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Best of Greyhawk VIII

**Edited by
Nathan E. Irving**

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By Tal Meta

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What is the Best of Greyhawk?

The following was written by LeoDiB, who compiled the original 5 volumes of the Best of Greyhawk.

The Best of Greyhawk is a compilation of selected posts and articles from the Greyhawk folders in the TSR Worlds section of the TSR Online message boards.

Although each folder is filled with informative campaign expansions for WoG, most of it is the usual collection of chat and debate on interesting, but not necessarily relevant issues. For that reason I have decided to begin a project of reviewing each of the completed folders and select various posts and articles that I feel best expand the WoG beyond that which TSR has produced. This is done, in my own small way, to help keep WoG alive and perhaps convince TSR of the error in their decision to discontinue Greyhawk by showing all of us the enormous possibilities that still exist.

Finally, let me say a word about the authors. They are the true heroes of Greyhawk because they indeed keep WoG alive for the rest of us who have neither the time or creative abilities to develop some of the truly outstanding work found in each folder.

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FOREWORD

Nell's Notes:

My criteria for the Best of Greyhawk differs somewhat from LeoDiB's. I am not overly concerned with length (as some of you may have noticed), and a folder filled with worthwhile posts will have a correspondingly long B.O.Gh.

The other criteria remain unchanged: usability by as many gamers (Greyhawk or otherwise); "new" issues untouched by TSR, including the development of cities, towns, and countries; a mix of topics and authors (though some manage to write a piece of almost everything!!); and my personal favorites.

As before, I've made minor editing and spelling corrections when I noticed them. Suggestions, comments, and criticisms are always welcome.

Enjoy!
Nathan Ellis Irving, Editor
(2/17/97)
nellisir@mediaone.net

The Best of Greyhawk #8 was composed in 10-pt Times New Roman, with 1" margins.

AL-QADIM

THE ENLIGHTENMENT OF THE BAKLUNISH

By Psychlops

Subj: The Wisdom of Fate

Date: 95-10-09 22:41:01 EST

I think that the gods of Zakhara can make good additions to the Baklunish pantheon of Oerth, but this says very little about the religious philosophy of Al-Qadim. The clerics of Zakhara don't center their religions around individual deities, but around forms of worship. These practices are generally held to have originated with the Loregiver who first brought Enlightenment to the Land of Fate, and the role of this prophetess is essential to Zakharan culture. She may have been a figure something akin to Helen of Troy, a maiden so "beautiful" that men, genies, and even gods (and goddesses?) warred over her. Perhaps she figured in the events that culminated in the destruction of the Baklunish and Suloise empires. If so, it would be ironic and somehow fitting that she be also the revelator of the Baklunish civilization that would succeed the empire.

It is said that the Loregiver recorded the Wisdom of Fate on a series of scrolls that were hidden until the time Fate had allotted for their discovery. In Zakhara this discovery was made approximately five centuries ago. The unearthing of the Sacred Scrolls of the Baklunish Loregiver would probably have been more recent. The cultural changes fostered by Enlightenment would still be occurring in the civilized Baklunish nations, and the Scrollkeepers may still be interpreting the fundamental message of Enlightenment found in the Loregiver's writings. (There may even be "Dark Scrolls" that the Scrollkeepers, in their wisdom, have chosen not to reveal...) This would be a time of great changes, and possibly great peril, as the philosophy of Enlightenment finds adherents among the priesthoods of the Baklunish gods.

Worship of Istus would obviously not be in accord with Enlightened theology. Her divinity is either unapproachable to the new faiths, or her worship too tainted with the hubris of the Old Empire. It would also be necessary to assume that Istus has authored the Enlightenment that removes her from the pantheon, and that the other deities have concurred with her decision. While Istus may be elevated above the pantheon by Enlightenment, the other deities would be limited in their areas individual expression by a philosophy that reduces them to servants of Fate. Though they may have agreed to this bargain in ages past, they may not now wish to pay the price of Fate. Will there yet be one last rebellion of the gods?

Just a thought,
Psychlops

IMPERIAL KEOLAND: A TIMELINE

(Clarifying the Short War and the Small War.)

By HalberKill

Subj: Re:Short War and Small War

Date: 95-10-22 11:02:08 EST

Here are my notes on the Imperialistic Phase of Keoland, based solely on what i have culled from various books with no personal campaign pollution:

350cy-Beginning of Keoish Imerialism

350-360cy-Keoland pushes into Ket, but is later beaten back because of losses at the Battles of Molvar and Lopolla.

356cy-Keoland at peak, continuing it's imperialistic phase, attacks Verbobonc and Veluna.

360cy-The Short War-Furyondy allies with Veluna and removes Keoland from Velunese soil.

361cy-Ulek States expel Keoish garrisons from their lands because of Keoland's war with Veluna.

400cy-Keoland founds Littlemark(Bissel).

438-441cy-The Small War-Keoland vs.Furyondy/Veluna; Ends Keoish influence in Veluna, Bissel is lost from Keoland to Furyondy. In the aftermath, Keoish satellites(Gran March, Yeomanry) become increasingly independent.

447cy-Yeomanry closes off Keoish rule and gains independence.

450cy-Keoland conflicts with Geoff.

453cy-Keoland-Sea Princes War- Ended Keoish Imperialism at the Battle of Jetsom Island. Large part of southern Keoland lost to Sea Princes. Keoland's King Tavish III killed in the Seige of Westkeep.

454cy-Keoland changes it's imperialistic policies under King Tavish IV by freeing the Ulek States and making peace with the Yeomanry.

...notice that there is a SMALL war and a SHORT war that happened at two different time periods, and if anything most people confuse the names of the wars and veiw them as one, being that they were both between Keoland and Furyondy\Veluna. Though sloppy editing and failure of effective and comprehensive communication of these things are at fault also.

As for the Pale:

356cy-Ruling House of Rax divided, junior branch seceeded and formed Nyronnd, which consisted of modern day Nyronnd, Pale, and Urnst.

358cy-Nyronnd accepts Urnst's and Pale's independence at the Council of Rel Mord.

VECNA: BAD TO THE BONE

(Now Iuz is going to want a theme song too...)

By Sabretore

Subj: Vecna: Bad to the Bone

Date: 95-10-26 18:50:56 EST

Here's my vote for favorite villain. To the tune of *Bad to the Bone* by George Thorogood and the (Delaware) Destroyers.

On the day I was born, the clerics all gathered round,
And they gazed in shocked horror, at the villain they had found.
The head cleric spoke up, said leave this one alone.
They could tell right away, that I was bad to the bone.

Bad to the bone. Bad to the Bone B-B-B-Bad (3times) Bad to the bone.

I stilled a million hearts, before the rise of Iuz.
I'll still a billion more, before I am through.
My hand and eye, pretty baby. They're yours n yours alone.
I'm here to tell you, honey - They'll make you bad to the bone.

Bad to bone. B-B-B-Bad (3times) Bad to the bone.

I make Zilchus beg. I make Pholtus steal.
I make Istus blush and I make Ehlonna squeal.
I want your soul pretty baby, yours and yours alone.
I'll give you power. You'll be bad to the bone.

B-B-B-Bad (3times) Bad to the bone.

Now, when I walk Oerth, Iuz steps aside.
Every paladin I meet, they all give up their lives.
I wanna tell you pretty baby, I'll make the Flaneass my own.
And I'm here to tell you honey, that I'm bad to the bone.

Bad to the bone. B-B-B-Bad (3times) Bad to the bone.

Cheers:)

Sabretore

OVERVIEW OF THE FLANAESS

THE BANDIT KINGDOMS & STOINK

By Iquander

Subj: Bandit Kingdoms/Stoink

Date: 95-11-07 16:21:37 EST

A LOOK INTO THE GLORIOUS TOME KNOWN AS THE CANONSAVER (tm)

The following is information I've been able to dig out of various official TSR sources, namely the Dragon Magazine article "Where the Bandits Are," by Kim Mohan in issue #63, and "Saga of Old City," by Gary Gygax. Though I can't reproduce it here, the Dragon article had a map of the Bandit Kingdoms (which was ignored by Carl Sargent in *Iuz the Evil*, where the kingdom of Redhand has been absorbed into the Shield Lands).

Note that almost all of this information will have changed for those running a post-wars campaign. Also worthy of note: there is some evidence that the city of Stoink, detailed below, is called "Wasp's Nest" by its inhabitants. This comes from the fact that Gygax himself planned on developing the city-state, although the product, if it was ever started, was never released.

BANDIT KINGDOMS: Also called the Combination of Free Lords.

Warfields: Guardian General Hok (F 11); Cav 300, Inf 500. Once openly co-operated with the Hierarchs, later subjugated by them.

Wormhall: Baron Oltagg (F/T 4/9); Cav 150, Inf 400, H (gnolls) 100. Once openly co-operated with the Hierarchs, later subjugated by them.

Freehold: Master Eab Huldor (MU 9); Cav 350, Inf 800. Once openly co-operated with the Hierarchs. Aided in defending the land from Hierarch incursion in the autumn of 578.

Abbarra: Rhelt Kor (As 10); Cav 400, Inf 600. Once openly co-operated with the Hierarchs. Kor's troops were among those responsible for halting the Society's progression into the lands of the Free Lords in the autumn of 578.

Tangles: Earl Reynard (bard 8, fr/thief 6/7); Cav 200, Inf 550. Aided in the defense of the Kingdoms that halted the progression of the Horned Society into the lands of the Bandit Kingdoms in the autumn of 578.

Rift: Plar Lintoff (thief 13); Cav 150, Inf 350, H (gnolls) 200, (bugbears) 50, (ogres) 10.

Reyhu: Tyrant Celdro (F 10); Cav 300, Inf 700. The coat of arms of Reyhu is shown on the inside back cover of the 1983 Guide to Greyhawk.

Redhand: Prince Zeech (C/F 5/8); Cav 100, Inf 300. In 578, Zeech launched a major action against the Duchy of Urnst in which naval forces attacked the land just east of the Cairn Hills, pillaged the area, and then left.

Artonsamay: Duke Nebon Gellor (F 9); Cav 250, Inf 250. Related somehow to the Countess Belessica of House Gellor, ruler of the County of Urnst. It is also likely that this individual is related in some way to Nelbon Gellor, companion to Gord the Rogue.

Stoink: Boss Dhaelhy (F/T 8/5); Cav 200, Inf 650.

Dimre: Szek Winvid (C 10); Cav 300, Inf 550. The coat of arms of Dimre is shown on the inside back cover of the 1983 Guide to Greyhawk.

Johrase: King Selnon (F 11); Cav 350, Inf 550. The coat of arms of Johrase is shown on the inside back cover of the 1983 Guide to Greyhawk.

Midlands: Graf Venholtee (C/F 3/7); Cav 200, Inf 450.

Greenkeep: Lord Yanboli (half-elf F/M/T 5/5/5); Cav 150, Inf 600.

Rookroost: Plar Teuod Fent (Ill 9); Cav 250, Inf 450. The coat of arms of Rookroost is shown on the inside back cover of the 1983 Guide to Greyhawk.

Fellands: Lord Avaerd (F 10); Cav 300, Inf 850, H (orc guards) 100.

Groskopf: Baron Skiven (F 11); Cav 150, Inf 300, H (ogrillons) 50. Ceded the land between the Griff Mountains and the Zumker River to Tenh as part of a treaty between the two nations in 578 CY. The coat of arms of Groskopf is shown on the inside back cover of the 1983 Guide to Greyhawk.

STOINK

An Aerdi military outpost at the height of the Great Kingdom, Stoink grew eventually to the status of a town. When the expansion of the Empire of Aerdy stopped, the locale became a bastion against invaders. A wall was erected around the perimeter of the town and it became a garrison. After the empire began to crumble, Stoink became more independent and, cut off from its supply lines to the southwest, eventually took to banditry as a means of self support.

The town proper held 12,000 people, and with those living in the adjoining suburbs, Holdroon and Ratswharf, the population was brought to 14,000, including merchant caravans. The symbol of Stoink was a white field embellished with an azure bend, and a golden spear superimposed above all.

The city, actually a city-state, was ruled by Boss Dhaelhy, Lord Mayor of Stoink. Gord lived for a time at The Three Gables, an inn in the western portion of Stoink.

The city was split into nine "wards". In the Norward, one could find the Thieves' Guild between the Slave Market and Stonegate, the eastern entryway that also divided Stoink's Claybrick Ward from the administrative Greatward complex. Safe street was a thoroughfare linking the fortress area of the city's lords with the bustling slave bazaar to the north. Some streets leading to the slave marketplace: Safe, Joy, Shackle. Also a place called Crook Street near the Thieves' Guild. Onglewood and Blore were two eastern wards. Also, Ratswharf might be another, though perhaps it is merely a district.

The city thrived upon the sale of stolen goods and the trade of slaves, as well as the manufacture of tanned leather goods. Gates opened from dawn to dusk, after which all large groups of foreigners were escorted to the suburbs. Within the walls, entertainment could be found on Serpent Lane and Suggil Way.

The Horn and Haunch, in Holdroon, according to Gellor, was the best tavern in the urban area. Run by a friendly proprietor named Tubb, the Horn and Haunch frequently found a large variety of wealthy customers.

Nearby, one could find the Double Dagger, a much less reputable tavern frequented by a lower breed clientele than the Horn and Haunch.

The city had an extensive system of tunnels and escape routes beneath the streets. One such tunnel led from the Boss' Palace to the Ratswharf, near Tannery Street and the UMBER Stream (near the docks), upriver (Artonsamay) from the Ratspool, the place various small ships and barges were moored. This river flowed to the south.

Palace: The boss ruled from a fortresslike palace/compound that also housed Stoink's government on Hall Street. This street bisected Safe Avenue. The palace was built on a small hill, a large stone outer wall encasing a twenty foot high inner wall. Between the walls, a small park acted as a buffer. There was a great tower in the southwest end of the palace proper. This tower reached up about ninety feet. Thirty feet below rested the highly steeped roof of the great hall. The place was guarded by the Constabulary Guard.

Commander Oakert: Former chief of spying for the boss, Oakert was relegated to night watchman in charge of the palace detachment of the Constabulary Guard after his failure to recognize the plot of the Hierarchs in Flatchet's army.

Corporal Mender: Highest ranking member of four guards Gord discovered at play with a pair of dice during their duties as watchmen of the palace.

Sergeant Melson: Called "Black" Melson by his comrades, this intelligent and imposing figure guarded the entrance to Evaleigh's quarters within the fortress.

Thieves' Guild of Stoink

Stoat: Doortender to the Guild Headquarters on Safe Avenue, Stoat at first confused Gord for an easy mark when the latter attempted to join the guild. After a brief tussle in which Gord succeeded in making Stoat look the fool, Gellor admitted Gord into the guild.

Gellor: High level bard. One-eyed and possessive of a commanding presence matching that of Arentol of Greyhawk, Gellor held a high status in the Stoink Guild. A master of disguise and a crafty thief, Gellor also posed in the court of His Noble Grace Dunstan, Lord of Knurl as General Lord Nelbon Gellor, though curiously with both eyes.

As Nelbon Gellor, he acted as an agent and spy for King Archbold of Nyrond, though his true liege was his cousin, the Countess Belissica, of the County of Urnst. In fact, he even acted at times for his more distant cousin, Karl. Under this guise, he wore a magical ocular that allowed him True Sight. Gellor was given a magical sword with a combat-invisible blade as a bribe from Dunstan.

Uve Paulic, Assistant Guildmaster: Paulic, upon Gord's acceptance into the guild, enumerated the many

conditions and rule of thievery in Stoink.

Fake Soldiers: Minions of the Horned Society paid to embroil the people of the Eastern Kingdoms in a war with the Tenha Host in order that the Hierarchs could secure their positions in the newly captured territories of Warfields and Wormhall.

Flatchet: Captain. Presumed dead when building in which he was sleeping burnt to the ground.

Taw: One of two lieutenants dispatched to the Double Dagger. Killed by Gellor.

Swutch: One of two lieutenants dispatched to the Double Dagger. Killed by Gord.

Boss Dhaelhy, His Authoritative Lordship of Stoink: Very interested in instituting Stoink as primary amongst the Association of Free Lords, with himself at the head, of course. Lived in a palace (possibly in Holdroon) with gardened courtyards.

Lady Evaleigh: Hair of pure platinum and violet eyes bespeaking elvish heritage, Evaleigh lived in semi-captivity in Stoink for a time, where she met Gord and Gellor, honored guests at the table of Boss Dhaelhy. She was a charge of Dhaelhy's, often distant and unconcerned over the state of affairs in Stoink. Daughter of Dunstan, Count of Blemu and Lord of Knurl. Dhaelhy held her captive for a ransom of ten thousand orbs. Without a response from her father, Evaleigh feared that she would be sold to Plar Teoud Fent, of Rookroost, who had offered treasure and alliance.

Evaleigh had been taught a small amount of magic by her great-great-grandmother, who also gave her a magical flat milky crystal she wore around her neck. This was in the shape of a bird with its wings folded down as if to protect something before it. This acted as an Amulet of Protection Against Location and Detection. She gave this to Gord upon his departure from imprisonment in Castle Blemu.

PANTHEONS OF THE FLANAESS

PRIESTS OF HEIRONEOUS & HEXTOR

By Deathleaf2, with additional by Psychlops

Subj: Wholey Empty Batman!

Date: 95-11-15 23:19:48 EST

Morning

WOW?!?!?!? This is not good. This is the first time in many many moons that there have been no new posts after a few days. *sigh* Fine, great, Go ahead, make me post something then! Jeeze..... =)

The following is presented as a pair of possible clergy ideas. They are fleshed out a bit more, and substantially different from the normal clerical classes in many ways. I hope I managed to keep a bit of the normal Oerthian/Greyhawkian flavor about them, but I dunno. Comments and thoughts can be passed along, and as long as they are not too vile, will be appreciated. =)

I have versions of this for several other gods..... like maybe 10 or 15. Some of this is taken from EGG's Dragon articles, 1983 Greyhawk, and some 2nd edition stuff. Oh and some of the format is from the 1988 Greyhawk Adventures,... written with affection by the recently cursed Jim Ward. (never did figure out why so many people on here are so angry with him.....wanna clue me in..... GENTLY =) I hate getting yelled at. wink)

Deathleaf2@aol.com

p.s. some of this is also from past notes and suggestions from BluSponge, Qsamantha, and I think Chaos28 ? I dunno,... I forget where all these things come from, so if you see something in here that is yours, claim credit for it.... if you like it that is =)

History:

There is a great emity between Hextor and his half brother Heironeous. Legends differ upon the details of their last friendly encounter, but the basic story is agreed upon by both clergies. Heironeous had foolishly fallen in love. Not with another divine being, but with an elvish lass of but 120 years. For 100 years, Heironeous courted her, and finally, she agreed to be his consort. Hextor was a bit jealous of Heironeous's happiness. Always a bit slower, a bit less handsome, a little less skilled, a bit less appreciated by the other imortal beings, Hextor began to hate his better half brother. A follower of Law and Goodness, Heironeous seemed to be able to do no wrong. Hextor, a believer in Law also, sought to obtain many of the same followers of Heironeous, but was unable to do that as well either. When the mortal elf, and the deity Heironeous were about to become lovers, Hextor struck, the hate in his soul twisting him and strengthening him.

With an envenomed fork, he stabbed the bride in her back, moments before a ceremony. Almost did he make his escape, when Heironeous entered the room. The fight that followed was short and brief, and would have been the end of Hextor had Nerull not stepped into the scene. Showing himself for only an instant, the Reaper snatched the still hovering spirit of the Elf, and began to drag her down to the netherworld.

Heironeous caught a shadow of his love being taken away, and fled after her, abandoning his half-brother's unconscious form. While the love-struck god searched for his bride to be, Hextor fled, but was confronted by a quorem of other powers of Evil. Incabulos, Erythnul, Nerull, and a spark or shadow of Tharizdun caught and held Hextor, and offered him power, if he would continue down his choosen path of evil. Hextor agreed, and these Lords of Evil changed and altered him, giving him not only the 4 extra arms, but his new gruesome appearance with those arms, and his lust for war.

No longer simply a Power of Fitness and Conflict, his nature turned towards Discord, and War. Now he was able to nearly equal his half brother in power, and had an option for his own followers. Those of War and Evil.

HEXTOR Lesser God - War, Discord, Conflict, Fitness

Symbol : Six Red Arrows Fanned to Point Outwards

WA: LE, LN, NE

RA: Black robes with White skulls

AEX: 5% normal, 10% Speciality

Unholy days: All nights before a major war or combat. Last Godsday of any month. New Moons on the last

Godsday of any winter or summer month are considered Very Unholy, and Special blood sacrifices are often obtained (typically the weak and helpless, as well as the most powerful and good possible).

Blades of Hextor are the evil and paranoid clerics of this malignant god. Blades are warriors of evil first, and clerics second. Many of Hextor's clerics are multiclassed or dual classed fighter clerics. The specialties which Blades can become are Blades of War, normal clerics, Night Blades, and Flind or Gnoll Curs. Blades of Hextor, no matter what their specialty, can use a handful of additional weapons, scimitar, fork, flail, morning star. Hextor dislikes women, and thus restricts their membership to but a few dozen of the most potentially powerful. All Blades are powerful fighting machines, and because of this also have difficult requirements for the privilege of being a Blade.

Places of Worship are grim, dark, and bloody. Major shrines and temples are usually built on some field of slaughter.

His Blades wear black robes, adorned with white skulls or gray visages embodied upon them. Only the higher level priests have arrows of hate and discord in red, lower level clerics being permitted gray ones.

Much chanting accompies all ceremonies honoring Hextor. Wind instruments sound discordant tones, shouts and screams are voiced, and iron weapons are struck together during these ceremonies. Sacrifices of good and innocent creatures are considered important for Hextor's happiness. A peculiar instrument, with a great many heavy and damaged bells, metal plates, and fixed reed instruments is often played, but this is only in the larger temples as it is quite large, and quite gruesome. Blood is often poured upon the instrument, as well as scraped rust, in order to attract Hextor's favors. Weapons of foes, gems and furs are often sacrificed also, especially during the Blades of War 's Living Pyre celebrations. Under normal circumstances, cities which have these rites within them are not the friendliest of places, and nicer towns that do have these temples within their boundries, don't know about them.

The three sects are well used by Hextor. The War Blades are the chief fighting aspect of the church, and are often assigned to defend locations or creatures. They also act as the generals and leaders of great armies of evil, or as the heads of great bloody military states. Revenge also causes a great many people to turn to this god. Normal Blades are the leaders of the church, the chief explainers of Hextors doctrine, and the greatest schemers. Often they are powers behind the throne. The final branch are the Night Blades. Their thief abilities and fighting skills make them skilled assassins in a world with so much chaos. They also act as indirect enforcers of the Blade's and Hextors will.

BLADES OF HEXTOR

Normal clerics or Blades of Hextor receive some blessings from their god. These clerics can wear any armor, but tend to shun the flashier sorts, such as full or field plate. They may also use shields.

These clerics can attempt to turn undead, and after 3rd level will always succeed in turning skeletons and zombies. After 7th level, they can force these creatures to obey them, and can control one for every level they have. At 10th level, they can control up to 3 times their level of hit dice of these undead.

They have access to the Major spheres of : All, Charm, Combat, Protection, Healing reversed, and Necromatic. They have intermediate access to the spheres of Healing, Summoning, Creations, and Divinations.

These priests are trained in the arts of assassination, so that at the gaining of sixth level of clerical ability, one level of assassin ability is also gained. Thereafter, every two levels of advancement in clerical skill means one level of gain in assassin ability. The maximum level attainable in this ability is 6th, which is reached by a cleric upon attaining 16th level in that class. Unlike the other sects of Hextor, these clerics do not learn the two weapon fighting style. They have a lesser emphasis on the physical aspects of Hextor, and more upon the discord and conflict which can arise behind the scenes and before wars.

BLADES OF WAR

Blades of War are the deadly fighting machines of Hextor. They cannot turn undead but can attempt to control them at one level below a normal cleric's turning table, but cannot become more skilled than a 7th level cleric.

Blades of War are allowed access to the Major Spheres of: All, Combat, Protection, Guardian, Intermediate access to Healing (reversed) and Minor Access to: Healing, Creations, Elemental Earth, Necromantic.

They are allowed to wield the short sword and scimitar, in addition to other allowed weapons such as club, flail, and morning star. These clerics can wear any sort of armor, but again, they tend to stay away from the flashier armors, except during special ceremonies. Blades of War do not get strength's above 18, nor Con. bonuses, but they do get specific training in the use of multiple weapons. They do have d10 for hit point determination like fighters but

do NOT have multiple attacks at higher levels, nor can they specialize in weapons. Blades of War use the Fighter's table for purposes of combat at one level reduced.

Blades of War are taught how to use two weapons, an an attempt to emulate their god. How well they fight in this two handed style is dependent both on their level, and their dexterity.

Dex	Modifications(Primary,Secondary)		Level	To Hit (P,S)	#ATT/round
	To Hit Prim.	To hit Sec.			
18	0	0	1st - 3rd none	3/2 2P 1S	
17	0	-1	4th - 6th	+1/+0	3/2 2P 1S
16	0	-2	7th - 9th	+1/+1	2/1 2P 2S
15	-1	-3	10th - 13th	+1/+2	2/1 2P 2S
14	-2	-4	14th - 18th	+2/+2	5/2 3P 2S
13-11	-2	-5	19th +	+2/+3	5/2 3P 2S
10-9	-3	-6			

Blades will typically choose the combinations of Scimitar or Flail and Short sword or Club. At 3rd level, the cleric must decide what weapons he will learn to use in this two weapon fighting style. After this decision has been made, the cleric cannot rechoose. For means of combat, these clerics use the same tables that fighters use, at one level lower, or 1st level. Thus Blades of War are rather dangerous opponents in combat. These Blades enjoy combat to an extreme.

They also love subtlety and stealth in using their weapons. Poison is just another tool to be used, and as often as possible. Their god requires them to war often, and sacrifice often. Sacrifices can take the form of weapons from foes, precious metals, gems, furs or spices, and a curious practice known as a living pyre.

Living pyres are creatures given many gems and precious items, that are then chained to a great steel ring, and set aflame. As they run about, flaming and burning, the Blades try to lunge in and pierce their eyes with a sword, or staff. If a blade can do this cleanly, then for the next five months, he has an additional +1 to hit and damage as a bonus from his god. This attempt can only be made once each time a pyre is lit on one of two Special Holy days each year. There is a -10 chance to hit associated with attempting to hit a flaming, writhing, creature in the eye alone. Plus, there is a 10% chance that the cleric himself will be set aflame from the constant tossing of hot oils and torches that the other clerics hurl at the Pyre.

Many Blades are often injured or burned. Scars, however, are considered a gift of their God, so the disfigurement is considered a sign of honor.

Blades are required to turn over up to 50% of their wealth to their god. Any Blade caught hiding their fortunes will be slain by the other Blades, and this treasure is considered acceptably sacrificed, and thus already unholy. Since it is now unholy, the treasure can be kept by the Blades. Thus they are always watching for some sign that another Blade may be withholding some goods, in a greedy effort to increase their own stash.

NIGHT BLADE

Night Blades are Hextors clerics that engage in the art of theft and assassination. Evil and demonic they are, and they love their work. Like Blades of War, they also can be skilled in the art of two weapon fighting, but the weapons they are allowed are different. Dagger, short sword, scimitar and flail can be used dual handed. Also, Night Blades enjoy the abilities of both assassins and thieves, to a lesser extent.

Night Blades have access to the following Major Spheres: All, Charm, Creations, Protection, Healing-reversed and Minor access to Combat, Summoning, Divinations. These Blades are unable to turn undead.

These priests can wear any lesser armor, such as chain, ring, studded leather or padded. They will rarely use a shield, but they are allowed. Any armors heavier than leather will adversely affect the character thieving abilities. Oil and poison use is an accepted and in some cases, revered practice. These clerics use the normal clerical tables for combat, and have d8 for hit dice.

Night Blades can receive assassination abilities as an assassin of 4 levels lower, up to the 10th level, starting at the 5th level. These abilities include the % chance for a properly executed assassination, and knowledge of poisons. Night Blades begin their careers as skilled as a first level thief in his particular arts. (Open Locks, Find Traps, Remove Traps, Move Silently, Hide in Shadows, Hear Noise, Climb Walls, Back Stabbing) However, unlike a thief, this Blade must be a Priest first, and thus must choose each level to advance in only two categories as a thief would. (1st edition thief)

Thus if the Blade chooses to advance in Find traps and Hide in shadows, his skills in those categories will advance to those of a second level thief, while his other skills would remain at their first level percentages. At 3rd level, the Blade might choose to advance his Hide in shadows again, but this time, choose to advance his backstab bonus, which would then be moved up to a second level thief's, while the hide in shadows would become equivalent to a 3rd level thief's, but his other abilities remain at their previous percentages.

The Night Blade has the choice to give up a weapon proficiency in order to obtain the chance to rise one level in 3 categories. Two of these categories raises can be used together, i.e. the Blade could become more skilled in only two categories, increasing two levels per category, but no more than two levels can be gained per Blade level increase.

Blades are granted additional spells from Hextor if they have followed his teachings properly. If Hextor notices any of his clerics behaving in a poor way, then he will first remove these special spells from their lists of active prayers. Further diversions from his teachings will result in a complete loss of all spell privileges, and if no atonement is made, a bounty will be placed upon the head of the ex-cleric by Hextor.

The following is a short collection of known unique prayers to Hextor. These incantations will only be granted to his clerics if they are doing well in their tasks. They also cannot be prayed for more than once per day, each.

Additional Spells Granted to Hextors clerics: (note these are not in addition to normal clerical spells)

Name: **VEIL**

Level: 2

Sphere: Creations/Combat

Components: VSM

Range: 12"

Casting Time: 2 seg

Duration: 8 rounds, + 1 round /level

Saving Throw: neg

Area of effect: 4" radius globe

This spell is an version of Darkness, with several differences.

First, it's length is much shorter, it's size a bit greater, and the darkness created will not affect the caster, only those in the area of the spell. All those in the area are rendered blind while in the area, save the caster. When they leave the are, normal sight is returned. The area need not be a fixed location, and the spell can be cast upon a creature, essentially blinding it, unless a save vs magic is successful.

The caster will see the area affected as a light grey cloud, a tiny bit darker than the surroundings, but easy to see through. All others will see the sphere as a swirling pitch black cloud, with an occasional white skull swirling to the surface to grin, and then vanishing again into the inky globe. Characters affected are essentially blind, with all the combat modifiers usually associated with that occation.

Name: **SKULL SPIKES**

Level: 3

Sphere: Combat

Components: VSM

Range: 10 "

Casting Time: 1 round

Duration: 4 turns + 1 turn/level

Saving Throw: 1/2 + special

Area of effect: 10+1ft/level by 10ft+1ft /level square

Skull Spikes conjures up an area of tiny grinning skulls, each with a short poisoned spike sticking from the head. Creatures wandering into the area risk stepping upon 1-6 of these tiny pains per round they are in there.

Each spike does 1-2 points of damage, plus a poison modifier. Not all of the spikes are poisoned however. A saving throw vs magic will determine if a spike is poisoned, and a save vs poison will determine if the creature is affected by it. If affected, the creature takes an additional 1-6 points of damage from the poison.

Note, heavy soled shoes will reduce the number of skulls stepped upon by 3, but will not remove the threat completely.

Name: **IGNORE**

Level: 3

Sphere: Charm

Components: VSM

Range: 0

Casting Time: 3 seg

Duration: 4 turns + 1 turn /level

Saving Throw: Special

Area of effect: one creature + 1 creature/4 levels of caster.

Ignore is very much like an invisibility spell. When cast, all creatures will ignore the normal actions of the characters affected. Thus, walking along a street, a character so affected would be ignored, and forgotten by most

creatures. If asked specific questions by other people about the enchanted character, those that saw him would have no knowledge of the encounter. A merchant would not realize that he had just sold something to this character, a bar maid will walk right past the booth that the character is sitting in, and the angry orc tribe chasing the character will run right past him, not even noticing the character. Priests can thusly 'case' an area prior to attempting a major theft, or assault, and never be spotted.

A few exceptions to this spell exist. First, if the observer has an intelligence or wisdom score above 16, they are allowed a save vs spells to realize that the priest should not be there. Convincing others of this fact however, may be a major undertaking.

Second, creatures with 9 or more hit dice may detect the character, and notice something is wrong, prompting a save.

Third, attacking a creature will cause the priest to be noticed, and the spell instantly broken for all those that saw the attack, or felt the attack.

Other special circumstances also exist. This spell is not often granted to Hextors clerics, unless they are planning something special, such as an infiltration, or assassination attempt.

CUR BLADES

Cur Blades are the Gnoll and Flind worshipers of this dark god. Cur's can become up to 7th level Clerics, or 6th level witch doctors. Curs can use Maces, Flails, Short Swords and other weapons typically allowed to Clerics; Flinds can use Flind Bars also.

Curs have Intermediate access to the spheres of: All, Combat, Charm, Healing, Protection; and Minor Access to: Summoning, Necromantic. Flind Curs have further access to the Major sphere of Elemental Fire and minor access to Plant. Curs are powerful workers of evil amongst the humanoid races, and strive to maintain that vicious outlook.

Curs can also become proficient in the two weapon fighting style, using the same staves that a normal Blade would use, but can only learn to use a mace and short sword. They use the normal combat tables for monsters, instead of that for clerics.

Curs are rarely the leaders of tribes, but instead work from the sidelines to manipulate their commander. Flind Curs are frequently the war masters of their tribes, and maintain an order almost unheard of among humanoids. Often these Curs will lead or mastermind large scale humanoid invasions of gnolls, kobolds, bugbears and flinds, as Half-Orcs frequently command vast orcish, goblin and hobgoblin war bands.

Curs however, must pay a vicious and deadly price for their powers. Each week, they must sacrifice at least one human or good humanoid for every level they have. Plus, each month, they must find and slay a humanoid champion of equal or greater ability to their own, and then, in a grisly ceremony, must drink their foes blood, mixed with toxic herbs. A save vs. poison is then made, at -1 due to the strong effects of the poison. If the save is missed, a second save is required. This is to determine if the poison has weakened the Cur, (if he fails the save), or if it has simply made him nauseous from the experience. If the second save is failed, the Cur loses all experience points that he has gained since his last level rise. These experience points cannot be regained until the Cur has apologized profusely to Hextor for failing in this test. If the Cur passes the first saving throw, then he must make another save vs poison at -3. This time, failure presents no drawbacks, but success grants the Cur an additional +1 to hit and damage for the month, as well as an additional spell per level, as a sign of Hextor's blessings.

Curs must sacrifice up to 40% of all their acquired treasures to Hextor every year, unless the treasures are used to show Hextor's magnificence, or prepare the tribe for war.

WOW, bet no one was able to read through that whole thing in one long boring sitting. Maybe I'll save the Heironeous posts for the next folder?!

Just so everyone gets stuck hearing about my boring clergy. =)

Subj: Heironeous 1

Date: 95-11-16 00:25:11 EST

From: Deathleaf2

HEIRONEOUS (the Invincible) Lesser God - Chivalry, Honor, Justice, Valor, Daring

Symbol: Silver lightning bolt

WA: LGLNNG

RA: Dark Blue with Silver Trim

AEX: 5% normal, 10% speciality (Guardians may have further requirements)

Holy days: Swords: MidSummer's Night, Richfest. Lesser days, 2nd Sunday of each month.

Guardian Swords: Growfest, Lesser days : 1st day or each month, Lord Keyron's day, the 14th of Flocktime

Swords of Heironeous are the clergy of this Holy god. Swords are first warriors and second clerics. Many of Heironeous's clerics are multiclassed or dual classed fighter clerics, rangers, and paladins. Swords can be of the specialities of War, Normal Clerics, Guardian Swords and Bright Swords. Swords of all types wear the robes of a warrior of Law and Good, dark blue with silver trim or edging.

Swords of Heironeous will attempt to learn a weapon of favor, if possible. This weapon can be a long, bastard or broad sword, or a battle axe but he can only learn to use one of these blades. Other weapons allowed a Sword are clubs, staves, staff-slugs, lassos, hammers, maces and nets. The weapons a Sword can use, must be blessed and consecrated before their first use. Thus, a Sword will not take the magical weapons of the dead and use it, before it has been properly purified. It should be noted that there are currently no Healing clerical Swords of Heironeous, as that sect was destroyed in a great demon invasion some centuries ago. Such a cleric is possible but it would require a current cleric to change classes after attempting a quest for this god, in an attempt to restore the sect.

Worshippers of this god are found everywhere, but are particularly common among those that follow a military profession, or do heroic deeds.

At 11th level, ALL swords of Heironeous are able to cast, in addition to their normal spells, a Greater Heironeon Bolt once per week.

Further, all Swords of Heironeous are specially trained in a peculiar fighting style which affects the attacks of those with use two or more weapons. This style is a much guarded technique, and is truly stunning to watch. It effectively causes the second weapon in the opponent's hand to suffer a -4 to hit.

Places of worship of this god are usually adorned with blue trappings, silver, and occasionally windows of colored glass, depicting scenes of Heironeous Triumphant over the Lords of Evil. A copper statue of the deity, armed with a silver battle axe, and covered in silver mail, with seven silver bolts radiating from behind his head, typically stands behind the altar.

Rites and worship usually consists of a great many burning candles or blue and silver color, performed in the mid dawn on holy days. Sacrifices consist of tales of great and good deeds performed by his followers, and small silver statuettes of their god, or of lighting.

During the Richfest, many great tales of wars and even minor skirmishes are presented to Heironeous, typically etched upon silver plaques, or written upon stretched blue dragonhide. Huge silver bells are rang each hour of daylight during the fest, and all Swords relax and celebrate their god, save the Guardian Swords. It is their task to remain vigilant during this time, and to forsake any relaxation or peace. Their time is the Growfest, when the lands they have protected and nurtured have began to sprout green again. During this time, the Guardian Swords partake in reverly much as the other Swords did during the Richfest.

It is during the Richfest, that the prized swords are granted to the newly ordained Priests of Heironeous, and it is during these ceremonies that the blades are blessed and consecrated to their god. During the ceremony, it is typical for each new priest to vow to right some wrong before their stay in this world is ended. Typical vows are to help defeat the foes of good in some town, or to lead a raid into Iuz's land and destroy some important post.

One noted promise, over a century ago was to defend a temple from all that would seek to defile or destroy it, for as long as the new Sword of War had breath in his body. Twenty years later, the War Sword, Lord Keyron kept his vow, and died for it, stoping the initial assult of demonic creatures and evil followers of Hextor from the Great Kingdom.

After the ceremony, a great many Priests are sent off to specific temples and churches, assigned there for a year to learn the workings of the inner church. After that year, they are often allowed time to wander and learn about the rest of the world, but are all expected to return to their own lands during Richfest, unless engaged in some mighty war or conflict of epic proportions.

Again the sects work well with each other. The swords of War are often great generals and heros of good, while the Guardian Swords are powerful protectors of the temples and churches. The Bright swords are the priests that help to keep doctrine accurate, but have been known to be overzealous. The normal Swords are often bridge builders between the extreme Lawfulness of the Bright Swords, and the often Neutral outlooks of the Guardian and War swords. The Swords of Healing are a lost sect whose practices were last preformed over 600 years ago, at the

Battle of a Forenight's length. All sects, despite any slight internal bickering, will band together at a moments notice to war against some force of evil or Chaos.

Normal Swords are the most varied in their approaches to life and their religion. Having all the alignments in their sect, (LG, LN, NG) gives them a stronger support base. They can use any armor, and shield. They fight on the clerical table, and have d8 for hitpoints. They are able to turn undead at normal levels. They can use a long, bastard or broad sword, or a battle axe but only one of these weapons. Other weapons allowed are the staff, mace, hammer, flail, and net. Normal swords can specialize in one of their special weapons, and obtain a +1 to hit, +2 to damage effect with that weapon. This takes 2 proficiency slots, as it would a fighter. They tend to favor the axe, despite their titles.

These clerics are adventurous, and capable of great deeds, but tend to be a little less vocal of their accomplishments. They also are often found as advisors to Kings and Lords in matters of warfare. They have access to the Major spheres of: All, Combat, Divinations, Guardian, Protection, Necromantic, Intermediate access to: Healing, and Charm, and Minor access to: Creations.

SWORDS OF WAR

Swords of War are the most adventurous and aggressive of this god's clerics. These Swords are capable of great deeds of honor and might in combat.

Swords of War are granted access to the major spheres of: All, Combat, Divinations, Guardian, Protection, Intermediate access to the sphere of Healing, and the minor spheres of: Creation, Charm, Summoning, Elemental Air, Healing-reversed. They can wear any form of armor, but can only use blessed normal or blessed magical weapons.

These Swords will often travel with paladins and good cavaliers, and if lawful good, Paladin holy swords will perform for them as they would in a paladin's hand. These swords fight using the fighters table, and gain multiple attacks as a fighter but have the hps of normal clerics and do not get the constitution bonus of a fighter.

Once a Sword of War has chosen his weapon of specialization, he gains in effect a double specialization in the weapon, +3 to hit and +3 damage while using that style of weapon. And for every 4 levels that he advances in, while using that weapon, he gains the one of the following abilities while using that weapon: a +1 to hit, a +1 to damage, a +1 to Initiative or a +1 to AC while using it as he learns also to parry with the blade. Each skill can be trained but twice. Thus at levels 5,9,13 ect. he can become more and more skilled with the blade.

About a year before the Sword is ready to leave for the outside world, he is given a sword of the finest quality, to be used. It is etched in silver and bronze and often has tiny gems in patterns upon the hilt. It is these swords which the Swords of Heironeous will carry with them for their stay upon Oerth, and are of such quality that they may later be enchanted, after years of use and wear. The swords are quite valuable, but are often hidden in old sheaths for some measure of theft protection. Swords of War are very much like Githyanki, and will search to the ends of the land to recover these swords.

GUARDIAN SWORDS

Guardian Swords are powerful protectors of cities and lands and have been granted additional spells by Heironeous because of their important roles. Churches of these clerics are usually small and typically beside or even within the temples of other clerics of Heironeous. Guardian swords have access to the following major spheres: All, Guardian, Healing, Combat, Protection, Necromantic, and minor access to Creation, with the additional spells of: Hold Person, and Detect Charm. Further, these Swords are granted additional spells, 1 each level, as they advance to the level, and even additional spells not given to clerics of other gods.

The Swords are also trained in combat, and use the Fighters table and have the same chance to choose a weapon of specialization. And for every 4 levels that he advances in, while using that weapon, he gains the one of the following abilities while using that weapon: +1 Initiative, +2 AC, +1 to hit, +1 damage. Of these bonus combat skills, each can only be trained twice. The weapons they are allowed to gain specialization in however are different. They can choose from only the battle axe and broad swords, and no others. They are allowed many of the typical clerical weapons, such as the mace, net, man catcher, hammer, and staff.

In addition, they have one further ability, a natural parrying skill, which increases as they advance in level. This skill starts at a base 6% and increases by 2% with each level obtained. Thus, in order for a creature to hit the cleric, in melee combat, he must first hit his AC, and then must beat this percent chance to block the weapon. While 6% seems like a very small chance of blocking, a Sword which is 10th level has nearly a 25% chance of blocking a weapons attack, in addition to any armor which he may be wearing. This ability must be trained, however, and can be given up by a player, if he or she wishes to advance in another area, such as obtaining an additional bonus to his

combat attacking, or intermediate access to one sphere of his casting (typically Elemental Fire). This parrying ability is costly, and increases the Swords experience point requirements by 10%.

Guardian Swords are not an old sect, and thus know their founder. A special holy day is when their sect was founded by the high Lord Keyron, whom on that day, helped to stem the tide of a great assault upon the young lands of the Iron League, by the newly crowned House of Naelex. This day is traditionally the 14th of Flocktime. Lord Keyron fell three days later to the poisons of a great Demon which he successfully destroyed, but whom mortally wounded him. Before his death, he revealed that Heironeous wished that a group of his priests would become defenders and protectors of the cities and villages. Keyron was able to set down the basic tenements of this new branch, and a great many priests quested for the final relics which would be required to birth this specialization. Thus the first Guardian sword was born, and died.

BRIGHT SWORDS

Bright Swords are the most lawful and rigid of the Swords. These clerics have access to the major spheres of :All, Combat, Creations, Sun, Elemental Fire, Healing(Reversed) and Intermediate access to Healing, minor in: Guardian, Protection and Divinations. These Clerics will wield ONLY Bastard swords, and will learn to use only a flail, staff or mace as a secondary weapon. In addition, these swords can increase some of their abilities like Paladins.

When the Bright Sword is created, the player must roll 4d10 for % points in the following skills: STR, WIS, DEX, CON. These abilities may increase every 3 levels if the Sword is willing to train them.

Bright Swords are extremely Lawful Good, and will not even travel with those that LE, NE, CE, CN, and dislike traveling with those of N, or CG alignments. They are the defenders of the faith, and are the only specialist Swords capable of turning undead. In addition to this they use the fighters table for combat, but do not get the multiple attacks. Bright swords cannot use shields in combat, but any armor is allowed, although, very much like paladins or cavaliers they will seek the best armor available.

Brights also obtain the instant specialization that other Swords get with their weapons of specialization, but with advancement at every 3 levels they obtain the chance to train in different abilities: +1 to hit, +1 damage, +1 AC, +1 initiative, or 4d10 percentage points added to either wis and dex, or str and con. The first 4 skills can only be trained twice each, but the last skill can be trained until racial maximums are reached. In addition these clerics are often found in the service of paladins or Cavaliers of great power, and occasionally travel with clerics of Pholtus.

Swords of Heironeous have access to the following additional spells:

Name: SPIRITUAL SWORD

Level 2 Sphere: Combat
Range: 10 yards Components: V, S, M
Duration: 1 round/level Casting Time: 5
Area of Effect: One target Saving Throw: None

By means of this spell, the caster imbues a single sword with one of the following effects: 1d4 hp/level damage caused by fire, electricity, cold, or paralyzation, blindness, or deafness. Other effects may be cast into the sword before it is used. The priest, or another character may then wield the sword, making a normal to hit roll, delivering the desired effect on a successful hit. The sword does normal damage in addition to the magical effect. If the sword is not used before the duration elapses, the sword reverts to normal, otherwise, it is consumed after the discharge of the magical power has occurred. The sword is considered +3 for what it will hit, though it has no actual bonus.

The material components for this spell are a single sword and the caster's holy symbol. The sword can also be thrown, and in this case, is transformed onto a sword-like bolt of magical energy, and is consumed in the casting.

Name: HOLY MIST

Level 3 Sphere: Combat, Water
Range: 10 yards + 10 yards/level Components: V, S, M
Duration: Instantaneous Casting Time: 5
Area of Effect: 20' radius Saving Throw: None

By means of this spell, a caster is able to spread the effects of a vial of holy water over an area, causing 3d8+3 points of damage to all creatures harmed by holy water within the area of effect. Creatures that are not harmed by holy water merely get wet. Undead creatures with no material form are not affected. Damage from holy mist

cannot be regenerated, and may cause scarring (as acid, consult DM).

Material components consist of the cleric's holy symbol, and 3 vials of holy water, which are consumed in the casting.

Name: **LESSER HEIRONEON BOLT**

Level: 3 Sphere: Combat
Components: V, S, M Range: 10 yards +5 yards/level caster
Casting Time: 3 segments Duration: Instant
Saving Throw: Special Area of effect: One creature

The Bolt is a prayer granted to Heironeous's clerics as a sign of their successfully following his teachings. The Bolt is primarily a weapon to be used against those creatures of an unearthly nature. The prayer causes a thin lance of brightly glowing and quilling energy to be drawn from the Positive material plane. This blast of energy then surrounds a target creature and burns it for 1d4 per level of the caster. (10d4 max)

Creatures from the lower planes and Undead take an additional +1 per hit die of damage. Also, these creatures suffer a -3 on their saving throw, and a -20% on any magic resistance checks they make against this prayer. If these creatures make their saving throw, they still take 1/2 damage. Creatures immune to fire still take damage, as this is not a flame attack.

Elemental creatures and prime material creatures have no modifications to hit die of damage, saving throws or Magic resistance. If they make their saving throw, they take no damage from the attack.

Upper Plane creatures and Positive material creatures are unaffected by this spell.

The gestures required to complete this spell are as simple as the caster raising his Holy symbol into the air, crying out Heironeous's name and a few more incantations, and slowly pointing to the creature targeted.

This spell will be the first to be stripped away from a cleric as a warning to him if he is not following a path that Heironeous would approve of. All Swords have access to this spell.

Name: **SKIN OF HEIRONEOUS**

Level: 4 Sphere: Guardian (REVERSABLE)
Components: V, S, M Range: Touch
Casting Time: 1 round Duration: 1d4 rounds + 1 round / level
Saving Throw: None Area of effect: 1 creature + 1 /4 levels

This spell is a mighty form of shield for the caster and a handful of companions. Just as Heironeous himself was made resistant to the blows of normal, mortal weapons, so can the clerics of Heironeous enchant others with this blessing. This prayer will create a light blue glow about the creatures touched, which will protect them from non magical weapons. And for the duration of the prayer, their opponents will have to have magical weapons of greater power to attack them. For every 6 levels that the caster has, one more 'Plus' of weapon enchantment will be needed to strike the creatures so protected.

Note, this spell will not protect the Evil, nor will it work most effectively upon the non lawful or neutral. For each step away from Lawful Good, the spell will protect one Plus less effectively.

EX: Goon, the 13th level Sword (LG) casts this spell upon himself and his 3 friends, Ralord (LE), Alaka (CG), Deathleaf (LG). The prayer would not protect Ralord, because he is evil. Goon would be protected, and would require +2 weapons to be hit by opponents, as would Deathleaf. Alaka, however, is not Lawful, and thus would only be partially protected, a +1 weapon would be needed to strike him.

This spell must be specially requested from Heironeous, and cannot be asked for many times at once, unless performing specific tasks for Heironeous, or against Hextor. If the cleric is not following the will of Heironeous, the prayer will not work. This spell can be reversed, and used to bring down a creature's resistance to normal weapons. In that case, the spell has a saving throw, will not work on LG creatures, and will effect those of good alignment at one 'Plus' less effectively.

Name: **WARRIOR'S AID**

Level: 5 Sphere: Healing, Creations
Components: V, S, M Range: Touch
Casting Time: 1 round + 2 seg/level Duration: Instantaneous or 7 rounds +2/level
Saving Throw: None Area of effect: 1 creature per level of caster

Warrior's Aid is designed to allow a Sword to heal minorly his closest troops. The spell is granted directly

from Heironeous, and not given unless specific holy purposes can be prayed for, such as "To help protect myself and my men against the forces of Hextor, whom we battle today." This spell has TWO versions:

The first is a protection for his followers. The prayer will grant 1 good follower per level of the caster a +1 on AC, a +1 on initiative and 3d4 hitpoints of 'Aid' healing/protection which fade away after the spell ends.

The second version will heal 1 creature per level of the caster 1d8 +4 hit points of damage. Thus, the typical soldier will be healed mostly to full potential. The spell has a high cost material component list, including a vial of holy water that must be sipped of, or poured into the wounds of all that will be affected by the spell.

Name: **GREATER HEIRONEON BOLT**

Level: 6 Sphere: Combat (special)

Components: VM Range: 70

Casting Time: 1 seg Duration: Instantaneous

Saving Throw: none Area of effect: One creature

This is not a prayer, but a granted ability for Heironeous's clerics. There is no save, it is not magical, and thus, magic resistance does not affect it. It will not miss any target in sight. It is a bolt of pure positive material plane energy, and is quite destructive.

Creatures of the Prime Material suffer 5d6 hps of damage. Those of the Elemental Planes suffer 5d4, as do those of the Lawful Neutral, and Chaotic Neutral outer planes. No damage is done to those of the upper material plane, or those of the positive material plane. Lower plane creatures (demons, devils, demodands, ect) suffer 10d6 + 11 points of damage, as do undead, but those of the negative material plane suffer 15d6 hps of damage (including undead with direct ties to that plane). This power is granted but once a week.

Sorry, got tired coughing at home, so hopped online again to stuff this folder full. As before critical comments are welcome, nasty ones are expected *wink* and will be filed in the nearest cylindrical storage area.

Helpful comments are appreciated =)

Shade and Sweet Water

Deathleaf2 (plague ridden btw)

Subj: Re:One More Time

Date: 95-11-21 20:38:40 EST

From: Psychlops

Deathleaf,

I like reading details of individual campaigns, so by all means continue posting. Unfortunately, some of the more lengthy postings don't get the attention they deserve. I think several others have made multi-part contributions and gotten little response. That's not so much a reflection of the quality of the material, but more the nature of this online medium. I guess it's like vaudeville: always leave 'em wanting more.

Beginning with Hextor: I kind of like the Gnollish "CURS", however I don't know how well they fit in with Hextor's mythos. He doesn't seem to have any particularly close association with this race, and since they are Chaotic, they seem ill-suited to Lawful Hextor. They would be appropriate to Erythnul, however, and maybe even Ol' Iuz. The specialty spells you've come up with are good but, again, need to be more clearly associated with Hextor; rather than a spell like "Ignore", he should grant spells of hatred and discord as his specialties.

Now to Hieroneous: he is famed for his battle-axe (which needs a name like "Sky-splitter", or something), so having all his priests called "Swords" doesn't quite ring true. Maybe they can be "Blades" and Hextor's clergy can be "Arms".

Hieroneous also has three manifestation forms, and these might be tied to his clerical subdivisions. The "Hieronean Bolt" spells are appropriate (though I'm not sure that these need to be spells. It might be better as a granted power), as is "Skin of Hieroneous" -- "Holy Mist" and "Spiritual Sword", I'm not so sure of.

Anyway, these are just my initial reactions. It's hard to judge character kits without seeing them in play, so I'll limit my remarks.

Thanks for posting them though, they are exactly the kind of thing that people read this board to find.

Just a thought,

Psychlops

GREYHAWK ADVENTURES

WANDERING STARS AND SCIENCE IN GREYHAWK

By ULO, Iquander, TSR Roger, Psychlops, and Chaos28
Subj: Wandering stars?
Date: 95-12-01 22:36:54 EST

In the WORLD OF GREYHAWK GAZETTEER it says "when both Mistress and Handmaiden are full, things of great portent are likely to occur, depending upon the positions of the five wandering stars in the lairs, naturally." Does anyone have any idea what the five wandering stars are?

Subj:Re:Wandering stars?

Date: 95-12-02 03:22:13 EST
From: Iquander

Brett,

Ayup, exactly. It all goes back to the more-or-less ancient two-sphere cosmology, in which the Earth was the center of the universe and the stars were fixed on an outer sphere that rotated. Early astronomers were able to track and determine the movements of the stars, but the planets, as they had orbits of their own, seemed to "wander" in the sky.

The Greyspace product basically confirmed another note in the Glossography, which placed Oerth at the direct center of its own galaxy. If you ask me, I would tend to think Gygax intentionally put that bit about the wandering stars in there to prove that a geocentric cosmology for Oerth's universe was, in fact, a farce, much like in our own galaxy. In fact (though the "problem" was solved by a rather complicated method) the "wandering stars" were one of the main outwardly visible problems presented by our own two-sphere cosmology. They could be solved, of course, but doing so made the entire theory more bulky and confusing. All of this is academic, however, as it has been stated that Oerth is at the center of its universe.

Savant Iquander (Via Thomas Kuhn)

Subj: Re:Wandering Stars

Date: 95-12-02 09:13:13 EST
From: TSR Roger

I thought Jeff Grubb did a nice thing by putting Oerth at the center of its own crystal sphere in the SPELLJAMMER boxed set, as this tied up Gygax's notes about Oerth being the center of everything very well. Nigel Findley elaborated upon this in <Greyspace>. Jeff also kept Gygax's prohibition against firearms and chemical explosives on Oerth, though this prohibition was violated by Gygax himself at times, and it doesn't apply to any other place in Greyspace.

I looked over Greyspace, and those who wish to use it with their Flanaess campaigns can borrow my own thinking about the five wandering stars, which is that these "stars" are the five brightest planets in Greyspace beyond the orbit of the Sun (Liga). The best candidates would be Edill, Gnibile, Conatha, Ginsel, and Greela. The bodies making up the Grinder, Borka, and Spectre are too small to be clearly seen.

I have to admit, though, that I would definitely change the distance at which the two moons orbit Oerth. As written in the SJ rules, they are in the millions of miles away from Oerth, and they should look something like Venus does from Earth. I'd shorten up their orbits to make their distances more reasonable and allow for the usual eclipses. I admit that I always thought the Handmaiden was farther from Oerth than Luna, as it had a longer period, but it works fine to be closer--this is, after all, fantasy astrophysics, and if you can visit Wonderland, you can have anything at all.

I would finally guess that astrologers and astronomers on Oerth have <eyes of the eagle> instead of

telescopes.
Roger

Subj: Re:Wandering stars?

Date: 95-12-02 22:31:18 EST

From: Psychlops

The wandering stars of the heavens above Greyhawk are obviously the visible planets. According to SPELLJAMMER and GREYSPACE, Oerth is at the center of its Crystal Shell. There can be no disputing that fact; it is as real as the Ocean of Phlogiston. However, that reality is not the only reality.

In the Greyhawk that Gord the Rogue wandered in his youth, the heavens had a different shape. In the first "Gord" book, Gord and his companions retrieved an ancient artifact from a crypt in the Abbor-Alz. Along with it were some incidental treasures in the form of gem-stones representing the celestial bodies of Greyhawk's solar system:

"Here," Curly Greenleaf said, placing down a huge sphere of uncut yellow corundum, "is the great globe of our sun. This emerald orb here is Oerth, I think; that opal represents Luna, and the star- sapphire of smaller size stands for the blue disk of Celene," he continued, placing each piece in its correct relative position.

"These various stones are the spheres which accompany our world in its circuit of the sun. . . . These round diamonds are stars, and the little black opals the various moons and other celestial bodies whirling and spinning their pathways through the system," he concluded, not bothering to specifically place each of the smaller pieces. "What such imitations were used for is lost to us now, but they represent a fortune to us all!"

So, in Gord's reality, Oerth and the other heavenly bodies circle the sun. One of these bodies, the greatest is represented by a large jacinth. It is the planet called Rao. This gem and all its companions were likely once used in an armillary sphere by some ancient astrologer. Such a use was apparently foreign to one generally learned man of Gord's era, though even he did not subscribe to the notion of an Oerth-centered cosmos.

But there are other Oerths. In one or more such Oerth, Vecna destroyed the Circle of Eight; Iuz was diminished or banished or destroyed; and the Wars never occurred. Such a Greyhawk is possibly described in the novel *Night Watch*, where an aged and restrained Mordenkainen dares not intervene in worldly affairs. Perhaps this world is at the center of a Crystal Sphere, and rare SpellJamming ships visit its ports -- but only Celestian knows.

Just a thought,
Psychlops

Subj: Re:Wandering stars?

Date: 95-12-02 15:48:10 EST

From: Chaos28

When I ran my first Greyhawk campaign, without the benefit of the Greyspace stuff or Spelljammer in general, I actually introduced an NPC who needed a large gem to create a lens because he was trying to prove that the stars were more distant than they appeared. This formed the backbone for one of the campaign's most memorable adventures, as the party had not only to get the gem from a monster-infested dungeon, but then had to help the hapless astronomer when the Church of Pholtus branded him a heretic and sent troops to remove his apparatus and confine him in a prison. It turned out that the astronomer finished his work, his calculations disproved his theory (apparently, the stars were a lot closer than he thought), and the church was mollified and vindicated. BUT, the astronomer's nephew later hired the party to get a message to his uncle. One of the PCs opened and read the secret message, and it contained revised calculations which corrected for the uncle's errors. The stars *were* far away, after all. The party delivered the message and the uncle tossed it on the fire after reading it. The matter ended there.

This sort of adventure can be a lot of fun. The sense of discovery, coupled with a need for the PCs to intervene on behalf of the discoverers in the face of a close-minded world, can be quite a rush, and I recommend it. Proving or disproving stories of lost cities, the search for cures for diseases which priests can't treat, and others of

this type, can provide a wealth of background for a campaign, and can immerse the party in the politics of the medieval sooner than any dungeon-delve.

For this reason, I make it clear to my players that science as they know it in the latter part of the 20th c. is unknown to their characters. In fact, even the most learned men and women believe that all things are composed of four or five elements (earth, air, fire, and water, and sometimes ether), the stars are fixed on an etheric sphere, Heavens are above the ground, Hells are below the ground, and whatever city their religion's chief cathedral is in is the center of the universe. Disproving these ideas can place the characters in conflict with figures of great importance -- high priests, royal astronomers, archwizards, and so forth. HOWEVER, I never use Spelljammer, as that sets down in stone the idea that the fantasy cosmology is as real as our own. I like to leave things medieval for as long as possible. Let the players and their patrons discover the truths through processes other than zipping around in flying ships.

Chaos

Subj: Scientific Adventures in WoG

Date: 95-12-02 16:14:06 EST

From: Chaos28

On a related topic, I was wondering if anyone out there other than myself has ever run an adventure wherein the party must confirm or refute a scientific theory. Here are some hooks, some of which I've used, others not, for setting up this type of adventure in WoG:

The party hears stories of a creature recently spotted in the Griff Mountains which was assumed to have died off. A Tenha druid wants some help getting deep into the Griffs so that he can confirm that this creature still exists. Meanwhile, a group of hunters from the Theocracy of the Pale also wants to find this creature and hunt it. The creature could be as dangerous as the DM wants to make it, and this is a great opportunity to introduce a new monster to the campaign (perhaps one whose organs or glands possess medicinal or magical value).

A cartographer wants a party to accompany him while he tries to chart the reefs and shoals of the Lordship of the Isles for the County of Sunndi. Recent pirate attacks have made clear the necessity for reprisals, but too many ships would be lost in the treacherous isles unless a reliable map is made. Along the way, the characters and their patron discover an island which is not on any current chart. From off the shores, strange shapes are spotted which might be old buildings.

A disease running through several cities defies the efforts of clergy to cure, either because their spells are useless against it or because it simply spreads too fast and mutates so that those cured can catch it again. A particular plant found only in Hepmonaland (or someplace similarly wild) holds a possible herbal treatment or cure. The players must retrieve this plant so that lives can be saved. Unfortunately, the Scarlet Brotherhood, the agency responsible for introducing this disease, wants to stop the party.

This works particularly well if the reasons for the hardness of the illness fit some S.B. plan. For instance, perhaps the plant which can cure the disease is the same plant the S.B. used to spread it. The plant has innate anti-magical properties, which means that wizards who contract the disease cannot cast spells, and priest curatives are less effective. Also, what happens when the party encounters the natives, impressed into service by the S.B? These natives have been using this plant in preparations all their lives and have some strange inherent magical resistances. AND, evolution being what it is, the magic-resistant juices of the plant must have developed as a response to something out there which employs magic to feed on plants. What is this? Some new creature, perhaps, that even the S.B. knows nothing about?

For a dose of comedy, try having the party go after a "crazy uncle" who stands to inherit a principedom, but who has gone into hermitage to test his insane ideas about "flying machines." The party will have to find this old man, who has taken up residence in some mountains or hills and befriended some locals. He is determined to find a way to allow humans to fly like birds, and has pursued this idea by constructing some of the most foolhardy contraptions known to man. He is known to a local tribe of friendly gnomes, who do not believe his ideas will work, but who respect his work ethic and his whimsy. They will resist the party in their efforts to drag him away before his work is completed. And who know? Maybe one of those contraptions will really work...

(This one I must credit to Gabriel Garcia Marquez)... The party is sent to find what could possibly be the largest diamond ever discovered, deep in the Crystalmists. Their patron is a warlord who is close-mouthed about his

schemes, but who has deep pockets and doesn't mind paying the party well for its efforts. Assuming the party finds this diamond, the warlord plans to have it ground into a lens by his alchemist and fitted to a cunning array of mirrors so that he may "burn his enemies like ants."

Any of these hooks could be parleyed into a full-fledged adventure with a little work. Cartography, optics, medicine, botany, and zoology can, with surprisingly little effort, be just as satisfying to hang an adventure upon as military conquest or any other more outre endeavor. It is not always necessary for a party to be fighting "the big bad guy", be he Iuz or Grazz't or whoever. Sometimes, the party can contribute much more to their world by simply discovering something that everyone else has overlooked.

In running these adventures, I like to keep things low-key, but other DMs with more taste for high fantasy could easily extrapolate. For instance, rather than a diamond the size of a fist, the "Lens of Baron Karpov" could be the size of a Volkswagen. That would bring in some additional challenges for the party, such as how to first extract the diamond from its wall of rock without bringing down the house, and then how to transport it back through possibly bandit-infested territory without losing it. And there are plenty of opportunities for inserting strange new spells, monsters, and locales into any of these without changing the basic skeleton of the adventure hook.

My own WoG sticks quite close to real-world medieval situations, but there has always been ample room for a little weirdness and levity. I was particularly fond of a small-time prince I created who had run away from home to live with gnomes, who taught him the basics of simple alchemy and mechanics. Upon returning to his patrimony, this prince employed gnomish advisors to build daVinci-like war machines for the defense of his little castle. He had hot-air balloons (unmanned) which could drop stones and pitch upon his enemies, and retractable siege ladders on tracks which could be moved about inside the castle yards. There was even a rudimentary fire-extinguishing system which sometimes worked, to prevent the castle's buildings from burning down. I never got to use this NPC with my players, but perhaps someday...

Chaos

Subj: Re:Scientific Adventures

Date: 95-12-02 22:32:59 EST

From: Psychlops

Chaos writes:

<<A disease running through several cities defies the efforts of clergy to cure perhaps the plant which can cure the disease is the same plant the S.B. used to spread it. The plant has innate anti-magical properties, which means that wizards who contract the disease cannot cast spells, and priest curatives are less effective. Also, what happens when the party encounters the natives, impressed into service by the S.B? These natives have been using this plant in preparations all their lives and have some strange inherent magical resistances. AND, evolution being what it is, the magic-resistant juices of the plant must have developed as a response to something out there which employs magic to feed on plants. What is this? Some new creature, perhaps, that even the S.B. knows nothing about?>>

This sounds more like a poison than an infectious disease. However, I suppose there might be some sort of parasite introduced into certain areas by the Scarlet Brotherhood that actually does feed off magical energies, including curative spells. Each time a *cure* is used on an afflicted individual, the "disease" seems to be eliminated.

Actually, it only goes into a brief remission while it reproduces; this would also be the infectious stage. The "anti-magical" toxin would cure the disease by not allowing the parasite to reproduce or enter its infectious stage.

A similar idea is used in the by the Brotherhood's man in Greyhawk, Elder Ghrigel. He keeps his servant Ulrik in a fluctuating state of illness and remission through the use of variant *cure* magics. Maybe Ulrik was the victim of an early experiment in disease by the Scarlet Brotherhood?

<<I was particularly fond of a small-time prince I created who had run away from home to live with gnomes, who taught him the basics of simple alchemy and mechanics.>>

Please, please, no Tinker Gnomes!

Subj: Re:Scientific Adventures

Date: 95-12-03 04:29:41 EST

From: Chaos28

Psychlops,

My gnomes are not the Tinker Gnomes of Krynn. They are much more akin to my kobolds, and their mechanical tinkering is always pragmatic, seldom as ridiculous as those of the Tinker Gnomes. I've been running my gnomes this way since my earliest games, and their lairs are quite deadly. But you will never find a Flying Giant Vampiric Tetrahedral Web-footed Space Hamster among them. My gnomes prefer badgers as watch animals.

Also, the human prince took basic gnomish mechanical know-how and, as humans are gifted to do, expanded upon the principles, bringing to bear an expensive and seemingly useless Perrenland education.

Chaos

Subj: QSam, Magic Earths, Etc.

Date: 95-12-03 15:27:01 EST

From: TSR Roger

QSamantha--good to see you! I think perhaps you are being too hard in your self-evaluation, though. Everyone here has been disagreeable at some point, but no one seems to hold a grudge about anything. (Perhaps I am being generous here, but what the heck.) Disagreements add flavor to the stew; otherwise it would be grossly dull to read all the happy notes others would leave here. Involvement is lightyears more important than anything else, and it's good to see your name around again. Whew!

I earlier suggested adding some alternate worlds and planes to everyone's GREYHAWK campaign because this is very much in line with what Gyax and other TSR designers had in mind for the world. I don't say this because I am a Gyax follower (I confess I am not), but I do like the direction he set for the world in making it a realm of gates to other places, adding in loads of strange adventures. Carl Sargent followed this up with his description of "Fading Lands" in <From the Ashes>. Other worlds don't seem to have a permanent link to Oerth, but their background presence does influence things there; check Q1 for Lolth's world-conquering plot, for instance. I am curious to hear what other "hidden worlds" (if any) have been added in different campaigns.

Chaos28 asked about "scientific" adventures. There were three good adventures of this kind in DUNGEON Adventures: "The Ship of Night" (issue #20), "Mightier than the Sword" (issue #29), and "Train of Events" (issue #44). I thought the first adventure would make the best transition to the Flanaess. These are certainly not as potentially damaging to a campaign as an expedition to the Barrier Peaks, and they each have a nice flavor. I would keep science firmly in the back seat for Oerth, but some technical devices would obviously exist, and you never know what peculiar inventions a wizard will come up with. Oerth is no place for tinker gnomes, but dwarves should be capable of great feats of underground engineering, for instance. A wind-powered pumping station for a mine, a bridge built over a river full of carnivorous fish--these are reasonable low-tech feats for the Flanaess.

QSamantha isn't fond of POLYHEDRON Newszine, but I like it. If you were to run a play-by-mail City of Greyhawk campaign for instance, by snail mail or internet, you would do well to read through the recent POLYHEDRON issues that discuss the LIVING CITY campaign and the rules set-up for it. Earlier mistakes like excess magic have been corrected, and you can learn an enormous amount about character balance, potential problems, and game management from reading that information. Plus, if you want some really odd places to send GREYHAWK PCs through those gates you stuff into your adventures, you could do far worse than send them to Malatra, the LIVING JUNGLE campaign the newszine outlined recently. It was nicely done, and if you are a Realmsophobe, you can stick the setting anywhere else you like; it detaches nicely.--Roger

Subj: Gaming in Modern Times

Date: 95-12-02 15:33:22 EST

From: Chaos28

Rog,

Here are some ideas I have kicked around for those times when I feel like sending my fantasy-world parties into the modern world. I haven't used them all, and they are anything but structured, but here goes:

1. Have the party "land" in the middle of a Renaissance Faire or Society for Creative Anachronism event. The PCs wouldn't "fit in", but they might have a point of reference. And the booze at SCA events is worth a trip to a historical Earth.

2. Drop them off in a wildly non-urban setting, such as an African veldt or on the edge of the Amazon. They won't know they're in a modern world until they see trucks and tractors.

3. Is the no-firearms rule of WoG something specific to the world? Or its people? If the latter, the party might carry around with it a sort of no-firearms shell. They couldn't use guns, and anyone too close to them couldn't either.

4. Does magic function properly in our world? If so, there might be an evil wizard who came through first and took over control of a corporation. Perhaps that's the PCs' mission -- to get him out of this mirror-Oerth. Maybe he's poisoning the continuum by siphoning magic from Oerth to add to his power on Earth, and it's making spells and items on Oerth fail. There's only so much magic to go around, and he's robbing Oerth of its magical birthright.

5. What happens when a normal person from Earth tags along with the party on its return trip and ends up on Oerth? This person could be a cop who was chasing them, a daydreamer who wants to visit a place of magic, or a corrupt person who sees the magic on Oerth as a key to riches on Earth.

Just some thoughts.

Chaos

LANGUAGES OF GREYHAWK

By Emirikol7

Subj: Languages

Date: 95-12-08 16:15:40 EST

On the issue of human languages, would it be correct to say the following:

- West of Ket and the Tiger Nomads everyone speaks Baklunish;
- *Southwest of the Lortmils everyone speaks Keolandish;
- Perrenland, Tenh, the Rovers, and Blackmoor still speak Flan;
- All northeastern barbarians speak Fruz;
- The people of the Scarlet Brotherhood all must speak Ancient/new Suloise;
- Most people of the central lands speak common?

With these general ideas in mind, I drew up an approximate map of what is spoken where. It mostly conforms to what Gygax had in mind when he put the language list together, but I would have to disapprove of some of his notions about the widespread use of the common tongue (eg. that only 15% of the Keolandians speak Keolandish).

* I think that due to several factors, not the least of which is the huge isolating barrier of the Lortmils, almost all of the Keolandians and its satellite countries would speak a language different from the rest of the continent. I hate to make an 'earthly' comparison, but don't most of the European countries speak totally different languages?

Any thoughts?

Em.

THE COUNTRY OF NYROND

(Or, "Nyrond is MINE, ALL MINE!!!")

By TSR Roger and Iquander

Subj: Nyrond is MINE, ALL MINE!!!

Date: 95-12-07 23:27:54 EST

Okay, it isn't mine, but I am still fiddling with it. I'm in the (slow) process of collecting information on it from all official GH sources, and then seeing what new things can be done with it when BIRTHRIGHT rules and other things are attached to it. I hope to make up information on what types of PCs (kits, races, etc.) can hail from Nyrond, what adventures lie there, etc.

Nyrond, I notice in my fiddling, is a darn big nation with a darn low population. It has just over a million people, but an area larger than medieval France (by twice the size, I think). Medieval France had tens of millions of people at least. It's an interesting situation. I wish I knew why I like this place. I'm having fun making little notes about it. [[But I have to get my real TSR work done first....]]

I have divided up the dukedoms, though. I named them unimaginative things like Gnatmarsh, Rel Mord, Mithat (cut in half by recent wars), Oldred, Midmeadow, Upper Franz, Lowr Franz, etc. Each dukedom is about the size of a typical BR domain, and will have merchant and thieves guilds, temple networks, law holdings, etc. The country will be in a total mess, though. Nyrond has lost a lot of eastern territory, especially as I compare it to maps in the 1983 boxed set's booklets.

One of the things I was working up for a Nyrond article was a list of all the PC races you could have from that kingdom. There would be Oeridian and Suloise humans, high and woods elves, half-elves, all three flavors of halfling, rock and forest gnomes, and hill dwarves. You would also get a few voadkyn from the Celadon (Complete Book of Humanoids), a few half-orcs, and (for something new) some half-selkies from the southern coast. You could allow for orcs, ogres, lizard men, and gnolls as PCs (CBH again), but I'd rather not--the Nyrondeese will kill them. Some Rhenee folk will appear around the Nesser River and Gnatmarsh.

Among the deities who would be favored there I listed the following: Fortubo (Suel humans and some demihumans in Flinty Hills), Boccob and Delleb (wizards in cities), Procan (sailors on southern coast), Ulaa (humans and demihumans in Flinty Hills), Zilchus (merchants in cities), Ehlonna (druids, rangers, and elves in Gamboge and Celadon forests), Obad-Hai (druids in Celadon), Pholtus (radicals around Midmeadow), St. Cuthbert (northern part of Nyrond near Iuz) and Heironeous (remainder of Nyrond, esp. in the east), Wee Jas (Suel wizards in cities), Rudd, Istus, and Ralishaz (just about everyone, secretly), and Xerbo (Suel sailors in south). Mayaheine is making a strong showing in the cities as well. Corellon Larethian gets the elven vote, Garl gets a few gnomes, and Arvoreen the Defender gets most of the halflings. The king? Heironeous, but he doesn't rub any other LG's nose in it. (He can't afford it.)

Most of Nyrond's population is predictably concentrated along the rivers, in the cities (which all border rivers or small lakes), and along the coasts. The side of Nyrond east of the Duntide River has been depopulated as many flee from the possibility of a renewed invasion from far east, seeking safety elsewhere. Almorean refugees have in many places swamped cities, and encampments of the wretched are everywhere in the east.

The Gamboge and Celadon forests are pretty much independent, being marked as part of Nyrond on those maps that the nobles draw up. The Gnatmarsh folk don't think about Nyrond much either, but will pay a bit in taxes just to get the knights off their backs.

The dukedoms of Midmeadow and Borneven are undergoing food riots and cannot collect much in taxes. Mithat is a huge armed camp; the king has ordered it held at all costs to keep the eastern border stable. If Mithat falls, Rel Mord is next.

More cheerful news later as I puzzle it out. Comments are welcome!

Roger Nyrond-Lover

Subj: Re:Nyrond Musings

Date: 95-12-09 01:42:37 EST

From: Iquander

Roger,

For work in Nyronnd, you would do well to check out the description of Rel Mord from the Fate of Istus module. The map is very incomplete, but it lists temples of Delleb, Pelor and Hextor (!) among the buildings of the capitol. The map is very spotty, so I think it's fair to assume that several other temples exist in Rel Mord, the most important of which (in my completist outlook) being the Cathedral of St. Cuthbert. This structure plays a minor role in the short story "A Revel in Rel Mord," which, while not an "official" TSR novel, sheds some light on Nyronnd. The Chief Cleric Quinthup was stationed there. For whatever reason, however, Gygax chose to call St. Cuthbert "St. Trowbane," perhaps hoping to avoid legal action, a move he made several times in his later books.

BTW, for those interested, I've determined the lands of the Grand Count Fizziak to range from the Gull Cliffs north to the Gnatmarsh. If one consults the map of Nyronnd in the Marklands supplement, this would make the port city of Shantadern the most important settlement in the area, though Castle Fizziak itself rests some mile to the northwest. Incidentally, "A Revel in Rel Mord" seems to suggest the name Grimalkinsham for the dukedom you might want to call Gnatmarsh. Dohou-Yohpe, the small holding presided over by the comical Lord Maheal, is likely the small island of land surrounded by roads to the northeast of Shantadern. Also, since one of Archbold's titles is "Duke of Flinthill," I would suggest Flinthill as the name of the holding near Womtham.

I like your list of possible characters, but you're leaving out the Attloi, the land-roving cousins of the Rhennee. These two relative strains constantly bicker with each other about which is, indeed, the "True Folk," and they definitely make interesting characters who, because of their ability to be detached from waterways, make more versatile characters than the Rhennee.

Back to the books,
Savant Iquander

Subj: Nyronnd Musings #2

Date: 95-12-09 11:04:36 EST

From: TSR Roger

Thanks to BrettE1 and Iquander for the suggestions; I haven't read "Knight Arrant" yet. I'm a little icky about adding material from the Gord books, since I consider that version of the GREYHAWK campaign to be highly variant. (I mean, after all, the world blows up after it's overrun by demons, and Gary does change the names of everything.) But I will see if I can find the book anyway.

I was stupid and lost the name of someone who sent e-mail to me (please correct me, but I think it was Emirikol7) asking about Nyronnd's population. Carl Sargent had pegged it at 1,175,000 humans, mostly Oeridian with some Suel, and 18,000 elves (all groups), 7,000 gnomes (all groups), and 2,500 halflings (all groups). I assume these figures are accurate (I always assume figures are accurate until things stop adding up down the line somewhere else) as of 585 CY, so the 70,000 Nyronndese (or Nyronndal or whatever) casualties of the Greyhawk Wars are taken out already. As for Rel Mord (population 34,200), I would guess that the temple to Hextor, if there ever was one (I lack the <Fate of Istus> module, drat), has been burned to the ground and hit by lightning and sown with salt and converted into a toxic waste dump. Then the king and clerics did some *really* bad things to it. A temple to Pelor is perfectly reasonable, though. Heironeous is the main rival to Hextor, who helps out with things in the (former) Great Kingdom, so he was a logical deity for Nyronnd.

I was reading Joseph and Frances Gies' <Life in a Medieval City>, and noted some interesting population figures. Nyronnd is larger than medieval France, but medieval France in A.D. 1250 had about 22 million people. Ireland had a little less than a million. England and Wales had about 4 million total. Germany, which included much of modern France and Poland, had about 12 million. Hmmm. Okay, if the previous statistics for Nyronnd are accurate, then much of Nyronnd is not farmed, not pasture, not even explored. There are huge tracts of virgin forest and grassland. Roads are long and probably falling into poor shape after the wars. I suppose with magical assistance the roads could have been paved, a la Roman times. Nyronnd looks more and more like it is on the edge of barbarism. I can see where orc lairs could spring up all over the countryside away from the cities and rivers.

As far as cities go, Rel Mord is larger than the following medieval cities of 1250: London (25,000), Troyes (10,000), Naples (25,000), Cologne (10,000). Paris had about 50,000, Venice 100,000, Ghent 40,000. So Rel Mord is a decent size and probably has plenty of resources. After the war, it is probably also overrun with refugees, deserters, criminals, black marketeers, thieves, and homeless of every sort from Almor and other lost lands.

I would guess that given the great size of the Gamboge and Celadon, refugees could hide out there for years and not be seen by the elves and other living there as well. There's just too much space.

This set-up does suggest that Nyronnd is fantastically rich in natural resources, but it can barely hold itself together as a single nation. Magical resources, both clerical and wizardly, probably help a great deal with communication, transportation, and military matters. Player characters can be awarded huge land grants by dukes or by the king in exchange for military service or great deeds rendered. An interesting place..... Roger

Subj: Nyronnd Musings III

Date: 95-12-09 18:52:23 EST

From: TSR Roger

...or, Archbold II's Most Excellent Migrane.

One thing that has helped me get a feeling for the adventuring possibilities of a Nyronnd-based campaign is to place myself in the position of King Archbold III, now a 17th-level fighter with a disintegrating kingdom in his hands. What are his primary concerns? How could player characters help this man out--to his and his kingdom's advantage, of course?(Gotta think like a king.)

For one thing, the king wants to preserve Nyronnd's infra-structure. The roads must be maintained, taxes must be collected, revolts must be put down, refugees must be controlled, trade must go on, seaports must be kept open, etc. He might like to see some powerful heroes take on a few specific missions (blow up this lair, wipe out that army, get rid of that !#@S*%#^& animus in what's left of Almor), to eventually be granted a fief of land--in eastern Nyronnd, where everyone has run off

The land is wonderful, but you have to be of name level and you have to have tons of money on you, and you have to build some dirt roads, kill orcs, set up a fort, kill orcs, collect taxes, kill orcs, help refugees, kill orcs, make people feel safe, kill orcs, build a castle, and--oh, yes--kill off all the orcs you can find. You must also swear fealty to Nyronnd, the king, the local duke, etc. And if Almor attacks, you must hold your fief and defend it to your death or until you annihilate the army that's attacking you. Then kill some orcs, and when you're done go retake all the lost portions of Almor.

Each section of Nyronnd has its own problems. Midmeadow, for example: some leftover bandits from the "wast nest" of Stoinck, tax and food riots, the church of Pholtus stirring up trouble, elves from the Gamboge aren't as helpful as they once were, humanoids from Bone March and Rakers and Iuz coming around, ethnic riots between Nyronndese and Tenhas, local thieves' guild has been hired by the duke to help with scouting but now is extorting protection money from citizens, etc. Lovely -- and that's when things are slow. The weekends are murder.

As big and varied as Nyronnd is, you could have a major campaign set here and almost never leave it. Roger

APPENDIX ONE

WHERE TO FIND GREYHAWK ON AOL

(circa February 20th, 1997)

By Nellisir

All of the following files may be found in the TSR Library on AOL. This list does not include Dragon entries or maps.

CAMPAIGNS & MODULES:

Oerth Journal #1-4 10-08-96
Oerth Journal #5 02-17-97

STORIES, JOURNALS, & LOGS:

Best of Greyhawk #8 ?
Best of Greyhawk #7 02-17-97
Best of Greyhawk #6 11-14-96
Best of Greyhawk #5 04-17-96
Best of Greyhawk #4 02-29-96
Best of Greyhawk #3 02-29-96
Best of Greyhawk #2 02-14-96
Best of Greyhawk #1 02-03-96
Greyhawk Primer #1 02-14-96
Oerth Journal #1 05-25-95

ERRATA & CHECKLISTS:

Greyhawk Godlist 12-09-96
Greyhawk Calender 07-19-96

AD&D HOUSE RULES:

Greyhawk God Spheres 12-23-96
(companion file to Greyhawk god list)

DOWNLOAD OF THE MONTH:

Greyhawk Index, Part 2 03-28-96
Greyhawk Index, Revised 02-15-96
Ivid the Undying 02-13-96
Greyhawk Magical Items 11-06-95
(From the Greyhawk Adventures accessory)
Greyhawk Mysterious Places 10-30-95
(From the Greyhawk Adventures accessory)
Official History - Greyhawk Wars 06-22-95
(From the Greyhawk Wars boxed set)

End Best of Greyhawk #8
