

# GLOSSOGRAPHY

For the Guide to the WORLD OF GREYHAWK™  
Fantasy Setting



Compiled by  
PLIFFET SMEDGER, THE ELDER  
of the  
ROYAL UNIVERSITY AT RELMORD  
C.Y. 998

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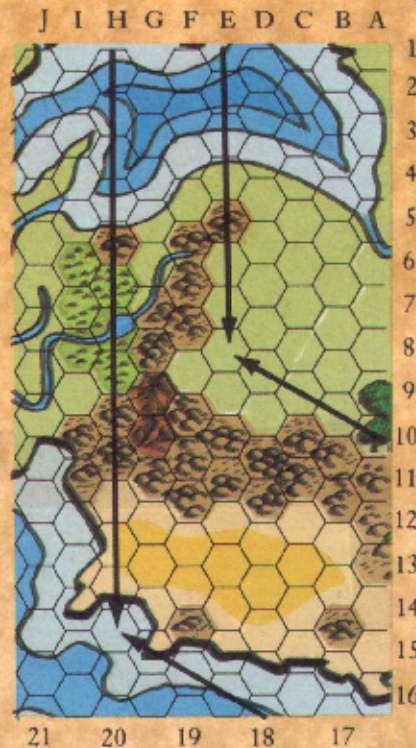
# HOW TO READ THE MAP GRID COORDINATES



PRINTED along the top of the Flanaess maps are the letters of the alphabet, in sequence. Due to the size of the maps, the alphabet is repeated several times, and each sequence is marked accordingly (A, A2, A3, etc.). These letters identify vertical hex columns.

In a similar fashion, a series of numbers are printed on the sides and bottom edges of the maps. These numbers identify rows of hexes, slanting from the bottom right to the upper left of the maps.

To find a specific hex, such as E-10, locate the proper hex column and row, and trace them until they meet, as shown in the diagram. The hex where the column and row intersect is hex E-10. A second example shows how to locate hex H-18.



	Free City (walled)		Volcano		Forested Hills		Water: 0-100 Fathoms (0-600 feet)
	Capital (walled)		Barrens		Hardwood Forest		Water: 100-1,000 Fathoms (600-6,000 feet)
	Walled City		Desert		Conifer Forest		Water: 1,000-2,000 Fathoms (6,000-12,000 feet)
	Walled Town		Bright Desert		Mountain Pass		Water: 2,000-3,000 Fathoms (12,000-18,000 feet)
	Town		Grasslands		Black Ice		Water: 3,000-4,000 Fathoms (18,000-24,000 feet)
	Mountains		Swamp				Water: 4,000-5,000 Fathoms (24,000-30,000 feet)
	Hills		Tropical Jungle				Water: 5,000+ Fathoms (30,000+ feet)

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Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd.

Distributed in the United Kingdom by TSR (UK) Ltd. Distributed to the toy and hobby trade by regional distributors.

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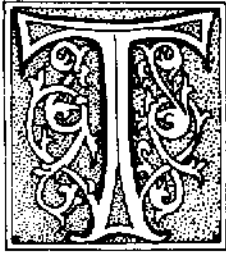
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WRITTEN BY

# GARY GYGAX

# FOREWORD

## A History of the Guide to the World of Greyhawk



THE BOOK YOU are holding in your hands is not what it seems. While modern society is overburdened with

technological marvels and scientific explanations, TSR, Inc. is proud to present a mystery, an enigmatic visitor from the dim past. The history of this manuscript is nearly as fascinating as the manuscript itself. Lay aside your 20th-century cynicism and examine, as nearly as we can reconstruct it, the history of the Guide.

The Savant-Sage is known to have lived in the city of Greyhawk during Oerth's Epoch of Magic. Evidence suggests that this was not the first age in Oerth history, but nothing exists to indicate how many ages preceded it, or intervened between it and the present. Late in this period, the Savant-Sage compiled his "Catalogue of the Land Flanaess, being the Eastern Portion of the Continent Oerik, of Oerth." Out of this epic seven-volume work, only the third volume survives: "A Guide to the World of Greyhawk". The topics discussed in the other six volumes are unknown, but the complete encyclopedia is believed to have covered almost every aspect of life in the Flanaess.

The Sage's work was not widely circulated during his lifetime. It disappeared completely after his death, and did not reappear until several centuries later, when a copy was discovered in an Illithid's lair in the Riftcanyon. This copy eventually found its way to the Royal University at Rel Mord, where it was examined by Pluffet Smedger, the Elder, a scholar and historian. Despite the fact that the encyclopedia was by this time several centuries out of date, Smedger was impressed by its freshness and thoroughness.

Smedger spent several decades compiling glossographies for each volume, detailing facts and information overlooked by the

Savant-Sage, or too recent to have been included in the original. When Smedger's work was finished, the Encyclopedia became a standard reference catalogue in universities and libraries throughout the civilized areas of the Flanaess.

To aid his study of the Sage's books, Smedger the Elder created mathematical models, or games, that he used with his students at the university to recreate and examine historical events and political interactions described by the Sage. During Smedger's time, magic was not a lost art, but, apparently, a fading one. Happily, Smedger the Elder's curiosity and genius preserved a priceless relic from a world that no longer exists.

The only surviving text of this series is the third volume, "A Guide to the World of Greyhawk" (almost certainly an incomplete copy), and Smedger the Elder's accompanying Glossography. How these two books managed to survive and re-surface in this time and place is, and probably will remain, a complete mystery.

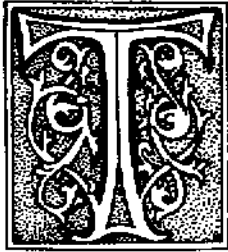
While Smedger's scholarly game-model was considerably different from **ADVANCED DUNGEONS & DRAGONS™** game, his representations of magic and combat have been translated approximately into AD&D terms. The world's immediate usefulness in an AD&D campaign is obvious. How many heroes and wizards adventured their way across this rugged land no one will ever know for certain; now many more can live anew through **ADVANCED DUNGEONS & DRAGONS** games.

The Savant-Sage and Pluffet Smedger the Elder are part of the past. The **WORLD OF GREYHAWK Fantasy Setting** is yours now, to do with as you wish. You can mold new states from old, or inflame ancient rivalries into open warfare, as you tailor the world to suit the needs of your players. The time has come for new legends to be created, new battles to be fought, new songs to be sung. It is your world — welcome to it!

*Steve Winter, editor  
Allen Hammack, product planning manager*



# SETTLEMENT POPULATIONS



**T**o determine the number of total inhabitants of any settlement, use the following table:

Figures show total human population. Multiply by 20% to determine the number of males fit to bear arms, multiply by 10% to get the number of males in prime condition and suitable for man-at-arms status. All figures show only inhabitants and do not include any garrisons. Only towns and cities are indicated on the map of the Flanaess.

Settlement	Map Symbol	Population	Dice
thorp, dorf	○	20-80	2d4 × 10
hamlet	●	100-400	1d4 × 100
village, wych	⊙	600-900	(1d4 + 5) × 100
town	⊙ ⊙	1,500-6,500	(2d6 + 1) × 500
city	⊙ ⊙ ⊙	10,000-60,000	5d6 × 2,000

# RATES OF TRAVEL

Terrain Type	Afoot,		Horsed	Cart/Wagon	Camel
	unencumbered	encumbered or searching			
road	30	15	60	30	45
track*	30	15	45	15	30
grasslands	30	15	45	15	45
hills	20	10	45	10	30
forest**	20	10	30	—	—
barrens	15	5	20	—	—
mountains	15	5	20	—	—
desert	20	10	45	5	30
dust	10	5	5	—	20
marsh/swamp	10	5	5	—	—
jungle	10	5	—	—	—

and barges. Movement up or down river in barges, boats, ships, or on rafts must be determined by the DM. As a guideline use fast speed afoot on a road for oared movement upstream, half that for poled movement (raft or barge). Halve again if the current is very strong. Double rates for downstream movement. Treble for sailed/oared downstream movement. (Note: Watch out for rapids, cataracts and falls when moving downstream!)

## LAKES

Use road movement as a base rate for barges (afoot, unencumbered) and rafts (afoot, encumbered). Merchant craft with sails move at road speed for carts/wagons. Sailing warships move at the same speed, but they can move at 10% for one hour.

## OCEANS AND SEAS

Ships only are allowed normal movement, using lake rates.

\* Roads through hills, barrens, mountain, desert, or marsh/swamp terrain are considered as tracks.

\*\* Heavy forest is treated as jungle for movement.

Each map hexagon is 10 leagues across (30 miles). Travel rates are given in miles per day.

Horsed movement is based on light or medium animals carrying relatively light loads. Heavily burdened animals, draft horses, and heavy war horses move at

afoot, unencumbered rate unless the horsed rate is less, in which case that is their rate of movement.

## RIVERS

Rivers can be swam if afoot or horsed. If carrying goods or armor, it will be necessary to build floats to cross, and this will take approximately half a day. Fords allow crossing at no penalty, as do bridges

# ENCOUNTER TABLES



**E**NCOUNTER tables are provided herein for all the major areas of the World of Greyhawk. Where users are referred

to "Standard Encounter Tables," consult those found on pages 179 through 194 of the *Dungeon Master's Guide*. If monsters are encountered, consult the relevant entry of the *Monster Manual* or *FIEND FOLIO* tome.

Many entries on these tables deal with patrols or bodies of armed men or demi-humans. When such an encounter is indicated, refer to the descriptions below.

**Elves, Knights:** These elves and half-elves are Knights of the Hart of Highfolk. They will typically be mounted, with knights astride medium, barded warhorses, esquires riding medium warhorses, and serjeants riding light warhorses.

There will be 7-10 knights in a party. Their levels will be as follows:

- 1 commander: F/C, 7/7
- 1 lieutenant: F/C, 6/6
- 5-8 knights: F/C, 5/5

With these knights there will be 2-4 magic-using Elves:

- 1 master: F/M-U, 4-6 / 8-11
- 1-3 assistants: F/MU, 3-5 / 4-7

Each knight has the following entourage:

- 1-4 esquires: F/C, 3-4 / 3-4
- 3-12 serjeants: F 2

Elven clerics can and do wield all forms of edged and piercing weapons. Armor class excludes dexterity bonus (average +2), and magical arms are:

- knights: AC 3; shield, lance, long sword, mace
- esquires: AC 4; shield, lance, long sword, mace
- serjeants: AC 5; bow, long sword, mace

Magic-users are armored as esquires but typically carry no shields and use bow and long sword.

Magical armor and arms carried are determined with a chance of 5% per highest level of the character in question, i.e., a 5/6 has a 30% chance for magic.

Magic-users also have a chance for potions, scrolls, rings, and rods, et al. Bow-armed elves have one (+1) magical arrow per (highest) level.

**Elven Patrol:** These Elves and half-elves are either mounted or afoot, as appropriate. Mounts will be medium and/or light warhorses. Numbers are as follows:

- 1 captain: F/M-U, 4-6 / 5-7; AC 4
- 2 lieutenants: F/M-U, 3-5 / 4-6; AC 5
- 1 scout (half-elf): C/R, 5 / 5-7; AC 5
- 4 serjeants: F 3-5; AC 4
- 4 scouts (can be half-elves): R, 1-2; AC 5
- 13-18 elves: standard elves, 1; AC 5

Armor class excludes dexterity bonus and magic. All members will carry bow and long sword. Magical items as per Elven Knights above.

**Hobgoblin Soldiery:** These well-trained bands of humanoids typically are officered by humans. They will also be supported as follows:

- Cleric, 4-7; AC 2 — 50% probability
- Magic-user, 3-6; AC 10 — 30% probability
- Thief, 5-8; AC 8 — 70% probability

The soldiery is as follows:

- 1 human captain: F 6-8; AC 2
- 1 human lieutenant: F 5; AC 2
- 4 human subalterns: F 3; AC 4
- 8 hobgoblin serjeants: AC 4; hp 9
- 90-160 hobgoblins: AC 5; hp 5-8 each

All humans' armor class ratings exclude dexterity and magical bonuses. Chances for magic are as given in Elven Knights. They apply to humans only.

Humans are mounted on medium warhorses and carry lance, whip, long sword, and/or mace, as applicable. Hobgoblins have:

- Composite bow and short sword 20%
- Fauchard-fork and short sword 50%
- Morning star 30%

Troops march and fight in close order (as heavy infantry). Their morale is excellent as long as human leaders remain.

**Men, Characters:** A typical party of human characters should number 2-5 major characters, with enough henchmen to round the total up to 7-9. Most character parties will be mounted (90%), the rest will be afoot. Mounts will be appropriate types of warhorses. Mounted parties will carry weapons such as lances, crossbows, and two-handed swords. Character parties will have the following alignments:

- Lawful good, neutral good 10%
- Chaotic good, chaotic neutral 30%
- Neutral 30%
- Chaotic evil, neutral evil 20%
- Lawful evil, lawful neutral 10%

**Men, Patrol, False:** A false patrol is a group of scouts or raiders impersonating the soldiery of the state they are invading. Scout groups are simply groups with fewer than 42 members. Raider groups will number 42 or more, but they will conceal a portion of their troops so as to appear to have a strength of 25-30 men. Depending on the nationality of the troops, the false patrol will conform to the specifications of a normal patrol (heavy, light, etc.). Additional members (40+) will conform to raider statistics. There is a 30% chance that a false patrol will be raiders.

**Men, Patrol, Heavy:** A patrol of this nature numbers 21-40 members. It is typically mounted on heavy or medium warhorses, although it can be afoot if the terrain necessitates. Its members are all trained to fight in close order and are heavily armored. The specifications of a heavy patrol are:

- 1 officer: F 5-6; AC 2
- 2 subalterns: F 3-4; AC 2
- 6 serjeants: F 2-3; AC 3
- 7-10 veterans: F 1; AC 3; hp 7-12
- 9-24 regulars: F 0; AC 3; hp 4-7

There will also be one of the following:

- 1 cleric, 5-6; AC 2, or
- 1 druid, 5-6; AC 8, or
- 1 magic-user, 4-5; AC 10

Armor class is exclusive of dexterity and magical bonuses. Chance for magic is 5% per level, with the following items possible:

- Fighters: armor and shield, sword, miscellaneous weapon, potion, scroll
- Clerics: armor and shield, miscellaneous weapon, miscellaneous magic, potion, scroll
- Magic-users: potion, scroll, ring, rod et al., miscellaneous magic

Weaponry will be appropriate to the nationality of the patrol, with broad or long swords common to all officers and NCOs.

**Men, Patrol, Knights:** A patrol of this nature has 11-14 knights plus their retainers. It will certainly be mounted, with knights on heavy warhorses, retainers on medium steeds.

- 1 commander: P 8-9 or F 9-10
- 1 lieutenant: P 6-7 or F 7-8
- 9-12 knights: F 4-6

With these knights will be several clerics;

- 1 chaplain: C 7-9
- 1-3 assistants: C 3-5

Each knight has the following entourage:

- 1 esquire: F 2-3
- 5-8 serjeants: F 1

The armor class and arms of the party are:

- Knights: AC 2; lance, bastard sword, mace
- Clerics: AC 2; flail, hammer, mace
- Esquires: AC 3; lance, long sword, mace
- Serjeants: AC 4; light crossbow (50%) or spear, short sword

Armor class does not include dexterity or magical bonuses. Chances for magic are the same as for a heavy patrol.

**Men, Patrol, Levies:** These groups are typically footmen raised from the immediate area. They are officered by regulars as follows:

- 1 captain: F or R, 6-8; AC 4
- 2 lieutenants: F 4-5; AC 4

- 4 serjeants: F 3; AC 5
- 8 veterans: F 1-2; AC 5
- 41-50 Levies: Lvl O, hp 3-6; AC 6-7

Armor class is exclusive of dexterity and magical bonuses. Chances for magic are the same as for a heavy patrol. Officers and assistants will be mounted on light warhorses. Weapons will be typical for the area. Levies will usually bear pikes, long spears, or pole arms. Up to 50% may be missile armed if typical of the area.

In certain areas, non-human levies are possible; adjust accordingly. In troubled areas, levy patrols can be augmented by one or more of the following:

- 1-4 scouts: R 3-5; AC 5
- 1 cleric, 4-5; AC 4
- 1 druid, 4-6; AC 8
- 1 magic-user, 3-5; AC 10
- 1 illusionist, 3-5; AC 10

Cleric or druid, magic-user or illusionist should be the rule, but danger may alter it.

**Men, Patrol, Light:** This patrol duplicates a heavy one except that horses will be light warhorses, armor class will be two categories higher, and troops will be missile armed, with 17-24 regulars.

**Men, Patrol, Medium:** This type of patrol also resembles a heavy patrol. Mounts will be medium warhorses for officers and leaders, light warhorses for troops. Armor class will be one category higher. Weapons will include arms typical of nation of origin of the patrol.

**Men, Patrol, Slaver:** A slaver patrol is essentially the same as either a levy patrol or a light (horse) patrol. It will, however, have prison wagons or carts with special chains. There will be 3-5 wagons, or 5-7 carts, with appropriate teams and drivers. In addition, there will be 1-100 slaves.

**Men, Patrol, Warband:** These groups number 90-120. They conform to the general specifications of nomads. Arms will be typical of the area from which they come. A roll indicating they are in their lair (15%) simply indicates they are carrying special loot, and quantities must be adjusted accordingly.

**Men, Raiders:** The type of men in a raiding band depends upon the area they are encountered in. Raiders are always from adjacent, hostile areas. Likewise, whether the raiders are mounted or afoot depends upon the place of their origin, the terrain through which they are operating, and

possibly the success of their raiding; i.e., a group of Hool marshmen could capture horses in Furyondy, use them for speed, and then sell them in the Hold of the Sea Princes. The number of raiders is always either the maximum number in an appropriate patrol, plus 5-30 additional troops; or the number listed in the Monster Manual plus 5-30. For example, Hool marshmen are tribesmen, so they will raid in groups of 10-120 plus 5-30 (or 15-150). Raiding is sometimes profitable, so if the dice roll indicates the group is "in lair," the raiders will have appropriate (or Type A) treasure. Raiders can be bandits, brigands, knights, soldiers, etc. They will always be alert and suspicious when in hostile territory, but in their own they will possibly relax and revel if they are undisciplined.

**Men, Rhennee:** These Gypsy barge folk are nearly always found within a few hundred feet of one of the three major lakes or navigable rivers which feed or drain them. About 10% of the time they will be encountered in their secret camping and meeting grounds which are up to five miles from water.

Rhennee never venture inland except in multi-barge groups of 7-12 barges. Each barge contains:

- 1 chief: F/T, 4-6 / 5-7
- 2-4 guards: F/T, 3-5 / 2-4
- 13-24 "folk": F/T, 1-2 / 1-4
- 1 "wise woman": 1/T, 4-7 / 1-4
- 1-2 "advisors": 1/T, 1-3 / 1-2

Note that both males and females comprise guards and "folk;" 75% of Rhennee guards are male, 50% of the folk are male. "Advisors" are always female. In addition to the above, there will be 7-12 children aboard a barge. (To determine a child's age, roll d12.) Children above age 9 are 1st level thieves and have training at arms as well (0 level fighters).

The armor and arms used by the Rhennee depend on whether they are aboard barges or ashore. Barges always have ballistae mounted fore and aft, about 12 heavy crossbows, and a supply of harpoons\*, throwing spears, and javelins. All Rhennee are trained to use crossbows (including ballistae) from childhood. Likewise, they train with knife and dagger from earliest years, so that they know these weapons in addition to their initial four as fighters. Harpoon training covers both spear and javelin.

## ARMOR AND WEAPONS ABOARD BARGE:

Chiefs:	leather & shield, harpoon, battle axe, long sword, sling and bullets, daggers	
Guards:	leather and shield, harpoon, battle axe, long sword, sling and bullets, dagger	
Folk:	leather, dagger, plus	
	— glaive-guisarme, short sword	30%
	— trident, sling and bullets	30%
	— javelins, battle axe	40%
Children (10-12 years old):	club, dagger	

## ARMOR AND WEAPONS ASHORE:

Chiefs:	chain and shield, battle axe, long sword, sling and bullets, dagger, darts (6)	
Guards:	scale and shield, spear, battle axe, long sword, sling and bullets, dagger, darts	
Folk:	leather dagger, plus	
	— light crossbow, short sword	30%
	— trident, sling and bullets	30%
	— spear, javelins, battle axe	40%
Children (10-12 years old):	club, dagger	

\*Rhennee harpoons are 6 to 8 feet long and have a range of 30 yards (spear). They inflict 2-8 / 2-12 points of damage against S-M/L sized opponents. A hit indicates the head is buried (or snagged) in the target.

A line is attached to the harpoon. A creature with intelligence 2 or better can dislodge the harpoon or sever the line, and attempt a saving throw vs. Poison. Success means the character has freed himself from the weapon. Failure indicates that the subject will take 1 additional point of damage per round and can be pulled by the harpoon line if the harpooner so desires. (See description of Kuo-toa in FIEND FOLIO tome for more details on harpoons.)

Use of short range missile weapons and pole arms is secondary to manning ballistae and heavy crossbows.

If 12 barges (or groups) are encountered, it is 50% likely that an additional 1-4 barges will be with the fleet group. One barge will be larger, have maximum numbers and levels, and a noble in addition. A Rhennee noble is a fighter/thief of level 8-9 / 10-13, always with magical armor and at least one each of the following magical items: miscellaneous weapon, miscellaneous magic, ring.

If Rhennee are encountered more than a mile inland, there is a 50% probability that a Rhennee bard of 3rd to 8th level will be with the group. If it is a group with a noble, there will be a bard of 7th to 12th level with the group. Barges will be

concealed and guarded by 2-3 folk from each barge.

Rhennee are neutral and have a strict code of their own. They will always seem open and friendly but are actually very cautious, suspicious, and scheming. They gladly lie to, cheat, and steal from any and all non-Rhennee. If necessary, they have no compunctions about killing.

The Rhennee do some small amount of mercantile shipping, passenger hauling, trading, craft work, fishing, and hunting. They know such work as tinkering and the like. They will never work when they can steal, nor will they deal squarely when they can cheat. Amongst themselves, however (and those who are taken into the folk by adoption), they are usually honest.

When needed, Rhennee steal young children to fill their ranks. Stolen children are raised as and become "natural" Rhennee. Similarly, outsiders who do some great service for the Rhennee are taken into the folk and sometimes accorded great status (equal to a noble, possibly).

Those Rhennee who survive past childhood are superior individuals in many ways. Determine statistics as follows:

Characteristic	Female	Male
Strength	3 of 4d6	3 of 5d6
Intelligence	3 of 4d6	3 of 4d6
Wisdom	3 of 4d6	3 of 4d6
Dexterity	2 of 3d6+6	2 of 3d6+6
Constitution	3 of 5d6	3 of 5d6
Charisma	3 of 6d6	3 of 5d6

All armor classes are exclusive of dexterity and/or magical bonuses.

The chance a Rhennee possesses a magical item is as follows:

Armor and/or shield, miscellaneous weapon: 5% per level of fighter ability  
Sword, potion, scroll, ring, miscellaneous magic: 5% per highest level  
Rod, et al. (illusionist only): 5% per level of illusionist ability

Treasure carried is 1-3 of each type of coin per level per individual. Aboard a barge there will be type O, P, Q, plus Q probability for 2-5 pieces of jewelry.

A typical barge is a junk-like vessel of some 60-foot keel length and 15-foot beam. There are keel boards to allow full way when sailing. There is a 10-foot-high forecandle and a slightly higher sterncastle. The vessel's sides slope outward, with a freeboard about 6 inches high when the barge is fully burdened (draft is then about 8 inches). The midships is decked, for this low space is home to the men, women, and children aboard. Each barge has one or two masts lugger rigged. Steering is by tiller. Each barge can be propelled by sweeps, the usual being two per side. The forecandle quarters the "wise women" and their families. The chief, his guards, and their families occupy the sterncastle. The remainder of the folk are quartered with animals and cargo in the lower deck area. The scantling port and starboard is rigged for emplacement of heavy crossbows at 4-foot intervals, eight per side. One small dinghy is carried aboard, and a longboat is towed astern. Each barge is equipped to be chained or cabled to others fore and/or aft and/or port and/or starboard.

Description: Rhennee resemble Oeridians except they tend to have dark brown or black curly hair. They are shorter than average (about 5' 6" tall on the whole) and slender but quite wiry and strong. Rhennee folklore claims that their race came to Oerth by accident, their home plane being quite different. Thus, legend says, the Rhennee roamed about on horseback and in wagons, but in their new home, conditions were so dangerous as to force them to take to the water to survive. Nobles claim descent from legendary leaders of the lost tribe, while the ordinary Rhennee are descended from the common folk of the tribe.



A third sort of Rhennee folk exist, although they are most rare. They are land wanderers who claim to be the only "true" Rhenn-folk because they have not changed their way of life since coming to the Flanaess from Rhop, homeland of the lost Rhennee.

**Men, Tribesmen:** As described in MONSTER MANUAL, tribesmen are quite primitive, but this is not always the case in the Flanaess. Some hillmen, marshmen, and mountaineer tribesmen are quite civilized. This is especially true in cases where they are refugees from an adjacent, civilized area. Tribesmen of the very primitive sort will have shamans and witch doctors as shown, but the civilized sort will have clerics or druids and possibly illusionists with them.

The number of the more civilized types of tribesmen will range from 20 to 120, plus leaders and clerics. There is a 10% chance per 10 men that there will be an illusionist of 4th-6th level. Armor and arms will be typical of bandits, modified by area. Thus, hillmen might be slingers and use spears, mountaineers might carry crossbows and pole arms, and marshmen short bows and long spears as tribal weapons.

Possible magical items should be determined on a 5% per level probability:

- Fighters:** armor, sword, miscellaneous weapon, potion
- Clerics:** armor, miscellaneous weapon, potion, scroll, miscellaneous magic
- Illusionists:** potion, scroll, ring, miscellaneous magic

Rovers of the Barrens tribesmen commonly use spears, light lances, shortbows, clubs, and daggers. Their armor consists of wooden or bone breastplates and hide shields. They normally surprise others 50% of the time due to their woodsmanship and stealthy movement.

In general, all tribesmen tend toward chaotic alignment. Many are neutral, but refugee and outlaw bands need to be.

**Men, Woodsmen:** Encounters with woodsmen are with 30-100 men, armored and armed as follows:

- ring mail, small shield, battle axe, short sword 10%
- ring mail, bow (or crossbow), short sword 10%
- leather armor, small shield, short spear, hand axe 20%

## PATROL ENCOUNTERS TABLE

Group Encountered	Number of Troopers	Leaders	Others
Elves, Knights	15-96*	12-42	2-4 F/MU
Elven Patrol	13-18	7	5R
Hobgoblin Soldierly	98-168	6	1 C 50% 1 MU 30% 1 T 70%
Men, Characters		2-5	2-4
Men, Patrol, False**	25-30	10	1C or D or MU
Men, Patrol, Heavy	16-34	10	1 C or D or MU
Men, Patrol, Knights	55-112	22-28	2-4 C
Men, Patrol, Levies	41-50	15	1-4 R and/or 1 C and/or 1D and/or 1 MU and/or 1 J
Men, Patrol, Light	17-24	10	1 C or D or MU
Men, Patrol, Medium	16-34	10	1 C or D or MU
Men, Patrol, Slaver	use Levies (60%) or Light (40%)	21-25	2-3 C, 1-2 MU
Men, Patrol, Warband	90-120		
Men, Raiders	use basic unit plus 5-30 troopers	3-5	1 WW, 1-2 Adv.
Men, Rhennee (one barge)	13-24	3-17	2-17 C
Men, Tribesmen	10-120	4-17	3-17 C, 1I
Men, Tribesmen, Civilized	20-120	5-15	4-13 C
Men, Woodsmen	30-100		1+3-18***
Orc Soldierly	132-170	4-6	1 C (T or A)
Soldiery	150-200	30-40****	1 C or MU

\* Level 2 Fighters, all.

\*\* 30% chance that the false patrol is actually a raiding party.

\*\*\* These 4-19 orcs (an orc under-officer and 3-18 guards) are always with the

soldiery. They are equal to 2HD

monsters, have 11 hp, AC 4, and add +1 to damage.

\*\*\*\* Mounted, 1st level fighters (i.e., sergeants)

- leather armor, bow (or cross bow), hand axe 30%
- leather armor, spear, battle axe 30%

They will have leaders and clerics as do tribesmen and surprise opponents 50% of the time. They are expert at ambush of enemy intruders and evade pursuit as if they were a party fewer than six, regardless of their actual number, operating in darkness.

**Orc Soldierly:** A body of orc soldiery will number 120-150 orcs, plus their always-present orc under-officers and non-commissioned officers. They will conform to normal orc statistics in all respects for movement, hit dice, armor, and weapons. With the orcs will be additional human and/or half-orc officers as follows:

- 1 captain: F 5-6; AC 3
- 3-5 lieutenants: F 3-4; AC 4
- 1 cleric (half-orc); C/T or C/A, 3-4 / 3-4; AC 4

There is a 20% chance a captain or lieutenant will be a half-orc. If so, the class will be fighter/thief (70%) or fighter/assassin of level 4-5 / 4-5 (captain) or level 2-3 / 2-3 (lieutenants).

Orc soldiery will often contain a sprinkling of half-orcs and hobgoblins. All are surly but well-trained. They have poor

morale when their leaders are killed or flee. Leader armor excludes dexterity and/or magical bonuses. Their chance for magic is the same as for Men, Patrol, Levies.

**Soldiery:** There will be 150-200 mercenary soldiers in a company of this sort. The troops will typically be afoot, with officers, sergeants, and scouts mounted. Composition of forces is:

- 1 commander: F 6-8; AC 2
- 5 lieutenants: F 3-5; AC 3
- 2 sergeants/10 soldiers: F 2; AC 4
- 10 scouts: F 1; AC 5
- 140-190 soldiers: F O; AC 5 or 6
- pole arms — 50%
- side arms — 30%
- missile weapons — 20%

Arms for troopers are typical of their region. Higher level men have armor class exclusive of dexterity and/or magical bonuses. Chances for magic are the same as for Men, Patrol, Levies.

In hostile areas there will also be a cleric or magic-user with the company:

- 1 cleric, 4-6; AC 2, or
- 1 magic-user, 3-5; AC 10

Information about these encounters is summarized on the Patrol Encounters Table.

# RANDOM ENCOUNTER TABLES

## According To Political Divisions

Most of the tables in this section apply to open terrain areas inside the various countries. Border territories should be treated as wilderness, but 10% of such encounters are with patrols. The standard 25% chance for encounter with a patrol applies within a state. Such probabilities must be adjusted to match conditions. For example, if warfare breaks out between two states, the border area would be filled with troops, so patrol activity would at least double, and monster-type encounters would likely be replaced by encounters with armed forces.

If an encounter is with unspecified humanoids, demi-humans, or giants, refer to the standard humanoid, demi-human, or giant subtables on page 185 of the *Dungeon Master's Guide*.

## ALMOR, NYROND, AND THE COUNTY AND DUCHY OF URNST

Almor	Nyrond	County	Duchy	Encounter
	01-02	01-02	01-03 04-07	Demi-humans Dwarves
	03-04			Elves, Sylvan
	05-06		08-11	Gnomes
	07	03-07	12-14 15-17	Halflings, Hairfeet Halflings, Stouts Halflings, Tallfellows
	08			Humanoids
	09-11	08-11	18-20	Men, Bandits
01-05	12-14	12-17	21-24	Men, Brigands <sup>1</sup>
06-08	15-16	18-20	25-27	Men, Merchants
09-25	17-35	21-40	28-40 41-43	Men, Merchants Men, Nomads (hills area)
	26-35	41-45		Men, Patrol, Heavy
			44-49	Men, Patrol, Light
	36-45	46-47	50-51	Men, Pilgrims
		48-53 54-55		Men, Raiders Men, Rhennee (near water)
	49-50		52-53 54-55	Men, Tribesmen (hillmen)
46-00	51-00	56-00	56-00	Use Standard Encounter Tables

<sup>1</sup> Raiding party in Almor

## BANDIT KINGDOMS, HORNED SOCIETY, IUZ, AND ROVERS OF THE BARRENS

Bandits	Society	Iuz	Rovers	Encounter
01-02		01-03		Bugbears
	01-03		01-06	Centaurs
		04		Flinds
03-04		05-10	07-10	Giants
05		11-12		Gnolls
06-08	04-05	13-14		Gnolls and Flinds
			11-12	Goblins
09-10	06			Goblins and Wargs
11-12	07-15	15-16		Goblins and Xvarts
13	16-20	17-18		Hobgoblins <sup>1</sup>
	21-22		13-15	Hobgoblins and Norkers <sup>2</sup>
	23-25			Humanoids
14-33	26-28	19-22		Kobolds
34-50	29-33	23-25		Men, Bandits
			16-20	Men, Brigands
	34-36	26-30	21-40	Men, Merchants
51-55	37			Men, Nomads
	38-40			Men, Patrol, Knights
			41-45	Men, Patrol, Medium
		31-34	46-53	Men, Raiders Men, Tribesmen <sup>3</sup>
		35-37		Norkers
		38-39		Ogres
		40-41		Ogrillons
56-59	41-47	42-45		Orcs <sup>4</sup>
60	48-50	46-48		Orcs and Ogrillons <sup>5</sup>
		49-53	54-55	Quillans
		54-55		Soldiery
61-00	51-00	56-00	56-00	Trolls Use Standard Encounter Tables

<sup>1</sup> Hobgoblins in the Horned Society are 25% soldiery.

<sup>2</sup> 20-50 hobgoblins and norkers encountered in Iuz.

<sup>3</sup> Hills or woods in the Barrens.

<sup>4</sup> Orcs in the Horned Society are 20% soldiery.

<sup>5</sup> 20-80 orcs and ogrillons encountered in Iuz.

## BISSEL, GRAN MARCH, AND KEOLAND

Bissel	Gran March	Keoland	Encounter
	01-02		Demi-humans
	03-04	01	Dwarves
	05-06		Dwarves, Mountain
		02	Elves, High
		03-10	Elves, Sylvan
	07-10	11-15	Gnomes
		16	Halflings, Hairfeet
		17-18	Halflings, Stouts
		19-20	Halflings, Tallfellows
01-02	11-15	21-25	Humanoids
03-05	16-19	26-29	Men, Bandits
06-07	20-23	30-31	Men, Brigands
08-20	24-45	32-43	Men, Merchants
21-25	46-48		Men, Patrol, Knights
		44-50	Men, Patrol, Light
26-35	49-55		Men, Patrol, Medium
36-40	56-57	51-52	Men, Pilgrims
41-45	58-61		Men, Raiders
	62-65	53-55	Men, Tribesmen (marshmen) <sup>1</sup>
46-00	66-00	56-00	Use Standard Encounter Tables

<sup>1</sup> Hillmen or marshmen in Keoland.

## BLACKMOOR

Dice Roll	Encounter
01-02	Gibberling
03-05	Humanoids
06-07	Men, Brigands
08-09	Men, Cavemen
10-15	Men, Merchants
16-25	Men, Nomads
26-30	Men, Patrol, Medium
31-32	Men, Pilgrims
33-34	Quaggoth
35-37	Quillans
38-40	Trolls, Ice
41-00	Use Standard Encounter Tables

### BONE MARCH AND THE POMARJ

Bone March	Pomarj	Encounter
01-02	01-02	Bugbears
03		Giant (evil only)
04-07	03-05	Gnolls
08-09	06	Gnolls and Flinds
10-11	07-12	Goblins
12	13-15	Goblins and Xvarts
13-14	16-17	Hobgoblins
15	18	Hobgoblins and Norkers
16-17	19-20	Kobolds
18-21	21-25	Men, Bandits
22-29	26-28	Men, Brigands
30-34		Men, Raiders
	29-30	Men, Tribesmen (hillmen)
35	31-32	Norkers
36-39	33	Ogres
40-41		Ogres and Ogrillons
42	34	Ogrillons
	35-41	Orcs
	42-44	Orcs and Ogrillons
43	45	Trolls
44-45		Xvarts
46-00	46-00	Use Standard Encounter Tables

### CELENE AND HIGHFOLK

Celene	Highfolk	Encounter
01-02	01-02	Dwarves
03	03	Dwarves, Mountain
04-20		Elves, Gray
21-25	04-15	Elves, High
	16-17	Elves, Knights
26-40	18-22	Elves, Sylvan
41-46	23-24	Gnomes
47		Halflings, Hairfeet
48		Halflings, Stouts
49-50	25-26	Halflings, Tallfollows
51-53	27-28	Humanoids
54-55	29-31	Men, Bandits
56-57	32-33	Men, Brigands
58-63	34-40	Men, Merchants
64-77	41-43	Men, Patrol, Light
78-80	44-45	Men, Pilgrims
81-00	46-00	Use Standard Encounter Tables

### DYVERS, GREYHAWK, AND VERBOBONC

Dyvers	Greyhawk	Verbobonc	Encounter
01-03	01	01-03	Demi-humans
	02-03	04-06	Elves, Sylvan
	04	07-11	Gnomes
04-05	05	12-15	Humanoids
06-10	06-07	16-18	Men, Bandits
11-12	08-09	19-20	Men, Brigands
13-15			Men, Buccaneers (near water)
	10-11		Men, Characters
16-30	12-30		Men, Merchants
		21-30	Men, Patrol, Levies
		31-34	Men, Patrol, Light
		35-37	Men, Patrol, Medium
31-40	31-35		Men, Pilgrims
	36	38-40	Men, Pirates (near water)
41-42			Men, Raiders
	37-38		Men, Rhennee (near water)
43-45			Men, Tribesmen (hill/marshmen)
	39-40		Norkers
		41-42	Xvarts
		43-45	
46-00	41-00	46-00	Use Standard Encounter Tables

### EKBIR, TUSMIT, AND ZEIF

Dice Roll	Encounter
01-02	Humanoids
03-07	Men, Bandits
08-10	Men, Brigands
11-15	Men, Dervishes
16-33	Men, Merchants
34-38	Men, Nomads
39-42	Men, Patrol, Light
43-45	Men, Patrol, Medium
46-50	Men, Pilgrims
51-55	Men, Raiders
56-00	Use Standard Encounter Tables

### FROST, ICE, AND SNOW BARBARIANS

Dice Roll	Encounter
01-02	Bugbears
03-06	Dwarves
07-10	Dwarves, Mountain
11-12	Giant, Frost
13-15	Giant, Hill
16-17	Giant, Mountain
18-19	Giant, Stone
20-21	Humanoids
22-28	Men, Bandits
29-40	Men, Berserkers
41-45	Men, Merchants
46-50	Men, Raiders
51-53	Ogres
54-55	Trolls
56-57	Trolls, Giant
58-60	Trolls, Ice
61-00	Use Standard Encounter Tables

### FURYONDY, THE SHIELD LANDS, AND VELUNA

Furyondy	Shield Lands	Veluna	Encounter
01	01-03	01-03	Demi-humans
02-04			Elves, Gray
05-10		04-10	Elves, High
11-15		11-15	Gnomes
16-20			Halflings
21-24			Hobgoblins (raiding)
25-26			Hobgoblins and Norkers (raiding)
27-30	04-13	16-20	Humanoids
31-35	14-20	21-24	Men, Bandits
36-38	21-25	25-27	Men, Brigands
	26-28		Men, Buccaneers (near water)
		29-30	Men, Characters
39-58	31-40	28-40	Men, Merchants
59-60			Men, Patrol, Heavy
61-67	41-44	41	Men, Patrol, Knights
68-73		42-43	Men, Patrol, Light
74-80	45-48	44-45	Men, Patrol, Medium
81-85	49-50	46-50	Men, Pilgrims
		51-55	Men, Raiders
	51-52		Men, Pirates (near water)
	53-55		Men, Rhennee (near water)
		56-60	Men, Tribesmen (hillmen)
86-88			Orcs (raiding)
89-90			Orcs and Ogrillons (raiding)
91-00	56-00	61-00	Use Standard Encounter Tables

## GEOFF, STERICH, AND THE YEOMANRY

Geoff	Sterich	Yeomanry	Encounter
01-05	01-03	01-02	Demi-humans
	04-07	03-05	Dwarves <sup>1</sup>
06-20		06-09	Elves, High
21-25	08-09		Giants
	10-13		Gnomes
	14-15	10	Halflings, Hairfeet
	16-18	11-12	Halflings, Stouts
		13-15	Halflings, Tallfellows
	19-24	16-20	Humanoids
26-29	25-29	21-26	Men, Bandits
30-31	30-32	27-30	Men, Brigands
	33-34		Men, Cavemen (in mountains)
32-45	35-43	31-40	Men, Merchants
		41-42	Men, Patrol, Levies
46-58	44-47	43-46	Ogres
59-60		47-48	Men, Pilgrims
	50-51	49-52	Men, Raiders
	52-53	53-55	Men, Tribesmen (in hills) <sup>2</sup>
61-63	54		Ogres
64-65	55		Trolls
66-00	56-00	56-00	Use Standard Encounter Tables

<sup>1</sup> Mountain dwarves in Sterich.

<sup>2</sup> Hillmen or marshmen in the Yeomanry

Gran March; see Bissel

## GREAT KINGDOM, SEE OF MEDEGIA, NORTH PROVINCE, AND SOUTH PROVINCE

Kingdom	Medegia	North	South	Encounter
01-03	01-03	01-02		Demi-humans
	04-08			Dwarves
	09-15			Elves, Sylvan
		03-05		Hobgoblin Soldiery
04-10	16-20	06-08	01-03	Humanoids
11-15	21-24	09-11	04-10	Men, Bandits
16-20	25-28	12-13	11-15	Men, Brigands
21-40	29-40	14-25	16-30	Men, Merchants
41-44	41-42		31-34	Men, Patrol, Heavy
		26-28		Men, Patrol, Light
45-47	43-45	29-30	35-40	Men, Patrol, Medium
48-50	46-48	31-33		Men, Patrol, Slaver
51-53	49-50	34-35	41-42	Men, Pilgrims
54-67	51-60	36-40	43-48	Men, Raiders
			49-51	Men, Tribesmen (hillmen)
		41-42		Ogrillons and Orus
68-70	61-65	43-45	52-55	Orcs <sup>1</sup>
71-00	66-00	46-00	56-00	Use Standard Encounter Tables

<sup>1</sup> Orc soldiery in the Great Kingdom, Medegia, and South Province.

Horned Society; see Bandit Kingdoms

## IDEE AND IRONGATE/ONNVAL

Idee	Irongate	Encounter
01-02	01-05	Demi-humans
03-06		Gnomes
07-10	06-09	Men, Bandits
11-12	10-11	Men, Brigands
	12-14	Men, Buccaneers (near water)
13-30	15-30	Men, Merchants
31-35	31-34	Men, Patrol, Levies
36-42	35-37	Men, Patrol, Medium
43-45	38-40	Men, Pilgrims
	41-45	Men, Pirates (near water)
46-00	46-00	Use Standard Encounter Tables

Irongate; see Idee

Iuz; see Bandit Kingdoms

## KET AND PERRENLAND

Ket	Perrenland	Encounter
01-02	01-06	Demi-humans
03-05	07-10	Humanoids
06-09	11-14	Men, Bandits
10-11	15-17	Men, Brigands
12-13		Men, Dervishes
14-25	18-25	Men, Merchants
26-29	26-28	Men, Nomads <sup>1</sup>
	29-32	Men, Patrol, Levies
30-33	33-36	Men, Patrol, Medium
34-35	37-40	Men, Pilgrims
36-38	41-45	Men, Raiders
39-45	46-50	Men, Tribesmen <sup>2</sup>
46-00	51-00	Use Standard Encounter Tables

<sup>1</sup> In north of Perrenland.

<sup>2</sup> Add 10-60 tribesmen in Ket; hillmen in Perrenland.

## THE PALE, RATIK, AND THE DUCHY OF TENH

Pale	Ratik	Tenh	Encounter
01-03		01-03	Demi-humans
	01-02		Dwarves
	03-06		Dwarves, Mountain
	07-08		Elves, Sylvan
	09-11		Gnomes
04-05	12-17	04-10	Humanoids
06-11	18-21	11-16	Men, Bandits
12-15	22-23	17-20	Men, Brigands
16-30	24-30	21-30	Men, Merchants
	31-34		Men, Patrol, Levies
31-35	35-37	31-35	Men, Patrol, Medium
36-40		36-37	Men, Pilgrims
41-45		38-44	Men, Raiders
	38-42		Men, Tribesmen (hillmen)
	43-45		Men, Woodsmen
		45	Trolls
46-00	46-00	46-00	Use Standard Encounter Tables

## PLAINS OF THE PAYNIMS AND ULL

Plains	Ull	Encounter
01-02	01-05	Humanoids
03-05	06-10	Men, Bandits
06-10		Men, Dervishes
11-15	11-20	Men, Merchants
16-25	21-30	Men, Nomads <sup>1</sup>
	31-35	Men, Raiders
	36-40	Men, Tribesmen
26-00	41-00	Use Standard Encounter Tables

<sup>1</sup> 40-400 nomads encountered in Ull.

Rel Astra; see Great Kingdom

Rovers of the Barrens; see Bandit Kingdoms

## LORDSHIP OF THE ISLES AND THE SEA BARONS

Lordship	Barons	Encounter
01-05		Demi-humans
06-08	01-07	Men, Bandits
09-10	08-12	Men, Brigands
11-20	13-22	Men, Buccaneers (near water)
21-50	23-45	Men, Merchants
51-55	46-55	Men, Patrol, Light
56-60	56-60	Men, Pirates (near water)
61-70	61-70	Men, Raiders
71-00	71-00	Use Standard Encounter Tables

North Province; see Great Kingdom

Nyrond; see Almor

Onnwal; see Idee and Irongate/Onnwal

## THE SCARLET BROTHERHOOD AND SUNNDI

Brotherhood	Sunndi	Encounter
	01-05	Demi-humans
	06-09	Dwarves, Mountain
	10-13	Elves, Gray
	14-15	Gnomes
01-03		Goblins
04-05		Hobgoblins
06-08	16-22	Humanoids
	23-25	Lizardmen (near swamp)
09-15	26-28	Men, Bandits
	29-30	Men, Brigands
16-25	31-40	Men, Merchants
26-30		Men, Nomads
	41-43	Men, Patrol, Levies
31-35	44-45	Men, Patrol, Light
36-40		Men, Patrol, Slaver
41-43	46-47	Men, Pilgrims
44-49	48-56	Men, Raiders
50-56	57-60	Men, Tribesmen <sup>1</sup>
57-60		Orcs
61-00	61-00	Use Standard Encounter Tables

<sup>1</sup> Hillmen in Sunndi.

Sea Barons; see Lordship of the Isles

## SEA PRINCES

Dice Roll	Encounter
01-03	Demi-humans
04-07	Humanoids
08-12	Men, Bandits
13-15	Men, Brigands
16-18	Men, Buccaneers (near water)
19-28	Men, Merchants
29-33	Men, Patrol, Light
34-39	Men, Patrol, Slaver
40-41	Men, Pilgrims
42-45	Men, Tribesmen (hills or marshes)
46-00	Use Standard Encounter Tables

Shield Lands; see Furyondy

South Province; see Great Kingdom

## SPRINDRIFT ISLES

Lendar Isle	Northern Isles	Encounter
01-05	01-05	Demi-Humans
	06-10	Elves, Gray
	11-20	Elves, High
06-10		Humanoids
11-20		Kobolds
21-25	21-25	Men, Bandits
26-45	26-45	Men, Merchants
46-50		Men, Patrol, Light
	46-50	Men, Raiders
	51-65	Men, Tribesmen
51-65		Orcs
66-00	66-00	Use Standard Encounter Tables

## STONEFIST, HOLD OF (STONEHOLD) AND TIGER/WOLF NOMADS

Stonehold	Normads	Encounter
01-05	01-05	Humanoids
06-12	06-09	Men, Bandits
13-15	10-12	Men, Brigands
16-20	13-20	Men, Merchants
21-30	21-40	Men, Nomads
31-35		Men, Patrol, Warband
36-40		Men, Raiders
41-45	41-43	Men, Tribesmen <sup>1</sup>
	44-45	Quaggoths (near Burneal Forest)
46-00	46-00	Use Standard Encounter Tables

<sup>1</sup> Nomad tribesmen found only in hills, mountains, and forests.  
Tenh, Duchy of; see Pale  
Tusmit; see Ekbir

## ULEK (COUNTY, DUCHY, AND PRINCIPALITY)

County	Duchy	Principality	Encounter
01-03	01-05	01-04	Demi-humans
		05-09	Dwarves
		10-17	Dwarves, Mountain
	06-13		Elves, High
	14-19		Elves, Patrol
	20-24		Elves, Sylvan
04-10	25-30	18-21	Gnomes
11-14			Halflings, Hairfeet
15-17		22-24	Halflings, Scouts
18-19			Halflings, Tallfellows
		25-26	Humanoids
20-25	31-35	27-32	Men, Bandits
26-40	36-45	33-45	Men, Merchants
41-43		46-50	Men, Patrol, Light
	46-48	51-53	Men, Pilgrims
44-45	49-50	54-55	Men, Tribesmen <sup>1</sup>
46-00	51-00	56-00	Use Standard Encounter Tables

<sup>1</sup> Hillmen in County and Duchy.

Urnst, County and Duchy; see Almor

## VALLEY OF THE MAGE

Dice Roll	Encounter
01-03	Demi-humans
04-12	Elf, Valley
13-17	Gnomes
18-20	Humanoids
21-23	Men, Bandits
24-25	Men, Brigands
26-27	Men, Cavemen (mountain)
28-29	Men, Characters
30-33	Men, Patrol, Heavy
34-35	Men, Tribesmen
36-00	Use Standard Encounter Tables

Veluna; see Furyondy

## WILD COAST

Dice Roll	Encounter
01-05	Demi-humans
06-12	Humanoids
13-18	Men, Bandits
19-22	Men, Brigands
23-30	Men, Merchants
31-36	Men, Patrol, Medium
37-38	Men, Patrol, Slaver
39-40	Men, Raiders
41-00	Use Standard Encounter Tables
	Wolf Nomads; see Stonefist
	Yeomanry; see Geoff
	Zeif; see Ekbir

# RANDOM ENCOUNTER TABLES

ACCORDING TO GEOGRAPHICAL AREAS

## FOREST, JUNGLES AND TIMBERLANDS

### ADRI FOREST AND GRANDWOOD FOREST

Adri	Grandwood	Encounter
01-05	01-07	Elves, Sylvan
06-08		Gnomes
	08-10	Halflings
09-15	11-15	Humanoids
16-18	16-20	Men, Bandits <sup>1</sup>
19-20	21-23	Men, Brigands
	24-25	Men, Patrol, False
	26-30	Men, Patrol, Light
21-45	31-45	Men, Woodsmen
	46-50	Orc Soldiery
46-00	51-00	Use Standard Encounter Tables

<sup>1</sup> 50% of Grandwood Forest woodsmen tend toward good alignment.

### AMEDIO JUNGLE, HEPMONALAND

Dice Roll	Encounter
01-10	Dakon
11-15	Gibberlings
16-20	Men, Patrol, Slaver
21-30	Men, Tribesmen
31-45	Men, Tribesmen (cannibals/headhunters)
46-00	Use Standard Encounter Tables

## AXEWOOD, DREADWOOD, MENOWOOD, RIEUWOOD AND SILVERWOOD

AW, MW, SW	Dreadw'd	Rieuw'd	Encounter
01-30	01-10	01-05	Elves, Patrol
31-35	11-13	06-15	Elves, Sylvan
	14	16-20	Gnomes
36-38	15		Halflings, Hairfeet
	16-25	21-25	Halflings, Tallfellows
		26-30	Humanoids
		31-33	Men, Bandits
		34-35	Men, Brigands
39-40		36-40	Men, Characters
		41-45	Men, Patrol, Light
41-42	26-40	46-65	Men, Raiders
	41-42		Men, Tribesmen <sup>1</sup>
43-50	43-44		Ogres
	45		Treants
51-55			Trolls
56-00	46-00	66-00	Unicorns
			Use Standard Encounter Tables <sup>2</sup>

<sup>1</sup> Tribesmen are woodsmen in the Axewood, Menowood, Rieuwood, and Silverwood, but marshmen in the Dreadwood.

<sup>2</sup> Use standard Faerie encounter tables for the Axewood, Menowood, and Silverwood.

### BRAMBLEWOOD, NUTHERWOOD, PHOSTWOOD, UDGRU FOREST

Dice Roll	Encounter
01-03	Demi-humans
04-10	Humanoids
11-15	Men, Bandits
16-18	Men, Brigands
19-22	Men, Patrol, Medium
23-28	Men, Tribesmen (woodsmen)
29-30	Ogres
31-00	Use Standard Encounter Tables

### BURNEAL FOREST

Dice Roll	Encounter
01-05	Kobolds
06-10	Men, Nomads
11-20	Men, Tribesmen (plus 1-20 wolf dogs)
21-25	Quaggoths
26-30	Wolf Dogs (as wild dogs but equal to war dogs)
31-00	Use Standard Encounter Tables

### CELADON FOREST, FELLREEV FOREST, AND GAMBOGE FOREST

Celadon	Fellreev	Gamboge	Encounter
01-03		01	Demi-humans
		02-04	Dwarves
04-25	01-05	05-14	Elves, High
		15-17	Elves, Sylvan
		18-22	Gnolls
		23	Gnomes
		24-25	Halflings, Hairfeet
26-27	06-13	26-30	Halflings, Tallfellows
28-30	14-19	31-34	Humanoids
	20-23	35-37	Men, Bandits
31-35			Men, Brigands
	24-30		Men, Characters
36-45			Men, Nomads (forest edges only)
	31-40		Men, Patrol, Light
46-65		38-48	Men, Tribesmen (rovers)
		49-50	Men, Woodsmen
66-75			Ogres
76-00	41-00	51-00	Treants
			Use Standard Encounter Tables

## DIM FOREST, HORNWOOD, AND OYTWOOD

Dim Forest	Hornw'd, Oytw'd	Encounter
01-03	01-05	Demi-humans
04-12	06-20	Elves, Sylvan
	21-25	Gnomes
13-18	26-30	Humanoids
19-22		Men, Bandits
23-25		Men, Brigands
26-27		Men, Patrol, Light
28-31		Men, Raiders
32-35		Men, Tribesmen (woodsmen)
36-00	31-00	Use Standard Encounter Tables

Dreadwood; see Axewood

Fellreev Forest; see Celadon Forest

## FORLORN FOREST, HIRAAK FOREST, SABLEWOOD, AND SPIKEY FOREST

Forlorn, Hraak	Sable, Spikey	Encounter
01-05	01-10	Humanoids
	11-15	Men, Berserkers (patrol)
06-10	16-25	Men, Tribesmen <sup>1</sup>
11-20	26-30	Ogres
21-25		Quaggoth
26-00	31-00	Use Standard Encounter Tables

<sup>1</sup> Sablewood and Spikey Forest tribesmen are woodsmen.

Gamboe Forest; see Celadon Forest

## GNARLEY FOREST AND WELKWOOD

Gnarley	Welkwood	Encounter
01-05	01-08	Demi-humans
06-15	09-15	Elves, Sylvan
16-19		Gnomes
20-24	16-20	Humanoids
25-27	21-24	Men, Bandits
28-29	25-26	Men, Brigands
30-35		Men, Merchants
36-38		Men, Patrol, Light
	27-46	Men, Tribesmen (woodsmen)
39-50		Men, Woodsmen
	47-48	Treats
	49-50	Unicorns
51-00	51-00	Use Standard Encounter Tables

Grandwood Forest; see Adri Forest

Hepmonaland; see Amedio Jungle

Hornwood; see Dim Forest

Hraak Forest; see Forlorn Forest

## LOFTWOOD AND TIMBERWAY FOREST

Dice Roll	Encounter
01-10	Humanoids
11-15	Men, Patrol, Light
16-20	Men, Raiders
21-30	Men, Tribesmen (woodsmen)
31-00	Use Standard Encounter Tables

Menowood; see Axewood

Nutherwood; see Bramblewood

Oytwood; see Dim Forest

Phostwood; see Bramblewood

Riewood; see Axewood

Sablewood; see Forlorn Forest

Silverwood; see Axewood

Spikey Forest; see Forlorn Forest

## SUSS FOREST AND TANGLES

Suss	Tangles	Encounter
01-02		Demi-humans
03-04		Ettercaps
05-08		Gibberlings
09-12		Gnolls
13-18	01-10	Humanoids
19-24		Kobolds
25-27	11-22	Men, Bandits
28-29	23-30	Men, Brigands
30		Men, Characters
31-33		Men, Patrol, Light
34-35		Ogres
36-37		Spiders, Giant
38-40		Spiders, Large
41-42		Susseri
43-48		Tree (sentient, semi-mobile, 50% are dangerous) <sup>1</sup>
49		Trolls
50-55		Vegetation (dangerous) <sup>1</sup>
	31-35	Weasels, Giant
56-00	36-00	Use Standard Encounter Tables

<sup>1</sup> Use those described in AD&D™ game or devise special ones.

Tangles; see Suss Forest

Timberway Forest; see Loftwood

Udgru Forest; see Bramblewood

## VESVE FOREST

Dice Roll	Eastern Portion	Dice Roll	Western Portion
01-02	Bugbears	01-05	Elves, High
03-05	Gnolls	06-10	Elves, Patrol
06-12	Humanoids	11-20	Elves, Sylvan
13-18	Men, Bandits	21-25	Gnomes
19-25	Men, Patrol, Light	26-27	Halflings, Hairfeet
26-30	Men, Raiders	28-30	Halflings, Tallf.
31-34	Norkers	31-35	Humanoids
35-36	Ogres	36-40	Men, Bandits
37-40	Ogrillons	41-45	Men, Patrol, Light
41-42	Trolls	46-58	Men, Tribesmen (woodsmen)
43-50	Xvarts	59-60	Ogres
51-00	Use Standard Encounter Tables	61-00	Use Standard Encounter Tables

Welkwood; see Gnarley Forest

# MOUNTAIN RANGES

## BARRIER PEAKS, CRYSTALMIST MOUNTAINS, AND JOTENS

Dice Roll	Encounter
01-04	Dwarves, Mountain
05-10	Giants
11-15	Giants, Frost
16-18	Giants, Hill
19-20	Giants, Mountain
21-24	Giants, Stone
25-35	Humanoids
36-38	Men, Cavemen
39-42	Men, Tribesmen
43-47	Ogres
48-50	Trolls
51-00	Use Standard Encounter Tables

## CLATSPUR RANGE AND YATIL MOUNTAINS

Dice Roll	Encounter
01-05	Dwarves, Mountain
06-07	Giants
08-11	Humanoids
12-13	Men, Cavemen
14-15	Men, Patrol, Medium
16-20	Men, Patrol, Light
21-32	Men, Tribesmen (mountaineers)
33-34	Ogres
35	Trolls
36-00	Use Standard Encounter Tables

## CORUSK MOUNTAINS, GRIFF MOUNTAINS, AND RAKERS

Dice Roll	Encounter
01-04	Aarakoora
05-06	Dwarves
07-10	Dwarves, Mountain
11-14	Giants
15-20	Griffons
21-25	Humanoids
26-27	Men, Raiders
28-36	Men, Tribesmen (mountaineers)
37-38	Ogres
39-40	Trolls
41-00	Use Standard Encounter Tables

Crystalmist Mountains; see Barrier Peaks  
 Drachensgrab Mountains; see Drachensgrab Hills  
 Glorioles; see Hestmark Highlands  
 Griff Mountains; see Corusk Mountains

## HELLFURNACES

Dice Roll	Encounter
01-02	Firedrake
03-06	Firenewt
07-10	Firetoad
11-15	Giants
16-25	Giants, Fire
26-30	Hell Hounds
31-38	Humanoids
39-40	Men, Cavemen
41-00	Use Standard Encounter Tables

Jotens; see Barrier Peaks

## LORTMIL MOUNTAINS

Dice Roll	Encounter
01-04	Aarakoora
05-12	Dwarves
13-25	Dwarves, Mountain
26-35	Gnomes
36-38	Halflings, Hairfeet
39-45	Halflings, Stouts
46-49	Humanoids
50-53	Men, Bandits
54-55	Men, Brigands
56-57	Men, Characters
58-65	Men, Patrol, Light
66-75	Men, Tribesmen (mountaineers)
76-00	Use Standard Encounter Tables

Rakers; see Corusk Mountains

## SULHAUT MOUNTAINS AND ULLSPRUE

Sulhaut	Ullsprue	Encounter
01-03		Demi-humans
04-10		Elves, Drow (night only)
11-12		Giants
13-17	01-08	Humanoids
18-25	09-15	Men, Nomads <sup>1</sup>
26-40	16-35	Men, Tribesmen
	36-40	Ogres
41-60		Use Pleistocene Conditions Encounter Table
61-00	41-00	Use Standard Encounter Tables

<sup>1</sup> Nomads appear only in extreme north of Sulhaut Mountains.

Ullsprue; see Sulhaut Mountains  
 Yatil Mountains; see Clatspur Range

# HILLS AND HIGHLANDS

## ABBOR-ALZ

Dice Roll	Encounter
01-03	Giants, Hill
04-10	Humanoids
11-15	Men, Patrol, Medium
16-40	Men, Tribesmen (plus 20-80)
41-43	Ogres
44-45	Trolls
46-00	Use Standard Encounter Tables

## BLEMU HILLS, BLUFF HILLS, DRACHENSGRAB HILLS, HOWLING HILLS, SPINE RIDGE, AND TORS

Dice Roll	Encounter
01-02	Giants, Hill
03-20	Humanoids
21-24	Men, Bandits
25-30	Men, Brigands
31-40	Men, Tribesmen (hillmen)
41-42	Ogres
43-44	Trolls
45	Trolls, Giant
46-00	Use Standard Encounter Tables

## CAIRN HILLS

Dice Roll	Encounter
01-05	Dwarves
06-10	Gnomes
11-14	Halflings, Hairfeet
15-17	Halflings, Stouts
18-23	Humanoids
24-29	Men, Bandits
30-33	Men, Brigands
34-36	Men, Characters
37-45	Men, Merchants
46-48	Men, Patrol
49-50	Men, Rhennee (near water)
51-60	Men, Tribesmen
61-00	Use Standard Encounter Tables

## FLINTY HILLS, GOOD HILLS, GULL CLIFFS, HEADLANDS, HOLLOW HIGHLANDS, IRON HILLS, LITTLE HILLS, LORRIDGES, AND STARK MOUNDS

Dice Roll	Encounter
01-05	Demi-humans
06-20	Dwarves
21-40	Gnomes
41-50	Halflings, Stouts
51-55	Men, Bandits
56-75	Men, Tribesmen (hillmen)
76-00	Use Standard Encounter Tables



## HESTMARK HIGHLANDS AND GLORIOLES

Dice Roll	Encounter
01-03	Demi-humans
04-12	Dwarves
13-16	Dwarves, Mountain
17-25	Elves, High
26-28	Elves, Patrol
29-35	Gnomes
36-40	Humanoids
41-50	Men, Bandits (90% are actually good hillmen)
51-55	Men, Brigands
56-60	Men, Merchants
61-63	Men, Patrol, Light
64-70	Men, Raiders
71-75	Men, Tribesmen (hillmen)
76-80	Orc Soldiery
81-00	Use Standard Encounter Tables

## KRON HILLS

Dice Roll	Encounter
01-05	Demi-humans
06-10	Dwarves
11-30	Gnomes
31-35	Halflings, Stouts
36-40	Humanoids
41-47	Men, Bandits (50% are actually good hillmen)
48-50	Men, Brigands
51-60	Men, Tribesmen (hillmen)
61-00	Use Standard Encounter Tables

## SEPIA UPLANDS, TUSMAN HILLS, AND YECHA HILLS

Dice Roll	Encounter
01-05	Demi-humans
06-15	Humanoids
16-20	Men, Bandits
21-25	Men, Brigands
26-40	Men, Nomads
41-55	Men, Tribesmen
56-00	Use Standard Encounter Tables

# BODIES OF WATER

## ARTONSAMAY, NESSER, SELINTAN, VELVERDYVA, AND VENG RIVERS

Dice Roll	Encounter
01-20	Men, Rhennee
21-00	Use Standard Encounter Tables

All River, all other rivers, Use Standard Encounter Tables

## NYR DYV, QUAG LAKE AND WHYESTIL LAKE

Dice Roll	Encounter
01-20	Men, Buccaneers (patrol warship)
21-40	Men, Merchants
41-50	Men, Merchants (fishing fleet)
51-60	Men, Pirates
61-80	Men, Rhennee
81-00	Use Standard Encounter Tables

## SALT-WATER SEAS AND BAYS

Dice Roll	Encounter
01-05	Men, Buccaneers
06-25	Men, Merchants
26-30	Men, Patrol
31-35	Men, Pirates
36-40	Men, Raiders (Galley-type craft)
41-00	Use Standard Encounter Tables

# WASTELANDS

## BRIGHT DESERT

Dice Roll	Encounter
01-15	Men, Dervishes
16-40	Men, Nomads
41-45	Men, Tribesmen (hills)
46-50	Pernicons
51-00	Use Standard Encounter Tables

## DRY STEPPES

Dice Roll	Encounter
01-07	Herd Animals
08-10	Horses
11-15	Humanoids
16-19	Men, Dervishes
20-30	Men, Nomads
31-35	Men, Tribesmen
36-00	Use Standard Encounter Tables

## LAND OF BLACK ICE

Dice Roll	Encounter
01-15	Bugbears, Blue (same as normal bugbears)
16-00	Use Standard Encounter Tables

## RIFT CANYON

Dice Roll	Encounter
01-10	Humanoids
11-25	Men, Bandits
26-30	Men, Brigands
31-32	Men, Characters
33-37	Men, Raiders (as knights)
38-40	Ogres
41-00	Use Standard Encounter Tables

## SEA OF DUST

Dice Roll	Encounter
01-03	Beetle, Boring
04-05	Bulettes (half-strength, sand variety)
06-12	Centipedes, Giant (plus 1-6) <sup>1</sup>
13-17	Dune Stalkers (1-6)
18-25	Firenewts (near Hellfurnaces only)
26-30	Firetoads (near Hellfurnaces only)
31-39	Jermlaine <sup>1</sup>
40-43	Meenlocks <sup>1</sup>
44-45	Men, Characters (extreme west and south only)
46-47	Men, Nomads (extreme west and south only)
48-53	Mites <sup>1</sup>
54-61	Osquips <sup>1</sup>
62-70	Pernicon
71-77	Rats, Giant <sup>1</sup>
78-80	Scorpions, Giant
81-82	Snake, Giant, Amphisbaena
83-85	Snakes, Giant, Poisonous
86-88	Snakes, Giant, Spitting
89-93	Snyads <sup>1</sup>
94-96	Spiders, Huge
97-99	Thoqqua <sup>1</sup> (2.4 foot diameter, sand/ash eater)
00	Roll again or choose any creature

<sup>1</sup>These creatures inhabit thoqqua tunnels.

# MARSHES

## COLD MARSHES

Dice Roll	Encounter
01-03	Frost Men
04-10	Gnolls
11-30	Men, Tribesmen
31-40	Quaggoths
41-45	Toad, Ice
46-50	Troll, Ice
51-00	Use Standard Encounter Tables

## LONE HEATH

Dice Roll	Encounter
01-30	Demi-humans
31-55	Men, Bandits (good alignment)
56-65	Men, Patrol, Light
66-95	Men, Tribesmen (good marshmen)
96-00	Use Standard Encounter Tables

## VAST SWAMP

Dice Roll	Encounter
01-10	Bullywugs
11-15	Humanoids
16-20	Lizardmen
21-25	Men, Bandits
26-27	Men, Patrol, Light (near edges only)
28-36	Men, Tribesmen (marshmen)
37-40	Trolls
41-00	Use Standard Encounter Tables

## DISTRIBUTION OF HIGH LEVEL NPCs

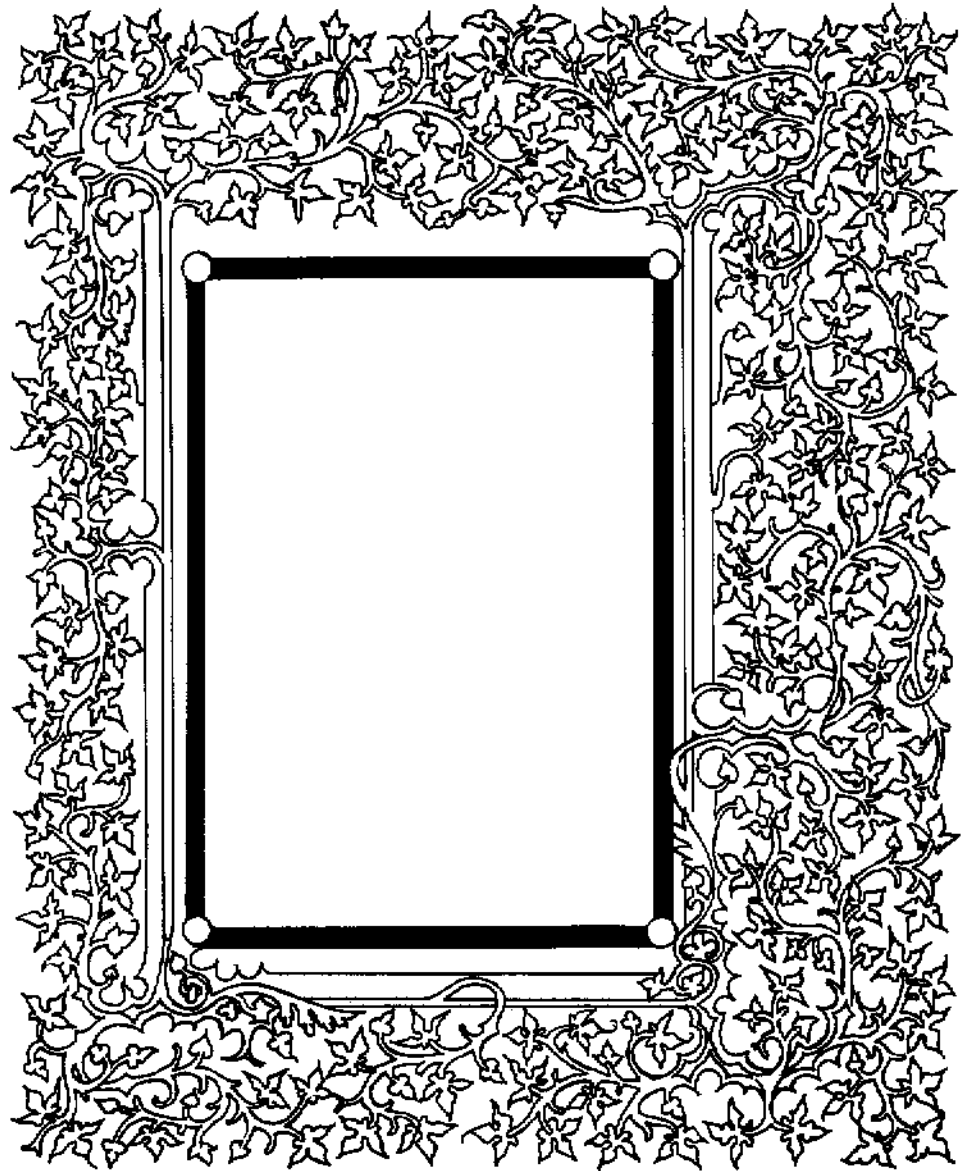
Non-Player characters of 10th or greater level are quite uncommon except in seats of power. Such centers are either where a state governs, a portion of a state is ruled, a very large populace dwells, military power is massed, or else player characters have been active for a long period of time. Most high-level NPCs are distributed as follows:

cleric types	15%
fighter types	50%
magic-user types	10%
thief types	24%
others	1%

The level of NPCs encountered is:

10th - 12th level	60%
13th - 15th level	25%
16th - 18th level	12%
19th level and above	3%

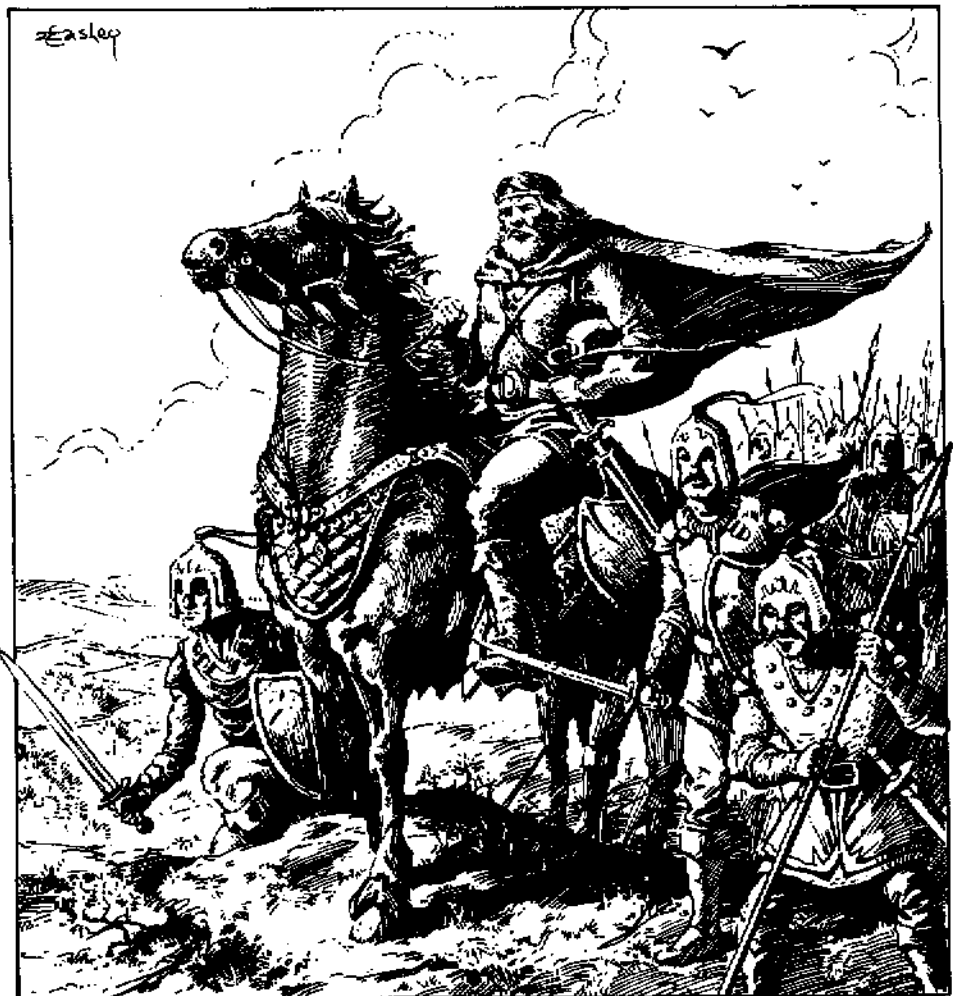
Player character-like NPCs are always an exception. The only method of determining the likelihood of such distribution is by examination of player character activity and frequency.



# RULERS OF GREYHAWK

A = Assassin      M = Monk  
 B = Bard          MU = Magic-user  
 C = Cleric        P = Paladin  
 D = Druid        R = Ranger  
 F = Fighter      T = Thief  
 I = Illusionist

Almor, Prelacy of: Kevont, C 12  
 Bandit Kingdoms: no single ruler,  
 T 14-16 or F 12-14 usual  
 Bissel, March of: Walgar, R 15  
 Blackmoor: Bestmo, F ?  
 Bone March: most recently Clement,  
 deceased  
 Celene, Kingdom of: Yolande,  
 F 7/MU 11  
 Dyvers, Free and Independent City:  
 Margus, T 17  
 Ekbir, Caliphate of: Xargun, C 16  
 Fruztii, Kingdom of (Frost Barbarians):  
 Ralff, F 15  
 Furyondy, Kingdom of: Belvor IV, P 14  
 Geoff, Grand Duchy of: Owen I,  
 F 13/I 15  
 Gran March: Petros, F 15  
 Great Kingdom (Kingdom of Aerdy): ?  
 C 7/MU 12  
 Greyhawk, Free City of: Nerof Gasgal,  
 T 10  
 Highfolk, Independent Town of: Loftin  
 Graystand, D 12  
 Horned Society: true identities unknown  
 Cruski, Kingdom of (Ice Barbarians):  
 Loggoff Bearhair, F 14  
 Idee, County of: Fedorik Eddri, F 14  
 Irongate, Free City of: Cobb Darg, ?  
 Iuz, Land of: Iuz, demi-god  
 Keoland, Kingdom of: Kimbertos Skotti,  
 R 14  
 Ket: Zoltan, C 3/F 14  
 Lordship of the Isles: Latmac Ranold,  
 F 16  
 Medegia, Sec of: Spidasa, C 15  
 North Province, the: Grenell, A 15  
 Nyrond, Kingdom of: Archbold III,  
 F 16  
 Onnwal, Free State of: Ewerd Destron,  
 F 12  
 Pale, Theocracy of the: Ogon Tillit,  
 C 14  
 Perrenland, Concatenated Cantons of:  
 Franz, R 15  
 Plains of the Paynims: tribal  
 the Pomarj: several petty leaders  
 Ratik, Archbarony of: Lexnol, R 13



Rel Astra, City of: Drax, A 6/MU 9  
 Rovers of the Barrens: Kishwa Dogteeth,  
 F 11  
 the Scarlet Brotherhood: true name  
 unknown, M 14  
 Sea Barons: Sencho Foy, F 13  
 Sea Princes, Hold of the: Jeon II, F 17  
 Shield Lands: Holmer, C 7/F 10  
 Kingdom of Schnai (Snow Barbarians):  
 Orvung, F 16  
 South Province: Chelor, T 5/F 11  
 Spindrift Isles: true names unknown  
 Sterich, Earldom of: Querchard,  
 F 7/T 8/B 9  
 Stonefist, Hold of: Sevvord Redbeard,  
 F 18  
 Sunndi, County of: Hazendel,  
 C 5/F 8/MU 8  
 Tenh, Duchy of: Ehyeh, F 12

Tiger Nomads (Chakyik): Cligir, I 3/F 11  
 Tusmit: Jadhim/oremm, F 15  
 Ulek, County of: Lewenn, D 13  
 Ulek, Duchy of: Grenowin, F 7/MU 11  
 Ulek, Principality of: Olinstaad Corond,  
 F 9/T 12  
 Ull: Draske, F 13  
 Urnst, County of: Lorgan, F 16  
 Urnst, Duchy of: Karill, R 12  
 Valley of the Mage: ?  
 Veluna, Archclericy of: Hazen, C 19  
 Verbobonc, Viscounty and Town of:  
 Wilfrick, F 10  
 Wild Coast: various petty rulers  
 Wolf Nomads (Wegwiur): Bargru,  
 I 5/F 12  
 Yeomanry, the: Crispin Redwell,  
 F 10/C 5  
 Zeif, Sultanate of: Murad, T 4/F 13

# WEATHER & THE WORLD



**B**ECAUSE CHANGES in climate are closely related to changes in latitude, the size of the world is important. Oerth has a polar circumference of 8,400 leagues (25,200 miles).

Thus, traveling 23 leagues (70 miles, 2 1/3 hexes) in a north or south direction covers one degree of latitude. The accompanying table shows typical conversions between degrees of latitude, distances in leagues and miles, and hex counts on the map.

## DISTANCE CORRESPONDENCES BETWEEN HEXES, DEGREES OF LATITUDE, AND MILES

N-S distance in hexes	N-S distance in degrees of latitude	N-S distance in leagues (miles)
1	0.4	10 (30)
2	0.8	20 (60)
2 1/3	1	23 (70)
4 2/3	2	47 (140)
5	2.1	50 (150)
7	3	70 (210)
10	4.3	100 (300)
11 2/3	5	117 (350)
20	8.6	200 (600)
23 1/3	10	233 (700)
35	15	350 (1,050)

The Greyhawk maps, which cover 970 leagues on the north-south axis, also cover 41.6 degrees of latitude.

A second table shows where the latitude lines are located on Oerth, referring to the hex numbers at the right-hand edge of each map sheet and indicating the locales on or close to each parallel.

## LOCATION OF MAJOR PARALLELS OF LATITUDE ON MAPS OF THE WORLD OF GREYHAWK

North Latitude	Hex # on map	
	(right half)	(left half)
15	93	129
20	81	117
24	72	108
25	69	105
30	58	94
35	46	82
40	34	70
45	23	59
50	11	47
54	02	38

Latitude lines run horizontally across the map, and do not slope southeast to northwest as do the numbered lines of hexes.

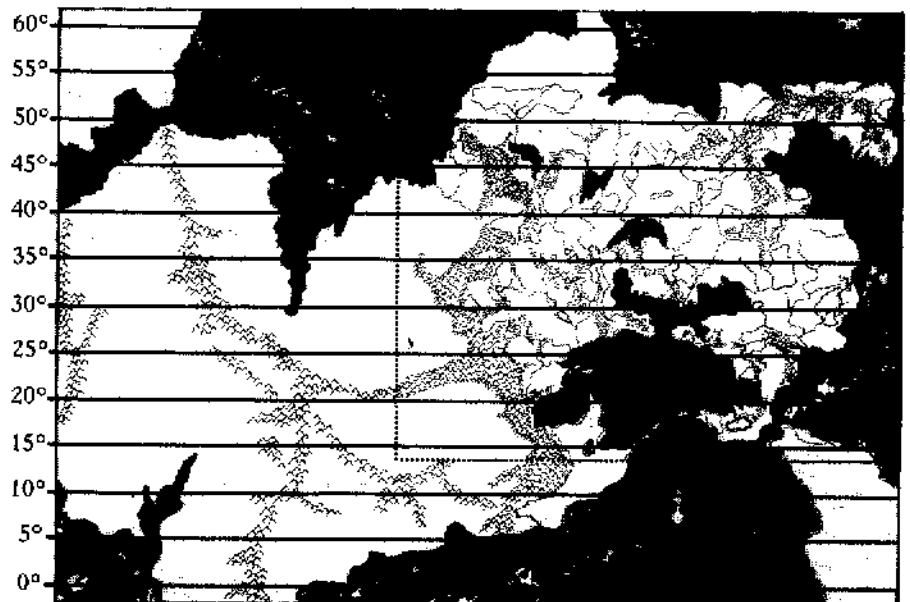
Baseline information for Oerth is shown on the Baseline Data Chart. It is assumed that for each degree of travel in a north-south direction, the baseline temperature will change by two degrees Fahrenheit. Thus, a trip seven hexes north of Veluna City takes one to a point where the temperature is six degrees colder, because seven hexes equals three degrees of latitude; a trip seven hexes south would raise the temperature by the same amount.

(This is reversed if one crosses the equator.)

One final comment is necessary. The weather of Oerth is affected (and possibly generated) by magic. Some of the spells and items that can bring this about are described in the Player's Handbook and Dungeon Master's Guide. Of course, very accomplished magic-users may be able to research and develop new weather-controlling spells. Great care should be taken when such spells are implemented, because localized magical changes to the weather may have repercussions elsewhere in the world (and, perhaps, on other planes as well).

## ASTRONOMICAL PHENOMENA

The Baseline Data Chart shows the time of sunrise and sunset for the middle of each month at the baseline latitude of 40 degrees. For each degree of latitude away from the baseline, the times should be adjusted by two minutes, adding if above 40 degrees north and subtracting if below. Sunrise and sunset are not the times when light appears and disappears, since reflections from sky, clouds, and terrain may affect the hours of normal vision. (In the depths of a steep valley the



## BASELINE DATA CHART

	Fireseek	Readying	Coldeven	Planting	Flocktime	Wealsun
Base temp.	32	34	42	52	63	71
Daily high adj.	+d10	+d6+4	+d8+4	+d10+6	+d10+6	+d8+8
Daily low adj.	-d20	-(d10+4)	-(d10+4)	-(d8+4)	-(d10+6)	-(d6+6)
Sky conditions:						
Clear	01-23	01-25	01-27	01-20	01-20	01-20
Partly Cloudy	24-50	26-50	28-54	21-55	21-53	21-60
Cloudy	51-00	51-00	55-00	56-00	54-00	61-00
Chance of precip:	46%	40%	44%	42%	42%	36%
Mid-month time of:						
Sunrise (a.m.)	7:21	6:55	6:12	5:24	4:45	4:32
Sunset (p.m.)	5:01	5:36	6:09	6:39	7:10	7:32
	Fireseek	Readying	Coldeven	Planting	Flocktime	Wealsun
Phases Of Luna	1/4: 4th day of month and 4th night of Growfest. Full: 11th day of month. 3/4: 18th day of month. New: 25th day of month and 4th night of Needfest.			Full: 4th day of month and 4th night of Richfest. 3/4: 11th day of month. New: 18th day of month. 1/4: 25th day of month.		
Phases Of Celene	Full: Mid-Needfest and Mid-Growfest. 3/4: 19th of Fireseek. New: 11th of Readying. 1/4: 4th of Coldeven.			Full: Mid-Growfest and Mid-Richfest. 3/4: 19th of Planting. New: 11th of Flocktime. 1/4: 4th of Wealsun.		
	Reaping	Good-month	Harvester	Patchwall	Ready'reat	Sunsebb
Base temp.	77	75	68	57	46	33
Daily high adj.	+d6+4	+d4+6	+d8+6	+d10+5	+d10+6	+d8+5
Daily low adj.	-(d6+6)	-(d6+6)	-(d8+6)	-(d10+5)	-(d10+4)	-d20
Sky conditions:						
Clear	01-22	01-25	01-33	01-35	01-20	01-25
Cloudy	23-62	26-60	34-54	36-60	21-50	26-50
Cloudy	63-00	61-00	55-00	61-00	51-00	51-00
Chance of precip:	33%	33%	33%	36%	40%	43%
Mid-month time of:						
Sunrise (a.m.)	4:45	5:13	5:42	6:12	6:46	7:19
Sunset (p.m.)	7:29	6:57	6:10	5:21	4:45	4:36
	Reaping	Good-month	Harvester	Patchwall	Ready'reat	Sunsebb
Phases of Luna	3/4: 4th day of month and 4th night of Brewfest. New: 11th day of month. 1/4: 18th day of month. Full: 25th day of month.			New: 4th day of month and 4th night of Needfest. 1/4: 11th day of month. Full: 18th day of month. 3/4: 25th day of month.		
Phases of Celene	Full: Mid-Richfest and Mid-Brewfest. 3/4: 19th of Reaping. New: 11th of Goodmonth. 1/4: 4th of Harvester.			Full: Mid-Brewfest and Mid-Needfest. 3/4: 19th of Patchwall. New: 11th of Ready'reat. 1/4: 4th of Sunsebb.		

period of vision will be significantly reduced, while atop the adjacent mountain it will be extended.)

On any selected parallel of latitude, sunrise will occur at the same local time everywhere. Only east-west travel of lengthy distances will create a need for time zones. A one-degree change in longitude will change the times of sunrise and sunset by four minutes.

At latitudes above 60 degrees, the phenomenon known as the Midnight Sun can occur. During mid-summer months, the sun never sinks far enough below the horizon to permit total darkness; during mid-winter, there may be days when the sun never rises. At exactly 60 degrees latitude, these effects will occur only on Mid-summer Day (no sunset) and Mid-Winter Day (no sunrise). For every degree of latitude beyond the 60th parallel toward the poles, these phenomena will each occur for two additional days, one before the midpoint and one after.

The smaller moon (Celene, or The Handmaiden) goes through four cycles each year, becoming full on the middle evening of each of the festivals. This evening, of course, becomes the high point of the celebration, especially in the case of Midsummer's Night, when those who use druidic spells are gathering mistletoe for the coming year.

Luna, the large moon, makes 13 cycles of 28 days during an Oerth year. Its cycles are linked with those of Celene in a manner that causes both to be full on Midsummer's Night in Richfest. On Midwinter's Night, however, only Celene appears; this period is known as the Dark Time, or the Dim Nights, to many superstitious peasants.

The exact dates for new, waxing (first quarter), full, and waning (third quarter) moons are shown on the Baseline Data Chart. The combinations of the moons have interesting repercussions on lycanthropy. Most lycanthropes have their were-cycles linked to the cycles of Luna only. However, 1 of 10 lycanthropes are affected only by Celene, and another 10% are affected by either moon. In any case, whenever both moons are full, all were-creatures will be out a-hunting. (This happens on Midsummer's Night, unfortunately for mistletoe hunters!)

The seasons may be defined in terms of local temperature change. The following are suggested:

Winter: average base temperature less than or equal to 32 degrees F.

Spring: Average increases from 32 degrees to 50 degrees.

Summer: Average rises from 50 degrees, then falls to 60 degrees.

Autumn: Average falls from 60 degrees to 32 degrees.

In areas with lengthy summers, the early half (when the temperature is rising) is considered to be Low Summer; the second half (when the temperature is falling) is High Summer. In areas with long winters, the first half is called Early Winter and the second half Late Winter or Bitter Winter. The elves and barbarians, of course, have their own names for these periods.

## DETERMINING WEATHER CONDITIONS

This system works best if the Dungeon Master generates the weather for one or two weeks at a time, in advance of actual play. This approach makes it much easier to calibrate the weather with the game world's calendar, and with the actions of adventurers, as well. An exception to this occurs when a party embarks on a long journey that will carry it through many varied types of terrain, and the Dungeon Master cannot predict the exact location of the party in advance.

To determine current or future weather conditions, follow these steps:

1. Find the base temperature for the current month on the Baseline Data Chart. Roll dice as specified to find the adjustments to the base temperature for the day's high and low. Adjust both the high and low for terrain and for the distance away from the 40th parallel (add 2 degrees Fahrenheit for every 2 1/3 hexes south; subtract the same for distances above the 40th parallel).

The high temperature for the day will occur about one hour after mid-day, and the low temperature will occur about one hour before sunrise.

The possibility of temperature extremes may be added in the following way. Before checking the monthly base

temperature, roll percentile dice and check this table:

01	Extreme record low
02	Severe record low
03-04	Record low
05-96	Normal temperatures
97-98	Record high
99	Severe record high
00	Extreme record high

To determine the new monthly base temperature during a record high or record low, adjust the monthly base temperature from the Baseline Data Chart by the maximum high or low possible for the month. Severe highs and lows are determined by adjusting the monthly base temperature by double the maximum high or low. For extreme highs or lows, adjust the base temperature by three times the maximum.

During each day of a record high or low, the daily temperature range is determined by adjusting the monthly base temperature and then applying all other appropriate adjustments.

A period of record high or low temperatures will usually span several days; the exact number is determined by rolling d20.

01	1 day
02-03	2 days
04-10	3 days
11-14	4 days
15-17	5 days
18-19	6 days
20	7 days

- 2) Roll percentile dice to determine the sky conditions (clear, partly cloudy, or cloudy) for the day.

- 3) Roll percentile dice to determine if precipitation will occur during the day. This roll is affected by terrain, as specified in the Terrain Effects Table. The base chance of precipitation is given in the Baseline Data Chart.

If precipitation will not occur, roll d20 and subtract one to get the current wind speed in miles per hour, adjusting this speed for the terrain. Adjust the temperature for wind chill if necessary.

If precipitation will occur, an additional percentile roll is made to determine the type of precipitation, using the Precipitation Occurrence Table. If 00 is the result, roll percentile dice again and consult the

Terrain Effects Table to determine what type of Special Weather Phenomenon will occur; these phenomena differ by terrain type. (Optionally, once the Special Weather Phenomenon is determined, step 3 can be repeated to see if the Special Weather is accompanied by a more normal form of precipitation.)

Certain varieties of precipitation require specific conditions, as noted in the Precipitation Occurrence Table (such as maximum or minimum temperature). If the day's conditions do not fit the specified condition, either roll again or cancel the precipitation entirely.

4) Once the type of precipitation is known, refer to the Standard Weather Table or the Special Weather Phenomena Table to discover the effects the weather will have on wind speed, movement, visibility, etc. In addition, the duration of the precipitation is given. When this duration expires, roll percentile dice; if the result is equal to or less than the specified chance of continuing, then the precipitation will continue in some form. In this case, roll d10 to see if the type of precipitation changes as follows:

- 1 Up one line on Precipitation Occurrence Table
- 2-9 No change; roll for duration of continuation
- 10 Down one line on Precipitation Occurrence Table

5) Any time that the temperature falls below 35 degrees F., consult the Wind Chill Table to determine the day's true effective temperature. Other relevant data on sub-freezing conditions is in the discussion of climatic extremes.

6) When precipitation ends, check whether a rainbow occurs, as shown on the Precipitation Occurrence Table.

7) Whenever the Dungeon Master needs to know the relative position or direction of a phenomenon (the position of a volcano, for example), d8 should be rolled to select one of the eight cardinal points of the compass:

- 1 North
- 2 Northeast
- 3 East
- 4 Southeast
- 5 South
- 6 Southwest
- 7 West
- 8 Northwest

## TERRAIN EFFECTS TABLE Adjustments to:

Type of terrain	Chance of precipitation	Temperature (In degrees)	Wind speed	Special weather phenomena
Rough terrain or hills	None	None	+/-5 mph	01-80: Windstorm 81-00: Earthquake
Forest	None	-5	-5 mph	01-80: Quicksand 81-00: Earthquake
Jungle	+10%	+5	-10 mph	01-05: Volcano 06-60: Rain forest downpour 61-80: Quicksand 81-00: Earthquake
Swamp or marsh <sup>1</sup>	+5%	+5	-5 mph	01-25: Quicksand 26-80: Sun shower 81-00: Earthquake
Dust <sup>2</sup>	-25%	+10 (day) -10 (night)	None	01-40: Flash flood 41-70: Dust storm 71-85: Tornado 86-00: Earthquake
Plains <sup>3</sup>	None	None	+5 mph	01-50: Tornado 51-00: Earthquake
Desert <sup>4</sup>	-30%	+10 (day) -10 (night)	+5 mph	01-25: Flash flood 26-50: Sandstorm 51-65: Oasis 66-85: Mirage oasis 86-00: Earthquake
Mountains	None	-3 degrees per 1,000 feet of elevation	+5 mph per 1,000 feet of elevation	01-20: Wind storm 21-50: Rock avalanche 51-75: Snow avalanche 76-80: Volcano 81-00: Earthquake
Seacoast <sup>5</sup> (within 2 hexes of coastline)	+5%	-5 (cold current) +5 (warm current)	+5 mph	01-80: Earthquake 81-94: Tsunami 95-00: Undersea volcano
At sea <sup>1</sup> (more than 1 hex from coast)	+15%	-10 (cold current) +5 (warm current)	+10 mph	01-20: Tsunami 21-40: Undersea volcano 41-00: Undersea earthquake

Notes:

<sup>1</sup> — In the Cold Marshes, temperature adjustment is -5.

<sup>2</sup> — No fog, gale, or hurricane permitted.

<sup>3</sup> — No monsoon or tropical storm permitted.

<sup>4</sup> — No fog, mist, blizzard, monsoon, tropical storm, gale, or hurricane permitted.

<sup>5</sup> — Duration of fog and mist doubled.

## WIND CHILL TABLE

Wind (mph)	Temperature (degrees Fahrenheit)											
	35	30	25	20	15	10	5	0	-5	-10	-15	-20
5	33	27	21	16	12	7	1	-6	-11	-15	-22	-28
10	21	16	9	2	-2	-9	-15	-22	-27	-31	-37	-43
15	16	11	1	-6	-11	-18	-25	-33	-40	-45	-51	-58
20	12	3	-4	-9	-17	-24	-32	-40	-46	-52	-58	-64
25	7	0	-7	-15	-22	-29	-37	-45	-52	-58	-65	-72
30	5	-2	-11	-18	-26	-33	-41	-49	-56	-63	-70	-78
35	3	-4	-13	-20	-27	-35	-43	-52	-60	-67	-75	-82
40	1	-4	-15	-22	-29	-36	-45	-54	-62	-69	-76	-83
45	1	-6	-17	-24	-31	-38	-46	-55	-63	-70	-77	-84
50	0	-7	-17	-24	-31	-38	-47	-56	-64	-71	-78	-85
55	-1	-8	-19	-25	-33	-39	-48	-57	-65	-72	-79	-86
60	-3	-10	-21	-27	-34	-40	-49	-58	-66	-73	-80	-87

## HIGH WIND EFFECTS TABLE

Wind speed (mph)	On land	At sea	In air*	In battle
0-29	No effect	No effect	No effect	No effect
30-44	All travel slowed by 25%; torches will be blown out	Sailing difficult; rowing impossible	Creatures eagle-size and below can't fly	Missiles at 1/2 range and -1 to hit
45-59	All travel slowed by 50%; torches and small fires will be blown out	Minor ship damage (d4 structural points) may occur; wave ht. 3d6ft.	Man-sized creatures cannot fly	Missiles at 3/4 range and -3 to hit
60-74	Small trees are uprooted; all travel slowed by 75%; roofs may be torn off	Ships are endangered (d10 structural damage) and blown off course; wave ht. d10+20 ft.	No creatures can fly, except those from the Elemental Plane of Air	No missile fire permitted; all non-magical weapon attacks are -1 to hit; dexterity bonuses to AC cancelled
75+	Only strong stone buildings will be undamaged; travel is impossible	Ships are capsized and sunk; wave ht. d20+20 ft. or more	No creatures can fly, except those from the Elemental Plane of Air	No missile fire permitted; all non-magical weapon attacks at -3 to hit; 20% chance per attack that any weapon will be torn from the wielder's grip by the wind; dexterity bonuses to AC cancelled

\* — Note: When wind speed exceeds 35 mph, the use of a *carpet*, *wings*, or *broom of flying* becomes extremely dangerous. The percentage chance that a creature or object will be blown off a broom or carpet is equal to the wind speed (in mph) minus the carpet's maximum speed (in"). This percentage should be reduced by 5% for every 100 pounds of body weight and encumbrance. Characters and objects weighing less than 100 pounds have their percentage chance increased by 1% for every 5 pounds below that limit.

Also note: The use of a *potion of gaseous form* during high winds (more than 35 mph) may cause dispersion of the gas to such an extent that the creature cannot reform!

## PRECIPITATION OCCURRENCE TABLE

Dice roll	Type of weather	Temp. required (° F.)		Chance of continuing	Chance of rainbow	Not allowed in:
		Min.	Max.			
01-02	Blizzard, heavy	-	10	5%	-	Desert
03-05	Blizzard	-	20	10%	-	Desert
06-10	Snowstorm, heavy	-	25	20%	-	-
11-20	Snowstorm, light	-	35	25%	1%	-
21-25	Sleetstorm	-	35	20%	-	-
26-27	Hailstorm	-	65	10%	-	Desert dust
28-30	Fog, heavy	20	60	25%	1%	Desert, dust
31-38	Fog, light	30	70	30%	3%	Desert
39-40	Mist	30	-	15%	10%	-
41-45	Drizzle	25	-	20%	5%	-
46-60	Rainstorm, light	25	-	45%	15%	-
61-70	Rainstorm, heavy	25	-	30%	20%	-
71-84	Thunderstorm	30	-	15%	20%	-
85-89	Tropical storm	40	-	20%	10%	Desert, plains
90-94	Monsoon	55	-	30%	5%	Desert, dust, plains
95-97	Gale	40	-	15%	10%	Desert
98-99	Hurricane or typhoon	55	-	20%	5%	Desert, dust
00	Special (refer to Terrain Table to determine type)	-	-	1%	-	-

(if no continuation, roll new form of precipitation)

8) Prevailing winds on the Flanaess come from the north and northeast during the fall and winter seasons, and from the east and southeast during the remainder of the year. This is generally true, but geographical phenomena, such as mountain ranges, may affect wind direction.

9) Strong winds can have harsh effects, similar to those caused by the druidic spell Control Winds. The High Wind Effect Table also delineates some of the consequences of great wind velocity.

## GENERAL NOTES FOR TERRAIN EFFECTS TABLE

1. Sylvan forest zones should have temperate weather conditions and minimal precipitation throughout the year, due to the influence of Faerie upon the climate.

2. When Special Weather Phenomena that do not involve precipitation occur, the chance for and/or type of precipitation can be re-rolled.

3. There is a 10% chance that any Special Weather Phenomenon has been caused by one of the following:

- 01-30 Elemental(s) or Giant(s)
- 31-60 Elemental(s) under NPC control
- 61-90 NPC or monster
- 91-98 Demons, devils, or creatures from the appropriate Elemental Plane
- 99 A deity or his/her servants
- 00 Two or more battling deities

4. All terrain effects are cumulative and may cancel each other out. Intervening mountains, however, will eliminate all coastal effects. When a Special Weather Phenomenon is needed, select one terrain type which will determine the phenomenon, and then modify the result of that selection appropriately.

5. In the desert, there is a cumulative 2% chance per hour that a creature or character will become blinded by the glare. The effect is equivalent to a Light spell cast on the creature's visage, and may be relieved with a Cure Disease spell or a night's sleep. Those creatures normally dwelling in such areas are immune to this effect. Although the chance is cumulative, it does not accrue from day to day. After a week of travel in the desert, the cumulative chance drops to 1% per hour, and



after one month of continual exposure to these conditions, the possibility is entirely removed.

## EXAMPLE OF WEATHER GENERATION

The party currently is camped at an elevation of 3,000 feet in the Yecha Hills (latitude 48 degrees north) during the month of Patchwall. The baseline temperature is 57 degrees, and two d10 rolls (of 5 and 3) indicate that the day's base high and low will be 65 degrees and 49 degrees. These are then adjusted for latitude by subtracting 16 degrees from each figure, and are adjusted for terrain by subtracting an additional 9 degrees for the elevation, resulting in a high of 40 degrees and a low of 24 degrees.

A roll of 48 indicates that the sky is partly cloudy, and a second roll of 23 indicates precipitation will occur. The first roll on the Precipitation Occurrence Table indicates a monsoon; this roll is ignored, because the temperature will not rise to 50 degrees, the minimum required. A second roll shows that the party is surrounded by heavy fog.

Further rolls and results specified by the Standard Weather Table indicate that the fog will last for eight hours, with winds of 12 mph. During the fog, visibility will be cut to 2 feet, movement will be at one-quarter speed, tracking (by a ranger) will not be possible, and the party members' chance of becoming lost will be increased by 50% (if they travel).

When it is time for the fog to lift, percentile dice are rolled again and the result is 33. This indicates that precipitation will continue. A d10 is rolled and comes up 10, indicating that the heavy fog will become light fog. The DM then determines the duration of the new weather and its effects.

Finally, the DM notes that the temperature will fall well below 35 degrees by late afternoon. After the Wind Chill Table is consulted, the party is informed that the effective afternoon temperature of 30 degrees will feel like 12 degrees to them—and the night probably will be even worse!

## STANDARD WEATHER TABLE

Phenomenon	Precipitation amount (inches)	Duration	Movement rate	Range of normal vision	Range of ultra-and Infravision	Effect on tracking	Chance of getting lost	Wind speed (mph)
Blizzard, heavy <sup>1</sup>	2d10-10	3d6 hours	F: x1/8 H: x1/4 C: no	2' radius	No	No	-50%	6d6-40
Blizzard <sup>2</sup>	2d8+8	3d10 hours	x1/4 (all)	10' radius	x1/2	-40%	+35%	3d6-36
Snowstorm, heavy <sup>3</sup>	2d8+2	4d6 hours	x1/2 (all)	x1/2	x1/2	-25%	+20%	3d10
Snowstorm, light <sup>3</sup>	d8	2d6 hours	F: x3/4 H: normal C: normal	x3/4	x3/4	-10%	+10%	4d6
Sleet storm	1/2d4	d6 hours	F: x1/2 H: x1/2 C: x1/2	x3/4	x3/4	-10%	+5%	3d10
Hailstorm <sup>4</sup>	see text	d4 hours	x3/4 (all)	Normal	Normal	-10%	+10%	4d10
Heavy Fog	—	d12 hours	x1/4 (all)	2' radius	x1/2	-60%	+50%	d20
Light Fog	—	2d4 hours	x1/2 (all)	x1/4	x3/4	-30%	+30%	d10
Mist	—	2d6 hours	Normal	Normal	Normal	-5%	Normal	d10
Drizzle	1/4d4	d10 hours	Normal	Normal	Normal	-1%/turn (cum.)	Normal	d20
Rainstorm, light <sup>5</sup>	1/2d6	d12 hours	Normal	Normal	Normal	-10% (cum.)	Normal	d20
Rainstorm, heavy <sup>5</sup>	d4+3	d12 hours	F: x3/4 H: normal C: x3/4	x3/4	x3/4	-10%/turn	+10% (cum.)	2d12-10
Thunderstorm <sup>5</sup>	d8	d4 hours	x1/2 (all)	x3/4	x3/4	-10%/turn	+10% (+30% if horsed)	4d10
Tropical Storm <sup>7</sup>	d6/day	1/2d6 days	F: x1/4 H: x1/4 C: no	x1/2	x1/2	No	+30%	3d12-30
Monsoon <sup>7</sup>	d8/day	d6-6 days	F: x3/4 H: x1/4 C: no	x1/4	x1/4	No	+30%	6d10
Gale <sup>7</sup>	d8/day	1/2d6 days	F: x3/4 H: x1/4 C: no	x1/4	x1/4	No	+20%	6d6-40
Hurricane or typhoon <sup>8</sup>	d10/day	1/2d8 days	F: x3/4 H: x1/4 C: no	x1/4	x1/4	No	+30%	7d10-70

### Notes:

IF = foot travel; H = horse travel; C = carts & wagons; No = not allowed.

<sup>1</sup> - Snowdrifts of up to 10' per hour may accumulate against buildings, walls, etc.

<sup>2</sup> - As with heavy blizzard, but only 5' per hour.

<sup>3</sup> - Drifts of 1' per hour will occur if wind speed is above 20 mph.

<sup>4</sup> - Average diameter of hailstones is 1/2d4 inches. If stones are more than 1 inch in diameter, assess 1 point of damage per 1/2 inch of diameter every turn for those AC6 or worse. (1 1/2-inch diameter stones cause 3 points of damage.) Rings, bracers, etc., give no protection from this damage, but magic armor does.

<sup>5</sup> - A drop in temperature to 30 degrees or less after such a storm may result in icy ground, affecting travel, dexterity, etc.

<sup>6</sup> - Lightning strokes will occur once every 10 minutes, with a 1% probability on each that the party will be hit. This chance is increased to 10% if the party shelters under trees. Damage done will be 6d6, with a saving throw for half damage allowed.

<sup>7</sup> - Every 3 turns, a 10% chance of gust damage if wind speed is over 40 mph. Damage is 1d6 for every full 10 mph above 40 mph.

<sup>8</sup> - Unprotected creatures suffer 1d6 wind damage every 3 turns, and buildings take 1d4 structural damage each turn.

# GENERAL NOTES FOR STANDARD

## Weather Table

1. The effects of precipitation on infravision and ultravision occur because the temperature of the precipitation usually is different from that of the surrounding air and terrain.

2. The effects on tracking should be used to adjust a ranger's chance to track any creatures in the wilderness.

3. The chance of getting lost applies to all parties, even those with maps, because landmarks are obscured, trails covered, and so on. Terrain adjustments for getting lost, as stated in the *Dungeon Master's Guide*, also apply. If a party stops traveling until precipitation ceases, the effects are cancelled, except those for snow.

## EFFECTS OF CLIMATIC EXTREMES

The *Dungeon Master* should be aware of some of the possible effects that can occur when a party confronts extreme temperatures. The suggestions in this section are only that, and make no attempt to present the full range of possibilities.

In cold climates, always use the *Wind Chill Table* to determine true temperatures.

The bulky clothing needed for protection in cold climates can affect a character's dexterity, armor class, and "to hit" rolls. A deduction of one point from each of these characteristics for every ten degrees below 0 degrees F. is suggested.

The use of heat-producing magic, from spells or items, can have severe repercussions on the local environment. Snow will melt and re-freeze into glare ice, for example, after a *Fireball*, and ice floes will crack and separate after intense heat. In mountainous terrain, intense heat may cause a snow avalanche or a rock avalanche.

Extremes of cold may affect the usage of personal possessions. Oil, for instance, may not flow. Liquids may freeze, cracking their containers in the process. A potion may lose its effect, or be changed, after being subjected to extreme cold.

## SPECIAL WEATHER PHENOMENA TABLE

Phenomenon	Precipitation	Duration or area	Movement rate	Range of normal vision	Range of ultra-and infravision	Effect on tracking	Chance of getting lost	speed (mph)
Sand storm <sup>1</sup> or Dust storm <sup>1</sup>	—	1-8 hours	No	No	No	No	-80%	5d10
Wind storm <sup>2</sup>	—	1-10 hours	x½ (all)	x½	x¾	No	-30%	8d10 -20
Earthquake <sup>3</sup> (If undersea, a tsunami will occur in d10 hours)	—	1-10 hours	Fix¼ H:x¼ C:no (may be overturned)	Normal	Normal	-50%	+10% (-30% on horse)	d20
Avalanche <sup>4</sup> (rock or snow)	5d10 inches	1-10 minutes	May be blocked	Normal	Normal	-60%	+10% if trail is covered	d20
Volcano <sup>5</sup> (If undersea, an island will be formed after 2d6 days)	d8 inches of ash per day	½d20 days	x½ (all)	x¾ (x½ if undersea due to mist)	x½	-50%	+20% (-40% if on horse)	d20
Tsunami <sup>6</sup>	Wave ht. 10d20 feet	½d4 hours	Normal	Normal	Normal	No	Normal	5d10 +10
Quicksand <sup>7</sup>	—	Covers radius of d20 <sup>8</sup>	Normal (until entered)	Normal	Normal	No	+20% if skirted	d20
Flash flood <sup>9</sup>	see note <sup>9</sup>	d6+2 hours	x¾	Normal	Normal	-5%/turn	+10%	d20
Rain forest downpour <sup>10</sup>	1 inch per hour	3d4 hours	Fix½ H:x½ C:no	x¾	x¾	-5% per turn	+20%	0-5 (d6-1)
Sun shower <sup>10</sup>	½	6-60 minutes	Normal	Normal	Normal	Normal	Normal	d20
Tornado or cyclone <sup>11</sup>	1 inch per hour	5-50 hours	Nor	x¾	x¾	No	+40%	300
Oasis or mirage oasis <sup>12</sup>	—	3-6" radius	Normal	Normal	Normal	Normal	Normal	d20

### Notes:

(F = foot travel; H = horse travel; C = carts and wagons; No = not allowed.)

<sup>1</sup> — 50% chance of d4 damage every 3 turns, no saving throw, until shelter is found.

<sup>2</sup> — 50% chance of 2d6 of rock damage every 3 turns. (Characters must roll dexterity or less on d20 to save for ½ damage; monsters must save vs. petrification.)

<sup>3</sup> — Center is 1-100 miles away from party, with shock waves extending 1-1000 miles. The first shock wave of the earthquake will be preceded by 1-4 mild tremors, which do no damage but cause untrained horses, cattle, and other animals to bolt in fear and run for open ground. After a delay of 1-6 rounds, the first shock wave reaches the party, and there are 1-6 shock waves in an earthquake. Roll d20 to determine the number of rounds between each of the shock waves. Each shock wave causes damage as the 7th level cleric spell *Earthquake*.

<sup>4</sup> — Damage is 2d20 pts., with save (vs. dexterity or petrification, as in 2 above) for ½ damage. Victims taking more than 20 points of damage are buried and will suffocate in 6 rounds unless rescued.

<sup>5</sup> — Ash burns; d4 damage every 3 turns, no save. Location: 0-7 (d6-1) miles from party. Lava flows at d10 mph, does damage as a salamander's call. For every day a volcano continues to erupt, the base temperature will rise 1 degree in a 50-mile-diameter area. This overheating will lapse after 7-12 months, as particles of ash in the air bring the temperature back down, but the chance of clear skies in the area will be cut by 50% for an additional 1-6 months thereafter.

<sup>6</sup> — Save vs. dexterity/petrification (see 2 above) or drown. If save is made, victim takes d20 damage.

<sup>7</sup> — An individual wearing no armor, leather armor, studded armor, elven chain, or magical armor will only sink up to the neck if he remains motionless, keeps his arms above the surface, and discards all heavy items. Other characters will be dragged under at the rate of 1 foot per round if motionless or 2 feet per round if attempting to escape. Drowning occurs 3 rounds after the head is submerged. If a victim is rescued after his head has been submerged, assess damage of d6 per round of submersion once character is resuscitated.

<sup>8</sup> — A flash flood will begin with what appears to be a heavy rainstorm, with appropriate effects, during which 3 inches of rain will fall each hour. The rain will stop when 50% of the flood's duration is over, at which point all low areas will be covered with running water to a depth which is triple the amount of rainfall. This water will remain for 6-10 turns, and then disappear at a rate of 3 inches per hour. The current will vary from 5-50 mph, increasing when water flows in narrow gullies.

<sup>9</sup> — The ground will absorb up to 6 inches of water; then mud will form, converting the area to a swamp for travel purposes.

<sup>10</sup> — 95% chance of a rainbow; see note under *Precipitation Occurrence Table*.

<sup>11</sup> — 10% chance party will be transported to the Ethereal Plane. Otherwise, treat as a triple-strength hurricane for damage.

<sup>12</sup> — If the oasis is real, roll d20. A result of 1 or 2 inches indicates that the oasis is currently populated (determine population type via the *Wilderness Encounter Charts* in the *DMG*), while a 20 indicates that the last visitor has poisoned all the wells. If the oasis is a mirage, anyone who "drinks" must save vs. spell or take d6 damage from swallowed sand.

If a party travels with animals, pets, familiars, etc., or summons monsters, be sure to take the effects of the cold into account when describing the actions of these creatures. Creatures from the Elemental Plane of Fire will be extremely annoyed at those who call on them in cold climes (double the chance of rebelling if summoned.) Extra food will often be needed under these conditions.

Drinking hot beverages at temperatures below -20 degrees F. offers the possibility that the drinker's teeth may crack from the sudden temperature change.

Frostbite will destroy an exposed body part in 10-30 minutes at temperatures of -40 degrees F. and below. Body parts lost to frostbite damage can only be restored by regeneration, such as from the clerical spell Regenerate, a ring of regeneration, or similar means. Frostbite is most likely to develop in situations where:

- a) tight clothing is worn
- b) the extremities (hands, feet, ears, etc.) are inactive or immobile
- c) the character suffers from chronic vascular disease
- d) the air is both cold and moist.

Dungeon Masters should decide whether spells with somatic components can be cast while the caster is wearing gloves, heavy clothing, etc. One possibility is to assign a chance of spell failure based upon temperature, such as 5% for every 10 degrees below -20 degrees F.

On a sunny day, there is a cumulative 2% chance per hour that a character will become snowblind for d4 turns. The effects of this are equivalent to a Light spell cast on the character's visage. Monsters that dwell in snowy climes are immune to this effect.

#### TEMPERATURE & HUMIDITY EFFECTS TABLE

Temp. + hum.	Move	AC	To hit	Dexterity	Vision (all types)	Rest needed per hour	Chance of spell failure*
140- 160	Normal	0	0	-1	Normal	2 turns	5%
161- 180	×¾	0	-1	-1	×¾	3 turns	10%
181- 200	×½	-1	-2	-2	×½	4 turns	15%
Above 200	×¼	-2	-3	-3	×¼	5 turns	20%

or spells with somatic components only

When the temperature rises above 75 degrees F., roll percentile dice to determine the current relative humidity.

Whenever the total of temperature and humidity is 140 or higher, consult the Temperature and Humidity Effects Table for the consequences to unprotected characters and creatures.

In hot climates, most mammalian creatures need additional salt to replace that lost through perspiration. Characters who fail to take precautions will suffer from mild sunstroke, having double vision, dizzy spells, and shortness of breath for one to four hours. (The effect is similar to a blindness spell.) This condition can be remedied by a Cure Disease spell. Severe sunstroke only occurs when the temperature and humidity total is higher than 200, and has a mortality rate of 20% (30% for characters who are Old or Venerable).

Heat cramps are caused by physical exertion at temperatures above 100 degrees for those with a constitution of 12 or less; add 10 degrees for every point of constitution above 12. The cramps can be alleviated by a Cure Disease spell, or by drinking a quart of salt water and waiting one to four hours. If not cured within two turns of their onset, the cramps will last for 6d20 hours.

The effects of extreme heat on items and animals will be similar in scope to the effects of extreme cold, and the effects may in some ways be the reverse of each other. Very high temperatures may cause spontaneous combustion, especially when highly inflammable items (such as oil in glass bottles exposed to the sun) are concerned. Be sure to account for evaporation, spoilage (wine becoming vinegar, etc.) and similar problems. Creatures from the Elemental Plane of Water, or

those which use cold-based attacks, will strongly resent being brought into a hot climate. Metal items left out in the hot sun will quickly become painful to the touch.

When the temperature is above 75 degrees and there is little or no precipitation, the possibility of fires in the wilderness must be considered. In areas that are no more than one hex away from a coastline or lake (but not a river), there is a cumulative 1% chance per day for spontaneous fire in wooded and agricultural areas. If the area is normal forest or grassland, this cumulative chance is 2% per day, and it rises to 3% per day if such an area is within one hex of a desert. This chance should be lowered by 1% for each quarter-inch of precipitation that has fallen within the preceding week, and the chance is reset to zero after any rainfall of more than two inches.

A forest or grassland fire has an initial radius of one-quarter mile, and the center will be located 1/3 to 4 miles away from the party (roll d12, divide by 3). If there is no wind, the fire will spread slowly, increasing its radius by an additional quarter-mile every six hours. It will only be blocked by fire trails or rivers at least 180 feet wide. If there is a wind, the fire will move in the direction of the wind at a higher rate; for every 5 mph of wind speed, deduct one hour from the time it takes to move another quarter-mile, and add another 30 feet to the width of rivers and fire breaks that would be able to halt the blaze. For purposes of moderating activity in a melee, such a fire is assumed to move at a base rate of 1" per round, plus an extra 1" for each 5 mph of wind speed.

It is possible for fires to spread into any type of terrain except water and desert. When a fire occurs, all creatures dwelling near it will flee from it at their maximum movement rate. If there is no wind, these creatures will take any random path that does not cross the fire. If there is a wind, it is possible that the fire will drive the creatures before it. Such creatures will precede the fire's arrival at a site by d10 tenths of a mile, and will always attack (no morale checks) any creature or character that attempts to hinder them.

Sunburn can occur in any climate, and is particularly likely at high altitude and when there is reflection of sunlight off ice, snow, sand, or water.

# ADVENTURES ON THE WORLD OF GREYHAWK



THE FOLLOWING wilderness scenarios have proven useful in capturing the atmosphere of the Flanaess.

Although apocryphal, they are based on events suggested by notes scribbled in the margins of the original, recovered manuscript. Specific details of each adventure must be filled in by individual Dungeon Masters.

## QUEST OF THE MIST GOLEM

Fifteen years ago, the city of Greyhawk (or another city of the central Flanaess) was plagued by a series of strange disappearances among the youth of the noble families. The children simply disappeared at night, never to be seen again, though sometimes they were replaced by simulacra that committed vile blasphemies and had to be destroyed. After investigation both magical and mundane, the city magistrate determined that the wizard Murq was behind these awful outrages. (His exact purpose was never ascertained.) When a grim and determined group of high-level guardsmen was sent to apprehend Murq, he had already fled, leaving behind only another simulacrum that was killed vowing vengeance upon the magistrate and the city.

The magician Murq and his outrages have almost been forgotten. Recently, however, the respected magistrate's sleep has been invaded by evil dreams. In these nightmares, mad Murq appears surrounded by a cold fen, threatening the magistrate and the city with doom. He boasts of having found an ancient volume of great power, whose secrets are enabling the magic-user to create a mist golem. This creature, Murq claims, can slay others, but cannot itself be slain.

When the stars are right, the golem shall be finished. Then it shall be sent to kill; first the magistrate, then anyone it can find, until everyone is slain or driven out of the city.

The court magicians, clerics and astrologers have analyzed these dreams, Murq's threats, and the appearance of the area from which he "broadcasts" (including the configuration of the sky behind the wizard). They have consulted their histories and star charts, and communed with Celestian. All have come to the conclusion that Murq's threats could be quite real, and if they are, then the mist golem will be completed in only 63 nights. They have pinpointed the source of the dreams as somewhere near the headwaters of the Dulsi River, in the Cold Marshes.

For the sake of the magistrate, and indeed the whole city, Murq's revenge must be thwarted. A group of adventurers (the player characters) has been asked to take the job of tracking down the renegade wizard and foiling his plans before the mist golem can be completed. If they are successful, they will receive a large reward, as well as whatever else they can pick up from evil encounters along the way.

The first part of the journey will be relatively easy, as the characters make their way across the civilized Kingdom of Furyondy to the town of Crockport, on Whyestil Lake. However, from there on the adventurers will be traveling in wild territory. Going up the Dulsi River by boat may seem fastest, but it is too dangerous, as this would be sure to attract the attention of the evil creatures of Iuz. The party will have to travel north by land, avoiding or defeating humanoid bands from the northern Vesve Forest, the scouts and spies of Iuz, and bold Wolf Nomads. Then there is the perilous passage through the Howling Hills: the eastern portion is a spawning ground of evil creatures for Iuz, and the west is the

sacred burial ground of the savage and cunning Wolf Nomads. If these barriers are passed, there remains the frigid and monster-ridden Cold Marshes at the end of the trail.

Murq himself is guarded by trolls, gnolls and invisible stalkers. Even if the wizard is defeated before the 63rd night, the party must still return to the South to claim its reward.

It is up to the Dungeon Master to create encounters, Murq and the mist golem, keeping in mind the relative character level and experience of his or her players.

## THE WEREWOLVES OF THE MENOWOOD

The Menowood, once a haven of safety for elves, pixies, and others of their ilk, has recently fallen victim to evil intrusions from the south and east. In particular, a ravenous band of werewolves seems to have taken up residence somewhere in the northernmost part of the woods. These vicious lycanthropes have been raiding the human settlements along the river and the dwarves and gnomes of the Hollow Highlands for several months. The local inhabitants have decided that enough is enough, and have pooled their resources to hire the adventurers to eliminate this threat.

Unfortunately, the party's employers rarely venture into the Menowood, and can give the characters no clue as to where to look for the werewolves' lair. When the party ventures into the forest, they are likely to encounter several of the following:

— A band of trolls who have moved into the woods from the Vast Swamp, finding the forest creatures easier pickings. These enterprising monsters have taken to

camouflaging themselves with green branches and leaves and waiting by game trails for their prey, surprising on 1-4 (d6). They will leap on their prey and rend it or try to chase it into concealed pits.

— A group of 20-30 bandits who have just established themselves in the area in the last few weeks. This band was driven out of the Rieuwood by the elves and rangers there. Hearing of the werewolf raiders of the Menowood, the leader of the bandits decided upon a clever plan: the bandits would dress up in wolfskins when the group went on a raid. The victims, already terrorized by the wolf-men, would think the bandits were more of the same, and flee rather than offer resistance. So far this plan has worked twice, and the bandits have gained quite a bit of loot with no losses. Their only fear is of running into the real werewolves. An encounter with the party will most likely be with a group of wolf-clad bandits heading out on another raid. Among the bandits is a 5th level magic-user and 7th level thief, as well as the usual fighter leaders.

— Two to five enraged treants who are suspicious of any intruders into the forest, and want all outsiders driven away. If treated with respect, they may indicate for the party the general direction of the werewolves' lair, but they will not help more than this.

— An owlbear and an ogre which hunt as a team, but know enough to keep away from the elves and treants.

— Sylvan elves (11-20) on patrol. They can tell the party where not to look, i.e., what areas the elves control. The elves only know of the werewolves indirectly, since all of the raids have been outside the forest.

— Two dozen Minions of Wastri (q.v.) from the Vast Swamp, with a pack of giant toads, searching for demi-humans to hunt down and slay. Included in the group are eight 1st level clerics and one of 7th level.

— A blighted elm treant whose disease has rotted its heartwood, causing it to hate all animal life (including people) and attack on sight.

— The werewolf band, its members staying near their lair until the time is right for another raid. The lycanthropes have

appropriated a series of caves in a ravine, and set up a small camp. They are masquerading as simple woodsmen, and will welcome any party of humans and demi-humans who come around (only waiting until the party is off guard and surrounded to change shape and attack). Deep in the caves is their treasure room, where they have secreted all of the loot from their raids. The treasure room is also the lair of their leader, a powerful werewolf who is also a vampire! (The other werewolves tolerate their leader's condition, and even consider it an asset, since the vampire dislikes the cursed blood of the lycanthropes.) The vampire will not come out during the day (even if there is a battle) unless personally disturbed.

DMs will note that this adventure requires fairly high level characters. Even normal werewolves are not easy for low or mid levels to handle.

## THE LOST PASSAGE OF THE SULOISE

*When the Rain of Colorless Fire ended the Age of Glory and brought down the Empire, the tribes decided to seek their fate to the east, in the lands of the Flan. To expedite this migration, Slerotin, the Last Mage of Power, caused a great tunnel to be magically made through the northeast mountains. One by one the tribes passed out of the Empire and into the East. When none were left in the Sea of Dust, the Last Mage sealed the tunnel at both ends with a spell that would last a thousand years.*

... ancient Suloise folklore

Where the Crystalmists border the Yeomanry, humans and demi-humans often brave the terrors of the mountains for the sake of the precious stones and metals to be found there. Recently a band of dwarves prospecting for silver discovered a huge cave entrance in a place where none should be. Being dwarves, they investigated further, but were chased away by a huge thundering creature with glowing red eyes that seemed to be invulnerable to their crossbow bolts. The great black horror resembled an unbeatable evil monster from dwarven legend, and so frightened the dwarves that they

refuse to go back. In fact, they have told almost no one about the episode, but one night a tipsy dwarf does relate the tale to a certain party of adventurers. . .

With the dwarf's directions, the party shouldn't have too much trouble finding the tunnel opening. It is hidden by brush and large trees, but not well enough to be missed by determined searchers. The opening, like the passage behind it, is 30 feet tall and 300 feet wide. The tunnel passes through the mountains in a straight line, keeping the same dimensions throughout its entire length of over 200 miles.

The northeastern terminus of the passage is guarded by a large black juggernaut, that "sees" through glowing red gem eyes. Its low armor class causes most missiles to merely bounce off. Over the centuries its magical energies have run down to the point where an unencumbered man can outrun or outmaneuver it. If it does catch any intruders, however, it will crush them flat. It was placed here to destroy any who might find and dispel the magical seal.

As the legend states, the tunnel was magically sealed for a thousand years. The magic of the seal has been wearing off for the last few decades, and is now entirely gone. The Suloise legend is basically true, but what it omits is that, unbeknownst to Slerotin, there was one tribe of Suloise that had not quite escaped the passage when it was sealed. The Lerara tribe was trapped in the giant tunnel, but they and their animals have adapted to the underground environment, and a complete subterranean ecology has developed.

A party advancing down the tunnel will find that most areas are dry and empty of anything but dust, but some are damp or even wet, and fungi of all types (including edible and phosphorescent) grow in these areas. After 25 miles or so, travelers will encounter the first outposts of Lerara society. Fair to begin with, the Lerara have now become near-albinos, with pale bluish-white eyes and silver-white hair. These degenerate and inbred Suloise cultivate various types of fungi for food, and use giant millipedes as draft animals. The warriors of the nobility use the giant millipedes for mounts, and this squiggly cavalry makes up about one-quarter of their troops. All of the Leraras' weapons are coated with a paralytic fungus poison.

The Lerara have not been completely cut off for the millenium. When the migration tunnel was originally made, it intersected a much smaller tunnel about halfway through the mountains, and since then, strange boring creatures have made new tunnels. The smaller tunnel connects to the deeper maze of tunnels below the Hellfurnaces to the south. Eventually the Lerara established some trade with the Drow society there, exchanging fungus poison for weapons, goods and animals (such as the millipedes). However, even with the Drow contacts, the Lerara might have eventually died out in their dismal underground domain, if they had not found something else in the tunnels below the major passage. In a place where no foot had trod for an eon, they found a thing they could worship, and a reason for existence — the Mother.

The Mother is virtually a physical embodiment of evil, radiating vileness and wickedness that is somehow strangely attractive. Physically, the Mother looks like a huge, white, glowing ooze that covers the walls and ceiling of its large cave, with complicated ripples and waves continually flowing back and forth across its surface. The floor of the Cavern of the Mother is littered with the Lerara's ancient treasure, which they were carrying when trapped, and which they offered to the Mother when they discovered her divine evilness. Among this treasure are the bones of previous sacrifices.

The Lerara are as yet unaware that the tunnel seals are open. When they encounter a party of intruders, they will initially be very surprised, and their first impulse will be to retreat down the tunnel, away from this inexplicable occurrence. After a little time their attitude will change and they will welcome the party, apparently delighted to finally meet people from the outside world. They will offer to lead the party to their chief, a trip which will take many "sleeps." If the party goes along, the characters will receive every evidence of hospitality. Actually, the Lerara warriors are leading the party to the tunnel intersection, and then below the passage to the Cavern of the Mother, while always pretending to go to the chief's cave. When they near the Cavern of the Mother, the Lerara warriors plan to attack the party, paralyze them, and cast them into the Mother's

body, which will then gradually drain their life levels.

Depending on the levels, number, and experience of the adventurers' party, the DM will have to decide how tough to make the juggernaut, the Lerara, and the Mother. The DM should also create the Mother's treasure to fit the campaign.

## THE JUNGLE OF LOST SHIPS

While in Sulward, the capital of the Lordship of the Isles, the adventurers are approached by an aging merchant who has a business proposition. He tells the party that one of his ships on a regular trade run to Hepmonaland was caught by a sudden storm, and blown hundreds of leagues off course to the east. Then the wind died, and the ship was drawn by a strange current to a place where there was a great mass of incredibly dense and tangled seaweed. Some of this seaweed had seemingly formed into great floating mounds. As they drifted closer, the captain realized that the floating mounds were actually derelict ships, trapped and overgrown by the weed. The captain saw ships of all nations, even ships of types that had been out of use for decades or that he had never seen before. Most importantly, he recognized two as being from the legendary Lost Treasure Fleet of the Sea Princes. Fortunately, another storm blew up and the ship was able to escape before becoming permanently mired. The captain reported all this to the merchant and then retired, since the Hepmonaland run was to have been his last voyage anyway.

The merchant is planning a trip to the sea of weeds to loot these lost treasure ships. He tells the party that he wants to hire them to deal with the many strange monsters that live in and around the seaweed, if they should try to interfere with the salvaging. In payment, the adventurers can have any treasure they themselves find and can personally carry. However, they must realize that the entire mission must be kept secret to avoid competition. In fact, their ship is leaving tonight at midnight before talk can spread, from a point a few miles down the coast.

Most of the merchant's story is valid. Its major deviation from truth is that the teller is no merchant at all, and is in fact

the Sulward Guildmaster of Assassins in disguise. The information about the trapped treasure ships was obtained from pirates who robbed and sank the merchant vessel, but not before the captain tried to buy his life with the story.

All he bought was a quick death. The pirates needed money for repairs, so they have teamed up with the Sulward Assassins' Guild, whose leader was once a pirate himself. The Guild put up the money for the mission, having just been paid a large sum by the Sea Barons for assassinating the Lordship's Grand Admiral. For this deed the Prince of Duxchan is attempting in earnest to destroy the Guild, so most of the assassins (including the Guildmaster) are going on the voyage, hoping the heat will have cooled down by the time of their return. The ship the adventurers are to meet down the coast is actually the refurbished pirate craft, disguised as an armed merchant vessel.

The Merchant/Guildmaster's job offer to the party is quite real. However, he has neglected to mention that, once the raid on the treasure ships has been successfully completed, the assassins (disguised as sailors) will attempt to do away with the party. The assassination attempt will come under the most favorable conditions, i.e., at night, when all or most of the party is asleep.

The pirates and assassins are all under orders to pretend to be nothing more than normal rough-and-tumble sailors, and have been threatened with dire punishments should they give away their true natures. If the ship is attacked by sea monsters on the way to the weed-sea, the crew is to let the adventurers do the bulk of the fighting.

The seaweed jungle is at the center of a giant, slow, whirling pool of ocean currents; when the ship reaches its destination, it will not be able to find the treasure ships immediately, due to the slow rotation of the colossal weedpatch. The weed-mat is navigable around the fringes, but the sailors will have to work very hard to avoid being trapped. Most of the trapped ships were originally crippled by storm damage, and a healthy ship should be able to keep out through hard work, although oars will help.

The first thing the characters will notice

about the seaweed jungle is that it is swarming with life of all sorts: fish, birds, crustaceans, eels. It is a floating reef, a haven for all sorts of creatures. This includes predators such as octopi and squids (some quite large), portuguese men-of-war, barracudas, giant sea snakes, sharks, sea crocodiles, etc. The seaweed itself is dangerous, as strangle weed abounds, always ready to trap the unwary.

Over an area of several square miles, there are dozens of the great weed-mounds that mark the corpses of trapped ships. All of them look roughly similar, so the sailors and characters will probably have to search at least several of them before finding the lost treasure ships. Getting into the center of the weeds will be a problem, since no ship's boat can push its way through the matted plants. When they do get in, they will find that many of the ships are inhabited!

The inhabitants found here are varied and strange. There is a ship occupied by a hunting band of lizard men, a ship haunted by lacedons (sea ghouls) and drowned zombies, and a ship that serves as a kelpies' lair. Kopoacynth lurk just under the surface, waiting to snatch the unwary straggler. There is a ship made of metal, with no mast or oars, and charts of unknown seas. Finally, there are eight ships that are home to a strange society of half-mad humans, a mongrel group of remnants from centuries of shipwrecks. Now they survive by fishing through holes cut in the seaweed. They travel by walking across the matted plants on snowshoe-like footwear made of light planks. Most are armed with spears. They worship a spirit of the ocean, and believe that all the land beyond the horizon has sunken beneath the waves, leaving a world covered by seas. All newcomers must swear the truth of this doctrine or be slain as blasphemers.

The leader of the seaweed-tribe is their high priest, Narawa, whose most notable attributes are intolerance and insanity (as well as high charisma).

How much treasure remains on the Lost Treasure Fleet is up to the individual DM. The reward should be commensurate with the difficulty of the adventure.

## THE COPPER RAIDER

The Voormann of Perrenland is worried. The Cantons export a great deal of copper to the south, but for ten weeks no copper caravan has reached the town of Highfolk safely. Three caravans were completely destroyed, the caravaneers slain, and the copper and other wealth stolen. The third caravan was protected by 24 men-at-arms, but all were killed and looted. Much other trade has passed between Schwartzbruin and Highfolk without a sign of trouble, but the copper trade has ground to a halt. None of the locals are willing to risk taking a copper shipment through, so the Voormann is looking for a group of outside adventurers. Their mission will be to take the copper through to Highfolk. If they are able to destroy whatever has been attacking the copper caravans, they will reap a rich reward. (And if they find and keep some of the loot stolen from the previous caravans, no one will complain.)

The road from Schwartzbruin to Highfolk follows the Velverdyva River, winding through a deep canyon where it pierces the Yatil Mountains. Travelers will occasionally be attacked by humanoid raiders in this area, but the Perrenlanders have driven most of these groups away.

Progress through the canyon is slowed by the occasional rockfalls and landslides that block the road. The river flows sometimes on the east side of the canyon, sometimes on the west, so the road bridges the river here and there, and sometimes passes through runnels in the canyon walls.

As the party will discover, the creature responsible for the attacks on the copper caravans is Clonoc, a large, old copper dragon. Clonoc lost a duel with a demon, and is now possessed. However, the dragon's body and brain were too large for the rather small demon to possess completely, so the demon's attempts at control have resulted in a somewhat deranged, split personality. The demon's plans to make the dragon attack all passing trade have been mostly circumvented, except when a copper caravan passes, a thing which the dragon's tortured brain somehow perceives as a deliberate insult. Then the demon takes control, and the caravan is

assaulted. Once the caravaneers are all slain, the dragon's natural greed (enhanced by demonic avarice) takes over, and the loot is hauled back to the dragon's lair. Somewhere inside him, the dragon regrets his actions, but can do nothing about it.

When he is about to attack a caravan, Clonoc (who is a magic-using dragon) casts invisibility on himself, and then glides down from the canyon heights to the attack, becoming visible only when he rakes the party with his first acid breath. From this point until the battle is over, the demon is in full control of the dragon's fighting faculties. This loosens its control of other areas, allowing Clonoc's personality some leeway, so that as the dragon is trying to slay everyone in the caravan, it will be roaring, "Help me! Save me! I'm possessed!" etc., in Common. The dragon cannot be subdued while demon-possessed, but if it is captured or incapacitated, the demon will assume control over the dragon's speech center and respond to questions with insults and threats. If the demon is exorcised from the dragon, Clonoc will gratefully give up the copper caravans' loot, perhaps even with something extra added from his own hoard.

As with the other adventures, the DM must decide on the amounts of treasure, to best suit his or her individual campaign.

## THE STOLEN SEAL

The successful alliance of the Barony of Ratik and the Frost Barbarians has caused much consternation in Bone March (and among the Baron of Ratik's political enemies in Rauxes). The tribes of the Bone March are still smarting from the drubbing they received last year from the combined Ratik-Fruztii armies, so the evil leaders of the humanoids have determined that the northern alliance must be dissolved. Certain espionage elements in Marner that usually work for the Overking were contacted, and an agreement was reached. In a daring raid, the Seal of the Alliance was stolen from the Baronial Vault. This symbolic parchment was endorsed and blessed by the gods of both Ratik and Fruztii, and the superstitious Frost Barbarians place

great store in its continued safety. Once it is learned that the men of Ratik were unable to keep it safe, the alliance will probably fall apart, or at least be greatly damaged. The Seal is now being taken to Spinecastle, where it will be displayed and its theft publicly announced.

The above information was obtained (under duress) from one of the spies who was captured in the raid on the vault. The player characters have been asked by the Baron to accompany a platoon of troops in pursuit of the thieves. Their purpose is to capture the conspirators and retrieve the Seal, following them into Bone March, if necessary.

The party will be provided with fast horses (if they have none of their own) and hurried along to join up with the platoon. On the road, a group of bandits hired by the conspirators will delay the pursuers just long enough to enable the thieves to get across the border. The road at the border (high in the hills) is guarded by two companies of orcs, too much for the platoon to handle. The officer of the platoon will suggest the party abandon the road and sneak across the border to the east or west, while the horsemen set up a diversion for the orcs. From here on, it is up to the party to catch the conspirators, retrieve the Seal, and bring it back to Marner.

Despite the diversion, the party will encounter a few orc guards. If these are not silenced properly, they could bring many reinforcements. Once they get over the border and back to the road, the party should be able to catch up with the now slow-moving conspirators after a couple of hours of hard riding. However, regaining the Seal will not be easy, for the thieves and assassins from Marner are now riding with an armed group that was waiting for them with the border guard. This group includes:

- 24 orcs, including some leader types.
- An evil human magic-user of high level, with appropriate magic items. (He now carries the Seal.)
- 5 ogres, all well-armed and armored.
- A charmed minotaur which protects and obeys the magic-user.

The DM should add or subtract enemies where necessary for balance.

The minotaur is very alert, so the group will not be easy to surprise. In fact, if the monsters hear the horses of their pursuers at a sufficient distance, the hunters may themselves be surprised by an impromptu ambush.

If the party is successful in regaining the Seal, they must still escape back through the enslaved countryside to Ratik. In particular, the orcs at the border could be a lot of trouble. They are by this time aware that somebody has sneaked past them, and they will be waiting for similar tricks from either direction. They are commanded by a half-orc fighter/assassin, who will make clever use of his savage troops.

The reward for the retrieval of the Seal is of course up to the Dungeon Master.

## ADVENTURE LOCALES

Many famous adventures have occurred in the World of Greyhawk, and much remains for the intrepid adventurer. Many of these heroic exercises have been published, and are available for those who wish to study the exploits and evils of the Flanaess. The locations of these adventures are listed below.

**Slave Pits of the Undercity (A1):** This adventure occurs at Highport, in the Pomarj, in hex A4-101.

**Secret of the Slavers' Stockade (A2):** The slavers' stockade is somewhat south of Highport, at the southern edge of hex A4-102.

**Assault on the Aerie of the Slave Lords (A3):** The aerie of the slave lords is hidden in the heights of the Drachensgrab, in hex A4-104.

**In the Dungeons of the Slave Lords (A4):** The culmination of this thrilling series is set in the same mountain crater lake as the aerie, hex A4-104.

**The Hidden Shrine of Tamoachan (C1):** These distant ruins are located at the very edge of the map, in hex A4-137.

**The Ghost Tower of Inverness (C2):** The Ghost Tower is located in the foothills of the Abbor-Alz, on a rocky outcropping overlooking Woolly Bay, in hex A4-92.

**Descent Into the Depths of the Earth (D1-2):** This maze of tunnels and evil

monsters is located under hex M5-138, beneath the Hellfurnaces.

**Vault of the Drow (D3):** The land of the black elves is under hex N5-138, in the Hellfurnaces.

**Against the Giants (G1-2-3):** These adventures occur in several different locations throughout Crystalmist Mountains and Jotens. The Steading of the Hill Giant Chief is in hex P5-129; The Glacial Rift of the Frost Giant Jarl is in hex S5-134; and the Hall of the Fire Giant King is in hex M5-138.

**Dungeonland (GC1):** This strange land of talking animals and giant plants is in hex D4-86.

**The Land Beyond the Magic Mirror (GC2):** This equally-confusing region is adjacent to Dungeonland, in hex D4-86.

**Dwellers of the Forbidden City (I1):** The weird city of the Yuan-Ti can be found in hex Y-109.

**The Secret of Bone Hill (L1):** The city of Restenford is on Lendore Isle, in hex B-78.

**Against the Cult of the Reptile God (N1):** The village of Orlane is settled between the Dim Forest and the Rushmoors, in hex K5-113. The cult's tunnel complex is in the Rushmoors, in hex H5-112.

**Queen of the Demonweb Pits (Q1):** The abode of Lolth exists on another plane of existence, which connects to the Prime Material Plane only under hex N5-138, in the Vault of the Drow.

**Tomb of Horrors (S1):** This ancient tomb is most probably located at the heart of the Vast Swamp, in hex K2-97.

**White Plume Mountain (S2):** The ancient volcano fortified by Keraptis is near the Riftcanyon, in hex T3-70.

**Expedition to the Barrier Peaks (S3):** This most unusual of adventures takes place deep in the Barrier mountains, in hex A6-119.

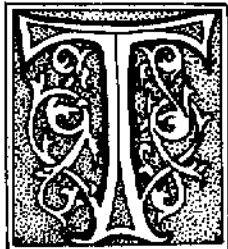
**The Village of Hommlet (WG1):** The legendary village is located in hex 04-98 near Verbobonc.

**The Lost Caverns of Tsojcanth (WG3):** This strange magical hoard is hidden somewhere on the border between Perrenland and Ket, in hex E5-88.

**The Forgotten Temple of Tharizdun (WG4):** This desolate and forbidding edifice can be found near the lost caverns, in hex F5-88.



# DETERMINING A CHARACTER'S PLACE OF BIRTH



HERE MAY BE times when a Dungeon Master will want to know where a particular non-player character was born and

raised. The tables in this section can be used to assign native regions randomly. Player characters can use these charts as well, if their places of origin are not limited to some specific area for campaign reasons. The human charts favor those political divisions that are primarily non-evil, as the origin of evil characters is likely to be more obvious than that of non-evils.

The tables list major locations. The DM (or player) can select an exact site within this area, if this is desirable. The Most Common Alignment(s) and Primary Language(s) information are suggestions, not rigid determinators. There are numerous reasons why either might be different, if the DM feels the listed alignments and languages are inappropriate.

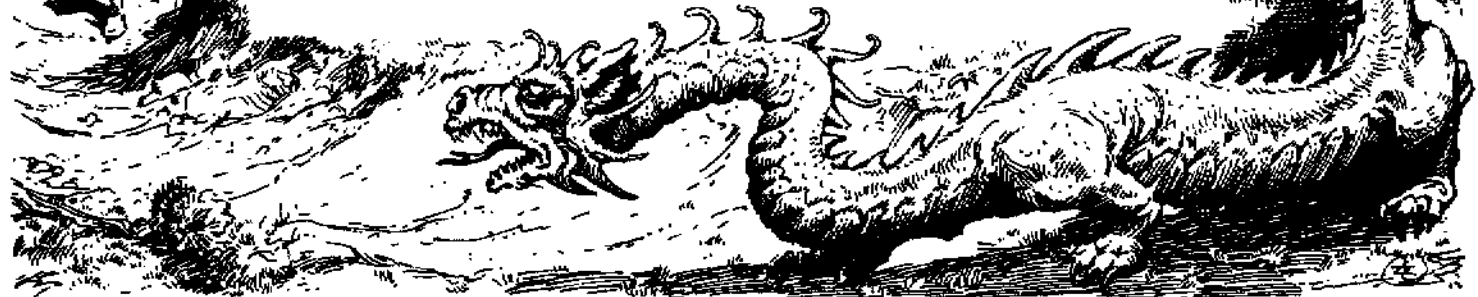
## BIRTHPLACES FOR HUMAN CHARACTERS

Dice Roll	Place of Birth	Most Common Alignment(s)	PRIMARY LANGUAGES
01-03	Prelacy of Almor	LN, LG	Common
04-05	Bissel	NG, N, LG, LN	Common
06-07	Ekbir	LN, N	Baklunish
08	Frost, Ice or Snow Barbaians	CN	Suloise (the Cold Tongue)
09-18	Faryondy	LG, NG, LN	Common (5% Velondi)
19-20	Geoff	CG, CN, NG	Flan, Common
21	Gran March	LN	Common (10% Keolandish)
22-29	Great Kingdom	Any	Common, Oeridian
30-32	Greyhawk	Any	Common
33	Idee	N, CN	Common
34	Irongate	LN	Common
35-37	Keoland	LN, NG, CG, CN, N	Common (15% Keolandish)
38	Ket	CN, N	Baklunish, Common
39-40	Lordship of the Isles	LN	Common
41-50	Nyrrond	LN, LG, NG, CG	Common (15% Nyrrondese)
51-52	Onnwal	LN	Common
53-54	Theocracy of the Pale	LN, LG	Common
55-57	Perrenland	LN, LG, N	Common
58-59	Plains of the Paynims	CN, N	Baklunish
60	Ratik	N, CN, CE	Common, Oeridian
61	Rovers of the Barrens	CN, N	Flan
62	Sea Barons	CN	Common
63-64	Shield Lands	LG, NG, N	Common
65-66	Sterich	CN	Common
67-68	Sunndi	LN, CG, N	Common
69	Duchy of Tenh	LN, N	Flan, Common
70	Tiger and Wolf Nomads	N, CN	Baklunish
71	Tusmit	N	Baklunish
72	Tri-States of Ulek	LN, LG, CG, CN, N	Common
73	Ull	CN, N, CE	Baklunish
74-78	County or Duchy of Urnst	N, NG	Common
79-88	Veluna	LG, NG	Common (10% Velondi)
89-94	Wild Coast	Any	Common
95-96	Yeomanry	LG, LN	Common (5% Keolandish)
97-98	Zeif	LN, N	Baklunish
99-00	Elsewhere, or choose	—	—

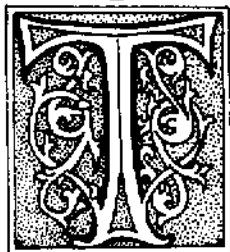
All Player characters speak Common, at least.

### BIRTHPLACES FOR DEMI-HUMAN CHARACTERS

Area	Elves*	Dwarves	Gnomes	Halflings	Half-Orcs
Bandit Kingdoms	—	—	—	—	01-06
Bissel	01-02	01-04	01-02	01-02	07-09
Bone March	—	—	03	—	10-14
Celene	03-09	—	04-05	03-05	—
Dyvers	10-11	05-06	06-07	06-07	15
Furyondy	12-13	07-08	08-09	08-11	16
Geoff	14-17	09-12	10-11	12-13	17-19
Gran March	18-19	13-16	12-13	14-16	20-21
Great Kingdom	20-21	17-18	14-15	17-19	22-24
Greyhawk	22-24	19-20	16-17	20-22	25-27
Highfolk	25-28	21-24	18-19	23-25	—
Horned Society	—	—	—	—	28-32
Idee	29-30	25-26	20-21	26-27	—
Irongate	31-33	27-28	22-25	28-32	—
Iuz	—	—	—	—	33-37
Keoland	34-35	—	26-27	33-35	38
Nyrod	36-37	—	28-29	36-38	39
Onnwal	—	29-34	—	—	—
Theocracy o/t Pale	38-39	35-38	30-31	39-40	40
Perronland	40-41	39-42	32-33	41-42	41-44
Pomarj	—	—	—	—	45-49
Ratik	—	43-46	34-37	—	50-54
Shield Lands	42	—	38	43	55-58
Spindrift Isles	43-44	47-48	39-40	44-45	59-60
Sterich	—	49-54	41-42	46-47	61-63
Sunndi	45-48	55-59	43-45	—	64-65
Tenh	49-50	60-63	46-47	48-49	66-70
County of Ulek	51	64-66	48-52	50-57	—
Duchy of Ulek	52-58	—	53-54	—	—
Principality of Ulek	—	67-78	55-56	58-60	—
County of Urnst	59	79-80	57	61-66	71
Duchy of Urnst	—	81-83	58-61	67-74	72
Valley of the Mage	60-62	—	62-63	—	—
Veluna	63-66	—	64-68	75-76	73
Verbobonc	67-68	—	69-73	—	74
Wild Coast	69-72	84-90	74-78	77-83	75-79
Yeomanry	73-74	91-94	—	84-87	80-81
Dreadwood	75-78	—	79-80	88	82-84
Gamboge Forest	79-82	—	81-84	89-90	85-87
Gnarley Forest	83-86	95	85-88	91-92	88-90
Grandwood Forest	87-90	96	89-90	93-94	91-94
Vesve Forest	91-96	—	91-95	95-96	95-96
Welkwood	97-00	97-00	96-00	97-00	97-00



# PERSONAGES & QUASI-DEITIES



**M**THROUGHOUT the world of Greyhawk are quite a number of characters that have risen above the status of heroes, but who are not quite demi-gods. These personages are 'quasi-deities.' Among those contemporary in the World of Greyhawk are Daern, Heward, Johydee, Kelanen, Keoghtom, Murlynd, Nolzur, Quall, and Tuerny. Of these, only Heward, Keoghtom, and Murlynd are currently placed so as to interact with player characters. Other well-known personages, such as Bucknard, Mordenkainen, Otiluke, and Tenser, are not as powerful and broadly endowed as are the quasi-deities.

## COMELINESS

Quasi-deities have a seventh character ability, Comeliness. Comeliness is a measure of physical attractiveness. It is distinct from charisma. Charisma, however, can affect comeliness. After the six normal attributes of a character are determined, a comeliness roll (on 3d6) will determine the character's looks. The number rolled is modified as follows:

Charisma	Comelines Modifier	Comeliness Range
2 or less	-8	-5 to 10
3	-5	-2
4-5	-3	0 to 15
6-8	-1	2 to 17
9-12	0	3 to 18
13-15	+1	4 to 19
16-17	+2	5 to 20
18	+3	6 to 21
19+	+5	8 to 24

These charisma adjustments to comeliness apply only as regards other members of the character's race. When meeting

members of other races, comeliness is adjusted temporarily as follows:

Half-orcs	-3
Dwarves, gnomes	-1
Halflings, humans*	0
Half-elves*, sylvan elves*	+1
Gray elves*, high elves*	+2

\* Treat these as the same race.

Comeliness will have the following effects on creatures of human sort. (This category includes, but is not necessarily limited to, humans; demi-humans; humanoids; giant-class creatures; and bipedal creatures of human-like form and motivation.)

-20 to -16: Those viewing a character with comeliness this low are repulsed and horrified, so as to turn away or attempt to destroy the creature so offensive to the sight. If the individual with low comeliness is powerful, the reaction will tend toward escape, or reinforcement of previously determined awe (horror) reaction. With creatures of like and evil alignment, the effect is that of a positive comeliness of the same total.

-15 to -9: Disgust, evidenced by a tendency to look away, revile the individual, and act hostile in general. Under no circumstances will this character be accepted by the viewers unless all are of evil alignment, so that the negative comeliness can be regarded as positive.

-8 to 0: Aversion and a desire to be away from so ugly a creature will be evidenced by all viewers. If given an excuse, those near the individual will be hostile and openly aggressive; otherwise they will merely tend toward rejection.

+1 to +6: As such an individual is simply ugly, the reaction evidenced will tend toward unease and a desire to get away from such brutishness as quickly as possi-

ble. If given the opportunity, the character's charisma can offset ugliness, but this requires a fair amount of conversation and interaction to take place.

+7 to +9: The homeliness of the individual will be such that initial contact will be of a negative sort. This negative feeling will not be strongly evidenced. High charisma will quickly overcome it if any conversation and interpersonal interaction transpires.

+10 to +13: Plain to average comeliness; no effect on the viewer.

+14 to +17: Interest in viewing the individual is evidenced by those in contact, as he or she is good-looking. The reaction adjustment is increased by a percentage equal to the comeliness score of the character. Individuals of the opposite sex will seek out such characters, and they will be affected as if under a charm spell unless wisdom of such individuals exceeds 50% of the character's comeliness total.

+18 to +21: The beauty of the character will cause heads to turn and hearts to race. Reaction for initial contact is at a percent equal to 150% of the character's comeliness total. Individuals of the same sex will do likewise unless wisdom totals at least two-thirds of the other character's comeliness score. Rejection of harsh nature can cause the individual rejected to have a reaction as if the character had a negative comeliness of half the actual (positive) score.

+22 to +25: The stunning beauty and gorgeous looks of a character with so high a comeliness will be similar to that of those of lesser beauty (17-21), but individuals will actually flock around the character, follow him or her, and generally behave foolishly or in some manner so as to attract the attention of the character. The reaction adjustment is double the score of comeliness; i.e., 22 equals 44%. Charm-like power will affect all those with wisdom of less than two-thirds the comeliness score of the character. If an individual of the opposite sex is actually consciously sought by a character with comeliness of 22-25, that individual will be effectively charmed unless his or her wisdom is 18 or higher. Rejection is as above.

+26 to +30: Unearthly beauty of this sort, can be possessed only by creatures from other planes — demi-gods and demi-

gods and demi-goddesses and deities of unusual sort. Reaction adjustment is double comeliness score. Charm-like power is effective on all save those with wisdom equal to 75% of comeliness, save that 19 or higher wisdom always allows saving vs. the power. An individual of the opposite sex who is consciously sought by the possessor of such unearthly beauty and comeliness will always be under the spell of the individual with such beauty unless he or she had wisdom of 20 or more.

Charm from attraction due to comeliness does not affect the abilities of the individual with respect to fighting, spell casting, etc. It could, however, affect alignment.

## HEWARD (QUASI-DEITY)

Armor Class: -3  
 Move: 15"  
 Hit Points: 96  
 No. of Attacks: 2  
 Damage/Attack: By weapon type  
 Special Attacks: see below  
 Special Defenses: see below  
 Magic Resistance: 50%  
 Size: M (6' tall)  
 Alignment: Neutral (good)  
 Worshippers' Alignment: N/A  
 Symbol: N/A  
 Plane: Prime Material (principally)  
 Cleric/Druid: nil  
 Fighter/Paladin/Ranger: nil  
 Magic-user/Illusionist: 10th level in each  
 Thief/Assassin: nil  
 Monk: nil  
 Bard: 20th level  
 Psionic Ability: VI  
 attack/defense modes: nil/nil  
 S:18 I:20 W:8 D:17  
 C:18 CH:11 CO:11

Heward is of indeterminate age — appearing both young and old at the same time. He is athletic and strong, quick and lively. Although his pate is bald, Heward has a luxurious moustache and small beard of sandy-brown. His forehead is wrinkled but his cheeks are rosy and fresh. Heward always wears shabby garb or finery which is old and out of fashion (thus actually creating a style all his own and quite remarkable). Although distinctive, Heward has the power to be quite unnoticeable when he so desires, simply by willing it, so no magic aura betrays this anonymity.

Because of his non-aggressive philosophy, Heward seldom carries any major weapon. Usually he will have only a horn-blade knife +3 and possibly a magical quarterstaff +6. He is able to use any weapon permitted to magic-users, illusionists, or bards without non-proficiency penalty, but Heward dislikes so doing, for he favors passive defense unless severely threatened.

Similarly, Heward is uncomfortable with protective devices, although he does employ a special herbal mix which bestows an armor class of 0 to his body, which, coupled with his dexterity, gives his usual AC -3 rating. In addition, Heward possesses a Luckstone +3 which has the usual benefits on dice rolls.

In addition to his magical powers, Heward is able to employ any standard musical instrument to enhance his bard skill. Obvious exceptions are single-note horns and drums, but other brass, percussion, or woodwind instruments are included with the typical stringed instruments of bardic nature.

Heward's magical resistance is applicable evenly to all sorts of spells. Heward understands the arcane art of technology, and is particularly adept with mechanical items of this nature. His domicile is reputed to have many devices of this occult nature: engines, clockworks, etc. Heward dislikes incomprehensible things, however. These devices, as well as golem-machines, are reputed to serve in many capacities at Heward's bizarre stronghold.

The domicile of Heward is non-descript on the exterior. It extends into many extra-dimensional spaces, so its interior actually contains all manner of rooms and spaces — from cramped lofts to a grand auditorium with a great organum, including open gardens and spacious parks. This domicile is a nexus which touches parallel worlds, many planes, and the dimension of time.

Heward will always have various pitch pipes and tuning forks with him. The powers of these instruments are basically twofold: one will provide defensive magical effects, the other is for movement to other planes. By using any two or more in combination, he is able to create music of bardic sort which can charm and cast various druid-type spells.

Although most probably encountered

alone, there is a 20% chance that Heward will be in company with one (80%) or two to three of the following individuals:

Celestian  
 Fharlanghn  
 Keoghtom  
 Mordenkainen  
 Murlynd  
 Zagyg

## KEOGHTOM (QUASI-DEITY)

Armor Class: -8  
 Move: 24"  
 Hit Points: 77  
 No. of Attacks: 4  
 Damage/Attack: by weapon type  
 Special Attacks: see below  
 Special Defenses: see below  
 Magic Resistance: 77%  
 Size: M (5' 6" tall)  
 Alignment: Neutral (Good)  
 Worshippers' Alignment: NA  
 Symbol: NA  
 Plane: see below  
 Cleric/Druid: 14th level cleric  
 Fighter/Paladin/Ranger: nil  
 Magic-user/Illusionist:  
 18th level/16th level  
 Thief/Assassin: nil  
 Monk: 10th  
 Bard: 12th  
 Psionic Ability: VI  
 attack/defense modes: nil/nil  
 S:12 I:19 W:18 D:20  
 C:15 CH:16 CO:13

Keoghtom appears as a young, slightly-built man, typically arrayed in green garb of elven sort or else resplendent in silken finery. Of course, he can use magic to alter his appearance, but he seldom does so.

Being quick of movement and deadly of aim, Keoghtom usually bears a short bow and a short sword. He is adept with and has the following bonuses "to hit" and damage:

	Dexterity	Expertise	Total
Short Bow*	+3/-	+2/+2	+5/+2*
Short Sword	-	+2/+4	+2/+4

\* Bonus applies at all ranges; Damage at point blank and short range is doubled.

Although Keoghtom does not use spells as a deity does, he is not subject to the

usual restrictions of class, either. He is able to use weapons, spells, and various abilities of professional sort in complete freedom. Thus, Keoghtom combines the abilities of many classes, and he can employ whatever weapon suits him without proficiency penalty. Likewise, any sort of armor can be worn, although Keoghtom typically wears magical Bracers (AC 2), a cloak of Blending and Displacement, and a Ring of Protection +4. (This gives AC -4 sans dexterity bonus, -8 when dexterity is included.)

It need not be said that Keoghtom knows virtually all spells, and in addition he has several unique to himself.

One of the major powers of Keoghtom is his uniform magic resistance. That is, the 77% applies to all spells, whether cast by a 1st level individual, an arch-mage, or some deity.

Keoghtom seldom, if ever, sets foot on the Prime Material Plane, although he once dwelled there. He now roams the Astral and similar planes or visits the extra-dimensional planes which are home to certain of his associates, such as Murlynd. Keoghtom is also on good terms with such deities as Celestian and Zagyg and will occasionally be found in their company.

The number of usual and special magical items and devices possessed by Keoghtom is vast. He will usually be equipped with the following things in addition to the items mentioned previously:

arrows +3	device for planar travel
Arrows of Slaying	device to warn of danger
sword +5	device to hold many spells
magical ring	device to speak and read
magical rod or staff	many tongues

As Keoghtom is basically non-hostile, the items he carries are usually used for self-protection or beneficial reasons.

Keoghtom does not initiate aggression, although he is not loathe to answer in kind if attacked.

Those persons particularly interested in associations and relationships have noted the following interrelationships between Keoghtom and certain others:

Zagyg and Keoghtom are great friends, as are Keoghtom and Murlynd. Zagyg is related to Heward by some distant kin-

ship, and Heward and arch-mage Mordenkainen are likewise kin. Heward often visits Mordenkainen, who, in turn, is known to be close to both Keoghtom and Murlynd. Celestian is an associate of Keoghtom and on good terms with Zagyg. This gives the following groupings:

Zagyg and Keoghtom  
 Keoghtom and Murlynd  
 Zagyg, Keoghtom and Murlynd  
 Keoghtom, Murlynd and Mordenkainen  
 Zagyg, Keoghtom, and Mordenkainen  
 Keoghtom, Heward and Mordenkainen  
 Zagyg, Keoghtom and Heward  
 Celestian and Keoghtom  
 Celestian, Keoghtom and Murlynd  
 Celestian, Zagyg and Keoghtom

If one assumed that Keoghtom would be encountered alone half of the time, the probability of group encounter fills the balance, with accompanying deities being less likely than other associate groups.

## MURLYND (QUASI-DEITY)

Armor Class: -2  
 Move: 12"  
 Hit Points: 135  
 No. of Attacks: 2 (both hands)  
 Damage/Attack: by weapon type  
 Special Attacks: see below  
 Special Defenses: see below  
 Magic Resistance: 35%  
 Size: M (6' tall)  
 Alignment: Lawful Good  
 Worshipers' Alignment: NA  
 Symbol: NA  
 Plane: Special, see below  
 Cleric/Druid: nil  
 Fighter/Paladin/Ranger: 12th level  
 Paladin  
 Magic-user/Illusionist: 12th level in each  
 Thief/Assassin: nil  
 Monk: nil  
 Bard: nil  
 Psionic Ability: I or VI  
 attack/defense modes: all/all  
 S:18/76 I:18 W:15 D:16  
 C:18 CH:14 CO:17

Murlynd is a true character. His face is bold and handsome, his eyes deep and

penetrating. His nature is seemingly rugged, independent, taciturn. His broad, muscular frame is typically clad in garments of another time and world, that of the "Old West." His waist is girded by a leather belt containing weapons of technology as well as a dagger +6. Although appearing aloof and aggressive, Murlynd is actually quite gregarious, loquacious, and gentle . . . unless provoked.

As noted, Murlynd is prone to carry technological weapons (variously called "45s," "six-shooters" and "hog legs") which he is able to employ in both left and right hands. His special aura enables these devices to function even on Oerth, for instance. Each weapon sends forth three missiles per round, if he so desires. These projectiles will strike even the most powerful of magical creatures and inflict 2-8 points of damage when they hit. The range of these arcane weapons is the same as the range of a light crossbow. Murlynd has a Dancing Holy Sword +4 (broad) which he usually carries on his warhorse or strapped on his back. He is able to use a weapon in either hand, so in combat Murlynd might use his arcane projectile weapons one round, then draw sword and dagger, and eventually cast a spell or use some other device while his broadsword "dances."

Murlynd's basic magic resistance (35%) is constant, applying equally to spells or spell-like powers of 1st level casting, 21st level casting, or even deity sort.

When casting spells, Murlynd is prone to intermix technological terminology with his incantations, sometimes with surprising results. Thus, in casting a Stinking Cloud or Wall of Fog spell he might conjure into being a strange engine which gushes forth the desired result, but for far longer and over a greater area than desired. He is known to have cast Burning Hands which brought a device which spewed forth liquid fire, but at another time conjured up a fireball of paper which burst with totally harmless effect. As he is insensitive to color differences, Murlynd's color based/employing spells are often quite bizarre in effect, and are known to be linked with technological devices which send forth the hues. Because of this technological admixture, it is sometimes possible for Murlynd to cast more than one spell in a round, as the initial dweomer is provided, in part, by the art of science!

Because of dabbling in science and technology, Murlynd is often unsure of his psionic abilities. Therefore, there is a 50% likelihood that he will be unable to use his abilities. In this case he is totally immune to such attacks from others. When in form, Murlynd has the following disciplines:

Animal Telepathy	Aura Alteration
Clairvoyance	Dimension Walk
Hypnosis	Energy Control (fire)
Molecular Agitation	Etherealness
Object Reading	Probability Travel
Precognition	Shape Alteration
Sensitivity to	Telekinesis
Psychic Impressions	

Each minor power is used at 12th level, major ones at 10th level.

Being rather unusual, and dabbling in questionable areas, Murlynd is rather unpopular with those of his sort. He is, in fact, shunned by most. His abode is divided between several special dwellings on various planes or extra-dimensional areas. He moves about from place to place on a whim, staying for days or years as suits his mood.

Murlynd is alone about 60% of the time. He otherwise will be in the company of one or more of the following:

Heironeous  
Heward  
Keoghtom  
Mordenkainen  
Zagyg

## **K**ELANEN (THE PRINCE OF SWORDS)

Armor Class: -5

Move: 18"

Hit Points: 159

No. of Attacks: 2

Damage/Attack: by sword type (and see below)

Special Attacks: see below

Special Defenses: see below

Magic Resistance: 100%

Size: M (6' tall)

Alignment: Neutral

Worshippers' Alignment: Any

Symbol: Nine swords in starburst

Plane: see below

Cleric/Druid: nil

Fighter/Paladin/Ranger: 20th level fighter

Magic-user/Illusionist: 5th level in each  
Thief/Thief-acrobat: 10th level

thief-acrobat

Monk: nil

Bard: nil

Assassin: nil

Psionic Ability: VI

attack/defense modes: nil/nil

S:18/00 I:17 W:15 D:21

C:18 CH:19 CO:15

Kelanen, Sword Lord, is one of the very powerful individuals who might, or might not, be a true deity. Thus he is known as a 'Hero-Deity,' and some who live by the sword pay him homage.

Although his true form is commanding, Kelanen usually takes the guise of a beggar, thief, mercenary, or rogue. In any of these disguises he will appear to be unremarkable, sometimes young, sometimes of middle years. He has the power to Alter Self at will, so Kelanen seldom appears in the same form twice, except when he chooses to show his true form. Each of his forms always bears a scar on face or neck — for the reason which will be revealed later. In any form, Kelanen prefers garments of gray or blue-gray and ornaments of silver or platinum.

The true form of Kelanen is that of a youngish, quite handsome man, fair of complexion with silvery-grey eyes and coal-black hair. It is said that he was once as comely as any deity, but in order to become the Prince of Swords, Kelanen had to undergo a series of challenges and tests which resulted in his disfigurement. His visage bears a long, silvery scar from eye to chin on the right side of his face. Those who know of the Sword Lord recognize Kelanen immediately when this mark is revealed. His form is slender and sinewy, his height just under 6 feet. He is unnaturally quick and fleet due to enchantments placed upon him.

Kelanen wears Elfin Chain and a Ring of Protection +5. He employs few other protections.

The sword is Kelanen's only weapon. He is expert with any form of blade, from short to two-handed, cutlass to scimitar. His expertise is such that any sword he wields is equal to a +3 magical weapon. He is able to use a bastard sword to full effect (as used with both hands) in either hand while the other wields another sword. Kelanen has two special swords which are

never far from his person. These weapons are:

Swiftdoom: Bastard sword +6, made of Glassteed adamantite. Upon command this weapon will become a Flaming Brand as well. When not aflame, Swiftdoom is impossible to parry and always strikes first. It has a vampiric power which restores 1 hit point lost by Kelanen for every 6 points of damage it inflicts on his adversaries. The weapon is endowed with 17 intelligence and has an ego of 25, yet it never seeks to do aught but its master's will. It speaks eight languages and has the following powers:

Read Languages	Detect Illusions
Read Magic	Detect Magic
Teleportation	
Detect Invisible	Objects

The special purpose of Swiftdoom is to preserve the Prince of Swords, so the weapon adds 2 to Kelanen's saving throws and reduces damage sustained by -1 per die. Swiftdoom is of absolute neutral alignment.

Sureguard: Broadsword +6, also of Glassteed adamantite. This weapon is also a Frostbrand type sword. It will perform as a Defender. It will Dance for three rounds if Kelanen wills it. Sureguard is impossible to parry, and its own defensive power is always available to Kelanen. The weapon is endowed with 17 intelligence and has an ego of 19. It speaks six languages and has the following powers:

Read Languages	Detect Evil/Good
Read Magic	Detect Secret Doors
Telepathy	Detect Traps
Duo-Dimension (at 17th level)	

Sureguard has no special purpose, but it faithfully serves Kelanen in all respects.

It is reputed that Kelanen has no friends or confidants other than his two swords. It is certain that he is 90% likely to be able to Summon either, one attempt per day being possible.

When armed with any sword, Kelanen has the following "to hit" and damage bonuses:

	"to hit"	damage
expertise	+3	+3
strength	+3	+6
total	+6	+9

The special powers of Kelanen are:

**Charm Sword:** If the opponent bears a sword with an ego, it will recognize the Sword Lord and refuse to harm him.

**Immunity to Special Powers:** Although Kelanen can be harmed by swords, nothing other than the normal effects of the blade can affect him. Thus, cold, flame, magical pluses, or magical powers of swords have no action upon Kelanen. A Vorpal Blade, for example, will not sever Kelanen's head under any circumstances.

**Multiplication:** When Kelanen bears a non-intelligent, non-magic sword, he is able to cause it to duplicate itself. After one round of combat, a second sword, exactly like the one Kelanen wields, will materialize in the air and combat his enemies as if Kelanen himself were using the weapon. This duplication continues each round until as many as nine such swords fight against Kelanen's foes. On the 11th round, and each round thereafter, one disappears until none remain. This power can be used but once per day.

**Sword Blessing:** Kelanen can Bless any sword so that it gains a magical +1 ("to hit" and damage) for 10 rounds. He can do so for as many as 20 blades per day. The effect adds to weapons which are already enchanted.

**Sword Control:** Unless the wielder of a sword is successful in a saving throw vs. Spell, Kelanen can cause that individual's sword to turn against its wielder and strike that individual rather than Kelanen or his allies. This power is employable in addition to normal attacks by Kelanen. It can be used but once per turn, twice per day.

**Sword Summoning:** In addition to the command of his two personal swords, Kelanen is able to Summon any sword in sight if it is not in the possession of some individual, i.e., in hand or worn. This he can do but once per day.

Kelanen has a stronghold in an extra-dimensional partial plane. He usually travels on the Prime Material Plane, however, be it Oerth or another parallel world, seeking adventure and engaging in actions of warlike sort which promote the balance of neutrality.

# DEITIES OF THE WORLD OF GREYHAWK



THE following sketches detail a portion of the suspected attributes and powers of the deities mentioned in the Guide as

active and/or known to adventurers and those who travel the reaches of the Flanaess. While the Savant-Sage's descriptions are valuable, more information is needed if the deities are to be included in simulations of events affecting the countries and adventurers of the Flanaess.

In general, all deities have certain spell-like powers in common. The Standard Divine Abilities of deities presented here are divided into three groups according to the general power of the deity: demi-god, lesser god, or greater god.

## STANDARD DIVINE ABILITIES

All deities have the following powers and abilities in common, each usable at will.

Astral and ethereal travel  
Comprehend Languages  
Continual darkness/light  
Cure blindness, deafness, disease, feeblemind, insanity  
Detect charm, evil, good, and illusion  
Detect invisibility, lie, magic, and traps  
Geas  
Infravision and Ultravision  
Know alignment  
Levitate  
Mirror Image

Polymorph self  
Read languages and magic  
Teleport (no error)  
Tongues

## INDIVIDUAL ABILITIES

In addition to the common abilities, the three types of gods have the following separate powers. A number in parentheses indicates the number of times per day the power can be used. No number means the power is usable as often as the deity desires.



## GREATER GODS

Anti-magic shell (2)  
Command, 4 rounds (2)  
Control Environment\*  
Cure Critical Wounds (3)  
Death spell (2)  
Dispel evil/good, illusion, magic (8 each)  
Fly  
Gate (3)  
Globe of invulnerability (1)  
Heal (3)

Holy/unholy word (3)  
 Improved invisibility  
 Improved phantasmal force  
 Polymorph any object (1)  
 Polymorph others (3)  
 Protection from evil/good, 30' radius (3)  
 Quest (2)  
 Remove curse  
 Remove fear  
 Regenerate  
 Restoration (3)  
 Resurrection  
 Shape change (3)  
 Summon\*\*  
 Symbol (3)  
 Time stop (1)  
 Trap the soul (2)  
 True seeing (5)  
 Vision (1)  
 Wish (2)

## LESSER GODS

Anti-magic shell (2)  
 Command, 3 rounds (1)  
 Control temperature, 10' radius  
 Cure serious wounds (3)  
 Death spell (1)  
 Dispel evil/good, illusion, magic (4 each)  
 Gate (2)  
 Heal (2)  
 Holy/unholy word (2)  
 Improved invisibility  
 Improved phantasmal force  
 Minor globe of invulnerability (1)  
 Polymorph others (2)  
 Protection from evil/good, 20' radius (2)  
 Quest (1)  
 Remove curse  
 Remove fear  
 Restoration (1)  
 Resurrection (3)  
 Summon\*\*\*  
 Symbol (2)  
 Trap the soul (1)  
 True seeing (3)  
 Wish (1)

## DEMIGODS

Anti-magic shell (1)  
 Command, 2 rounds (1)  
 Cure light wounds (3)  
 Dispel evil/good, illusion, magic (2 each)  
 Finger of death  
 Gate (1)  
 Heal (1)  
 Holy/unholy word (1)  
 Invisibility  
 Limited wish (1)

Phantasmal force  
 Protection from evil/good, 10' radius  
 Raise dead (3)  
 Remove fear  
 Summon\*\*\*\*  
 Symbol (1)  
 True seeing (2)  
 Wall of force

\* Control environment subsumes both control temperature and control weather. It actually allows the greater god to adjust the surroundings of his or her immediate environment to suit his or her desire, even if the change is radical. The area of control extends in radius from 120 to 720 feet, depending on how radical the change required is.

\*\* A greater god can summon from one to six creatures of the same alignment as the god, and all of the same type, with the total hit dice of the creatures so summoned not to exceed 40.

\*\*\* The summon power of a lesser god can bring from one to three creatures of the same alignment as the lesser deity. Each must be of the same sort as the others summoned. No more than 25 total hit dice of creatures can be so called.

\*\*\*\* For demigods, the summon power is limited to one or two creatures of not more than 20 total hit dice. Again, creatures must be of the same alignment and (if more than one is summoned) of the same type.

Note that the psionic disciplines possessed by deities are not given. Each Dungeon Master must decide what these are to be, keeping in mind the other powers and general bent of the deity in question.

## CLERICAL POWERS AND BONUSES

Clerics of some of the gods delineated herein receive unique special abilities not usual to members of their class. Clerics of these deities must pay for these powers through an additional experience point cost for level advancement. These deities and the necessary percentage experience addition for their clerics are listed above:

Celestian	+10%	Obad-hai	+ 5%
Ehlonna	+ 5%	Olidammara	+10%
Erythnul	+ 5%	Pholtus	+ 5%
Heironeous	+10%	Trithereon	+ 5%
Hextor	+15%	Wastri	+ 5%
Incubulos	+ 5%		

## B OCCOB (THE BUNCARING)

ARMOR CLASS: -8  
 MOVE: 18"  
 HIT POINTS: 354  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: By weapon type +2 (strength bonus)  
 SPECIAL ATTACKS: See below  
 SPECIAL/DEFENSES: +5 or better weapon to hit  
 MAGIC RESISTANCE: 100%  
 SIZE: M  
 ALIGNMENT: Neutral  
 WORSHIPPERS' ALIGNMENT: Any (clerics, neutral)  
 SYMBOL: Eye in a pentagram  
 PLANE: Concordant Opposition  
 CLERIC/DRUID: Nil  
 FIGHTER: Nil  
 MAGIC-USER/ILLUSIONIST: 24th level each  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil  
 PSIONIC ABILITY: 1  
 Attack/Defense Modes: All/all  
 S:18 I:26 W:20 D:22 C:20 CH:20

Boccob's staff of the magi can always absorb 24 spell levels, regardless of its charge.

Boccob can cast his Disc of Concordant Opposition once per round. It will blast into nothingness any creature with fewer than 13 hit dice or levels, or less than 50% magic resistance. Those with fewer than 13 levels or hit dice (96 or fewer hit points if dice are not known) or less than 50% magic resistance are destroyed by the 1' square force web. Those above 12 hit dice take 100 points of damage, less their magic resistance doubled. Those above 12 levels of experience take 50 points of damage, less their magic resistance, less 10 times their magical protection bonuses. Creatures with 50% magic resistance or more are unharmed.

Boccob can be hit only by +5 or better weapons. He has double normal vision into all spectrums. He can regenerate 1-4 hit points per round.



# CELESTIAN (THE FAR WANDERER)

ARMOR CLASS: -5  
 MOVE: 18"  
 HIT POINTS: 242  
 NO. OF ATTACKS: 3  
 DAMAGE/ATTACK: By weapon type  
 +6 (strength bonus)  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 90%  
 SIZE: M  
 ALIGNMENT: Neutral Good  
 WORSHIPPERS' ALIGNMENT:  
 Good  
 SYMBOL: Black circle with seven stars  
 PLANE: Astral  
 CLERIC/DRUID: 4th level cleric  
 FIGHTER: 15th level ranger  
 MAGIC-USER/ILLUSIONIST:  
 14th level magic-user  
 THIEF/ASSASSIN: Nil/nil  
 MONK/BARD: Nil/Nil  
 PSIONIC ABILITY: II  
 Attack/Defense Modes: All/all  
 S:18/00 I:20 W:18 D:20  
 C:20 CH:19

Celestian typically carries one or more of the following magical weapons:

- a magical long bow +3 with 20 arrows +3
- a spear +4 which appears to be but 5 feet in length but darts out to 10 feet in length
- a short sword +5 (no special abilities)
- a battle axe +3 which can be hurled up to 40 feet
- a dagger +6 of unbreakable metal

Celestian has, in addition to magic spells usual to a 14th level wizard, the following singular powers:

**Aurora Borealis:** A spell-like power which causes a sheet of dancing, shifting light to encircle Celestian, or as many creatures as will fit within its 1 to 7 foot radius. The aurora borealis can be cast up to 70 feet distant. It lasts for 7 full turns (or until Celestian chooses to dispel it). The 7-foot-high sheet of fiery light will cause 3-24 points of damage to any creature touching it, save its caster who is immune to its force.

**Comet:** This power brings a flaming missile which will strike one individual target, up to 70 feet from Celestian,

igniting all combustible substances on the subject and inflicting 5-30 points of damage from flaming and poisonous gasses.

**Heat Lightning:** A bolt of lightning is called down instantly by this power. It will strike an individual target up to 70 feet from Celestian, causing all non-magical metal to fuse and inflicting 5-50 points of damage.

**Meteors:** By use of this power, Celestian causes 2-5 (1d4+1) stone spheres of about one-half foot diameter to shoot from his hand up to a distance of 70 feet. Two to five targets will be struck (at Celestian's option) for 5-8 points of damage per meteor.

**Space Chill:** A spell-like power which enables Celestian to bring a wave of cold, 40 feet wide, rolling from him to a distance of 70 feet. Its cold vacuum kills all vegetation in the affected area. Other living things will take 2-8 points of damage from the vacuum condition and 2-8 additional points of damage from the chill, if applicable.

**Star Shine:** When cast, a blazing white sheet of light issues from Celestian's eyes, enveloping up to four creatures as far away as 70 feet. This sheen blinds the subjects for up to 1 full turn. (See power word, blind, for the process usable to cure the blindness prior to expiration of the effect).

**Thunder:** This power causes a great, rolling thunder-clap to sound directly over Celestian's head. All creatures, save the deity himself, within a 30-foot radius are stunned for one round and deafened for 2-5 rounds, with no saving throw. Those at a distance of 30 to 70 feet will be deafened only (saving throw applicable).

All powers take but one segment to employ. Each is usable once per day. Celestian must be under the open sky to use any of these powers, however. Magic resistance checks are applicable. Saving throws vs. Spells also apply (except for thunder, as noted), but they are made at -3.

In addition to his seven powers, and magic spells applicable to 14th level, Celestian can employ any magic spell of movement/travel on an unlimited basis. These spells are:

dimension door  
 feather fall  
 fly  
 jump  
 levitate  
 spider climb  
 teleport

He can travel astrally. Celestian can gate in 2-5 astral devas under the starry sky (only 1-3 otherwise). He has other powers typical of a lesser god.

By paying an additional 10% of their experience points, clerics of Celestian gain special spells, as shown below:

Order	Level	Special Spell
1st	1st-2nd	feather fall
2nd	3rd-4th	jump
3rd	5th-6th	levitate
4th	7th-8th	spider climb
5th	9th-10th	fly
6th	11th-15th	dimension door
7th	16th & up	teleport

\* Each special spell is gained immediately upon entering a different order, is in addition to all other normal clerical spells, and can not be used more than once per day. Thus, a priest of the 1st Order has one special spell, while one of the 7th order has seven different special spells.

## S. T. CUTHBERT (OF THE CUDGEL)

ARMOR CLASS: -3 (-8 if in his plate mail)  
 MOVE: 21"  
 HIT POINTS: 224  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: By weapon type +8 (strength bonus)  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: +3 or better weapon to hit  
 MAGIC RESISTANCE: 80%  
 SIZE: M  
 ALIGNMENT: Lawful good (Neutral)  
 WORSHIPPERS' ALIGNMENT: Lawful good/lawful neutral  
 SYMBOL: Wooden Billet, Starburst, Crumpled Hat  
 PLANE: Arcadia  
 CLERIC/DRUID: 22nd level cleric/8th level druid  
 FIGHTER: Nil  
 MAGIC-USER/ILLUSIONIST: Nil/Nil  
 THIEF/ASSASSIN: Nil/Nil

MONK/BARD: 7th level monk

PSIONIC ABILITY: VI

Attack/Defense Modes: All/all  
S:20 I:10 W:23 D:19 C:25 CH:19

St. Cuthbert wears plate mail +5.

St. Cuthbert's bronzewood cudgel is actually a +3 weapon, equal to a morningstar in St. Cuthbert's grasp. Any human touched by this weapon must save vs. Spell or be beguiled for 5-20 turns.

The Mace of St. Cuthbert is a mace of disruption +5, and any "to hit" roll of a natural 20 permanently reduces by one point the intelligence of the creature struck (magic resistance check withstanding). This mace also has the following powers: bless (by tapping touch), know alignment (once/day), tongues, exorcise (once/month), and remove curse (7/week).

Chapeaux gain the ability to cast one shillelagh spell per day at 3rd level. Stars gain the ability to cast one ESP spell per day at 4th level. Billets gain the ability to cast one friends spell per day at 2nd level. These abilities are gained at no cost in additional experience points.

## EHLONNA (OF THE FORESTS)

ARMOR CLASS: -6

MOVE: 32"

HIT POINTS: 180

NO. OF ATTACKS: 3

DAMAGE/ATTACK: By weapon type,  
+5 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better  
weapon to hit

MAGIC RESISTANCE: 75%

SIZE: M

ALIGNMENT: Neutral Good

WORSHIPPERS' ALIGNMENT:

Neutral good, any good, neutral

SYMBOL: Unicorn horn

PLANE: Prime Material

CLERIC/DRUID: 11th level druid

FIGHTER: 12th level ranger

MAGIC-USER/ILLUSIONIST:

10th level magic-user

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:18/99 I:19 W:18 D:21

C:18 CH:21

Ehlonna has adamantite bracers which give her protection equal to armor class 0 and, in addition, bestow a bonus of +2 on all saving throws. An arrow fired from her longbow always will strike its target, even at its maximum range of 21". Her quiver holds 40 arrows. Those which are not arrows of slaying for various woodland creatures are arrows +3. She has a longsword +6 which is equal to a Defender, and a dagger +4.

If Ehlonna requests service from brownies, elves, gnomes, or halflings, it is 90% likely that such races will aid her in any manner she asks.

Clerics of Ehlonna are able to track as if they were rangers, at a level of ability equal to that of their level of experience, i.e., 1st level clerics track as 1st level rangers. At 5th level they gain a spell equal to the animal friendship spell of druids. This is in addition to their normal clerical spells, usable once per day, at a level equal to the cleric's level of experience. These bonuses cost the cleric an additional 5% in experience points.

## ERYTHNUL (THE MANY)

ARMOR CLASS: -3

MOVE: 18"

HIT POINTS: 320

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12 +10

(strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better  
weapon to hit

MAGIC RESISTANCE: 75%

SIZE: M (7' tall)

ALIGNMENT: Chaotic evil

WORSHIPPERS' ALIGNMENT:

Chaotic evil

SYMBOL: Red blood drop

PLANE: Pandemonium

CLERIC/DRUID: 5th level cleric

FIGHTER: 15th level fighter

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:22 I:16 W:16 D:19 C:22 CH:4

The stone-headed mace is not a magical weapon, per se, but any creature hearing its ghastly keening must save vs. paraly-

zation or drop whatever he holds, turn, and run screaming from the area. The area of affect is a 10' radius, wisdom bonuses apply to saving throws, and creatures above 12 hit dice or experience levels are not affected. Panicked creatures will flee until exhaustion causes them to fall senseless. If they fail to make a roll with 3d6 which is equal to or less than their constitution score, they die of fatigue and shock. (Where constitution is unknown, there is a 1 in 4 chance of death.)

If Erythnul is stabbed or cut in battle, the following creatures will spring forth from the blood:

1st Wound: 5-20 1st level human fighters armored in red metal (AC 5) and wielding footmen's maces. Each has 10 hit points, never checks morale, and fights until slain.

2nd Wound: 4-16 gnolls clad in red-lacquered armor (AC 4) and wielding morning stars. Each has 16 hit points, never checks morale, and fights until slain.

3rd Wound: 3-12 bugbears adorned in plates of red enameled iron (AC 3) and wielding flails. Each has 25 hit points, never checks morale, and fights until slain.

4th Wound: 2-8 ogres wearing pelts and hides of red fur and hair (AC 2) and wielding huge clubs (2-8 points of damage 6 points strength bonus). Each has 33 hit points, never checks morale, and fights until slain.

5th Wound: 1-4 trolls whose coppery skin indicates unusually high armor class (AC 1). Each has 48 hit points, never checks morale, and fights until slain.

These creatures appear only once in a given combat and never more than once per day.

In addition to normal clerical spells, Erythnul can cast a fear spell exactly as if he were a 12th level magic-user, except that the spell-like power issues from Erythnul's eyes. The spell can be cast once per round. If it is used, he cannot attack otherwise, although the spell-like power cannot be interrupted. He is also able to take the form of a human, gnoll, bugbear, ogre, or troll at will, changing form in one segment. Erythnul otherwise

has all of the powers typical for a lesser god.

Each cleric of Erythnul above 3rd level is able to cast a scare spell just as if he or she were a magic-user. This spell is in addition to normal cleric spells.

## FHARLANGHN (DWELLER ON THE HORIZON)

**ARMOR CLASS:** -6  
**MOVE:** Any  
**HIT POINTS:** 262  
**NO. OF ATTACKS:** 2  
**DAMAGE/ATTACK:** 5-20 +2 (strength bonus)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENSES:** See below  
**MAGIC RESISTANCE:** 80%  
**SIZE:** M  
**ALIGNMENT:** Neutral  
**WORSHIPPERS' ALIGNMENT:** Any (Neutral preferred)  
**SYMBOL:** Disc with a curved line across it (the horizon)  
**PLANE:** Oerth (Prime Material Plane)  
**CLERIC/DRUID:** 9th level cleric/9th level druid  
**FIGHTER:** Nil  
**MAGIC-USER/ILLUSIONIST:** 9th level/9th level  
**THIEF/ASSASSIN:** 20th level thief  
**MONK/BARD:** Nil  
**PSIONIC ABILITY:** I  
Attack/Defense Modes: All/all  
S:18 I:18 W:20 D:20 C:20 CH:19

Fharlanghn always moves as if he wore boots of striding and springing.

The various forms of the ray which can be shot from the Oerth Disc have the following effects:

**Pale yellow** — This ray is equal in brightness to continual light. The beam has a diameter of 6 feet, and can be projected up to 660 feet.

**Brilliant gold** — This intense beam is bright enough to cause any creature struck in the eyes to be permanently blinded (save vs. Spell applies). The ray's diameter is just under 8 inches, and it can be projected out to 66 feet. Even those who save when struck full in the eyes, as well as creatures within 3 feet of its shaft, will be dazzled by its brilliance and unable to see for 1-10 segments.

**Burning, fiery golden light** — This coruscating rod lances forth to slice through virtually anything, out to a distance of 16 feet, 6 inches. The ray will cut through 1/2 inch of stone or 1/24 inch of steel in one blast. Creatures struck by this pencil-thin ray suffer 10-60 points of damage (save vs. Spell negates all damage). The intense heat of this beam instantly sets aflame any combustible objects it touches.

In addition to the spells commensurate to his level of expertise as a magic-user, illusionist, cleric, and druid, Fharlanghn also has the following spells available on an unlimited basis:

dig	polymorph self
dimension door	pass without trace
dispel magic	plant door
earthquake	rock to mud
find the path	stone tell
fly	stone to flesh
improved	transport via
invisibility	plants
move earth	wall of thorns
pass plant	wind walk
pass wall	

He also has the following spells on a limited basis, as indicated:

duo-dimension	1 per day
phase-door	2 per day

If desired, Fharlanghn can summon any one of the following types of earth elementals:

**Dust Elemental:** A 16-hit-dice earth elemental doing only 2-12 points of damage per attack, but able to form a choking, blinding cloud of dust which covers an area of 9,000 cubic feet. In the latter form, the elemental does not strike, but it obscures the vision of all within it to a 1-foot range and causes 1-4 points of suffocating damage each round. In the latter state, the elemental can be harmed only by magic, but it can stay in a cloud only three rounds. (It can be summoned only in dry, dusty areas such as deserts, prairies, etc.).

**Earth Elemental:** Typical, 16-hit-dice elemental.

**Magma Elemental:** A 20-hit-dice earth elemental doing 6-36 points of damage per attack (summoned only in underground areas).

**Mud Elemental:** A 12-hit-dice earth elemental doing only 3-18 points of damage per attack, but also able to spread itself over an area of up to 400 square feet and slow creatures to one-half their normal movement, in addition to its normal attack (summoned only in wet areas where mud already exists).

Fharlanghn uses all spells and powers at 18th level proficiency, even though he is actually 9th level. Special powers take but one segment of time to use, save for the summoning of an earth elemental, which requires one round. The elemental comes willingly and serves without duress for up to one turn.

Fharlanghn can be hit only by +3 or better magical weapons. He is never surprised on the Prime Material Plane. Spells of earth do not affect him. He regenerates 1 hit point per round.

## HEIRONEOUS (THE INVINCIBLE)

**ARMOR CLASS:** -4 (plus armor bonus, typically 5 for -9 Ac)  
**MOVE:** 21"  
**HIT POINTS:** 217  
**NO. OF ATTACKS:** 4  
**DAMAGE/ATTACK:** 1-8+4 (magical weapon bonus) +8 (strength bonus) per attack  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENSES:** See below  
**MAGIC RESISTANCE:** 80%  
**SIZE:** M (6 1/2' tall)  
**ALIGNMENT:** Lawful good  
**WORSHIPPERS' ALIGNMENT:** Lawful neutral/neutral good  
**SYMBOL:** Silver lightning bolt  
**PLANE:** Seven Heavens  
**CLERIC/DRUID:** Nil  
**FIGHTER:** 17th level paladin/12th level ranger  
**MAGIC-USER/ILLUSIONIST:** Nil  
**THIEF/ASSASSIN:** Nil  
**MONK/BARD:** Nil  
**PSIONIC ABILITY:** II  
Attack/Defense Modes: All/all  
S:20 I:18 W:19 D:20 C:20 CH:19

Heironeous always wears a suit of fine, magical chainmail with a bonus of +5. At his birth, Heironeous had his skin imbued with a secret solution. Weapons under +2 value cause him no harm, shattering upon contact (scoring a hit). Magi-

cal +2 weapons score only 25% normal damage, while +3 score 50%. Only +4 or greater value weapons cause full damage. Weapons whose magical power would normally sever body parts will not do so to Heironeous, although they will inflict full damage.

In addition to his normal attacks, Heironeous can loose a bolt of energy drawn from the Positive Material Plane. He can draw and loose such lightning-like strokes as frequently as once every 7 rounds, but he can cast no more than seven such bolts in any given week of time. Creatures of the Prime Material Plane suffer 5-30 points of damage from a stroke, those of the Elemental Planes suffer only 5-20 points of damage, as do those of the lateral neutral planes (lawful neutral-chaotic neutral). The energy bolt does no harm to inhabitants of the Positive Material Plane or those of the Upper Planes. It causes 10-60 points of damage upon those native to the Lower Planes (lawful evil-chaotic evil), and to all undead creatures as well. Denizens of the Negative Material plane suffer 15-90 points of damage from a stroke. (A wand of negation or a sphere of annihilation can effectively discharge the stroke without harm.) The bolt strikes but a single target. It is not magical in nature. It always hits its target. Range is 70 feet. Casting time is one segment. Duration is instantaneous.

At 11th level, clerics of Heironeous can, in addition to their normal spells, use a bolt of energy once per week.

## HEXTOR

**ARMOR CLASS:** -5 (plus armor bonus, typically 3, for -8 AC)  
**MOVE:** 24"  
**HIT POINTS:** 200  
**NO. OF ATTACKS:** 2, 4, or 6 (see below) +6 (strength bonus)  
**DAMAGE/ATTACK:** By weapon type (see below)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENSES:** +3 or better weapon to hit  
**MAGIC RESISTANCE:** 90%  
**SIZE:** M (6' 6" tall)  
**ALIGNMENT:** Lawful evil  
**WORSHIPPERS' ALIGNMENT:** Lawful neutral-neutral evil

**SYMBOL:** Six red arrows fanned to point outward

**PLANE:** Acheron

**CLERIC/DRUID:** Nil

**FIGHTER:** 16th level

**MAGIC-USER/ILLUSIONIST:** Nil

**THIEF/ASSASSIN:** 12th level assassin

**MONK/BARD:** Nil

**PSIONIC ABILITY:** II

**Attack/Defense Modes:** All/all

**S:**18/00 **I:**18 **W:**16 **D:**19

**C:**20 **CH:**18 (-2)

In battle, Hextor draws two great bows (24' range) which fire iron-barbed shafts of +3 quality which inflict 10-15 points of damage (d6+9) per hit. At close range he employs two spiked bucklers and four weapons. The former defensive devices can be employed as weapons if his opponents have 13 or fewer levels or hit dice; otherwise, Hextor attacks four times per round. His typical weapons are:

2 Bucklers:	7-10 (d4 +6) each
1 fork +2:	9-16 (d8 +8)
1 scimitar +3:	10-17 (d8 +9)
1 flail +2:	7-15 (d6 +9)
1 morning star +3:	11-17 (2d4 +9)

Hextor's armor is +3.

Hextor is able to arouse discord in a 60-foot radius. Characters with 7 or more levels or hit dice may save vs. Spells. The effect lasts six rounds. Without his symbol of Hate and Discord, Hextor does not have such power, although he is also able to use a symbol (discord) as if he were a magic-user (once per day). He lays the dweomer by merely tracing the symbol with his finger.

The trumpet of Acheron calls forth 6-60 skeletons. Once every six years it can summon a horde of 60-600 skeletons and 30-300 zombies.

Priests of Hextor are trained in assassination, so that at the gain of six levels of clerical ability, one of assassin's skill is gained. Thereafter, every two levels of clerical skill gains one of assassin's ability:

Cleric Level	Assassin Level
6	1
8	2
10	3
12	4
14	5
16	6 (maximum)

## INCABULOS

**ARMOR CLASS:** -9

**MOVE:** 15"/45"

**HIT POINTS:** 383

**NO. OF ATTACKS:** 2

**DAMAGE/ATTACK:** By weapon type +2 (strength bonus)

**SPECIAL ATTACKS:** See below

**SPECIAL DEFENSES:** See below

**MAGIC RESISTANCE:** 95%

**SIZE:** M

**ALIGNMENT:** Neutral evil

**WORSHIPPERS' ALIGNMENT:** Evil

**SYMBOL:** Eye of possession

**PLANE:** Hades

**CLERIC/DRUID:** 18th level cleric

**FIGHTER:** Nil

**MAGIC-USER/ILLUSIONIST:** 18th level illusionist

**THIEF/ASSASSIN:** 13th level thief

**MONK/BARD:** Nil

**PSIONIC ABILITY:** II

**Attack/Defense Modes:** All/all

**S:**18 **I:**20 **W:**20 **D:**25 **C:**21 **CH:**-3 (24 on Hades)

Incabulos' permanent sleep spell requires but a single segment and can be removed only by exorcism. He also has a double-strength sleep spell requiring two segments to cast. Either spell is usable by him once per day. His normal weapon is a staff of wounding (the reverse of curing) and withering, both of these functions affecting even demons, devils, vegetation, etc. The device has no fewer than 60 charges.

Incabulos can gate in four night hags or eight hordlings, but not both. These arrive at the rate of one per round, beginning the round the gate is opened. This summoning of aid can be done once per day for either sort, night hags or hordlings.

Incabulos can be hit only by +4 or better weapons. He regenerates 2 hit points per round.

Faithful clerics of 5th and higher level have the ability to cast hypnotism as if they were 3rd level illusionists. At 8th level they can cast a sleep-like spell by touching the single intended victim.

# I STUS (LADY OF OUR FATE)

ARMOR CLASS: -8  
MOVE: 12"  
HIT POINTS: 377  
NUMBER OF ATTACKS: 1  
DAMAGE/ATTACK: 3-12  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: 100%  
SIZE: M  
ALIGNMENT: Neutral  
WORSHIPPERS' ALIGNMENT: Any  
(neutral preferred)  
SYMBOL: Golden spindle with three strands  
PLANE: Uncertain  
CLERIC/DRUID: 14th level/14th level  
FIGHTER: Nil  
MAGIC-USER/ILLUSIONIST: 24th level/14th level  
THIEF/ASSASSIN: Nil/nil  
MONK/BARD: Nil/nil  
PSIONIC ABILITY: I  
Attack/Defense Modes: All/all  
S:15 I:23 W:25 D:21 C:17 CH:19

When Istus attacks with any item, she always hits her target, as she controls fate. The damage inflicted, however, is variable, due to the immediacy of such an encounter.

Istus can create and cast her webs, at will, one per melee round. The exact effects and limitations of these strands and webs are:

**Strand of Binding:** Any creature failing to save vs. Spell will be confined as if wrapped in iron chains. This effect lasts for 100 rounds, minus the level or hit dice of the creature affected, strength notwithstanding. This power is usable three times per day.

**Strand of Cancellation:** This strand causes the object struck to become as if it never existed. Only non-living things are affected. Magical items are entitled to a save at 5% per magical "plus" or equivalent. Artifacts and relics save at 50% and 75%, respectively, exclusive of the percentage chance indicated above (an artifact sword +4 would have at least a 70% chance to save). This web is usable twice per day.

**Strand of Death:** The creature (or even deity) struck by this strand is dust and

forever gone unless a successful saving throw vs. Spell is made. Magic resistance is also applicable, of course. This power is usable once per day.

**Strand of Hostility:** This strand affects any creature failing its saving throw vs. Spell. This power is usable twice per day.

**Strand of Passage:** This glowing strand lasts for +3 rounds time, and is usable twice per day.

**Strand of Sending:** Any creature touched must save vs. Spell or be sent to the time and place in the near future which poses the greatest threat to its freedom or existence. Willing creatures need not save. This power is usable three times per day.

**Web of Enmeshment:** Besides confining all creatures caught inside its 30-foot-square net to a maze, this 30-foot-square net fills victims with apprehension, making them 50% likely to attack another creature, friend or foe, upon sight. Victims must make a saving throw vs. Spell to be free of the web on the following round. This applies to magic resistance as well, but the latter is checked only initially. Thus, all creatures will be affected for one full round, at least. This power can be employed once per day.

**Web of Entropy:** This invisible web is 30' square and affects all magical energy which is within it or enters it. Each round all magic items so exposed must save as if struck by a strand of cancellation or become magicless. Spells attempted from outside or inside the web have all power drained in the area of the web. This web can be cast once per day.

**Web of Stars:** This web immediately transports Istus and all within a 15-foot radius of her to a time-space of unknown type and boundless proportions. Creatures of supra-genius intelligence can return to their point of origination. Those with greater than supra-genius intelligence can determine the actual location of other points along the web, having a 10% chance per point of intelligence above 20. The web lasts for one hour of actual time or 600 "steps" of traveling time. There is a 1% chance per point of intelligence that any creature with genius intelligence will be able to discover the nature of the time/plane, but it will require one turn (100 steps of

movement time) to study the portal. Only one attempt per individual is possible for any portal. Istus is able to cast this web once per day.

Istus can cast her strands out to 60 feet, and webs to 30 feet. The Web of Stars, however, is limited to a 15-foot radius. These strands and webs, as well as all spell-like powers of Istus, are cast at 24th level.

If Istus loses her spindle, she must return immediately to her own plane. The lost spindle crumbles into powder, and Istus cannot control fate, et al., for 30-300 days, while she remakes her magical spindle.

Istus can be hit only by +4 or better weapons. She can never be surprised. Istus can move into the future and back, instantly, once per day. Such movement will restore 30-300 hit points. All time-related spells (such as augury, divination, and time stop) are totally useless when applied to Istus in any manner. She has all of the attributes and powers typical of a deity of great stature. Istus' strange servitor is, in fact, a time elemental.

Eighty percent of the clerics of Istus are female. Those of 3rd or higher level have the ability to cast one augury spell per day. This spell is known in addition to all other spells, and does not count against the cleric's normal total of spells. Clerics of 7th or higher level gain the ability to cast a strand of binding, once per day, in a 10 foot range, with a binding duration of one round per level of the cleric. The binding can be broken only as a function of strength, with a chance equal to the character's Bend Bars percentage.

# I IZ (THE OLD)

ARMOR CLASS: -4 (-8 with cape)  
MOVE: 18"  
HIT POINTS: 165  
NO. OF ATTACKS: 1 or 2  
DAMAGE/ATTACK: By weapon type or 2-5/2-5 (+9 strength bonus)  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: +1 or better weapon to hit  
MAGIC RESISTANCE: 45% (65% with cape)  
SIZE: M

**ALIGNMENT:** Chaotic Evil  
**WORSHIPPERS' ALIGNMENT:** Evil (any)  
**SYMBOL:** Grinning human skull  
**PLANE:** Prime Material (Oerth)  
**CLERIC/DRUID:** 16th level cleric  
**FIGHTER:** Nil  
**MAGIC-USER/ILLUSIONIST:** Nil/Nil  
**THIEF/ASSASSIN:** 16th level assassin  
**MONK/BARD:** Nil/Nil  
**PSIONIC ABILITY:** III  
**Attack/Defense Modes:** All/all  
**S:**21 **I:**18 **W:**20 **D:**18 **C:**18  
**CH:**18 (-4)

In his demonic form, Iuz wields a two-handed sword +3. If Iuz strikes with his hands twice in one round, the victim is being strangled and will die in 2-5 rounds unless freed. Iuz' can expectorate once per round, in his mannikin-like form. The spittle ages the victim 1-6 years (no saving throw) and withers the area struck, numbing a member and making it useless for 2-5 rounds. His wrinkled visage has a negative charisma (-4). This causes awe (revulsion) of -55% and affects creatures with up to 6 hit dice.

Iuz's cape conveys an additional 20% magic resistance and serves as +4 protection as well.

Clerics of Iuz gain the ability to change self once per day at 3rd level.

## **N**ERULL (THE REAPER)

**ARMOR:** -6  
**MOVE:** 15"/45"  
**HIT POINTS:** 400  
**NUMBER OF ATTACKS:** 1 (10' swath)  
**DAMAGE/ATTACK:** 5-30 (save vs. Death Magic)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENSES:** See below  
**MAGIC RESISTANCE:** 100%  
**SIZE:** M (7' tall)  
**ALIGNMENT:** Neutral evil  
**WORSHIPPERS' ALIGNMENT:** Any evil  
**SYMBOL:** Skull and scythe  
**PLANE:** Tarterus  
**CLERIC/DRUID:** 16th level cleric  
**FIGHTER:** Nil  
**MAGIC-USER/ILLUSIONIST:** 16th level magic-user  
**THIEF/ASSASSIN:** 16th level assassin  
**MONK/BARD:** Nil/nil

**PSIONIC ABILITY:** VI  
**Attack/Defense Modes:** Nil/nil  
**S:**14 **I:**21 **W:**21 **D:**21 **C:**21 **CH:**-7

Nerull's scythe is equal to a +5 weapon as to hit probability. It causes instant death unless the victim struck saves vs. Death Magic. Even so, the weapon still inflicts 5-30 points of damage which cannot be magically cured save by a heal spell or similar high-level curative. Double damage is inflicted on creatures which draw energy from or are of the positive Material Plane (magic resistance, if applicable, withstanding). The scythe sweeps a path 10 feet long and 2 feet broad in an arc of about 180 degrees before Nerull. All creatures there, including those in astral, ethereal, or even gaseous form, are subject to death or damage. Undead creatures struck by the scythe blade have their negative energy drained unless they also save vs. Death Magic. Damage is inflicted if a save is made. If the saving throw fails, the undead turns to powder and its force goes to Hades, Gehenna, Hell, etc., as appropriate.

Nerull can summon three demodands in only one segment, and the demodands will appear 1-8 segments thereafter. Nerull's ebony tendrils spell creates a 10-foot diameter clump of blackness within 20 feet of Nerull. From this shoot forth 1-4 tendrils which elongate 10 feet per round. Each covers a quadrant and will grasp any creature within range. Touch causes death unless a saving throw vs. Spell is successful. Magic resistance must fail first, of course, if applicable. Each surviving victim will still be grasped and entwined by a tendril. Corrosive damage (3-18 points) will be inflicted each round until the tendril is destroyed. The ebony tendrils spell lasts one turn. Nerull is able to employ it once per day.

All of Nerull's senses, including infravision and ultravision, are of double human (or standard) norm, so Nerull cannot be surprised except by some extraordinary means. He can be struck only by +5 or better magical weapons.

Clerics of 1st through 4th level are trained to use sickles as weapons (equal to dagger in damage). Fifth and higher level clerics can employ scythe-like pole arms (treat as hook-fauchard). All of Nerull's clerics are trained so that they can be surprised only one-half as frequently as

other persons (1 or 2 on d12 equals surprise).

## **O**BAD-HAI (THE SHALM)

**ARMOR CLASS:** -2  
**MOVE:** 21"  
**HIT POINTS:** 140 (see below)  
**NO. OF ATTACKS:** 2  
**DAMAGE/ATTACK:** 3-12 +5 (+3, +2 strength bonus)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENSES:** See below  
**MAGIC RESISTANCE:** 100%  
**SIZE:** M  
**ALIGNMENT:** Neutral  
**WORSHIPPERS' ALIGNMENT:** Neutral  
**SYMBOL:** Oak leaf and acorn  
**PLANE:** Prime Material  
**CLERIC/DRUID:** 9th level cleric/15th level druid  
**FIGHTER:** Nil  
**MAGIC-USER/ILLUSIONIST:** Nil  
**THIEF/ASSASSIN:** Nil  
**MONK/BARD:** Nil  
**PSIONIC ABILITY:** I  
**Attack/Defense Modes:** All/all  
**S:**18 **I:**17 **W:**20 **D:**18 **C:**21  
**CH:**19 (24 to forest creatures)

Obad-hai can assume any form instantaneously, each once per week. When he leaves a creature form, the hit points of the creature accrue to Obad-hai if he is at fewer than 140 hit points. Such transferral never exceeds his 140 point total.

The Shalmstaff delivers a blow as if it were a +3 magical weapon. It returns as if it were summoned by Drawmij's Instant Summons spell. In any form Obad-hai can be harmed only by +3 or better magical weapons. He regenerates 2-8 points of damage per turn when in his own form.

At 3rd level clerics of Obad-hai may substitute one 1st level druid spell for a cleric spell; at 6th level one 2nd level druid spell for a like level cleric spell; and at 9th level, the same is true of 3rd level spells. Thus, at 9th level, a cleric of The Shalm can have one 1st, one 2nd, and one 3rd level druid spell (in place of like levels of cleric spells). At 12th level, such clerics gain the ability to take the form of any small woodland animal or bird. They may

use druidical as well as clerical weapons. Druidical clerics likewise get clerical spells/weapons.

The Shalm regenerates 2-8 hit points per turn when in his own form.

## OLIDAMMARA

ARMOR CLASS: -9

MOVE: 18 (special, see below)

HIT POINTS: 199

NO. OF ATTACKS: 3

DAMAGE/ATTACK: By weapon type  
+4 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better  
weapon to hit

MAGIC RESISTANCE: 65%

SIZE: M (5' 6" tall)

ALIGNMENT: Neutral (chaotic)

WORSHIPPERS' ALIGNMENT:

Neutral, chaotic neutral,  
chaotic good, neutral good

SYMBOL: A laughing mask

PLANE: Prime Material

CLERIC/DRUID: Nil

FIGHTER: 8th level fighter

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: 12th level thief

MONK/BARD: 24th level bard

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:18/76 I:18 W:17 D:23

C:20 CH:19

Olidammara's ring is a ring of protection +6.

The Kanteel has the following magical powers which are usable once per day:

- Adds 30% to the holder's charm ability (85% for Olidammara)
- Allows a charm monster ability of 25%
- Allows the holder to cast a fog cloud spell
- Allows the holder to cast a dispel illusion spell
- Allows the holder to cast an emotion spell
- Allows the holder to cast a major creation spell
- Allows the holder to cast a programmed illusion spell
- Allows Olidammara to cast a vision spell

In addition to the spells normal to his level as a bard, Olidammara can cast the

following spells as if he were a 14th level magic-user:

passwall, thrice per day

transmute rock to mud, twice per day

telekinesis, once per day

The carapace which Olidammara leaves behind is armor class +3. It can take 50 points of damage before being destroyed. Passwall spells cast under the carapace shell are 2.5' x 2' x 40.'

Olidammara's clerics hide in shadows as thieves one level lower than their clerical level. They are taught musical skills equal to those of the 1st level bard when at 3rd level, 2nd level bard at 4th level, and 3rd level bard at 6th and higher clerical levels. Finally, clerics of Olidammara gain the ability to change self at 8th and higher levels, the duration being as if the caster were an illusionist of the same level.

## PHOLTUS (OF THE BLINDING LIGHT)

ARMOR CLASS: -5

MOVE: 21"

HIT POINTS: 286

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-12 +2 (strength bonus)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better  
weapon to hit

MAGIC RESISTANCE: 85%

SIZE: M

ALIGNMENT: Lawful good (neutral)

WORSHIPPERS' ALIGNMENT:

Lawful (neutral, evil, good)

SYMBOL: Silvery Sun

PLANE: Arcadia

CLERIC/DRUID: 20th level cleric

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: 12th  
level illusionist

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: III

Attack/Defense Modes: All/all

S:18 I:17 W:23 D:19 C:23 CH:20

The Staff of the Silvery Sun strikes as a +6 weapon, and causes 3-12 points of damage (plus wielder's strength bonus, if any).

The spectrum beam which shoots from the top of the staff is 8 feet wide and 80 feet long. Any creature struck by it must save vs. Spell or be unable to remove its

gaze from the Staff of the Silvery Sun and be subject to each and every command uttered by the holder of the device. Anyone within the brilliant globe produced by the staff (except Pholtus himself) must save vs. Spell or become permanently blind. The spectrum is usable four times per day, the globe but once per day.

In addition to the usual spells known to a cleric/illusionist of the same level, Pholtus has the following spell-like powers:

**Dispel darkness:** By merely touching any area of magical darkness Pholtus is able to cause it to instantly dissipate and be unable to return/reform for 8 full turns. (As a cleric spell, it is necessary to have Pholtus' holy symbol and speak his name when using the power. Duration is 4 rounds plus one round per level of the cleric).

**Glow:** By pointing, any creature within 80 feet of the caster will be caused to glow brightly, shedding radiance equal to light in a 100-foot radius for eight rounds, no saving throw. If the caster chooses, the glow can spring forth from his (or her) own body as follows:

face +2 charisma  
eyes = light beams 40" long with a 4" base diameter

(As a cleric spell, Pholtus' holy symbol and a one-segment prayer to the Blinding Light are required. Casting time is two segments, and duration is one round per level of the caster).

**Reflect:** By means of a mystic pass and reference to the Blinding Light, Pholtus can cause his body to reflect all forms of radiation. Creatures using infravision or ultravision will be struck sightless for 1-8 segments after looking upon Pholtus, unless they save vs. Spell. If light conditions are very bright, such as in full sunlight, sightlessness will last 2-16 segments. (As a cleric spell, reflection has a duration of one round, requires three segments to cast, and requires a holy symbol of Pholtus plus use of crystal prayer beads).

Pholtus can employ each of these powers four times per day. He can gate from 1-4 monadic devas to do his bidding.

There are three ranks of the priesthood of Pholtus. These ranks are achieved in

steps of four levels. Upon attaining rank, the ability to cast the following special spells is gained:

Rank	Vestment Colors	Special Spell
Glimmering	White	dispel darkness
Gleam	White & Silver	glow
Shining	White & Gold	reflect

The special spells of lower ranks are retained upon reaching a new rank; a shining cleric can use each of the special spells once per day.

## RALISHAZ (THE UN-LOOKED FOR)

**ARMOR CLASS:** 0 to -6 (check each appearance)  
**MOVE:** 15"/30" (check each appearance)  
**HIT POINTS:** 140+5-50 (check each appearance)  
**NO. OF ATTACKS:** 1-4 (varies each round)  
**DAMAGE/ATTACK:** 1-20 +2 (strength bonus)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENSES:** See below  
**MAGIC RESISTANCE:** 71%-90% (check each time)  
**SIZE:** M (5' tall)  
**ALIGNMENT:** Chaotic (evil)  
**WORSHIPPERS' ALIGNMENT:** Any, but usually chaotic  
**SYMBOL:** Three bone sticks  
**PLANE:** Limbo  
**CLERIC/DRUID:** 18th level cleric  
**FIGHTER:** Nil  
**MAGIC-USER/ILLUSIONIST:** 9th level illusionist  
**THIEF/ASSASSIN:** Nil  
**MONK/BARD:** Nil  
**PSIONIC ABILITY:** II  
 Attack/Defense Modes: All/all  
 S:18 I:20 W:20 D:19 C:20  
 CH:8 (-1)

Ralishaz' weapon is the equivalent of a +3 weapon, but it causes 1-20 points of damage when it hits. In addition to the powers normal to an 18th level cleric and 9th level illusionist, Ralishaz has the following powers (no saving throw applicable, but magic resistance withstanding):

**Gaze:** sleep for 1-20 rounds (one creature/round, 10-foot range)  
**Touch:** ages subject 1-100 months (once per day)

**Curse:** variable (affects one creature, once per day)

- Always lose games of chance.
- Miss next luck (save or similar) chance.
- Two abilities of unequal rating change places with each other.
- Always surprised during the next 1-20 encounters

Ralishaz can be hit only by magical weapons. The strength of the necessary enchantment varies from day to day by chance:

1. +1 or better
2. +2 or better
3. +3 or better
4. +4 or better

In addition, Ralishaz can sometimes reverse the effects of attacks. There is a 1 in 20 chance that an attack affecting the deity will actually affect the attacker, and there is a 1 in 20 chance that both Ralishaz and the attacker will be affected equally.

At 3rd-6th level (roll d4), clerics of this deity gain the ability to sleep by gaze, one use/day, saving throw applicable.

## RAXIVORT

**ARMOR CLASS:** -1  
**MOVE:** 12"/15" (as mobat)  
**HIT POINTS:** 246  
**NO. OF ATTACKS:** 4  
**DAMAGE/ATTACK:** By weapon type +6 (strength bonus)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENSES:** See below  
**MAGIC RESISTANCE:** 40%  
**SIZE:** S (4' tall)  
**ALIGNMENT:** Chaotic evil  
**WORSHIPPERS' ALIGNMENT:** Chaotic evil (xvarts)  
**SYMBOL:** Hand of flames (blue)  
**PLANE:** Pandemonium  
**CLERIC/DRUID:** 8th level cleric  
**FIGHTER:** 12th level fighter  
**MAGIC-USER/ILLUSIONIST:** 6th level magic-user  
**THIEF/ASSASSIN:** 10th level assassin  
**MONK/BARD:** Nil/nil  
**PSIONIC ABILITY:** VI  
 Attack/Defense Modes:  
 S:18/00 I:18 W:18 D:20  
 C:18 CH:-4

Raxivort can hurl any knife, dagger, short sword, or similar small, bladed weapon with great accuracy (+4 "to hit"). When hurled by him they strike as if a +4 magical weapon. Raxivort's falchion also acts as a +5 weapon in his hands. The sword can be commanded to paralyze one specific type of creature. Once activated, the weapon remains active for 1-6 hours, then it is dormant for one day.

The blue flame which Raxivort can project from his left hand fans out from his palm to a distance of 20 feet, with a maximum width of 20 feet at its terminus. Creatures caught in this magical acid flame must save twice or take the full 5-20 points of fire damage. Raxivort can use this blue blaze but once every four rounds and no more than six times per day. It takes but one segment to employ the power, and it reduces his attacks by only one-half, i.e., to two rather than four.

## TRITHEREON (THE SUMMONER)

**ARMOR CLASS:** -4  
**MOVE:** 24"  
**HIT POINTS:** 163  
**NO. OF ATTACKS:** 2  
**DAMAGE/ATTACK:** By weapon type +7 (strength bonus)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENSES:** +3 or better weapon to hit  
**MAGIC RESISTANCE:** 80%  
**SIZE:** M  
**ALIGNMENT:** Chaotic good  
**WORSHIPPERS' ALIGNMENT:** Chaotic neutral/chaotic good  
**SYMBOL:** Rune of pursuit  
**PLANE:** Gladsheim  
**CLERIC/DRUID:** 9th level cleric  
**FIGHTER:** 11th level fighter  
**MAGIC-USER/ILLUSIONIST:** 10th level illusionist  
**THIEF/ASSASSIN:** Nil  
**MONK/BARD:** Nil  
**PSIONIC ABILITY:** I  
 Attack/Defense Modes: All/all  
 S:19 I:19 W:19 D:20 C:19 CH:19

Trithereon's spear, the Harbinger of Doom, is a spear +7. It can be hurled 9' and will return in the same round. The sword, "Freedom's Tongue," is a broadsword +6 which causes fear (cf. fear spell) in a 30-foot radius to all opponents



of its wielder unless a saving throw vs. Spell is successful.

The three creatures which can be summoned by Trithereon are:

**Nemoud the Hound:** AC 0; move 21"; HD 8; hp 64; #AT 1; D 4-16; SA fastens bite until destroyed; SD struck only by magical weapons; MR 30%; I 5; S/M. Nemoud is an iron-jawed creature which tracks prey as if it were a 20th level ranger. When it attacks successfully the hound locks its jaws and automatically causes 16 points of damage to its opponent each round thereafter. This creature is 80% likely to be undetected. It is never surprised.

**Harrus the Falcon:** AC 2; move 3"/30"; HD 9; hp 72; #AT 2 or 1; D 5-8/5-8 or 3-12; SD struck only by magical weapons; MR 40%; I 6; SL. Harrus is a huge bird-like creature with vision greater than that of an eagle. It can plummet at twice flying speed, and such attacks add +4 to its "to hit" probability and talon damage. After its initial talon attack, the creature uses its beak (one attack causing 3-4 points damage).

**Ca'rolk the Sea Lizard:** AC-1; move 3"/27"; HD 10; hp 80; #AT 1 or 1; D 3-30 or 2-16; SA overturns small craft; SD struck only by magical weapons; MR 20%; I 4; SL. Ca'rolk is a crocodilian reptile some 40 feet long. Its normal attack is by tail smash, although biting is quite dangerous and often done. The creature has a 25% chance to upset vessels up to its own length, a 50% chance to upset 30-foot vessels, a 75% chance to upset 20-foot vessels, and upsets 10-foot or smaller vessels 100% of the time.

Each creature can be summoned by Trithereon in one round, once per day. If slain in the course, it will take one week to reform on its own plane and so cannot be summoned during that period.

Trithereon can gate in one of each type of deva, one per round. The summoning also requires one round. It can be performed once per day.

Priests of Trithereon have tracking ability as if they were a ranger one level below their cleric level, to a maximum of 8th level.

## U LAA

**ARMOR CLASS:** -7  
**MOVE:** 9" (18")  
**HIT POINTS:** 321  
**NO. OF ATTACKS:** 2 (or 1 using hammer)  
**DAMAGE/ATTACK:** By weapon type +12 (strength bonus)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENSES:** See below  
**MAGIC RESISTANCE:** 90%, special  
**SIZE:** S (4' 6" tall)  
**ALIGNMENT:** Lawful good  
**WORSHIPPERS' ALIGNMENT:** Lawful good, lawful neutral, neutral good, neutral  
**SYMBOL:** Mountain with ruby heart  
**PLANE:** Seven Heavens — Concordant Opposition  
**CLERIC/DRUID:** 12th level cleric  
**FIGHTER:** 14th level  
**MAGIC-USER/ILLUSIONIST:** 10th level illusionist  
**THIEF/ASSASSIN:** Nil/nil  
**MONK/BARD:** Nil/nil  
**PSIONIC ABILITY:** I  
Attack/Defense Modes: All/all  
S:24 I:18 W:20 D:18 C:20  
CH:20 (24 to dwarves and gnomes)

Ulaa arms herself with a military pick +5 and a hammer of thunder bolts. The hammer can be hurled every other round to a distance of 14," for 2-8 +5 +12 (19-25) points of damage. This weapon will kill as many hit dice worth of small or man-sized humanoids as it would otherwise inflict points of damage upon large-sized opponents.

Ulaa may use the following spell-like powers, one at a time, at will, once per round:

earthquake*	glasse***
transmute rock to mud**	move earth*
stone shape***	stone to flesh**
dig***	statue*
passwall***	glassteel*
wall of stone**	summon earth elemental*

\* once per day (elemental will have 24 hit dice)  
\*\* twice per day  
\*\*\* thrice per day

When able to touch earth or stone, Ulaa regenerates one hit point per round. Only

+5 or better magical weapons can hit Ulaa. Her hearing is double normal, likewise her infravision (240 feet). She can see into the ultra-violet spectrum as well.

Clerics of Ulaa at all levels have extraordinary powers in addition to normal clerical spells:

Level	Ability
1st-3rd	infravision spell (doubles normal infravision capability).
4th-6th	dig spell
7th-9th	passwall spell
10+	stone to flesh spell

Spells are cast at the level of the cleric, only Ulaa's holy symbol and a prayer being necessary to effect them.

## WASTRI (THE HOPPING PROPHET)

**ARMOR CLASS:** -3  
**MOVE:** 18", 3" hop  
**HIT POINTS:** 129  
**NO. OF ATTACKS:** 2  
**DAMAGE/ATTACK:** By weapon type +2 (strength bonus) or 2-12/2-12 (open hand)  
**SPECIAL ATTACKS:** See below  
**SPECIAL DEFENSES:** +1 or better magical weapon to hit  
**MAGIC RESISTANCE:** 50%  
**SIZE:** M  
**ALIGNMENT:** Lawful neutral (evil)  
**WORSHIPPERS' ALIGNMENT:** Lawful neutral/lawful evil  
**SYMBOL:** Gray toad  
**PLANE:** Prime Material  
**CLERIC/DRUID:** 15th level cleric  
**FIGHTER:** Nil  
**MAGIC-USER/ILLUSIONIST:** Nil  
**THIEF/ASSASSIN:** 7th level assassin  
**MONK/BARD:** 8th level monk  
**PSIONIC ABILITY:** VI  
Attack/Defense Modes: Nil/nil  
S:18 I:10 W:20 D:22 C:19  
CH:2 (20 to amphibians)

Wastri's famous weapon is a glaive-guisarme +4. It causes 2-8 +4 +2 points of damage against small or man-sized targets, and 2-12 +4 +2 against large targets.

Wastri's croak will confuse (as a confusion spell) all creatures within 40 feet who hear the sound, unless a save vs. Spell is made. Wastri's warts enchantment will cover the victim with huge, knobby warts unless a save vs. Spell is made. The warts make it difficult to grasp any weapon (50% chance per round to drop the weapon) and the victim's charisma drops to 3. The affected individual must also save vs. Poison or fall into a dejected state similar to paralysis for 2-12 rounds.

The dampness created by Wastri reduces the effects of magical fires by 50%, and lasts 5-60 rounds. Each of his spell-like powers — croak warts, dampness — can be used once per day.

When Wastri summons creatures, the following numbers appear:

- 10-40 bullywugs, or
- 5-20 giant toads, or
- 2-8 poisonous toads, or
- 1-4 ice toads

He can summon any or all of these groups, one per turn, once per week. The creatures will appear one round after being summoned. Each will have +1 hit probability and cause an additional 1 point of damage.

The huge toads which usually accompany Wastri are AC 5, HD 5, hp 40, D 4-16.

Clerics of Wastri above 4th level are able to use a jump spell (cf. magic-user spells) once per day. Use is at a level equal to that of a magic-user of the same level. All these clerics can speak with amphibians as well.

Clerics of the goddess gain monk abilities as follows:

Cleric Level	Effective A.C.*	Move**	Open Hand Damage***	Special Abilities
1st - 3rd	10	13"	1 - 2	-
4th - 6th	9	14"	1 - 3	A
7th - 9th	8	15"	1 - 4	B
10th - 12th	7	16"	1 - 6	C
13th - 16th	6	17"	2 - 7	D
17th & up	5	18"	2 - 8	G

\* assumes the cleric is otherwise unarmored and has no dexterity bonus, for the latter does apply to clerics of Xan Yae.

\*\* assumes only normal garments and no considerable load carried.

\*\*\* damage only, no stunning or other special effects.

## XAN YAE

ARMOR CLASS: -4  
 MOVE: 34"  
 HIT POINTS: 172  
 NUMBER OF ATTACKS: 2  
 DAMAGE/ATTACK: By weapon type +6 (strength bonus)  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: See below  
 MAGIC RESISTANCE: 50% + monk's special resistances  
 SIZE: M  
 ALIGNMENT: Neutral  
 WORSHIPPERS' ALIGNMENT: Neutral, any neutral  
 SYMBOL: Lotus bloom (black)  
 PLANE: Concordant Opposition  
 CLERIC/DRUID: Nil/nil  
 FIGHTER: Nil  
 MAGIC USER/ILLUSIONIST: Nil/nil  
 THIEF/ASSASSIN: 14th level thief-acrobat (4th level thief)  
 MONK/BARD: 18th level monk  
 PSIONIC ABILITY: 1 (see below)  
 Attack/Defense Modes: All/all  
 S:18/00 I:19 W:19 D:22  
 C:18 CH:20

Xan Yae can attack once per round with each of her magical falchions. On the initial round the right sword is a +6 weapon, the left but +1. This imbalance becomes +5 and +2 on the next round, then +4 and +3, then +3 and +4, etc. Damage inflicted is weapon damage, plus strength bonus, plus the obverse of the "to hit" bonus of the sword — +1 damage if +6 "to hit," +2 damage if +4 "to hit,"

etc. Of course, Xan Yae can attack as a monk, the "Supreme Mistress of Petals," with five open hand attacks causing 6-36 points of damage and all other effects typical of such an attack.

Xan Yae has 344 psionic strength points, plus the ability to instantly restore 6-36 lost points once per day. Her psionic disciplines are:

body equilibrium    energy control  
 cell adjustment    mass domination  
 molecular agitation    molecular  
 object reading    manipulation  
 precognition    probability travel  
 suspend animation    telepathic projection  
 aura alteration

All disciplines are practiced at the 16th level of mastery.

## ZAGYG

ARMOR CLASS: -2  
 MOVE: 18"  
 HIT POINTS: 121  
 NO. OF ATTACKS: 2  
 DAMAGE/ATTACK: By weapon type +6 (strength bonus)  
 SPECIAL ATTACKS: See below  
 SPECIAL DEFENSES: +2 or better weapon to hit  
 MAGIC-RESISTANCE: 70%  
 SIZE: M  
 ALIGNMENT: Chaotic neutral (good)  
 WORSHIPPERS' ALIGNMENT: Any (none known)  
 SYMBOL: Rune of madness (insanity)  
 PLANE: Prime Material/Concordant Opposition  
 CLERIC/DRUID: Nil  
 FIGHTER: 8th level fighter  
 MAGIC-USER/ILLUSIONIST: 18th level/10th level  
 THIEF/ASSASSIN: Nil  
 MONK/BARD: Nil/nil  
 PSIONIC ABILITY: III  
 Attack/Defense Modes: All/all  
 S:18/00 I:23 W:17 D:22  
 C:19 CH:18

Zagygy has the attributes and abilities normal to a demi-god. He can be hit only by +2 or better weapons.



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