

# THE OERTH 7 JOURNAL

The Oerth Journal 7

Produced by the Council of Greyhawk

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The Council of Greyhawk is an informal organization of gamers dedicated to keeping the World of Greyhawk a viable campaign world. At present, this group meets and communicates primarily on America Online. Send inquiries to [Iquander@aol.com](mailto:Iquander@aol.com).

## EDITOR'S NOTE A TIME FOR CHANGE

As I write this, I look down to my desk at two new Greyhawk products. No, these aren't the esoteric typings of a few raving mad college students, like the "products" I've looked forward to for so many years. These are Greyhawk products. Real, actual, TSR-produced Greyhawk products.

Some time around the late months of 1994, I was still new to the Internet. A student at Emerson College, in Boston, I viewed trips to the computer lab as an inconvenience. One night, however, I decided to see if anyone else shared my perversion. I plopped over to Lycos (at that time a useful engine) and typed out my passion: Greyhawk.

Imagine my surprise when I discovered a small, mostly secretive, cadre of Greyhawk enthusiasts on the Internet! Suddenly, the 'net seemed a much more interesting place. Perhaps, I mused, I might even find someone who would be interested in notes from my many years of Greyhawk campaigns.

I did. While mucking around in the archives of MPGN, I discovered a half-complete, heavily notated file. A history of Zagig Yragerne, of the City of Greyhawk. I shot off a letter to the author, posing a number of questions about the file, and about questions that had always bothered me.

How could Iuz plan the Temple of Elemental Evil scheme while he was imprisoned below Castle Greyhawk?

What happened to the Bandit Kingdoms between their first appearance in Dragon magazine and their apparent shrinkage in favor of the Shield Lands on The Marklands' map?

Lastly, just who the hell were those nine imprisoned demigods?

In the almost four years since then, I've posted my answers to some or all of those questions. Some of those answers still stand, in my humble opinion, and others have been broken down and improved upon by the legion of Greyhawk fans who, like me, seemed to appear out of nowhere and form something of an actual community.

That community has changed a lot in the last four years, and my guess is that the next year will see it change even more. For Greyhawk is alive again in the eyes of TSR, and with TSR comes the masses. Our fun little niche is now open to the world, for good or ill.

Personally, I think it's for good. When I took over this magazine, I did so with a very clear agenda - to maintain the World of Greyhawk as a viable campaign setting. Part and parcel to that challenge was an attempt to prove to TSR that a stable and interested fan-base exists for the setting. I think that's been accomplished, and I'd also like to think that I played a role, however minor, in that accomplishment.

Having achieved the core of what I wanted to do with the Oerth Journal - the relaunch of the World of Greyhawk and the evolution of a dynamic and interesting online magazine by and for the online Greyhawk community, it is time for me to move on. This is the last issue of the Journal I will edit, and it is likewise likely that this is the last editorial I shall pen for this magazine. I'll still be the friendly neighborhood Webmaster, and I imagine I'll be a frequent contributor to these pages.

I'd like to thank a number of people for making the Journal what it is today. Nathan, Eric, Morgan, Phil, Tom, Fred, Roger and the rest. I'd also like to thank my predecessor and (sometimes) conscience, Steve Wilson (Tamerlain@aol.com). Thanks too go to Joe Bloch, who on a rainy Boston evening rekindled my love for the setting with a brilliant campaign. Lastly, I must thank Gary Holian, the author of that History of Zagig I discovered so long ago. Thanks go to everyone who has brought us to this point, and who will bring us to even better heights in the future.

It's been a blast.

The next issue of the Oerth Journal will be edited by Nathan Irving (Nellisir@aol.com), who has an article in this issue. Nathan's vision of Greyhawk is a good one, and I leave trusting that the Oerth Journal, and its humble legacy, is in good hands. Nathan assures me that OJ8 is just around the corner, and will appear after a relatively short wait.

Here's hoping all the waits over the last four years have been worth it.

Stone Endures Still,

*Savant Squander*

(Erik Mona)

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⊕ ØERTH AND ALTAR

# WEE JAS: THE LADY ⊕ BOOK AND BONE

by Nathan Irving (Nellisir@aol.com)

## Wee Jas

(The Taker, the Lady of Book and Bone, the Dark-Eyed Goddess)

Intermediate Power of Acheron, LN

**Portfolio:** Magic, Hidden Lore, Vanity, Law, Death, the Dead (particularly lawful dead)

**Aliases:** Asiji (pre-Rain of Colorless Fire name of an avatar of Wee Jas, and not in common use)

**Domain Name:** Tintibulus/Patterned Web

**Superior:** None

**Allies:** Lendor, Jascar, Bralm, Phaulkon

**Foes:** Syrul, Llerg

**Symbol:** A skull surrounded by flames

**Wor. Align:** LN, N, LE, NE

**W**ee Jas (WEE Jas) is the Suel goddess of law, vanity, magic and death. She is worshipped by wizards of Suel descent or training, necromancers of all stripes, and anyone who commonly deals with the dead (undertakers and the like). In addition, she is venerated and placated anywhere Suel culture has survived, particularly the Sheldomar Valley, the Amedio Jungle, among the Frost, Ice, and Snow barbarians, the Suel of the south-east, and the Duchy of Urnst.

The Taker is a staunch advocate of law, and like most of the Suel powers, judges others not by their affiliation with weal or woe, but by their sense of order or chaos. She is on good terms with most lawful powers of her pantheon, both good and evil, and has poor relations with the less lawful members, particularly Llerg and Syrul. She shares a strong relationship with Lendor (who is described as her father in the older, pre-Rain myths), and enjoys the company of Jascar and Phaulkon (despite the latter's chaotic beliefs). Rumors of her romantic involvement with Norebo continue to circulate, despite her priesthood's stout denials of this (priests of Norebo wink, nod, and grin broadly while heartily denying any such liaisons).

Wee Jas's relations with Nerull, The Reaper, deserve special consideration. The two have an intense but subtle rivalry, a centuries-long contention over the portfolio of the dead and death itself. Wee Jas's interest in this area, though reported by several sources to be only a few centuries old, is thought by more knowledgeable sages to harken back to the aftermath of the Rain of Colorless Fire and the deaths of so many mortals in the Suel Imperium by magical means. This irrevocably linked magic and death in the minds of the survivors, and imbued Wee Jas with the portfolio of death and the dead.

In the years following the Twin Cataclysms, the Suel and their pantheon suffered as the different cultures of Oeridian, Suel, Flan, and Bakluni mingled into one, and worship of the Flan god Nerull ascended among the common folk of the Flanaess. Despite the eventual recovery of fragments of Suel culture and the rise of such Suel-born nations as Keoland and the Urnsts, however, worship of the Lady of Book and Bone steadily declined, reaching its low point around 200 CY. At that time, and after decades of consideration, the priests of Wee Jas instituted a new policy, becoming far more vocal in their advocacy of Wee Jas. The Taker, they proclaimed, was a goddess of order and law. She took no souls before their appointed time, doing only what was lawful and proper. This was in stark contrast to Nerull, the Reaper, who was said to stride the Flanaess searching for souls to cut down. Wee Jas, in the careful politicking of her church, was the goddess of those who died in bed asleep and peaceful, while Nerull brought only pain and suffering, the agonizing and unrestful deaths of suicide and murder.

This promise of a peaceful passing appealed to many of the peasants and other common folk, and Wee Jas' fortunes have slowly improved from that time. At the moment, Wee Jas holds influence over the deaths of lawful beings, those who die as the result of law (executions and such), and those who die in a peaceful and serene manner. Her servants guide those souls to their final resting places in the Outer Planes and into the protection of their patron power, or to the Outlands where the atheists, agnostics, and those without a favored power end their journey. Nerull lays claim to the deaths of chaotic and neutral beings and those who die in an untimely manner or as the result of unlawful or violent action (murder and suicide). These souls are at much greater risk, and unless a servant of the soul's god arrives to escort them to the Outer Planes, they may be stolen away to Nerull's realm to feed his servants and minions.

The Dark-Eyed Goddess's involvements with Boccob are far less certain. Neither deity will acknowledge the presence of the other for good or ill, and the two priesthoods maintain a careful neutrality between them.

Wee Jas is invariably haughty and condescending to mortals, and is never amused by petty diversions or distractions, though she may sometimes be persuaded to listen by an extraordinary gift, or a subtle appeal to her vanity. Her growth as a goddess of death and law has awoken Wee Jas to the possibility of acquiring more power, and it is this greed that has caused the shift toward evil in her alignment.

## Wee Jas's Avatar

(Mage 35, Priest 30)

Wee Jas always appears as beautiful human woman in her early twenties, with ebony or scarlet hair and pale skin. Her most striking characteristics are her eyes; almond-shaped pools of darkness with bone-white, skull-shaped pupils. She wears beautiful and expensive gowns, changing them instantly to suit her whim. She will sometimes create a gown

as a gift to a woman, usually one who is about to go into a dangerous situation on Wee Jas' behalf where she may be open to attack or assault. The gown acts as a cloak of protection +3 for the next 72 hours, and confers a +3 bonus to all saving throws. Wee Jas favors spells from the spheres of Elemental Fire, Healing (reversed) Law, and Necromancy and from the schools of Illusion/Phantasm, Invocation/Evocation, and Necromancy, although she can cast spells from any sphere or school.

AC -5; MV 13; Hp 205; Thac0 4; #AT 1; Dmg 1d10 or as spell; MR 90%; SZ M (5'9") Str 18, Dex 23, Con 21, Int 24, Wis 23, Chr 23, Com 24 Spells: W: U/U/U/U/U/9/9/8/8\* Pr: 12/12/10/13/13/9/8 Saves: PPD 2; RSW 3; PP 5; BW 7; Sp 4

\* Numbers assume one extra necromancy spell per level.

**Special Att/Def:** Wee Jas knows every wizard spell of every level and every priest spell of fifth-level and lower, as well as every priest spell from the spheres open to her worshippers. She may cast 9 spell levels worth of magic per round (to a maximum of three spells per round), mixing them as she sees fit with regard to type, level, and effect, and casting them as a 30th level wizard. She may cast an unlimited number of first through fifth-level wizard spells per day, nine sixth and seventh-level spells, and eight wizard spells of eighth and ninth-level.

She cannot be harmed by non-magical missiles or weapons, and in addition to her magic resistance, has around her a permanent globe of invulnerability which cannot be dispelled, rendering her immune to magics of first through fourth levels, even from devices. She may make this globe glow at will, with a potential brightness equal to a sunburst from a wand of illumination. The magical forces that surround her also empower her low armor class.

As the goddess of death, all undead are under her total command, but she prefers to command only the lawful undead, and will usually destroy or drive off chaotic and neutral undead.

## Other Manifestations

Wee Jas sometimes appears as a fiery will o' wisp to lead a person or persons to a particular site or object (but characters are warned, she pays little attention to, and never sets off, any traps, spells, or devices along the way that may affect the party). She may also appear as a flickering ebony radiance highlighting a site or object, or a flame-shrouded skull that can unleash spells as her avatar. She enjoys the trappings of wealth and may look favorably on those who sacrifice such things to her. She prefers star sapphires above all other gemstones, and those who win her favor may find themselves gifted with one of these stones. Black sapphires, fire opals, and crown of silver are also symbols of Wee Jas and/or her approval.

Wee Jas prefers to summon lawful dragons (primarily blue, green, emerald, and sapphire breeds, although her influence

extends to bronze, silver, gold, and steel dragons) and lawful undead (wights, wraiths, spectres, mummies, and ghosts) to do her bidding and act as her representatives. The tasks she sets for these creatures cannot violate their alignment. She also numbers among her extra-planar servitors fiends (primarily abishai, erinyes, hamatula, and osyluth baatezu, but sometimes arcanaloths, never tanar'ri); einheriar (fallen Suel soldiers and wizards); imps; maelephants; maruts; aasimars; noctrals; and observers.

## The Church

**Clergy:** Cleric, speciality priest, monk, wizard

**Clergy's Align.:** LN, N, LE, NE

**Turn Undead:** C: No, SP: No, Mon: No, Wiz: No

**Command. Undead:** C: Special, SP: Special, Mon: No, Wiz: No

All clerics (including multi-classed clerics), monks, and specialty priests receive religion (Common, Suel) as a bonus nonweapon proficiency. Wizard clergy receive spellcraft as a bonus nonweapon proficiency, and they are required to purchase religion (Common, Suel) as well (at a cost of 1 nonweapon proficiency slot).

Wizards, monks, clerics, and specialty priests of Wee Jas are all welcome within the hierarchy of the faith, and each has an assigned place within it. Warriors of the faith are either temple guards or part of the soldiery of the church, depending on their inclination (these are discussed further under affiliated orders). Lawful bardic worshippers of Wee Jas, known as Keepers, likewise have a place of their own within the hierarchy, as messengers between the different temples and recorders of the lore of the common people.

Wee Jas is not a commonly worshipped goddess in the Flanaess, and her followers are infrequent at best. She is sometimes worshipped, and often placated, by wizards and spellworking bards, sages, morticians, and others who must or choose to work with the dead. Her faithful are seen as aloof and slightly sinister by the common people, and their reputation has not been improved by the recent actions of the Scarlet Brotherhood. In the lands of Sunndi, Idee, Ahlissa, Onnwal, and the Lordship of the Isles her clergy have been suspected of collusion with the Scarlet Brotherhood, and these accusations (though unproven) have turned many against her faith.

The leader of the Wee Jas faith in the Flanaess is called the Archon, and the high priests of each temple are titled Archites. Lesser members of the faith are titled Archpriest X (where X is the member's name). Forms of address include Blessed (for general use, when one is unsure of the exact rank or responsibilities of the priest), and in exact titles are (ascending order of rank): Spiritwatcher, Soulguide, Deadspeaker, Soulbringer, High Spiritwatcher, High Soulguide, High Deadspeaker, High Soulbringer, and Lord High Spiritmaster. These titles are the same across the length and breadth of the Flanaess, although certain conservative

temples continue to use the Suel titles, rather than their Common tongue translations.

Clerics of Wee Jas are a minor part of the clergy (15%). They often maintain the smaller shrines and temples, or are assigned duties assisting and guarding the specialty priests of Wee Jas.

Monks are likewise uncommon in Wee Jas' clergy (15%), and all those in service to the Taker are members of the Order of the Patterned Web. It is their task to guard and preserve the accumulated lore and knowledge of the church. The Monastery of the Ebon Flame, in the Hellfurnaces south of the Yeomanry and west of the Tors, is home to the Grandfather of Mysteries, the leader of the Order.

Wizards (mostly necromancers and diviners) are the smallest portion of the clergy (10%). They conduct research and experimentation in the name of the goddess of Book and Bone. A few live at the various temples and monasteries, but most prefer solitary lives, keeping in contact with one another by magical means, or via the bardic heralds of the faith. The wizards are all members of the A'ath Ulkiam, an ancient order that predates the Twin Cataclysms.

Specialty priests hold a clear majority in the clergy, outnumbering all of the other orders combined (60%). They are the favored servants of Wee Jas, and the Archon of Wee Jas (the leader of all the sects, orders, and temples together) is always chosen from their ranks, as are the lesser archites (or high priests) of each subordinate temple.

The relationship between undead and the priests of Wee Jas is a complex one. The Taker views any disturbance of these spirits as an infringement upon her will, and so her priests (both specialty priests and clerics) must gain her permission to command any undead, under any circumstances. Failure to do this brings swift retribution (typically the loss of all but first-level spells) until atonement is made. A second violation results in the errant priest's excommunication from the faith. Lower-level priests may seek to divine her will by casting *augury* or *divination* (this use overrides the spells' normal functions), but the chance of receiving any answer at all is only 40% and 60%, respectively. The *omen* spell (2nd-level priest spell, sphere: All, Divination, *Prayers from the Faithful*, pg.121-122) is more appropriate and is more likely to be answered, but not all of Wee Jas' clergy are granted knowledge of this spell. Priests utilizing a *commune* spell are guaranteed an answer, and may ask other questions as per the normal use of the spell.

Petitioners are more likely to be granted permission to command unthinking undead and undead under the command of a chaotic being. She is less likely to grant permission to command lawful undead (see list above), intelligent undead, and spellcasting undead (thus, the effective chance of being granted permission to command a Lawful Evil lich mage is somewhat lower than 0%).

Occasionally, members of Wee Jas' faith are allowed to continue beyond death as undead, typically liches (although

some survive as mummies or even guardian ghosts). These undead maintain their standing and position in the Church, and are addressed as Taken on the rare occasions they are addressed by the living. It is suspected that a the Archon of Wee Jas may call upon a secret council of liches that normally lie, neither awake nor asleep, beneath the White Temple in Niolo Dra until their advice and council is sought.

**Dogma:** Order before all. Knowledge brings power, power brings strength, strength brings order. The rules of magic are the rules that govern the universe; understand them, and nothing is beyond reach. Know the order of the world and your place in it. Accept that progress and advancement come not through luck or blind fortune, but by knowing the laws of the world (social, political, legal, magical, etc.) and following them dutifully.

The clergy of Wee Jas are governed by centuries of laws, decisions, rules, and edicts carefully recorded and organized by their predecessors. These strictures govern everything from the hierarchy of the church to the amount of time acolytes may sleep (6 hours) to naming the foes and allies of the faith (luz is a foe, the church of Rao a respected ally). This adherence to procedure, more than anything, is the hallmark of Wee Jasian dogma and policy. Everything, they believe, has rules, and to follow those rules is to succeed.

**Day-to-day activities:** Priests of Wee Jas perform dual roles. They are collectors of magical knowledge and artifacts, and young acolytes spend many long hours transcribing arcane lore (failed priests often seek employment as scribes). Older priests perform their own research into the secrets of magic, or supervise (and assist) their allied wizards in doing the same.

They are also guardians of the dead, and the principal officiator at funerals. Many low-level priests travel the Flanaess, performing funeral services for a small fee, or simply saying a few words in exchange for food and supplies. Others are stationed in catacombs and graveyards, to maintain and those areas, and guard against defilers and desecrators.

**Important Ceremonies:** The most important ceremony to the followers of Wee Jas, and indeed almost all Suel, is the Day of Fire on the 28th of Patchwall, originally said to mark the invocation of the Rain of Colorless Fire and the subsequent deaths of 90% of the population of the Suel Imperium. Over the centuries, the ritual has lost much of its original meaning, and it is celebrated throughout the Flanaess as a time to placate and honor all the dead. It is also a time to renew oaths, forge agreements, and take oaths and pledges (often of vengeance). It is worth noting that undead attacks from the Sea of Dust on the watchtowers of the Order of Bone peak around this time.

Twilight is a time of great power to worshippers of the Taker, and special ceremonies are usually timed to reach their culmination around this point in the day though the summation may consume an additional two or three hours.

**Major Centers of Worship:** All temples, shrines, and other places of worship to the Dark-Eyed Lady are ranked according to their size. The White Temple of Wee Jas, in Nirole Dra, houses the Archion of Wee Jas, and is the only holy place of that goddess currently active accorded the status of a Temple of the First Circle (at least three others were destroyed in the fall of the Suel Imperium, and one, near current day Rel Deven, was razed during the Oeridian invasion six hundred years ago). Temples in Hookhill, Lo Reltarma, Radigast City, Rel Astra, and Scant are accorded the rank of Temple of the Second Circle. Temples of the Third Circle are located in most major cities where the Suel settled in great number, Temples of Fourth Circle (those with only a few permanent priests), are scattered about the Flanaess, and Temples of the Fifth Circle, being no more than wayside shrines, may be located nearly anywhere. The location of each of these is recorded in tomes (copies of which are stored in Nirole Dra, the Monastery of the Ebon Flame, and each of the Temples of the Second Circle), and once a year a visit is paid to each one for the purpose of inspection, re-consecration, and (in the case of Temples of the Fifth Circle), confirmation of the shrine's very existence.

A single stark tower of volcanic stone overlooks the Solnor Ocean, 90 leagues north of the Sablewood, at the very tip of the Thillronian Peninsula. Called the Dokkhulder, or Dark Hall. Studiously avoided by the local Cruskii barbarians, this fell structure is somehow tied to the Dark-Eyed Goddess, for mages in service to her are sometimes seen making their way there, usually in the company of a bardic Keeper.

**Affiliated Orders:** The most important orders affiliated with the Church of Wee Jas are the Order of Bone, the Company of the Invisible Fire, and the Keepers. The former two are warrior orders, and open to any warrior of lawful or true neutral alignment devoted to the Taker, while the latter is a bardic order.

The Order of Bone is comprised of temple guards and defenders, and those charged with maintaining the sanctity of any ground sacred to Wee Jas (primarily graveyards and battlefields). In addition to their posts throughout the Flanaess, the Order of Bone maintains several watchtowers on the outskirts of the Sea of Dust, near the most commonly used trails from the east. Their symbol is a skull against a crimson background.

The Company of the Invisible Fire, formed in the wake of the Twin Cataclysms, is a mobile force that safeguards the wizard followers of Wee Jas, investigates magical occurrences, and acts as guards for any extended travel by a superior (level 7+) priest of Wee Jas. Their symbol is a silver outline of a flame on a white background.

The Keepers are the most enigmatic and smallest of the non-clerical orders associated with the Church. Its members are all lawful neutral or true neutral bards devoted to Wee Jas. The Keepers travel from one temple to another, delivering messages, information, and spell lore. In addition, they keep scrupulous logs of their travels, chronicling any interesting

pieces of information they come across, which are later transferred to the permanent records of their home temple. The symbol of the Keepers is a black circle on a grey background.

**Priestly Vestments:** Priests of Wee Jas wear ornate and expensive robes or gowns, usually cut to enhance the wearer's physical attributes. They favor white, crimson, silver, and black, but will wear deep blue or gold attire if appropriate.

When performing official functions in a temple, the ceremonial garb consists of a number of layered silken robes (the exact number and cut dictated by rank), so that the priest appears wrapped in mist or fog. Evil priests of Wee Jas wear white vestments and neutral priests grey vestments. When Wee Jas allowed good-aligned priests (some centuries ago), they wore robes of deepest ebony interwoven with strands of silver, some of which are still preserved in the older temples. Older robes (of all hues) are often magically treated to prevent damage and aging, and a few of these robes have been recovered from dungeons and caverns after decades or centuries, intact and ready to be worn.

**Adventuring Garb:** Few priests of Wee Jas go adventuring, and those that do are expected to carry and don their ceremonial vestments whenever they officiate a ceremony or engage in spellcasting in the name of the Lady of Book and Bone. If this is impractical (as it often is), they instead carry a simple silk scarf (the color of which reflects the priest's alignment), and wear ordinary but well-tailored suloise-styled clothing. Under no circumstance may a specialty priest or mage dedicated to Wee Jas wear armor or bear a shield for defensive purposes. Priests who question the Dark-Eyed Goddess' ability to protect her faithful by doing so often find themselves unable to cast all but the simplest spells until they atone.

## Specialty Priests (Archpriests)

**Requirements:** Intelligence 13, Wisdom 11

**Prime Req:** Intelligence, Wisdom

**Alignment:** LN, LE

**Weapons:** Dagger, dart, knife, quarterstaff, sling

**Armor:** None

**Major Spheres:** All, astral, charm, divination, elemental (all), guardian, healing, law, necromantic, protection, summoning, thought, time

**Minor Spheres:** Combat, sun, wards

**Magical Items:** As priests or wizards

**Req. Profs:** None

**Bonus Profs.** Spellcraft

- Almost all of Wee Jas's worshippers are human or partially so, as most of the demihumans of the Flanaess who might be inclined to worship her (olve and gnomes), remember far too well the treatment their peoples received at the hands of the Suel invasion a millennium ago. A few half-olves in the Spindrift Isles and Keoland have become priests or priest/mages of Wee Jas.

- Archpriests command undead as though they were 2 levels higher when they have requested and received Wee Jas' approval.
- Archpriests have extensive knowledge of the destinations of the spirits of the departed. This information is known as netherworld knowledge (this is identical to the netherworld knowledge nonweapon proficiency from the *Complete Book of Necromancers*.)

**Netherworld Knowledge:** Archpriests must make an ability check against their Wisdom score minus three to successfully use this proficiency. Through their extensive training and education, archpriests are informed about the cosmology and organization of the Outer Planes, and how it relates to the Flanaess, focusing primarily on the destinations of souls after death. In addition, archpriests learn about the types and behaviors of the beings that inhabit the Outer Planes, including modrons, baatezu, tanar'ri, and eladrins. With a successful use of this proficiency, netherworld knowledge can reveal the specific weaknesses and natural immunities of beings from the Outer Planes. Netherworld knowledge can also be used to classify the exact type of extraplanar creature encountered with a successful ability check.

- Archpriests gain a +1 bonus to all saving throws vs. spells.
- Archpriests receive a -1 bonus to their casting times, to a minimum of casting time of 1.
- At 6th level, the priest may learn and cast first and second-level wizard spells from the Enchantment/Charm and Illusion/Phantasm schools.

These spells are cast as if the priest were a wizard of the same level. For example, a 7th-level archpriest casts wizard spells as a 7th-level mage. Archpriests pray for their wizard spells instead of studying to memorize them, and chosen wizard spells replace priest spells potentially available for use that day. (In other words, the wizard spell occupies a priest spell slot.)

- At 9th level, the archpriest may learn wizard spells of up to fourth-level from the schools of Enchantment/Charm, Illusion/Phantasm, Alteration, and Invocation/Evocation, subject to the learning restrictions above.
- At 12th level, the archpriest may cast raise dead, and, provided she has the approval of Wee Jas, the subject automatically succeeds their resurrection survival check, and nor do they lose a point of Constitution (although it still counts towards determining the maximum number of times a subject may be returned to life.)
- At 16th level, archpriests may learn wizard spells of up to sixth-level from the aforementioned schools.

## Wee Jasian Spells

In addition to the spells listed below, all priests of Wee Jas have access to the third-level spell *determine final rest*

(detailed in *Powers & Pantheons*, pg. 34, in the entry for Jergal), and the third-level spell *shield* (detailed in *Prayers from the Faithful*, pg. 81, under the entry The Sceptre of Mystra.)

## Third Level

### Ability Alteration\* (alteration)

Sphere: Combat, Necromancy  
 Level: 3  
 Range: 0  
 Components: V  
 Duration: 1 turn + 5 rounds/lvl  
 Casting Time: 6  
 Area of Effect: Caster  
 Saving Throw: None

By means of this spell, the priest may enhance one or more of his physical abilities by temporarily suppressing another physical ability. The priest may "spend" ability points from one physical ability in order to gain ability points in another. The ratio is 2 points expended to 1 gained. No ability score can be reduced below 8 by this spell, nor can racial maximums or minimums be exceeded. Exceptional strength is possible, but costs 2 points per 10% gain. Example: a priest with Strength 17 and Dexterity 16 could "spend" up to 8 points of Dexterity to increment Strength to 18/30 (17 to 18 to 18/10 to 18/20 to 18/30).

\*This spell was originally presented in the *From the Ashes* boxed set by Carl Sargent, Reference Card #6.

### Peace of Wee Jas (necromancy)

Sphere: Necromancy  
 Level: 3  
 Range: Touch  
 Components: V, S, M  
 Duration: Permanent  
 Casting Time: One turn  
 Area of Effect: One corpse  
 Saving Throw: None

This spell, a traditional part of funeral services for the clergy of Wee Jas and those who pay for it, grants the soul of the departed a certain amount of protection from disturbance. Any remains consecrated by this spell are immune to the effects of fourth-level and lesser spells that would animate or otherwise disturb the eternal rest of the departed, including *skeletal servant* and *animate dead*. *Speak with dead* is likewise prevented, unless cast by a servant of a deity of the dead (on Oerth, either Wee Jas or Nerull). It also guarantees the soul will not rise as a ghoul, ghastr, wight, wraith, shadow, or other lesser undead (those with 6 HD or less), regardless of the method of death. It is no protection against the possibility of the deceased rising as a more powerful undead, particularly a ghost, vampire, or mummy.

The material component is a thin silver chain, at least one foot long, laid across the bare chest of the corpse (the chain is



customarily bound around the body before it is dressed). If the chain is removed after the spell is cast, the spirit gains a saving throw vs. magic (as the soul's former class and level) to determine if the spell continues unbroken. This spell has no effect if cast on a living being, or an already risen spirit or corpse.

### Fifth Level

*Grace of Wee Jas* (a.k.a. *Kelemvor's grace*; Pr 5, Protection, *Prayers from the Faithful*, pg. 91.) Casting this spell on a living being is not considered an attack and does not require the permission of the Taker. Casting the spell on an undead for purposes of rendering it vulnerable to attack is considered an attack, and casters must receive permission from Wee Jas before undertaking such action.

#### Improved Ability Alteration (alteration)

Sphere: Combat, Necromancy

Level: 5

Range: Touch

Components: V

Duration: 1 turn + 5 rounds/lvl

Casting Time: One round

Area of Effect: One subject

Saving Throw: None

By means of this spell, the priest may enhance one or more of the subject's physical abilities by temporarily suppressing another physical ability. The subject may "spend" ability points from one physical ability in order to gain ability points in another. The ratio is 2 points expended to 1 gained. No ability score can be reduced below 6 by this spell, although racial maximums and minimums can be exceeded.

Exceptional strength is possible, but costs 2 points per rank gained. Example: a priest casts improved ability alteration on a warrior with Strength 17 and Dexterity 16. The warrior could "spend" up to 10 points of Dexterity to increase Strength to 18/00 (17 to 18 to 18/51 to 18/76 to 18/91 to 18/00).

### Sixth Level

#### Guarded Soul (necromancy)

Sphere: Necromancy

Level: 6

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: One hour

Area of Effect: One corpse

Saving Throw: None

A more powerful version of *peace of Wee Jas*, guarded soul renders the remains of the deceased immune to any spell, device, or creature that attempts to animate or communicate with the departed soul. In addition, it prevents the corpse and spirit from rising as any sort of undead except a lich or vampire. In the latter cases, the spirit has a 50% chance of

remaining undisturbed, plus or minus 5% per level of the spell caster above or below 12th-level, and plus or minus 5% per level of the infecting vampire or wizard (if a lich) below or above 12th level. Example: a 14th level priest (2 levels above 12th, so +10%) casts guarded soul on a 18th level wizard (6 levels above 12th, so -30%) who had made preparations for lichdom.  $50\% + 10\% - 30\% = 30\%$ . The spirit of wizard has only a 30% chance of remaining safely dead, as her soul struggles against the priest's spell to achieve undeath.

In addition to the above protections, the caster may secure an extra-planar guardian to the spirit, typically a fiend or celestial, though certain corpses are rumored to be protected by elementals of unusual power. The spell does not summon a guardian that is up to caster but by force, bribery, or bargaining, the caster and guardian-to-be must agree on a duration of time (typically not less than 99 years nor more than 999) and recompense, if any.

The guardian remains primarily on the ethereal plane, alert to any force disturbing their charge, for the duration of their task. The guardian may leave the vicinity of the remains (roughly a thousand-foot radius) only if an outside force threatens their guardianship, in which case they may travel any distance to combat it. Guarded soul magically links the guardian and the remains, allowing the guardian instant awareness of any creature, spell, or force that disturbs their charge.

If the spell is broken or the duration expires, the guardian is freed to depart, taking any treasure it has accumulated from grave-robbers (a.k.a. adventurers). If the guardian is defeated, it forfeits any treasure accumulated and returns to its home plane, the compact ended (although the spell still protects the remains from animation). It is not possible to have two guarded soul spells (and guardians) on the same set of remains.

Wee Jas occasionally prevents the successful casting of this spell, particularly if the subject spirit is likely to rise as a lawful vengeful spirit (one with a purpose or goal beyond murder and mayhem). This is most true in the case of wronged spirits who wish to exact a final retribution upon their malefactors, or those driven to complete a final task or duty before they rest forever.

The material component of guarded soul is a continuous chain of silver which must encircle the protected corpse at least three times, and is positioned against the subject's skin.

Thanks to Eric L. Boyd for assistance with this article.

WYRMS OF THE FLANAESS

## THE OBSDIAN DRAGON

by Eric L. Boyd (EricLBoyd@aol.com)

Inspired by the "Wyrms of the North" articles by Ed Greenwood that have appeared of late in Dragon magazine and by the paucity of dragons that appear in published Greyhawk materials, I offer the third of a series of installments on the prominent dragons of the Flanaess. In my mind, I envision that the dragons of Oerik are important participants in the events of the region, although they do not play nearly as prominent a role as the dragons of Ansalon or even the dragons of the Realms. The reasons behind this diminished influence (for they were once dominant in an age long past) are manifold, but the strong influence of fiends from the Outer Planes on the unfolding tapestry of events in the Flanaess in recent centuries is thought to be the most critical factor (although the exact causality of this relationship is still a matter of debate).

It may be of use to discuss the rules governing dragons and the spells they may cast. Officially, draconic spellcasters fall into one of two categories: those who cast spells and those who are spellcasters. Members of the former group learn magic haphazardly and thus cannot choose their roster of incantations. The number and levels of spells available to them are detailed in their Monstrous Compendium write-up, and they regain their spells automatically. All such spells have a casting time of 1 and only require a verbal component. The latter group are true wizards. Dragon wizards must learn their spells from spellbooks and may choose which spells they know and which subset of spells they memorize. (Note that the previous two categories have nothing to do with the natural spell-like abilities common to each species.)

While these rules serve reasonably well, I would propose one important modification for the dragons of Oerth: Dragons of the World of Greyhawk who cast spells, but are not wizards, may judiciously select their permanent roster of spells and do not learn them "haphazardly." This variant of the core rules frees the Dungeon Master to choose a dragon's spells so as to enhance the wyrm's personal or lair's defenses to maximum effect.

The subject of this column is an obsidian dragon, a rare type of wyrm found only in northern Oerik in and around the Land of Black Ice which was first described by Mark Mathis in Dragon #146, pp. 23-25. Accompanying this article is a revised write-up of this unique species in AD&D2 Monstrous Compendium format. The discussions of Xanxeven Point and the shadow dragon of Drenghez are paraphrased, in part, from the write-ups in Iuz the Evil, pp. 22-24. Finally, I have done my best to keep this write-up consistent with Frederick Weining's inspired write-up of the Archbarony of Blackmoor in the Oerth Journal #5, without requiring the use of that article in campaigns based solely on either the World of Greyhawk and/or the From the Ashes boxed sets.

## Ignisvitramsable, "Ebonfrost"

Ignisvitramsable (ig-ni-SVIT-rum-SA-ble) is a venerable obsidian dragon (of Lawful Neutral alignment) who dwells in the northernmost reaches of the Flanaess. From her lair in the western reaches of the Cold Marshes, the great dragon watches over some of the most inhospitable reaches of eastern Oerik. Living in self-imposed exile from her generally gregarious kin, Ignisvitramsable seeks solitude in which to explore her arcane research and anonymity behind which she can observe and manipulate events in the world outside the waters of her bitterly cold fen.

To the brutish Urzun hill orcs of the neighboring Howling Hills, Ignisvitramsable is Ebonfrost, the Cold Claws of Darkness, a legendary foe who slays those who wander too deep into the great fen. In the ancient tales of the human nation to the north of her domain, she is the Dragon Queen of Blackmoor, said to claim the entire archbarony as her demesne and to suffer the presence of human settlers in the area only as long as they pay her due homage. Although a few intrepid hunters claim to have spotted the great ebony wyrm during one or more forays into the Cold Marshes, in truth, Ignisvitramsable has not been spied by human or orc for at least three score years. Most sages of Dantredun believe the Dragon Queen of Blackmoor to be a somnolent black dragon of unusual wisdom and restraint, a misconception that Ignisvitramsable discretely encourages.

Like most of the elders of her race, Ebonfrost has jet black scales with bright silver highlights and, from a distance, looks as if she has been carved from lustrous obsidian and inlaid with silver filigree. Stretching over two hundred feet in length from head to tail, Ignisvitramsable is one of the largest obsidian wyrms to ever emerge from the Lands of Black Ice, and, compared to most other breeds of dragons, she is truly an awe-inspiring behemoth. Her serpentine shape glides easily through the freezing waters of the Cold Marshes, and her supple form quickly twists and bends as she pleases, allowing her to contort to attack foes from nearly any angle. Whereas the horns of most silver and obsidian dragons extend straight backwards along their neck with a slight downward curve, Ebonfrost's horns curl to form twin spirals reminiscent of those of a ram.

The reasons behind Ignisvitramsable's long estrangement from her kin in the Land of Black Ice became unimportant to her long ago. Now the Dragon Queen of Blackmoor simply enjoys her quiet hermitage and the freedom it gives her to pursue her own agenda. Ebonfrost is by nature very disciplined in her thinking and actions and not given to wild emotional outbursts. She prefers a world of orderly balance in which she can concentrate on her investigations into the arcane and natural order of the world, and she is willing to go to great lengths to tame the tide of chaos which threatens to engulf the lands surrounding her demesne.

The Cold Claws of Darkness considers orcs and other humanoids to be largely rapacious and chaotic influences on

the world to be combated and destroyed when necessary but otherwise ignored. The dwur, noniz, hobniz, and olve are largely predictable in their ways and fairly harmless as far as two-legged creatures go. Humankind, however, is a great conundrum the Dragon Queen has yet to crack. While humans are capable of achieving brilliance, the depths to which they can sink and the destruction which they can unleash never ceases to astound Ignisvitumsable. Since her birth near the end of the great migration of Oerid, Baklunki, and Suel eastwards into the lands of the relatively peaceable Flana, Ignisvitumsable has witnessed humankind's transformation of the Flanaess, from the founding of the Kingdom of Aerdy to the chaos of the Greyhawk Wars with all the triumphs and tragedies that have marked the period in between.

The isolated human realm of Blackmoor has always been of great interest to Ebonfrost, for in it she has found a microcosm of the events and changes which have swept the continent over the centuries and with which she can easily experiment on the human condition. From Blackmoor's initial independence, to its conquest and assimilation by the Overking in distant Rauxes, to its emergence as an independent archbarony, the deft touch of the Dragon Queen has shaped the realm's history and the lives of its inhabitants. Through centuries of manipulation, Ignisvitumsable has worked both to ensure the sanctity of her domain and to learn as much as she can about what drives humans to the extremes of which they are capable. In part because of her guiding efforts, the Archbarony of Blackmoor is today a bit player in the politics of the Flanaess, likely neither to rise to greatness nor sink into chaos.

The birth of the cambion Iuz in 479 CY began a rapid transformation of the petty fiefdoms to the south of Ebonfrost's domain that caught the obsidian wyrm largely unprepared for the threat they posed. For centuries the Dragon Queen had focused her attention on her unfolding experiment in Blackmoor, largely ignoring the simple nomads and weak feudal societies found along the other borders of the Cold Marshes. The Old One's rapid ascent to prominence shattered Ignisvitumsable's quiet confidence that she had mastered the enigma of humankind and weakened the powerful grip she had held in the region. The Dragon Queen quickly refocused her efforts toward regaining her influence over the Howling Hills, but the distraction weakened her hold on the archbarony and she was unsuccessful in dislodging the bastard son of Iggwilf and Graz'zt from the Howling Hills. Only the successful efforts of Zagyg, St. Cuthbert, Heward, Murlynd, Keoghtom, and Kelanen to imprison the cambion in the dungeons of Castle Greyhawk averted a desperate and probably disastrous confrontation between Ebonfrost and the Old One, and Iuz's decades-long imprisonment allowed the Dragon Queen of Blackmoor the opportunity to rethink her ambitions and her approach to steering the unfolding events of the region.

When the Old One was released from his captivity several decades later through the actions of foolhardy adventurers,

Ignisvitumsable had regained her equanimity and rethought her approach to interacting with the world at large. Forgone was the direct, albeit cloaked, manipulation she had practiced for centuries bending the inhabitants of surrounding realms to her will. Forgone also was the assumption that orderly rule could be permanently and heavy-handedly imposed on naturally chaotic creatures without such situations eventually exploding into a great conflagration. Instead, Ebonfrost adopted an approach more in line with that of the ancient circles of druids in the Flanaess, a style she has continued to his day. Ignisvitumsable seeks to learn and monitor events as they unfold across the Flanaess, all the while working to maintain the Balance between law and chaos, good and evil. As the Dragon Queen of Blackmoor sees it, the principles of order are better served by allowing regular, small eruptions of chaos rather than allowing the forces of entropy to build up an unstoppable potential. The obsidian wyrm considers the emergence of Iuz in the Flanaess as a great intellectual (and, to a much lesser extent, moral) failing on her part for which she must eventually atone. As a result, the Cold Claws of Darkness works toward the day when the Cambion is finally dethroned and the distortions which she induced in the natural fabric of life finally subside.

As part of her efforts to observe the societies which surround her demesne, Ignisvitumsable has learned to play the role of a wide variety of human, demihuman, and humanoid creatures, and she has half a dozen identities she particularly favors. In a way, the natural gregariousness of Ebonfrost's race has reasserted itself through the *dramatis personae* the obsidian wyrm has adopted. Some are guises she has invented, others are amalgamations of several individuals she has observed, and a few "replace" those individuals who have died but whose demise is known only to Ebonfrost.

For many generations, Blackmoor's reigning archbaron has been loyally served by castellans drawn from a single family, House Moorhound. The first Lord Moorhound earned his prominent position through loyal service to the archbaron of the day in a series of skirmishes with raiding Wolf Nomads. His descendants have proved their worth time and time again as advisors and confidants of the ruler of Blackmoor, in addition to their nominal duties supervising the archbaron's seat of rule. Even in situations where the reigning archbaron was murdered or overthrown, the successor to Blackmoor's crown has always appointed a new castellan from the ranks of House Moorhound or simply allowed his predecessor's vassal to continue in his accustomed role. House Moorhound is, of course, a fiction invented by the Dragon Queen, and the role of castellan has always been held by the dragon herself or, as needed, by a trusted proxy. Ebonfrost's ongoing deception is assisted by a trio of doppelgangers who play the roles of the various members of House Moorhound, even assuming the identity of the current castellan, Taric Moorhound, when the dragon is unavailable to play the role. The shapeshifters of House Moorhound are very loyal to their generous benefactor, and their discretion is magically

reinforced through a series of magical mantles laid on them by Ignisvitramsable.

As Lyxan Mistwolf, grandnephew of the reigning Tarkhan of all the Wegwiur, Ebonfrost walks freely among the Wolves of the Prairies. The frequent absences of the far-wandering ranger are attributed to regular trading expeditions to Schwartzenbruin, Lopolla, and Sefmur and an adventuring career that has plumbed ruins in the Burneal Forest, the Yatil Mountains, and Cold Marshes. Rumors discretely encouraged by the draconic thespian suggest that Lyxan is a wolf spirit of some sort, for a few claim to have observed him transform into a mist wolf and back. Ignisvitramsable has carefully cultivated such tales, as she finds that it gives "Lyxan" added influence and stature amongst the Wolf Nomads and increases the amount of information she can collect while residing among the Wegwiur.

Ignisvitramsable's most daring disguise involves playing the part of Corin'ka, an alu-fiend apprentice of the mage Zuberin. Based in the citadel of Kendragund in the southern reaches of the Howling Hills, Iuz's resident senior mage works closely with Sverdlin, his counterpart in the clergy of the Old One, in maintaining discipline and morale in the Urzun soldiery. As Corin'ka, Ebonfrost has slowly encouraged the growing rift between her "master" and the Cambion's senior priest in the region, and Zuberin has come to rely increasingly on the softly-whispered advice of his one-time consort and chief apprentice. Since the demise of the original tanar'ri half-breed when she ventured too deeply into the territory of the Dragon Queen of Blackmoor, Ignisvitramsable has played the role of the calculating and thoroughly depraved Corin'ka to great effect, subtly reversing the relationship between Zuberin and the alu-fiend. Corin'ka accounts for her lengthy absences from Kendragund by supposedly serving as an emissary and agent of her master in the heart of the Old One's court in Dorakaa. (While the dragon does visit Iuz's capitol on rare occasions in the guise of Corin'ka, most of her information gathering is done through a network of agents in the fiend-ridden city and through various arcane scrying devices.) In recent months, Zuberin's apprentice has convinced the mage that by discretely investigating the mysteries of the well-guarded caverns to the northeast on his behalf, an advantage over the mage's rival, Sverdlin, can be won. As such, Ebonfrost has several opportunities to explore the outermost caves of the Soul Husk Caverns that the Cambion has so carefully guarded.

### **Ignisvitramsable's Lair**

Ignisvitramsable lairs in a series of interconnecting, lightless caverns and lava tubes hollowed out beneath a volcanic plug (hex P4-58) that are partially submerged by the frigid waters of the enveloping fen. Permafrosted walls of black ice block off the handful of access tunnels leading down to the caverns and prevent the waters of the marsh from inundating the dragon's lair. (Ignisvitramsable normally bypasses them with a dimension door incantation.) Small rivulets of icy water, after seeping through the enveloping volcanic rock, form ice

speleothems throughout the labyrinth of tunnels and caves resulting in starkly beautiful cave formations cloaked in eternal darkness. Veins of pitchstone, obsidian, and other vitreous rocks are found in great abundance throughout Ebonfrost's subterranean labyrinth and more than one stone golem built of igneous rock wanders the ancient lava tubes hunting for intruders.

### **Ignisvitramsable's Domain**

Ignisvitramsable's domain extends from Eru-Tovar, the capitol city of the Wegwiur, along the southern edge of the Cold Marshes to the northwestern edge of Iuz's territory. From there, the eastern boundary of her domain extends northeasterly, skirting the Vale of the Bite, all the way to the tip of the southern tine of Blackmoor Bay. The northern boundary of Ignisvitramsable's territory makes a great arc along the southern edge of the Land of Black Ice that stretches all the way to the headwaters of the Fler River. Finally, the western boundary of Ebonfrost's domain leads southeasterly through the eastern reaches of the Burneal Forest to the headwaters of the Blackwater River.

### **The Deeds of Ignisvitramsable**

Ignisvitramsable has battled other wyrms on several occasions over the centuries, and accounts of such aerial contests over the Cold Marshes as seen by far-off observers are largely responsible for the tales of Dragon Queen of Blackmoor never fading from the archbarony's folklore. The last such conflict occurred a mere eight years ago, although no tales of the struggle have been told in the region as there were no observers. The Cold Claws of Darkness slew the Drake of Drenghez, an old shadow dragon who laired in caverns beneath the easternmost Howling Hills, nearly eight years ago when he sought to extend his domain west of the headwaters of the Dulsi River. Ebonfrost recovered much of the shadow dragon's hoard, but she was forced to leave a significant fraction of the treasure behind when her efforts to close a permanent gate to the Demiplane of Shadow backfired badly. The gate still works in a limited fashion, and denizens of the shadowy demiplane have slowly filtered into the wyrm's abandoned lair ever since. For now Ignisvitramsable cautiously tolerates the family of white dragons resident in the Vale of the Bite, but it is unlikely that she will permit their continued presence on the periphery of her domain for much longer.

Over the course of several days in the month of Readying in the Year of Peace (585 CY), a huge black icicle formed atop a sheer, pinnacled hill at the junction of the Dulsi and Blackwater Rivers on the western border of the Land of Iuz before plunging nearly 300 feet to the waters below, causing the waters of the fork to seethe and boil for hours. For days afterwards, the surface of the Dulsi southwards appeared to be covered in a thick membrane with a broiling surface crust of black oily residue that was corrosive to the skin. Plant life along the river died away for a distance of a hundred yards on each bank. The filth on the river slowly dissipated,

forming a great smoky mist which hung around the area for days thereafter. While it is widely feared by the defenders of the Vesve and Furyondy that these events are the work of Iuz, the garrisoning of 300 orc soldiers nearby and several visits by High Priestess Halga of the Boneheart suggest that even the Old One is troubled by these events.

Unbeknownst to all, Ignisvitramsable is the sorcerous agent behind the creation of the black ice pinnacle at Xanseven Point. The obsidian dragon has been experimenting for years to create variant frost spells that form acidic black ice, not common white ice. While Ebonfrost has succeeded in merging the two effects in relatively simple spells such as ebonfrost, her efforts at shaping and controlling large amounts of black ice have been a failure until very recently (with the development of her wall of black ice spell). Unwilling to continue destroying large regions of the Cold Marshes around her lair and thus risk bringing attention to both her presence and her true ancestry, Ignisvitramsable has begun unleashing her spell prototypes within the borders of the Land of Iuz. The dragon's decision is predicated by the fact that the cambion's territories are already so corrupted that a little additional uncontrolled spell experimentation can hardly make things worse and that by adding to the worries of the Old One within his own lands she may indirectly mitigate the devastation that Iuz can unleash elsewhere. The obsidian wyrm may have miscalculated the attention she would provoke, however, as her actions have generated a great deal of consternation in Chendl, Dorakaa, and Eru-Tovar. Adventuring bands have been dispatched by the various power groups of the region to investigate, and one or more groups might possibly succeed in tracking Ebonfrost to her lair.

## Ignisvitramsable's Magic

Ignisvitramsable wields a wide range of spells and magical artifacts little known elsewhere in the Flanaess, although most are well-known among the community of obsidian wyrms resident in the Land of Black Ice. Four spells known to be favorites of Ebonfrost are detailed below. Hoarfrost is an enchantment known to many white wyrms capable of casting spells. Obsidian dragons are familiar with a more useful variant of this spell, ebonfrost, developed by Ignisvitramsable. Wall of black ice, volcanize, and permafrost are variants of more commonly known spells, wall of ice, transmute rock to mud, and glassteel, respectively. Foolhardy adventurers who dare to enter the western Cold Marshes are warned that the Dragon Queen of Blackmoor is engaged in ongoing efforts to develop deadly new spells, as the events at Xanseven Point demonstrate, and she may very well test her latest efforts on unwary interlopers.

### Hoarfrost

(Alteration) Level 2 Reversible  
 Range: 30 feet + 10 feet/level  
 Components: V

Duration: Special  
 Casting Time: 2 (1 for Ignisvitramsable)  
 Area of Effect: 10 x 10 feet/level  
 Saving Throw: 1/2

Hoarfrost, a spell commonly known to white dragons as well as a few obsidian dragons, creates a thin, white coating of frost, similar in appearance to frozen dew, on any surface or creature within the area of effect when the spell is cast. The light coating of frost belies its innocuous appearance, however, as any creature coated with hoarfrost is magically chilled far more than the observable effects of the spell would seem to warrant. For every round in which a victim is coated with hoarfrost, this spell inflicts 1d4 points of cold damage. A successful saving throw versus spell reduces the damage to 1d2 points, but does not end the effect.

This effects of this spell can only be ended by through the close application of heat, magical or otherwise, as adjudicated by the DM. A ring of warmth worn for one full round or an open flame held near a subject of this spell for two full rounds immediately ends the effects of hoarfrost. Spells such as heat metal or fireball will also end the effects of this spell immediately if cast directly on a creature covered in hoarfrost, but in such cases the cure may be worse than the affliction.

Ebonfrost is more commonly employed by obsidian dragons than its dual, but the reversed form of hoarfrost is totally unknown among the community of white dragons. Creatures covered in ebonfrost, which resembles black hoarfrost, suffer 1d2 points of cold damage and 1d2 points of acid damage per round. Otherwise the effects of ebonfrost are identical to that of hoarfrost.

Both forms of this spell are particularly insidious in gradually weakening a group of opponents and in disabling spellcasters. The reversed form of this spell is particularly effective in the latter regard, as few creatures are immune to both acid and cold.

### Wall of Black Ice

(Evocation) Level 5  
 Range: 10 yards/level  
 Components: V, S, M (V for Ignisvitramsable)  
 Duration: 1 turn/level  
 Casting Time: 5 (1 for Ignisvitramsable)  
 Area of Effect: Special  
 Saving Throw: Special

This spell can be cast in one of three ways: as an anchored plane of black ice, as a hemisphere, or as a horizontal sheet to fall upon creatures with the effect of a black ice storm.

This spell is identical in all respects to the more commonly known spell wall of ice, with two important distinctions. The ice created by means of this spell is blue-black, not blue-white as is the case for normal ice. Black ice includes a strong acid in its composition, and thus, in addition to the

normal cold damage suffered when breaking through a black ice plane or hemisphere, 1 point of acid damage per inch of ice is inflicted as well. Likewise, a black ice sheet inflicts 1d10 points of acid damage in addition to its frost damage when dropped on opponents.

The material components of this spell are a small piece of quartz or similar rock crystal and a small chunk of obsidian, all of which are consumed in the casting.

## Volcanize

(Alteration) Level 6

Range: 10 yards/level

Components: V, S, M (V for Ignisvitrumable)

Duration: Special

Casting Time: 6 (1 for Ignisvitrumable)

Area of Effect: 20-foot cube/level

Saving Throw: None

This spell subjects rock and earth to the effects of volcanic heat, briefly transforming it into an equal volume of molten lava. The depth of the lava can never exceed half its length or breadth. If it is cast upon a rock, for example, the rock affected collapses into lava, and will slowly flow downhill. Creatures unable to levitate, fly, or otherwise free themselves from the molten lava sink at the rate of 10 feet per round and suffocate if the heat does not kill them first, except for lightweight creatures that could normally pass across such ground. Brush thrown atop the molten lava can support creatures able to climb on it, with the amount of brush required subject to the DM's discretion.

However, the heat of the molten lava will ignite flammable materials. Any creature within 10 feet of the lava suffers 2d4 points of damage per round, while any creature within 20 feet suffers 1d4 points of damage per round. In addition, the lava inflicts 2d6 points of damage, plus 1 point of damage per level of the spellcaster, upon any creature in contact with it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to catch a moving creature with a newly-created region of lava is difficult; a successful saving throw enables the creature to avoid the lava, while its rate and direction of movement determine which side of the volcanized rock it is on. Volcanized rock remains molten as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate upon it.

A successful dispel magic causes the spell effect to end immediately. In any case, rock or earth subject to the effects of volcanize does not revert to its original form but remains as cooled lava.

The material components of this spell are a small chunk of pumice and a small piece of obsidian, both of which are consumed in the casting.

## Permafrost

(Alteration) Level 7

Range: Touch

Components: V, S, M (V for Ignisvitrumable)

Duration: Special

Casting Time: 7 (1 for Ignisvitrumable)

Area of Effect: Object touched

Saving Throw: None

This spell increases the tensile strength and unbreakability of ice to that of actual steel. Only a relatively small volume of ice can be affected (a maximum weight of 10 pounds per level of experience of the spellcaster), and it must form one whole object. The Armor Class of the substance is 1.

Like the spell glassteel, the effects of this spell are permanent. However, unlike the spell on which it was patterned, permafrost-treated ice will still melt in warm temperatures or under the direct application of a heat source, such as an open flame, at the same rate as normal ice.

The material component of this spell, which is consumed in the casting, is a handful of earth which has been frozen solid for at least one full year.

While permafrost was developed by ice wizards for use in the construction of safe ice bridges across frozen rivers, this spell has been adopted by elder obsidian dragons as an effective follow-on to the use of their breath weapon. Any creature encased by an obsidian dragon's web of black ice which has been reinforced with the use of a permafrost spell makes all bend bars/lift gates Strength rolls to break free with one-quarter the normal chance of success. Likewise, 48 points of damage (treat the web as AC 1) must be inflicted on the permafrosted web of black ice in order to shatter it sufficiently so that the imprisoned victim may escape.

## Ignisvitrumable's Fate

Ebonfrost has created a dangerous enemy for herself in the Old One, a foe whose power exceeds even her own formidable strengths. Ignisvitrumable is probably safe within her own domain and in harrying the northernmost outposts of the Land of Iuz while the Cambion remains preoccupied with shoring up his grip on newly conquered territories to south. If the Old One should ever uncover Ignisvitrumable's ongoing campaign to undermine his absolute dominion in the region, however, it is unlikely that the obsidian wyrm could escape the full brunt of the demigod's powers and the isolated Archbarony of Blackmoor would probably pay the price of her failure as well.

## Dragon, Metallic Obsidian Dragon

**CLIMATE/TERRAIN:** Cold plains, forest, mountains, hills, swamps (northern Oerik)

**FREQUENCY:** Very rare

**ORGANIZATION:** Solitary or clan

**ACTIVITY CYCLE:** Any

**DIET:** Special  
**INTELLIGENCE:** Exceptional (15-16)  
**TREASURE:** Special  
**ALIGNMENT:** Lawful (good 65%, neutral 25%, evil 10%)  
**NO. APPEARING:** 1 (2-5)  
**ARMOR CLASS:** -4 (base)  
**MOVEMENT:** 9, Fl 30 (C), Jp 3  
**HIT DICE:** 17 (base)  
**THAC0:** 3 (at 17 HD)  
**NO. OF ATTACKS:** 3 + special  
**DAMAGE/ATTACKS:** 2d6/2d6/6d8 (claw/claw/bite)  
**SPECIAL ATTACKS:** Special  
**SPECIAL DEFENSES:** Variable  
**MAGIC RESISTANCE:** Variable  
**SIZE:** G (56' base)  
**MORALE:** Fanatic (17-18)  
**XP VALUE:** Variable

Most obsidian dragons are gregarious and considerate, however, increasing numbers seek only isolation. Good-aligned obsidian dragons act much as do silver dragons, whereas neutral-aligned obsidian dragons would rather observe others than interact with them. Evil-aligned obsidian dragons are selfish hermits who care nothing for the external world and want only to be left alone. Obsidian dragons will often take the form of humans or normal animals so as to assist, observe, or drive away, according to their natures.

At birth, an obsidian dragon's scales are dull black with little shine, resembling hardened ash. As the dragon approaches adulthood, its luster gradually increases and its color gradually deepens and darkens. An adult or older dragon has jet black scales with bright silver highlights. From a distance, these dragons look as if they have been carved from obsidian and inlaid with silver filigree.

Obsidian dragons speak a dialect of the tongue spoken by silver dragons, and, depending on their alignment, a tongue common to all good, neutral, or evil dragons. 16% of hatchling obsidian dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Obsidian dragons are rarely violent and avoid combat except when faced with highly aggressive (or-in the case of good-aligned dragons-highly evil) foes. Evil obsidian dragons are extremely territorial and will defend their lair or domain aggressively. All obsidian dragons are extremely proficient magic-wielders, and fully 45% are true spellcasters. They often create defensive perimeters using metamorphose liquids (to transform a circle of water into a moat of acid) or wall of ice. When pressed into combat, obsidian dragons attack without mercy, raining ice sheets (a wall of ice effect), acid storms, and cones of cold on their opponents. Obsidian dragons are particularly skilled in using their tails in combat, inflicting double the normal damage caused by such attacks.

**Breath Weapon/Special Abilities:** An obsidian dragon has two breath weapons: a cone of black acidic frost, 90' long, 5' wide at the dragon's mouth, and 30' wide at the end or a membranous web of black ice 10' in diameter, shot up to 60' away. Creatures caught in the black frost are allowed a save versus breath weapon for half damage. They must save again at -2 to avoid taking an additional 2d4 points of acid damage per age category as well. No acid damage is taken if the second save is made. Creatures targeted by the web of black ice must save versus breath weapon or be enveloped by the web and encased in black ice 5 to 8 inches thick by the end of the round. All encased creatures are held immobile and must make a second saving throw versus breath weapon to keep their faces from being covered. Otherwise, they will suffocate in 1d4+1 rounds unless they can make their bend bars/lift gates strength rolls to break free or unless the web of black ice suffers at least 12 points of damage (treat the web as AC 4). One quarter of the damage done to the black-ice web is instead inflicted on the victim so encased.

At birth, obsidian dragons are immune to cold and acid and can polymorph self three times per day. Each change in form lasts until the dragon chooses a different form and reverting to their normal form does not count as a change. As they age, they gain the following powers: Young: metamorphose liquids (detailed in the Tome of Magic) twice per day. Juvenile: water walk once per day. Adult: wall of ice three times per day. Mature adult: cone of cold once per day. Old: acid storm (detailed in the Tome of Magic) once per day.

**Habitat/Society:** Obsidian dragons live in cold regions, preferring lands where the temperature rarely rises above freezing such as arctic tundra, coniferous forests, and frozen fens. They lair in caves of ice or damp stone caverns.

Good-aligned obsidian dragons are very social creatures with strong family and clan ties who are usually found in the Land of Black Ice. Neutral- and evil-aligned obsidian dragons-whose numbers seem to be increasing every generation-are typically solitary rogues who seek territories farther afield and desire little interaction with their kin.

**Ecology:** Obsidian dragons appear in most respects to be like silver dragons. The main difference is their coloration and size. Known only in the northern reaches of the continent of Oerik (in the World of Greyhawk® setting), obsidian dragons are thought to be distant but more powerful cousins of silver dragons, originating (some speculate) in the Land of Black Ice.

Obsidian dragons have little appreciation for flavors, and thus are relatively indifferent to what they consume. They are able to eat nearly anything, but they will consume only food which has been burned with acid and subsequently frozen. Obsidian dragons detest white dragons, and typically seek to destroy such lesser kin, who they perceive as brutish, dumb, and generally contemptible. Obsidian dragons have little patience for crystal dragons but usually simply ignore them.

Age	Body ( in Feet)	Tail (in feet)	AC	Breath	Spells	MR	Treasure	XP Value
1	9-21	4-8	-1	2d10+1	Nil	5%	Nil	9,000
2	21-33	8-15	-2	4d10+2	3	10%	Nil	12,000
3	33-45	15-20	-3	6d10+3	4 3	15%	Nil	14,000
4	45-57	20-26	-4	8d10+4	5 4 3	20%	E, R	19,000
5	57-70	27-34	-5	10d10+5	6 5 4 3	25%	H, R	20,000
6	70-83	34-40	-6	12d10+6	7 6 5 4 3	30%	H, R	21,000
7	83-96	40-46	-7	14d10+7	8 7 6 5 4 3	35%	H, R	22,000
8	96-109	46-53	-8	16d10+8	9 8 7 6 5 4 3	40%	H, Rx2	23,000
9	109-123	53-59	-9	18d10+9	10 9 8 7 6 5 4 3	45%	H, Rx2	24,000
10	123-137	59-64	-10	20d10+10	11 10 9 8 7 6 5 4 3	50%	H, Rx2	25,000
11	137-151	64-71	-11	22d10+11	12 11 10 9 8 7 6 5 4	55%	H, Rx2	27,000
12	151-165	71-79	-12	24d10+12	13 12 11 10 9 8 7 6 5	60%	H, Rx2	28,000



GATEWAY TO ADVENTURE:

# THE HOUSE ON SUMMONER COURT

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References required: 1989 *City of Greyhawk* boxed set (CoGH), including the Folk, Feuds, and Factions booklet (FFF/page number) and Gem of the Flanaess booklet (GotF/page number).

## Part 1: The Worst-Kept Secret

In the spring of 585 C.Y., a legal notice is quietly circulated among a few dozen individuals in the Free City of Greyhawk - among them at least one player character. The notice first appears on a wall outside the governing offices in the Guildhall of the Guild of Wizardry, then it is privately copied by hand and passed among some wizards, legal workers, and adventurers elsewhere in the city. The original notice has the city's coat of arms carefully reproduced on the top, and it and its copies read as follows:

"Be it known to all from the offices of the honorable Guild of Lawyers and Scribes of the Free City of Greyhawk that a private auction of land within these city walls is hereby scheduled to take place on the 1st of Flocktime, 585. Sealed bids for the property must be submitted to the First Secretary at the Master's Office at the Guildhall of Wizards before sunset of that day; the property will be awarded to the submitter of the winning bid on the 2nd of Flocktime at noon.

Details on the property may be received by simple inquiry at the Master's Office from the First Secretary."

The auction is obviously being handled in an unusually discrete manner; the notice is not posted anywhere else in public, and those who pass the notice along usually ask that it be kept confidential (though, of course, everyone seems to keep passing the notice on to everyone that they know). The overseer of the sealed-bid auction is not given in writing but is rumored to be none other than the master of the Guild of Lawyers and Scribes, Sir Anton Palmirian, of the City's Directing Oligarchy (FFF/34). This last rumor is impossible to confirm from any source. (The guildmaster of the Guild of Wizardry, by the way, is Kieren Jalucian -- FFF/16).

Anyone who goes to the Wizard's Guildhall (building H13 on the map of the city from the CoGH set) and asks for details on the property receives a detailed verbal briefing on it. The speaker is indeed the First Secretary, a middle-aged zero-level male human scribe named Erojen Dwir. Under his dull-colored outfit, Erojen wears an amulet of proof against

detection and location so his mind cannot be read, and ring of spell turning, just in case; the items are not his, but merely on loan from the guild vaults. Inquirers may take notes and ask limited questions, but no handouts are given. The property's previous owner is not immediately identified.

The property for sale is a well-built two-story town house, the eastern half of a large structure on Summoner Court, just off Marsh Street and about 300 feet from the Marsh Gate. The western half of the structure is a three-story home (not for sale) owned by a leatherworking family, their own dwelling separated from the eastern town house by a 2-foot-thick fire wall. No passages through the fire wall exist. The leatherworking family has no small children, and all members are said to be quiet and keep to themselves.

The town house for sale is said to be about 60 years old, a post-and-beam structure with a stone foundation, stone-reinforced first-floor walls, and no basement. Its exterior dimensions are reported to be 70 feet east-west by 50 feet north-south, with one door on the east side. (The three-story family home on the west side is slightly smaller but has a workshop on its far western side.) Thick rock is said to lie below the house for several yards at least.

The exterior is thick white plaster over oak timber, without cracks and well insulated from mild winter temperatures. The peaked roof is covered with green-black slate, with four minor gables per side and a single large chimney in the center, leading up from insulated fireplaces on the first and second floors. (The second floor is more of a finished attic, originally set up as a bedroom, study, and storeroom.) A second, smaller chimney pipe pierces the roof on the south side from a second-story bedroom heating stove. A single iron-banded oak door leads to the outside on the first floor. The town house has a number of small windows on both floors, reported to contain glassteel panes. A single staircase links the first and second floors on the house's eastern side. A dumbwaiter leads from the first-floor kitchen to the upstairs bedroom.

The town house has been enchanted to block all sounds originating from outside the house from entering it, and vice versa. Also, the person reading the house description says that the house has water and sewage systems "up to Guild standards," clearly implying that magical systems operate here. Such systems are not uncommon in the dwellings of wizards. No other enchantments or enhancements are detailed. Again, the previous owner of the house is not named, and the reader has no idea who it was.

The house is currently under guard and cannot be inspected until after the sale is complete. This is very irregular, but this term cannot be altered. From the description of the house, however, any native of the City of Greyhawk could find the house with ease. Any long-time native of the city will also know almost immediately who owned it (see following), but outsiders probably won't.

Word-of-mouth from sources outside the Guildhall is that bidding should not fall below 20,000 gp to have a chance of succeeding. This seems like an exceptional amount for a dwelling, though it is within the city walls and is noted to be of high quality.

On the map of the City of Greyhawk from the CoGH box, the building being sold is identified as R15 (GotF/83), on the southern end of the River Quarter. The single door into the house is unlocked but has a wizard lock on it from an 18th-level archmage. Four fighters from the City Watch patrol the area around the house at all times to prevent any looting or defacing of the house. Various patrols pass by this area fairly often, as the DM desires. (See FFF/10-11.)

**Sergeants-at-Arms** (4): AC 2 (chainmail +1, Dex 15); MV 12; F3; hp 21 each; THAC0 17; #AT 1; Dmg by weapon type (long sword +1, Str 17); AL LN-N; 80% likely to be human, 10% dwarf, 10% half-elf. If strongly attacked, the guards have been instructed to retreat but alert the full Watch, which will summon heavy reinforcements for a counterattack. Intruders are to be arrested, chained or tied, and brought to the nearest Watch House for questioning.

With a little further probing among members of the Guild of Wizardry or neighbors around the dwelling (or asking the right player character, who may already know the house at the DM's option), the previous owner can be learned. The house in question is the former dwelling of the famed City Oligarch, President of the Society of Magi, and recently revealed member of the Circle of Eight - the late, great Otiluke.

## Talking to the Neighbors

The DM should allow for a period of time before the sealed-bid auction in order for interested adventurers to investigate the deal. They can personally go to the house being sold, but they will not be admitted by the guards, who can't get past the wizard lock anyway. Inspection of the outside is permitted. Clever characters might break into the house by other means, a possibility that will be addressed later and can be allowed.

A very clever character might think about talking to someone at the City of Greyhawk's Guild of Architects and Stonemasons (FFF/30, GotF/74). It is nearly impossible for just anyone to get access to the housing plans and records here, as they are locked away in a hidden room on the second floor, in a false wall behind one meeting room. Ruling out a direct assault on the guildhall (A1 on the City of Greyhawk map), an adventurer might be able to use magical or mundane disguises, charm spells, ESP, teleportation, and so forth to get nonviolent access to the data on the house. (An interior description will be presented later.) The plans for Otiluke's home are here in general detail and dimensions, minus all furniture placement and room use, of course. Side notes on the house's owners, with several papers filed for business zoning (for tax purposes), are included with the house plans.

The guild's papers reveal that the town house was built onto the western half of the structure, the original home, in 524 C.Y. It was owned by the middle-class leatherworking family and was intended to bring in extra money as a weaver's business, run by two brothers, but this was discontinued in 530 when several members of the family died during a minor outbreak of food poisoning. The add-on residence was then used to store leatherworking goods, then was sold as a town house for 12,500 gp to a retired brewer and his family in 556, who then sold the residence to Otiluke in 573 for an undisclosed sum. (The papers are marked "based on separate agreement" here.) Otiluke is noted as having moved to the City of Greyhawk from an unknown location in that year; it is possible that he was born here and merely moved back after long years of adventuring, but this is not clear. The brewer and his family moved to an undisclosed location outside the city.

Tax information on the house and its occupants is not available in this adventure. This information is closely guarded by the Greyhawk Revenue Service (GRS, FFF/13), and any long-time or native Greyhawk resident knows enough to never, ever, fool with the GRS. Nothing more can be learned from the Guild of Lawyers and Scribes, either. Persistent inquiries in either direction are sure to bring doom on the inquirer in the form of a tax investigation that threatens to reduce the character to the status of a beggar. No information on the house can be gained from the Thieves' Guild, either, though it seems obvious that the guild had nothing to gain by trying to rob someone in the city's government. All thieves were encouraged to avoid the place at all costs, as Otiluke was not only a government member but volatile, vengeful, and dangerous in the extreme. Any PC thief who is a member of this guild will know this information.

Any character who explores the neighborhood where the town house stands learns some interesting facts. As noted earlier, the house stands in the western side in the River Quarter, though in the relatively peaceful southern end of that notorious district. The house is *very* close to the local Temple of Trithereon the Summoner (for which the dead-end residential street is named). The temple has a huge bell in a tower that gongs hourly for 1d4 minutes on Godsdays, from dawn to midnight, normally gonging once per day at sunset for 1d6 minutes. Many Trithereon worshipers live around this area, as no one else can stand the noise. It is not unusual to meet an assortment of low-level Sacred Daughters, Hopeful Initiates, and so on during the day, going about their business, along with some stray dogs and cats, peddlers, washerwomen, playing children, street patrols, farmers and fishermen heading for the Marsh Gate, etc. The area is zoned for small shops and family dwellings, and nearby shops include a bakery, tavern, two small warehouses, and the leatherworking family's small sales room.

Talking to most neighbors quickly reveals their anti-authority, anti-law, anti-Pholtus, borderline-troublesome Trithereon activism. Though friendly, most neighbors are

highly opinionated. Unless the questioner loves heated debates on politics and religion, it is best to keep questions focused. A few mercantile neighbors are followers of Zilchus, others of St. Cuthbert and other gods; these are generally less annoying, too. (A couple of neighbors could be minor thieves who never dared "check out" Otiluke's home; a player character thief from Greyhawk might know one of these NPCs and gain some information in this way.)

The following tidbits of information may be gained from random neighbors here. The DM can pass along this information depending on questions asked or simply based on Charisma, time spent in the area, disguises used, etc.

- Otiluke purchased his home here in mid-573. (The date given may vary by up to 5 years, depending on the speaker's memory.) The wizard claimed at the time to be almost 30. He lived there with a few minor servants (the numbers varied from three to six) and, from 580 on, a young female human apprentice named Glorial, who simply moved in one day with almost no possessions.
- Otiluke was a young, very short, weak-looking individual who had short black hair, a thin beard, and brown eyes. He dressed well in a variety of clothing, but the thinness of his arms and legs was often secretly remarked upon by those who saw him. He stood just over 5 feet tall and was 41 years old in Harvester 584, when he was slain by Rary in the horrible battle before the signing of the Treaty of Greyhawk. He was slain only a month before his 42nd birthday, which fell in early Patchwall. (He was born in 542.). He never celebrated his birthday in public.
- Everyone around appreciated having a powerful and reasonably reliable wizard living nearby, especially given that he was eventually made one of the city's Oligarchs and the president of the city's Society of Magi. However, Otiluke was not well liked, as he was often rude and insulting; neighbors variously describe him as touchy, cruel-tongued, threatening, and "a really nasty little @\$%\$^&\$#!!" He rarely smiled and often seemed angry at something. Still, for his powers and the sense of security he brought the small area around his home, he was well tolerated.
- Glorial, Otiluke's apprentice, is thought to have moved to Greyhawk from Dyvers. She was very short, under 5 feet tall, a little on the heavy side, with green eyes and long dirty blonde hair generally described as wavy, frizzy, or thick. Reasonably attractive and cheerful, she was widely believed to be much more than a mere apprentice to Otiluke. Several neighbors recall that she was rumored to have been his lover; it appears that several of Otiluke's servants, with some discomfort, admitted such a relationship existed between the two wizards. Glorial was often heard to complain to friends and acquaintances about how little money she had, and the public supposition was that she managed to find "other ways" to pay for her tutoring in magic. The relationship was widely believed loveless. Glorial appeared subservient in Otiluke's presence, and he was sometimes seen shouting at her about one matter or another in public, usually involving her

magical lessons. Though verbally abusive, he was never seen to strike her. She appeared eager to please him, but he offered her no visible affection. This further lessened his image in the eyes of the neighbors; there was talk about quietly complaining to someone in authority about his behavior, but nothing was done. Who complains about such a powerful wizard who is part of the government? Besides, Glorial was a wizard, too, and she should take care of her own life, it was thought.

- Otiluke vanished for a few months a few years ago around 581-582, when some of the other great wizards of Greyhawk were rumored to have been slain by a dangerous being (Vecna himself, it is said in low whispers). He was not known then to have been a member of the Circle of Eight, though this news is known to many now following his death in Harvester of last year. It is thought that Otiluke was himself slain at this time; Glorial shut herself in the house for two weeks, and suddenly Otiluke was back. The earliest memory anyone has of his reappearance is that he simply walked out of the house with Glorial and left, as if nothing had happened. The neighbors thought he had managed somehow to bring himself back from the dead, and they were suitably impressed. (Cloning and time travel are the means usually mentioned for his "revivification" by more intellectual sorts, who have no evidence on which to base their theories.) Otiluke's temper improved for a while during this time, then worsened again to his former state.
- Otiluke had on several occasions briefly invited tradesmen into his home for business purposes only (getting a new rug, fixing furniture, etc.); he always warned them to never touch or steal anything. Various stories tell that Otiluke's home once contained many art objects, mirrors, trinkets, etc., most made of highly reflective silver. He had bragged that his collection of valuables was worth tens of thousands of gold orbs. Everyone had heard of Otiluke's habit of tracking down and destroying any thief who dared steal from his home, which had only a lock on the front door to protect the valuables scattered on shelves and tables around the first floor. (He often bragged of this, too.) The last time such a thing had happened was about 581, when a half-elf is rumored to have been frozen to death by Otiluke's spells outside the city walls for stealing a jeweled cup. Some neighbors suspect that Otiluke actually hoped for a theft, daring others to give him an excuse to attack them with some new spell he'd invented. There is no proof of this, of course, but the suspicion is strong. Other neighbors simply believe Otiluke relied on his reputation to keep his home safe, not going out of the way to seek trouble but taking any opportunity to expand his fame and prove his powers.

#### **The Events of Harvester 14, 584 C.Y., about Noon**

The following story is one that must be compiled from numerous sources after considerable questioning by player characters. Otiluke's former neighbors do not like talking about this episode for many reason, not the least of which is the potential threat to their lives offered by those who raided

Otiluke's home. The DM should paraphrase this material if an NPC is questioned, adding embellishments or minor twists as desired.

On the day that Otiluke was murdered, a large squad of men in medium armor (chain mail) rode up to Otiluke's home from Marsh Street, having assembled at some point in the northern end of the River Quarter. Some 18-20 were counted by onlookers. They used some sort of device, possibly magical, to swiftly break down the front door, then many charged inside while others stood guard outside, attacking with swords anyone who came close. An old beggar and two minor followers of Trithereon were killed by the attackers, and all onlookers were threatened with death if they spoke of this to anyone. The men spoke a foreign language that one onlooker, a baker, recognized as Baklunish, though they wore armor and clothing typical of the city of Greyhawk. Their faces were partially covered by their helmets.

The men looted the house in record time, mounting their horses and fleeing within 10 minutes of their arrival. The last two men leaving the house were seen running; they appeared to have been in a fight with someone inside as they had been wounded and were bleeding. All escaping men carried off sacks and packs full of valuable items, waving some things in the air as trophies of their raid. The men rode out of the city through Marsh Gate, surprising the soldiers there and wounding three. Their ultimate destination was not known then. It is known now that they were working for Rary, who slew Otiluke, and it is widely supposed they are now working for Rary in the Bright Desert.

The five servants (three male, two female) who worked for Otiluke at the time were all slain by the men who looted his home. They were local people, all elderly. Their bodies have long since been buried. Glorial, his apprentice, was at home that morning. From her words to neighbors later, she had been upstairs when the men attacked. She had snatched up a dagger to defend herself, as she was magically unprepared and her spells for the day were not offensive in nature. (She was studying divination spells and had not finished learning her full range of spells for the day, as she had not planned to leave the house.) In the ensuing melee, she killed one attacker and wounded two others, driving the men from the second floor, though one man (the one she later slew) managed to throw a device into Otiluke's workroom that detonated and destroyed his workshop. Glorial was battered and wounded herself in the fight, but was treated by several minor clerics of Trithereon who arrived on the scene as the men were escaping.

Curiously, despite Glorial's story of a device detonating in Otiluke's workroom, no explosion was heard within the house by onlookers, and no one saw flames, light, or smoke within the home. No one dared enter the home until a Special Patrol Group (FFF/11) entered it an hour later that afternoon, backed by several extra wizards from the Guild of Wizardry, after securing the area.

Otiluke's house was found to have been stripped of nearly all its many valuables. The body of the one attacker, a male human, was removed; nothing is known of its disposition. No harm was done to the leatherworking family's residence next door, leading many to suppose the attackers had special knowledge of Otiluke's quarters and knew where to go and what to do. City officials were tight lipped about other details, and they kept the house under heavy guard for weeks.

Glorial moved out of the area that evening, staying at a guarded inn elsewhere in the city for weeks afterward. She refused to speak to anyone about the event, except for official investigators and a few trusted neighbors. The Guild of Wizardry issued a statement that completely cleared her of any complicity in the attack on Otiluke's home, the guild going so far as to commend her for her courage in resisting the attack, reflecting that she resisted three armed men and killed one while armed only with a common dagger and no spells.

Anyone hunting for Glorial now might ask about her at the Guild of Wizardry. Glorial is said by the membership office of the guild to have left the city for Dyvers during Needfest 585, earlier this year, to an undisclosed address. The guild has respected her request for privacy following her mentor's death. Rumors and gossip about her have dried up, though there was a brief flurry about her right after Otiluke was killed, wondering what she would do with no place to go. There was and is very little said here about her relationship with Otiluke; it is simply not regarded as being anyone's business but theirs.

The leatherworking family has stayed on next door to Otiluke's former home, though sometimes rumors surfaced that one or more of them were involved in Otiluke's death - charges that have long since been proven false by a variety of means. Clerics and followers of Trithereon now patrol this area more often than before, challenging anyone who looks even vaguely suspicious and calling for the watch at the drop of a hat. A huge street fight with a merchant wagon guarded by clerics of Pholtus came about in Sunsebb 584; two people were killed, six were injured, and five (including three of the injured) were jailed. The city government has since come down and told everyone to keep the peace here or face worse punishments.

Several neighbors recall that in Patchwall, 584 (just a week after what would have been Otiluke's 42nd birthday), a famed gnome warrior and spellcaster came to visit and inspect the grounds of Otiluke's home. He was Imiric von Suss-Varren, a powerful count from the Principality of Ulek and until recently a henchman of Otiluke. He had retired from Otiluke's service shortly after the Vecna affair less than five years earlier, and he had recently been directly involved in fighting against the so-called Orc Empire of the Pomarj, which had invaded and taken his ancestral lands in the Suss Marches. The gnome seemed saddened and very weary, but said little to anyone as he inspected the house in the company of the Greyhawk Watch and two wizards from the Guild. He

apparently spoke with Glorial at her inn room; the conversation (which was not overheard) seemed to anger him, as he left the city in an ill humor soon thereafter, returning to the Principality of Ulek.

The town house and Otiluke's belongings are now believed by all to belong to local relatives of Otiluke, left to them in his will. These relatives have not been seen around the house, and to everyone's knowledge they have not inspected the place nor taken up residence there. Their names and addresses are not known. It is suspected they are in hiding or laying low to avoid being targeted by Rary or other enemies of Otiluke in the future. It seems logical to all.

**DM's Note:** It is entirely possible for adventurers, even ones involved in attempts to buy Otiluke's town house, to take on other adventures prior to the 1st of Flocktime, 585. In fact, this is probably the best way to conduct this adventure, letting it build as it rolls along between other activities. The investigation into the circumstances surrounding Otiluke's life and death can go on even long after the sale of the house; the DM should keep this information on hand and distribute it as required, as trouble threatens or develops later.

## Loose Ends and Odd Trails

It may strike one or more PCs as odd that the First Secretary at the Guildhall of Wizardry, the scribe named Erojen Dwir, was unable to identify the previous owner of the property. Surely he would have known Otiluke personally, and he would surely have known where Otiluke lived. If this question is brought to the Guildhall's offices, the inquirer is stiffly informed that the First Secretary was merely presenting the information on the town house in the manner requested by the current seller, who is not identified. It might be hinted that the First Secretary was put under some form of temporary forget-type spell to block out knowledge of the house's owner. Why this was felt necessary when the house's owner could be determined in other ways is never made clear; this was a stipulation of the seller, the inquirer is told again. The identity of the seller is to be made clear at the final sale meeting, though the implication is that the seller is one or more members of Otiluke's surviving family. (**DM's Note:** The seller, Otiluke's cousin, is being extremely cautious, perhaps paranoid; more later, but be aware this red herring can be exploited if followed.)

Otiluke's membership in the Circle of Eight was revealed immediately after the raid on his home by his apprentice, Glorial, in speaking with the investigators on the scene. This revelation, combined with the already common knowledge of Otiluke's position as an Oligarch and President of the Society of Magi, caused a lid of secrecy to be clamped down over the investigation into the raid. Imiric von Suss-Varren, the famed count of the Principality of Ulek, also confirmed Otiluke's secret. Mordenkainen has had no public comment on the matter, except to express his sorrow at the tragic deaths of Otiluke and Tenser, and his rage at Rary.

Speaking of Glorial, it may also seem odd to some that a very short and nonathletic wizard with a dagger was able to fend off three armed men, wounding two and killing one. If anyone wishes to pursue this line of inquiry, the documents section at the Courts of Justice (H12) contain a few public files, written in Common, describing the attack on Otiluke's home. Of interest is a long, handwritten statement by Glorial, describing the events of that day. Anyone making an Intelligence check while reading the document notes that Glorial refers to her weapon at the time as an old dagger that she snatched from a shelf of Otiluke's collectibles as the attackers came up the stairs. She does not say where she put the blade later.

A separate report from a constable on the scene described Glorial's appearance on his arrival at the house, saying she was "wild-eyed," breathing heavily and on the verge of hysteria, and was so greatly splattered with blood across her arms, face, chest, and legs that it was not possible to tell if she herself had been injured or if the blood was from her attackers. She held a long, blood-covered dagger in her left hand; the constable allowed her to keep the blade, as no need was felt to examine it or keep it as evidence. The constable knew her and did not suspect anything more than self-defense in the matter. No further reference to the dagger appears in the reports, except in the commendation from the Guild of Wizardry referring to Glorial's remarkable defense of herself while so poorly armed. The dagger is not named in a list of evidence gathered from the scene of the attack.

In the list of evidence, however, mention is made of "One corpse, h ma, bak? 35? chain (swd. recvd), multiple stab wounds -- hold for A&I." Any clerk will translate this as referring to a human male's body, possibly Baklunish (probably judging from his complexion and looks), about 35 years old, wearing chain mail armor; his sword was recovered with the body. He died from multiple stab wounds. The body was being held for an autopsy (A) and interrogation (I) by clerical spells, probably by a priest working for the Watch.

A later paper entitled "Report on Rary's Brigand" is very brief, noting that the man died of approximately a dozen or so stab wounds to the face, neck, and chest. He had also been cut multiple times on the hands and arms, as if trying to defend himself while unarmed from a knife-wielder. The paper is signed "S. Gobayuik," the current guildmaster of the Guild of Embalmers and Gravediggers (FFF/33, GotF/82), who was brought in especially for this case. Questioning the half-orc guildmaster produces little new information, except that it was his decided impression (conveyed to the listener with an amused wink) that most of the worst wounds were apparently inflicted while the man lay on the ground wounded. "Must have rubbed the little sorceress wrong, eh?" he adds with a rude laugh. "Mean little minx, eh?" He finds the situation merely amusing.

A final paper, also very brief, is entitled, "Results of Spiritual Interrogation of the Deceased Bandit" and signed by Derider

Fanshen (the chief Constable of Greyhawk and a powerful cleric of Pelor; FFF/10). The paper merely says, "Inconclusive, no response." If anyone manages to speak with Derider Fanshen about this, she says she got no responses from the corpse to her use of a *speak with dead* spell. She has no idea why the spell didn't work, but notes that it happens sometimes. (Read the spell's description in the *Player's Handbook*.)

## Uncommon Commoners

The DM should create about a half-dozen varied nonplayer characters interested in submitting bids on the late Otiluke's property. Most have no ulterior motive in doing so - at least, no ulterior motives involving the PCs. The PCs can discover the identities of these people just by asking about town; the sale of the property becomes a widespread rumor within a couple of weeks after it is first announced. Some bidders likewise are motivated to secretly find out who is bidding against them. Suggested NPCs bidders include:

- A LN hill dwarf warrior, retired, hoping to start a mining and prospecting business using a teleporting device that will take him directly to the Cairn Hills and back without error. He came to the city from Greysmere a decade ago and has many trade connections.
- A group of five very-low-level, middle-class wizards (good and neutral alignments) hoping to buy the house collectively and live there while they pursue their studies at the College of Magical Arts. One is a half-elf wizard/thief also interested in checking Otiluke's old home for hidden compartments, buried maps and treasure, etc.
- A NE middle-aged human merchant, working out a deal to turn the first floor of the house into a shop for various goods from Nyron. The merchant was once a minor cult member of the notorious Falcon, who terrorized Greyhawk less than a decade before. If the players have played through the WGA1-3 Falcon series, they will not recognize him as he was away from the city when the cult was (assumedly) destroyed. If WGA1-3 have not been played, the cult is assumed to have been destroyed by other adventurers, but again this man escaped. He secretly hopes to find a way to revive, free, or otherwise bring back the Falcon (depending on her ultimate fate). He is a low-level thief willing to kill to get his way.
- A neutral Baklunish carpet and furniture merchant, newly arrived in the city with hopes of exposing the east to the marvels of high-quality Kettite products, and thus make his fortune.
- Eight female followers of Trithereon, hoping to turn the town house into a religious public house and thus bring in more converts. They also secretly plan to use the house as their base of operations against thugs and other "troublemakers" (including clerics of Pholtus) in the southern half of the River Quarter, as all four women are highly militant mid-level priests, two being dual-classed fighters. They will pose as defenseless beggars or housewives out late

at night on errands, traveling in groups of four though scattered as if unrelated to one another. Anyone who attacks one woman will be attacked by all four, who are heavily armed, well armored, and motivated to kill evil-doers.

As a general rule, bidders will not attempt to harass other potential bidders, except in the case of evil or highly aggressive folk like the ex-Falcon cult member (a killer) or the Trithereon clerics (who will constantly and boldly attempt to talk bidders out of bidding on the property, attempting to convert them to Trithereon at the same time). Amounts being considered for bidding are never discussed, though they are generally in the 15,000-30,000 gp range. (An ESP spell will help reveal this information, of course.)

The leatherworking family, the Skimmings, is not interested in buying back the town house, but is very worried about the kind of people who will buy it and become their neighbors. The family members will not permit anyone to enter their living quarters on the upper floors of their home, though anyone can enter their one-room leather goods shop on the first floor of their three-story house. The Skimmings are well-to-do and work hard, cautious and close-mouthed these days around people they don't know, like adventurers. Their leather goods are of high quality, and if any adventurers befriend the Skimmings, the family will offer a 20% discount on leather goods to those persons.

A week before the bidding date of the house (during the last week of Planting), rumors circulate that the current owner of the house is Otiluke's sole first cousin, a scribe named Lanharden. This rumor is true; Lanharden, a paranoid, unmarried, middle-aged man who lives in Clerkgurg, is concerned that not enough people are bidding on the property. (The town house was left to him in Otiluke's will, read shortly after it was determined that Otiluke's clones were destroyed.) As a result, Lanharden has decided to take the enormous risk (from his viewpoint) of spreading the word that the property is for sale. He had originally asked that his name as owner be withheld from the sale information, and he has taken every opportunity to prevent his name from reaching the public's ear, but now he just wants to be rid of the place. Lanharden thinks he might be targeted for assassination by Otiluke's enemies, and he wishes to divest himself of all properties owned by his cousin in hopes of making his "elimination" unnecessary. Lanharden has nothing to fear; no one really cares about him or wants to harm him, though of course the PCs need not know this. Looking for Lanharden's imagined enemies can sidetrack them for some time; his paranoid thinking is quite complex, and some of his suspicions sound reasonable.

PCs can find and speak with Lanharden (a zero-level LN human), who keeps all talk focused on selling the house and not on recalling the deeds or words of his cousin. He comes across as anxious, tense, untrusting, pressured, compulsive, and lacking in many social skills (asks rude personal questions, has obnoxious laugh, constantly complains about everything, etc.). The loss of his cousin was a bit of a blow,

but Otiluke had been killed before and returned from the dead, and Lanharden suspects Otiluke will return again someday, when it is least expected - in the grand tradition of many wizards. Lanharden personally thinks that anyone stupid enough to mess with magic is risking horrible death, and Otiluke's fate is full proof of this. Oddly, Otiluke had never invited Lanharden to his home; Lanharden would never have accepted (wizards' homes are dangerous places, he believes), and so he was not offended. Lanharden knows nothing about Otiluke's personal business or possessions, though he knew about Glorial and with a sneer calls her a "magic tart." He never knew Otiluke was in the Circle of Eight, but this knowledge only confirms to him that wizards who mess with powerful magic make powerful enemies, and should expect to die at any moment.

## On the Outside Looking In

Adventurers inspecting the outside of Otiluke's house might try to peer in the windows, but the four guards, of course, discourage this. However, the guards cannot detect magically invisible persons. There are six first-floor windows on the south side of the house and six on the north side; an unused trellis partially covers one window on the south side, the fourth over from the left (west). (The trellis is the doorlike structure seen on the house's south side in Valerie Valusek's color artwork showing the City of Greyhawk, from the City of Greyhawk boxed set.) The window sills on the first floor are about 3 feet 6 inches off the ground. The east side of the town house has two windows and the only door (wizard locked at 18th level). On the second floor, a single window is set in each of the four southern gables and four northern gables. A single window peers from the east side on the second floor. Each window has a single glassteel pane that extends about a foot into the stone or wooden wall on all sides, making them impossible to remove or open. A window is typically about 2 feet wide and 3 feet high, with some minor variations from this size.

Each windowpane radiates faint alteration magic and saves as if solid steel. It is not known now to anyone living (except Glorial), but if someone touches a window and says "close" or "black" in Common, the window goes completely dark, allowing no one outside to see in. (Light, however, will still enter the house through the window.) This effect is one-way only, so someone inside could still see perfectly well looking out. Touching the window and saying "open" or "light" will return the window to normal. This twist was added by Otiluke shortly after he purchased the home.

Adventurers might have access to spells or powers allowing them to pass through the house's walls and make a quiet inspection unseen. This is entirely possible, though this possibility was foreseen by the surviving members of the Circle of Five, who wished to protect Otiluke's home from wizard marauders or looters, particular ones sent by Rary, Iuz, or other enemies of the city or the Circle. Each person who suddenly and visibly appears in the home while the front door has the wizard lock on it will be attacked by an invisible

stalker only 1d4 rounds later. This summoning spell effect will be canceled by a wizard from the Guild of Wizardry once the house sale is completed. The successful casting of dispel magic on the fireplace of the first and second floors (one spell per floor, vs. 18th-level spell use) will also cancel this effect. This automatic summoning repeats as often as necessary, one stalker per person. No alarm is sent to anyone in the city if an intruder appears.

Interestingly, any sounds of battle inside the house will never reach the outside, as the inside of the house walls and roof were magically soundproofed by Otiluke to block out the noise from the temple bell of Trithereon only a block away, and to prevent outsiders from spying on his personal conversations. Flashes of light and fire inside, however, have an 80% chance per round of being noticed, drawing immediate attention as guards summon more guards, wizards, etc. to their aid. The inside walls and ceilings radiate faint alteration magic as a result.

**Invisible Stalker** (1+): AC 3; MV 12, Fl 12(A); HD 8; hp 40 each; THAC0 13; #AT 1; Dmg 4d4; SA invisible, -6 penalty on surprise rolls of victims who cannot detect invisibility; SD attackers unable to detect invisibility have -2 penalty to attack rolls; MR 30%; SZ L (8 feet tall); AL N

## Exterior of the Town House

The town house is about 60 years old, a post-and-beam structure with a stone foundation, stone-reinforced first-floor walls, and no basement (except for a section in the western half, noted later). Its exterior dimensions are about 70 feet east-west by 50 feet north-south, with one door on the east side. (The three-story family home on the west side is slightly smaller but has a workshop on its far western side.) Thick rock lies below the house for 15 feet, turning into stone-filled earth below that until limestone bedrock is reached 30 feet below the surface.

The exterior is thick white plaster over oak timber, without cracks and well insulated from mild winter temperatures. Ivy has not been allowed to grow up the walls to this point; grass and colorful weeds grow right up to the sides of the house. The peaked roof is covered with green-black slate, with four minor gables per side and a single large chimney in the center, leading up from insulated fireplaces on the first and second floors. A second, smaller chimney pipe pierces the roof on the south side from a second-story bedroom heating stove. Old birds' nests and dropping appear here and there across the roof, particularly on the gables. A wasp nest would not be out of place here, to surprise PC thieves.

## First Floor Interior

The DM should get a piece of graph paper to sketch out the following (one square = 10 feet). The layout need not be exact, so long as the DM knows where everything is. The town house walls are about 1 foot thick and so have little impact on the interior layout. The first-floor walls are of stone; the second floor walls are of wood. The first floor's floor is of flat, fitted and mortared stones (tan or gray), each

piece about 4 square feet in size and 3 inches thick, with large carpets in some places; the second floor's floor is wood with a few large carpets. Carpets are much worn, of local manufacture, and usually about 20 feet by 10 feet; the DM may design and place them as desired. Several look like they are stylized treasure maps, but they are not.

The first floor is 70 feet east-west by 50 feet north-south. In the center of the east wall is the door; it opens inward with the hinges on the southern edge of the door (on the left side, to someone facing the door on the outside, facing west). The ceiling is about 9 feet high; the second floor is about 1 foot thick, made from heavy wood. In the center of the first floor is a large fired-brick-and-stone fireplace with an oval shape, about 8 feet wide north-south by 6 feet wide east-west. It goes straight up through the second floor to the roof. The fireplace radiates alteration and conjuration/summoning magic, the latter the result of the invisible stalker summoning spell. The former is a permanent spell Otiluke had another wizard place on the fireplace when he moved in, causing gentle air circulation throughout the house on both floors, circling around the fireplace. This wind-movement spell, a minor one, also cools the air and allows fresh air to enter through the chimney when not in use. This keeps the house from going "stale" because the windows cannot be opened. Otherwise, the internal temperature of the house is not regulated; the fireplace provided all the warmth in cold weather.

The first floor has no interior walls, oddly enough. Otiluke had them all removed to form a huge interior space. Four support pillars, each a 1-foot-thick wood beam, are on this floor; each is positioned about 20 feet from either an east or west wall and 10 feet from a north or south wall. The walls are plastered and whitewashed white; the ceiling is dark wood. Light streams in primarily from the southern windows; all windows on this floor are spaced 10 feet apart on the north and south walls, with no windows on the east or west walls. Again, the fourth window over from the left on the south wall is partially blocked by the unused trellis outside. From the southern windows, one looks into the cluttered and slightly trashy back yards of various buildings lining Marsh Street, with the Black Wall beyond (see the City of Greyhawk city map); from the northern windows, a nicer view of buildings lining Summoner Court is had, with the western city wall beyond.

The easternmost part of the first floor, which greets anyone entering through the doorway, was the dining room. A 15-foot by 5-foot nicely carved dining table is still here, though with only a half-dozen average-quality chairs. Five small cabinets sit against the walls in this room; few objects are on them (see later post for details). The curving wooden stairway to the second floor is in the 10-by-10-foot square just inside the house to the north of the entry door.

The northwest corner of the first floor has six wooden beds of average quality; all bedding material is gone, leaving only the frames behind. The southwest corner of the first floor has two

10-by-5-foot food preparation tables, several racks for holding pots, and a long, 2-foot-wide foot larder/cabinet against the southern portion of the west wall. All food has been removed from this area by those cleaning up the house after the attack last year. The central fireplace on the west side has openings for baking or cooking. Four average wooden chairs are present, apparently moved together in a bunch when the house was being cleaned. The floor in the southwestern part of the house has several large, faint stains on it, mostly removed by scrubbing; these are old bloodstains, where Otiluke's five housekeepers fled and were massacred during the attack by Rary's men.

Against the center of the western wall is a 10-foot-wide (north-south) by 5-foot-wide (east-west) walled-off space. The southern 5-by-5-foot section turns out to be a toilet room with wash basin (no towels). The inside of the room has been enchanted to have absolutely no odor; this effect is permanent. (It comes from a set of "homebuilding" spells sometimes used by the Guild of Architects and Stonemasons, placed by wizards hired by that guild for high-paying clients.) The toilet is a 2-foot-square box with a wooden seat; water flows inside it once the door is shut, washing wastes away to a 5-by-5-foot copper-lined space below the floor where a small-sized gelatinous cube is housed. It cannot escape, but it consumes all nonmetallic wastes dropped onto it from the toilets and sinks above. (Cooks often dropped unwanted refuse down the toilets, too, and a few metallic items of small value have collected here by accident.) The gelatinous cube is like the normal version except for having 1/2 HD (4 hp) and 1/8th the volume of a normal 'cube. The toilet room door has only a simple deadbolt lock. The sink fills with warm, soapy water from its center when anything is placed in it, allowing for hands or utensils to be washed; the sink empties after five minutes of disuse, the water draining down to the 'cube. The water appears to be created or brought in from nowhere (another minor "house-building" spell). The water is not fit to drink, being soapy.

The northern 5-by-5-foot section turns out to house a dumbwaiter operated by a crank on the second floor. The toilet door opens to the south in its section; the dumbwaiter door opens to the east in its section. The dumbwaiter platform can support up to 100 lbs. before the pulley at the top of the shaft pulls loose. (Note: Immediately behind the western wall by the toilet and dumbwaiter is a huge fireplace used by the leatherworking family to heat their shop. This area thus stays very warm all year round.)

### **Second Floor Layout**

The second floor is less wide than the first on its north-south axis because of the sloping roof; it measures 40 feet north-south by 70 feet east-west, with a whitewashed-wood ceiling truncated on the north and south sides except where the gables are. In the center of the second floor is a free-standing, brown, fired-brick fireplace (extending up from the first floor) of rectangular shape, about 5 feet square. This goes through the ceiling to the roof. The chimney opening from



the roof to the second floor fireplace is about 2 feet east-west by 3 feet north-south; two 1-foot-wide masonry pipes lie behind the back wall of the fireplace, coming up from the first-floor fireplace to open into the chimney above the fireplace. The second-floor fireplace opens to the west. Numerous iron bars have been sunk into the chimney throat, however, to prevent thieves from entering it; the resulting space through which a thief must squeeze is only about 1 foot wide. A thin halfling or gnome could do it with minimal clothing, a Dexterity check on 1d20 (to squeeze through), and a climbing roll. However, the chimney top recently has been capped by a hastily built wooden plug with a wizard lock (18th level) cast on it, sealing it from entry. (This will be removed when the house is purchased.)

The second floor is divided into two halves, again with no interior walls. (The central fireplace marks the boundary between the eastern and western halves.) The eastern half has the top half of the staircase in the northeastern corner, with more wall shelves and cabinets (mostly empty) and some wooden chests (empty). The western half has a large wooden bed frame with canopy, the elaborate headboard pushed against a 10-foot-wide (north-south) by 5-foot-wide (east-west) walled-off space against the western wall. No bed mattress, sheets, etc. are present; the bed frame is a solid box about 2 feet thick and the size of a modern king-size bed. The southern 5-by-5-foot section is a toilet room just like the one below, with a metal pipe taking wastes into the wall down to the first floor and below. The northern 5-by-5-foot section is the top of the dumbwaiter, with its opening on the north side of the walled-off section and a wall crank to raise and lower it.

A small wood- or coal-burning stove sits against the south wall in the west half of the upstairs, between two gable windows. It does not look much used and is very clean. The 6-inch-diameter pipe going to the ceiling has much wire mesh placed within it to keep out pests like squirrels, pixies, wasps, flies, etc. The windows on this floor are lined up in staggered order over the first-floor windows, so that the first, third, fourth, and sixth windows on the north and south sides of the first floor have gables on the second floor above them.

No form of lighting is apparent other than the windows. (Otiluke had Glorial use light spells, or placed a few objects with continual light on them around the rooms.) Both floors of the house have been searched, and the few obviously valuable objects were removed and given later to Otiluke's cousin. Still, a few items are left in the house, things that Lanhard did not want and asked to be left behind (see later).

A very careful search of the house with strong light sources reveals a couple of anomalies. In the eastern half of the second floor is a stain in the wood near the stairway. This was a large pool of blood from the attacker that Glorial killed, largely cleaned up now. This area also shows signs that some workbenches and tables were here before, but have since been removed. The walls in the house show no signs of

having been tampered with (no secret doors, traps, etc.). Little dust is present.

If the bed frame upstairs is moved, it becomes apparent that it is *much* heavier than plain wood would warrant. The center of the bed turns out to be wood veneer over a metal casketlike box about 6 feet long and just under 3 feet wide. The box is empty now (it is steel with a thin layer of lead over it), but it has trace residue of some sort of yellowish alchemical material in the bottom. Neither the box nor the bed radiate any magic. The box appears to have had a lock on it once, but that has been chiseled off.

The house appears to be missing a few things, which a PC might realize with an Intelligence check on 4d6. There is no source of fresh water, no sign of a magic laboratory or workshop, and (unless the PCs think about the casket built into the bed) no sign of a cloning device. Large cabinets used to store clothing or valuable materials are missing. The PCs can guess that all the valuable furniture and materials were given to Otiluke's cousin. (He had all laboratory items destroyed or gave them away free to the Guild of Wizardry.) However, a modified decanter of endless water used in the house will be given over to the house's new owners at the signing of the final deal (see later). There is no trace of an explosion on the second floor, though Glorial's manuscript specifically mentions that a thrown device was "detonated" in the upstairs laboratory. The PCs do not know that this statement is not quite correct; the device was very similar to a rod of cancellation and destroyed Otiluke's cloning tank and all magical fluids and materials inside it. The tank was cleaned out during the investigation, and it was recognized then that Otiluke had no chance of being revived short of an act of the gods. He had refused to allow any of his flesh to be taken by anyone for clone-making, knowing how such material could also be used against him.

## Remains of the Day

The following items can be found during a diligent search of the interior of Otiluke's former home. These 12 items are numbered so the DM can randomly assign them to characters as they search by rolling 1d12. One item can be found per turn of searching per character, so three characters can find nine items in half an hour. (This, of course, assumes they have bright light to work by; double the rate of finding things if less than daylight or continual light is used.) These items were left behind by Lanhard, Otiluke's cousin, and by others searching the house during the investigation, as the items were either not noticed or seemed to be of little importance.

1. A kitchen drawer contains 4 forks (2 badly bent), 5 spoons (2 bent), and a dull butter knife. The knife has an "O" engraved in the handle on one side, probably for "Otiluke." The tin kitchenware is badly corroded and in need of cleaning, but free of food particles. Also in the drawer is a worn wooden cutting board with deep grooves in it carved at

random, apparently by sharp knives. The board has old (animal) bloodstains all over it.

2. A 3"-long, 1/8"-thick tube of brass has been stuck into an upstairs carpet in such a way that it is not immediately visible. Only if the carpet is shaken or flipped will the presence of the thin tube become apparent. The tube's ends are not sharp. It is not magical but makes a high chiming noise if held lightly and struck with metal or wood.

3. A small bowl of dull stone, about the size of a cupped hand, is found on a window sill on the north side of the second floor. The unpolished bowl is of very primitive workmanship and appears to have been chipped out of gray, red-veined granite. It looks dirty and worthless. Under the bowl is a pale rectangle of paper, 2" x 1", whose handwritten note reads:

#177 Artery Granite, ceremonial? Southern Jungles Galdin of Monmurg 6/579

The notation is in ink. Anyone familiar with Otiluke's handwriting will recognize his scribble.

4. Two empty, open glass jars with traces of yellow powder in them sit against the corner in the southwestern (kitchen) side of the first floor. The yellow powder is corn meal.

5. A crumpled slip of torn paper, 1" square, can be found against the west wall in what was Otiluke's second-floor bedroom. The paper has some kind of drawing on it in black ink. It appears to be a circle with 16 arrows radiating out from it, and a mathematical notation. Any wizard or priest who makes an Intelligence check on 4d6 recognizes the math as relating to the reduction in power or force per the inverse square of increasing distance. A wizard will also recognize the note as likely a part of someone's spell research. The handwriting appears to be Otiluke's.

6. A carved sphere of quartz crystal, 1/2" in diameter, is covered in ash in the fireplace on the second floor. The sphere is worthless, being cracked, but it has a carefully etched pattern on it like longitude and latitude lines. It does not radiate magic.

7. A brown-stained glass bottle, missing its stopper, sits in a corner of a downstairs wall shelf. The bottle is about 3" high. A wizard with any knowledge of alchemy will suspect the bottle held some kind of acid, probably for spell research or as a spell component.

8. Behind a loose brick in the western side of the second-floor fireplace is a 2" x 2" square of lead crystal, with magical runes etched along its edge on both sides. The crystal radiates a faint aura of evocation and alteration magic. Also etched onto the crystal square (which is about 1/16" thick) is a circle with four arrows inside it, equally spaced and pointing toward the center.

9. A glittering, colorful dust found in most of the upstairs carpets on the east side turns out to be diamond dust. About

50 gp worth can be recovered after 5d4 turns of careful brushing and collection.

10. About 30 iron nails are stuck in the walls at various places, where once pictures or ornaments were hung. The nails are 2" long each and appear normal.

11. A total of seven worn, round, bronze zees (coins used in the City of Greyhawk until discontinued in 579 C.Y.) can be found here and there throughout the house, as the DM wishes to place them. Some are stuck in cracks in the wooden floor upstairs, while others are covered by a bit of dust in corners or even left out in the open (as no one will bother to pick them up, the zee being worthless now). The zees have the mark of Zilchus (coin pouch and string tie) on one side and the coat-of-arms of Greyhawk on the other (castle above six coins arranged as a point-down triangle). Two of the zees look like they were etched by a sharp instrument, perhaps a knife point, placing an assortment of outward-pointing arrows and concentric circles over the side with the pouch of Zilchus (which is flatter and smoother than the other side).

12. A pale rectangle of paper, 2" x 1", found on the southeastern side of the second floor, half-wedged into a crack in the floorboards by a rug, reads:

#237 Obsidian, sacrificial? Yatils nr. Ket Rary 4/583

The notation is in ink. Anyone familiar with Otiluke's handwriting will recognize his scribble.

## With the Naked Eye

The dozen sorts of items discovered in Otiluke's home might move the characters to investigate them further, with the following results. The DM can alter these results or add to them if there is a chance the players have seen this material. Note that some information might not be available without extensive use of divination spells, wishes, questioning, research, etc., as the DM determines to be logical within the campaign.

1. Research on the kitchen drawer's tableware produces no results. The cutting board has old animal blood on it, from meat from pigs, fish, poultry, and cattle. On one corner is carved the word "Bildig," the name of a cook/housekeeper who once worked for Otiluke. Bildig left Otiluke's service in 580, forgetting her cutting board, and moved to Hardby, her old home, where she died of natural causes in 584. This lead goes nowhere, though Bildig's four adult grandchildren are all low-level human adventurers in the Hardby area.

2. The 3"-long, 1/8"-thick tube of brass that was stuck into an upstairs carpet is actually the material component for a spell. It was deliberately hidden in the carpet in the unlikely event that Otiluke was kidnapped or imprisoned in his own home, and needed a means of escaping bondage. The spell, *Otto's chime of release*, is described in *Greyhawk Adventures*, page 65, but is reprinted here. Otiluke purchased the spell from Otto, a fellow wizard in the Circle of Eight, and hid a number of these chimes around his home as a safeguard; all the others

were found and discarded after his death, when his home was cleaned for sale. No one has recognized the tiny chimes as spell components, but any wizard who knows about the spell automatically knows what the chime is for. Anyone who knows Otto himself might guess that the chime is connected with him, since Otto is well known for his love of music-based spells.

### Otto's Chime of Release

(Alteration)

Level: 1

Components: V, S, M

Range: 60 yards

Casting Time: 1 segment

Duration: 1 segment

Saving Throw: None

Area of Effect: One creature

**Explanation/Description:** When this spell is cast, a delicate chime rings out, the vibrations of which will release any form of nonmagical bonds holding a single creature or person. Ropes will be untied, chains and shackles loosened, leather straps unbound, a gag undone, or a wooden stock will be opened by the chime. The spell can even be used to release a bit and bridle on a horse, freeing the mount from a rider's direct control. The material component is a small brass tubular chime, which disappears when the spell is cast.

3. The small bowl of dull stone found on a window sill on the north side of the second floor is an ancient magical device whose powers have not yet been recognized (see later note); it has the potential to be dangerous in the extreme, though this cannot be foreseen by casual examination and handling.

The bowl is made from artery granite, a type of volcanic rock found only in the far south in the Amedio Jungle, along the great slopes of the Hellfurnaces. (This volcanic range grows periodically active and dormant; it is currently active.) Artery granite is so called because of the thick, dark red veins running through its gray rock. It is rarely used for ornamental work as it is so hard to find, quarry, and ship; it is also difficult to polish, though it looks remarkably good if this is done. Anyone with the Jeweler or Miner secondary skill or the Gem Cutting, Mining, or Stonemasonry proficiencies can make an Intelligence check on 1d20 to recognize the stone; consulting with a dwarf miner or stonemason will also help. The bowl is worth about 20 gp in its present condition to the right buyer.

The slip of paper under the bowl is one of a number of labels Otiluke once kept with each of his collected items, each further detailed in a large handwritten catalog he kept. The existence of the catalog can be deduced because the item is numbered like a museum exhibit. The catalog is now held by Otiluke's cousin, Lanharden, but it is buried among a large pile of other papers in a storeroom in his home in Clerkgburg. (Lanharden must be bribed 10d10 gp to allow anyone to poke among his deceased cousin's effects.) The bowl is detailed under entry #177 in that book (labeled on the cover in gold

print as the "Index"). Otiluke purchased the bowl from a Sea Princes explorer named Galdin of Monmurg, in Wealsun 579 C.Y. Galdin vanished during the Greyhawk Wars and cannot be located now; he is likely a victim of the Scarlet Brotherhood. Questioning in Monmurg (if the Scarlet Brotherhood can be avoided) will reveal that Galdin was a footloose warrior who loved exploring the southern jungles; he was on good terms with many tribesmen there and liked exploring old ruins.

### Out of the Aeons

The bowl was once used during vile religious ceremonies held by a reptilian race ages ago in the Amedio Jungle. Its ancient magic has weakened greatly to the point that the item registers as nonmagical except during any night during which Celene, the small aquamarine moon of Oerth, is completely full. This occurs on the fourth (middle) night of each of the four main festivals of the Flanaess: Needfest (Midwinter), Growfest, Richfest (Midsummer), and Brewfest. At sundown on each such night, the bowl suddenly radiates magic and becomes slowly invisible over the space of an hour, then remains invisible until before dawn, at which time it becomes visible again over an hour's time. Though the bowl is invisible, it can be touched and picked up; the invisibility remains. The magic of the bowl can be detected at this time to be both illusion/phantasm and conjuration/summoning, though other magic appears to be in operation as well. The bowl also radiates faint evil at this time.

If any amount of fresh blood is placed in the bowl while it is invisible, the part of the bowl in contact with the blood becomes visible again, but the bowl now glows faintly from within. If the blood is from a nonhuman animal or monster, no other effects are noticed. If anyone is holding the bowl, that person feels overly warm and uncomfortable, but notices no other effects.

If the blood is from an intelligent, higher being such as a humanoid, giant, or demihuman, the bowl grows quite warm and a bit slick to the touch; the arteries of red in the granite glow more brightly and seem to pulse slightly with a single beat. If the blood is from a human, the bowl develops a repulsive feel, as if it were slowly turning into a warm, sticky, beating heart; the arteries shine out like red fire, beating to a single pulse every second. The bowl now radiates very powerful magic (alteration, conjuration/summoning, and enchantment/charm) and enormous, awakening evil.

If no one is holding the bowl, one person at random within 10 feet of the bowl feels a compulsion to pick it up (save vs. spells at +2 to resist, Wisdom and magical bonuses allowed). If no one picks it up, nothing further happens until dawn, when the bowl returns to normal. All contents within it vanish at dawn. The bowl now radiates both magic and evil at all times, and it repeats its power to turn invisible with every new Celene as usual. (Oddly, Otiluke never noticed this effect, as he was asleep or busy with other things late at

night. Glorial, his apprentice, noticed once the bowl was absent in the evening, but she assumed Otiluke had it.)

If anyone is holding the bowl at this time, that person feels physically ill and begins to sweat, as if catching a fever from a very bad case of the flu. The person will not be able to cast aside the bowl if he fails a saving throw vs. paralysis at -4 (normal magical bonuses applicable). The person has a secret, perverse impulse to drink the blood from the bowl, despite his revulsion. This impulse may be resisted by a saving throw vs. spells (plus Wisdom bonuses and magical bonuses). Unless restrained or otherwise prevented, the person will drink from the bowl if the saving throw is failed. The contents of the bowl are now poisonous; the drinker must save vs. poison at -2 or die after 1d4 rounds (sufferer will be extremely ill at this time; cannot attack, defend, move normally, or cast spells).

If the drinker saves vs. poison, he collapses unconscious but recovers his wits in 1d4 rounds, appearing none the worse for wear - at the moment. However, over a period of 91 days (the time until another full Celene), the unfortunate victim slowly transforms into a powerful troglodyte (see Monstrous Manual tome, page 348; HD (d8) equal to former character hit dice; double damage with claws and teeth for 2d2/2d2/2d4+2). The DM has the option to allow the change to become apparent over time (scales appear on skin, tongue becomes narrow and forked, skin turns greenish, crest appears on back on head, hair falls out, claws appear in place of fingernails, etc.). The DM has free rein, too, to determine the effect on the character's spellcasting ability (if any), the character's ability scores (Strength, Dexterity, and Constitution may be preserved, while Intelligence, Wisdom, and Charisma are lost), animals who smell the character and hate the faint musk, etc. The character feels secret urges (sent by the DM) to eat raw meat, hate humans, and become reclusive, hiding away from other people, and possibly running away from civilization to lurk in complete wilderness; this impulse can be resisted until the 91st day. The character then becomes a full troglodyte, a nonplayer character, on the next full Celene, hiding away in dark places to make full use of its 120-foot infravision. This evil being will kill and eat humans at every opportunity and will become a terrific, violent menace.

If the person holding the bowl resists the urge to drink from it, that person hears a whispering inside his head. The words of the deep, whispered, lisping voice cannot be distinguished, but the person has the idea that he can secretly call upon supernatural assistance at any time. To do so, however, will put that person in great debt to a powerful supernatural being of evil intent; this, too, is known. The person is not obligated to tell anyone about his new power. He may choose to rid himself of this power and all possible bad effects by consulting a priest of 4th or higher level, who after long prayer realizes that only an atonement spell from a priest of at least 10th level can remove this link to an evil power.

If the person chooses to use this power in the future, he can call upon supernatural assistance at any time. This act will summon a monstrous outer-planar creature much like an extra-strength invisible stalker in 1d4 rounds (INT 14, AL CE, AC 3, MV 15 FI 12 (A), HD 8 (64 hp), THAC0 13, #ATT 1 bite, D/ATT 5d4 (5-20), SA surprise (-6 on surprise rolls of opponents, -2 on attack rolls of opponents), SD invisibility, MR 40%, SZ L (9 feet tall), ML Elite (14), XP 5,000.

Anyone attempting to detect invisible objects to find or attack this monster will behold its ghastly reptilian appearance, something like a spectral bonesnapper, and must save vs. spells or be struck with insanity, manifested as either fear (1-3 on 1d6) or confusion (4-6 on 1d6) for 10 rounds. This saving throw must be rerolled every round that someone looks upon this monster. Killing it will drive its spirit back to its own lost plane of existence. The monster will serve its summoner for 10d6 (10-60) rounds, then will take one bite at its summoner (THAC0 and damage as above) and vanish. The summoner will also have his alignment altered to chaotic evil, becoming a nonplayer character controlled by the DM, and must now escape to carry out a quest telepathically implanted by a forgotten, horrific deity whose nonhuman followers once ruled the Amedio Jungle. Only the use of two *wish* spells will remove this curse (restoring the old alignment and status as a player character), but the recipient must also immediately undertake a quest of his own for a lawful-good deity to be fully recovered, or else he slips back into his chaotic-evil ways and becomes a permanent NPC villain (and dangerous future opponent) within 2d4 weeks.

4. The two empty, open glass jars with traces of yellow powder in them were once full of corn meal and used for cooking. No one wanted the jars, but everyone thought it a shame to throw them out. Anyone can use them without harm.

5. The crumpled slip of torn paper found in Otiluke's second-floor bedroom was a scrap that fell from a pile of papers concerning a new spell that Otiluke was researching before his death. The paper's drawing of a circle with 16 arrows radiating out from it depicts the effects of a spell that would create a flat, horizontal explosion in all directions, damaging things in its own plane but causing no damage to items above or below the disklike blast. Such a burst could, for example, fell a grove of trees, or knock down a company of men standing on their feet. The force of the blast would be reduced over increasing distance from the center of spell effect. The trigger and sole material component would be a flat, round coin, marked with outward-pointing arrows, tossed by the spellcaster. The spell was never completed. The above information can be determined by examining various papers that Lanharden has kept from his cousin's estate. (Again, Lanharden must be bribed 10d10 gp to allow anyone to poke among his deceased cousin's effects.) Otherwise, a wizard who makes an Intelligence check on 4d6 after 1d3 weeks of research, costing 1,000 gp, can determine the above. This research will ease the creation of a similar spell

by the researcher, as determined by the DM; only a wizard who can use Invocation/Evocation spells can research this spell. See #11 below; if one of the arrow-marked coins is found, the above research time can be shortened by one week (one week minimum) and 200 gp.

6. The tiny carved sphere of quartz crystal found in the fireplace on the second floor was a prototype spell component for a new spell that Otiluke was researching before his death. He discontinued the research in 583 C.Y., however, and had tossed the sphere into the fireplace in disgust. No notes about the spell appear in the papers and books Lanhard has kept from his cousin's estate, and nothing more can be told about what spell it was, though quartz crystals are sometimes used to evoke ice-based spells. The crystal is harmless and adds little to spell research on its own.

7. The small, brown-stained glass bottle in a corner of a downstairs wall shelf once contained *aqua regia*, a type of powerful acid. This can be told from a careful alchemical examination of the bottle lasting 1d2 days, costing 6d10 gp. It is known among some wizards (Intelligence check on 1d20) that Otiluke used acids in a few of his spells, particularly Otiluke's acid cloud (*Greyhawk Adventures*, page 62). The bottle is now useless as a container, as it will contaminate any spell components or substances placed within it (water placed within it becomes mildly acidic, doing 1 hp damage to a drinker). No one has thrown it away yet, everyone thinking someone else might use it.

8. The small square of lead crystal, behind a loose brick in the western side of the second-floor fireplace, will trigger a spell if broken. This brilliant crystal is very dangerous. If it is broken (it saves as glass +1), it instantly evokes Otiluke's death screen in the nearest major doorway or portal within 80 yards (16th level of effect for duration = 16 rounds). The spell comes from *Greyhawk Adventures*, page 64, but is reprinted here. Otiluke kept the item here as a defensive measure in case his home was ever attacked. It came to nothing as he was not at home and already dead when his home was raided. Only a wizard familiar with Otiluke's spells has a chance to guess what the item might be (Intelligence check on 1d20); any wizard who knows this spell automatically knows what the crystal will probably do if it is broken.

### Otiluke's Death Screen

(Evocation-Alteration)

Level: 7

Components: V, S, M

Range: 5 yards/level

Casting Time: 7 segments

Duration: 1 round/level

Saving Throw: Special

Area of Effect: 20 feet square (400 square feet)

**Explanation/Description:** This spell calls into existence a gray, misty barrier or screen shaped as the caster wills, filling

an area 20 feet per side at most if square. It may be used to block a large doorway or portal. Any creature passing through the screen suddenly finds itself trapped in a mysterious zone of nil-space, where the creature is subjected to anti-energy drawn from one of the four negative quasi-planes. For every round the creature is trapped, it loses 25% of its current hit point total (round fractions up), dropping to 0 hit points (and unconsciousness) at the end of the fourth round if the creature fails to escape. The creature dies at the end of the fifth round. During every round a creature is trapped, it makes a saving throw vs. death magic. Success indicates the creature escapes back into the Prime Material plane, emerging from the side of the screen opposite the side entered at the round's end. The saving throw to escape is made at -1 in the first round, -2 in the second, -3 in the third, and -4 in the fourth.

If the spell ends before a creature escapes or dies, the creature is released onto the Prime Material plane as the screen disappears, as if the creature had escaped on its own. A creature re-emerging onto the Prime Material plane, injured but alive, is also stunned for 1d4 rounds as it recovers from the effect of the life-draining zone. Any being imprisoned in the zone may heal himself and use other magic, but the being can't escape in any manner other than described above unless a *wish* is used. The material components are a sheet of lead crystal, earth from a vampire's coffin, and a hollow sphere (for vacuum).

9. The diamond dust found on most of the upstairs carpets on the east side is left over from spellcasting and research. It has no special powers or effects, but is valuable if collected carefully and sold to a wizard or alchemist.

10. The iron nails are all normal, once having been used to hold up pictures, shelves, and various cataloged items.

11. The seven worn, round, bronze zees found throughout the house were simply left behind and ignored as worthless after the city's currency changed. Two of the zees were etched by a sharp instrument, placing an assortment of outward-pointing arrows and concentric circles over the side with the pouch of Zilchus (which is flatter and smoother than the other side). These were coins that Otiluke idly scratched while developing the spell alluded to in the description given earlier for item #5. The markings on the coins alone are not enough to determine what they were meant to be; item #5 must be located as well and researched, as noted above.

12. The pale rectangle of paper found on the southeastern side of the second floor, half-wedged into a crack in the floorboards by a rug, is a major clue to discovering a secret about the events at this house at the time of Otiluke's death -- and the actual events surrounding the deaths of Otiluke and Tenser, and more besides. The paper was the label for a cataloged item owned by Otiluke, further detailed in the handwritten catalog ("Index") possessed by Lanhard. The catalog identifies item #237 as a nonmagical obsidian knife with a reddish tint, possibly used for sacrificial purposes, received from the archwizard Rary in Planting 583 C.Y. Rary

is noted here to have received the item as a curio/gift from an infamous adventurer and former associate, Lord Robilar, less than a decade earlier. (This appears to be the same Robilar who aided Rary in his attacks on the Circle of Eight.) The catalog notes that Robilar claimed to have found the pointed, stabbing dagger in an abandoned ruin in the Yatils, near the border of Ket, during his carefree earlier days of adventuring, but could not put a date on when he found it. Rary apparently gave Otiluke the dagger because he could find no use for it, or so Otiluke conjectures in his catalog. Otiluke mentions recurring rumors of some sort of ancient temple or temples in the Yatils, but adds nothing to this.

It is possible that a character in a long-running Greyhawk campaign has adventured in module *WG4 The Forgotten Temple of Tharizdun*. (This area is located in hex F5-88 on the big color maps of the Flanaess from the 1983 *World of Greyhawk* boxed set or the 1992 *From the Ashes* boxed set.) Such a character would draw a connection between that previous adventure and cataloged item #237 on an Intelligence check on 1d20, if the player does not suddenly think of it first on his own. Making such a connection is worth 500 xp to the character who states this connection first.

It is also possible that a character will recall the details of the assault on Otiluke's home, specifically the long dagger that Glorial was seen to have used in defending herself. Glorial, as noted earlier, is no longer in the Greyhawk area. The dagger's disposition is unknown, and no spell reveals its current location.

Curiously, if any character attempts to locate Glorial by any magical means, no results are received. It is not possible to find her in such a manner, though there seems to be no clear reason why this should be so. Making such a connection is worth 500 xp to the character who states this first.

## Be It Ever So Humble...

The actual sale of Otiluke's former home can be accomplished in a Greyhawk campaign without a great deal of fanfare. It can be done with no fanfare at all, as a sort of anticlimax. The DM can, however, allow for the player characters to be involved in a vicious bidding war against some of the possible buyers mentioned earlier. Or, the DM can simply declare that the highest bidding player character or group of player characters wins the home. There is nothing wrong with any such option.

The auction results are announced on the 2nd of Flocktime at noon, by special messenger. A zero-level assistant of the Guild of Lawyers and Scribes searches out the winner in the City of Greyhawk and informs him/her/it/them of the date, time, and place of the final signing of the sale documents.

The sale itself can take place just before Richfest 585 C.Y., at midmorning at the Wizard's Guildhall (building H13 on the CoGH map), in the office of the First Secretary, Erojen Dwir (statistics and equipment as described earlier). Dwir has many documents for the new owner to sign or initial; these

grant full ownership to Otiluke's home and land around it, but not to any of Otiluke's other personal effects, now held by Lanharden. They also outline the homeowner's responsibility to maintain the safety and security of the city of Greyhawk and engage in no treasonous, illegal, or publicly harmful activities. One reminds the new owner that property taxes must be paid as well, and these taxes must be paid *now* for the coming year. (The DM may devise the specific taxes and their amounts as appropriate to the campaign.)

Several other documents also grant the Guild of Wizardry, Otiluke's relatives and the remainder of his estate, and the Guild of Lawyers and Scribes complete immunity from prosecution and blame for any consequences resulting from occupation or ownership of the home. This is a fairly standard requirement for the sale of the homes of spellcasters, who may have placed dangerous magical traps, gates, or monsters in their home that kill or maim the new owners. (Erojen Dwir will explain all of this carefully, with past examples of such unfortunate events as invented by the DM.) Otiluke's home has been examined and determined to have none of the above, so far as the Guild of Wizardry knows (ahem). The signing ceremony will be done with no other witnesses - none that can be seen, anyway, as the group is of course spied upon by at least one Guild wizard using a crystal ball, just to make sure Erojen is safe. The DM can adjudicate this as desired.

There are excellent reasons for allowing the player characters to buy Otiluke's home in the campaign. For one thing, the home will serve well as an adventuring base for a large number of player characters. The place may come eventually to resemble a large, messy college dormitory or flophouse, with player characters sleeping in various corners or cots around the fireplace, armor and weapons piled everywhere, everyone arguing over whose job it is to clean the main floor this week, and piles of treasure and monster skins dumped hither and yon inside the house and around the outdoors. Everyone, of course, will search and search and search for any possible secret hideaways that Otiluke may have used to store precious things like duplicate spellbooks, gems, wands, etc. The DM can create such hideaways or not, as desired, with tricky locks, passwords, and other security devices that must be overcome to reach their hidden riches. Or maybe the house has no such mini-vaults. The player characters won't know. If nothing else, this should keep the player characters busy with secret note-passing to the DM for weeks of campaign time. The DM should play this up for all it's worth. A few secret niches and rewards would not be out of line.

More importantly, the house should also serve as a magnet for trouble -- er, adventure. In fact, this is its primary campaign function, and the primary reason why the sale of the house should be allowed to go through to a player character.

For one thing, some or all of the losing auction bidders might have a grudge against the player characters who won the house. They might be able to make considerable trouble for

the player characters in various ways, major and minor, though the other bidders might let bygones be bygones.

Of course, anyone who ever knew Otiluke will certainly seek him or his relatives out at the mage's former home. Because of Otiluke's personality, however, not many of these people will have been Otiluke's friends. Some might actually be devoted enemies hoping to capture, torture, rob, or slay him. The relatives of some of the thieves or monsters Otiluke slew over the years might hold grudges. Any number of people had special grudges against Otiluke, and these people are almost certainly to come looking for him here.

And who will now open the door to greet them? The player characters, of course.

## Ruthless People

If Otiluke's former home is purchased by the PCs (the ideal outcome), the PCs should have some time to move in. They receive no welcome from most of their neighbors, only long, curious stares. The leatherworking family living in the other half of the town house, the Skimmins, will make a brief overture to a peaceful coexistence with their new neighbors, bringing over a loaf of fresh-baked bread as an offering. If rebuffed, the Skimmins will not approach the PCs again, nor will they aid the PCs in case of trouble. If treated well, the Skimmins will look after the PCs' property, chasing away potential thieves or troublemakers from the home if the PCs are known to be absent. They will not enter the PCs' home, however, fearing possible magical traps and monsters may lurk therein. They learned their lesson well with Otiluke.

As a foretaste of the trouble that possession of Otiluke's home will bring the PCs, the following is presented. This encounter is suggested as the first in a series of meetings with former associates and acquaintances of Otiluke, all of whom have heard of his demise and are now drawn to his former home like hyenas to a rotting carcass.

These NPCs are meant to be used carefully by the DM. They should not be hurled into instant combat with the PCs in most cases. Instead, they are villains and foes of extraordinary power, ones who will carefully scout out Otiluke's home and its new owners, perhaps making friends with the PCs or their henchmen and hirelings in order to gain the advantage of surprise over them at a future date. The DM, like these NPCs, should be quite ruthless when employing them. The PCs must be careful, clever, and a bit untrusting to survive.

### A Meeting with Evran Coo

The DM should create a standard list of NPCs often seen in the neighborhood of Summoner Court, such as peddlers, children, farmers entering the city with produce for sale, worshipers of Trithereon, tramps, and so forth. A few often-seen NPCs can be briefly detailed, folk who become familiar enough to the PCs to eventually be ignored, especially if they offer no threats over a reasonably long period of time.

Into this group of pleasant NPCs should be insinuated a few ringers, such as the high elf fighter/wizard named Evran Coo, who was in the city just before Otiluke's house came up for sale. He rents a room in a ramshackle house farther north in the River Quarter, but often examines goods at the Skimmins' leatherworking shop, purchasing a few especially decorative belts, boots, and gloves. One day he stops by Otiluke's home, seeking to catch the attention of a PC (or henchman) to find out if Otiluke is truly dead. He says he knew of the wizard only by reputation. He makes conversation from there, asking if any priests have moved into the home. If none have, he chats a bit more, leaves and eventually moves on from the city, disappearing completely.

Evran Coo stands about 5 feet 4 inches and has a light build. He is pale and has rust-brown hair and pale green eyes, like most Flanaess high olvenfolk. He is quiet but friendly, an adventurer who says he is from Highfolk, where he fought Iuz's forces in the Vesve Forest only the year before, and fought the hobgoblins of the Horned Society years earlier. He states that he recently traveled to the City of Greyhawk to confer with a wizard associate of his, but he has stayed on, intrigued with city life. He wears elven chain mail and carries a short sword and small shield, both of high quality. The green-and-white coat-of-arms of Highfolk are carefully painted on the shield's face. Detection spells reveal his alignment to be neutral good. His thoughts, if scanned, are unremarkable. Coo is a minor family name in Highfolk, but the family keeps to itself and is not well known.

Evran Coo does not open up except to Good-aligned priests, with whom he eagerly discusses the news of major events across the Flanaess from the point of view of the clergies of Rao, St. Cuthbert, Heironeous, and so forth. He does not seem to espouse any particular religion himself. A character making an Intelligence check on 1d20 gets the impression that Evran Coo, who says he has not gotten out much in the world until lately, has a much more sophisticated understanding of Flanaess politics and religion than he tries to let on. Perhaps he is of higher level but keeping a low profile - not a bad idea in the City of Greyhawk. A character with the Religion proficiency who makes a Wisdom check on 1d20 notes that Evran Coo uses phrases sometimes heard in the sermons of followers of Delleb, the lawful-good Oeridian deity of the intellect and reason. (Delleb's followers are often wizards or wizard/priests.) However, Evran Coo has a sometimes cynical and bitter way of talking about lawful-good religions that can be picked up by any lawful-good character with a Wisdom over 12 who makes a Wisdom check on 1d20. It may be guessed that he has doubts about his faith or has been gravely disappointed by the turns of the Greyhawk Wars. In other fields, Evran Coo is also interested in magical research into the prolonging of life; here, too, he seems to have a more sophisticated knowledge of the topic than one would guess (Intelligence check for priest on 1d20).

During the time that Evran Coo is present in the area, rumors suddenly surface that a large rat with glowing red eyes has been seen in the River Quarter. The tales of the rat grow with

each telling, until it is supposed to be the size of a mastiff, its jaws dripping venom and its teeth as sharp and large as spearheads. The rat is not seen after two or three appearances. No one is harmed by it, though many are frightened.

It is suggested that Evran Coo see the PCs off and on over a period of about a month or two. He can even help out the PCs in a minor adventure or altercation. If he makes the PCs' acquaintance and Good-aligned priests are among the group, Evran Coo eventually asks one very powerful Good-aligned priest out for an evening of dinner and conversation, entirely platonic but rich with the possibility that he wishes to convert to the priest's faith, perhaps even serving as a henchman or adventuring associate. Evran suggests the Gold Dragon Inn, saying he has saved up enough to pay for a good meal for the two of them. He has the idea that the place must be marvelous, but he has never eaten there. (See the "Gem of the Flanaess" booklet, page 64, from the City of Greyhawk boxed set for details.)

As the two walk off together toward the Gold Dragon Inn (assuming the offer was accepted), this may be the last time anyone ever sees that priest alive - or sees Evran Coo at all. On the way to the Gold Dragon Inn, a raven flaps down from the sky to land in the street only 15 feet ahead of Evran Coo and his companion. It caws once loudly. Evran stops, warns the priest to stand still ("I'll take care of this"), then pulls a small cube from a side pocket and presses its sides, saying, "Away with you now!" At that moment, Evran, the raven, the priest, and all persons within 20 feet of Evran Coo vanish. (See later for details.)

Evran Coo has not always been an elf. He was a human who wished himself into this form several years earlier to escape capture for his many hideous crimes. He now employs a variety of magical items to conceal his true nature and to fulfill his only two full-time occupations: grand theft and unholy murder. "Evran Coo" is not his real name. In fact, no one alive knows his real name, and tale-tellers refer to him as "The Unnamed," or "Erac's Cousin."

### "The Unnamed," a.k.a. "Erac's Cousin"

**Known History:** Erac's Cousin (as this person is most often called in local tales and legends) is one of the most notorious criminals known in recent Flanaess history. Little is known of his early life and career, as he was so effective in slaying or silencing those closest to him. Reputed to have once been a lawful-good wizard of considerable power, he is said to have been captured and tortured by a netherworld fiend, possibly while traveling through the depths below Castle Greyhawk. He was able to escape on his own, but bitterly and short-sightedly turned on his deity for failing him in need. He struck a pact with a great baatezu lord, thought to be Baalzebul, and offered to serve the archdevil with enthusiasm. He swore to slay all major servants of good he could find in exchange for being made a greater baatezu himself upon his death (not as great a baatezu as Baalzebul, but powerful nonetheless). He is said to have soon thereafter

destroyed nearly all of his retainers, servants, henchmen, and close allies, stealing their magical items and portable wealth and bearing this bloodstained treasure away to a secret location in the Shield Lands, near the border with the Bandit Kingdoms. It is believed he was insane at this time, but this is subject to debate.

The time of his conversion to evil is generally believed to have been around 572 C.Y. He ceased his magical studies soon thereafter, as he was being pursued by vengeful forces commanded by relatives and allies of those he had earlier killed. He fled his minor citadel in the Shield Lands, leading his cavalry, archers, and infantry off on a career of banditry. At this time he also took up the sword, becoming proficient as a warrior, and used magical devices as would a wizard when he could not cast spells for the armor he wore. He largely vanished from the public eye in the late 570s and is widely rumored to have died in a variety of ways. One tale even has it that he starved to death beneath Greyhawk Castle. It is known that his army was whittled down before long, perhaps as much at the hands of their traitorous and bloodthirsty leader as to enemy swords. These details on his life are all that can be confirmed by interviews with those few who knew him and survived his attacks, going into hiding thereafter.

**Recent (Unknown) History:** Erac's Cousin survived -- barely -- though the rumors of his demise spread far and wide. He secretly operated in North Province in the Great Kingdom during the Greyhawk Wars, slaughtering what few workers of good he could find there, and now roams his old haunts around Greyhawk, literally in search of new blood (and ways to prolong his life). He was forced to use a wish from a magical sword to change his body entirely into that of a high elf, in order to escape capture by very determined bounty hunters. He retains all of his old abilities, though he has ceased to gain experience for new levels of ability. (He is not aware of this.) His only companion remains his imp familiar, the "red-eyed giant rat" seen around the city before it stayed invisible.

**Personality:** Erac's Cousin is a loner who is selfish in the extreme, having no regard for any life but his own. He is incapable of working with others unless he plans to slay or steal from them. He craves magical items, particularly devices capable of prolonging life, as he fears death. (He does not entirely trust Baalzebul's word and suspects now he was outfoxed by the archdevil, and is likely to suffer after death as a result of his pact.) He also seeks to murder any good-aligned individuals he can to fulfill his part of the pact he made. (Perhaps Baalzebul will be lenient if he does well.) He believes powerful priests are choice victims, though he rarely gets the chance to get close to one or gain one's trust. In fact, he has confined his last few dozen murders to low-level adventurers or peasants, thanks to an increasing streak of cowardice and desire for self-preservation. His thinking has become warped and erratic from his increasing panic to please his patron. Erac's Cousin knew Otiluke only superficially, but he was aware that Otiluke had many



associates and acquaintances, some of whom were Good in alignment and suitable for his purposes. He decided to investigate the new owners of Otiluke's home -- and thus met the PCs.

**Statistics:** Erac's Cousin is a lawful-evil human male, a 13th-level warrior/16th-level wizard. He gains one level of wizard ability (17th) when near his imp, and loses one (15th) when not.

STR 13, INT 14, WIS 8, DEX 17, CON 18, CHA 16 hp 52  
AC -4 (*chain mail* +4, *shield* +3, DEX 17; can drop to -8 using *short sword* +4, *defender*)

Attacks: 2 per round with weapons, 1 per round with spells

**Proficiencies:** blind-fighting, bowyer-fletcher, endurance, fire-building, gem-cutting, herbalism, hunting, local history (current events in the Flanaess), reading/writing (Common, bonus), religion (Delleb and other lawful-good Flanaess religions), riding (land-based, horse), spellcraft, swimming

**Weapon Proficiencies:** dagger, staff, darts, short sword, long sword, hand axe, long bow, battle axe, sling, light lance, light crossbow, two-handed sword

**Special Abilities:** Erac's Cousin has a permanent mind blank on him, though this is of a variant form. Anyone using magic to read Erac's mind believes this is being done, but the spell makes it appear that uninteresting and trivial thoughts are all this is present, masking true thoughts and intentions. Erac's Cousin lacks all elven abilities, even infravision, as he is not truly an elf and merely has the appearance of one. He can cast spells while wearing elven chain mail armor so long as both hands are free; verbal spells can be cast if his hands are occupied, however.

**Magic Items:** The following items are suggested, but the list can be added to or altered as desired. Erac's Cousin can have 1d3 potions and 1d4+1 wizard spell or protection scrolls.

- *elven chain mail* +2
- *short sword* +4, *defender*
- *small shield* +3
- *portable hole*
- *ring of fire resistance*
- *ring of protection* +3
- *phylactery of long years* (wished to operate only for Otiluke)
- *cubic gate:* The cubic gate connects to five locations on the Prime Material and elsewhere. (Its "landing spot" in the central Flanaess is near an empty Star Cairn in the Cairn Hills, somewhere on the hilly peninsula of land sticking out into the Nyr Dyv just north of the city of Greyhawk. The remains of perhaps four or five dozen humans and demihumans lie near this spot; see below.) When used, the

user and all live beings within a 20-foot radius of the user are carried off. No saving throw is given to unwilling subjects. The other five places this device reaches are:

- A rugged, forested area on a world within Greyspace (DM's choice). Directly beneath the spot where the PCs appear is a small cache of nonmagical weapons, armor, clothing, and food (ruined). The materials are at least 500 years old and are of Great Kingdom manufacture. Of the worlds listed in *SJR6 Greyspace*, the following are suggested: Luna (Raenei), a large asteroid in the Grinder, Ginsel, or an asteroid in the cluster-world Greela. Alterations to spells or psionics are possible, and ancient ruins or strange dungeon complexes are likely to be found.
- A deserted city on the far western end of Oerik. A building near the spot where the PCs appear was once used as a base for exploration, but this was five centuries ago. The ruined city is inhabited only by monsters but contains some wealth. The city seems to have had no historical connection to the peoples of the Flanaess; it is very worn, tens of thousands of years old.
- A small extradimensional space in the form of a circular room, 80 feet in diameter and with 10-foot-high walls, with a hemispherical dome for a ceiling rising to 50 feet above the center of the room. The walls and ceiling appear to be of stone, but they cannot be damaged or harmed in any way. The room has no magical or natural light. It also smells like old, rotting flesh. Erac's Cousin often activates the gate leading to this area, taking an unwilling victim with him. There, he kills his victim in a cold, ruthless, efficient manner, loots the body, and lets his imp dine on the remains. He then gathers up the remains, gates back to Oerth, and walks away from the body (see above).
- A cave mouth in a valley in the northern Yatil Mountains. The cave leads back into a massive underground complex that was once a lair of the infamous witch Iggwilv, abandoned many decades ago. She has left many riches and traps here, however.
- A demiplane of the DM's own construction. Guidelines for demiplane building may be found in *Dungeon Master Option: High-Level Campaigns*, chapter 2. The demiplane should follow a peculiar line of logic in its construction and may have been created by Zagyg in his early days as a demigod.

Erac's Cousin took this device from a Great Kingdom wizard he slew a few years ago, and it has served his needs well. The original maker of the device is unknown, but guessed to have been dead for at least 400-500 years.

## Imp ("Hairball")

INT Ave (12); AL LE; AC 2; MV 18; HD 2+2; hp 17; THAC0 19; #ATT 1; D/ATT 1d4 (bite); SA Poison in bite (save vs. poison or die), suggestion once per day; SD "at will" abilities useable once per round (detect good, detect magic, invisibility), polymorph self into giant rat or raven form, spell immunities (cold, fire, electricity), resist spells as 7 HD creature, harmed only by silver or magical weapons, regenerate 1 hp/round; MR 25%; SZ T (2 feet tall); MO Ave (10); XP Value 1,400.

Hairball is a nonstandard imp, being shaped like a short umber hulk covered in gray-green hair. He is very fast in his normal form, his bite having all the powers of a normal imp's tail sting. He can fly only in raven form. As a giant rat, he bites for 1d4 and can also poison his victims, but cannot transmit diseases.

When within one mile of Erac's Cousin, Hairball has complete telepathy with his master and grants him 120-foot infravision, plus a 25% magic resistance and the ability to regenerate 1 hp/round. Erac's Cousin also gains one spell level to reach the 17th level of ability. When Hairball is over one mile away, the telepathic link is lost with the other special abilities, and Erac's Cousin temporarily drops to 15th level as a wizard, losing all extra spells. If Hairball were slain, Erac's Cousin would permanently lose 4 levels of spellcasting ability to become a 12th-level wizard, and he would be unable to gain any further levels in spellcasting.

Hairball's secret goal is to serve Baalzebul by having Erac's Cousin continue slaying powerful Good-aligned people across the Flanaess, allowing a resurgence of the Horned Society. However, Erac's Cousin has not been very helpful of late, and the imp is becoming frustrated with his master's cowardice. Hairball has urged Erac's Cousin on in seeking out Good priests, and as a result the pair have found themselves checking out the new residents of Otiluke's home.

**DM's Notes:** Erac's Cousin's true identity should remain a mystery, one that the DM may shape to fit the campaign circumstances. Rumors may surface that he was once one of Mordenkainen's apprentices; the old archmage will never speak of his knowledge of this individual, though he hunts for news of this person's whereabouts and may eventually attempt to have Erac's Cousin assassinated or captured. "Erac" himself may be a clue to this person's true identity, though "Erac" could be an anagram, a pet name, a nonhuman, or other thing as well as a live person. The consequences of discovering this material are left to the DM's imagination.

**References:** Erac's Cousin, a character in Lake Geneva, Wis., Greyhawk campaigns from the 1970s, has appeared in at least two official Greyhawk sources. He has been altered from these earlier descriptions to reflect changes in his character over time, and to conceal his true nature from Greyhawk campaign superfans.

9031 *The Rogues Gallery* (TSR, 1980), page 42.

FEATURE:

## AHLISSA: LAND ⊕ INTRIGUE

by Morgan Rodwell

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**A**hlissa is a complex land of politics and intrigue. This work is to ready those who would lead others into the web that is the Game of Houses in this southern land.

A warning to those who would travel into the land of Ahlissa: Watch every side. Carefully.

### History

Ahlissa began as a nation-state in OR 485, 160 years before the crowning of the first Overking in Rauxes. But the history of the land begins long before that.

When the Oeridian migration crossed over the Harp River, many thought they had found the perfect land, eventually settling in what became the Kingdom of Aerdy. More adventurous members of the Aerdi tribe, however, moved west across the Thelly, and discovered an empty land populated mostly by plains bison and antelope. The only people they found there were Iron Hills dwarves, and some Suel refugees who had settled here in their flight from the Imperium.

These settlers soon found the land to be rich and fertile, though lacking trees. To make houses and small towns, they cut down much of the Thelwood (now Bonewood), such that it is now about half of its original size. They traded grain for wood from the lands northeast of the Thelly, but wood was still very expensive, and difficult for most people to buy. Therefore, most settlers built sod houses with thatch roofs, though the wealthier nobles were able to obtain stone from the dwarves of the Iron Hills. Today, many of the buildings in Ahlissa are still sod and thatch, and the cities have been built primarily of stone or unfired clay brick.

The noble houses among the settlers set up alliances to protect themselves from the other families that surrounded them. The alliances were often not just of different houses, but of the many factions of each house. Over time, these alliances evolved into counties, ruled by the princes of the houses that held the land. The region soon became known as Ahlissa, taking its name from a pre-Cataclysm queen of great renown.

The counties often fought amongst each other, primarily for land. Land was wealth; those who held it could grow food; and food is the wealth of Ahlissa. Grain and livestock brought lumber and stone from the north, as well as much-coveted riches in coin and gems. The result of this land warfare is that Ahlissa has always been one of the most fragmented parts of the Great Kingdom.

In OR 485, one scion of the House of Cranden, Zelrad the Eloquent, Count of Sakhaeron, sent messengers to the other

counties to bring to their attention a great problem: The expanding Kingdom of Aerdy to the east, whose reach would surely extend to the counties of Ahlissa. Zelrad contended that Aerdy would easily annex individual counties, and the remainder would be left with little power to resist Rauxes or fight for their place in the growing empire. Somehow, he persuaded the counties to elect him Graf of Ahlissa. As Graf, Zelrad had little power over everyday concerns, but coordinated the strengths and weaknesses of Ahlissa to withstand the growing power of its eastern neighbor. This consisted of both diplomatic and military overtures, as well as large scale trade treaties.

The counties of Ahlissa still had much autonomy, and they paid little in taxes to the graf. Times were good for Ahlissa, and Zelrad instituted a unique political system. When the graf passed away, the princes of the royal houses would gather to elect a new graf from amongst their ranks. Zelrad's idea was to prevent the possibility of an incompetent heir taking the throne.

In OR 590, the princes chose the young Count of Sakhaeron, descendent of Zelrad, to be Graf. He was not the selfless leader many had believed. In OR 606, the new graf took accepted annexation into Aerdy. In return for this, he was granted dominion over the land of Ahlissa, as well as the lands between Ahlissa and the Thelly River, south to the Rieuwood. Zelrad II, as he was known, conscripted an army and conquered the lands of Idee and Onnwal.

As an old man, Zelrad II supported the crowning of his cousin, Nasran of Cranden, as the first Overking of the Great Kingdom. Nasran took titles over the south lands, and in return made Zelrad Herzog of the "South Province," Overlord of Onnwal, Fasztal of Ahlissa and Idee, and also granted him title over Sunndi. At Zelrad's death, the South Province extended to the Vast Swamp, covering more territory than at any other period in its history.

Zelrad II was succeeded by his son, Garzeld, who decided that the castle at Sakhaeron and surrounding town were not ideal for the ruler of the entire province. The place had been built to be defensible, and he needed to be closer to the new mines in the Iron Hills. So Garzeld began construction of Zelradton, which would be the shining capital of South Province. When it was completed, he granted the castle at Sakhaeron to a young courtier, a lesser member of the House of Rax.

Sakhaeron again entered the public consciousness during the Turmoil Between Crowns, when Ivid's servants scoured Ahlissa, assassinating all scions of the house of Rax. The castle was destroyed, and Sakhaeron's prince was murdered by the fearsome Allreynen the Gripper, a vile man whose name still haunts the neighboring populace.

South Province's Cranden rulers did not approve of the assassinations, and shifted the policy of the nation away from that of the newly crowned overking. While the House of Cranden may have agreed that the House of Rax could no

longer rule the Kingdom, they did not think they all deserved to die.

Eventually, Ivid III tired of South Province's Cranden opposition, and had the Herzog and his family put to death in CY 498. To ensure a more cooperative neighbor, the overking installed his cousin, the weak Naefil, as Herzog of South Province. Thus, the rulership of Ahlissa fell to the wicked House Naelax.

Four of the last five Herzogs have taken the name Chelor, and the events of the recent past have been documented by other scholars. See works by C. Sargent (From the Ashes, Ivid the Undying), D. Cook (Greyhawk Wars), and E.G. Gygax (Guide to the World of Greyhawk).

## Postwar

Most of Ahlissa had little to do with the conflicts that became known as the Greyhawk Wars. Osson of Almor did cross over the eastern fringes of the land, but he did not impose any great defeat to the armies of the South Province. The greatest damage of the war came with Ivid's Imperial Army, which dragged off most of the Herzog's court. And of that court, only one returned: Reydrich.

Reydrich now rules the wealthiest and most unscathed portion of the former empire, and holds in his control "Aerdy's" single largest military force. Because Reydrich is also well known as a powerful archmage, his neighbors have reason to fear him. However, few the princes outside Ahlissa recognize, or even suspect, that Reydrich looks west, not east.

The Graf, as he has taken Zelrad's old title, has no interest in taking the Malachite throne. He has learned much of its dangers by simply watching the effects on those who claimed it, and by communicating with those denizens who helped create it. He also knows that many others vie for the right to being Overking, and that attempting to take the throne would be tantamount to suicide.

## The People

The people of Ahlissa are mostly of Oeridian descent, although the common blonde hair and blue eyes are evidence of the area's original Suel inhabitants. The majority of Ahlissans are farmers, living off of the land, and selling grain and livestock for modest profit. The cities and towns do contain tradesmen and merchants, but the cities of Ahlissa are not large.

Farmers in this land are almost evenly split between freemen and peasants working the princes' land, although the freemen often do not feel much different than the peasants. Some of the princes have set up government marketing systems, such that it is illegal to sell grain or livestock to anyone but the prince, who then sells it for a profit. In this way, each farmer gets the same price for their grain. The freemen do make a decent living, but many of them think that they could do better themselves. In the past there have been militant

freemen, but since the coming of Reydrich, such activities have become uncommon.

The people of the cities are in many cases poorer than the farmers, as the wages for goods and services are low compared to the income gained from the land. This is due to the influx of cheap refugee labor. Most of the residents of Zelradton and Hexpools are of peasant ancestry, while those in Prymp and the Lantern Ports share ancestral pasts in the sea trades, both legitimate and otherwise.

Eastern Ahlissa is currently flooded with refugees from Almor, Nyronnd and elsewhere. Though the refugees are often skilled laborers, most arrive in Ahlissa penniless, and have been absorbed into the peasantry of local princes. Some, however, have resisted working in the fields, and have set up shanty towns outside Prymp, Hexpools, and smaller towns throughout the region.

The refugees are a small economic problem for Reydrich, who has decreed that not only must all able bodied Ahlissans between 16 and 30 serve at least 3 years in the military, but that if an able bodied person is unemployed, they cannot refuse conscription. This has reduced the refugee population while ballooning the size of the military, making Reydrich's neighbors very nervous.

## Religion

Ahlissa has never had a state religion. As in much of the Great Kingdom, however, two faiths enjoy popularity: those of Hextor and Zilchus.

The priesthood of Hextor in Ahlissa is led by Patriarch-General Haelx of Zelradton. Haelx is a sadistic man, who wields a two handed morningstar in battle. Haelx is a fairly young man, only 32 years of age, and only became patriarch at the end of the Wars. He has no great love for Reydrich, but does fear him immensely. The priesthood of Hextor is probably the largest in Ahlissa, but it is not widely cared for by the rural population.

The priesthood of Zilchus is led by Matriarch Schleretha. Many in the Great Kingdom see Schleretha as the true leader of the faith, as Lassaren of Kalstrand is seen to have become a pawn of Xavener of Darmen. As such, Schleretha has many duties that occupy her, and her influence in Ahlissa is limited. Her priesthood is growing, and there are many young members of the faith, as trade with Sunndi and Irongate is increasing.

Other faiths that are widely respected in Ahlissa are those of Beory, Incabulos and Nerull. These are mostly worshipped by the peasants and free farmers of the plains, in as much as they placate the evil deities, and give offerings to Beory for a good crop.

The priesthood of Pholtus exists in Ahlissa, but like much of the Great Kingdom, it has been decimated. It is currently enjoying a rise in stature, however, with the coming of Archbishop Haldethar, a charismatic cleric who has come

from the Pale to rally the spirits of Ahlissa's downtrodden. Haldethar is a member of the Valorous League of Blindness, and has gathered a small following in the lands near Prymp, especially amongst the refugees of Almor.

The priesthood of Heironeous also deserves special mention. In Ahlissa, Heironeous' faith was never totally wiped out, and it is secretly growing, with support among the general populace. In the final year of the wars, when all of the Flanaess was in upheaval, a young man working as a smith in Zelradton had a dream, after which he sought out a priest of Heironeous.

That man, Quantal by name, is now a paladin of Heironeous. A great orator, he brings much hope to the people. Reydrich has only recently noted his presence, but has not yet acted against him. While the graf is himself evil, he appreciates a balance between those factions who would oppose him.

Unknown to Reydrich, is a Holy Legate of Heironeous is traveling the farmlands, gathering the support of the rustic folk. It is rumored that he even has the support of some factions of Reydrich's military. The legate is traveling as an herbalist, and is accompanied by a wizard of no small power, who is ensuring the legate is invisible to scrying. Quantal does not know of the Holy Legate's presence.

Religion does not play a major political role in Ahlissa. On the local level, however, different religions often hold great sway, as some princes (especially those who are priests) have declared an official religion.

## Political Structure

Ahlissan politics are intriguing, and difficult to understand at best. The basic structure of Ahlissa's government is as follows.

Reydrich is the Graf, and he holds nominal title over the entire area of the Ahlissan plateau. He levies taxes on the counties that make up his lands. The counties in turn are ruled by princes of the various royal houses, who control their lands and levy taxes on their people.

The cities of Ahlissa are not ruled by princes. Zelradton, the capital, is ruled by Reydrich, although the administration of the place is carried out by a council of ministers, all appointed by Reydrich. Hexpools is still ruled by the descendants of the mage Farlockend, who created the Hexpools. Reydrich allows this to continue, as he sees Hexpools as a great asset, and he is not about to impose upon the workings of a great past mage. Prymp is ruled by military council, under the auspices of Admiral Llarnen and General Reynard, who report directly to Reydrich.

## Law Enforcement

Law and order are no longer the dictate of the local princes since the rise of Reydrich. When he returned from Rauxes, the graf took control of law enforcement throughout the state, as well as the courts. The Archmage has reintroduced the

Code of Schandor, Aerdy's legendary lawyer/mage, with some slight modifications

Each county has a sheriff, appointed by Reydrich from his military officer corps. This has upset the princes though it does ensure that taxes are collected and that Reydrich knows what is going on throughout his realm. The sheriff is free to appoint deputies, and they do so. By ensuring that people loyal to them are appointed deputies, some of the more cunning princes have found this to be a way to have the sheriff's office look the other way.

The courts are an entirely different matter. Reydrich instituted three levels of courts in Ahlissa. Princes are allowed to appoint judges to the county courts, though Reydrich-appointed prosecutors often appeal their decisions, forcing important trials to be heard in higher courts more sympathetic to the graf.

Justices of the circuit courts, which travel around the state, are appointed by Reydrich. These courts hear appeals from the county courts, as well as all cases of capital crimes, which include murder, rape, fraud, and major theft. The current justices of the circuit are a priest of Pholtus (LN), a priest of Hextor (LE), a military general (LN), a priest of Zilchus (LN), and a duergar known as Trakelak (NE).

Judgments that go against the prosecution in the Circuit Courts can be appealed to the High Court of Ahlissa, which is only present in Zelradton. This court is presided over by Reydrich, or his direct appointee. General Reynard has heard cases here as well. The High Court also hears all cases of treason and espionage.

It may seem strange to outsiders that an inherently evil nation would punish people for crimes most people in the west and north would consider evil. However, Reydrich believes in strong control of his subjects, and as such believes that crime can bring down an evil land just as it can a good land. Therefore, the courts of Ahlissa look surprisingly similar to the courts in Nyronde or Furyondy, as they share many of the same codes and traits. The sentences in Ahlissa may simply be more severe.

The penalties in Ahlissa for criminal activity are harsh. All offenses save for misdemeanors such as failing to properly register animals are punishable by imprisonment or death. Imprisonment often means death, as life expectancy in Ahlissan prisons is very low.

Only treason and espionage are automatically punishable by death. In this way, no court lower than the High Court can officially administer a death penalty. This is part of the Code of Schandor, an old institution, and is quite often disregarded by the county courts. Reydrich has tried to stop the local practices, but does not have enough manpower to root it out completely, as the local princes simply do not record these cases, making it difficult to investigate.

The severity of the penalties in the courts makes the Ahlissan people very law-abiding, which cannot be said for the

refugees of Almor and Medegia. These people are poor and desperate, and their activities have provided much work for Ahlissa's judges.

## Counties of Ahlissa

Ahlissa has more than 100 counties, each ruled by a noble prince. Reydrich thinks this healthy, as it keeps any one prince from getting powerful enough to challenge him, and he knows they dislike each other enough never to ally against him.

Some of the significant counties are as follows:

### Getheren

The County Getheren, located northwest of Zelradton, and is ruled by Prince Schedek of Cranden (F7, NG). At 53, Schedek remembers the glory that was the Iron League and wishes for either alliance or annexation of the League. To some extent, he lives in the past, for he does not appear to recognize the danger of the Scarlet Brotherhood. Although not evil himself, Schedek supports Reydrich, because he has given Ahlissa independence from Rauxes.

Schedek's lead advisor is Karl Montand, a dedicated spy for the Brotherhood. He is a lesser priest of Pyremius, and his real name is Brother Ignatius. He is quite content to have Schedek living in the past, and he fosters this, as Getheren is a foothold in Ahlissa. Karl, as Schedek's advisor, has recommended the appointment of many Brothers to the sheriff's office as deputies. In Getheren, the police are more a den of spies than a functional law enforcement system.

### Estira

About 40 miles east of Zelradton, the County of Estira is ruled by Phoskisinian, Prince of Cranden (Pr10, CE). This prince is utterly evil, a priest of Erythnul. He is, as would be expected, a cruel and horrible man. He is widely known to be quickwitted, and believes that he should rule all of Ahlissa. Reydrich gives Phoskisinian some leeway, as the Prince has a significant militia, and the Graf has some fear of Erythnul.

Phoskisinian has declared Erythnul to be the state religion in Estira, and as such has required all sheriff's deputies to be priests of Erythnul. Due to this, Reydrich has been forced to abandon his usual pattern of appointing priests to the sheriff's position, as he could not put another priest of Erythnul there, nor could he use another faith. Thus, in Estira, the sheriff is Bothagar, a dwarven fighter from the Iron Hills, who has worked as a mercenary around the eastern Flanaess.

The rising star of Phoskisinian's court is Carolyn, Princess of Darmen (W7, CE). She is an invoker of significant power, having studied at the Nexus in Rel Astra. The prince enjoys her company, as she is almost as sadistic as he. Carolyn has one secret - she is a worshipper of Iuz the Old. She has been recruited by the Old One, to search for an enemy he believes to be in the area. Carolyn is the justice of the county court, and is renowned for handing out some of the most inventive

sentences in Ahlissa. An example was a case of two liegeman arguing over ownership of a herd of cattle. As she saw no obvious solution, and simply dividing the herd would be liable to engender cattle rustling, she ordered the herd slaughtered, and the meat sold. Each landholder was then given the same sum of money, with the county taking a significant cut.

### Acrolis

Acrolis is a significant fief, north of Zelradton. This is a little close for Reydrich's liking, as Larinnen of Garasteth (W(C)6, LN) has little love for the Graf. The stereotypical prince of Garasteth, his only goal is to stamp out the House of Torquann, and Larinnen will ally with anyone to do so. The prince is aging, and Reydrich is content to wait for him to die, as his heir, Ladronnen (T8, LE), is much more accepting of the Archmage.

Ladronnen is not a man of magic like his father, but instead a rather cunning rogue. Ladronnen is very intelligent, and has decided to prepare for when he will take the seat of power. The young prince has taken to "helping" his father appoint deputies, while at the same time having those deputies he dislikes killed. Since Larinnen is obsessed with the house feud, the Sheriff's office is entirely occupied by those loyal to Ladronnen, even to the point that Reydrich appointed Ladronnen's childhood friend to the sheriff's post.

There are two reasons Reydrich does not take action in Acrolis. While Larinnen controls a significant swath of land, his neighbors unanimously dislike him. This plays neatly into Reydrich's desire to have little stability on a local level. However, he helps the prince's heir, as he can see needing allies in the years to come.

The second reason is Larinnen's niece, Zula the Night Princess. She is a known necromancer, who studied in Rel Astra. She owns a small portion of land given to her by Larinnen, and her only temporal interest is in her uncle's safety. Zula keeps to her tower, which the peasants call Necrolis, with her consort, Carrod the Diviner. It is not known how powerful Zula is, but Reydrich gives her due respect.

### Westhills

The County of Westhills is located west of Zelradton, and is ruled by the Count Cyrus (Pr5, LN(G)), prince of Torquann, and priest of Zilchus. The merchant class in this realm is very powerful, and the town of Richmond is populated by both human and halfling traders. This realm is the gateway to Irongate, and as such gathers much wealth from trade in that direction. Cyrus is a supporter of the military leaders, and believes Ahlissa should "liberate" Onnwal and Idee, simply to return his trade to the excellent position it was 10 years ago.

Cyrus has sent his friend Jallan the Cat (T6, CG) to Irongate to make proposals to Cobb Darg on the future of the region. Reydrich is aware of this, but does not impede the halfling

thief. Cyrus and Cobb Darg have known each other for thirty years, and trust each other implicitly. Reydrich suspects that trying to take Irongate by force would use up too many resources and make the South Province vulnerable to the Brotherhood. Therefore he hopes that Cyrus can make peaceful inroads, such that Irongate can be claimed an ally.

## Tren

On the North coast of Ahlissa, dominated by the town of Trennenport, is the County of Tren, ruled by Trenrast the Incompetent (F4, CG). Trenrast is only 27, but he is a megalomaniac, who believes he holds much greater sway over his lands than he actually does. Trennenport is being reinforced by Reydrich, as he needs a strong port in the west to complement Prymp.

Trenrast does not in fact run the daily government in this area. It is performed by the Lord Mayor of Trennenport, who is an appointee of Reydrich. Unknown to Reydrich, the Lord Mayor has been charmed by the true power in this county, Astrax the Lich (W22, N(G)).

Astrax is ancient, taking the mantle of undeath before the Turmoil Between Crowns. As such, he is still bound by his oaths to the Throne in Rauxes. Astrax despises Ivid, but by oath must obey him. For this reason, Astrax is lying low, hoping Ivid will not notice him. The lich does not support any of the claimants to the Malachite Throne, and hopes that Ivid V is the last Overking, for then he will be freed of his oath. His greatest fear is that Ivid's attention will turn to the South, and order Astrax to attack Reydrich. While there is no doubt Astrax could perform great destruction, the lich has no desire to do anything but continue with his research. It is rumored among those who know of Astrax that he holds many divining devices, and is obsessively seeking some artifact of great power.

## Sakhaeron

Zelrad the Eloquent's old fortress has been a ruin since Allreynen the Gripper destroyed it during the Turmoil Between Crowns and there are many rumors about its contents. However, few adventurers have ever attempted to search it, for fear of the Curse of Sakhaeron, which states that no one may enter the ruin unless they are the heir to its throne. Since the last member of the House of Rax in this area has been dead for many years, few are willing to brave the castle's dangers.

Other rumors hint that before the castle's destruction, the last Count wrote a bearer's will, such that any who find it will gain the ownership of the land. Under the Code of Schandor, this was an acceptable practice, although rarely used.

The County of Sakhaeron reaches about eight miles from the ruin, and almost to the walls of Zelradton. At present, the land is administered by the city.

The Houses of Naelax and Darmen

The House of Naelax has little remaining power in Ahlissa, as either Ivid or Reydrich has destroyed their princes. The remaining princes feel this was acceptable, as the house of Naelax is believed to be cursed. Many seem to forget that Reydrich himself is of the House Naelax.

The House Darmen has many princes in Ahlissa, but they mostly hold small holdings in the east, near the borders of Kalstrand and Rel Deven. Unlike the lands east, the Darmen princes in Ahlissa tend to bicker amongst themselves, and have not become a significant power in this land.

## Mysterious Places

There are many mysterious places in Ahlissa, most of them located in the fringe of the Iron Hills, Hollow Highlands, or along the coast of Relmor Bay.

Other scholars have detailed some of the region's well known locations of import, such as the Icespire, or the Calling Mines, but other, less well documented areas deserve attention. Whether these locations are real, or just the imaginings of old men or the fictions of even older books, is unknown.

## The Lost Temple

In the Hollow Highlands, it is rumored, is the Lost High Temple of Ralishaz the Unlooked For. No one knows what might be hidden there, but only one party of adventurers has ever escaped, and of that party, only one member made it back to civilization. She spoke of cunning traps, and of amorphous guardians that could seep through armor. She also spoke of misfortune on an unheard of scale for hardy treasure hunters. Swords breaking when sheathed, spells having random effects for experienced casters, and things going missing just when they are needed most.

This bad luck seemed to follow the adventurer, and would even claim her life only a night after returning. On that evening, an inn boy cutting wood lost grip on his axe, which flew through the second floor window of her lodgings, embedding itself into her forehead and killing her instantly

## The Crypt of Scales

The Crypt of Scales is but a folktale - or so most believe. No one is sure where it lies, but veiled references to its existence are present in some of the ancient writings of those Aerdi who first came to this area.

Only Cyndor knows the entirety of the writing of these Oeridian settlers, but over the years scraps of their lore has surfaced. It is said that the crypt is occupied by the bones and treasures of many dragons, and that it is guarded by both living and undead wyrms.

Carrod the Diviner is said to own the only known object to have come from the Crypt, and he has determined that it is not only a place where dragons died, but a portal to the Mausoleum of Chronopsis. Unnamed sources indicate that Carrod may not be the only one to have such a treasure; the

exiled Jaran Krimeeah allegedly also possesses such an object.

There is no living person who admits to having found the Crypt's entrance, and few books tell of it. Everyone knows, however, that if one could find it, and return alive, the wealth and knowledge would be unimaginable.

## The Bronze Fortress

The Bronze Fortress is one of the Fading Lands. It is not known who built this edifice, but it said to be constructed entirely of bronze, and when it appears, it floats above the ground. Descriptions of the Fortress range from a structure of indescribable beauty, to a warped and twisted example of architectural psychosis.

The earliest reports of the Fortress were not made in Ahlissa, but were reported by the Aerdi three times during the migration east from the Suel Imperium. Since then, it has only been reported in Ahlissa. Many priests and mages have attempted to divine its origin or creator, but to no avail.

## Other Sites

The Iron Hills and Hollow Highlands are riddled with both active and abandoned mines of the dwarves and gnomes. The older catacombs have become the lairs of many monsters, including humanoid tribes, and purportedly even some dangerous creatures, such as the manticore. Even a few dragons are also rumored to make their abode in these caves. There are reliable reports from the Hollow Highlands of a subterranean society of a dark denizens who have a tendency to explode when attacked (dark creepers).

One mine bears special mention. High in the Iron Hills, with its entrance halfway up a cliff, lies the Mine of Unending Depths. This mine is inhabited by the duergar, and while adventurers have returned from its depths, they note that it just keeps on going. The presence of the duergar suggests that this may be a rare entrance to the Underdark.

## Adventure Ideas

In Ahlissa, there is much opportunity for those who seek adventure:

- For those just starting out, with little experience, the local princes are often looking for couriers to transport items or information to their allies. Should a group be successful at this, they could be further hired as spies to seek information from enemy princes.
- A party could come in contact with the paladin Quantal of Heironeous, or the Holy Legate. They could assist in helping the good priesthood gain a foothold, such as by rescuing a village from the clutches of the priesthood of Hextor.
- A high level campaign idea is for Astrax to hire (coerce) the party to slay Ivid in Rauxes and destroy the Malachite Throne, in an attempt free the lich from his oath.

- The presence of operatives of the Brotherhood in Ahlissa offers many possibilities of either ending up helping them (without knowing, of course) or trying to expose them.
- The city of Irongate, which is isolated and besieged, may require couriers to transport goods to and from Sunndi, across the lands of Reydrich. Any type of party may be required for this task, depending on the nature of the goods.
- Using the Sea Devils accessory, Ahlissa makes a good starting point for an undersea adventure, as sahuagin are found in Relmor Bay.
- Reydrich is Ahlissa's primary "balancing" force, though his actions are based in self interest. A primarily neutral party could enjoy hours of adventures either working with or against Reydrich, with the aim of balancing the powerful leaders of Ahlissa.

## Conclusions

Travelers to the lands of Ahlissa have much to explore, for the land is not small, and the political intrigues there offer many employment opportunities with the many princes of the land. Reydrich is a powerful ruler, and should be avoided, but the petty games of the princes often turn into important power struggles, and one never knows when they might find themselves in the right place to benefit. As a base of operations, Ahlissa makes a reasonable home for those adventurers who wish to explore the Iron Hills or Hollow Highlands, or risk life and limb in the battlefields of Almor. If a study of the covert operations of the Scarlet Brotherhood draws interest, this is a relatively safe nation on the front lines, with nearby subverted nations that will one day need assistance in throwing off the scarlet yoke.

So be warned of the dangers in your exploits on the plateau, and remember to watch every side. Carefully.



TALES FROM THE GREEN DRAGON INN

## ROBILAR REINTERBERED: LORD ROBILAR & CO.

by Robert J. Kuntz with Douglas J. Behringer

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The following information is derived from the original Greyhawk campaign, as conducted by E. Gary Gygax and Robert J. Kuntz. This information is presented for background and trivia's sake, and may not in some instances completely agree with the "official" Greyhawk setting, as published by TSR, Inc. Only TSR, which owns the rights to the Greyhawk setting, can decide what is "official" Greyhawk lore, but it is hoped that the reader will find this information from the original Greyhawk campaign of interest.

**Lord Robilar:** "The Master of Dragons"

**Played By:** Robert J. Kuntz (created in 1972)

**Class/Level:** Fighter/19th level

**Abilities:** Str: 18/78, Int: 11, Wis: 16, Dex: 16, Con: 18, Chr: 16, hp: 117

**Race:** Oeridian

**Alignment:** Lawful Evil

**Items:** *Ring of spell turning, girdle of storm giant strength, +3 longsword, +3 plate mail, +3 shield, +1 bow, flying carpet, ring of invisibility, and a ring of regeneration* (bought from a cleric, played by Don Arndt, who accidentally stumbled into Robilar's castle during an outdoor adventure).

**Heraldry:** A green dragon on a yellow shield. The yellow represents gold, which Robilar believes is a more powerful source of power than magic, for with it, one can utilize anything that can be bought.

**Relatives:** Module *WG6, Isle of the Ape*, introduces Terik (or Teric), Robilar's brother. In the Greyhawk Campaign, Teric was played by Theron "Terry" Kuntz, Rob's real brother, though the characters themselves shared no familial relationship (this having been added by Gygax during the writing of *Isle of the Ape*). Robilar was born in the City of Greyhawk. His mother died in childbirth, and he never knew his father. He grew up on the streets of the free city, an outcast from his mother's family.

**Companions:** Otto, Tenser, Teric and Quij. Otto the mage retained his laboratories/apartments on the third floor of Robilar's Castle, near Robilar's training halls. Robilar also counted three green dragons among his companions (note Robilar's coat of arms from the original Greyhawk boxed set). The dragons were a small family, consisting of a mother, father and baby. The creatures had no names, but Robilar spoke their native language, so all was understood between them. Robilar trained all three dragons as fighting steeds.

They were frequently used on adventures and their breath weapon attacks were excellent for clean retrievals of treasure.

**Patron Deity:** None (although Robilar did occasionally give homage to Odin).

**Stronghold:** Robilar's Castle was located about 70 miles southwest of the City of Greyhawk, on the Wild Coast (Hex E4-89). The castle complex was surrounded by several villages, all of whom paid a tithe to Robilar for protection. The castle consists of a series of structures; a great keep surrounded by four walls with towers at the corners. The uppermost part of the keep had a collapsible roof allowing the dragons to take immediate flight up and out. The main gate was barred so that only a person with storm giant strength could lift the bar to gain entry (i.e., Robilar had a *girdle of storm giant strength*, so only he could enter).

**Role-Playing Notes:** Robilar started his career as neutral in alignment but over time has turned lawful evil. In many ways, attitude and treatment of others, Robilar is still neutral. Anyone other than his close friends, however, should be wary of trusting him. Robilar always plans on coming out on top. He is a tough, talkative and friendly individual, who enjoys adventuring, companionship and the many pleasures of life. Robilar fears nothing, and to prove that point, he often adventures alone, even when the odds appear greatly stacked against him. Three things drive him: magic, adventuring and information, three things he can never seem to get enough of.

Robilar secretly owns the Green Dragon Inn, in the City of Greyhawk. He uses the inn as a meeting place and as a means of ferreting out information and keeping up with the local happenings within the city. Robilar spent much of his earlier career adventuring in Castle Greyhawk, turning to outdoor adventures after about 9th level. Robilar usually adventures alone, though he has been known to explore with his djinn (or efreet - since the djinn was killed subduing Robilar's green dragons).

**History:** Robilar, along with Teric and Tenser, formed a triumvirate and took over the first level of Castle Greyhawk for a while. They barracked their respective forces there and guarded ingress and egress, using the location as a base for further adventures deep within the sprawling castle complex. During this time, Robilar was a perilous adventurer, often going without maps and using a ring of invisibility to adventure into the depths of the castle to investigate and ambush his enemies.

Robilar was one of the first to make it around the Oerth. By entering the lowest level in Greyhawk Castle, he was propelled by a magical slide to what would be modern day "China." Teric and Tenser followed, as they missed his return to the first level of the Castle, which, as a team, this trio held sway over. They caught up with him by scrying and they finished the adventure together. They all split later - Teric visited the southeast area around the Sea Barons (he was looking for Voodoo-type areas), Tenser went home, and

Robilar trudged down into the southern jungles, far past the reach of Sea Prince slavers.

The warrior even introduced steel for the first time to Amedio jungle tribesmen. These worthies captured him, inheriting a *+1 composite bow*. Gary hinted that they would reproduce the thing (in non-magical form), and woe to the next series of invaders!

Robilar and the Nine Imprisoned Demi-gods: The freeing of Iuz and the other eight "demi-gods" imprisoned beneath Castle Greyhawk was instigated by Robilar, who released them (Robilar seems to like freeing things, being a free spirit himself!). This event occurred in the dungeons of Castle Greyhawk on a dungeon level known as the "Bottle City," which was a level created by E. Gary Gygax.

Robilar, who was 10th level at the time, entered the containment room, and viewed the nine imprisoned creatures mounted a top pedestals VERY carefully before deciding to deal with the many-handed one first (i.e. Hextor). Robilar decided to dispatch (singly) the toughest melee capable of the lot first, in case all nine were to animate simultaneously (the nine imprisoned were: Iuz, Ralishaz, Trithereon, Erythnul, Olidammara, Heironeous, Celestian, Hextor, and Obad-Hai). In the ensuing melee with Hextor, the other eight "demi-gods" were "accidentally" released, as loosing one seemed to have a domino effect. As the nine "demi-gods" turned their attentions toward destroying each other, Robilar executed a tactical withdrawal (i.e. he ran for his life) to lick his wounds.

Robilar later returned to the room to investigate. Before returning, he heard the sounds of a great battle occurring (which was another reason for returning to investigate). Upon re-entering the containment room, he saw that all of the pedestals were empty, with no beings in sight. All nine of the gods were loosed upon the world.

Many readers will recognize that the "nine demi-gods" released by Robilar were later to appear in published Greyhawk materials as both demi-gods and lesser gods. Rob explains this discrepancy as follows: "What I remember about the demi-gods is that there were nine that Robilar set free. Gary later referred to them as demi-gods, as I sought more information about them. They essentially disappeared into the World of Greyhawk wilderness, never to be heard from again until Gary rewrote them for the World of Greyhawk Campaign Setting (Second Edition, 1983). That Gary later referred to them as lesser gods is understandable. In reshaping something that originally appeared in 1972 in his actual campaign, name changes and/or designations appeared and disappeared. Gary was defining his world as well as presenting it for the consumers and fans alike, so this was natural. Upon publication of the campaign setting he had (and we all had) a firm placement (and understanding) of demi-, lesser- greater-, gods, etc. I will add that Gary seemed very pleased when Robilar loosed these creatures, and I was to find out why much later in the Temple of Elemental Evil!"

Robilar and the Temple of Elemental Evil: The Temple of Elemental Evil campaign was designed by Gary Gygax to introduce new players into the Greyhawk campaign. During this period, a lot was happening in Hommlet, as a whole new breed of Greyhawk adventurers rose in levels. But the Hommlet campaign was a beginning campaign and most of the characters involved were low level. They were scared to death to go near the Temple. After hearing of the happenings in the Hommlet area, Robilar finally decided to investigate the Temple himself.

In CY 575, Robilar traveled with his henchmen Quij and Otto the Mage to the Temple of Elemental Evil. Robilar traveled on his flying carpet and Quij and Otto followed on griffons. Robilar entered the temple complex with Otto, leaving Quij behind to guard the griffons and flying carpet. While other adventurers raided the temple and then withdrew, Robilar entered the temple and fought his way through it. For two days he slew all he encountered. Eventually Robilar freed the demoness Zugtmoy, who was imprisoned beneath the temple complex. (Artifact of Evil states that Mordenkainen was present and purposefully assisted in "freeing" Zugtmoy in some scheme designed to preserve the Balance. This was a later literary addition by E. Gary Gygax.) Why did Robilar free Zugtmoy? Robilar purposefully released the demoness, because too much good was going on around the place. In a manner, to balance the proceedings.

Alerted by the "freeing" of the demoness, a Force of Good rushed to the temple complex in an attempt to recapture the demoness and to punish her liberators. Tenser and his associates arrived, with Burne, Rufus, Otis and a great force of elves, paladins and unicorns. Upon seeing the destruction of her temple complex and the gathering Force of Good, Zugtmoy departed in great haste. Robilar and Otto fled back to his castle, with the Force of Good in hot pursuit. The druid Jaroo, in falcon form, followed Robilar and Otto over 200 miles back to Robilar's castle. After they were informed of his whereabouts, the good war party eventually rallied outside of Robilar's castle. Robilar and Otto abandoned the castle and it fell to the Forces of Good.

**Lessons learned:** Seems Gary was none too happy with Robilar's adventure beneath the Temple of Elemental Evil. Robilar had a great time dismembering creatures, crunching things and watching Gary's look of consternation grow with every toppled column. The final straw was the releasing of Zugtmoy. The DM's vendetta pursued Robilar all the way back to his castle, which he was forced to abandon. A valuable lesson was learned and Robilar's history starts being controlled by outside forces. Not much treasure was gained and with the fall of his castle, he lost more than he gained. He did make a friend of Zugtmoy, though nothing transpired from that quarter.

**Alternate Robilar History:** Robilar's creator, Robert J. Kuntz, is unsatisfied with the "official" history of Robilar since his parting of the ways with TSR. He proposes the

following "alternate history" to bring the "official" Robilar more into line with the Robilar as run by him.

Following the treachery of Rary and the deaths of Otiluke and Tenser, rumors began to circulate in the lands around Greyhawk of a secret meeting of the surviving members of the Circle of Eight. The rumors state that it was Otto who called this meeting, to attempt to divine the motives behind the treachery of Rary and Robilar.

Few could fathom how Rary, a trusted member of the Circle, and Robilar, a long time boon companion and friend to many, could have betrayed and attempted to murder their compatriots in the Circle. Mordenkainen was especially at a loss to explain the betrayal of Robilar, his close friend and adventuring partner of many years.

Otto reminded Mordenkainen that it was he and Robilar that had traveled to the fabled City of the Gods in the lands of Blackmoor. It was during this expedition in these strange lands that the pair discovered many ancient scrolls of formally unknown magics and powerful spells. Otto related that when Robilar returned, he gave him several scrolls that were found there, one of which contained the spell *clone*. Robilar freely gave these powerful magics to Otto in return for his promise to use the *clone* spell, on a piece of flesh provided by Robilar, should the need ever arise.

Otto went on to explain that following Robilar's release of Zuggtmoy during his adventures beneath the ruins of the Temple of Elemental Evil, Robilar was forced to flee as the forces of good sacked his castle in retaliation for his release of Zuggtmoy. Still being pursued, Robilar sent word to Otto that he was traveling beyond the Flanaess to the lands east of the Solnor Ocean, and that now might be a good time to use the clone spell, to cover his escape.

Obviously, Robilar hoped that those pursuing him would destroy the clone and he could return later when things had settled down. Much to the astonishment of the other members of the Circle, Otto related that he indeed used the clone spell to create a clone of Robilar, a fact that he kept secret from his friends for years. For many years the clone of Robilar behaved normally, so Otto assumed the "real" Robilar had perished in his eastern expedition.

Otto went on to say that he now believes this clone was slowly driven insane by presence of a very much alive "real" Robilar somewhere in the eastern lands across the ocean. This would explain Robilar's rather erratic behavior in the last few years (such as changing his Coat of Arms and joining Rary in a plot against his "friends"). Neither Otto nor any other members of the Circle have been able to locate the presence of Robilar in the eastern lands.

When questioned by the other members of the Circle about Robilar's trip to the east, Otto pointed to a map that Heward made for Mordenkainen and indicated that he believes that Robilar was headed to the Empire of Lynn, on the western shores of the continent of Oerik. It seems that Robilar had "acquired" a powerful relic called *the Orb of Clerics* (evil)

and was taking it to a Temple of Zuggtmoy located there, for what purpose is unknown."

After delivering the Orb to the Temple of Zuggtmoy, Robilar made his way back to the Drachensgrab Mountains and is believed to have joined his forces located there. The force is reported to consist of 50 heavy cavalry (regulars), 100 medium cavalry (regulars), 50 light cavalry (regulars), 50 light horse crossbowmen (regulars), 100 heavy infantry (levied), 50 horse archers (elite orcish), 50 light crossbowmen (regulars), and 100 pole armed infantry (regular orcish). Most of the higher level associates of Robilar were killed during the fall of his castle. This force is mostly lawful evil, but trusted by few because of their chaotic tendencies.

### Quij:

**Played By:** Henchman of Robilar (run by the DM, E. Gary Gygax, circa 1972)

**Class/Level:** Fighter/4th level

**Abilities:** Low Intelligence, high Strength, otherwise average statistics.

**Race:** Orc

**Relatives:** None ever mentioned.

**Companions:** Henchman of Robilar. Also associates with Otto and Tenser.

**Patron Deity:** Unknown.

**Stronghold:** Used to live at Robilar's keep, but since the Temple of Elemental Evil debacle and the subsequent sacking of Robilar's keep, Quij's current whereabouts are unknown.

**Role-Playing Notes:** Robilar seldom risks Quij's health, as he prefers to adventure alone, or in the company of his djinn or efreet. Quij would take advantage of Robilar at times, such as the time he "stole" Robilar's flying carpet during the Temple of Elemental Evil episode.

**History:** Quij killed a troll while fighting side by side with Robilar and Teric in a tremendous battle that took place in the Troll/Orc level of Castle Greyhawk. Gary promoted Quij to Orc Hero (4th level) for killing a troll single handedly. After killing the troll, Quij became very faithful to Robilar but also very boisterous (showing his orcish pride).

In CY 575 Quij accompanied Robilar on an adventure to the Temple of Elemental Evil. Robilar traveled on his flying carpet and Quij and Otto followed on griffons. Robilar entered the temple complex with Otto, leaving Quij behind to guard the griffons and flying carpet. Upon seeing the arrival of Tenser and associates, Quij fled (he was an orc after all and the forces arriving didn't look friendly to his "kind").

Where Quij went after fleeing from the Temple of Elemental Evil complex is unknown. Many believe that he made his way to the Pomarj and rejoined the remnants of Robilar's forces that survived the sacking his keep and fled there.

## Otto:

**Played By:** Robert J. Kuntz

**Class/Level:** Magic-user/18th level

**Abilities:** Above average, 18 Intelligence.

**Race:** Human

**Alignment:** Chaotic Neutral

**Items:** Staff of power, efreet bottle, crystal ball with clairaudience.

**Relatives:** None were ever recorded.

**Companions:** Robilar, Mordenkainen, Tenser, and Bigby. Otto seldom will be found too far from Lord Robilar's side.

**Stronghold:** None. Otto lived in Robilar's Castle near the Gnarley Forest. He had his own quarters, library and laboratory.

**Role-Playing Notes:** In the "official" TSR lore, Otto is a member of the Circle of Eight. In the original campaign, Otto was a henchman of Robilar. He served as Robilar's court wizard. The Circle of Eight was an adventuring group composed of characters run by E. Gary Gygax. Membership in Mordenkainen's Circle of Eight consisted of: Bigby, Yrag, Riggby, Felnorith, Siggby, Diggby (a dwarf), and the elves Vram and Vin.

**Favorite Sayings:** "Otto is my name; magic is my game," (a ditty created by E. Gary Gygax, which Otto would sing at the Green Dragon Inn).

**History:** Otto was originally an inhabitant of Castle Greyhawk. He lived on the second level. Robilar, Tenser and Teric were adventuring in Castle Greyhawk when they encountered Otto in a room on the second dungeon level. In the ensuing melee, Otto was subdued by Tenser. After a dispute involving the two mages, he decided to work for Robilar. Otto rose in level quite fast and was Robilar's court wizard - a very loyal and good friend. The pair shared hundreds of adventures and saved one another's neck on many occasions.

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