays in Karin's home.

Yrag is a man of many secrets, not the least of which is his extremely advanced age. His own best estimate puts him at some 205 years old (he appears to be in his late thirties). Originally a Greyhawk street urchin secretly adopted by Zagig himself, Yrag adventured with the likes of Heward and Murlynd, and has traveled across all of Oerik. Eventually, he took the Mad Archmage as his patron deity (it's unknown if he played some role in Zagig's ascension). All of that traveling and associating with quasi-deific luminaries gained Yrag a great deal of experience. It also gained him several powerful enemies. The most notable of these is a cabal of spellcasters and demons from a now-destroyed demiplane who seek to drive Yrag insane by slowly killing off his friends and allies. This crusade has lasted more than a century, and the reclusive warrior has lost many allies and lovers to it. His greatest fear is that Karin will be next. He has given her numerous magical protection items to shield her from his enemies, but if someone were to connect her tall tales of Yr's adventures with the more famous exploits of Yrag the Lord, it's possible Karin could come to grief.

A8: New City Fountains

This attractive pool, which dates back to the days of Greyhawk's first expansion, features several stone and metal fountains that can project water as high as 30 feet. A favored resting stop for locals, the pool sits in the

middle of an entire city block converted into parkland. A stone-paved walkway surrounds the 75-ft.-square, 2-ft.-deep pool, which features a 1-ft.-high, 1-ft.-wide stone lip. Coins cast into the fountain by hopeful wish-makers are collected nightly by local priests of Bleredd and Ulaa, and are used to support the families of members of the Guild of Architects and Stonemasons.

DM's Notes: The fountains are a popular spot for young neighborhood couples to meet after-hours, as the play of moonlight upon the waters is considered by many to rank among Greyhawk's most romantic sights. The Thieves' Guild, ever aware of even the most pedestrian opportunities for blackmail, plant apprentices in the park to record the comings and goings of secretive lovebirds.

A9: Nightwatchmen's Guildstation

The Artisans' Quarter branch of Greyhawk's privately funded nighttime peacekeepers is situated in a four-story brick building just off the Processional. The law-minded Nightwatchmen concern themselves with protecting the establishments of those merchants who refuse to fall victim to the protection racket run by the Thieves' Guild, a job that keeps them more than a little busy. Unlike most members of the City Watch, the Nightwatchmen view their job as a quest, a sacred duty from St. Cuthbert to stamp out evil in the neighborhood. Their reputation as forthright protectors makes them extremely popular with the locals, and extremely hated by those with illicit plans for the area. The guildmembers see themselves as "gatekeepers" for the region around Black Gate, and have little patience for the rabble of Old City.

DM's Notes: Guild Sergeant **Ramelos** [LG hm Ftr/Clr3—St. Cuthbert] has recently entered negotiations with Captain Nellisir Avanson of the local Watch station (A3) to take an active role in driving the influence of the Thieves' Guild from the Artisans' Quarter once and for all. Though the plan has the secret backing of the church of St. Cuthbert, it has yet to make its way to the Directing Oligarchy, where it is sure to be wildly unpopular (several members of Greyhawk's ruling body profit nicely from the thieves' presence in the district). If allowed to proceed unchecked, the alliance could lead to an all-out street war.

A10: Grand Tent

Among the myriad places of political power in the city of Greyhawk must be counted the Grand Tent, a permanent red-and-white striped pavilion of fire-resistant cloth situated on the southern edge of Low Market. Before the dawn of each day, a cabal of accountants, merchants, guards and priests of

Zilchus gather here to discuss the day to come. As the sun breaks the horizon, they sell booth licenses (in the form of wooden plaques) to scores of merchants and await the coming of the crowd. Throughout the day, the group handles disputes between merchants and customers and assays the day's business. At dusk, when the market closes, they total their receipts and return (under guard) to the headquarters of the Union of Merchants and Traders.

Renting a 6-ft.-by-6-ft. selling space for a full day costs 5 sp. Larger spaces are available for proportionally more money, and certain respected or extremely wealthy merchants have managed an arrangement with the accountants of the Grand Tent by which they rent the same booth each day, usually in East Market. Costs for popular space near the Hanging Tree are doubled. The colorful wooden plaque that serves as the receipt for space rentals must be displayed at all times, and must be returned at the end of the day.

DM's Notes: Those who manage Low Market have a notoriously low reputation. Most expect that these folk work hand-in-hand with the Thieves' Guild and worse, and that they even receive a cut from the daily criminal "take." While a good deal of corruption can be found here, most of it is the type of "money for special considerations" double dealing common to any marketplace. Though rumors abound, the business of the Grand Tent is in large part legitimate.

All: Halmaster's Hall

The center of Greyhawk's cloth trade, this impressive stone and wood building houses meeting rooms for the Guild of Clothworkers, a union of weavers, tailors, seamstresses, dyers, curtain makers, yarn-spinners, hatters, and more. Its main function, however, is as the lucrative wool business of **Carmen Halmaster** [N hm Rog8], a member of the Directing Oligarchy, the Union of Merchants and Traders, and the Thieves' Guild. Halmaster's business has been so successful in the past decade that the former smuggler has little time for thieving these days, and is largely retired from illegal activity. He made a number of powerful enemies in his day, however, and an assassination attempt in 589 CY left him with an incurable nervous tremor that has forced him to walk with a cane and left him with limited ability to hold things. The attack had no effect on his business acumen, however. If anything, Halmaster has become even more effective in the past two years, as if overcoming for his infirmity.

DM's Notes: According to spies and diviners employed by the Thieves' Guild on his behalf, the attack of two years ago was the result of a plot by an evil cult dwelling in Greyhawk's undercity. More information has

not been revealed, and given the fact that the captured would-be assassin revealed nothing before dying under mysterious circumstances, Halmaster has become paranoid, fearing contact with unusual priests and strangers.

Al2: The Fat of the Hog

Of all the eateries along Brick Lane, the tavern known as the Fat of the Hog is probably the most famous. Proprietor **Waldo Parstiche** [NG hm Com4] (amicably known as "Wide Waldo" by the community at large) puts a great deal of effort into making the bar a friendly stop for both neighborhood folk and passersby. His menu features a dozen different servings of pig, from bold spicy pork ribs to daring (and only just edible) "lard soup." Always filled with patrons, the Fat of the Hog is a great place for someone looking to lose himself in a crowd.

DM's Notes: Waldo gets his meat from his brother, **Ernest Parstiche** [N hm Ari3], a minor manorial lord who raises hogs about a day's ride west of Greyhawk. The brothers have benefited from this arrangement for years. Lately, however, Ernest's farm has come to grief, the result (he suspects) of a strange gray-robed visitor who slept in his barn about a month ago. Since then, more than two dozen of his hogs have died, their bellies stuffed with leprous tumors. While Waldo is aware of the problem, and is looking to hire adventurers to get to the bottom of the matter, he does not know that his less scrupulous sibling has sent him more-or-less clean cuts from otherwise diseased animals. Ernest doesn't mean to hurt his brother's business, but he enjoys his modicum of wealth, and doesn't understand the danger the diseased meat poses to Waldo's patrons. A small child recently fell sick after eating tainted meat at the tavern, and while the cause of her illness has not been determined, neighborhood clerics have been unable to cure the jumble of tumors growing in her stomach.

Al3: Laborers' Union Hall

Every day at dawn and for about two hours afterward, throngs of unskilled workers crowd the low stone stairs of the Laborers' Union Hall, hoping to hire themselves off on some service of physical labor. Among the largest structures within sight of the north side of Black Gate, the hall is home to the largest guild in all of Greyhawk. Some 5,000 men and women belong to the Union, paying an annual fee of 5 sp in exchange for guarantees of minimum wages for certain types of employment, one free hot meal per day on the job, and other minor considerations. In effect, guildmembers serve as a labor pool for private interests (most municipal labor is carried out by convicts), who often (but not always) obey the guild's standards. The morning assignments, administered

more or less at random, are occasionally the scene of violence, as desperate folk struggle against each other for the more lucrative jobs.

DM's Notes: Though few pickpockets work the morning crowds (most of those milling about have little wealth to speak of), the Thieves' Guild does keep an eye on the daily proceedings, making subtle contact with strangers who might serve as muscle for unsavory activity. About eighty percent of the guild members flocking here every morning come from Old City. Though most are honest, they are also a desperate folk, and hence they occasionally tolerate less reputable employers than might otherwise be healthy.

A14: Eridok's Expedition Provisions

When looking for adventuring gear in Greyhawk, a visit to Eridok's is as close as it comes to one-stop shopping. Eridok's prices are a bit higher than those of specialty shops, but the quality is always good (much of his stock is purchased from other carefully selected craftsmen and resold). The cheerful owner, a retired adventurer, has the resources to outfit an entire caravan if the need arises (and the profit is adequate). The attached building contains a smithy with enough skilled workers to repair or fabricate everything from custom armor and weapons to iron wagon wheels and battalion-sized cooking pots.

DM's Notes: Eridok Golbedor [NG hm Ftr12] has seen a lot of action in his previous occupation as an adventurer, and is nearly legendary among members of the City Watch and those who frequent the Mercenaries' Guildhall. He has a scar on his right cheek, is missing two fingers from his left hand, and walks with a very slight limp. He enjoys working, although his many years of adventuring made him extremely wealthy. If trouble arises in his shop, he can wield almost any weapon at hand without penalty, and his personal gear is never very far.

A15: Maldin and Elenderi's

This ominous, windowless, two-story building built of blackest basalt blocks has no sign proclaiming its name or wares, but everyone knows what it is nonetheless. Merely walking past this "shop of the arcane" engenders an uneasy feeling in most citizens. The mysterious owners are the subject of countless rumors. One fact, confirmed by insiders high in the hierarchy of the Guild of Wizardry, is that both **Maldin and Elenderi** are very powerful mages [both N hm Wiz, levels unknown]. They are seldom seen in public, and seem to have no interest in meddling with city affairs.

The shop serves as an alternative source for spell components and minor elixirs for individuals who cannot or prefer not to deal with the Guild of Wizardry. By agreement with the Guild, all materials are 20% higher than Guild prices. The shop also will purchase arcane materials which in turn are sometimes re-sold to the public, much to the ire of the Guild. For sufficient "research fees," the shop can be a source of information. Business has never been particularly brisk, but the owners don't seem to care.

The shop's front desk is normally manned by the elderly **Elbrak** [N hm Wiz10], and experienced guards are always present. Powerful magic prevents any form of scrying or dimensional travel into the shop. A very ornate protective circle inlaid into the floor just inside the front door prevents entry by extraplanar creatures.

A year ago the shop was closed for a month after a night of terror, the sounds of an incredible battle echoing through the empty streets of the very early morning. A City Watch contingent was sent to investigate the next day, but was turned at the door with assurances that all was now well. An experienced paladin accompanying the group did recognize two distinctive odors with which he was all too familiar—the unmistakable odor of undeath, and the acrid stench of dead demons.

DM's Notes: When the shop first opened, Maldin and Elenderi were met with much resistance from the Directing Oligarchy and the Guild of Wizardry, who ordered the place closed. The shop opened a few weeks later, reportedly after the two mages had offered to defend the city in an undefined forthcoming time of great crisis. The exact conditions of this agreement are known only to a select few.

A16: Dorshak Krane's House

Dorshak Krane was one of the meanest, greediest, and most miserly dwarves to ever call the Free City home. He was a gemcutter of incredible skill and artistry, exceedingly wealthy, and a major shareholder in the Habendorf amethyst mine in the Cairn Hills. After years of increasingly bizarre behavior, Dorshak disappeared, and his seemingly abandoned house was boarded up by order of the local magistrate. After some time, neighborhood rumors of a haunting and the lure of finding the gemcutter's riches attracted the attention of a group of adventurers. To the group's surprise, Dorshak was found hiding in the attic, very much alive and quite insane. Unfortunately, poor Dorshak was killed when he attacked the adventurers in a berzerk rage. To this day the house remains abandoned, and stories of hauntings persist. Neighborhood children tell strangers

how the greedy dwarf's spirit still lingers within the house, enraged more at the theft of his precious gems than at his own death.

DM's Notes: A recent tax assessment officer's report reveals that not all of Dorshak Krane's wealth was recovered, nor were the share certificates for the Habendorf mine. Also, Dorshak's servant has been missing since before the dwarf's original disappearance.

A17: Darred Hebbren's Tower

Among Greyhawk's more pragmatic wizards can be counted **Darred Hebbren** [NG hm Wiz13], a rail-thin middle-aged mage who has dedicated most of his research and artifice to aiding the business of various guilds in the Artisans' Quarter. When a guild finds itself in trouble, such as when the Coppersmiths' Guild needed a new source of tin after delicate negotiations with the dwarven stronghold of Greysmere broke down in 588 CY, its masters often turn to Hebbren, who offers divination and magical item creation at reasonable prices. The wizard never engages himself in business with one guild that might be to the detriment of another, and thus has he managed to remain popular with all of them. The fees gained in exchange for his services have made him extremely wealthy, and his name is respected throughout the district.

DM's Notes: Darred Hebbren uses two unusual allies in his duties, a band of monkey creatures he acquired on a trip to the Amedio Jungle and a powerful stone golem known as Aghar. The primates, known as tasloi, are just intelligent enough to get into trouble. Hebbren uses the smarter tasloi as spies, instructing them to scamper along rooftops and listen in on private conversations in the district's guildhouses. This espionage allows him to proactively search out those guildmasters who might have the most immediate need of his services. Aghar seldom leaves the tower, and spends much of its existence guarding Hebbren's extensive basement laboratory.

A18: The Wild Goose

At the end of a dead-end alley, far from the busy shops of the quarter, is a small, run-down, and rather unremarkable neighborhood tavern with an absentee owner. The Wild Goose has mediocre drink and the grumpy bartender provides poor service... just the kind of tavern that only a local could love.

DM's Notes: Unbeknownst to most, the front door of the Wild Goose is an interdimensional portal. The portal "key" is a combined phrase and action. If someone stands before the door, makes a knocking motion in

the air while uttering a phrase invoking a power or demipower ("By the name of (insert name), I will enter") and proceeds through the door, the portal will activate. If they look back at the crooked sign hanging over the door, they will see that it has changed to "World Serpent Inn." The World Serpent Inn is, in fact, a multidimensional tavern with doorways opening onto many worlds and planes. What adventures can be launched from here, or what information the bizarre owner, **Mitchifer** [alignment, race, and class unknown], can provide can only be dreamed of.

A19: The Broken Staff

The sign over this inn depicts a large staff being snapped in half and releasing a brilliant firestorm (in fact, the illustrated flames glow brightly at night). The Broken Staff caters to wizards, sages, and academics. During certain times of the day, after classes break, the inn can suddenly become quite busy, and hence chronically understaffed. Some of the employees are students, and jokingly refer to themselves as the "broken staff of the Broken Staff." The tavern is well-maintained and service is good. There is an interesting tradition among regular patrons that serves as a most unique form of entertainment for others at the tavern: wizards sometimes enjoy duels of illusionary magic, trying to best each other with illusionary musicians, actors, kinetic art, beasts, gladiators, and other displays of arcane skill.

DM's Notes: The tavern owner, **Tel Dittle** [N hm Com2], has many contacts among academic circles and could point PCs in search of specific types of information to appropriate individuals.

A20: The Nine of Swords

The taciturn one-handed proprietor of this shop, **Cerenoc** [LN hm Ftr9/Exp8], specializes in bladework, and his reputation for quality spans the central Flanaess. At least a dozen masterwork swords of various designs are on display at all times, and rumors suggest that Cerenoc keeps a store of magical blades for his most trusted (and wealthy) customers.

DM's Notes: Cerenoc lost his right hand in a duel with Kelanor, Lord of Swords, some twenty years ago, when he was thought to be the best young swordsmen in the Gnarlly Forest. Instead of bitterness over the loss, the swordsman felt great respect for the hero deity, and swore his life to his service. Though handicapped, Cerenoc remains a highly skilled duelist. The pommelstone of his favored longsword can be manipulated to open communications with his patron, something to which the craftsman resorts only in the most dire emergencies.

A21: Maps by Melezakan

In a city filled with adventurers, it's no surprise that a good cartographer can make a killing. **Melezakan** [CN hm Exp6] is among the best in terms of sheer skill, though he's as eccentric as they come, and many find his obsessive nature abrasive. The entire back wall of Melezakan's shop is taken up by his "masterpiece," a bird's-eye painting of the city of Greyhawk. The cartographer sees this as his greatest work, and in the instance of a fire somewhere in the city, he

sometimes closes his business for up to a week to make sure the damage is reflected in his massive mural.

DM's Notes: Melezakan's impressive inventory is not limited to the Free City. He does a brisk trade in depth maps of the Selintan for river pilots, and his maps of the Domain of Greyhawk hang in offices from Dyvers to Safeton. As of three years ago, Melezakan has taken it upon himself to collect maps of every known burial tomb in the Cairn Hills. He's willing to pay adventurers to explore even empty cairns to add maps to this collection, and since he is loath to put himself in danger by verifying these maps, many are fakes.

A22: The Grinning Mammet

One of the smallest shops on Brick Lane, the Grinning Mammet is a favorite destination for local children, who are attracted to the fantastic creations of renowned toymaker **Sen Thelamae** [LE hm Exp8]. Once a struggling artisan of middling skill, Thelamae has blossomed creatively in the last year, and his creations fill cribs and playrooms throughout Greyhawk. His most popular toys are wooden dolls that seem half-again more lifelike than those of his competitors.

DM's Notes: Sen Thelamae gained his toymaking skill not through practice but through a pact with an archdevil of the Nine Hells. He'd long envied other toymakers, and wished to be perfect at his humble craft. Only now is he beginning to understand the



The diabolical creations of Sen Thelamae

price he must pay for his bargain; his out-planar patron has instructed him to carve intricate magical seals on the chests of his wooden dolls for some unknown purpose. Dozens of these dolls, their symbols covered with tiny clothes or miniature armor, have been sold to the public. Thelamae knows he has done something horribly wrong, but the terms of his contract are such that if he interferes he loses all of his marvelous abilities, a thought he cannot bear.

A23: Able Carters Coaching House

Located just off the Petit Bazaar, the Able Carters Coaching House is actually something of a compound, replete with a stable, garage, and front office (the second floor of which houses a handful of rooms for visiting coachmen). While most coaching houses are situated outside the city's walls, the Able Carters have been allowed to set up shop here by a special compact with the Union of Merchants and Traders, who appreciate scandalously low-priced services from the house.

DM's Notes: The Able Carters have coaching houses in Hardby, Dyvers, and along both the River and Western Roads. They are considered by many to be the most powerful carriage business in Greyhawk's domain. Of late, the house's rural compounds have come under attack by savage humanoids. The leaders of the house suspect other coaching houses of hiring these mercenaries to frighten off customers, and are looking to hire a band of adventurers to investigate the problem. ★

Illus. Michael Dubisch

The Way of the Lake

LORE OF THE RHENNEE BARGEFOLK

BY LANCE HAWVERMALE

ILLUSTRATIONS BY MICHAEL DUBISCH AND MATTHEW MITCHELL

"Watch yer spear now, Lurth," the bargewright whispered to me as we cleared the mouth of the Veng River, the moonlight dappling the black waters around us. Alone on the vastness of the Nyr Dyv, our little coracle felt as small as a copper coin on a ship's deck. "Giant lampreys are the best eatin' on the water, and they know it. They put up a fight, they do, and can make dinner out of us before we've a chance to loose our barbs. Now, yeh wouldn't want that, eh?"

"No, Bargewright," I said under my breath. "I'll be ready."

Bargewright Ulrenth slowly worked his paddle beside the coracle, drawing us across the smooth surface of the lake. Even at my young age I knew the Nyr Dyv as well as landfolk know their town squares. The lake is our entire world. We call her Lady Deep. She's our home and livelihood—the only life I've ever known.

Watching the telltale ripples of the lamprey's movement beneath the surface, I leaned forward and tightened my grip on my darkha. That's what we call our two-pronged spears. The butt end of a darkha has an eyelet for belaying rope, and the edges of the prongs are bladed and barbed. There are two things we always take with us on hunting trips such as these. Darkhas are one of them.

"Careful now, laddie," Ulrenth warned. "Tip too close to the bow and you'll be fish food—"

Suddenly Lady Deep exploded.

The waters before us churned into the sky as a great bloated body rose up not thirty feet off the coracle's prow. I gasped and was thrown backward, our small vessel heaving as the initial wave smashed into us. Cold water rushed over the side and drenched me, an awful reptilian stench rolling in behind it.

"Hold on, laddie!" Ulrenth screamed.

I blinked the water from my eyes in time to see the gigantic shell of a dragon turtle glistening in the moonlight. The monster was the size of a barge. The beast turned its massive head toward our coracle. I could only watch as the dragon turtle opened its jaws and bore down upon us. . . .

The Rhennee bargefolk of the Lake of Unknown Depths lead a life that is at once perilous and prosaic. Nothing can be more tranquil than a Rhennee barge caravan gently riding the waters for days on end; at times the meditative stillness even becomes monotonous, so that children complain to their mothers of boredom. Rhennee mothers have become quite adept at contriving small diversions for their children in the cramped confines of the barges they call home.

On the other hand, at any moment the life of a Rhennee can change drastically, and sheer survival becomes the order of the day. Danger abounds on the Nyr Dyv, not only on the water, but aboard the barges as well. Rhennee society is as rich with treacherous intrigue as the court of any king. Alliances are made and broken, plans hatched, lovers united and betrayed. Currently sailing the Nyr Dyv and her tributaries are nearly 5,000 Rhennee. Theirs is a closely knit yet loosely

organized culture. They are merchants, peerless fishermen, incorrigible gossips, warriors, smugglers, consummate revelers and occasional thieves. Above all, the Rhennee bargemen are itinerant gypsy folk whose love of freedom is equaled only by their love for the waters they sail.

Societal Structure

The Rhennee bargefolk are "governed" by approximately 100 leaders known as "nobles," or "lords." These nobles oversee the common welfare of the various families in their care. A Rhennee "family" consists of one or more barges under the direct command of a bargewright, who is usually the strongest or oldest male of the family. The people inhabiting each barge are usually members of an extended family. It is each noble's task to keep his families at peace, their vessels operating more or less in cooperation with one another, so that certain areas of the lake aren't overfished. Any conflict between family members is settled by the bargewright and often involves some kind of martial contest, perhaps a test of hunting skills or possibly even a knife fight. All Rhennee males are clever close-quarter combatants. Disputes between bargewrights are taken before the presiding noble, who usually exacts a swift, if not altogether humane, justice. Lashings are not uncommon.

Among the tools the nobles have at their disposal is the elite Darkhagard, or "spear guard." The men of the Darkhagard are expert navigators and vicious warriors. They represent a unique prestige class, exclusive to members of the Rhennee race who have attained a certain level of skill in battle with their culturally favored weapon.

The Darkhagard

Only those Rhennee men who have exhibited a high degree of skill and vigor are considered for membership in the Darkhagard. A Darkhagard has devoted himself to defending the Rhennee way of life. He sees all land-folk as threats to his continued existence, and has left behind his mundane duties aboard the barge to keep a constant vigil against outside forces. To this end, he pursues weapon mastery and seamanship with equal ardor, honing his dual crafts so that his people will not have to fear giving up their nomadic lifestyle at the demand of a foreign prince. Being bound by any sovereign rule would be tantamount to death.

Hit Die: d10

Requirements

To qualify to become a member of the Darkhagard, a character must fulfill all the following criteria:

Race and Sex: Rhennee male.

Base Attack Bonus: +5

Feats: Exotic Weapon Proficiency (darkha), Weapon Focus (darkha).

Profession (Boater): 4 ranks.

Sneak Attack: +1d6

Special: Must have been blooded in a battle with a hostile lake creature (dragon turtle, giant lamprey, etc.)

Class Skills

The Darkhagard's class skills (and the key ability for each skill) are Balance (Dex), Intuit Direction (Wis), Knowledge (navigation) (Int), Profession (Boater) (Int), Spot (Wis), Swim (Str), Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

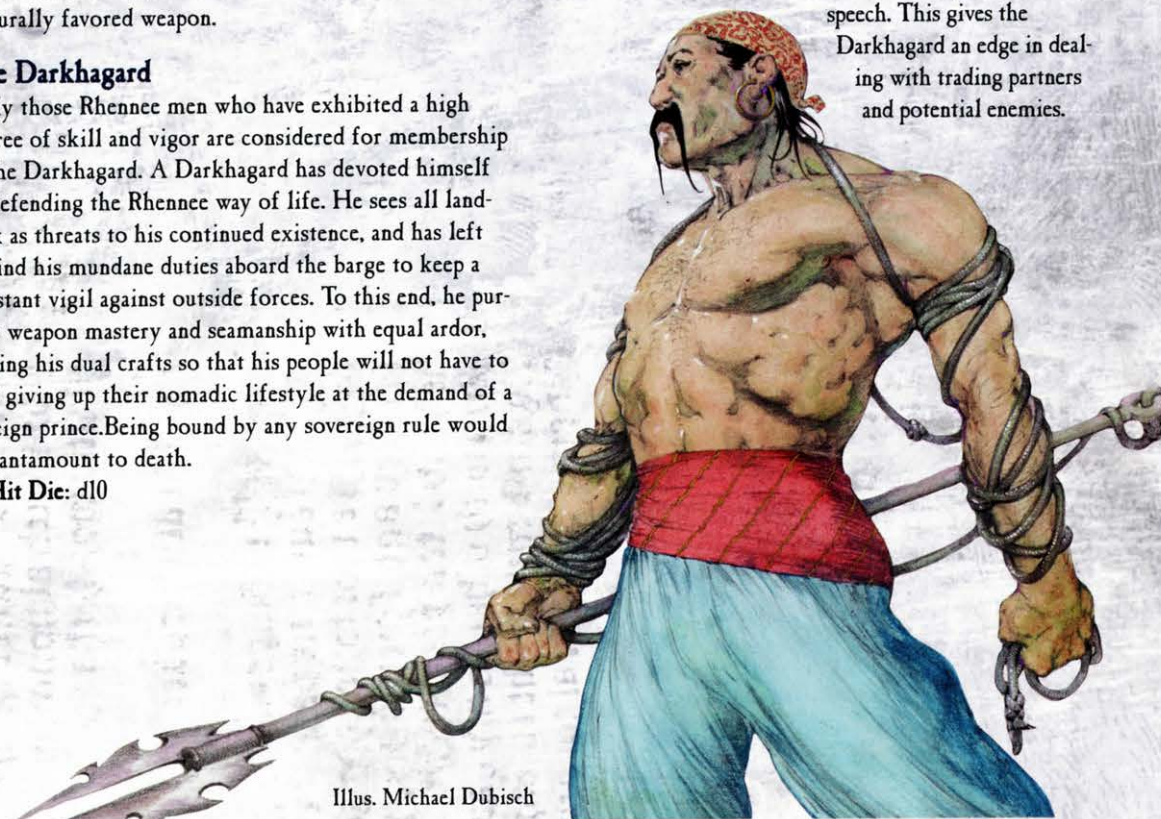
Skill Points at Each Level: 2+Int modifier.

Class Features

Weapon and Armor Proficiency: A Darkhagard is proficient in all simple and martial weapons, with all types of armor, and shields.

Prone Fighting (Ex): Having spent countless hours training with their darkhas, the Darkhagard suffer no penalties to melee attacks using a darkha while prone. Further, opponents fighting a prone Darkhagard enjoy no melee attack bonuses due to his prone status.

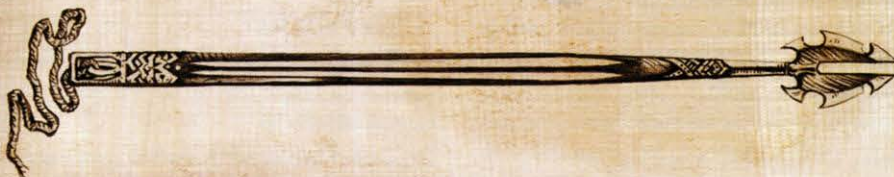
Bonus Languages: In their travels, the Darkhagard come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the Darkhagard an edge in dealing with trading partners and potential enemies.



Illus. Michael Dubisch

The Darkha

Members of the Darkhagard are seldom far from their special two-pronged harpoon, the darkha. The darkha is considered a large exotic melee weapon with the following statistics: Cost 4 gp; Damage 1d8; Critical x3; Range Increment 30 ft.; Weight 4 lbs.; Type Piercing. A Darkhagard takes great pride in his weapon, which has been individually crafted to his personal specifications. Some warriors prefer shorter, heavier darkhas for more effective hand-to-hand combat. Others affix iron rings to the butts of their weapons in order to use the darkhas as harpoons, with ropes attached to draw the darkha once it's been thrown (this counts as a partial action, and assumes the darkha is free to be pulled back). Certain Darkhagard have been known to conceal slender daggers, potion vials, or lockpicks in the shafts of their darkhas. Handling a warrior's darkha without permission is considered an insult to the weapon's owner.



Each time the Darkhagard achieves a bonus language, choose one tongue from the *Player's Handbook* or the *LIVING GREYHAWK Gazetteer*. The Darkhagard can read and write in this language as if he had acquired it in the usual manner. The language must be one with which the Darkhagard has had some contact.

Darkha Specialization (Ex): The Darkhagard gains Weapon Specialization (per the feat) with the darkha, giving him a +2 damage bonus with that weapon.

Increased Range (Ex): Each time this ability is acquired, a Darkhagard may add 25% to the base range increment when hurling his darkha.

Uncanny Swim (Ex): On a successful Swim check, a Darkhagard may swim one-half of his speed as a move-equivalent action or his full speed as a full-round action (failure indicating no progress). Furthermore, members of the Darkhagard suffer a Swim penalty of only -1 per 10 pounds of gear they carry.

Superior Weapon Focus (Ex): Stacking on top of any existing Weapon Focus bonus, this ability grants the Darkhagard an additional +1 to attack rolls with the darkha.

Instant Stand (Ex): Naturally agile and trained for combat, a Darkhagard has learned to leap to his feet from a prone position as a free action.

Darkha Mastery 1 (Ex): Through arduous practice with his weapon and rope, the Darkhagard has mastered

his weapon to the degree that it can be considered to have reach, allowing him to make melee attacks against enemies within 10 ft. Further, he may swing the darkha and strike with the blunt haft of the weapon, inflicting subdual damage at a to hit penalty of only -2.

Darkha Mastery 2 (Ex): The darkhagard has mastered his darkha and rope to the degree that he can make trip attacks with it against enemies within 20 ft. If tripped during his own trip attempt, the Darkhagard may drop the weapon to avoid being tripped.

Hold Breath (Ex): Having conditioned his lungs and learned to control his respiration, a Darkhagard may hold his breath for a number of rounds equal to three times his Constitution score.

Water Tracking (Su): The most difficult skill for a Darkhagard to master, the ability to track creatures on water poses a mighty challenge to even the most veteran seaman. In effect, this allows members of the Darkhagard to follow a creature's trail across the surface of the Nyr Dyv, as per the Track feat. In a sense, the Darkhagard consults the water itself, reading signs and portents from waves and ripples. In this manner the Darkhagard may track a creature that has not even broken the surface. The base DC for such checks is 25, and the usual modifiers for Track checks apply. This is a supernatural ability.

Racial Origins and Traits

The mysterious history of the Rhennee begins in a land known only as Rhop. Whether Rhop is a foreign country, a distant planet, or an alternate plane of existence is a matter open to speculation. Anyone able to confirm the location of Rhop would profit greatly from his discovery. Sages relate that the Rhennee and their rare land-dwelling cousins, who they derogatively refer to as the *Attloi* (both land-dwellers and bargefolk refer to themselves as Rhennee, or "True Folk"), arrived in the Great Kingdom from an unknown point of origin some four centuries ago, and were shortly thereafter driven westward by Aerdi war bands. One of the few links the bargefolk have to their lost homeland is their language, Rhopan, a tongue which has been expanded over the decades to include bits of Common and the argot of several thieves' organizations. Through the years Rhopan has evolved into a musical if often monosyllabic language, and the bargemen consider it one of their cultural secrets. They never teach Rhopan to landfolk and consider it an insult whenever they hear a non-Rhennee attempting to converse in it. No written form of Rhopan exists. Most Rhennee are illiterate, and those few bargewrights inclined to read and write Common have learned to do so as a necessity to trading in ports such as Greyhawk and Radigast City.

The bargefolk are not an imposing people, most males averaging 5 ft. 6 in. tall, of lean muscle and wiry build. Both men and women tend to have heads of thick dark curls, with swarthy and oftentimes unkempt complexions that are seen as either dirty or alluring, depending upon the viewer. They are hard workers to the point at which toil and enterprise have taken the place of religion. Indeed, the Rhennee long ago snubbed their noses at the gods, preferring to follow the path of self-will and rugged individualism. However, while they may have parted ways with the gods, they maintain dozens of ancient superstitions. They see omens in the color of the sky and the flight of particular gulls. One such ritual is known in Rhopan as *gruth*. When someone is "gruthing," he's emptying a wooden pail of pelican

New Magic Item

One of the most jealously guarded secrets among the vetha is the arcane ritual used to create a *bilge fog*.

Bilge fog: Usually crafted in the shape of an eel bent into an elongated S-shape, the *bilge fog* resembles a strange horn or other exotic wind instrument. The *bilge fog* is activated by hooking it over the side of a barge, with one end resting on the deck and the other hanging over the hull. The item has two uses. First, the *bilge fog* magically siphons excess water from the deck, expelling it over the side at the rate of five gallons per minute of operation. Secondly, any water siphoned into the device can be changed to a dense mist, which spews forth as a heavy covering of fog when the proper command word is uttered. If used in this manner, the fog accumulates to such a degree as to completely conceal a standard 18 ft. x 45 ft. barge within five minutes. See the spell *fog cloud* for visibility details. With either application, a command word is required, which is usually known only by the bargewright and his attendant wise woman. The *bilge fog* may be used once per day.

Caster Level: 3rd; *Prerequisites*: Craft Wondrous Item, *fog cloud*; *Market Price*: 2,000 gp; *Weight*: 10 lb.

entrails over the rudder to ward off lightning strokes from an approaching storm.

The bargemen are fond of sport and games of chance. They have invented their own dice game called *turoos*. They often challenge each other to feats of swimming, boxing, and *falthei*, or "deck tumbling." One of their more dramatic rites is their coming-of-age ceremony, in which a boy must swim gar-infested waters in order to be named a man. Other Rhennee holidays are purely spontaneous. If several families find themselves occupying the same lagoon one evening, odds are that revelry will shortly ensue. Rhennee are fond of song and drink. Though they are accomplished musicians—favoring

DARKHAGARD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Prone Fighting
2	+2	+3	+0	+0	Bonus Language, Darkha Specialization
3	+3	+3	+1	+1	Increased Range (33 ft.)
4	+4	+4	+1	+1	Uncanny Swim, Improved Weapon Focus
5	+5	+4	+1	+1	Instant Stand
6	+6	+5	+2	+2	Bonus Language, Darkha Mastery 1
7	+7	+5	+2	+2	Increased Range (36 ft.)
8	+8	+6	+2	+2	Bonus Language, Darkha Mastery 2
9	+9	+6	+3	+3	Hold Breath
10	+10	+7	+3	+3	Water Tracking

small stringed instruments and tambourines—their nomadic lifestyle prevents them from brewing their own alcohol. A certain portion of their bartering goods are always earmarked for the ale trade.

Rhennee rarely marry. Most females are seen as little more than chattel. With no formal marriage system, men may keep as many such “helpmates” as they can financially support. Nonetheless, more than one bargewright has grown especially fond of a certain helpmate, treating her with the respect and dignity of a wife and partner, rather than a servant.

Most Rhennee are true neutral with regard to alignment, though many of them operating as inland smugglers or spies are neutral evil. Rhennee PCs are bound by no alignment restrictions (beyond those outlined in the LIVING GREYHAWK character creation guidelines). Such individuals have usually abandoned their barges due to moral or philosophical differences with family members, or perhaps purely from a desire to see the world of the landfolk and claim of bit of its treasure.

Rhennee Magic

... I could only watch as the dragon turtle opened its jaws and bore down upon us. ...

Yet just when I thought I'd seen my last sunrise, a silver light blazed over my head.

The streaking bolt of lightning sizzled the night sky, trailing sparks as it lanced toward the dragon turtle. The monster was just about to snap its terrible jaws around the hull of our boat when the bolt slammed into the crown of its skull.

The dragon turtle shrieked. Every hair on my arms stood on end.

And then it was over. The beast fell back, howling, and with a tremendous splash plunged into the water. The flames crowning its head were extinguished in a hiss, plumes of steam rising up from where it disappeared.

Our faces as white as Oerth's largest moon, the

bargewright and I slowly turned around and looked in the direction from which the bolt had come.

Shara smiled at us. Her old face was a web of wrinkles, curved upwards in delight.

"Many thanks," Ulrenth whispered.

"My pleasure," Shara replied.

Like I said, there are two things we always take with us on hunting trips such as these. Darkhas are one of them. Wise women are the other. ...

The magic of the Rhennee is primarily the province of the wise women, collectively known as the *vetha*. Each Rhennee family will have at least one veth present, always a woman aged 35 or older. As both soothsayers and spellcasters, wise women represent a powerful force in Rhennee society, acting as counselors, physicians, and capable combatants. Some say they are the true power in Rhennee society, as not even the haughtiest of nobles will ignore their advice or fail to heed their warnings. Not all females are vetha, but their innate ability usually manifests itself at a young age and makes them easy to recognize. Older, more experienced vetha instruct the younger ones, sharing spells and other bits of knowledge they've accumulated over the years. Though most vetha spend their entire lives on the barges of their nomadic folk, a small few shed their family obligations and leave Rhennee society and their family obligations. Adventuring vetha are most likely from this small minority.

The Vetha

As the only trusted spellcasters among the bargefolk, the vetha are able to exert a subtle though powerful influence on the Rhennee lords. None truly know where their magic originates; most believe that the vetha are born with a tenuous yet vital link to the homeland of Rhop. They tend to phrase their counsel in riddles, and are often accused of being intentionally abstruse.

Hit Die: d4.

VETH SPELLS KNOWN

Level	1	2	3	4
1	2*	—	—	—
2	3	—	—	—
3	3	2*	—	—
4	4	3	—	—
5	4	3	—	—
6	4	4	2*	—
7	4	4	3	—
8	4	4	3	—
9	4	4	4	2*
10	4	4	4	3

*Provided the veth has sufficient Charisma to have a bonus spell of this level.

Requirements

To qualify to become a veth, a character must fulfill the following criteria.

Race, Sex, and Age: Rhennee female, aged 35 or older.

Feat: Craft Wondrous Item.

Heal: 4 ranks.

Scry: 8 ranks.

Special: The ability to cast arcane spells without the need of memorization or spellbooks.

Class Skills

The veth's class skills (and the key ability for each skill) are Innuendo (Wis), Knowledge (Nyr Dyv) (Int), Scry (Int), Spellcraft (Int), Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4+Int modifier.

Class Features

Weapon and Armor Proficiency: A veth is proficient with all simple weapons, though she is not proficient with any type of armor or shield, as such things tend to interfere with spellcasting.

Spells: Beginning at 1st level, a veth gains the ability to cast a small number of arcane spells. To cast a spell, the veth must have a Charisma score of at least 10 + the spell's level, so a veth with a Charisma of 10 or lower cannot cast these spells. Veth bonus spells are based on Charisma and saving throws against these spells have a DC of 10 + spell level + Charisma modifier. When the veth gets "0" spells of a given level, such as 0 1st-level spells at 1st level, the veth gets only bonus spells. A veth without a bonus spell for that level cannot yet cast a

spell of that level. The veth spell list appears below. The number of spells of a given level that a veth might know from this list is given in the "Veth Spells Known" sidebar below. A veth casts spells just as a sorcerer does.

Improved Caster Level: When determining the caster level for one of her spells, the veth adds both her veth levels and her levels in one of her other spellcasting classes (in the case of multiple spellcasting classes, she adds her veth levels to whichever level is highest).

Reading the Lake: The vetha are trained to empathize with the waters of the Nyr Dyv and its tributaries, seeing in their disposition some glimmer of the future. Each evening under a clear sky, the veth can survey the waters of a river or lake and make a limited prediction on the future of one passenger on her barge. The veth's knowledge is usually vague, clouded in metaphor and obscure imagery. If a successful Scry check (DC 25) is made, the veth can foresee a general event of the next 10 days, based on the DM's intentions for the next few gaming sessions (or, in the case of the LIVING GREYHAWK campaign, the contents of the scenario being played). The prediction only indicates the potential outcome and does not guarantee the result. If the Scry check is failed, no information can be gained concerning the subject for the next month, as the mists of the future have proven too thick. A veth may consult the waters only once each night.

Hex Mastery: All vetha are instructed in the art of bestowing curses and manipulating the minds and emotions of their enemies. Each time the veth achieves a new level in Hex Mastery, she adds two to her effective caster level when casting the following spells: *bestow curse*, *cause fear*, *charm person*, *charm monster*, *confusion*, *contagion*, *hypnotism*, and *scare*.

VETH

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day			
						1	2	3	4
1	+0	+0	+0	+2	Reading the Lake, Improved Caster Level	3	-	-	-
2	+1	+0	+0	+3	Hex Mastery +1	4	-	-	-
3	+1	+1	+1	+3	Bonus Language	5	-	-	-
4	+2	+1	+1	+4	Hex Mastery +2	6	3	-	-
5	+2	+1	+1	+4	Master Healer	6	4	-	-
6	+3	+2	+2	+5	Hex Mastery +3	6	5	3	-
7	+3	+2	+2	+5	Bonus Language	6	6	4	-
8	+4	+2	+2	+6	Hex Mastery +4	6	6	5	3
9	+4	+3	+3	+6	Bonus Language	6	6	6	4
10	+5	+3	+3	+7	Greater Eyebite	6	6	6	5

Spells per Day: These are arcane spells (see the *Player's Handbook*, Chapter 12) that are prepared and cast just as a sorcerer casts her spells. If the entry is "-" for a given level of spells, the character cannot cast any spells of that level regardless of bonus spells. If a character has "0" spells of a given level, the character can cast bonus spells of that level. If the entry is a number, the character can cast that many spells plus any bonus spells. Bonus spells for vetha are based on Charisma, and a veth must have a Charisma of at least 10+ a spell's level to cast that spell.

VETH SPELL LIST

1st-Level	2nd-Level	3rd-Level	4th-Level
alarm	alter self	clairaudience/clairvoyance	arcane eye
animate rope	arcane lock	dispel magic	bestow curse
cause fear	blur	greater magic weapon	charm monster
change self	bull's strength	gust of wind	confusion
charm person	cat's grace	hold person	contagion
chill touch	continual flame	lightning bolt	detect scrying
color spray	darkness	magic circle against chaos	dream
comprehend languages	darkvision	magic circle against evil	emotion
endure elements	detect thoughts	magic circle against good	enervation
hypnotism	endurance	magic circle against law	Evard's black tentacles
identify	fog cloud	major image	fear
mage armor	invisibility	nondetection	improved invisibility
magic weapon	knock	protection from elements	lesser geas
message	locate object	sleet storm	locate creature
Nystul's magical aura	minor image	slow	mind fog
Nystul's undetectable aura	misdirection	stinking cloud	minor creation
obscuring mist	obscure object	suggestion	phantasmal killer
protection from chaos	protection from arrows	tongues	remove curse



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Caption

Bonus Languages: In their travels, the vetha come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the veth an edge in dealing with trading partners and potential enemies. Each time the veth achieves a bonus language, choose one tongue from the *Player's Handbook* or the *LIVING GREYHAWK Gazetteer*. The veth can read and write in this language as if she had acquired it in the usual manner. The language must be one with which the veth has had some contact.

Master Healer: As a veteran in the arts of medicine, a veth has greatly refined her talents as a healer. She doubles the hit points of damage she may restore with long-term care, as per the Heal skill.

Greater Eyebite: Upon reaching 10th level, a veth may use a gaze attack, as per the spell *eyebite*, two times per day. This is a spell-like ability. The caster level for the spell is the caster's class level in veth.

Current Plots and Adventure Hooks

The following bits of information deal with current Rhennee endeavors which might eventually affect the PCs and their homelands. Any of these storylines might serve as springboards for future adventures, to be implemented as the Dungeon Master sees fit.

Agents of Iuz: A fleet of five rebel Rhennee barges fly the flag of Iuz—at least in secret. These pirates ply their perfidious trade along the coast of the Shield Lands, concealed by the magic of Iuz's hand-picked wizards. The leader of the pirates is a formidable Darkhagardsman known only as "Eyes." Eyes acts as Iuz's chief smuggler, running weapons up from Greyhawk City and capturing any vessels he encounters along the way.

Eyes can come into conflict with the PCs in any number of ways. Perhaps the heroes have been sent to protect supply ships or to penetrate the ranks of Iuz's inner conclave of wizards and priests—the mysterious Boneheart. Finally, Greyhawk officials could hire the PCs to track the route of several crates of illegally purchased crossbows, and in pursuit of the cache they run afoul of Eyes and his buccaneers. This storyline is a good way to introduce low-level heroes to the machinations of the Rhennee.

Slave Traders: Not all Rhennee distrust landfolk; some outright despise them. Against the wishes of their noble lord, a family of Rhennee is posing as a water-borne carnival troupe in order to abscond with victims to be sold into the slave trade. PCs may uncover the slave ring if searching for a missing loved one . . . or perhaps they fall victim to a kidnapping themselves! If so, they eventually find themselves as part of a chain-gang in the Pomarj, the Scarlet Brotherhood, or some equally undesirable locale. Such a situation is suitable for a party of mid-level characters.

Treasure Hunters: The malicious Rhennee Lord Valkrys Hurth has set his hands upon a map of the legendary Isles of Woe. The map, formerly in the possession of an elf named Keldreth Scaramanthelon but taken forcibly from him, allegedly depicts the location

of the fabled sunken islands, where it was reported that the archmage Tzunk once used the power of the *Codex of Infinite Planes* to raze the armies of his enemies and subjugate the entire region. The islands now lay somewhere beneath the surface of the Lake of Unknown Depths. Sages claim that the Isles predate the Oeridian migration. Others believe that the Isles were once the location of Vecna's infamous spider-throne. Whatever the real story, one thing is undisputed: whoever finds the Isles also finds incalculable power.

Lord Hurth commands over 100 barges and counts 22 members of the Darkhagard among his personal enforcers. His flagship is a caravel named *Fathomer*. Though he keeps his quest for the Isles of Woe a well-shrouded secret, an incubus called Yattal has learned of the scheme and managed to insinuate himself into Hurth's confidence, only further complicating matters. Heroes will only unearth Hurth's grand enterprise as the result of a long and arduous series of seemingly unrelated investigations. Perhaps they could encounter the bargemen through any one of the above adventure hooks and ultimately come face to face with Hurth, his minions, and his wrath. Considering the elements of such a plot—Hurth's sizable resources, an incubus, an extensive underwater quest, and perhaps the *Codex* itself—such an adventure is suitable for a high-level campaign.

Valkrys Hurth, Male Human Rogl/Ftr4/

Darkhagardsman10: CR 15; Medium-size Humanoid (5 ft. 9 in. tall); HD 1d6+4d10+10d10+3; hp 88; Init +9 (Dex, Improved Initiative); Spd 30 ft.; AC 22 (+7 studded leather, +5 Dex); Atks +17/+11/+5 melee (1d8+3/crit 19-20, +3 *darkha*) or +22/+16/+10 ranged (1d8+3/crit 19-20, +3 *darkha*); SQ Darkha Mastery 1, Darkha Mastery 2, Prone Fighting, Sneak Attack +1d6; AL NE; SV Fort +11, Ref +11, Will +6; Str 11, Dex 21, Con 11, Int 16, Wis 11, Cha 8.

Skills and Feats: Balance +10, Bluff +3, Climb +6, Disguise +6, Escape Artist +9, Forgery +7, Gather Information +3, Hide +5, Intimidate +13, Intuit Direction +4, Jump +6, Profession (Boater) +10, Spot +18, Swim +18, Use Rope +15; Ambidexterity, Blind-fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (*darkha*), Improved Initiative, Iron Will, Toughness, Weapon Focus (*darkha*).

SQ—Increased range, Improved Swim, Instant Stand, Hold Breath, Water Tracking (see above).

Possessions: +3 cloak of resistance, +3 *darkha*, +4 studded leather armor, goggles of night, hollow boot heel concealing four pearls (500 gp each), small pouch containing 55 gp, and a tortoise-shell scroll case containing the map of the Isles of Woe. ★

Rhennee References

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Enchiridion of the Fiend-Sage

(SECOND REPORT)

BY SEAN K REYNOLDS

ILLUSTRATIONS BY SAM WOOD

Coldaven, 591 CY

My immortal sovereign,

Continuing my series of reports on rare and obscure creatures of Oerth, I must inform you that I will need to acquire more spies or arrange for revival of the ones I have now, for this research has been dangerous and most of my employees are now dead.

On a happier note, I am pleased to report that the sorcerer Hathareen of the Three Circles was spotted in the city of Greyhawk bearing the Libram of the Dark Wing with the intent to sell it. One of my contacts posed as a potential buyer and was able to peruse it briefly, but Hathareen became nervous and left with the book before an offer could be made. My contact tells me the book was made of skrift, a kind of paper created by fiendish giant wasps, and among its spells were confusion, expeditious retreat, fly, mass haste, teleport, and (apparently) an arcane version of the poison spell. My spy is trying to determine the current whereabouts of Hathareen so that we may acquire the book from him.

A most gracious thank you for the gift of the bound crystal. It was quite tasty, and makes a most satisfying crunch when its joints are broken.

Your humble servant,

The Fiend-Sage

Rel Astra

Animus

As you requested, I have been performing research on others who share your peculiar undead state. This proved difficult, as most parties were uninterested in furthering your research or succumbing to my magical probes. Suffice it to say that a few of your minor opponents are no longer any trouble. One animus who proved quite informative is the missing prince Kobasten of the house Naelax, who submitted to my experiments in exchange for temporary sanctuary from his enemies. I have a full report on his activities since his flight from High Shuttleford, which I will send to you as soon as I have fully verified its veracity. Kobasten fled before I decided to end his sanctuary, unaware that I had placed several tracking spells upon him in anticipation of this turn of events. We may find him any time you desire.

Sample Animus

This example uses a 6th-level human cleric of Hextor as the base creature.

Kobasten of House Naelax

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +6 (Dex, Improved Initiative)

Speed: 30 ft.

AC: 18 (+6 chain mail, +2 Dex)

Attacks: +1 light flail +10

Damage: +1 light flail 1d8+5

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

Special Attacks: Command undead, fear touch, greater command, stinking cloud, paralyzing gaze, suggestion

Special Qualities: Damage reduction 10/+1, +4 turn resistance, cold resistance 20, acid resistance 20, electricity resistance 20, fast healing 5, undead

Saves: Fort +5, Ref +4, Will +7

Abilities: Str 18, Dex 15, Con —, Int 12, Wis 15, Cha 13

Skills: Concentration +11, Diplomacy +3, Heal +7,

Intimidate +3, Knowledge (nobility and royalty) +6,

Knowledge (religion) +6, Listen +8, Ride +3, Sense

Motive +6, Spellcraft +4, Spot +8

Feats: Alertness, Combat Casting, Improved Initiative,

Iron Will, Lightning Reflexes, Martial Weapon

Proficiency (light flail) (bonus feat from War domain),

Mounted Combat, Power Attack, Weapon Focus (light flail) (bonus feat from War domain)

Climate/Terrain: Any land

Organization: Solitary

Alignment: lawful evil

Combat

The saving throws against this animus' fear touch, paralyzing gaze, suggestion, and stinking cloud are DC 13.

Incendiary cloud (Su): Three times per day, Kobasten can breathe forth a 10-foot-cube of incendiary cloud, each lasting 5 rounds.

Magic Items Carried: +1 light flail, +1 chain mail, +1 cloak of resistance, wand of cure light wounds.

Spells per Day: 5/4+1/4+1/2+1. Domains: Law, War.

Challenge Rating: 9



Animus

The product of a magical ritual on live humanoids by clerics of Hextor in conjunction with devils, an animus is an undead tyrant, full of cold hatred, single-minded and driven toward its goal of power, wealth, or military victory.

An animus appears much as it did in life, except that its skin is weathered and wrinkled. Variances in the ceremony sometimes (25%) create hideous, lichlike creatures, others (10%) are almost indistinguishable from their original forms. As most were formed from nobles of the Great Kingdom, they tend to be vain and dress in clothing appropriate to their status. A typical animus has several levels in aristocrat, cleric of Hextor, expert, and/or fighter.

Most animuses were formed against their will at the command of the mad king Ivid V. Many of his advisors, generals, clerics, and wizards were made into animuses when they failed his expectations or he doubted their loyalty. Ivid's madness in his waning days was so profound that he also considered the process a reward, subjecting some of his most trusted agents to the dark ritual along with his worst enemies. Some of them were powerful at the time of their transformation, while others were able to use their new powers to eliminate competitors and acquired political power after their transformation.

An animus is a loner. It feels no affinity toward its former friends and companions, but has to interact with them to accomplish its goals, and so it wages a constant battle against its own instincts of isolation and antipathy. Simultaneous with these feelings is the desire to complete the goals that Ivid set out for it, although with the disappearance of the mad monarch many of them have overcome this programming and are following their own agendas. Some animuses are flawed and paranoid, seeing enemies all around them. Most of these are obsessed with assassination, going so far as to have their food tested for poison, regardless of the fact that they are immune to it.

Since the disappearance of Ivid V and his Hextorian cohorts, no new animuses have been created. It is likely that the procedure has been lost, although a skilled necromancer may be able to recreate the process if he could study enough subjects.

An animus speaks any languages it knew in life, typically Common and Old Oeridian.

Creating an Animus

"Animus" is a template that can be added to any humanoid creature (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: Same as the base creature.

Special Attacks: An animus retains all of the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 animus' HD + animus' Charisma modifier unless noted otherwise.

Command Undead (Su): An animus can command non-intelligent undead (undead without an Intelligence score) as a cleric of his or her level. There is no limit to the number of times per day the animus may use this ability, but the animus can only affect up to twice its hit dice at any one time. If the animus can command undead as a class ability, these undead count toward the total hit dice the animus can affect.

Fear Touch (Su): An animus can invoke fear in a creature they touch as if the target were affected by a *fear* spell cast by a sorcerer equal to the animus' hit dice.

Greater Command (Sp): An animus can use a *greater command* spell a number of times per day equal to its Charisma modifier. The animus can only command targets to kneel.

Paralyzing Gaze (Su): An animus can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except

that the animus must take a standard action, and those merely looking at it are unaffected. The target may resist with a Will save or be paralyzed as long as the animus continues to hold the gaze and concentrate.

Suggestion (Su): An animus can give a *suggestion* to any target held by the animus' paralyzing gaze. Giving the suggestion does not interrupt the animus' concentration for holding the gaze.

Special Qualities: An animus retains all of the special qualities of the base creature and those listed below, and also gains the undead type (see the *Monster Manual* page 6).

Damage Reduction (Su): An animus' body is tough, giving it damage reduction 10/+1.

Turn Resistance (Ex): An animus has +4 turn resistance (see the *Monster Manual* page 10).

Resistance (Ex): An animus has cold, acid, and electricity resistance 20.

Fast Healing (Ex): An animus heals 5 points of damage each round. If reduced to 0 hit points, it is helpless but continues to heal at its normal rate, recovering as soon as it reaches 10 hit points. To destroy an animus, its body must be eradicated by fire or acid. Inflicting 10 points of fire or acid damage while it is at 0 hit points destroys the body.

Grim Visage (Ex): There is a 25% chance that a flaw in the procedure that creates an animus causes it to have a lichlike appearance. These creatures have a -4 penalty to Diplomacy, Disguise, and Gather Information checks, but get a +4 bonus to Intimidate checks.

Disease Vulnerability (Ex): Unlike other undead, an animus' flesh is affected normally by disease, although it cannot die from disease—their ability scores cannot drop below 0 from disease, and diseases that cause Constitution damage do not affect them. They use their Charisma modifier for Fortitude saving throws against disease.

Unique Powers (Su): Some of the animuses (5%) emerge from the ceremony with a unique supernatural power. Example abilities are damage reduction 10/- (possessed by Szeffrin of old Almor), acid touch as a *Melf's acid arrow* cast by a 3rd-level sorcerer except as a touch attack (possessed by the Hextorian cleric Delglath of Rinorlu), and the ability to breathe a *stinking cloud* (possessed by Kobasten of Naclax). Usually, a 2nd-level sor/wiz spell usable up to 5 times per day.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Cha +2. As an undead creature, an animus has no Constitution score.

Skills: An animus receives a +4 racial bonus to Listen, Sense Motive, and Spot checks. Otherwise same as the base creatures.

Feats: An animus gains Alertness, Improved Initiative, and Lightning Reflexes, assuming it meets the prerequisites and doesn't already have these feats.

Climate/Terrain: Any land.

Organization: Squadron (1 plus 5-20 guards and assistants)

Challenge Rating: Same as the base creature +3.

Treasure: Double standard.

Alignment: Any evil.

Advancement: By character class.

Animus Characters

Animuses are always evil, which causes characters of certain classes to lose their class abilities, as noted in Chapter 3: Classes in the *Player's Handbook*. In addition, certain classes suffer additional penalties.

Clerics: Clerics lose their abilities to turn undead but gain the ability to rebuke undead. Most animus clerics worship Hextor and so have access to the Destruction, Evil, Law, and War domains.

Sorcerers and Wizards: These characters retain their class abilities, but if a character has a familiar, the link between them is broken, and the familiar shuns its former companion.

Bullywug Savant

At first I dismissed the reports of advanced bullywugs, presuming them to be small tribes lead by slaadi or perhaps a rogue hezrou tanar'ri. Much to my surprise, when my agents captured one, I was forced to admit my error. The creature is definitely related to the bullywug and born of the same egg-clutch as the primitive ones. While I have not yet been able to fully determine why it appears, its body structure and relation to other aquatic creatures implies that it is linked to the ancient empire of aboleths that predated the rise of humans on this plane. Furthermore, the poisonous secretion the creature makes are proving to be quite promising as an antidote to several kinds of toxic flora and fauna, and when applied in the proper dose it makes a remarkable aid in the art of torture, for it prevents the victim from thrashing.

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+1d4 (20 hp)

Initiative: +1 (Dex)

Speed: 30 ft., Swim 20 ft.

AC: 15 (+2 leather, +3 natural)

Attacks: Halfspear +1 melee; or halfspear +1 ranged

Damage: Halfspear 1d6; or halfspear 1d6

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

Special Attacks: Poison, Spells

Special Qualities: Darkvision, marsh move, summoning (sorcerers only)

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 10, Dex 12, Con 16, Int 11, Wis 11, Cha 13

Skills: Bluff +3, Climb +2,

Concentration +7, Hide +3*, Intimidate

+3, Jump +2, Listen +2, Spellcraft +4,

Spot +4, Tumble +3

Feats: Combat Casting

Climate/Terrain: Temperate and warm aquatic and marsh

Organization: Solitary (1), brood (1 plus 1-4 bullywugs), or great brood (1-3 plus 4-16 bullywugs)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class



Bullywug Savant

Bullywug savants are genetic throwbacks to a more advanced form of bullywug that held power in the Flanaess aeons ago. Smarter than their common kin, they have arcane powers.

Bullywug savants look like upright bullywugs with smoother skin and darker coloration. Their heads have six fleshy semitransparent fluid sacs: two on the chin, two by the earholes, and two on the top of the head. The upper sacs appear to contain additional brain tissue. When not expecting combat, they prefer to wear togas in the style of decadent nobility, and while they wear armor if they need to, they prefer using magic and magic items to protect themselves. Their eyes have a glimmer of cold intelligence.

Bullywug savants speak Common, Aquan, and Kuo-Toan, and have a racial memory that allows them to communicate in the language of aboleths. Some learn other languages, particularly Dwarven, Elven, and Gnome.

The statistics above are for a 1st-level bullywug savant sorcerer. The most powerful sorcerer in a group is the leader. Bullywugs always defer to the commands of kuo-toas and aboleths if either are present.

Combat

Like their degenerate cousins, bullywug savants prefer to fight in or near water. They use tactics, deploying regular bullywugs as shock troops and keeping at least one nearby as a guard. Bullywugs serving a bullywug savant are fanatically obedient, and the masters use this to protect their own skins. Skum obey bullywug savants readily if the orders don't conflict with that of their aboleth masters.

Bullywug savants prefer to use enchantment and evocation (cold) magic, but are smart enough to acquire spells and items that exploit the weaknesses of their long-term opponents.

Poison (Ex): The fluid sacs on a savant's head contain a contact poison (contact DC 16, 1 Dex/2d4 Dex). As a standard action the savant can cause one of its sacs to erupt, coating an adjacent target on a successful touch attack. Savants, bullywugs, kuo-toas, skum, and aboleths are immune to this poison. It takes seven days for a ruptured sac to heal and restore its poison. The largest two poison sacs are only used if the savant is in great peril, for each of them deals 1d2 points of Intelligence damage to the savant if used.

Spells (Sp): Bullywug savants are always sorcerers of at least 1st-level. A typical savant knows 4 cantrips and 2 1st-level spells, casting 5 cantrips and 4 1st-level spells per day. A typical spell selection for a savant is: 0th—*detect magic*, *mage hand*, *ray of frost*, *read magic*; 1st—*charm person*, *sleep*.

Marsh Move (Ex): Bullywug savants suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Like the clerics who guide common bullywugs, bullywug savant sorcerers are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. Unlike common bullywug clerics, savant summoning spells do not have a chance of accidentally summoning creatures hostile to them.

Skills: *Bullywug savants have a +6 racial bonus on Hide checks when in marshes because of their skill at camouflage.

Bullywug Savant Characters

A bullywug savant's favored class is sorcerer. Most do not multiclass.

Bullywug Savant Society

Bullywug savants appear only rarely among the population of normal bullywugs, but they breed true with other savants or normal bullywugs. Far more civilized than their crude parents, bullywug savants usually become leaders of their tribes and organize more efficient raids. If possible, they establish a permanent residence in old stone buildings or in defensible areas of the Underdark. Those that encounter aboleths immediately swear their entire tribe into loyal service of the aberration.

Bullywug: CR 1; Medium-Size humanoid (Aquatic) (4-7 ft. tall); HD 1d8+3; hp 7; Init +0; Spd 20 ft., Swim 30 ft.; AC 15 (+2 leather, +3 natural), touch 10, flat-footed 10; Atk +1 melee (1d6, halfspear) or +1 ranged (1d6, halfspear); SQ marsh moves, summon; AL CE; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats: Hide +0 (+6 in marsh), Listen -2, Spot -2; Endurance.

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Summoning (Sp): Bullywug clerics are notorious for their powerful but unpredictable summoning abilities. When a bullywug cleric uses a summon monster spell, there is a 50% chance that one more monster than the spell would ordinarily summon will appear. In such cases, there is then a 25% chance that the summoned monsters will not be in the bullywug's control, rampaging and attacking at random. It is not uncommon for bullywugs that have summoned monsters and failed to control them to spend all their efforts fighting their own summoned creatures instead of attacking their original foe.

Grigauer

All of my information on these beasts is second-hand, for I have been unable to acquire a specimen for study, live or dead, and the two spies who have actually seen the creature had to have their remains magically questioned, for they did not survive the encounter. The grigaurs are certainly formidable for a Prime Plane creature. Although evidence is scarce, there are fragmentary records from a pre-human civilization that mention the grigaurs and lead me to believe that they are particularly receptive to magical enhancement spells, although the exact nature of this receptivity is undecipherable.

Medium-Size Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: 2 claws +7 melee; bite +2 melee

Damage: Claws 2d4+4, bite 1d6+2

Face/Reach: 10 ft. by 5 ft./15 ft.

Special Attacks: Improved Grab

Special Qualities: Blindsight, damage reduction 5/-, immunities, scent

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 19, Dex 13, Con 16, Int 6, Wis 12, Cha 8

Skills: Climb +6, Hide +4*, Listen +4, Move Silently +6, Spot +4

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral

Advancement Range: 5-8 HD (Large); 9-12 HD (Huge)



...A RACE OF POWERFUL, INTELLIGENT PREDATORS THAT VANISHED FROM THE FLANESS 1000'S OF YEARS BEFORE THE ARRIVAL OF HUMANS. ABOUT THE SIZE OF A BLACK BEAR, EXCELLENT SCENT AND HEARING.

"MOTION DETECTOR" ORGANS PROTRUDING FROM BACK COMPENSATE FOR LACK OF SIGHT BY SENSING MINUTE CHANGES IN AIR PRESSURE, GIVING 360° DETECTION OF MOVING OBJECTS. THEIR SKIN IS REDDISH-BROWN AND RUBBERY.

A POWERFUL WIZARD HAS RECENTLY DISCOVERED A MEANS OF BRINGING GRIGAUR FROM THE DISTANT PAST INTO CONTEMPORARY OERTH. THE CREATURES ARE MUCH PRIZED AS GUARDIANS BY POWERFUL MAGES FOR THEY ARE CUNNING, LOYAL, AND FEARSOME IN COMBAT. OF COURSE THE PRICE IS ACCORDINGLY EXORBITANT WITH ONE OF THESE BEASTS FETCHING THE EQUIVALENT OF A SMALL KINGDOM'S ANNUAL TAXATION REVENUE. ACCORDINGLY, THERE IS A GREAT MARKET FOR STOLEN LIVE GRIGAUR, THOUGH RUSTLING ONE IS NO EASY TASK...

Grigaur

Grigaurs are extinct predators brought to the present by a powerful wizard to be used as guardians. Though blind, their advanced senses allow them to hunt even in total darkness.

Grigaurs once roamed the Flanaess thousands of years before the arrival of modern humans, and are thought to have been killed off by an environmental cataclysm or a sickness. Recently, Kezzark of Greyhawk created a spell to bring young living grigaurs forward in time and has been selling them at exorbitant prices to parties interested in loyal, tough, intelligent guardians. The limited supply has caused several to attempt other methods of acquiring one, and the Scarlet Brotherhood is trying to get one for its breeding program. At least one owner is attempting to have his pet cloned.

Approximately the size of a bear, a grigaur has a muscular build, strong claws, and an angled ovoid face. Its head and back are adorned with different kinds of sensory organs which compensate for its blindness.

Combat

A grigaur's predatory habits are similar to those of a feline, although it normally hunts alone unless part of a mated pair (a nonexistent situation in the modern day). A grigaur stalks its prey quietly, often in the dark, leaping out of hiding to grasp its prey with one or both claws to prevent its escape.

Improved Grab (Ex): To use this ability, the grigaur must hit a Medium-Size or smaller opponent with a claw attack.

Blindsight (Ex): Grigaurs can ascertain all foes within 60 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed (see Concealment, page 133 in the *Player's Handbook*).

Grigaurs are susceptible to sound- and scent-based attacks, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a grigaur's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both are defeated, the grigaur is effectively blinded.

Immunities: Grigaurs are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: Grigaurs get a +4 racial bonus to Move Silently checks. *In areas of natural earth, they get a +4 bonus to Hide checks.

Valley Elf

Valley elves are a minor subrace of elves, closely related to gray elves. Found only in the immediate vicinity of the Valley of the Mage, they are shunned by other kinds of elves, reputedly for selling their loyalty to a human in exchange for knowledge from beyond the outer planes.

As tall as most humans, they are thin with sharp and pointed features. Their hair is pale yellow in the summer, darkening to a rich gold in the winter months. They prefer loose and flowing garments and favor blues and greens. The Mage of the Valley provides for most of their needs, and they forage for the rest.

Valley elves speak Common, Elven and Gnome, although their speech is strangely accented. Unlike other elves, they produce few crafted items and never trade them with outsiders.

Most valley elves are multiclassed ranger/wizards, and their ranger favored enemy is humans. The information in the statistics block is for a Rgr/Wizl.

Combat

Valley elves are quick to enter combat and coordinate their attacks, choosing spells and weapons to complement each others' abilities, such as a first rank of sword-wielders and a second rank of archer-spellcasters. However, other than these general methods, they do not worry much about group tactics. They prefer ambushes in which they can use their knowledge of the local terrain, and while they all study horseback riding, they typically use the animals as transportation rather than fighting while mounted. Most spells chosen are non-combat spells, as they prefer not to risk arcane spell failure from wearing armor. Only the more powerful spellcasters who can afford magical armor or defensive spells rely on active combat magic.

Elven Traits (Ex): Valley elves have the same elven traits as high elves.

Skills: A valley elf gains a +4 racial bonus to Disguise checks when disguising himself as a human. They have a -2 penalty to all Diplomacy, Gather Information, and Intimidate checks involving elves of other subraces.

Valley Elf Characters

A valley elf's favored class is wizard. Valley elves cannot be clerics of the Seldarine, although they can be clerics of any other faith.

Valley Elf

These pariah elves who serve the Black One are eccentric and approaching the point of being inbred. Distrustful of all outsiders, they shun even other elves, normally a privilege reserved only for the drow. I would assume that their unusual traits would become more pronounced, but since elven generations take so long it is likely that the face of the Flanaess will be much different by the time that comes to pass. I did note that one of your house-slaves has valley elf blood, but she knows nothing of her parentage and is not allied to the Mage of the Vale or his servants (confirmed via magic and the rack).

Medium-Size Humanoid (Elf)

Hit Dice: 1d10+1d4 (7 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +3 studded leather)

Attacks: Longsword +1 melee; or longbow +2 ranged

Damage: Longsword 1d8-1; or longbow 1d8-1

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

Special Attacks: Spells

Special Qualities: Elven traits

Saves: Fort +1, Ref +1, Will +2

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

Skills: Climb +2, Craft (bowmaking) +2,

Handle Animal +0, Hide +5, Knowledge

(arcana) +2, Knowledge (nature) +1,

Listen +6, Move Silently +3, Ride +2,

Spellcraft +2, Spot +7, Wilderness

Lore +3

Feats: Alertness, Track

(ranger bonus feat)

Climate/Terrain: Temperate hill

Organization: Solitary, or squad 10d4 plus

2d4 4th-level sergeant, 1d4 6th-level lead-

ers, and 1d4 cooshies [elven dogs, as riding

dog]) or platoon (as squad but at least 30

standard valley elves, plus 2 8th-level

assistants and a 12th-level commander)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement Range: By character class



Dispatches

NEWS FROM AROUND THE FLANAESS



Ahlissa (Innsa/Adri)

According to Durlai, a ranger from the southern Adri who recently stopped for the night at a small village in the western reaches, the troubles brewing in the forest seem to have taken on an additional qual-

ity. As he tells it, an entire southern Adri village has been wiped out, with all evidence pointing to undead assailants. Durlai didn't see the actual massacre, but reported seeing "creatures of the netherhells" scouring the ruined village picking off survivors. The woodsman could say nothing about the cause of the attacks, but believes there was some greater intelligence behind them.



Bandit Kingdoms

Trouble is brewing among the necromancer guards of Hallorn. While the cause of the problem remains unclear, Earl Aundurach's sinister police force has been on edge for much of the past month.

Rumors suggest that the heightened sense of security stems from strange difficulties with the zombies the necromancers use in their dominion of the town.

Elsewhere in the Tangles, rumors circulate about a child seer in the village of Briar's End. According to these tales villagers are rallying around the young boy. Earl Aundurach seems to give the rumors little credit, and there has been no action from Riftrac.



Bissel

Under continuing pressure from the Knights of the Watch to repair the defenses of his nation, His Lofty Grace Margrave Larrangin has appointed two new barons in the northern provinces of Bissel.

Sir Elgar Checaran, a Knight of the Watch and eldest son of the Mayor of Clunther, became the Baron of Dount. Sir Norbert Kerenna, a commander in the Knights of the Watch, was named Baron of Thornward Province. In his first major official act Baron Kerenna dispatched troops to tighten control of trade in and out of Thornward and along the Fals River and has increased tariffs on Ketite goods. The city's Ruling Council is upset that it was not consulted about the appointments or the control of trade.



Dyvers

Her Excellency Larissa Hunter, Magister of Dyvers, has established a candlelight vigil in the high tower of the Castle Grounds for the return of her husband, Rashaman of Safeton. Rashaman disappeared

almost one year ago during a violent pirate raid.

Far from Hunter's court, the harbor has been buzzing with the news of the death of Jhon Siggoran, a noted sea captain and heir to the Siggoran Trading Company. Siggoran was rumored to be a high-ranking member of the Alliance's smuggling operations, and his death has led many to fear what the city's powerful union of rogues may do in retaliation.



Furyondy

Food prices are rising across the kingdom as crops continue to suffer under a mysterious blight. Yields in both the Gold County and the March are blighted, as are some fields in Littleberg. So far, crops in

other provinces remain unaffected.

Brave warriors reclaimed the city of Crockport from the forces of Iuz more than two years ago, but the city remains in poor repair. The Old One left a multitude of vile creatures in the region: By order of King Belvor, any spoils won against such denizens will be free from royal taxation.



Geoff

Tensions have mounted between loyal citizens of Geoff and her protector-state, the Gran March. While most Geoffites recognize the position they would be in without Marcher protection,

an increasingly vocal minority chafes at the inactivity of Field Marshal Helanasdotter. The situation nearly came to a head recently with a series of provocative proclamations made throughout the streets of Hochoch. Potential violence was averted when the source of many of the announcements was found to be agents of the giant king Mogthrasir himself!



Gran March

Wild rumors abound that an ancient scroll written by Trilesimain, the near mythical founder of the order that would become the Knights of the Watch, was recently unearthed in the Rushmoors. The contents of this scroll and its current whereabouts vary depending upon the storyteller.

Goblin raids have increased along the Dim Forest road. Only quick action by brave Gran March soldiers kept vital war supplies from being stolen by the cunning raiders. Raids also have increased against horse farms near the Dim Forest in Barony Malthinius.

To the northeast, setbacks have plagued the Herdmasters' Guild in their rebuilding of a ruined keep northwest of Hookhill. Some (mostly members of the Farmer's Grange) speculate that the repairs will not be completed in time for the Herdmasters to claim the land surrounding the keep.



Greyhawk

City guardsmen stationed in the Garden Quarter have been on high alert after two high-profile burglaries. The Sanctum of Heironeous reports that a crown of platinum, once atop the head of the large statue of the Valorous Knight in the temple's main hall, disappeared around the first of the month. High priest Jaikor Demien, recently in the news for having publicly criticized the Directing Oligarchy's plan to raise temple taxes, decried the theft as a "base act of outrage," and has charged the city's faithful with its speedy return.

No less stunning was the theft of a replica of *Queen Ehliissa's Wondrous Nightingale* from the Grand Theater. The valuable stage prop, said to be worth some 5,000 gp, went missing in the middle of a performance of the theater's popular history play, *The Gilded Monarch*. The celebrated actor Vanrio is said to have quit the show after early suspicion fell on him. Most assume the successful run has come to a disastrous end.



Highfolk

The folk of the good city of Highfolk were shocked when Telvest Lorewin, a master vintner and town councilman, was poisoned by the ceremonial wine after opening this year's Brewfest Harvest Festival. Paxana Eventhil, the town constable, dispatched teams of adventurers to augment the Home Guard's search for the killer. The assassin eventually was found but eluded capture and escaped into the countryside. The murderer has not yet been brought to justice.

A gray-robed cult, its members apparently predominantly olven, recently has been seen operating in the city. Their agenda is unknown, but the Home Guard is watching for trouble.



Keoland

Cryllor's Count Ingaz Manz has been stricken by a mysterious illness. Since the clerics of his court have been unable to cure him, many whisper that the contagion may be magical

in nature. In response to a recent threat from a caravan-raiding force of orcs led by a giant, Lady Regent Lora has taken action by calling a general muster (a right generally reserved for the leader of the county).

Viscount Jorgos of Nume-Eor has established a sanctuary for those citizens of Keoland tainted with orcish blood. The construction of this village, the so-called "Haven," is seen by many as a move to bolster the province's beleaguered working population.

The Earl of Gand, by royal edict, recently led a host to reinforce Westkeep, in the chaotic lands of the Sea Princes. Rumors of a renewed offensive into the Hold are the cause of much grumbling among the nobility.



Ket

The Bisselite plan to tax citizens of Baklunish descent to arm the Knights of the Watch has sparked concern among the citizenry of Ket. Most hope that

Bissel will reconsider its rash action before it shatters the hard-won peace accord between the two nations. In response to this blatant warmongering from across the border, Ket has dispatched diplomats to Pellak to seek a peaceful resolution, and has increased the vigilance and frequency of its border patrols. So far there has been no word on how the diplomatic discussions with the Bisselite Ruling Council and the Margrave Larrangin are progressing.



Nyron

Reports have surfaced indicating that the king's traitorous brother, Prince Sewardt, has been seen in the Gnatmarsh, perhaps in allegiance with the coven of witches said to dwell there.

With the decrease in military need following the cessation of hostilities related to the Greyhawk Wars, many members of the Kingdom's Militia have been allowed leave militia service. Many of these ex-soldiers have become Licensed Adventurers of the Kingdom of Nyron. These adventurers already have been shown to be a great asset to the kingdom.

With assistance of the militia, the Royal Mail Service has expanded its service along the Duntide River south of Rel Mord.



Onnwal

The first Growfest Tourney held in Sornhill since Onnwal's fall seven years ago was marred by an attempt on the life of Danvirius Soron, leader of the Breakers, a renowned war company. Soron, a loyal servant of Free Onnwal, was stabbed in the back during the grand melee. Immediately borne from the field, his wounds were described as grave. Popular opinion is that the attempted assassination was the act of the Scarlet Brotherhood. Baron Halshas Geldrenn of Silvervale described the attack as "a coward's blow," and vowed that the perpetrators would be found and punished.



Pale

Pholtans everywhere are rejoicing about the recent recovery of a cache of holy relics dating back 300 years. Though the true significance of these items has yet to be determined, they are thought to include the *Libram Sanctus Vox*, believed by many to be among the most sacred writings of the Faith. The relics were recovered with the assistance of a group of heroic individuals who prevented several attempts to steal them. While the identities of the would-be thieves are not known, according to a member of the Church Militant, "they will not remain unknown for long."



Perrenland

The election to determine the new Voormann of Perrenland approaches. Perrenders are more vocal than ever, resulting in numerous brawls on the streets of the nation's capital. Local wisdom suggests that the smart money is on a new voorman, but exactly who will succeed Karenin (if indeed he loses) is anyone's guess.

Weather conditions on the Feronwold, the southern plains of Perrenland, have been unpredictable of late. Several unwary travelers have been swept away by freak tornadoes, and the surface of Lake Quag has seen frequent squalls.

Residents of the central Yatils report attacks by bands of orcs and goblins. These attacks are prevalent especially along the Krestingstrek, the trade road that bisects the Feronwold. Much gossip speculates on what could be driving the creatures from their mountainous territories.



Ratik

Folks living along the southern reaches of Ratik have always lived with the threat of humanoid incursions from occupied Bone March, across the Rakers. Ratikhill has stood at the mouth of Kalmar

pass—a great barrier against these evil waves. As Telchur's frozen breath comes across Grendep Bay once again, the armies from the south move through the pass, toward Ratikhill's great walls. To the east, the foresters of the Loftwood report that the various orc and groll clans are gathering. With the bulk of Ratik's army stationed at Ratikhill, many fear that the militia of House Bredivan may not be able to hold the Loftwood border.



Sea Princes

A large force of humanoids and imported savages has mustered in the town of Chiswell, in the Duchy of Berghof. Under the command of the ruthless Herdsman Krevaradan of the Scarlet Brotherhood, this army stands positioned to smash into the rag-tag holding of Utavo the Wise, a Touv former slave who recently claimed the town of Kusnir, on the shores of Lake Spendlowe. In past months Kusnir has served as a rallying point for slaves brought to the Hold by the Sea Princes and Brotherhood, and rumors tell of mass defections from Krevaradan's force. Krevaradan quelled a massive uprising in Port Toli in 590 CY, and has made several devastating thrusts into the territory controlled by the Sea Princes near Hoken.



Shield Lands

Disappearances in Tent Town, the refugee camp outside Critwall, continue, and may be getting worse. The city's militia, overworked with problems within the walls, lacks the resources to investigate the situation effectively. The search is further complicated by the fact that many "disappearances" are simply refugees moving on or finding more permanent housing elsewhere. Lady Katarina has publicly announced a plan to dedicate troops to the matter, though it may be some time before a solution is discovered. A cult known as the Open Spirit has promised to use its resources to find the vanished refugees and to patrol Tent Town in an attempt to prevent additional disappearances.



Sterich

It has been three years since the County of Garinac, on Sterich's western fringe, was freed from the control of savage humanoids. Since then the dwarven citadel of Num-Theraz, fortified in a deep valley in the Crystallists, has served as a rallying point for the remnants of the orcs, gnolls, and kobolds who once held the entire nation. Prince Durrok Korend has mustered a small army of dwur in the western town of Ilaren for a final push into the mountains. For the first time (and after much pressure from dwarves throughout Sterich) the marchioness has pledged a company of halberdiers to the effort.



Ulek, Principality of

Though the forces of Turrosh Mak have not made a major offensive against the eastern border in months, agents of the despot have been discovered in at least one of Ulek's cities, and others could be

lurking elsewhere. Reports from recently rescued halfling scouts who were trapped in disputed eastern territory have revealed the location of several camps of orcs and goblins, as well as unexpected information, such as the possible location of an unknown ancient dwarven crypt.



Urnst, County of

Harvest is over in the County of Urnst. Despite an unnatural heat wave near the city of Brotton, the county's rich farmlands have yielded near record crops. Yet all is not safe within the County of Urnst. A wiz-

ard in the city of Dossselford has gathered a group of adventurers to stop a raiding party of dark dwarves that came to the surface from the so-called Crystal Caves. The adventurers were successful in thwarting the evil raiding party, and in so doing, discovered a passage to the underworld. More adventurers are being summoned to solve the perplexing mysteries of Crystal Springs.

Recently, a humble temple of Zodal just south of Brotten was discovered to have been built upon the foundations of a much older temple dedicated to Kyuss, a dread being thought to have created several forms of undead creatures in the distant past. While exploring the ruins of the ancient temple, adventurers uncovered a plot by worshippers of Kyuss to assault the County of Urnst from within.



Urnst, Duchy of

After the Honorable Chamber selected Seoman Verle of House Verle as the newest member of their august body, citizens of Leukish were abuzz with discussion of the outcome and its political aftermath.

House Kilbourne has been forced out of many political circles, losing much of the support it enjoyed while it was a candidate for the seat. In order to regain prestige, House Verana is rumored to be considering the purchase of a merchant charter, and House Coriner is planning a grand celebration in its Seltaren manorhouse. Seoman Verle has yet to influence the Honorable Chamber in any way; he has only agreed to a suggestion by House Teranor to send envoys into the Celedon Forest to encourage the alliance with the elves.



Veluna

The Velunese Guild of Notes and Missives has been experiencing frequent break-ins at their offices in Mitrik, Veluna City, and Gargagest. The guild assures the public that these burglaries

in no way compromise the important task with which they have been entrusted. The crimes come at a time when the guild is already under fire for refusing to deliver letters destined for Shandalanar. Once considered a likely candidate for a new branch of the guild, the south-central town has for months been shunned by them for no known reason. Whether or not the affair is related to the break-ins is a topic of much discussion.

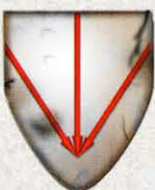


Verbobonc

Amidst great controversy, His Lordship Langard, Mayor of Verbobonc, announced the dispatch of the People's Gift, a wooden chest carved with images of the Olvenfather Corellon Larethian, to

Queen Yolande, Her Fey Majesty of Celene. Rumors in recent weeks suggest that the precious token of friendship had been misdirected or lost, a claim the mayor himself denies.

Lady Asbury has announced the recovery of the *Star and Glimmer of Asbury*, hereditary symbols of her house that were lost years ago as Lord Asbury and Lady Aluna held Whistler's Creed during the first uprising of the Horde of Elemental Evil. In connection with the announcement, Lady Asbury's smith, Thuldon Rockspitter, voiced a plea to all folk to rise and free the hereditary homelands of his dwarven people in the Principality of Ulek.



Yeomanry

Keoland has offered the Yeomanry a chance to re-assume a seat once held by it in the Council of Niole Dra, Keoland's legislative body of nobles. The Council of Common Grosspokesmen has agreed to send an envoy to discuss

the proposal, but no final decision has been made as of yet. Many in the Yeomanry see this merely as a prelude to their country becoming little more than a vassal state again.

In other news, citizens should be advised that the influx of refugees from the south still continues. These refugees may be dangerous or contagious, and citizens are warned to approach such people with caution.

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.

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