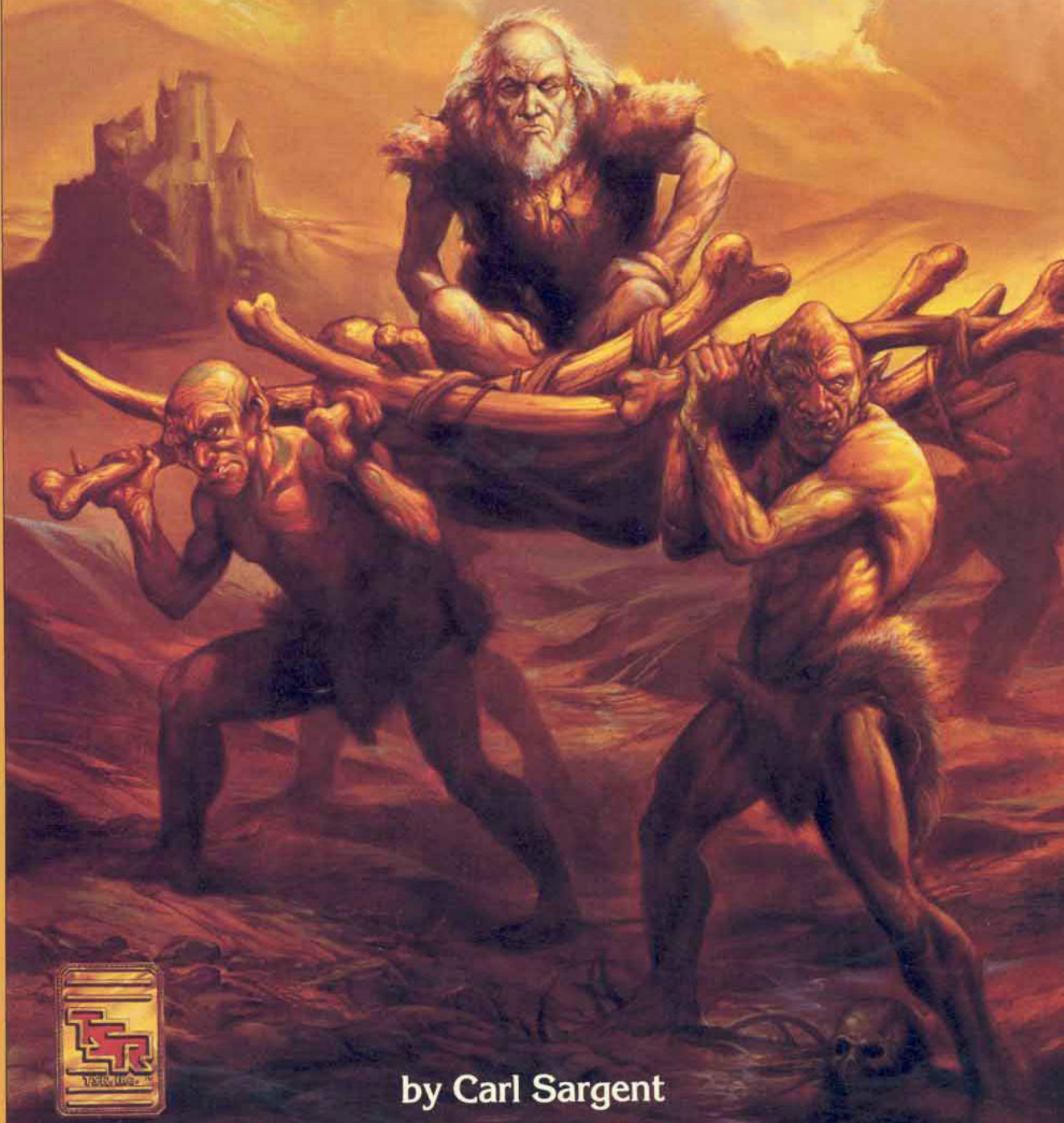


GREYHAWK[®] ADVENTURES

Iuz the Evil



by Carl Sargent

Advanced Dungeons & Dragons[®] 2nd Edition



Iuz the Evil

by Carl Sargent

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9399
ISBN 1-56076-584-4
9399XXX1501

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Empire of Terror

From his hideous throne in the wretched gloom of Dorakaa, luz the Old, Lord of Pain, stretches his bony hand across the Flanaess. Since the signing of the Pact of Greyhawk, his empire of tyranny and suffering is secure — at least for a time. None of the lands of good and hope are strong enough to threaten him. luz surveys his domain and cackles gleefully. He has added much to his holdings, but he is not yet content.

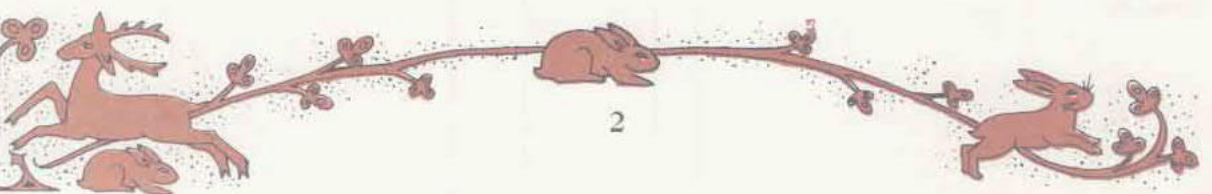
This sourcebook details the many lands luz controls; his dark priests and their magic; luz's fiendish allies from the Abyss; his marauding humanoid armies and raiders; and much, much more. These are lands of ineffable evil, a beacon for adventurers seeking glory within their perilous borders. Servants of good, prepare your weapons and ready your spells, for there are no challenges greater in all the Flanaess than those of the Lands of luz. All is not yet lost, for luz struggles to maintain control over his vast empire and even his countless armies have suffered grievous losses in the Greyhawk Wars. Striking against him now is imperative, before the strength of the fiendish demigod waxes great again.

The Dungeon Master using this sourcebook will find a wealth of material, enabling him to use this campaign setting for many adventures. What is more, these adventures can vary greatly: guerilla warfare on the outskirts of luz's lands; border watch in the fair land of Furyondy;

desperate struggles for survival in the Fellreev Forest or the Rift Canyon; spine-chilling encounters with luz's priests; rescue missions replete with danger and tension; rallying the resistance which remains in some quarters of luz's empire; the intrigue of setting the servants of evil at each other's throats; and strikes to despoil and thwart the resources and plans of the Old One. What more could any adventurer wish? The lands of luz have all of this and more. This sourcebook will provide any Dungeon Master with a string of campaign ideas for characters of any level of experience. These lands will reward heroic adventurers over a long career. If they survive its perils, that is.

To use *luz the Evil*, you will need the standard AD&D® rulebooks (*Player's Handbook*, *Dungeon Master™ Guide*, *Monstrous Compendiums I and II*), and *From the Ashes*, the world guide to the whole Flanaess. Possession of the sourcebook *The Marklands* is strongly recommended if you wish to use the Vesve Forest and the border with Furyondy in campaigning. The *Monstrous Compendium™: Greyhawk® Appendix* is likewise vital for campaign play in Greyhawk. Finally, the *Monstrous Compendium: Outer Planes Appendix* is an important reference for details of the fiends which consort with the Old One.

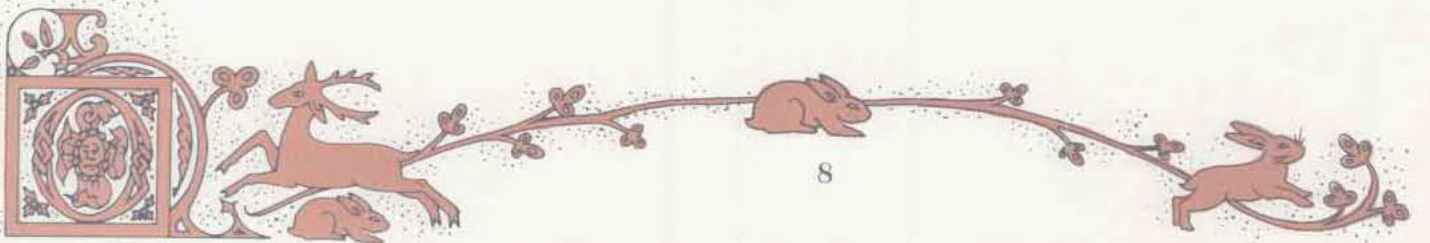
The servants of a terrible darkness are waiting. Only the bravest and best can hope to face them now at the height of their power.



The Priesthood of Iuz



E. HOTZ '93



History of the Lands

This chapter gives a resume of the history of Iuz's lands and a broad overview of how his empire now stands. It also includes the low-down on his goals, ultimate objectives, fears, and those who ally with and oppose him. Finally, Iuz's relations with the rest of the Flanaess and the Powers of Oerth are described.

Spawn of Evil

As of 479 CY, what would become known as the Land of Iuz was only a collection of petty fiefs, with chiefs of minor bandit warbands and clans fighting each other for control of small swathes of barren land. One of these minor despots died in that year and his "son," Iuz, took control of a few hundred chaotic, vicious bandits. That was just the beginning, but then Iuz was no ordinary bandit's "son."

Iuz was born of a human mother, the necromancer Iggwily, and a great tanar'ri lord, Graz'zt, ruler of several Abyssal planes. The young cambion tanar'ri soon used his powers to great effect. Realizing that his warriors could not hope to triumph by simple force, Iuz began to ally his men with other minor clan leaders to beat off stronger enemies. Of course, those allies always ended up suffering most of the casualties and their leaders died in battle with astonishing predictability. Slowly, the size of Iuz's warband increased. Celbit and Jebli orcs of the Vesve margins began to join. The human scum serving Iuz didn't like the orcs overmuch, but they soon saw how their enemies liked them even less. And of course, there was Iuz's magic. Many cambions wield magic, but that of Iuz, aided by his mother, was far more powerful than anything the competing hordes could muster. Iuz had control of the entire Land of Iuz in little over a decade.

Refugees from this domain fled to Furyondy, telling stories of the most ghastly abominations. Iuz's capital city, Dorakaa, was a charnel house, with a road of skulls being constructed from there to the Howling Hills. Watchtowers along the road were entered by chained slaves, who never saw the light of day again. From the towers, acrid clouds of smoke belched out across the barren plains. Burning beacons proclaimed to all Oerik that Iuz had a kingdom and sought further conquest.

King Avras of Furyondy grew concerned about the rise of evil to the north of his lands, and the elves, rangers and good forces of the Vesve began fighting in earnest for the safety of their homeland against the increasingly well-trained and marshalled humanoids in Iuz's service. But neither Furyondy nor Vesve was directly involved in the banishment of Iuz, generally dated to 505 CY. The full tale of this banishment, in the dungeons of Castle Greyhawk, is detailed below where Iuz's own story is told. Other blows beset the tyrant. His mother offended Graz'zt, who drew her to the Abyss and imprisoned her there; Iuz's growing alliance with Zuggtmoy, tanar'ri Lady of Fungl, never had the chance to grow to fruition.

Within Iuz's own lands, many factions struggled for power when their master left. Tanar'ri and gehreleth came to odds with each other and decided to leave the barren lands to their own fate. Orcs and evil humans began to squabble and fight. Chaos reigned, and the good folk of Furyondy and the Vesve breathed a sigh of relief.

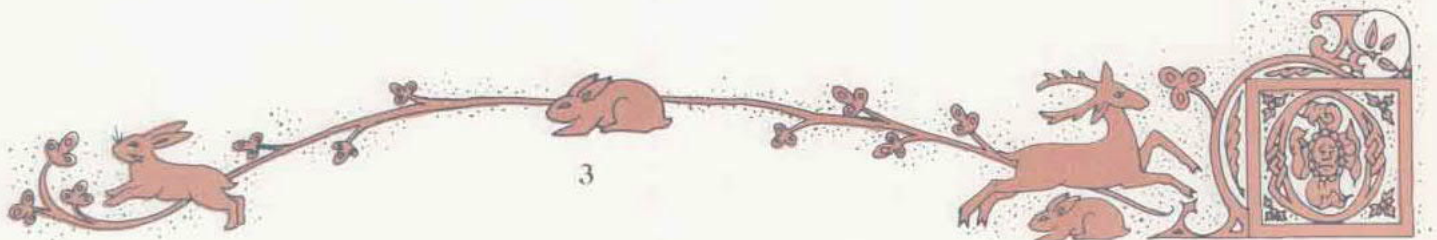
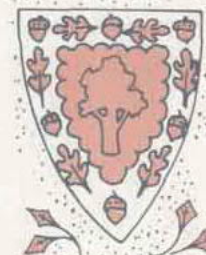
Iuz's banishment was long indeed, one reason why the defenders of good were slow to respond to his reappearance. A strange alliance freed Iuz in 570 CY, seeking to slay him. This tale is long in telling and will be recounted below. But, the creature returning to its homeland was no cambion tanar'ri now. How Iuz became a demigod is a secret any sage of Oerth would give an arm and a leg to discover. Zuggtmoy, Iggwily, Graz'zt and Lolth are all said to have had some part, perhaps even unwittingly. The unpredictable and mighty magics Zagyg unleashed within Castle Greyhawk are unknown in their effects. Iuz's own unquenchable will, and wielding of magic mightier than any cambion almost from his birth, may be part and parcel of his destiny too. Istus and other Greater Powers know, but they are not telling.

Stormclouds Gather

After his release, Iuz was filled with a desire for vengeance and conquest. Sixty-five years of banishment had concentrated his mind wonderfully. With a savagery and cruelty allied to plans formed over many long years of thought, Iuz acted to gather together the warring bandits and humanoids of his land with an iron grip. He drew together his Boneheart, a Greater and Lesser circle of spellcasters, six in each echelon. His agents began to scour the Flanaess, seeking arcane evils and relics. Iuz readied his forces for a great war.

To his annoyance, Iuz discovered that the Temple of Elemental Evil he had developed with Zuggtmoy in the Gnarley Forest had been sacked a year beforehand. The Temple was a clever feint by the Old One. He allied with Zuggtmoy to bring evil creatures to the Temple, hoping to draw the attentions of the forces of good in Verbobonc, Veluna and Furyondy south to this burgeoning citadel of evil, and the ruse worked. Zuggtmoy was bound within the Temple, and Iuz no longer needed worry about her dangerous games anymore. On reflection, perhaps the fall of the citadel of chaos and evil was not such a bad thing after all. Forgetting it, Iuz developed his plans.

The first strike was a stroke of unusual cunning and ingenuity. Constructing an elaborate fiction about a "Great God Vatun," Iuz managed to ally the barbarian nations together. Deluded by dreams of greatness, the barbarians subjugated the Hold of Stonefist. In turn, the Fists, under the leadership of their magically-compelled chieftain Sevvord Redbeard, swept into Tenh, conquering it with lightning speed. The powerful nations of the Flanaess were astonished. What was at work here? Iuz's cunning plan drew attention away from his lands, far eastward.



History of the Lands



The Vatun ruse did not last long. Commanding the barbarians to strike into Ratic, a long-time ally of the Flanaess to confusion, since its role as a ruse and feint was played to the full. In any event, the barbarians began to slink quietly home, though the Fists remained in Tenh and occupy it still. Now luz could concentrate fully on the war.



The week of the Blood Moon festival in the lands of their most Dread and August Presences, the Hierarchs of the Horned Society, took on an unusual aspect in 582 CY. Never before had the very streets of Molag run awash with blood. With the aid of fiends and his orcish army sweeping across the plains of the Society's lands, luz vanquished his old enemies in days rather than weeks. The blow was so decisive that the Hierarchs had no time to call on extraplanar aid before they were massacred. Absorbing the hobgoblin soldiery of the land into his own armies, luz swept onwards across the Ritensa to the Shield Lands.



The full tale of the stupidity of the Shield Land rulers is too well known to bear lengthy repetition here. Fearing that Furyondy's warnings were a ruse to cover Belvor III's desire to annex their lands, the Knights of Holy Shielding hesitated in accepting a Furyondian army on their soil. The hesitation cost them their land, and for many their lives. Many thousands of Shield Landers were evacuated to Furyondy and across the Nyr Dyv, but many others were slain or captured. luz's Boneheart wizards, Kermin Mind-Bender and the dreaded Archmage Null, distinguished themselves in this conquest, with their magic proving vital to the supply of fast-moving armies.



The war by now had stirred most of the Flanaess into action. The Great Kingdom struck at Nyrond and the eastern campaigns began. Furyondy's rulers saw all too clearly that luz had flanked their land. Belvor acted to bring Keoland, Veluna, the Gran March, the Ulek states, and even the Yeomanry into alliance against luz at the signing of the Treaty of Niolo Dra. But luz was prepared, for he too had nurtured alliances of his own.



As armies marched northwards to strike at luz, Ketite soldiery struck swift and deep into Bissel and even Veluna. Bissel is still occupied, but Veluna freed itself and lost no lands to the Bakluni invaders. But the attack, and the cascade of giants and humanoids down from the Crystalmists into Geoff, Sterich, and the Yeomanry, drew away the support armies from Furyondy. luz struck, smashing the Whyestil navy, capturing Crookport and Grabford in northern Furyondy, besieging Chendl itself and Redoubt, the great fortress protecting the northern road to the capital.



In the end, Furyondy held. The great armies of good and evil ground each other to a halt, and when Belvor surrendered the siege of Chendl and drove luz back northwards into the oncoming autumn of 584 CY, Furyondy



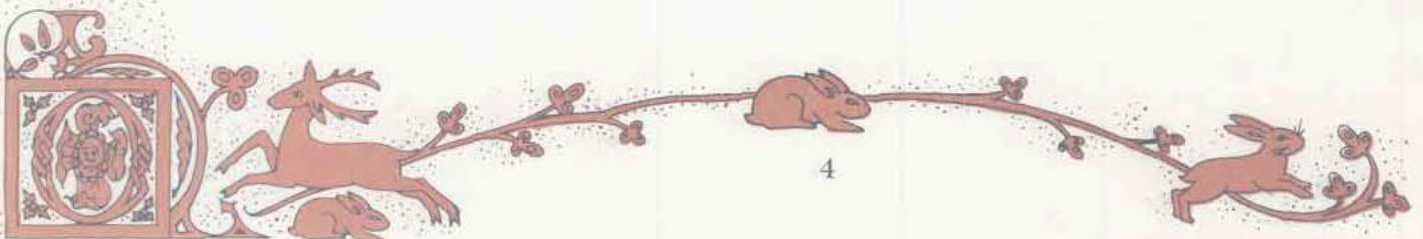
was saved. But even that great nation had not the strength to drive into luz's own lands. Both Furyondy and luz were ready enough to sign the Pact of Greyhawk. luz, grown used to easy strikes and conquests of great speed, saw tens of thousands of his soldiery slain. Three of his twelve Boneheart wizards were destroyed. He reached out his clawed hand to the pool of darkness in his throne room, but drew it back. It was time to settle for the gains he had made and prepare anew.

The Empire Today

No simple picture of the lands luz controls can be given here, because they vary greatly. In his homeland, luz has total control of the evil bandits and humanoids who dwell therein. To the east, his hold is firm on the old Horned Society lands and the Shield Lands. In the Bandit Kingdoms, though, there are many renegades who attack luz's forces. The Fellreev forest is a hotbed of opposition to luz. On the borders of his own land, the Vesve Forest is a site of constant turmoil and battle. To the north, the Northern Barrens are a wasteland where only remnants of clans and tribes live. In Tenh, luz exercises influence but not control. In some lands, humanoids form the majority; in others, this is not so. Where there are humanoids, the dominant race (ores or hobgoblins) varies from land to land. The role of fiends differs greatly from land to land also, and while in some lands humans are used as slaves and sacrifices only, in others, luz's forces still seek to draw evil (or at least non-good) people into their fold.

However, luz faces two problems throughout his empire: resources and control. Most lands of his empire do not have abundant natural resources. The Lands of luz and the Horned Society have very poor agricultural areas, for example. Now, ores and hobgoblins may feast on flesh, but some food must be grown or somehow obtained by trade to sustain livestock for humanoids and feed humans. luz can call upon some furs, wood, precious metals and the like in his wide array of lands, but these resources must be harvested. Warbands need metal weapons and the metal comes from mines. However, there must be miners to excavate the minerals. This can be difficult when the empire's manpower has been diverted to providing men for luz's vast armies. Slaves solve this problem to some extent, though manpower is still needed to keep them in line. Also, slaves rarely work very hard and many times die, leaving the manpower problem as a constantly recurring theme in the resource dilemma.

The control problem takes different forms. Sometimes, it is simply making sure that chaotic or poorly-disciplined humanoids don't disobey orders, turn on and kill each other. luz's priesthood, and sometimes a fiend or two, are given this duty and generally they discharge it well enough. The main problem is paranoia. If the dominant ethos is that of Chaotic Evil, everyone is looking to



History of the Lands

backstab someone else. Senior leaders try to pin the blame for failures on their juniors, who in turn look for any scapegoat they can find. The paranoia has its greatest intensity at the apex of the pyramid, where luz himself is paranoid about the loyalty of his priests and servitors, the powerful who once imprisoned and tried to kill him, and the politics of the Abyss in which he is embroiled. As the empire grows, control is harder to retain and paranoia becomes luz's dominant emotion. Though control is many times mandatory in order to accomplish his desires, luz's inner rages and whims mitigate against firm control at all times. There are times when luz, self-destructively, actually enjoys observing seething chaos in his empire.

Then again, control is harder to keep the farther east one travels, where renegade Bandits, the remains of the Rovers of the Barrens, the exiled remnants of Tenh, and the men of Stonefist strain against the yoke of luz. Against bandits and rovers, force will do the job, so luz can dispatch fiends and humanoids. In Tenh and Stonefist, though, there is no love of humanoids or luz himself, and control can only be exercised by influence and subtle stratagems. That does not truly appeal to the cambion's vicious, paranoid mind. Luz is happier when his rule is exercised by baneful magic, steel, and fire. Presently, he frets over his inability to exercise rulership in such brutal ways. He hopes time will be the answer, and as his armies swell with the fecundity of ores and hobgoblins, he may be right. But he is always looking over his shoulder. . . .

The Obsessions of luz

Those who imprisoned luz below Castle Greyhawk consist of many of the most important beings in the World of Greyhawk: the mad Archmage Zagyg, St. Cuthbert, and the four quasi-deities Heward (the mage-bard), Murlynd (paladin-wizard), Keoghtem (bard-mage) and Kelanen, the Prince of Swords. Why they allied to banish luz is unknown; probably, each had his own purpose. What is certain is that, while luz may hate these six and wish revenge upon them, his scope for vengeance is strictly limited. After all, even luz would have a hard time challenging a demigod, an intermediate god, and four quasi-deities. In addition, those six dwell on planes other than the Prime Material, so they are beyond luz's immediate reach.

Rather, luz's most burning desire is to have revenge on those who freed and tried to slay him. Originally, three set out to investigate the prison of luz below Castle Greyhawk. These were Lord Robilar, his orc henchman Quij, and Riggby, Patriarch of Boccob. Unfortunately, the investigation freed luz. Whether this was by error or perhaps design on the part of Robilar, who secretly carried a pair of highly unusual *dispelling* magics about himself on that fateful day, sages cannot say. What is known is that at the moment of luz's being freed, Archmage Tenser

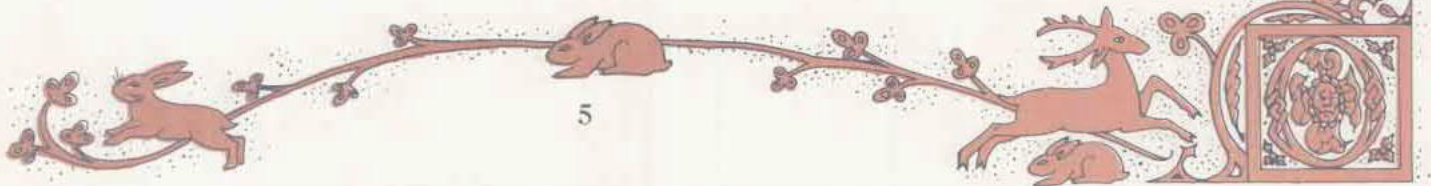
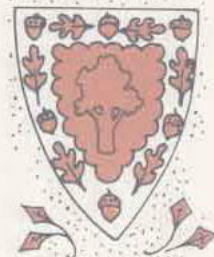
arrived on the scene together with Bigby the mage and a powerful fighter going by the unlikely name of Neb Retnar. Tenser had learned of Robilar's plan, feared that Riggby was being duped, and came post haste to prevent their action. Tenser and his cohort began battling the freed, enraged demigod. Riggby at once aided the assault. Robilar and Quij considered flight and felt their chances would be best if they made odds of four against one into six against one.

luz was very nearly destroyed in that conflict, escaping to the Abyss just before Bigby would have destroyed him with his infamous *crushing hand* spell. He left behind him a backwash of chaotic evil magic which altered the alignment of Retnar, left Riggby catatonic for days, and caved in a large part of Castle Greyhawk's deepest dungeon complexes. Since that time, luz has always protected himself with a carefully secreted soul gem hidden on an unknown, unbelievably well-guarded Abyssal plane. He can be killed on the Prime Material, but unless the soul gem is destroyed beforehand, he cannot be destroyed forever.

Since that fateful brush with extinction, luz has schemed to destroy those six. Tenser, of course, is dead; slain by Rary and Robilar. In the Bright Desert, Robilar is over a thousand miles from luz and cloaked by magic which prevents his scrying. Since luz has no spies there to report to him, information on Robilar is scant. Quij has deserted his master and luz cannot see him either. Perhaps he has become part of Turrosh Mak's Pomarj armies, or fled to the Bone March or even farther afield. Elsewhere, though, luz sees those he hates.

Riggby, growing old, hides himself in Verbobonc and southern Furyondy, sometimes hiding in Veluna City or Mitrik. Bigby was driven from Scant by the fall of Onnwal, and now lives in Mitrik. Retnar's whereabouts are unknown, but he is whispered to serve the Brotherhood and to be a cultist of Tharizdun, the Dark God luz hates and fears. luz hears occasional tales of Retnar working in Verbobonc, Dyvers, and stalking the lands of the sacked Temple of Elemental Evil, but these are no more than snatches and are usually too little to do the Lord of Evil much good.

Thus, the eyes of luz look to the south. From his spies, he knows something of Riggby's wanderings and he knows he was Furyondian-born. As the man grows older, he will come home. Evil things lurking in the Gnarlley tell him of Retnar; Bigby's new home is common knowledge. Thus, while subjugating the Horned Society gave luz great delight, Furyondy and its allies Highfolk and Veluna are luz's heart's desire. That is where he will strike next, and where he will pluck his special victims from their hiding-places as a cat reaches with its claws into a mouse's home. luz anticipates these captures with relish, but he can wait, at least for awhile.



History of the Lands

The Empire and the Flanaess

luz signed the Pact of Greyhawk, buying himself time to rebuild his forces. He has an ambassador, Pyremiel Alaxane, in Greyhawk City (see *From the Ashes, Campaign Book*) and in the unlikely event of luz using diplomacy, it would be conducted through Pyremiel. luz does not have any formal diplomatic ties with any Flanaess state and holds most in contempt.

luz is apprehensive of the Scarlet Brotherhood. He fears that the Elder Brothers may be attempting to empower Tharizdun, the Dark God, which is definitely not what luz wants to see achieved. At this time, luz does not have the spies and agents abroad who would be necessary to keep track of the Brotherhood's actions. As the entry for the Shadowlaw spies in *The Marklands* shows, agents of luz abroad are relatively few in number and not overly powerful. The best of them are the Bonehadow, the outer echelon of luz's Boneheart, described in the *Villains and Heroes* chapter of this book, but they are few indeed. Thus, luz does not yet have direct ways of countering the Brotherhood. This worries him.

luz does not fear any of the good-aligned nations of the Flanaess, regarding them all as relatively weak and unable to oppose his strength. He does not concern himself with Aerdi, seeing it is torn asunder, without any organized power. luz regards Ket as a nation of fools whom he will eventually subjugate even though they allied with him in the Greyhawk Wars. The rest of the Flanaess is simply potential land for conquest so far as luz is concerned. All in good time. . . .

luz and the Powers of Greyhawk

luz has been able to rise in power so swiftly in part because no great Power of Oerth has struck out against him. There is an important reason for this. luz has the Prime Material as his home plane, and Oerth as his home world within that plane. Other Powers dwell elsewhere and look over many worlds on the Prime Material. Thus, they do not give Oerth the undivided attention luz does, and it is almost a Law of the Powers that they do not intervene directly in the Prime Material to strike at a deity which has its being there. The key word, of course, is directly.

Rather, the good Powers of Greyhawk empower their servants to oppose luz. To this end, they grant spells and special powers, such as those of priests and the *protection from evil* and healing skills of paladins. If they did more, then evil deities would regard it as fair game to do more likewise. Oerth would become a battleground of the Powers and might ultimately be destroyed. On Oerth, even the appearance of a Power's avatar is extremely rare. Oerth is a world where mortals suffer, triumph and perish without the Powers favoring or opposing them by direct action.

There is one exception to this non-intervention law. St. Cuthbert of the Cudgel has been allowed to strike

against luz, when his avatar assisted those imprisoning luz in 505 CY. That St. Cuthbert would wish to fight luz is not unexpected. Of the "martial" lawful good Powers, Heironeous has his great struggle with his hated brother Hextor, while other lawful good Powers are more peaceable and kindly; guiders and protectors rather than warriors. But St. Cuthbert is a doughty, tough fighter, and he hates luz's chaotic evil nature. That he was allowed to strike against the Old One is surprising. He could only have done so if powerful evil Powers agreed to this, for all Powers must agree to such an action. Istus could tell us that Incabulos cared not, but that Nerull's croaking voice was decisive in giving permission.

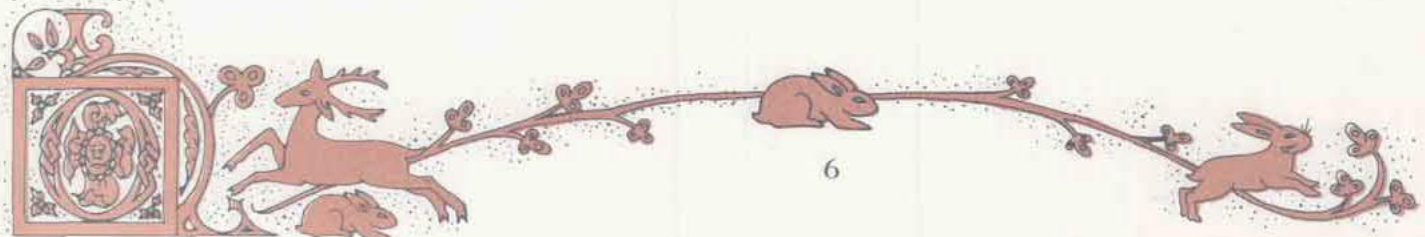
One final point bears stressing here. On Oerth, if a Power acts directly with the permission of the other Powers (and the Greater Powers are the ones who really count), that Power and its allies are then indebted to the others. When evil Powers allow a good Power to act directly, good Powers may at some later time have to stand back and allow an evil Power the same opportunity. Small wonder that such direct actions are rare! Whether St. Cuthbert can, or would wish to, appear to combat luz again, only Istus can say.

As for the Old One, of course, he hates good Powers with a passion. St. Cuthbert is his greatest nemesis, obviously, but he has no special enemies among the rest. luz regards neutrally-aligned Powers as pathetic, fence-sitting irrelevants. But when it comes to evil Powers, ah, then luz the Old grows truly terrifying in his malefic rages and fear.

luz hates and fears Nerull. Many of the Hierarchs served The Reaper, and luz fears the wrath of the sickle-wielding one. luz knows rationally that Nerull is unlikely to act directly because of the loss of one small land in the many worlds where he reaps his grim harvests, but still luz fears. Above all, luz fears Tharizdun, the buried Dark God, and those who would free him from his slumber of ages and raise him to become undisputed overlord of all evil Powers of Oerth. luz simply spits derision against other evil Powers, even Incabulos.

luz plays a difficult and dangerous game with Lolth, tanar'ri Queen of Spiders, goddess of the drow. Drow attend luz's court and Lolth has an ambassador-priestess there. Eclavdra and luz smile and bow to each other, but they dance a deadly pavane together. luz's relationships with Eclavdra, the drow, and other tanar'ri are detailed in the *Land of luz* chapter.

So, luz has his own domain and other Powers cannot, or choose not to, act against him. However, luz still has a few spots of special weakness. He daily scries his soul gem, hidden by Zuggtmoy's servants, paranoid that something might happen to it. Also, the secrets of the Soul Husks of the Howling Hills gnaw at luz's soul, or the remains of what was once his soul. Philidor the Archmage, the Blue Wizard, looks calmly out over luz's lands from the Vesve Forest, biding his time. luz is an emperor now, but he is not invulnerable.



The Priesthood of Iuz

In the descriptions of the Lands of Iuz which follow, Iuz's priests usually play a major, often dominating, role. This chapter describes their organization, and presents many new spells and magical items developed by Iuz's cult.

Rule Through Fear

This is the cardinal principle of the priesthood. Priests of Iuz rule by fear over the slaves, humanoids, non-priestly human servitors of Iuz, least fiends, and even lesser fiends if the priest is powerful enough. Position in the hierarchy is likewise established, and kept, through fear.

At the apex of the pyramid are the High Priestesses. There are currently but two of these, Althea and Halga, among the Greater Boneheart, Iuz's central conclave of human servants. The only High Priest, Patch, was destroyed in Furyondy during the Greyhawk Wars. The High Priestesses fear Iuz and his rages, since they spend much time in Dorakaa. The Lesser Boneheart priests have the same fear of Iuz, but also have to fear the High Priestesses, who see them as possible future rivals.

Mid- to high- (9-13) level priests of Iuz fear both Iuz himself, since he may summon them to Dorakaa on rare occasions, and the Boneheart Priest(esse)s, especially if there is one in the area. However, these mid-level priests are in a good position, because they can plausibly play the "Old One card" in their situation. This involves terrifying their juniors by promising that, if they don't do everything the mid-level priests demand, "the Old One will hear of this." Though many of these middling priests hardly have the ear of Iuz, they can plausibly appear to, which frightens their juniors witless. Also, most of these more exalted priests have dealings with greater fiends, which also serves to frighten those below them.

Low- to mid- level (5-8) priests continue this chain of ruling through fear, but their position is weaker since they cannot play the "Old One card." Threatening to go to their immediate superior may appear as a sign of weakness or lack of authority, so their position is often not envious. The lowest-level priests are at the bottom of the pile, of course. However, they are usually the ones with day-to-day command over slaves, humanoids and soldiery, and often take their fear out on those hapless targets.

This theme of rulership and command through fear is crucial to understanding the priesthood. In the lands where Iuz has a firm grip, a chronic state of fear runs through the priesthood. Each fears his senior and feels unable to act against them since they seem so capable of retribution for any disloyalty. This drives them to sadistic and violent actions, such as despoiling the Vesve Forest with destructive spells and mounting murderous hunting forays against Fellreev bandits. Where Iuz does not have such tight control, the priesthood shows more schisms. Internal power struggles, open disloyalty to seniors, and fights between equals are all commonplace.

The situation in the Bandit Lands is a good example.

These considerations are important when establishing campaigns in the evil empire of Iuz. In its heartlands, priests are deadly enemies the PCs can regard only as fit for cold steel and searing magical strikes. However, the priests have weaknesses; juniors are often appalled at the thought of reporting any kind of failing to superiors and may try to cover up "accidents," including attacks by PCs. Wily PCs will exploit this weakness. In the eastern lands, where divisions are more open, PCs may even be able to exploit them more directly, pitting evil against itself.

Priests and Clerics

In AD&D 2nd Edition rules, the cleric is allowed as an option for those DMs and players who don't want to use specialty priest rules. In the game setting of Iuz, a great deal of character is lost by not using the rules for specialty priests. It is strongly suggested that players and DMs don't opt for the cleric as an alternative, ignoring the special rules for armor, weapon, and spell restrictions of this malign priesthood. This may upset game balance.

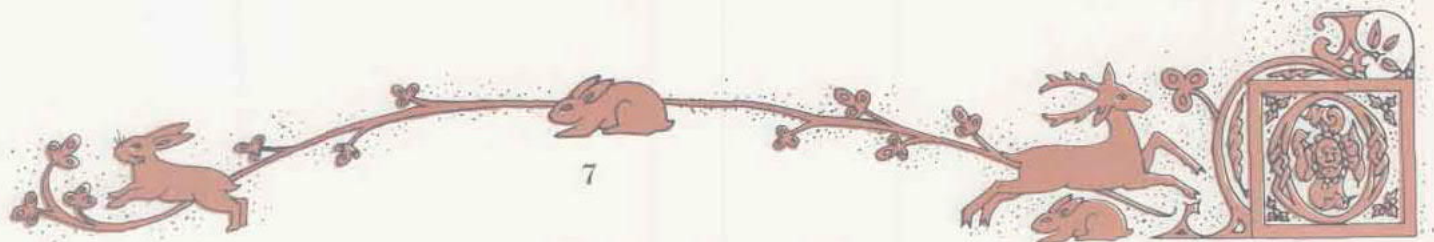
The term "cleric" is used in a special sense in this gamebook to apply to a "secondary priesthood." The old priesthood of Iuz, born in his homeland, is very jealous of its privileges and secrets. When it recruits new members from conquered lands, it often does not pass on the secrets of cult spells or important special powers, and these new converts never attain the exalted status of members of the Boneheart. These "foreign" recruits can be termed "clerics," and the following rules apply to them.

Clerics may use any armor or weapons. They can only use spells from the same spheres which priests do. They gain only the first two additional powers of specialty priests at 3rd and 5th levels of experience, but not the *fear/eneration* powers. These points apply notably to orc, orog and half-orc clerics of Iuz, as such humanoids are not accepted as full priests.

Priestly Rites and Rituals

Iuz's priests are depraved, ghastly people. They revel in murder, pain, and suffering. These are creatures with no redeeming features whatsoever. Surely the reader needs no graphic descriptions of the horrors of this cult. Suffice it to say that sacrifice, torture and worse take place at the priestly ceremonies where fiends gloat and mindless evil things slaver and drool.

However, Iuz's priesthood has also grown strong in the ways of magic. Many new cult spells and magical items have been developed by the malefic ingenuity of these people and are described below. Likewise, the secrets of magical constructions such as the watchtowers on the Road of Skulls are described, or hinted at to allow the DM room for development, in later chapters of this sourcebook.



The Priesthood of Iuz

Powers of the Priesthood

Rules for specialty priests of Iuz are given in *From the Ashes, Atlas of the Flanaess* book. The rules and powers noted below are an expansion of those listed there.

Expanded Spell List

The listing below shows a complete selection of spells available to priests of Iuz. These do not include those from the *Tome of Magic*; and spells therein may be added if the DM wishes, in accordance with the listing of spell spheres usable by Iuz's priests. Priests and clerics of Iuz may both employ sixth-level spells if of high enough experience level, while on the Prime Material only. However, they cannot command seventh-level spells at all. The spell listing includes the following special cases:

(P) indicates a spell which is only available to specialty priests. Mere clerics of Iuz may not use these spells. These are all new spells, detailed in this chapter.

(R) indicates a spell usable in reversed form only.

(W) indicates a spell from the Wizard spell lists. These are all Necromantic spells. Again, the ability to use these spells is restricted to specialty priests of Iuz.

First Level Spells

Bless
Chill Touch (W)
Combine
Command
Cure Light Wounds (R)
Detect Evil/Good
Detect Magic
Detect Poison
Detect Snares & Pits
Detect Undead (W)
Invisibility to Undead
Light (R)
Magical Stone
Purify Food & Drink (R)
Remove Fear
Shillelagh

Third Level Spells

Animate Dead
Blackhand (P)
Continual Light (R)
Cure Blindness or Deafness (R)
Cure Disease (R)
Feign Death
Locate Object
Negative Plane Protection
Prayer
Speak with Dead
Turnbane (P)
Vampiric Touch (W)

Second Level Spells

Aid
Augury
Chant
Detect Charm
Enthrall
Find Traps
Hold Person
Know Alignment
Speak with Animals
Spectral Hand (W)
Spiritual Hammer

Fourth Level Spells

Abjure
Animal Summoning I
Bonechain (P)
Call Woodland Beings (1)
Clawcloud (P)
Cloak of Bravery
Cure Serious Wounds (R)
Energization (W)
Free Action
Imbue with Spell Ability
Neutralize Poison (R)
Tongues

Fifth Level Spells

Animal Summoning II
Atonement (2)
Bloodgloat (P)
Cure Critical Wounds (R)
Dispel Evil/Good
Flame Strike
Lifebane (P)
Quest
Raise Dead (R)
Screaming Skull (P)
Stone Curse (P)
Summon Shadow (W)
Venomed Claws (P)

Sixth Level Spells

Aerial Servant
Animal Summoning III
Animate Object
Chain Madness (P)
Conjure Animals
Death Touch (P)
Heal (R)
Summon Varrangoin (P)
Vampiric Mist (P)
Word of Recall

Special Notes: (1) creatures subject to this spell save against spells at +4 to negate the effect, since they are of a nature greatly opposed to Iuz's priesthood. If successfully summoned, such creatures are forced to comply with the request of the priest, but do so unwillingly. (2) This spell is not often used, to say the least. Those who have offended their master don't get second chances. Only in the case of extreme circumstances, such as magically induced alignment change, would Iuz even consider the possibility of permitting atonement.

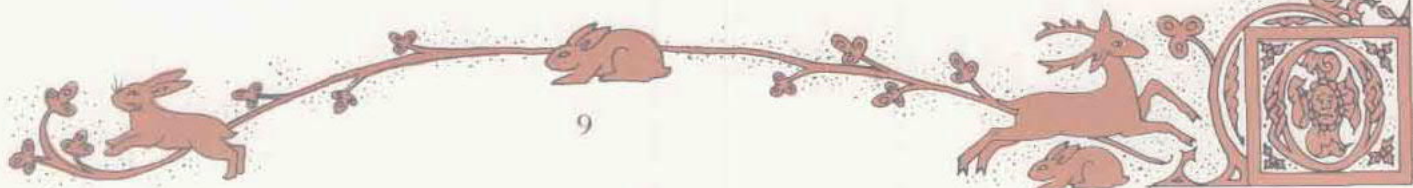
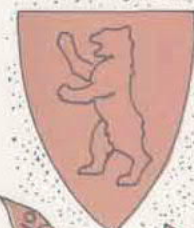
New Priesthood Spells

Note that two new specialty priest spells, *screaming skull* and *vampiric mist*, are detailed in *From The Ashes* (reference cards). Material components listed for spells are not consumed in the spellcasting unless this is specified. For each spell, the material component is an Unholy symbol of Iuz unless otherwise noted. Some spell descriptions include notes on the purposes for which priests developed these unique spells.


Blackhand (Abjuration)

Level: 3
Range: 60 yards
Components: S, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

This spell negates the effect of *protection from evil* spells, including the 10' radius version, and may also affect the *protection from evil* effect paladins exert. When casting the spell, the priest's hands become enveloped in a black aura. Each round thereafter, while the priest maintains concentration, he may point his hands at one target creature within the range of effect. If that creature is in any way protected by *protection from evil*, the effect is cancelled. There is no saving throw to negate this, except for paladins. A paladin making a suc-




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Successful saving throw versus spells has his personal protection from evil cancelled for 1 round per 2 levels of the priest casting *blackhand* (round fractions down). If the paladin fails this saving throw, his personal protection from evil is cancelled for 2 rounds per experience level of the priest. These durations also apply to a *protection from evil* effect generated by a magical item of any sort. If a creature within the area of a *protection from evil 10'* radius spell is affected by a *blackhand* spell, but has not actually cast the protection spell, other creatures within the 10' radius of protection are unaffected.

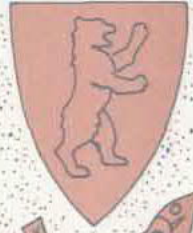
Turnbane (Abjuration)




Level: 3
Range: 0
Components: M
Duration: See below
Casting Time: 6
Area of Effect: 10 yard radius
Saving Throw: None




This spell protects undead creatures in the service of, or being commanded by, the priest from turning attempts. The spell can be used in one of two forms.




The priest may choose to employ a longer duration (3 rounds/level) version of the spell which offers a weaker protection to undead creatures in his service. If a priest, cleric or paladin attempts to turn such creatures, they are allowed a saving throw vs. spells against the attempt to turn them at the level of the priest casting the *turnbane* spell. If the saving throw is made successfully, they cannot be turned while they remain within 10 yards of the priest and the spell duration has not expired. If they move outside of this area, they can be successfully turned if another attempt is made to do so. In the event that the turning is successful, moving back within 10 yards of the priest casting the *turnbane* will not negate the turning. In this spell version, a priest can protect any and all undead of his choice within the area of effect with hit dice equal to or less than the priest's experience level.



Note that, if a successful saving throw is made, this does not prevent other clerics from attempting to turn the same undead creatures protected by the *turnbane*. Each separate attempt at turning by a different cleric requires a separate saving throw to negate.



In the shorter duration version of this spell (1 round/level), the priest may confer total immunity against turning attempts upon all undead creatures of his choice within range, if they have Hit Dice equal to or less than one half his experience level. Again, this protection is broken if the undead move outside of the spell effect.



A successful *dispel magic* will remove the effects of a *turnbane*, as will a *dispel evil* cast into the area of effect of the *turnbane*. A *holy word* dispels a *turnbane* also.

Bonechain (Necromancy)

Level: 4
Range: Special
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None

A *bonechain* spell requires special preparation in the form of material components. For each link in the "chain," the priest must possess one bone from a deceased human(oid) creature. Any bone may be employed, although tradition prefers finger or rib bones. Each bone utilized as a material component must come from a separate creature or the spell fails when a second bone from the same creature is activated. The maximum number of bones usable in the spellcasting is equal to the priest's experience level. Each bone can be placed up to 20 feet from any other bone employed in the spell. A distance of greater than 20 feet negates the continuation of the *bonechain*.

When the spell is cast, at the point where each bone is placed, a skeleton springs up and will do the bidding of the priest casting the spell, automatically fighting the nearest enemy of the priest, if appropriate. Skeletons activate at the rate of 1 per 2 segments of a round, from the bone nearest the spellcaster outward. Each activated skeleton has a minimum of 5 hp, is otherwise a normal animated skeleton, and can spring up from the site where a bone has been concealed if this is plausible. Bones buried in earth, hidden in plasterwork or within wooden panelling, etc., can spring forth as skeletons. Bones buried below foot-thick marble slabs could not do so. DM discretion is required. Skeletons animated by a *bonechain* remain in existence until the dawn following the casting of the *bonechain* spell, unless destroyed earlier.

This spell was specifically developed to enable ambushes, with bones planted in the ground in a circle or column, and for protection, with ranks of bones hidden in alcoves, urns and the like along corridors and passages. The material components for the spell are the bones employed and an Unholy symbol of Iuz.

Clawcloud (Conjuration/Summoning)

Level: 4
Range: 1 mile/level
Components: V, S, M
Duration: 1d4 hours/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

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volume affected is also transformed by the spell. Eventually, this may have some important structural effect like the crumbling of a supporting wall or the collapse of a mine shaft or tunnel, as the DM deems fit. A *stone curse* may be negated by a *remove curse*, a successful *dispel magic*, or by a spell which changes the nature of the stone more dramatically, such as *transmute rock to mud*.

A *stone curse* may be cast in hand-to-hand combat to damage creatures from the Elemental Plane of Earth, such as xorn, galeb duhr and the like, but not earth elementals, unless the DM determines that these must be made of rock, e.g., conjured in a stone quarry, etc. Damage inflicted is 1d4 hit points per level of the priest casting the spell. Likewise, a magic-user employing a *statue* spell, or a cleric employing a *meld into stone* spell, will suffer damage from a *stone curse* attack. In each case, a saving throw versus spells is allowed and, if made successfully, damage from the *stone curse* is halved. The material component for this spell is a small chunk of very soft sandstone, which is consumed in the spellcasting.



Venomed Claws (Enchantment/Charm)

Level: 5
Range: 10 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 8
Area of Effect: 1 creature per 3 levels
Saving Throw: None

By casting this spell, the priest gives himself and up to one additional creature per three levels of experience of the priest (round fractions up) the ability to strike in hand-to-hand combat with venomous claw attacks. Any hand-like appendage can be used by the affected creature, which has only one poisonous claw attack per round. Damage inflicted by a successful attack with *venomed claws* is 1d4 hit points per two levels of experience of the priest (round fractions down), to a maximum of 6d4. In addition, the attack sequence does any damage it would normally cause. A saving throw against poison made successfully by the target of a *venomed claws* attack halves this damage, or negates it entirely if the basic damage was 2d4 hp or less.

The material component for this spell is a snake fang or the poison sac of a venomous spider.

Chain Madness (Illusion/Phantasm)

Level: 6
Range: 30 yards
Components: V, S, M
Duration: Special
Casting Time: 9

Area of Effect: One creature
Saving Throw: Special

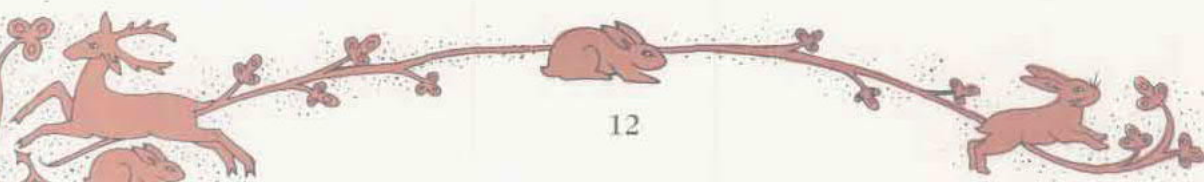
This spell allows a priest to create insanity in the mind of a target creature, which then becomes contagious. When the priest casts the spell, the target creature is allowed a saving throw against spells with a -4 penalty to negate the effects. Only creatures with Intelligence ratings of 5 and above are subject to the effects of *chain madness*, which are not immediately obvious. There is a minimum latency period of 48 hours. After this time, the affected creature must make a daily Wisdom check and, when this fails, it develops the symptoms of a fevered, agitated, severe depression. Affected creatures have a -3 penalty on all attack and damage rolls, saving throws, and ability checks. The creature must also make a successful Wisdom check to perform any premeditated action as the DM determines. For example, the creature will fight as best it can to defend itself if attacked, but a Wisdom check would have to be made if the creature was to initiate aggressive actions of its own, plan a trap or ambush, etc.

The duration of the madness is 1d4+4 days, but at the end of the determined time the creature must make a system shock roll and if this fails, the insanity continues for a further 1d4+4 days. This continues until a successful system shock roll is made or the creature dies. A creature which fails an initial system shock roll will lose 1 point of Constitution permanently for each subsequent system shock roll failure. If a creature reaches zero points of Constitution, it dies.

The great danger of *chain madness* lies in its contagion. Each creature affected can infect up to six other creatures per day with whom it comes into physical contact, including the original latency period. Even a shake of a hand is enough to convey the *chain madness*. Each potential secondary victim is permitted a saving throw versus spells to negate the effect. If affected, secondary victims develop the same madness after the same latency period and are themselves contagious. However, "tertiary victims" which may be affected by them save versus spells at +1 to avoid becoming affected by *chain madness*, later victims save at +2, and so on along the chain.

Chain madness can be cured by a successful *dispel magic* spell, a *remove curse*, or a *heal* spell. Detection spells which have a mind-reading nature (e.g., *know alignment*, *detect good/evil*) have a 5% chance per level of the spellcaster of revealing that something is subtly wrong in the mind of the creature affected by *chain madness*. This may be crucial to containing the outbreak when the malady is still in its latency phase.

This spell is rarely used, for it is hazardous to the priest casting it. The casting priest will suffer the effects of *chain madness* himself, but without becoming contagious, if he rolls below his Wisdom score on d100 when casting the spell. Note that the wiser the victim, the



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more likely he is to go mad!

The material component for this spell is a small vial of brain tissue from an illithid.

Death Touch (Necromancy)

Level: 6
Range: 0
Components: V, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: One creature
Saving Throw: See below

By casting this spell, the priest slays another living creature and transfers part of its life energy to himself. To cast the spell successfully, the priest must touch the target as if in hand-to-hand combat. If the attack roll is made, the target is allowed a saving throw versus death magic at -2. If the save is made, the victim suffers the effects of a *cause critical wounds* spell (3d8+3 hp damage). If the save is failed, the victim is slain and the priest gains 1d4 hp per hit die or level of experience, of the creature slain. However, this cannot exceed his normal hp maximum.

The material component for this spell is a specially prepared skull decorated with gold filigree and moonstones worth 500 gp, which is consumed in the spellcasting, whether the attack is successful or not.

Summon Varrangoin (Conjuration/Summoning)

Level: 6
Range: 60 yards
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: One creature
Saving Throw: None

This spell allows a priest to summon one abyss bat (varrangoin) as a servant. The priest may specify which type (I-VI) of varrangoin he wishes to summon. The casting time is 1 round per "type level" (a Type II varrangoin can be summoned in 2 rounds, a Type V takes 5 rounds, etc.). However, because of the chaotic nature of the Abyssal planes, there is always some chance that the summoning will bring forth a randomly selected varrangoin type. This chance is 50%, less 2% per level of experience of the priest. If a randomly selected type appears, use the percentile table below to determine the type appearing:

D100	Varrangoin Appearing
01-30	Type I
31-50	Type II

51-66	Type III
67-80	Type IV
81-88	Type V
89-92	Type VI
93-00	Spell failure: no varrangoin appear

Lesser varrangoin summoned will do the priest's bidding to the best of their abilities, save that they will not behave in any obviously self-destructive manner. Greater varrangoin, however, have to be negotiated with and offered some reward or sacrifice for their services before they will serve the priest.

This specialized and limited form of gating draws forth an abyssal bat for a limited time only. At each dawn following its summons, the varrangoin is permitted a saving throw versus spells and, if this is failed, it returns to its home plane. Saving throws must be made in the same manner each dawn following the summons in order for the varrangoin to remain on the Prime Material. Varrangoin do not have true names or individual identities, so it is not necessary for the casting priest to be familiar with the details of the creature being summoned.

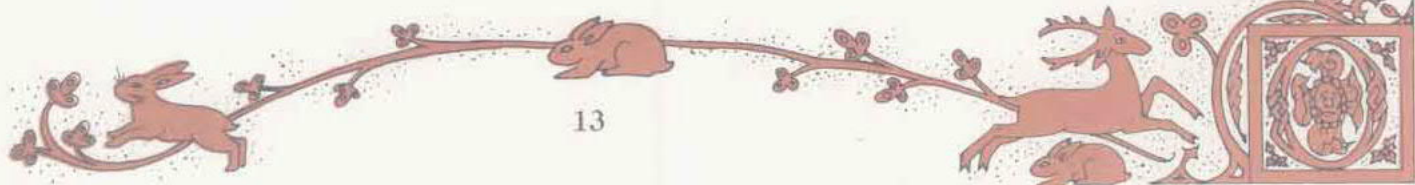
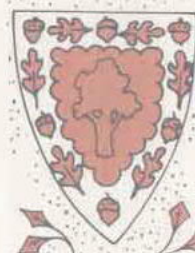
The material component for this spell is a small quartz prism crafted with asymmetric facets, contained within a brass sphere. It is consumed during the summons.

Magical Items of the Priesthood


The following magical items are especially crafted by Archmages and High Priests of Iuz for the use of important and powerful spellcasters and creatures in the service of Iuz and his priesthood. They are thus very rare indeed and will never be found randomly in any treasure trove. The DM should give them to powerful NPCs in the service of Iuz, who will of course use them to best effect.

These items all radiate magic and evil if detected for. If any PC should attempt to use one of the items below, don't have them blasted by damage. Be subtler in their horrible side effects. The character using the item at once comes under the scrutiny of Iuz, who will be able to sery him or her at will. This negates all protections such as an *amulet of proof against detection and location*. Iuz will then dispatch baneful effects at the character, such as *clawclouds*, *vampiric mists*, fiends, etc. as the DM deems necessary. Once one of the magical items below has been put on or used by a PC, a *remove curse* will be necessary to rid that character of it.

Blackstaff: This ghastly blackwood staff is shod with silver banding and tipped with a skull likewise banded and decorated with runes of Iuz's cult. Only the highest-level (13+) priests of Iuz will possess a *blackstaff*, of which very few exist. The item may only be used by clerics or priests. *Blackstaves* are charged items, rechargeable by the joint efforts of a priest of level 16+ and a mage of the same level. They have a range of effects,



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some of which do not require the use of charges. A *blackstaff* is a +3 magical weapon, but on a successful attack roll of an unmodified 18+, it inflicts double damage (2d6+6) on any creature of good alignment.

A priest employing a *blackstaff* is permanently protected from good as long as they wield the staff. By gripping the staff firmly and touching one target creature, the priest may cast *command* or *cause fear* (reverse of *remove fear*) 3/day each. These functions do not require the expenditure of charges.


By expending one charge, the priest may create any of the following effects:

- create a *screaming skull*;
- create an 8HD *fireball*;
- cast *cause critical wounds* to a range of 30 yards;
- create an acid vortex of 10-foot radius to a range of 60 yards. Damage inflicted is 8d4 hit points, halved if a successful saving throw versus wands is made.

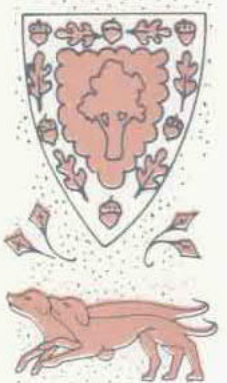


By expending two charges, the priest may create any of the following effects:

- summon a *vampiric mist* which persists for up to 6 hours;
- inflict a *death touch*, which requires a successful hit roll to be made in melee combat;
- cause harm to an opponent, again requiring a successful melee hit.



Bonewand: Usable by priests, warriors, or wizards, this black wooden wand may be recharged by the joint efforts of a priest of Iuz and a mage both of 12th or higher level. When a charge is used, a volley of sharp bone shards flies from the wand, filling a cone-shaped area 60 feet long, with a 10 foot radius at the terminus of the cone and a 1 foot radius at the tip of the wand, where the effect originates. All creatures within the area of effect suffer 6d4 hit points of damage from the flying shards. Damage is halved if a successful saving throw is made versus wands. The user of a *bonewand* may also create an *animate dead* spell, requiring the expenditure of 2 charges, but this function is only usable by a priest or wizard.



Clawed Gauntlets: These iron gauntlets are usable by priests and warriors. They appear as strong, tough, but unusually flexible steel gauntlets. When a command word is spoken, the fingers of the gauntlets sprout viciously curved, talon-like claws, several inches in length. The gauntlets may then be used as weapons in melee combat. A successful melee hit from a gauntlet inflicts 1d4+4 hit points of damage on an opponent, and on a successful attack roll of 18+, a paralyzing venom is injected into the victim. The creature struck is allowed a saving throw versus poison. If this is successful, the crea-

ture is unaffected, but if the throw is failed, it must make a Constitution check each subsequent round, or become paralyzed for 2d10 turns.

Clawed gauntlets are not usable as melee weapons if the creature employing them holds a weapon in the gauntleted hand(s). *Clawed gauntlets* are usually found in pairs, although they may be used singly. For instance, a fighter could employ a *clawed gauntlet* in one hand and a shield in the other. However, if a combatant wears only one *clawed gauntlet* with some different gauntlet (or nothing) on his other hand, he suffers a -1 penalty on all attack rolls due to the imbalance. Finally, a priest wearing *clawed gauntlets* cannot cast spells with a somatic component when the gauntlets' claws are unsheathed.

Ghastrobe: Usable by priests or wizards, the *ghastrobe* has the traditional black or bloodstained-white design of robes worn by priests of Iuz. It confers a base AC4 protection on its wearer as if a ghost. Undead are automatically non-hostile to a character wearing a *ghastrobe*, who treat him as if under the effects of a *wraith-form* spell. Clerics and priests attempting to *command undead* are treated as two levels higher than normal for the purposes of such commands when they wear this magical item.

In addition, the wearer of a *ghastrobe* radiates a stench identical to that of ghosts, and can create paralysis by touch 3/day with a duration of 1d10 turns. A normal saving throw versus paralyzation applies.

Ebon Skull: This sinister black humanoid skull, bearing glinting rubies in its eye sockets, is a potent magical item, which even Iuz has forgotten how to craft. Only three are known to be in existence at this time. Priests or wizards possessing such a skull have a considerable wealth of powers granted to them.

The holder of an *ebon skull* can *animate dead* 3/day and create a *bonechain*, even without prepared bones, of up to 16 skeletons 1/day. All forms of *darkness* spells do not affect the skull owner, who is likewise immune to cold-based attacks and energy drains. Spells cast at the skull-owner which directly impair physical ability scores, such as *ray of enfeeblement*, are negated. *Magic jar* spells and all illusion/phantasm spells of 3rd level or below do not affect the skull owner. Worse still, a priestly owner of an *ebon skull* may turn good-aligned clerics as if they were paladins of the same level. Finally, once per day, the skull owner can conjure a drifting cloud of chilling black mist with an area of effect and movement equivalent to a *cloudkill*. The cloud inflicts 6d4 points of damage on any creature caught within it. After two rounds of continuous exposure, a creature so caught must also make a saving throw versus paralyzation or be unable to move for 1d10 rounds.

Land of Iuz



The Fiends of the Land

Fiends are of major importance in the Lands of Iuz. There are many in the Vesve forest, in Dorakaa, and elsewhere, and they play key roles in the land. This overview of Iuz's dealings with fiends explains much of their roles in other empire lands also.

To begin with, Iuz can bring fiends to the Prime Material in two ways. *Gate* spells can be used, but only Iuz himself and the Archmages Null and Kermin can cast this spell, so this is a very limited resource. There are a few permanent *gates*, portals to the Abyss, within Iuz's empire. Of these, the Blackspear Chamber in Iuz's palace in Dorakaa is the most important. Once a fiend has been summoned, the nature of Iuz's dealings with it are a matter of how powerful the fiend is.

Underlings

Iuz deals almost solely with tanar'ri. Of these, least tanar'ri, such as dretch and rutterkin, are summoned as dogsbodies, guards, and servants. They throng the halls of Iuz's palace in Dorakaa, and there are some in other cities such as Molag. These weak fiends are bullied by Iuz and fear him greatly.

Of the least tanar'ri, alu-demons and succubi are among Iuz's consorts and he uses them to snare or entrap his enemies. Such creatures perform this role for Iuz in the Bandit Kingdoms, Tenh, and other far-flung areas. They use their powers of disguise and persuasion to slay enemies of Iuz by stealth or magic. Iuz treats these fiends more indulgently, but they know who is their master.

Bar-igura are used by Iuz as spies, scouts and layers of ambushes, primarily in the Felreev and Vesve forests. Iuz has a few cambion tanar'ri in his service, although he is wary of powerful Baron/Marquis ca



ful local "rulers"

To clarify matters, the term "Land of Iuz" is used to denote the original heartland of the Old One. On the color map, this territory is also expanded east of the Opicm River, to include lands there where Iuz has control as complete as he does in the heartland between the Opicm and Dulsu Rivers. The term "lands of Iuz" refers to the whole empire he controls.

The Land of Iuz is the most rigidly controlled of Iuz's whole empire. Of its 200,000 population, some 135,000 are well-disciplined orcs of lawful alignment. The priesthood is very strong and the sight of such horrors as the Road of Skulls cove the population. Iuz faces virtually no opponents within his heartland itself.

Generally, the Land of Iuz is infertile terrain, scrub grassland with fringes of moorland close to the Howling Hills. The natural resources of the land are furs from northern wolves and creatures killed in the Vesve forest, and some electrum and copper, with a small amount of silver from the Howling Hills, together with fish from the Whyestil Lake. These resources are not sufficient to sustain the population, and thus ravaging the Vesve and barter with the Wolf Nomads, plus importing food from other empire lands, is essential.

The Land of Iuz is greatly varied, consisting of forest, hill, moorland, lake and the fringes of the Cold Marshes, which are detailed in the Northern Barrens chapter. Entries below describe each of these terrains separately.

Folks and Factions

The Priesthood

The priesthood of Iuz rules this land. Iuz gives orders to Althea and Halga, who pass them down to the Lesser Boneheart priests placed in the land and to other powerful local "rulers," who then tell the armies, orcs, and

some orcs of the various deities. Of course, the priests have dealings with other problems, notably the rifts between different deities, and in the case of some deities, who are somewhat hostile. This does not apply to any but small, well-protected enclaves in the land, obviously, since not all deities are good or helpful, and Iuz is not a saint. Nonetheless, the priesthood of Iuz, through terror and fear, is supported by Iuz's people of all levels in this land. And this is one of the reasons.

There are many, but a significant one, that Iuz rules. For example, as would general Sadel rule with the legion of Black and Red Iron. But Iuz, contests all regional towns or camps and has his own challenges here. Also, it shouldn't be thought that the priesthood is wonderfully well-organized, but it is the strongest, completely understood, and is not afraid to be harsh and punishing, and it is not afraid to kill. Iuz's priests must be as good as Iuz's soldiers, and in these instances, he will often be able to do the course of least resistance.

of Bookworm and General Sadel of Dorakaa, the most notable of the few cambions Iuz trusts with anything more than command of a small unit of troops or guard duty in a major city. Iuz bullies and dominates the rulers of the various Bar-iguras, but he is more careful and controlled with cambions. He prefers to dominate them through fear and insipid understandings of his relationships with their abessil masters. This is a much subtler tactic.

Fiendish Warriors

In addition to bar-igura and cambions, Iuz employs both greater and true tanar'ri in his armies. (Again, to be on the cautious side, with the continuous Legion of Black Death in Dorakaa, whose emissaries are used as stabbers, ambushers and assassins.) The bar-igura are almost always summoned after an agreement has been reached with a true tanar'ri lord whose throne abessil master Iuz never deals with directly. Submissives are dealt with on a more pragmatic basis. They are a fully given

Land of Iuz

carte blanche to maraud as they will, stealing lives to feed and grow. Iuz commands them and treats them as underlings, but he doesn't bully or threaten them overmuch.

Of the true tanar'ri, Iuz's elite troops include vroek, glabrezu and hezrou. Almost invariably, these are summoned after some agreement has been made with another true tanar'ri or abyssal Lord. Iuz rarely deals with such creatures himself, leaving this to Sindol or his High Priestesses.

Pacts with Tanar'ri

Save for the least and lesser tanar'ri, Iuz must reach some understanding with powerful masters to use fiends as servitors on any kind of regular basis. Not even Iuz can dare to gate, say, hundreds of fiends, except for perhaps the least types, without reaching some kind of understanding with truly powerful tanar'ri. These are the strongest and most intelligent of the true tanar'ri, the nalfeshnee, mariliths, and balors. Iuz also deals with a handful of Abyssal Lords, very powerful and singular tanar'ri sufficiently mighty to rule one or more entire levels of the Abyss. Iuz's dealings with these fiends are of major import.

There is a basis for such dealings. Both Iuz and tanar'ri are chaotic evil and they have different concerns. Iuz wishes to dominate a world in the Prime Material. Abyssal lords don't care much about the Prime Material by itself. However, they are concerned with the Blood War against the baatezu. This eliminates much of the conflict of interest. So, what does each side gain from the deal?

Iuz's gains are obvious—servants, guards, and armies. Fiends also have value for their ability to terrify many vassals into compliance from just the sight of them serving Iuz. Likewise, such appearances strike dread into the heart of many enemies of the Old One.

The Abyssal Lords also gain through dealing with Iuz in many ways. First, some tanar'ri are strengthened through being gated into Iuz's domain. Nabassu, given the chance to grow and feed on souls in the Prime Material, are an obvious example. Second, resources can be gained for the Blood Wars such as magical items taken from slain enemies. Also, the bodies and souls of these enemies are dragged off screaming into the Abyss to become part of the vast hordes of dretch and manes. The Blackspear Chamber gate in Dorakaa also strengthens tanar'ri on their return to the Abyss (details are given later in this chapter). And, of course, tanar'ri cannot be slain on the Prime Material, only banished back to the Abyss where they came from, so the risks are not onerous.

Then again, Iuz has allowed certain powerful fiends (balors, mariliths, and nalfeshnee) to rule certain areas of his empire in his name. This does not apply within the Land of Iuz itself, but especially in conflict-ridden distant

lands, most notably the Bandit Lands. This is a strategy which suits Iuz well. The fiends command humanoid armies, working with the priests of Iuz, who are not always entirely enamored of this arrangement. In turn, they can take important resources, such as magic, weaponry, slaves, and souls from the empire lands to the Abyss.

For these reasons, some powerful tanar'ri will deal with Iuz. And they do not resent Iuz lording it over the least and lesser tanar'ri. There are untold hordes more where they came from. There may also be individual reasons. A true tanar'ri may be smarting from a near-banishment at the hands of some powerful cleric, paladin or wizard, for example, and be eager to work with Iuz towards that good person's destruction.

However, there are limits on such dealings too. Iuz dares not make allegiance with one Abyssal Lord too clearly, for fear that some other Lord will take exception to this and do something about it. Even Iuz fears the wrath of an Abyssal Lord! Likewise, no Lord will grant the service of many of his true and greater tanar'ri to Iuz, for fear of weakening his own domain and inviting an attack by a powerful neighbor. For both these reasons, Iuz cannot have armies swarming with thousands of fiends.

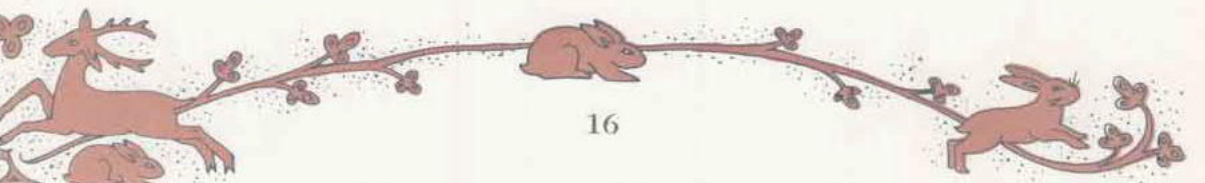
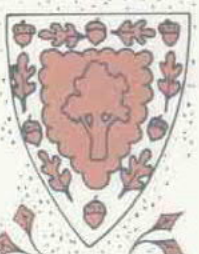
Iuz has to play a careful game with the Lords of the Abyss. With his own father Graz'zt, he burns with hatred for the imprisonment of Ig'gwilv, yet he cannot oppose Graz'zt. For one thing, Graz'zt is very powerful. For another, Iuz wants his mother returned to aid him with her magic, and he cannot hope for this unless he makes a deal with Graz'zt. Just to muddy the picture, Iuz is not sure that his mother may not have turned against him anyway. So his dealings with Graz'zt's emissaries are very complex, with much feigned politeness and hidden snarls of frustration and hate. That's the politics of chaotic evil for you.

Iuz's other major dealing is with the Lord Pazrael. That Lord is fairly weak, ruling but one Abyssal plane, but he is very knowledgeable of the ways of the Abyss and has many captive souls whose knowledge is likewise valuable to Iuz. Pazrael has designs on Iuz, which Iuz knows about. This relationship is complex despite its seeming mutual benefit (see Pazrael's entry in the Villains and Heroes chapter).

In addition to all of these considerations, Iuz also has dealings with renegade tanar'ri who have fled abyssal masters angry with them, and with other Lords, involving a wary exchange of information rather than the sending of servitors.

Iuz and the Drow

This relationship is very, very complex. The ambassador from the drow court at Erelhei-Cinlu, priestess Eclavdra of Lolth, is a well-treated guest with her own chamber



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complex in Iuz's palace. She and Iuz exchange greetings, compliment each other on their own triumphs in their respective realms, and enjoy debauched voyeurisms together. But behind this mask of shared evil, each must keep wary eyes ever open. Lolth has no love of Iuz, and especially no love for Zugtgimoy. So she keeps Eclavdra in Dorakaa most of the time, recalling her periodically to Erelhei-Cinlu with a word of recall. Eclavdra's mission is to spy on Iuz and to learn what she can. Iuz would not tolerate this, save for the fact that Eclavdra is also a representative of Graz'zt. Graz'zt chose her for this role precisely because of the complications it would create. This has been done with Lolth's permission. What arrangement Lolth and Graz'zt may have is unknown to Iuz, and causes him a great deal of anxiety. Eclavdra can be blunt and forceful with Iuz, to a point. If his ire is aroused, even she will not push her luck, deferring or retiring to her own quarters.

Matters are more complex yet. Iuz has, within his own court, renegade drow who reject the service of Lolth. Because most of these are males, the wizard Kaquize!—usually simply known as The Snake—being the most noteworthy, Eclavdra feigns a lack of concern on Lolth's behalf. After all, these are merely males. Eclavdra and Iuz simply don't mention these renegades to each other. For the purposes of their social niceties, they just don't exist. And, then, Lolth has her relationships with the Abyssal Lords, just as Iuz does.

So, there is no formal alliance of Lolth and Iuz, but exchange of information can be useful at times, especially since both face similar enemies. Because the domains of Iuz and Lolth are far apart, and below and above the surface of the world respectively, there is as yet no conflict of aims on the Prime Material plane.

Humanoids of the Land

The total numbers of humanoid creatures within the Land of Iuz (including also giants and trolls) are roughly as follows:

Orcs	135,000		
Celbits	44,000	Jebli	29,000
Urzun	21,000	Kazgund	31,000
Minor tribes	10,000		

Goblins (including norkers)	20,000
Hobgoblins	4,000
Gnolls (including flinds)	1,000

Note that 1,000 hill giants, 500 fomorians, and 1,500 hill trolls can be added to these numbers. It can be easily seen that orcs are the dominant group here, by a long shot. The totals shown include half-orcs, orogs and other crossbreeds, although the percentage of these varies sharply from tribe to tribe. In the Land of Iuz, orogs are

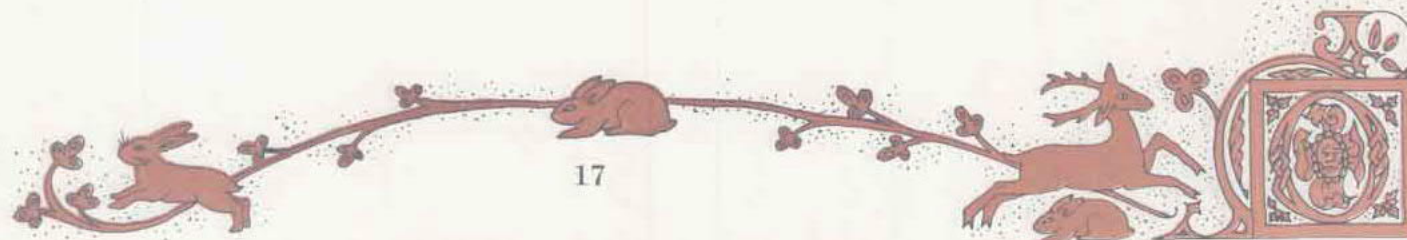
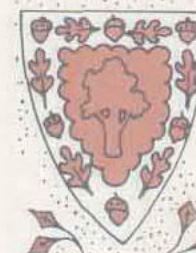
mixed with orcs, and share their living space. They do not form separate tribal groups, since they are few in number. Rather, they live with orcish tribes and dominate them by their superior strength and might.

The four dominant tribes each have a major set of lands that they regard as their own in some sense. Iuz has very cunningly made each tribe feel that he helps them expand their traditional territories, a cardinal instinct for any orc.

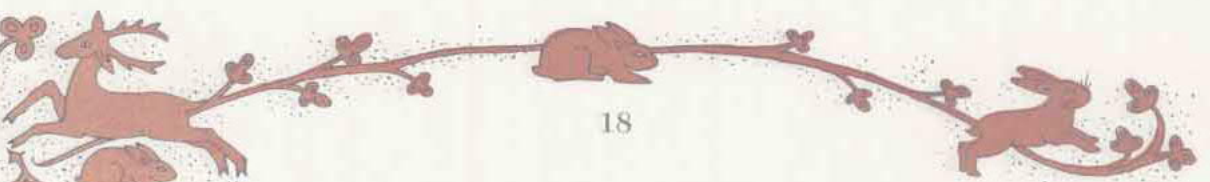
Celbits: The largest tribe, Celbits live in both the Vesve Forest and the open moorland and plain of the Land of Iuz. The Celbit orcs have no particular specializations or skills. Details for these orcs can be taken from the *Monstrous Compendium* entry for orcs. Some 2,000 of the Celbits are orogs. With some 3,000 half-orcs also among their number, the Celbits have a goodly number of higher-level fighters, priests, shamans and the like. Celbits regard themselves as Iuz's favored orcs. They were the first to flock to his service when the despot conquered this land, and the most ready to greet him when he returned. Some 90% of the soldiery in Dorakaa itself is Celbit and their morale is 1 point higher than other orcs. Territorially, the Celbits feel that they are Iuz's elite orcs and happily watch as Iuz expands his control over the Vesve Forest.

Jebli: The Jebli orcs are Vesve-dwelling and form a majority of Iuz's soldiery therein, where they clash with the Celbits if not watched carefully by Iuz's leaders and priests. Jebli orcs are good woodland fighters, with 50% of them being proficient in the use of spears as hand and throwing weapons. This also applies to a bow other than a crossbow, which they do not employ. Jebli leaders with 3+ HD/levels have 5%/level ability to hide in shadows, as rangers can, but only if they are single-classed warriors. Jebli orcs include few orogs or half-orcs, and this lack of leadership has made them ready to serve Iuz, whose own commanders are able to bully and press the Jebli into service. They are vicious, sneaky, hateful creatures who delight in despoiling, sacking and ruining the forest, but they bear grudges and fractious squabbles are common among them. Beyond the Vesve, Iuz has employed trained squads of Jebli in the Fellreev Forest in particular. As far as territory goes, the Jebli are content with their growing occupation of increasing swathes of the Vesve forest.

Urzun: The brutish Urzun hill orcs come primarily from the Howling Hills and the lands around, with a few even dwelling on the margins of the Cold Marshes. Urzun orcs are strong, with all chiefs and bodyguards adding +3 to damage rolls. Of their chiefs, 25% have 4+1d4 HD, with a minimum of 6 hp/die and exceptional strength of up to 18/96. They are less intelligent than most orcs (-1 to Intelligence), and are the most aggressive towards other orc tribes. They prefer smashing weapons, such as



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clubs, morning stars, and heavy maces, to edged weapons, and are noted for ritual face-painting and scarring of the face and upper arms. Some Urzun groups are dominated by priests of the orcish Power Yurtrus, and may thus command undead, a useful talent given the prevalence of such creatures in the hills and marshes.

The Urzun often present discipline problems for Iuz, not because they are less lawful than other orcs, but because of their stupidity and brutishness. The Urzun form the garrisons of the Howling Hills, with their elite warriors forming small phalanxes of soldiery in cities and fortifications where they are commanded by the priests of Iuz, usually through a powerful human warrior acting as an intermediary. This tribe has around 800 orog leaders of exceptional toughness, 50% of which have a minimum of 5 hp/die. Few half-orcs are found in the Urzun, since they have never shared their lands with humans and raid territories with very sparse populations. The Urzun are happy, territorially, with their occupation of the Howling Hills and their creeping expeditions westward around the Blackwater River.

Kazgund: The Kazgund orcs are unusual, showing some distinct signs of semi-civilization, such as building shacks from Vesve wood to a distinctly better design than the Jebli. They are moorland, cave, plains and hill dwellers, scattered throughout the Land of Iuz wherever they can find a niche. They are smarter than most orcs (+1 to Intelligence) and are proficient in the use of snares and traps for hunting. Groups of them have traditionally fished the Whyestil from the shores. Other orcs sneered at them for their lack of virility in such matters, but now the Kazgund are beginning to learn to sail the ships Iuz has on the Whyestil under the tutelage of humans. Resplendent in their new naval uniforms, no few Kazgund are beginning to get cocky. They are the dominant tribe in the lands east of the Opiem River where Iuz extends his control towards the Fellreev and the northern Horned Society lands. For these reasons, this tribe feels its sense of territorial possession greatly strengthened, and the Kazgund have good morale (+1 to morale ratings) and serve Iuz faithfully.

There are, obviously, conflicts between orcs. Different tribes have rivalries, and there are Celbits and Jebli within the Vesve who owe no allegiance to Iuz and fight their fellows in skirmishes there. Also, within each tribe there are sizeable "sub-tribes" who have their own idiosyncrasies, such as a preference for shamans of one orcish Power rather than another, for using particular types of poison, or for having unique pre-battle rituals and rites of passage for young male orcs coming to adulthood. These "sub-tribes" have almost vernacular names by which they call themselves. There are two noteworthy "sub-tribes" of Celbits. The Faithful Bloods call them-

selves this since they were the most loyal of those waiting for Iuz's return. The Bonescrapers got their name from their habit of eating bone marrow scraped out from the bones of slain enemies and wearing single brass earrings with finger bones as pendants. Sub-tribes may conflict with each other, banter and friendly insult turning to challenge, duel or battle, but sub-tribe differences are always secondary to identity as members of the tribe.

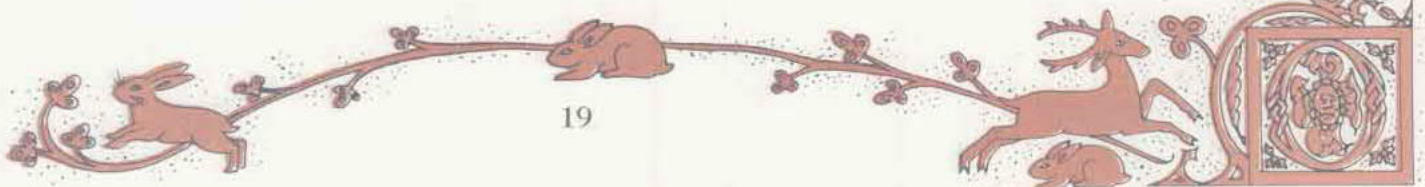
However, by and large Iuz and his priests have been cunning in maintaining a good feeling of strength and force among their orcs. The defeats against Furyondy along the northern front and in the Badlands of the Vesve have not affected orcish morale adversely. Rather, it has put them in a mood for revenge. The skirmishing in those lands is a prelude to the day when the orcs destroy all before them.

The other humanoid races are not of major importance. The goblin tribes have no lands of their own save for some deep subterranean caves in the Howling Hills, and are used as fetchers and carriers by the orcs who dominate them. Much the same applies to the very sparse group of hobgoblins. The gnolls and flinds, however, are tough enough to hold their own against orcs, and to avoid a likely battle, Iuz has most of them stationed as trained soldiers at major settlements.

Finally, the giants and trolls of the Howling Hills are a much different matter entirely. Iuz's priests employ giants, especially the dumber and more easily controlled hill giants, as marauders in the Northern Barrens, but this control has to be exercised through displays of power and force. Giants are loyal so long as they are charmed, dominated, afraid, or compelled. Increasingly, Iuz brings giants to castles and cities where they can be dominated by magical means and forced into service. The fomorians of the Howling Hills are a truly brutal and foul race. Iuz's forces usually drive them out so the fomorians are forced to maraud into the Barrens or the Wolf Nomad lands. A few fomorians have been brought into captivity, so to speak, but they are not so compliant. If they turn against a master, they can wreak terrible damage. For this reason, they are used sparingly by Iuz. Trolls are treated in a similar manner to fomorians, although they are more often used as chained-up guards in dungeons and keeps.

Humanoid Shamans and Priests

There is a wary relationship between the humanoid shamans and priests, of whom orcs are by far the most important, and the priesthood of Iuz. Iuz's priests regard their orcish equivalents with ill-concealed contempt, but there is no direct conflict of interest despite the law-chaos difference. The imperatives of orcish Powers (fight, maim, kill, slaughter, and attain a Greater Homeland) are being amply expressed in the actions of the orcs serving Iuz. There is no conflict for an orcish shaman or priest



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...serving his hellish master, be it Gruumsh, Ilneval or whoever, and a temporal one, Iuz, at the same time. The orcish priests defer to those of Iuz, but they also spit at the Old One's dark-robed priesthood when they're not looking, even if only to show Gruumsh that they're still faithful. Importantly, the vast majority of orcish priests and shamans revere orcish Powers and gain their spells from them, rather than revering Iuz. Iuz's nonhuman clerics are almost exclusively half-orc.

However, there is still latent conflict here. The Torch of Gruumsh in the Vesve is a headache for Iuz's priests in particular, since they fear the spread to the orcs of their own lands of this group's doctrine, which is basically that Gruumsh is the one true Power and all others, including Iuz, are false gods.

Humans in the Land

There are some 40,000 humans in the Land of Iuz. Around a quarter of them are directly in the service of the Old One, being soldiers, priests, wizards, assassins, scribes, sages, and artisans. But not everyone in this land can make a living being a member of the Legion of Black Death or a priest. Some perform much humbler functions, being fishermen, livestock farmers, and laborers. Their lot is a wretched one, living in chronic fear. At any time, one of Iuz's priests may turn up and coldly inform them that the number of herd animals supplied to a garrison for food must be increased by 30% at once, or a warband of orcs will scour their homes like locusts, eating all the animals they can catch, maybe even threatening to add the farmer and his family to the pot as well. Most of all, these humans dread the thought that a priest may come seeking bodies for sacrifice. Iuz needs the produce these people raise, but he treats them with the most brutal, callous indifference.

However, any hard-pressed adventurer seeking sanctuary in a farmer's barn will not find the terror of these people to his advantage. Most are thoroughly evil folk themselves, all too ready to feign hospitality to a fugitive while dispatching a relative to notify the nearest garrison or priest. After all, it's a lot better if the priests sacrifice some stranger rather than oneself. Betraying a neighbor, visitor, or "friend" is a way of life here. If the traitor is fast, he may even get to steal some of the property of the person he is betraying.

Among these folk, the rules are simple: might is right. If you get beaten to a pulp by someone else, the only redress you have is to find some way to exact retribution in kind, be it ambush, assassination, or paid thugs.

Finally, it is worth noting that away from camps, castles and towns, the majority of humanity is chaotic. There are still some free bandits left, mostly hillsmen in the Howling Hills. They may feign serving Iuz, but they are opportunistic raiders and bandits nonetheless. These are rare, however, and only a minor nuisance to the Old

One, who denies they even exist. Local priests either convert them to service of the Old One or wipe them out entirely.

Soldiers and Troops

The *Armies of Iuz* chapter towards the end of this book gives details of army strengths in the Land of Iuz and throughout the entire empire. In this and the following chapters, only summary figures and notes on elite, special, or highly unusual forces are given. For encounters in specific areas within the Land and empire of Iuz, the same chapter should be consulted.

Locations and Settlements

The main regions and areas of the Land of Iuz are considered in turn here, with descriptions of key locations to be found in each. The northern Cold Marshes, as noted, are detailed in the chapter on the Northern Barrens. The DM may certainly add small hamlets and villages to the settlements noted here, as he wishes.

The Howling Hills

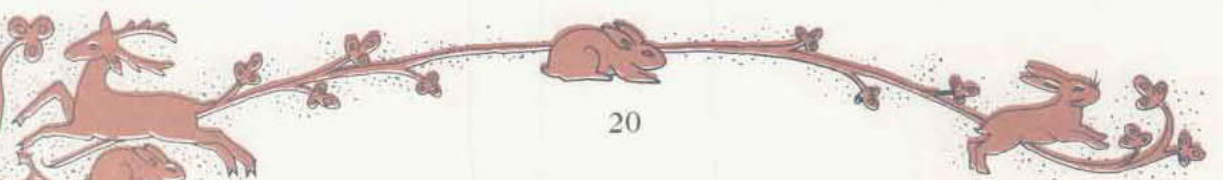
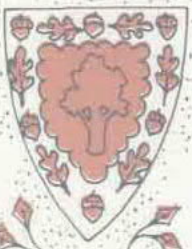
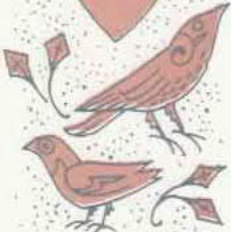
The Howling Hills don't occupy a huge swath of Iuz's territory, but they are full of hazards, hostile creatures and conflict. Far back in history, invading Oeridian and Baklunish warriors fought savage battles here with indigenous Flan folk, and the hills have also been home to long-dead dwarven clans, giants, and humanoids. Pitted with old battlegrounds and burial sites, the Howling Hills are home to many undead, especially spectral types such as wraiths, spectres, ghosts and a handful of banshees. These undead roam these barren lands at night, by no means restricted to their places of burial. Iuz's forces have a tough time watching the Wolf Nomads to the west, dealing with the hostile giants and free humanoids of the hills (gnolls, hobgoblins and flinds), and protecting their keeps, mines and sites of evil, buried magics. The location guide below gives extra details on all these themes and creatures.

The Howling Hills have their own warped "natural" hazards. Bitter winds and drifting, freezing fogs swirl down into the hills from the Cold Marshes throughout the winter months. These winds and fogs are described in detail below in the chapter on the Northern Barrens, with rules for exposure damage.

Iuz's Citadels

Kendragund

Kendragund is a monstrous, squat, four-towered castle with a stone wall. It marks the site of Iuz's first great step in the conquest of his lands—forcing the Urzun orcs to



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serve him. Old orcish shamans within the castle still tell the young of Iuz's first arrival here with a force of fiends, and the mighty magic he displayed to the orcs. Fiends and enslaved giants erected the stone walls of the castle complex in one day and night, and even the orcs were impressed. This great fortress of over 5,000 orcs is proud and arrogant. It guards the entry to the northern passes and each square tower boasts a huge catapult with a pair of ballistae.

The orog chieftain here, Kreshenk, is a monstrous, battle-scarred war veteran of the Furyondian campaigns with the strength of a hill giant. With Iuz's resident senior priest Sverdlin and the mage Zuberin residing in Kendragund, both discipline and morale are well-maintained. Zuberin plays a key role in the giant-capturing activities of the Urzun soldiery, by providing magical restraints in the form of *iron bands of Bilarro*, a giant-sized net of entrapment, and *charm monster* spells. Sverdlin uses *detect charm* spells to ensure that captured giants stay loyal to Zuberin and also makes sure the Urzun don't go marauding into places where they shouldn't.

Kendragund has some 600 human and demihuman slaves, none of which are dwarves or gnomes. Many are Furyondian or Highfolk natives kept as hostages or for ransom. Others suffer a more unpleasant fate, such as being thrown into the battle amphitheater, where they have to bare-handedly fight a manticores with clipped wings, a captured hill troll, or an owlbear from the Vesve. The Urzun are cruel and brutal, and delight in such pleasures.

Kendragund orcs patrol the passes which lead from this point or make forays to recruit or wipe out "free" humanoid. Powerful orogs are dispatched on giant- and even troll-capturing expeditions. The strongest orogs are also used for strikes against fomorians. In addition, the soldiery forms a reserve for the western and northern keeps and provides escorts for priests travelling from this citadel.

Krangord

Currently, Krangord has a stone keep fully built, with stone barracks under construction, together with a half-completed stone wall around the complex. Dwarven slaves, as many as can be spared from the Growling Mines, are used as builders, together with charmed giants and ogres. The role of the Krangord garrison is to watch the Wolf Nomads to the west by patrolling the Blackwater margins and the western hill fringes. The Wolf Nomads are not at war with Iuz and never have been, but their attitude to the Old One is ambivalent. Most shun the hills between the Blackwater and Duls Rivers now, avoiding Iuz's humanoids, but some still try to reach the old Wegwiur Thiralls, either to revere their ancestors or to rescue their remains from these burial grounds. Some nomads even trade with Iuz's patrols along the Blackwater on an opportunistic, bartering

basis. Both sides are very wary and spy on each other from a safe distance.

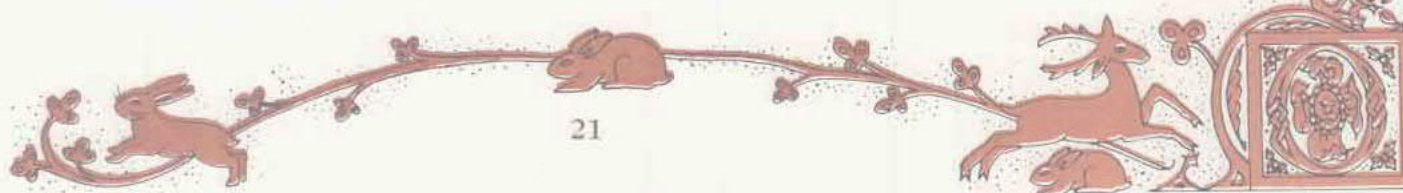
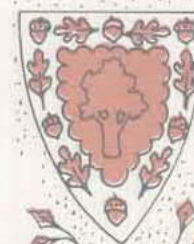
Krangord's commander, the half-orc fighter/thief Reglezenn Dariag, has a hard time making sure his Urzun only watch the nomads. From time to time, there are skirmishes, but Reglezenn has strict orders not to let this escalate. Iuz doesn't want a nomad warband arriving to cause trouble. Reglezenn has thus instituted a scheme of training the best fighters as hill fighters and scouts, and then sending small bands of them to fight in the Rift Canyon. This gives the more bloodthirsty Urzun a goal. Being posted to the battle zone is an inspiring possibility.

Krangord is reputed to stand close by an interdicted series of magical, dwarf-excavated catacombs which lead along a vast tunnel complex to the Swirlers (see below), and contain within themselves an unusual variant of a *stone controlling earth elementals*. Certainly, both renegade elementals and galeb duhr appear in the hills close by from time to time, and sometimes attack this settlement. Iuz's priests and mages have not yet been able to pinpoint the nature, or source, of this problem.

Urzungard

A long-established fortress of the Urzun, Urzungard stands as a watch citadel over the approach to the Cold Marshes. The castle's structure is crude, but highly defensible, being built into a hillside with a seemingly infinite number of dungeons and caves providing hiding places. Rumor has it that Iuz has secreted some of his most important captives in magical prisons in the dungeons here, since Urzungard is so far from any civilized lands. Of course, Dorakaa holds most such captives, but Iuz places some here to deceive would-be rescuers who might look in Dorakaa first.

From Urzungard, expeditions of orogs, human warriors, wizards, and priests set off into the Cold Marshes. There, they stalk undead to control and research the secrets of the freezing mists for development of new cold-based magics. Their henchmen hunt wolves and winter wolves for their valuable furs. Indeed, Urzungard itself is not short of undead. The citadel is close by the site of many orcish tribal battles. While many unburied bones have become too brittle from the frozen winds, some sites of mass carnage still yield raw material for animation. Urzungard's dungeons contain untold hundreds of skeletons formed from the bones of orcs, long-decimated hillsmen, and even the animated remains of giants. The deepest dungeon levels below Urzungard are sealed off by the orcs, who have a vast store of wild superstitions about the teeming monsters within them. Access to these dungeons is blocked by huge green slimes, which are sometimes gathered by the orcs and used in glass globes as slime bomb weapons.



Land of Iuz

Other Howling Hills Locations

Drengghuz

Once the lair of a singularly vile Urzun sub-tribe, the caves of Drengghuz are now occupied in their deepest recesses by a shadow dragon of indeterminate age (at least an adult). Reports say that the caves have begun to fill with slow shadows and skulls attracted from the Plane of Shadow, and that a soul beckoner may likewise be among the occupants of the dragon's lair. The dragon has not been seen for some eight years now and it is unknown whether it sleeps or is dead. Even Iuz's forces avoid this place since the slow shadows here have proved impossible to command and are said to number in the hundreds, including some rare and exceptionally powerful ones with the ability to drain physical abilities permanently.

The Groaning Mines

The Howling Hills contain around half a dozen mines, but this is easily the most important, yielding half of the electrum and copper which Iuz extracts from this unpromising land. The work force are largely dwarf and gnome slaves, dragged from the Rift Canyon, the Vesve hills on rare raids there, or from the Bluff Hills. Because replacements are so hard to find, the demihumans are not treated with the full brutality which would otherwise be expected from their Urzun slavemasters. Ogres are also used to excavate new veins of ore.

Iuz is very aware of the possibility of sabotage here, so lower-level mages and junior priests use spells such as *find traps*, *ESP*, and *unseen servant* to check the minds of workers and the mine's state of repair. As a result, the mines are fairly safe, with few natural hazards. A handful of fiends is often found here, driving off any monsters which may be found in the depths of the mine shafts and tunnels. There are tales of a handful of brave escapees living in the deepest recesses of the mines, aided by *svirfnebli*, who try to sabotage the mines above and deny Iuz his resource, but such rumors are probably just wishful thinking.

The name of the mines comes from the sinister bass rumblings which spread through the mines from time to time. The dwarves say the noise is a sign of displeasure from Ulaa, or Dumathoin, but this again may be just wishful thinking. It is hardly surprising that the chained and manacled miners believe such things, to sustain the little morale and hope they have left in this wretched place. Ores from here are shipped to Kendragund and south along the Road of Skulls.

The Soul Husks Caverns

The cave system here is very extensive, with its deepest recesses a mile and a quarter below the surface. Encamp-

ments at ground level hold powerful Urzun ore fighters, orog, and at least three mid-level wizards and priests, who keep watch here at all times together with a phalanx of a dozen vrock, hezrou, and glabrezu. This alone betrays the importance of this site to Iuz.

While these caverns contain no few secrets or monsters, what lies at the core of them is part of the mystery of Iuz's ascension to demipower status. Great magical defenses, including permanent *walls of force*, *prismatic spheres*, golems and thassalosses bar the way to those seeking the Soul Husks. Magical wards bar entry via *teleport* spells or other strategies such as plane shifting or ethereal travel into the core. Within it, some six structures are found which resemble ten-foot-tall chrysalises. Each contains a shrivelled remnant of a humanoid form, reputed to be the mortal remains of a powerful wizard or extra-planar creature which had its being extracted by Iuz through some horrific and arcane magical ritual. The energies gained by Iuz in those monstrous rituals are part of his being now. Iuz cannot destroy these remnants, since he would lose part of his powers in so doing.

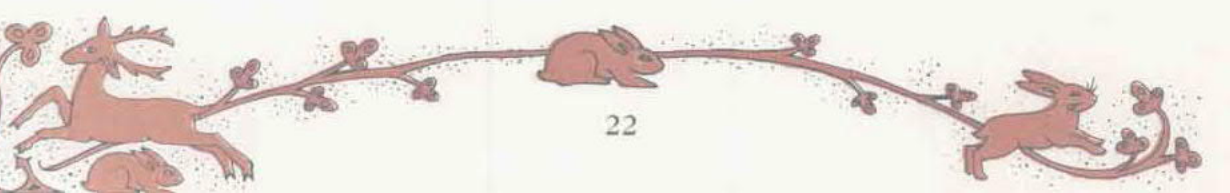
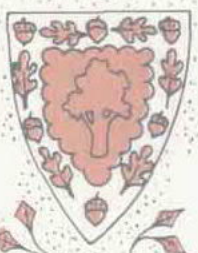
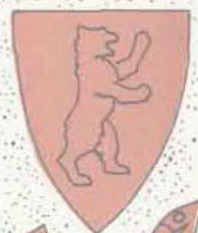
Very, very few sages on Oerth even know that such a place exists, let alone where it is. Mordenkainen and Phildor are among that handful of informed people. Obviously, a strike against this place would weaken Iuz very directly and possibly irreversibly. Such a task, requiring high-level adventurers, is outlined in the *Adventures in the Empire* chapter.

Spear Tor

Spear Tor is a 400-foot high, isolated hill of clearly artificial design. The hill is elliptical in shape, with seven circles of white stones arrayed around its margins at distances of exactly 50-foot intervals. It lies within a great depression within the hill range. To the east, beyond the depression, a hill ridge rises sharply and then falls away equally sharply to the edge of the hills.

Spear Tor is said by those rare sages with knowledge of such matters to be a great burial-ground of Flan chieftains. There is but one magically disguised and warded entry point to the Tor, which contains seven great mazes marked by the rings outside. At the center of each maze stands the only entry point to the next maze level, and also the catafalque of a Flan chieftain and his bodyguards. Buried with each chieftain is a magical spear of unique and unknown type. Below the final maze is a subterranean complex of sunken, water-filled mazes and passages which contain still greater magical relics of a long-destroyed Flan or perhaps even pre-Flan empire.

The Urzun are extremely superstitious about Spear Tor and will not approach it, shunning the valley it stands within. They say that hordes of undead Flan warriors will attack any who despoil the tombs within the



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Tor. Certainly Iuz's own priests have seen swordwraiths here and believe that soul beckoners lie within the Tor. Those undead and others in the Tor cannot be turned or commanded, save by priests of old Flan Powers. For this reason, and because Iuz is uncertain whether the magical treasures within the Tor are a potential blessing or a bane, he has not ordered the Tor to be breached again after a disastrous initial attempt to do so.

The Swirlers

This cave system is so named because of its extremely intricate and unusual interior design. Crafted by a long-lost dwarven clan believed related to those who constructed the bewildering Beauteous Cones (see *From the Ashes, Atlas of the Flanaess*), these mile-deep caverns have been worked by pick and magic into shapes of eerie beauty. The caves and passages have long, flowing, graceful lines of sculpture with much fluting, many arches, and other similar features which are highly unusual in dwarven architecture. Because the typical ceiling heights are 15-20 feet, the 250 or so fomorians who have occupied the Swirlers are quite at home here. This "tribe" is unusually well-organized, due to the vast numbers of humanoid around. The fomorians have learned the value of co-operating in defending their lair and in raiding into the hills beyond. As yet, Iuz's Urzun soldiers have not risked a full-scale assault on the Swirlers, since such a battle would cost them thousands of casualties and the fomorians aren't a big enough nuisance to justify such losses. Picking off individuals or small groups by night in the hills is the full extent of Urzun actions here. The traps the giants have prepared make ingress dangerous. A trio of priests of Karontor sit on the left hand of the fomorian's self-styled king, a great brute of vast bulk and cunning. Treat him as an 18 HD monster with 120 hp and the strength of a cloud giant.

The defensibility of the Swirlers is strengthened by a secondary network of small, 4-foot tall tunnels which run parallel to the main halls and passages. Once used by young dwarves to surprise intruders, through the use of murder holes, oil-pouring ducts, crossbow slits, spear traps and the like, they are now occupied by 200 or so members of the Maglaret tribe of goblins, who live in a strange symbiosis with the giants. The giants don't care for the taste of goblin overmuch, and are smart enough to see how the goblins' manning of traps in the small passage network is useful. The goblins are almost autonomous, and regard their lot as far better than serving the bullying orcs who would be their masters outside the caves. The giants throw them scraps of roast orc, ogre, and other unfortunates from time to time. To supplement this, the goblins hunt and trap goats, mountain hares and such outside. So the arrangement works fairly well.

Wegwiur Thralls

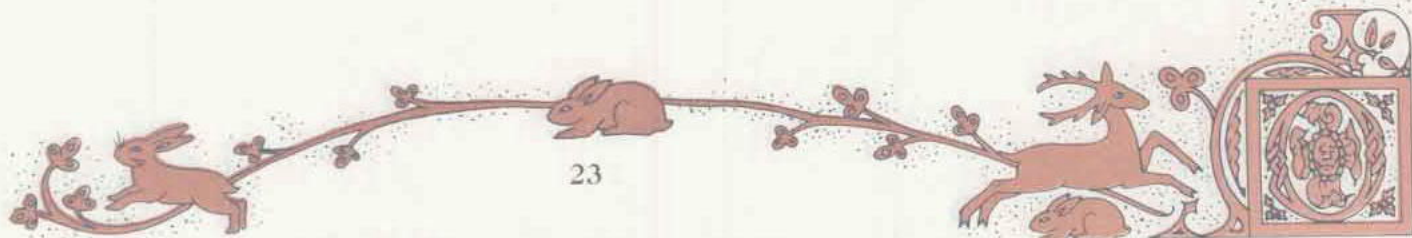
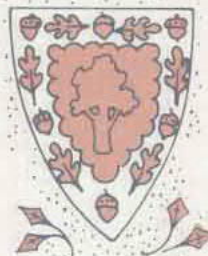
These caves are the most important Wolf Nomad burial sites, each situated well inside an individual cave complex, with some twenty or so major tombs pitting the hills here. Half a dozen have been looted by orcs, bandits and other marauders over the centuries, but many are still intact. Each burial cave bristles with traps, *glyphs of warding* and other impediments. Wolf Nomad shamans have maps of the caves, allowing them to bypass these defenses. The Urzun very rarely go near them, although a rare warband led by an over-enthusiastic leader may try to loot a burial site from time to time.

A minor number of Wolf Nomad shamans are aggressive in their desire to return to the burial grounds with a powerful group of young warriors. They wish to enact ceremonies of reverence to ancestors and rites of passage for young warriors in the presence of the spirits of their great warrior chieftains. A young man who has come of age and presents himself for signs of favor to a mighty spirit has the best hope of becoming a great warrior, these shamans believe. Nomads may come to retrieve the remains of those buried for re-interment elsewhere in their homeland. Sometimes, the nomads are aggressive to the Urzun and attack if they approach within half a mile or so. Other times, they are more tolerant and may even bring items for trade. The Urzun, likewise, may simply keep an eye on proceedings from a safe distance, act in a threatening manner, look for the chance to trade, or attack the nomads, though they will only attack if they greatly outnumber their opponents. Such combats have grown very rare since the nomads have learned to travel in large groups of up to 250 riders and warriors.

Of course, there are the usual tales of fabulous buried treasures, of chieftains buried in armor made of solid gold, wondrous magical weaponry and battle pennants with radiant magical effects, and much else, including the traditional curse affecting tomb-robbers. Any adventurer seeking to explore these tombs, though, might have to brave ferociously hostile nomads, Urzun seeking to appropriate any treasures obtained, and the many traps, magical guardians and undead within the tombs themselves.

Xanxeven Point

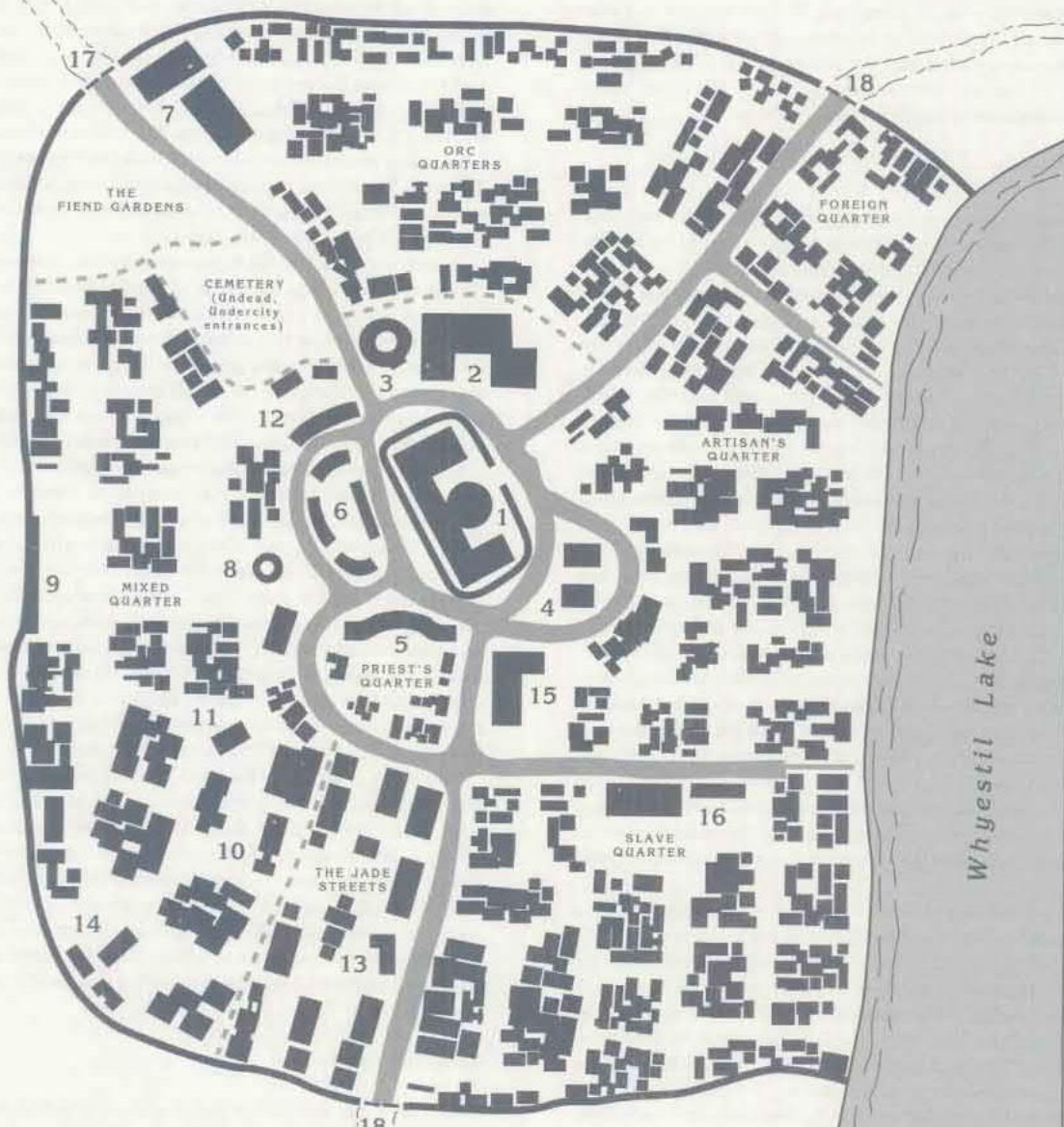
This sheer, pinnacled hill drops almost 300 feet to the junction of the Dulsi and Blackwater Rivers, and a reliable report to Belvor's sages in Furyondy tells of a deeply ominous occurrence here in the month of Readying. A huge black icicle was seen to form in a matter of days atop the pinnacle, crashing down into the waters below, which seethed and boiled for hours. For days afterwards, the surface of the Dulsi southward appeared to be covered in a thick membrane with a broiling surface crust of black oily residue that was corrosive to the skin. Plant



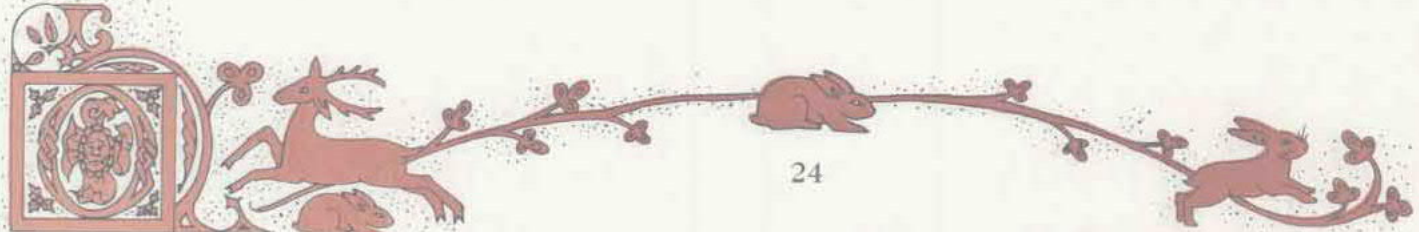
Land of Iuz

Dorakaa: City of Skulls

1 inch = 250 yards



- | | |
|-----------------------------|--|
| 1 Palace of Iuz | 10 Assassins Legion Hall |
| 2 Boneheart Citadel | 11 Poisoners Guild |
| 3 Archmage Null's Tower | 12 Brotherhood of Torturers |
| 4 The Legion of Black Death | 13 Shinzinen's (Drow debauch tyostelry) |
| 5 Grand Cathedral | 14 "The Smoke" (Smithing & Fiery magics) |
| 6 The Agony Fellds | 15 The Armory (Fornorian & Fiend guards) |
| 7 The Iron Barracks | 16 "Train by Pain" (Monster trainers) |
| 8 Kaquizel's Tower | 17 Road of Skulls |
| 9 The Destiny Wall | 18 Skull Trail |



Land of Iuz

life along the river died away for a distance of a hundred yards on each bank. The filth on the river slowly dissipated, forming a great smoky mist which hung around the area for days afterward.

Since this time, no similar events have occurred, but an encampment of 300 orc soldiery has sprung up at the site and it is rumored that one or more members of the Boneheart, perhaps even the High Priestess Halga, have visited here. The fear is that Iuz has discovered some potent destructive magic which can be channelled through the peak in some unknown fashion. Since Iuz's priests cannot use Elemental sphere spells, gaining mastery of the river waters in this befouling way is especially troubling to the defenders of the Vesve and Furyondy, since it suggests Iuz is mastering new magical skills all the time. This bodes ill for Iuz's enemies to the west and south of his land.

Dorakaa and the Plains

City of Skulls

Here, there is only room to give a glimpse of the horrors of this infamous city. The adventure module *City of Skulls* provides greater detail, but the description here gives abundant points of reference for the DM to add details, locations, and deadly hazards aplenty.

The word "evil" hardly does justice to Dorakaa's atmosphere. Fiends throng the 50-foot high stone walls around the city, while baneful babau guard the great gates. Mobats and varrangoin fly in the eternal gloom of Dorakaa's skies. It is always overcast with black clouds in a four-mile radius around this city. Fiends, drow, vampires, black-robed priests leading undead, plate-clad orogs, shivering slave chain gangs, gibbering lunatics, and snarling captive trolls all walk the streets here. More fiends, salamanders, golems, evil dao and worse act as guards around Dorakaa's dwellings. Dorakaa is as close as you can come to the Abyss on Oerth.

Walls, Gates, Highways

Atop the walls, orcs, fiends, and giants stand watch at regular intervals on great ballista platforms. The 25-foot tall Iron Gates, with their engraved sneering skulls, open out to the Road of Skulls beyond.

In the Iron Barracks beside the gates, General Sindol can be found with his 1,000 elite orc and orog soldiers, the creme de la scum of the Celbit forces. Lesser gates, with similar designs, open out of the city to the new Skull Trails.

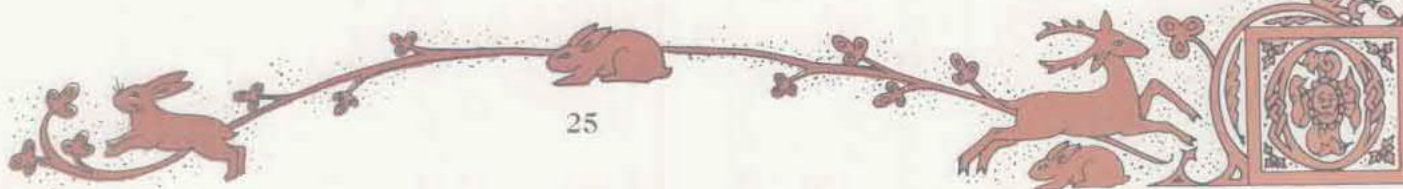
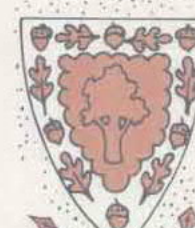
Along the shoreline where the Optem empties into the Whyestil, there is a small dock area, although Iuz possesses few vessels and no trade comes here. It is used as a departure point for troops heading to Crockport, Grabford or the Horned Lands.

The primary highways shown on the map have enchanted skulls similar to those along the Road of Skulls, save that they are placed at 30' intervals and have glowing "eyes" in their sockets which seem to follow the walker along. All the primary highways are enchanted with permanent *protection from good* spells along their entire length.

City "Quarters"

The term "quarters" is misleading in that the city has few internal walls subdividing it, but the term is still commonly used. Of the 25,000 orcs in the city, over half are found in the ore quarter, thronging the barracks and cluttered slum terraces of the northern city. The "foreign quarter" is walled off from the rest of the city. A few evil or desperate traders come to Iuz from Ket or other lands which Iuz yet favors, and they are to be found here. The "artisans quarter" is the home of a few orcs, and a large minority of the 10,000 humans who live in Dorakaa, with some worthwhile skill, be they blacksmiths, armorers, fletchers, bowyers, and stonemasons. The slave quarter contains nearly 2,000 enslaved humans and demihumans who are forced to perform disgusting and menial duties as house slaves, cleaning up the filth from the Agony Fields or sewers when it gets in the way, and generally being subjected to terrible indignities and sufferings at the hands of any Dorakaan resident who feels like brutalizing them. It is hard to imagine a more dreadful scene than these slaves, chained, beaten and tortured, with whip-wielding orc and fiend masters gleefully abusing them at their sadistic whim.

The Fiend Gardens are a ghastly mockery of the herb-scented, flowery parks of Furyondy or Veluna. Fiends cavort and shriek in stagnant pools of rotting offal strewn with bones and bodies, among stinking pitcher plants and hideously warped trees which give off a constant stench of decay. These are deliberately designed to be the first sights to greet any visitor to Dorakaa, since visitors are only admitted through the Iron Gates. The Jade Streets are the name given to the "entertainment" quarter of Dorakaa, since many of the buildings here have roofs, wall panels or plaques made of a freak jade deposit recovered from the Rift Canyon and exhausted long ago. Here, those who have gold, magic, or favors to offer can pay to amuse themselves observing or participating in depravities which defy description. The remainder of the city is a mass slum, disease-ridden narrow alleys and back streets cluttered with filth, lying between overcrowded, dilapidated houses which are home to the laborers, the old and infirm who struggle to survive, abandoned orc whelps and others who have no useful role in Iuz's ghastly legions.



Land of Iuz

City Locations

Dominating the whole city is Iuz's palace. Stone walls yards thick bear murals made of skulls of every type, mocking all that stands for good in the Flanaess. Ringed with battlements and inner iron railings, the magical defenses of the palace are immense. Railings can be commanded to fly as spears. Impaled giant skulls can shriek and create fear, and even speak *potter words* if a Boneheart mage is on hand to command them. Great cannon-like tubes crafted of giant thigh bones can fire bony spears with hooks that inflict hideous unhealable wounds. Elite fiends stalk the palace grounds, ever looking for a victim who dares to come too close. Two great, black-stone barracks hold the unspeakable Legion of Black Death, the orog/warrior/ fiend elite army of Iuz, used to such crushing effect in the battles of northern Furryondy.

In the north wing of the palace, the Blackspear Chamber is Iuz's gate to the Abyss. Fiends are summoned through it and upon their return to the Abyss, the powerful nexus strengthens them so that effects such as *barkskins*, *stoneskins*, and enhanced magic resistance benefit the fiends for 1d100 days after their return to the lower planes. Iuz's throne chamber stands in the palace's center behind vast brass-sheathed valves that control entry through great metal doors. Within that chamber lies Iuz's Pool of Divinations and his awesome throne, said to be formed from a thousand skulls and the rib cages of a hundred paladins and priests of good. Elsewhere in the palace's great halls, dwell the renegade drow, elite orogs, fiends, and the rooms of the Greater Boneheart, all within easy summoning distance of Iuz's presence. Fungus gardens fondly dedicated to Zuggtmoy, simulations of abyssal planes, and much else can be found in this dread and awful palace of evil.

The Boneheart Citadel north of the palace is occupied by the High Priestesses Ilalga and Althea, together with Jumper and Kermin Mind-Bender and their acolytes and apprentices. The Archmage Null has rooms in the main citadel, but also has his own tower in the same grounds, where an iron golem stands guarding the single entrance to his dwelling. The grand cathedral of Iuz dominates the residences of the other priests, separated from the rest of the city by a ringed highway with great iron stakes set into the ground around its full length. Any aspirant priest must set a dozen skulls on these stakes before he is accepted into a higher grade (i.e., permitted to gain an experience level) if he serves within the Land of Iuz. Priests triumphantly journeying with their bags of skulls are regular arrivals at the Iron Gates.

The Agony Fields are the site of public "entertainments" for the priests, fiends and important visitors, and sometimes for the common populace. Victims are torn apart here by fiends and monsters in barbarities which again defy description. Torture instruments of the great-

est intricacy are used. Victims are given a *ring of regeneration* if important enough, so that the jeering, babbling onlookers can enjoy the spectacle for hours on end.

The Destiny Wall is a long city wall section with a 150-foot long stone dais set before it, where priests and warriors present great trophies of their courage and triumphs. Broken shields from mighty warriors of good, the skulls and rib cages of paladins and good priests, and other such mementos of war are hung upon the wall with a brass plaque below recording the nature of the triumph. The High Priestesses judge whether an exhibit is of sufficient renown to be placed here. Very rarely, Iuz himself will attend the ritual emplacement. For an evil follower to be so favored is a sign of very great favor indeed. It may be a sign which suggests that Iuz considers the victorious party worthy of advancement, perhaps even into the Lesser Boneheart. Since the number of the Lesser Boneheart is fixed, and there are no current vacancies, promotion for the favored one means the demotion of one of the current Lesser Boneheart. The triumphant one had best watch his back!

Elsewhere in Dorakaa

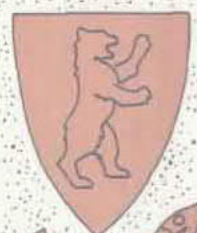
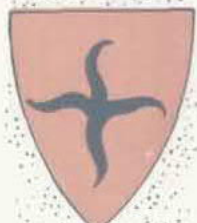
The map shows several named locations together with a line or two of explanation of their nature. The DM can expand this listing as desired. Also, the extensive Undercity of Dorakaa is an entire location network in itself. The loathsome sewers, charnel crypts and necropolises of the Undercity house otyughs, vermin of all kinds, desperate lowlife, wandering fiends such as mindless dretch or manes, creatures driven insane by magic or the horrors of Dorakaa, slimes, jellies, puddings, oozes and other nameless horrors.

The Plains of the Land

Iuz has not permitted any cities or towns of major size to spring up elsewhere in his land. He fears that any such place might become a base for intrigue against him. Hence, the Land of Iuz is in the main a motley patchwork quilt of small villages, camps, roaming bands of bandits and nomadic herders, with a handful of exceptions. The most dramatic location here is the most infamous: the Road of Skulls.

The Road of Skulls

The primary Road of Skulls runs nearly 300 miles from Dorakaa to Kendragund. The highway is 60 yards wide and composed of utterly barren and blasted earth. At intervals of 60 yards along its entire length, a skull is impaled on a six-foot blackwood staff on each side of the road, firmly rooted at the margin. Littered in between these impaled skulls at random intervals are small cairns of other victim's skulls left there by Iuz's forces. The



Land of Iuz

skulls are all humanoid types, but are predominantly human. Many are weathered and yellowed. Some have jawbones missing. Many issue wisps of smoke from time to time, with slowly drifting curls rising from them. This is but a petty magic, but it adds to their sinister quality. The impaled skulls are the important ones, since many are magical; roll D12 and on a roll of 5+, the skull is magical. Any individual impaled skull has a random magical attribute, determined by a roll from the D100 table below.

D100	Skull Magical Attribute
01-10	Skull has a <i>magic mouth</i> which screams if a good-aligned creature comes within 100 yards.
11-20	Skull can breathe a 10' x 10' x 10' cloud of fire 2/day for 4d6 hp of damage.*
21-30	Skull can fire 1 tooth per round, on command*, as a +2 <i>magic missile</i> (dmg 1d4+2) with range values of 4/8/12. Lost teeth are regenerated after 1d8 days.
31-40	Skull radiates <i>protection from good</i> 30' radius.
41-50	Skull can be commanded* as a <i>screaming skull</i> 1/day.
51-60	Skull can project a <i>ray of enfeeblement</i> to 90' range 2/day on command.*
61-70	Skull can project a <i>shout</i> on command* 2/day.
71-80	Skull can breathe a <i>stinking cloud</i> on command* 1/day.
81-85	Skull can be commanded* to explode as an <i>SIID fireball</i> . Those within 5' also suffer 1d6 flying bone shard damage, with no saving throw.
85-90	Skull has 2 attributes.
91-00	Skull has decayed magical function and does not work, but will still radiate magic if checked for.

*Note: Such functions can only be commanded by a priest or wizard in Iuz's service of level 7+, who employs a *blackstaff* or *bonewand* as a medium to command the skull. This does not involve any expenditure of charges from the magical item.

Of course, priests, wizards and powerful warriors travelling this road often carry *bonewands*, *blackstaves* being much rarer, to activate skull functions. Skulls must be periodically "recharged." There is a 1% chance per use of a commanded function that the skull will lose its magic attribute and a mage or priest of level 14+ is needed to recharge it.

Iuz's forces are now building the Skull Trails. The one from Dorakaa to Grunlend Keep has recently been completed, but work is still progressing on the one to Molag. Though a highway runs all the way to Molag, magical skulls have only been placed for 30 miles beyond the Devouring Bridge, and for 60 miles north of Molag. Work continues on the rest of the road.

The Watchtowers

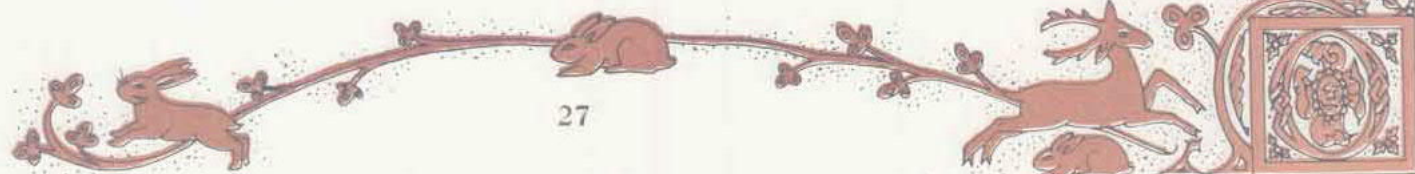
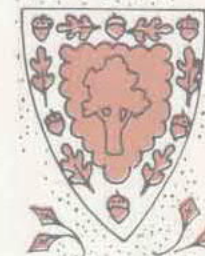
Watchtowers can be found at irregular intervals here, averaging one per six miles along the Road of Skulls and the skull-infested parts of the Skull Trail, and one per 15 miles elsewhere along the Skull Trail. Most (75%) are tall, stockaded wooden keeps with orc soldiery and a minority of bullied goblins, but the others are stone towers or keeps with ever-burning fires which belch out foul black smoke through tall chimneys. The captives and wretches who disappear into these towers proclaim the origins, in part, of these terrible fires. Soldiers here are well equipped and trained, with a few towers having war dogs or even yeth hounds and a good likelihood of a priest of Iuz visiting or in residence. The role of the watchtowers, in addition to being guard posts, is twofold: to terrify all who see them, and to serve as sites of sacrifices, attended by cheering orc soldiers.

However, magical research by Iuz's priests and mages is transforming some of these watchtowers into magical constructions in their own right. The belching smoke from them can be used to create the following effects 1/day as if cast by a 16th-level spellcaster: *cloudkill*, *death fog*, *stinking cloud*, and also a *cloud of enfeeblement*, with effects as the *ray*, but the cloud is a 20-foot cube. The range of effect is up to 100 yards distant from the watchtower in each case, and the effect is controlled by magical, black, egg-like stones in the furnace room of each tower. To date, only three such magical watchtowers are known to exist: Insharn, Koblekk, and Zariag, as shown on the map. The DM may place additional ones, perhaps with a lesser range of effects, and/or effects of less malign nature, elsewhere along the Road of Skulls.


Along these great highways, battalions of soldiers, murmuring and praying priests and acolytes, chained slave gangs, and a handful of other travellers pass. All must state their business at every watchpost they pass, though bribery could get the seditious traveller past the lesser watchtowers in most cases, unless a priest of Iuz is present, of course.

The Breakers/Ghulford

The Breakers is the name given to a permanent garrison camp of the Kuzgund east of the Opicm. The soldiery here patrols the north-western margins of the Fellreev, spies on the south-eastern margins of the Northern Barrens, and overlooks the trail headed west to the small border town of Ghulford. Wood, slaves, humanoids, and Fellreev booty are brought to The Breakers and then sent on to the western garrison where the Opicm can be forded. After that, it travels either downriver to Dorakaa or by land into the central plains. Soldiers headed east, notably Jebli forest troops headed for the Fellreev, pass through here also.




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The Breakers are so called because of the earthwork defenses the enthusiastic orcs have piled up around their camp. Bizarrely, even though the camp has only wooden buildings and a stockade wall, it is ringed with siege engines such as great towers, trebuchet, and catapults. The Kazgund are practicing their engineering skills in building these, although quite a few of them get killed when the badly-built devices collapse from time to time. The camp's appointed leader, the mage Schaluennforn, is an inept administrator, unable to force the Kazgund to stop wasting their time. Since making these machines seems to keep them happy, he leaves them to their own devices, so to speak. Schaluennforn himself is obsessed with the rumored magical secrets of Lake Aqal in the Fellreev, and no few of this garrison have perished exploring the forest.

Devouring Bridge



The great grey stone bridge here is of fiendish manufacture, its arches covered with leering skeletal and abyssal visages. The nalfeshnee who created it stands ever-vigilant in a grotesque tower and will not allow any to pass over the bridge unless it is offered a sacrifice. Wretched victims are thrown into the stone claws of two huge fiend statues flanking each approach to the bridge. The statues animate and rip the proffered body to shreds. The nalfeshnee itself appears quite insane, performing a jerky, rapid dance of glee and snatching the remains of the sundered corpse which it drags off into its tower. Even orc soldiers passing over this bridge are nervous. Those in the garrison towers on each side of the bridge watch fearfully for the fiend's nocturnal prowlings, since it is not averse to picking off an orc or two as the mood strikes it. The nalfeshnee may appear mad, but it is actually very cunning and watchful. Its tower holds no few magical items and the nalfeshnee has a staff of servitor lesser fiends to wait on it. All in all, a very comfortable existence for this denizen of the Abyss.

Grunlend Keep



This Kazgund-occupied, walled town, being built up around a stone keep which abuts the shoreline on the promontory, is the base for Iuz's navy, such as it is. Some eight caravels and two great galleys were taken from Furyondy in repairable state and the Kazgund are learning to sail them with Furyondian galley slaves and the help of some Bandit Lands rivermen and sailors. Vessels are sailed from here with reinforcements and supplies from the keep, Dorakaa, Crockport, Grabford, Gerrenkerung and Delaquenn. Because the Kazgund are hardly expert sailors, a 9th-level mage and a water Elemental are here at all times and usually sail with galleys to drive off the aquatic monsters of the Whyestil. Grunlend is very much a town still under construction,

with very incomplete defenses against waterborne attacks, but it has a low priority in Iuz's scheme of things since he has little understanding of naval warfare tactics. He attaches more importance to attempting to hunt and charm or otherwise recruit the monsters of Whyestil into his service, but to date this has been no more successful than searches for sunken treasure below the surface of the lake's choppy waters.

Icehand Plain

A small orc encampment is set just off the Road of Skulls at this especially barren place, which has a powerful symbolic function. On the last day of Sunsebb each year, Iuz commands the leaders of every major orc tribe and subtribe, and every handit/warrior group in his service, to attend this place. At least one of the two High Priestesses and two Boneheart wizards attend also, together with fiends and members of the Legion of Black Death. Iuz ascends a magically-created replica of his bone throne in Dorakaa. In the sky above him, a gigantic hand of black ice materializes and slowly moves in a circle about the demipower, extending its index finger and pausing above each leader, chieftain or important tribal shaman in turn. Iuz then gazes into the soul of the one scrutinized and examines that creature's thoughts. Should Iuz so will, the creature is blasted into nothingness by a bolt of chilling, life-draining energy from the pointing finger after a few seconds of unspeakable pain. Any such victim's shrieks and screams during those seconds will paralyze anyone within 10 feet for 1d4 turns. Iuz will always use this power if he detects any disloyalty; however, each year he does so anyway to at least one hapless victim, just to impress his might and authority on all the rest. Even if he is satisfied with what he sees in a creature's heart, he usually speaks a few words of warning to that creature, just to frighten it all the more.

The Vesve Forest

Iuz's aim in the Vesve Forest is simple: to decimate and destroy the forest and slay its peoples, driving his enemies southward. When signing the Pact of Greyhawk, Iuz recognized the current northern border of Furyondy, but laid claim to a broader area of the Vesve than his forces currently occupy. The border was also difficult to establish, because of a lack of accurate maps of the great forest. So, Iuz is not violating the Pact of Greyhawk when his hateful, malign forces maraud into the forest.

The sourcebook *The Marklands* gives full details of locations in Vesve territory not held by Iuz, and also a "zonal map" of the different races and factions holding sway in different areas. Locations therein are noted very briefly at the end of this section for DMs who do not have this sourcebook. For our purposes, the Vesve held by Iuz can be divided into three broad areas, north, central, and south,

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which present very different pictures of what Iuz's forces are up to. The southernmost Vesve lands have troops commanded by Xenvelen from Crockport, and are described in the section on the Furyondian Borderlands below.

The Northern Vesve

This area is of major importance, as the presence of the Lesser Boneheart priest Panshazek as regional commander shows. The main bases here are those at Greenreach and Izlen along the lakeside trail leading south. There are three types of operations conducted or supervised by the troops under Panshazek's command.

Infiltrations: The northern margins of the Vesve along the Deepstil are technically within the fief of the Wolf Nomads, but Iuz's forces creep out from their secret base at Waterwall and from encampments along the southern banks. From here, they head into the western lands of the wood elves, and have even made raids into the forested hills of the gnomes far to the west.

These expeditions serve the purpose of espionage, the capture of slaves, the study of enemy defenses, and theft. What is unusual and characteristic of them is that the orcs are subtle, clever and well-trained as forest scouts and ambushers. The troops do not fight pitched or mass battles with the wood elves, and have learned to recognize wood elf signals and the signs of elven ambush. This "theater of operations" is very much one of mutual guerilla warfare, and a half-dozen mid-level mages are stationed at Greenreach and Waterwall. These mages use disguise and camouflage spells to assist the stealth of orc infiltrations. Also, such subtle strategies as the use of a *chain madness* spell have been used against the wood elves to see what developments occurred.

Recruit or else: Along most of the frontier with the northern area lie lands occupied by the "free humanoids" of the Vesve; primarily hobgoblins and gnolls, but also some renegade Celbits and Jebli who do not accept service to Iuz. The policy of Iuz's leaders to these humanoids varies from leader to leader, and from time to time. It is dictated by caprice and whim more than anything else.

For example, if the commander's orc soldiers are getting frustrated and irritable, what better way to resolve that problem than to have them attack the gnolls and hobgoblins a few miles away in the forest? Orcs need battle to keep them happy. On the other hand, attempts to recruit the free humanoids into armies have sometimes been successful, although usually only under duress, and "converts" tend to backslide. A typical policy is to hire free humanoids as mercenaries, and then increasingly coerce them into regular army service. Periodically, Panshazek or an important orc/orog chieftain will decide to advance swiftly through a great chunk of this "free forest," driving the humanoids west and into the heartlands

of the elves, rangers and woodsmen of the west.

There is a special problem for Panshazek and his commanders which has arisen of late. Among the "free" Celbits, a charismatic cult, styling itself as the Torch of Gruumsh, has become very influential. Their leader, Gredkenn Celrurk, is said to be seven feet tall and to have skin of stone. He is said to possess a magical torch which blinds and spits fire at enemies of the orc Power who is his patron. Rumors of his prowess spread like wildfire among Iuz's orcs. This wouldn't be considered too big of a problem, but an entire warband of 200 Celbits based in Izlen converted to the faith in Readying and slew the priests of Iuz who commanded them, fleeing into the forest to join the "free orcs" there. This is the only time such an occurrence has happened, and Panshazek has concealed it from his Greater Boneheart superiors and Iuz himself. The priest is now desperate to wipe out the Torch of Gruumsh, so the balance of operations has turned to search-and-destroy here.

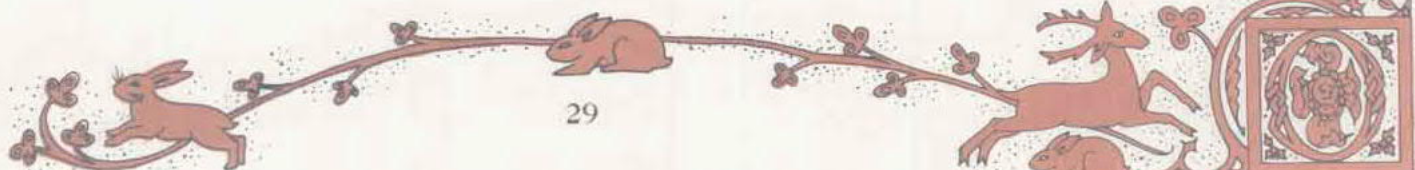
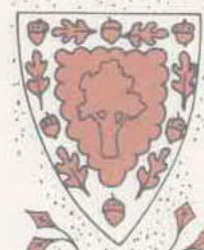
Timbering and Plundering: Forest lands on the borderlands of elven, human, and humanoid settlements are usually attacked by acid and fire, which has limited effectiveness, given that there is good rainfall over the Vesve. However, enslaved humans, especially Vesve woodsmen, are used for timbering and logging in a number of small camps strung out along the eastern fringes of the forest. These are unmapped, because camp sites move frequently as forest is cleared and also to avoid any attempts to free these slaves by free woodsmen, Vesve rangers, and other forces of good in the Vesve.

The Central Vesve

The major base controlling operations here is the camp at Gerrenkzerung. The name derives from an unpleasant orcish word describing in graphic terms what to do with a prone and helpless elf. Vesve Celbits, who form the majority of soldiery here, are exceptionally ferocious and their leaders are virtually all war veterans. Again, three types of operations are important within this broad area.

Testing the Elves: Iuz's forces are very wary of the grey elves whose lands are in the area around the Timeless Tree. These elves are not aggressive, but they are deadly defenders and their use of traps and magical alarms is second to none within the forest. For this reason, no large-scale attacks are made upon them. Rather, the long-term aim is to encircle them. In the shorter term, occasional forays and spying missions are made to test their defenses and keep track of what they are doing.

Large-scale Skirmishing: South of the grey elf lands and north of the Badlands is a broad skirmish zone which is the main area of conflict between Iuz's orcs and the high elves, rangers, woodsmen and handfuls of



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Furyondian and Velunes troops based around the wide western Vesve lands. Significant battles, involving many hundreds of warriors, occur here every month or so. Iuz's forces aim to push back their opponents, decimate and destroy the forest within this area, and expand their own frontier camps into a skirmish zone which extends some 20 to 30 miles beyond their current secured border. If the tide of Iuz is to rise within the Vesve, this is possibly the main area of advance. The elves of Flameflower and the Furyondian/woodsmen militias of Ironstead are all too well aware of this.

Testing out Magic: Quite deliberately, magic and monsters which have but recently come into Iuz's clutches are often initially deployed in these central lands. These include summoned varrangoin, thassaloss guardians, and the testing of the variant *vampiric mist* spells said to be the subject of research by Iuz's greatest priests. Testing these against the defenses of the grey elves shows Iuz's forces how very intelligent, magic-using enemies react to these new tactics. Using them in the main skirmish zone gives the fastest and most reliable indication of how they may best be used in the battle for the Vesve. Of course, it is very important that rumors and wide-eyed, terrified tales about these new evils gets back to Highfolk and Furyondy, hopefully lowering morale there.

The orc soldiery of the central Vesve are unusual for having a total of some 1,000 losels, the *orc/baboon* cross, amongst their numbers. Losels are treated badly by orcs, who regard them as little more than animals, and their morale is an appalling 4. However, with their infravision, keen sense of smell, and range of alarm signals, they make useful guards and scouts. Orcs also use losels for springing traps and ambushes, for sniffing out spoors and trails, and as troops for fighting the Beastmen of the central-western Vesve, since Beastmen are one of the very few creatures losels will attack. They are also used at times as beasts of burden, a role in which they are rather ineffective. Orc sub-leaders often speak the stuttering crude language of the losels and are thus able to give them simple commands and orders.

Locations of the Vesve Frontiers

Gerrenkzerung

This camp along the lake road is a waystation for troops heading along the Vesve margins. It is strategically placed so that caravels can get within 100 yards or so of the lake shore. The camp has a double wooden wall, but the buildings inside are of poor quality and many soldiers live only in tents. This is a ramshackle settlement, but it swarms with orcs heading for the Vesve or down to Crookport. Gerrenkzerung is something of a "black market" for barter between the orcs, who trade souvenirs of

Vesve marauding, coins and weapons taken from victims, food, Vesve nuts and fungi, and other such goods. Large orc bands patrol the surrounding lands, with goblin-trained war dogs used for tracking and hunting.

Greenreach

Greenreach is a walled town which acts both as a headquarters for the northern Vesve front and as a base for the shallow-bottomed river boats which travel along the Dulsi, manned by human rivermen. The town is boisterous, with 2,000 regular inhabitants and up to 1,500 orc soldiers thronging its crowded streets. Greenreach is mostly built of wood, as is the town wall, but Panshazek and Iuz's mages and lesser priests have their own stone keep with extensive dungeons, excavated using disintegrate spells. Panshazek has a group of expert herbalists and alchemists working within the dungeons, manufacturing poisons from Vesve plants brought here. Flying monsters, notably mobats, a pair of trained wyverns, and varrangoin act as aerial spies, alerting the town watch to any approaches from the west. The city armory is large and well-stocked, and the elite orcs protecting the keep are said to have magical weapons and armor almost as a matter of course.

Rather to Panshazek's annoyance, a rogue marilith has taken up residence in a ruined tower half a mile east of the town. Panshazek fears that Iuz has placed this fiend to keep watch on him. She simply walks the town streets when she pleases without speaking to Panshazek or the guards. Wild rumors fly in the town about the marilith's purposes, and the captives and guards she has in her tower. All that is known for certain is that ghosts and juju zombies guard the place, and that the broken, crumbling spire of the tower radiates powerful magic. Various divination spells which Panshazek has used to spy on the tower have yielded no information to the nervous priest.

Izlen

This secondary garrison stands at the site of a broad ford across the mouth of the Dulsi. Panshazek spends some time here, but leaves rulership of the place to the mage Rangaster. Discipline here is very tough, because both Celbits and Jebli orcs form the soldiery and Rangaster needs the elite babau platoon here to keep a high profile, dissuading the tribes from violent conflict.

Izlen's major noteworthy point is that it is the base for many of Iuz's unusual troops. Bar-igura scouts are very active in the margins of the grey elf lands under the leadership of mages and priests, while a small group of alu-fiends operates almost autonomously from Izlen. They act on their own whims, reporting what they have learned to the mages if they feel like it. The alu-fiends act as spies, working in groups of two or three and using

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their disguise powers to appear as humans or half-elves in the human and elven Vesve lands.

In addition, Iuzen has a bizarre cavalry detachment of a dozen charmed trolls riding barded leucrottas. The mage who originally thought up this idea was killed in the retreat from Chendl during the wars, and while the charm spells are rigorously maintained, no-one here is quite sure what to do with these weird riders and beasts. Their role now is almost exclusively restricted to galloping along the Vesve margins in the hope of frightening any non-evil creatures who might see them. However, they form a powerful protection for a town which does not appear well-defended, having but earthwork defenses and wooden buildings. In addition, Iuzen has an elite group of a dozen orog fighters who have learned the unusual skills of falconry and have 30 or so trained, fighting hawks. Add the 60 war dogs of Iuzen, and the place is a hornet's nest if trouble is stirred up here.

Lerrek's Towers

Within the Vesve areas controlled by Iuz's forces, there are many buried banes, magics, and secret places. The Vesve is so huge that this book cannot possibly document them all. The most infamous, without a doubt, are the twin towers of the lich Lerrek. Each tower stands some 80 feet high and is sculpted in the shape of a broad, fat gargoyle. No door or portal is apparent in either tower, which are said to be magical detection devices. Certainly the stone "eyes" and "hands" of the towers seem to move from time to time.

The towers themselves can use magic against anyone assaulting them, such as using *transmute rock to mud*, *stone shape*, etc. A wave of a tower's "hand" can project spell effects such as a *wall of force*, a *color spray* or a *lightning bolt*, and possibly others. The towers have 90% magic resistance against any directly damaging spell cast upon them. At seemingly random intervals, an arm of a tower can telescope out to a range of 60 yards and attack a creature with its great stone claw (THAC0 8, 6d6 damage).

Few even attempt to inspect these towers, due to such hazards and the fact that *empathy* spells in the area attract prowling monsters such as ankheg, owlbears, and purple worms. Iuz's forces have not yet attempted to breach the dungeons which lie below the towers and can only be entered via them. The lich himself has not been seen or sensed for a hundred years, but his treasure hoard is said to include many magical books and a *broadsword*, +5 *holy avenger* taken from a slain Oeridian paladin of Heironceus. For this reason, Iuz's forces keep watch at a safe distance, to stymie any servants of good who come in search of this mighty weapon.

Waterwall

This unique site is a subterranean base for Iuz's forces creeping west to infiltrate the Vesve far beyond Iuz's own lands. It is virtually undetectable until one is almost on top of it. Hidden by *hallucinatory terrain*, the entrance to Waterwall appears as a simple overgrown copse. The magic disguises a rocky rift which leads 200 feet down a virtually sheer cleft to a network of cave entrances which are carefully guarded by ores at all times. Iuz's forces descend and ascend within a column of permanent *levitation* magic some 5 feet in radius which originates from a magical, copper sphere. A mage of level 7+ is required to activate the sphere and direct the levitation effect. Sometimes for sport, the ores force their goblin lackeys to clamber down on vine ropes, which means that 400 feet down at the bottom of the rift, there is a fair-sized pile of goblin bones and rusting equipment.

While Waterwall has many networked caverns and passages, its central secret is a magical fountain in a great colonnaded central chamber. The stone fountain is the origin of an extraordinary "standing wall" of water, 20' in radius, which appears entirely motionless. However, if a creature enters the "waterwall," they will feel it flowing strongly, and, of course, the creature gets wet. There is a 5% chance each day that the fountain's waters can cause 1d20 creatures entering it to become semi-invisible for 1d6 days afterwards. Creatures so affected appear to be misty and semi-substantial, but can perform actions normally. Give them -2 to AC and +2 to saving throws against spells targeted at the creature. Orc scouts use this magical power, of unknown origin, to aid their spying and skirmishing missions westward.

Waterwall's magic may have similar origins to the waters of Blackthorn within the Gnarley forest (see *City of Greyhawk*, *Gem of the Flanaess* book) and Iuz is keenly interested to find out whether more of this magic can be understood by exploring Blackthorn. His Bone-shadow spies may already be setting out for the Gnarley, to see what they may learn.

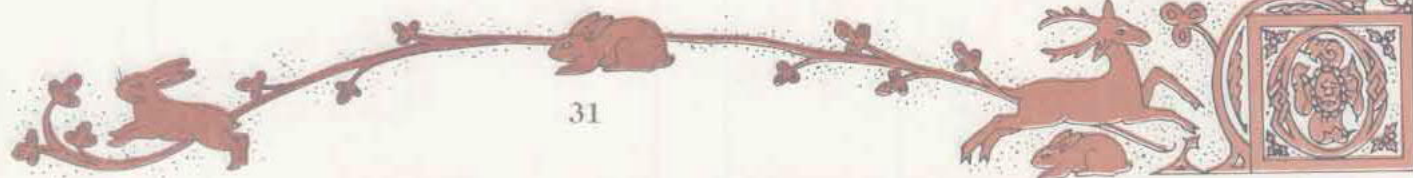
Other Vesve Locations

This brief guide notes locations west of Iuz's lands for DMs who do not possess *The Marklands*.

Delvenbrass: A ruined, shunned, mobat-haunted, ancient Bakluni keep with mile-deep dungeons, said to contain powerful magic, including weapons of profound evil.

Flameflower: A community of 500 high elves, including Clan Sharndarel leader Kashafen and many powerful mages, Flameflower is well defended magically and many faerie folk dwell nearby.

Gildenhand: This is the largest gnome copper and silver mine, and also yields a few gems. The 670 gnomes



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here are noted for their tough scouts and excellent defense entrenchments.

Ironstead/Laurellinn: Ironstead is a stockaded Furyondian militia village where woodsmen are trained in fighting by Belvor's troops. Much Vesve wood is shipped down to camp Laurellinn and on to the Royal Highway.

Quaalsten: A small woodsmen's village noted for the presence of several high-level rangers and priests of Ehlonna.

Timeless Tree: Major settlement of the grey elves, protected by powerful divinatory alarm systems, home of very powerful grey elf priests and wizards. Grey elf patrols and sentinels are extremely alert, clever, fast and well-equipped.

The Furyondian Borderlands

Iuz's forces occupy a chunk of what was northern Furyondy before the wars, including the towns of Crockport and Grabford. These lands are now awash with armies. The border shown has a mile-wide "no-man's land" on either side, where forces from neither side venture unless they are intent on a raid into the territory of the other. Furyondian locations shown on the map are described fully in *The Marklands*. For a DM wishing to set adventures in this fraught, tense area, that sourcebook is very valuable. However, for those who do not have this sourcebook, brief notes on these locations are found at the end of this chapter.

Forces from both sides are not at war here. Rather, each side makes occasional forays into the lands of the other, with a suitable excuse, such as rescuing a captured person of note, a preemptive attack against what could be seen as a preparation for war, reprisal attacks, and so on. Such strikes are almost always conducted by relatively small numbers of troops, since neither side wishes to risk too much. However, there are rogue elements on each side. Furyondy's northern borderlands include priests, warriors and followers of Trithereon who seek revenge and recovery of lost land. They may be part of, or sponsor, groups of adventurers of middling experience levels who conduct swift, surgical strikes at targets in Iuz's domain. Likewise, Crockport and Grabford are now home to renegade fiends and evil mercenaries and adventurers who may conduct similar operations in Furyondy.

The *Armies of Iuz* chapter gives details of the large armies stationed here, which include members of all orc tribes and hobgoblins, gnolls, giants, undead and more.

The Bone Road and the Razing Line

The Bone Road runs between Crockport and Grabford, as shown on the color map. Its importance lies in the fact that virtually all the major defensive fortifications of Iuz being currently constructed lie behind this line. There

are some 20 wooden and stone forts under construction, most with charmed giants as laborers and human slaves working together with some "free humanoids" captured from the Vesve. These latter captives are carefully selected so they are members of different, rival tribes or "sub-tribes" to those orcs who act as slavemasters over them. South of the Bone Road, warbands, patrols and freelance raiding parties are the order of the day.

The Bone Road itself is being decorated, as it were, in a manner calculated to outrage the Furyondians to the south. Impaled skulls and rib cages of fallen Furyondian and Highfolk troops are used along the road's margins, in a manner reminiscent of the Road of Skulls, but more haphazardly and without the bones having any magical attributes. The highway itself is broad but muddied, and counts only as a secondary road for the purposes of determining travel rates along it. Patrols are very frequent along the Bone Road, with a patrol passing every 10-15 minutes during the night and every 20-30 minutes during the day.

The Razing Line is an entirely different matter. Here, beyond the no-man's land, lies a quarter-mile wide area of utterly blasted and barren land. Decimated by fire and acid employed by priests and mages, this line is continuously extended eastward and is the source of much Furyondian anxiety. This destructive magic is not simply being used for reasons of viciousness. Rather, the ground has been specially prepared to provide conditions for the use of *animate dead* spells. Iuz's priests and mages are still working at the right combination of magical preparations, but when they are through, skeletons animated here from the many victims of the wars will be stronger (+1 hp per HD) and more difficult to turn (as ghouls) than normal. Worse still, priests will be able to add +2 to the number of skeletons an *animate dead* spell will create. This may not seem worrying, but with literally thousands of bodies to work with, the cumulative effects could be considerable. It is also entirely possible that other, more powerful, undead created or summoned within the Razing Line zone will be strengthened in certain ways. Magical scrying does not reveal this, possibly due to the chaotic and unpredictable nature of the amplifying magics which are being tested and readied for use here.

The Southern Vesve Front

Xenvelen has command of the troops in the small southern Vesve battle and skirmish front. Most of this area borders on the Badlands to the west, which are described in *The Marklands*. But in brief, these are mostly old Celbit homelands which were utterly despoiled by destructive magic during the wars. Thousands of Celbits, other humanoids, and warriors were slain here in one of Iuz's most comprehensive defeats at the hand of Highfolk and Furyondian troops. The Badlands are very dangerous,

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being places of acid-despoiled, smoking ruins, malign drifting magical effects, lyranakin within the Defiled Glades, insanely hostile forest creatures and worse. Entering here is suicidal for any forces, and thus the southern front is a very limited one.

However, Xenvelen channels the fury of the defeated Celbits into a series of major skirmish actions around Castle Ehlenestra, home of a swanmay-ranger, Sharnalem. When Xenvelen senses that his soldiers are getting restless, he dispatches a few hundred to this area of the Vesve on skirmishing and wrecking missions. Fighting here can be fierce and if Xenvelen could occupy the forest around Castle Ehlenestra and push on westward through the southern Vesve margins, he would do much to threaten Furyondy's Royal Highway and the vital routes to Highfolk and Highvale. However, he also meets with significant resistance. The lands north and east of the Badlands within the forest are occupied by ores, but are also subject to raids from high elves, rangers, forces from Ironstead and freelance adventurers. For adventurers seeking plenty of ore-bashing opportunities, this is certainly the place to be. However, Xenvelen is very careful and crafty. He often uses weak ore/losel parties as lures, so that forest folk pursuing them run into ambushing orog, priests and mages.

Crockport

Crockport was formerly the provincial capital of Furyondy's northern Barony of Kalinstren and is now the headquarters for Iuz's troops in Furyondy. The commander is High Priest Xenvelen, a brilliant young member of the Lesser Boneheart who is carefully maneuvering himself into position to take up the vacancy in the ranks of the Greater Boneheart. Xenvelen played a leading role in the capture of Crockport and covered the retreat from Chendl very ably, earning Iuz's high esteem.

Because Crockport fell fairly swiftly to Iuz's armies, the town was not greatly damaged in the wars. The town wall has been fully repaired, and dotted around the southern wall are a number of siege machines which were rescued during the retreat from Chendl and brought back. Add to this the ballista batteries on the old naval tower-keeps of the docks and Rockegg Isle, and Crockport has a sound defense indeed.

Crockport has both a naval harbor and a fishing harbor, which is shallow, since Rockegg Isle is not far from the shoreline and it is sometimes possible to wade across to it during the autumn when the level of water in the Whyestil is low. Most of the fishing vessels of Crockport survived the war and are used by human slaves and Kazgund ores for fishing. The great keep of Crockport, formerly the Baron's residence, is now home to Xenvelen and a household phalanx of 20 orog warriors, some with fighting skills as good as 13th-level fighters, and Xenvelen's hangers-on and cronies. These include at least one

alu-fiend, a succubus, and the mage Cryennek, whose ability to summon monsters and unleash them on random raids behind Furyondy's defensive Flare Line is a useful irritant for Xenvelen to employ. Xenvelen also has some half-dozen junior priests within the keep and an expert alchemist/poisoner. The keep's dungeons are not extensive, although the treasure looted from them has kept the soldiers happy, but Xenvelen and his retinue have ample space for the rituals and sacrifices they delight in.

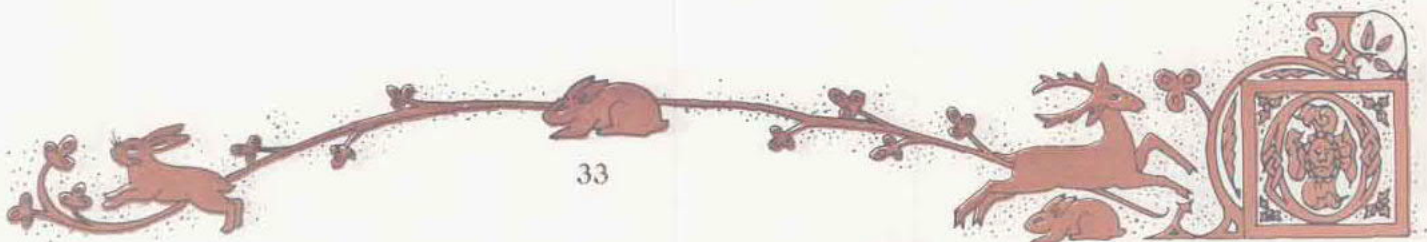
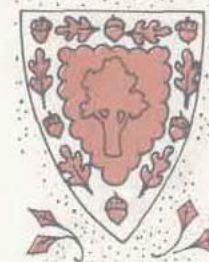
The naval barracks have been occupied by ore soldiers, while hobgoblins have taken up residence in the eastern laborer's homes, using humans as slaves and menials. Orog and a few fiends have taken over the gardened homes of the wealthy who once lived here, and Crockport's unique oak gardens, with their very rare species of woolly-barked oaks, now feature hanging, paint-daubed skulls in a mockery of the colorful paper lanterns which Furyondians used to hang here in spring and autumn.

Crockport is an important travel port for soldiery heading south, and also as an "intelligence" headquarters. Xenvelen is a brilliant and unscrupulous priest, who likes to keep track of what his rivals and superiors are up to. If Crockport could be raided, Xenvelen's notes and diaries would be priceless to the defenders of Furyondy. Xenvelen is also a cruel and clever man. To ensure that human fishermen will not turn on the ores in their boats and try to kill them and escape, he keeps their spouses and children as hostages. These hostages are executed in public, after horrible suffering, should any fishermen attempt to escape. With such strategies, he has made sure that the 1,500 human slaves here have had to work hard to keep Crockport well-defended, strong, and well-equipped. Crockport is also notable for the fact that many of its elite orogs have magical weapons, armor and even miscellaneous magical items, taken from Furyondians slain in the wars and looted from Crockport itself. Crockport's orogs regard themselves as the true elite of the borderland armies and are unusually loyal to Xenvelen.

Grabford

A smaller town than Crockport, Grabford has a similar design. The DM should develop plans if an adventure is to be set here. The map of Crockport can be used as a base, although there is no offshore island here. The rulership of Grabford is, however, quite different. The vampire-mage Maskaleyne, another member of the Lesser Boneheart, rules here. Maskaleyne favors babau tanar'ri as his personal guard and is a creature of utmost cruelty and whim.

Only a few hundred human slaves and hostages remain here. Maskaleyne has yeth hounds and gargoyles among the monsters which form a large part of the town's defense, and even ores and hobgoblins dislike having to



Land of Iuz

serve here. Maskaleyne is too arbitrary, too chaotic, for anyone to feel safe. However, Iuz appears to be content with his rulership here and thus none dare speak their dislike too openly.

Grabford is, just possibly, a weak link in Iuz's defenses. While Crockport teems with soldiery and has an intelligent and ingenious priest with formidable personal support leading them, Grabford's defenders are poorly organized and its defense relies too much on monsters and fiends rather than a balance of might, magic, and wit. Because raids in this area are rarer from the Furyondian lands, this weakness has not been exposed to date. The Furyondian provincial ruler to the south is busy rebuilding defenses rather than seeking to reclaim captured lands. While recapture of the city is not feasible for a strike force, a raid into the city to retrieve treasure and booty and to inflict major casualties is certainly a plausible possibility.

Gullkeep

This is a Furyondian castle which was swiftly encircled and captured by Iuz's forces during the wars. Overlooking the Whyestil, the fortification was so named because of the flocks of gulls which nested in the castle walls and cliffs around it. Speak with animals, messenger spells and the like, together with animal training, made the gulls useful spies and agents of warning. Of course, most have been eaten by the hobgoblins which rule the place now. Xenvelen has placed hobgoblins here without orc leaders, keeping fractious races apart and making the hobgoblins feel appreciated. Gullkeep is far from the border and there is little to do here. Xenvelen places only a few junior priests and one of middling level here at any one time. As yet, Iuz's forces have not discovered the secret of the castle. In a magically disguised chamber below the tombs in the dungeon lies the resting-place of a powerful High Priest of Rao. In that tomb is a magical mace and instructions for performing a ritual which can cause the entire keep to implode. It is said that the High Priest was something of a seer, and foresaw the day the castle would fall to the forces of evil. The existence of the ritual is known to very few, and while such sages believe that both a priest and mage of a certain minimum experience level are needed to enact the ritual, it is unknown what that minimum may be. DMs should set the minimum level to suit the campaign, but it should be at least 9th.

Salamandra

The castle of Salamandra is centrally placed along the Bone Road and functions as a major provisioning and rest-over base for patrols and warbands moving along the highway. Much of the castle was destroyed during the wars and its exterior stone walls are still being repaired. Beyond the walls and brass gates, the castle keep stands

inside a 15 foot wide and 25 foot deep, water-filled moat with a single drawbridge inside the gatehouse of the keep. Across the moat, a pair of stone salamander statues stand guard at the point where the bridge can be lowered. As Iuz's troops found out during the battle for Salamandra, these stone statues can be activated (if the right command word is known) to become salamanders for three turns, three times per day. A slain salamander simply returns to its stone form and original position. As yet, despite extensive research, Iuz's mages have not been able to discover the command word or to activate the salamanders for their own use.

Across the Border

Here are brief notes on Furyondian locations shown on the color map, reading west to east, for DMs who do not have *The Marklands* where these locations are detailed:

Castle Ehlenestra: A stone-walled, wooden castle, home of the ranger Sharnalem, noted for its well-trained tyrgrs, mist wolf sentinels and Vesve woodsmen soldiers.

The Flare Line: This is a great highway along which supplies and large patrols and warbands move constantly from one defensive installation to another. Along the road, major earthworks and other defensive barriers are constantly being constructed and strengthened.

Redoubt: A great citadel with 2,000 soldiers, many of which are elite, on the frontier where the provincial ruler, Baron Kalinstren, lives.

Chendi: Furyondian capital, home of King Belvor IV and many influential courtiers, currently being repaired. The near-1,000 soldiery contain many of Furyondy's ultra-elites.

Swarming Ground: Dangerous terrain due to the presence of an unusually huge and aggressive colony of ant lions.

Spinecastle: Of special note for its elite longbowmen and rulership by the daughter of the Baron of Kalinstren. She reveres Trithereon and sponsors of mercenary forays into Iuz's lands.

Brancast (Keep): A keep under construction to protect the town along the Crystal River.

Crying Spear Keep: A walled, stone keep commanded by a priest of Trithereon, who sponsors mercenaries and adventurers making forays into the land of Iuz.

Moatshield: A partially-moated castle home of a powerful and knowledgeable Knight of the Hart, with 300 soldiers.

Greatwall: Dominated by the castle home of the provincial ruler, Count Artur Jakartai of Crystalreach, a Shield Land exile. Defenses around the town are being built with great urgency. Around 800 troops are stationed here.

Morsten: An ex-fishing village being hurriedly fortified. It is the northern base for Furyondian river navy.

The Horned Lands

Historically, these lands were the province of warring humanoids. They were united only in the current century by a small but powerful group of human servants of Nerull allied with warriors from the Bandit Kingdoms who sought greater cohesion and a more ruthless, less chaotic evil than their homelands typically possessed. The human/humanoid alliance of evil was cemented as the ascendant Hierarchs, their Dread and Awful Presences, took their thrones in Molag. The lands were then known as the Horned Society, after the grouping headed by the Hierarchs. The humanoids believed them to be fiends, and since the Hierarchs were never seen and many of their servitors and messengers were fiends, the stratagem was successful enough. Few opposed the rule of such mighty beings, although the many tensions of the land, humans versus humanoids, humanoid races against others, tribes of one race against another, remained.

When Iuz deposed the Hierarchs, he simply made their dissimulation a reality. With the aid of the tanarri Lord Pazrael, Iuz struck by magically transporting over two hundred fiends and elite phalanxes from his Legion of Black Death into the palaces of Molag. The Hierarchs there never had a chance of escape. Now, the pretense that fiends rule on the thirteen thrones of Molag is still widely believed by humans and humanoids of the lands. What matter if the fiends appear slightly different than before? Fiends can craft their appearances as they will and they are still objects of terror. Only the most important or intelligent leaders of soldiery, mercenaries, powerful bandit groups and the like know of the change in rulership. Others believe that there has been no change at all, but that the Hierarchs have allied with Iuz. In truth, it makes little difference. Most of the people of the Horned Lands, as Iuz and his servants now term these lands in everyday speech, care not who their evil masters are.

While Iuz has a fair grip on this land, there are problems here. There are many human/humanoid struggles and battles, as explained below. One Hierarch is still free in the land, although this is not a major problem. The medium- and longer-term problem is that this land has very poor resources. Traditionally, the people and humanoids here have survived mostly because of raiding into the Bandit Kingdoms and especially the Shield Lands. Away from the borders of the Veng and Ritensa Rivers and the Fellreev margins, the land is poor and lacking in fecundity. For the time being, the Horned Lands survive on booty taken from the Shield Lands during the war, and supplies obtained by trading that booty via Admundfort. But before long, scarcity of resources will demand that somehow this land develop or acquire other resources. Iuz's best options here include extending his grasp on Tenh or acquiring fertile lands from Furyondy. The latter means war, of course, but then Iuz seeks this in due course in any event.

The Horned Lands have many tensions and conflicts. To date these have been managed by Iuz and his Boneheart rulers in Molag. How long that control can continue remains to be seen.

Folks and Factions

Rulership of the Lands

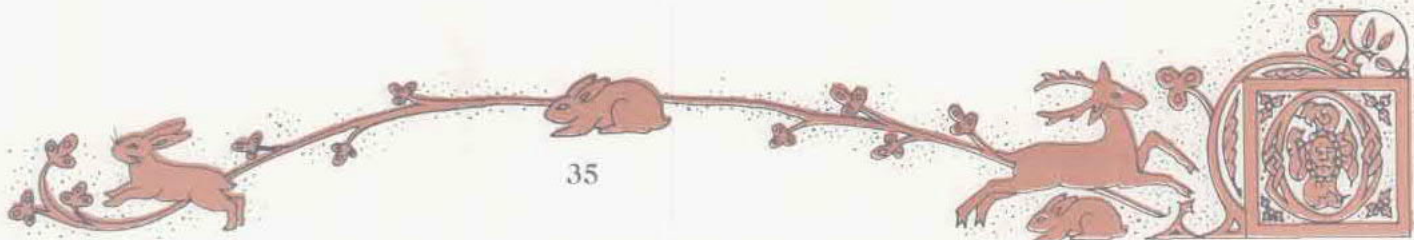
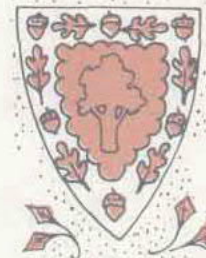
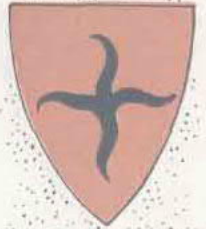
The Horned Lands are ruled from Molag. High Priestess Althea is the nominal ruler, although the effective ruler is the Lesser Boneheart priest Marynnek, who looks after the day-to-day details, since Althea is often in Dorakaa. However, a string of "estates" along the Ritensa are given over to noble fiends in the service of Pazrael, part of the pact Iuz made with this Abyssal Lord.

Iuz's priests exercise careful and watchful control over the Horned Lands. They do so with their usual combination of terror and bullying. While this bullying and the fiends in alliance with the priests are useful to a point, they also have to maintain discipline among fractious tribes and races. These groups have deeper-rooted conflicts than the ores of the Land of Iuz and have fewer opportunities for letting off steam. In the Land of Iuz, ores can be given abundant battle in the Verve Forest and the Furyondian borderlands. In the Horned Lands, only the Fellreev Forest serves this purpose. The Shield Lands are vanquished and humanoids can no longer raid there, reducing the opportunities for exporting tensions abroad. In addition, the priests have to deal with the most powerful bandit leaders of the lands on almost equal terms, using political and persuasive skills. Up front use of bullying and threatening tactics, especially in the far-flung territories abutting the Bandit Lands, would simply turn the bandits against them.

Thus, while the priesthood has maintained good control in these lands, it is a tense control which drains their energies and calls for greater self-control and cunning than these chaotic evil priests are used to.

Fiends in the Horned Lands

Fiends have great influence here. As noted, many of the population believe that the Hierarchs, who they believe still survive in Molag, are fiends themselves, and they are used to fiends acting as messengers for the Hierarchs. Thus, priests of Iuz often need to have fiends on hand to control and command the population and the indigenous troops of the Horned Lands. The priests must therefore tread extremely carefully, for they must indulge the demands of the fiends while not arousing the ire of Iuz himself. In addition, as noted, there are many fiend-ruled estates in the eastern lands, given over to fiends serving Pazrael who administer them as they wish.



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Humanoids in the Horned Lands

The position here is even more treacherous than in the Land of Iuz. Interracial and intraracial conflicts are deep-rooted and pervasive. Careful measures have to be taken to avoid these conflicts exploding into mass battles.

The dominant humanoid groups have approximately the following population totals within the lands shown on the map.

Northern Hobgoblin Tribes	21,000
Southern Hobgoblin Tribes	10,000
Gnolls	6,000
Norkers	2,000
Kobolds	6,000
Orcs	7,500

In addition, there are some 2,500 ogres in the Horned Lands and the total for gnolls includes 2,000 flinds, who play a dominant role in gnoll society. There are many tensions between these groups.

First, the numerically dominant hobgoblins have a strong rivalry between the northern and southern tribes. Southern can be taken to mean those hobgoblins whose homelands lie south of Molag, more or less. The northern tribes all follow the Power Maglubiyet in his hobgoblin aspect as their patron Power. Those to the south follow Nomog-Geaya, the hobgoblin Power. There are also conflicts within the northern tribes, with the dominant tribe being the 9,000 strong Hargrak tribe, and within the southern tribes too, with the dominant tribe being the 4,000 strong Gerregak tribe. However, these are strictly secondary to the north-south divide. Meetings between northern and southern hobgoblins are 75% likely to end in verbal abuse, 15% in some form of challenge which ends up in a duel of powerful chieftains or warriors, and 10% likely to end up in a pitched battle. If the hobgoblins have leaders in Iuz's service attempting to avoid battle, the leader must make a Charisma check to make sure that only verbal abuse arises from the meeting, with the roll at -2 if of a different race than the troops he leads.

Secondly, the orcs are all members of one tribe, the wild and powerful Uroz. Exceptionally strong and barbarous, the Uroz are a deeply proud orc tribe. An Uroz orc male with more than 1 HD or level will have a Strength score of 14+d4. Territorially highly aggressive, the Uroz make exceptional warriors, but they also grow very restless and irritable without constant strife and struggle. They have utter contempt for the hobgoblins, and a meeting between the two races is 30% likely to end up in verbal abuse, 30% in a duel, and 40% in a skirmish or battle. Again, a powerful leader attempting to avoid battle can make a Charisma check to persuade his troops not to fight, but this ability check is made at a -4 penalty if that leader is not of the same race as his troops, -3 for a half-orc leading orcs.

The other races have their own differences. Gnolls and flinds are haughty and keep to their own homelands. They despise the orcs and hobgoblins, but are well aware that they cannot afford to battle such numerically superior opponents and their flind leaders avoid battle if they can do so without losing face. The norkers are all allied with the hobgoblins, so they are part of the same north-south struggle. Three-quarters of the kobolds are allied with the Uroz, the rest trying to make peace with the dominant humanoid group in the lands they share. Finally, around one-half of the ogres are allied with the forces of Iuz, but the others are opportunistic bandits and raiders with no alliances who survive because of their greater strength and brutishness compared with the other humanoid races.

These tensions are partly kept in check by Iuz's leaders through control of territory. While much of the Horned Lands is a patchwork quilt of racial and tribal lands, the north-south division of the hobgoblin tribes is rigidly enforced by Iuz's own troops. Kazgund orcs play the major role in patrolling the Stonewall road, keeping northern and southern hobgoblins separated. Likewise, many of the hobgoblins whose tribal lands lie within 20-30 miles of this road have been exported to the Bandit Lands where they have ample opportunity for raiding and marauding, so that these areas have been depopulated, rather to the relief of their human inhabitants. The conflicts between the Uroz, whose tribal lands lie around the western margins of the Fellreev and the northern Horned Lands, and the hobgoblins have been reduced by using the Uroz in walled garrisons, in Molag, and by shipping them eastward to act as "shock troops" along the southern margins of the Fellreev. Thus, Iuz's priesthood attempts to separate the various races and tribes and keep conflict to a minimum. However, there is still unpredictability in all this. The priesthood itself is chaotic evil, and from time to time local priests of Iuz allow latent conflict to explode into battle.

Humans in the Horned Lands

To be sure, some humans survive by livestock farming and as artisans and craftsmen in the cities of the land. However, this is not the stuff of adventuring campaigns. Of more interest are the bandit brigades and gangs which still maraud many of these lands and beyond, taking whatever booty they can. Some of these human bandits have become troops in the armies of Iuz. Others have taken to freelance banditry, pillaging whatever target presents itself, whether they be other humans, humanoids, or forces of Iuz. Such bandit groups tend to be highly mobile, usually on horseback, which they need to be in order to survive here. A few have fled into the Fellreev Forest and conduct guerilla strikes against Iuz's forces from there. This is especially true of groups with blood ties to men from the Bandit Lands who have adopted a

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similar course. Finally, some of the most powerful have accepted service with luz. Such groups take luz's coin and serve as his priests demand or permit. Of these, the infamous Free Reavers are the best-known.

Indeed, there are a handful of bandit chieftains who are powerful enough to be forces to reckon with. These men allied with the Hierarchs in the past in return for recognition of their land rights. Typically, these are lawful evil chieftains who withdrew from the more chaotic Bandit Kingdoms to rule across the Ritensa. Some of them suspect, or know, that luz has toppled the Hierarchs. The most obvious sign of this is the dispatch of Horned Lands humanoid troops into the Bandit Lands, the hunting of free bandits therein, the Kazgund ores patrolling the Stonewall Road, and the presence of luz's ore troops in the southern Shield Lands, not far from these chieftain's fiefs in many cases.

Their reactions to this realization differ. Again, some have allied with luz, but others effectively proclaim their lands as their own and defy luz or anyone else to dislodge them. luz's priests adopt different strategies to deal with any problems which might arise from this. In some cases, chieftains have been given greater land grants in the Shield Lands, Horned Lands or Bandit Lands in order to keep them happy with luz's rule. In other cases, magical compulsions and threats have been used to force a chieftain into submission. In a very few cases, luz's commanders are forced to accept the independence of these powerful men or to battle with them. Several key locations in the Horned Lands illustrate the different, and complex, political relationships involved.

A Magical Wild Card: Dweornite

The Horned Lands are unique in having very rare deposits of a unique magical gem: dweornite. Small clusters of dweornite gems, tear-shaped, semi-opaque, blue-white stones, are found in totally unpredictable subterranean locations. The gems have diverse magical powers. Those which have been documented include spell gems, gems which yield magical potions when crushed and dissolved, gems with empathic effects, gems with *teleport*, *dimension door* or extra-planar travel properties, and gems of a divinatory nature. Of special note are the spell gems, which when crushed in the hand of a mage allows memorized and already-cast spells to be regained. These are similar to the dweomerstones of the Cairn Hills, and some sages suggest a common origin for both these and the reputed *ton stones* Rary seeks in the Bright Desert.

These properties are not, truly, so terribly exciting, but what draws some very powerful creatures to take an interest in them is that some 1% of them have very powerful magical qualities. Both *wish* and *longevity* magic are found with such rare gems. This makes informed people ready to take real chances trying to find dweornite.

However, very few mages and sages even know of dweornite's existence, let alone where it may be found; divinatory spells appear to be spectacularly unsuccessful in this regard. There is an unpleasant problem with dweornite in addition. The gems appear to attract highly magical monsters, beholders in many instances, toward them, though such creatures are often quite unaware of what the source of the attraction is.

Locations and Settlements

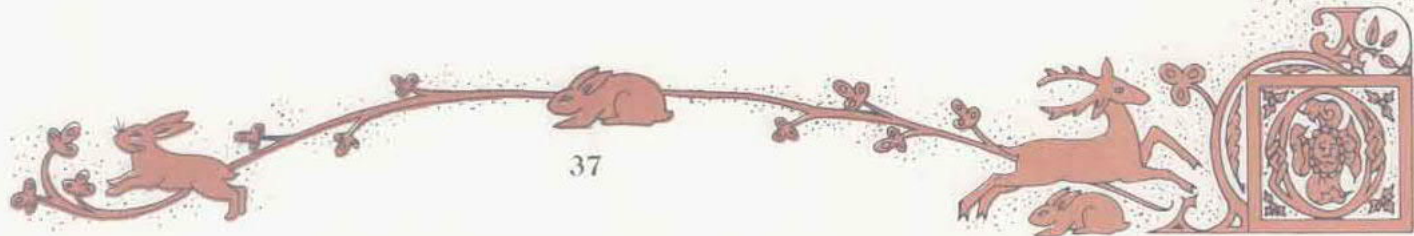
The listing and descriptions here first include important estates and tracts of land within the Horned Lands. Then other castles, towns and individual locations of note are mentioned, with the fell city of Molag receiving special attention. As will be seen, the Horned Lands have no cities or towns of any important size other than Molag. This is attributable to the Hierarchs' dislike of anyone developing a potential opposing power base.

Territories and Fiefdoms

Dahlvier's County

Nestling into the western Fellreev, the "county" of the self-styled Count Dahlvier is utterly bizarre terrain. Dahlvier himself is a lich, reputed to be a follower of Nerull and thus a one-time ally of the Hierarchs. Now, no one is sure what the lich's thoughts are. His forces do not attack from these lands, but luz's messengers and an entire ore warband entered and did not return, so those who do enter are certainly attacked. Dahlvier has over 1,500 undead troops, primarily ghosts, who lead the troops, and juju zombies, which form the bulk of the ordinary soldiers. These undead and other rare types in Dahlvier's service are very difficult to turn or command. Priests attempting to do so are treated as five levels lower than their normal experience level for the purposes of commanding or turning, and even if successful, the duration is only 1 round per experience level of the priest. The ghost leaders are said to be extremely cunning, and many possess miscellaneous magical items of diverse type.

In addition, the county itself has a bewildering terrain. Its borders are ringed with very tough, fire-resistant, thorned hedges up to 15 feet high, many formed into mazes whose lacunae contain carnivorous plants of many types. Flying and teleporting magics do not function in such areas, nor do plant-controlling spells. Magical illusions are many-layered and extremely disorienting here. Powerful *sympathy* spells attract some of the hundred plus ogres in the county, which bolster the defense of the land. Finally, there are many reports of magical items and spells malfunctioning in ways harmful to the spellcaster once one gets close to Dahlvier's citadel, the walled Castle Dahlvier. That castle itself is said to be built on the ruins of a high elven city razed by Oeridians



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nearly nine hundred years ago, and Dahlvier himself is thought to have many unique, ancient, elven magical items and lore in his citadel home.

Estates of the Fiends

A great swath of land, from Deepshuttle Delve to the south-western tip of the Fellreev and along the banks of the Ritensa, forms a series of estates ruled by noble fiends serving Pazrael. There are a dozen or so of these, each with its own platoons of babau, bar-igura, major cambion troops, and also gnolls and flinds among the native humanoids. The fiends who rule here are exceptionally cruel, even by tanar'ri standards, but because they raid mostly into the Bandit Lands and the Fellreev, the indigenous humans and humanoids of the Horned Lands do not resent them too much, although they fear them greatly. The most terrifying danger from the fiend estates is certainly the soul-hunting nabassu, who represent the most common lesser tanar'ri type here, and the chasme, who often fly into the Fellreev seeking prey.

The rulers of each estate try to outdo the others by constructing elaborate palaces with slave labor taken from anywhere they can be found. The two balors here have the largest estates and palaces, and compete fiercely with each other. The estate of the balor calling itself Zengrunddin, not its true name, obviously, is an especially grim place. Night hags prowl the darkness there and cambion bodyguards ride nightmares around the palatial keep of the balor. Worse, Zengrunddin has a magical item which allows him to *gate* 1d20 hordlings if a good-aligned priest is sacrificed to it, so these nameless and wretched creatures swarm the estate, attacking anything that approaches unless there are powerful tanar'ri on hand to stop this. Zengrunddin's role here is to gain all the information he can about the Horned Lands, ensuring that the baatezu and yugoloths who dealt with the Hierarchs do not return and gain power once more. The fiend is cunning and enjoys playing politics with the priests of Iuz, who are forced to visit him, seeking to ensure that the other fiends of the estates are acting in accordance with the pact of Iuz and Pazrael.

The Free Reavers' Lands

The southernmost Horned Lands are generally home to many marauding, free bandit-types, but the psychopathic, vile Free Reavers rule an area some 20 miles around their home of Smokewall Castle. This citadel is so named because, once per week, the walls of the castle can be commanded to seep smoking acid without harming the stone, causing 1d6 hp of damage per round to any creature in contact with the stone. The Free Reavers are a very strong bandit gang, with a dozen fighters of levels 6-11 and 30 fighter henchmen. They all possess good warhorses, armor, weaponry, and equipment, and the

castle dungeons bulge with the treasure hoards they have acquired in nearly twenty years of raiding. The leader of the Free Reavers is the sadistic Shairn Vel Valunar, a 14th-level female fighter with a powerful magical sword which has limited wish powers. Shairn is smart enough to protect herself with that potent magic and those who serve her are smart enough to recognize that fact, for all their chaotic and brutal nature. The priest Ehltern Bloodspitter is another notable Free Reaver, a man of utter depravity and mindless sadism.

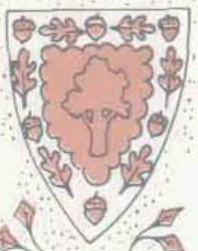
The Free Reavers currently ally with Iuz, raiding into the Bandit Lands, hunting in the Shield Lands and, rarely, the Fellreev. They actually hold Iuz's priests in contempt, just as they did the Hierarchs, but since Iuz's priests simply direct, rather than restrict, their raiding, the Free Reavers go along with them, for the time being at least.

The Reavers' lands are virtually devoid of any living folk. Patrolled by their henchmen, these estates are barren, wretched lands avoided by anyone who knows of their rulers.

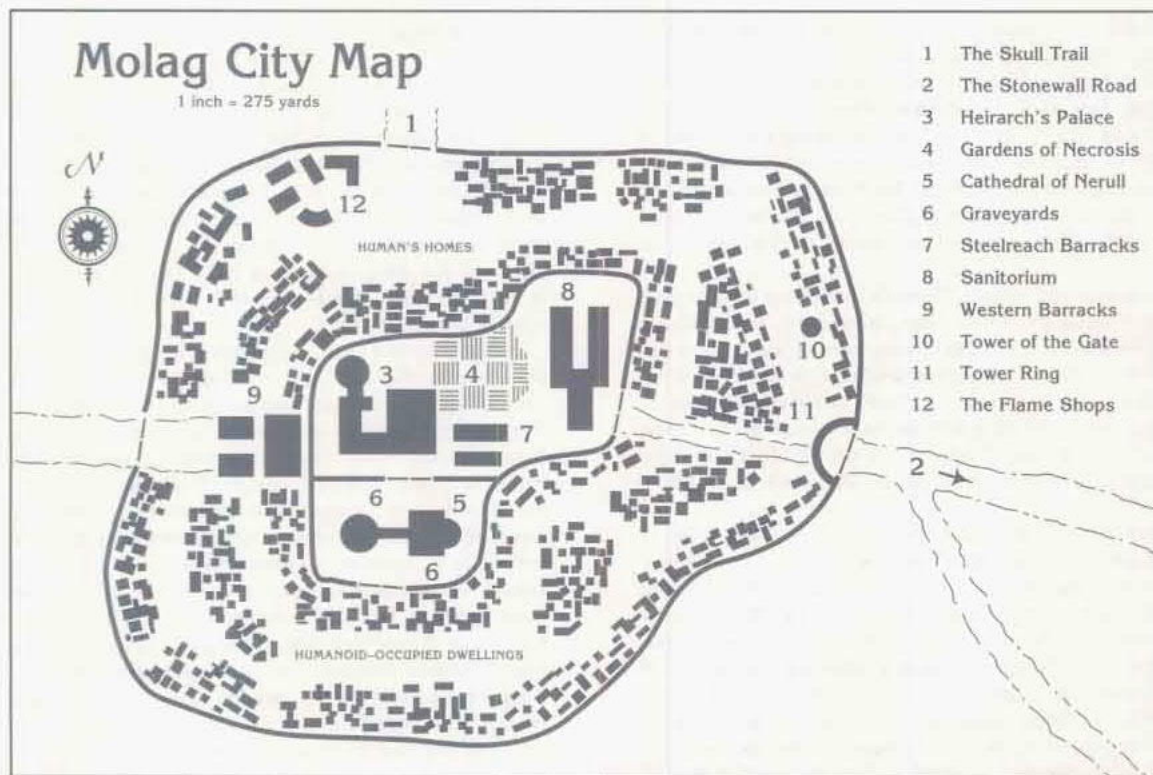
Jhanser's Lands

Around 8,000 people live in these lands, half of them in the towns of Kindell and Ixworth. Their importance is that Lord Jhanser, slain by agents of Iuz early in the coup, was on the fringe of promotion to membership in the Hierarchs and these lands were steeped in wickedness and well-served by priests of Nerull. Some of the people have melted away into the Fellreev and are in communication with the Hierarch Nezmajen, the one fortunate survivor of Iuz's coup. The local folk here know the truth about the "Hierarchs" in Molag these days and they resist Iuz's forces. Sometimes local banditry will attack Iuz's forces, but only if they outnumber their enemies. The local people blame such attacks on Fellreev bandits, not men from their own lands. Other times, sabotage, kidnapping, spying, and subtler seditions are used by the people here.

These lands are a real headache for Marynnek of Molag. He has tried the obvious approaches, with public executions as reprisals for attacks on his forces, but since he is trying to maintain the pretense that the Hierarchs still rule in Molag, he cannot overdo this. He has dispatched marauding fiends, but in choosing renegade and vicious fiends, he made a bad mistake. Those fiends have tended to act utterly chaotic, attacking almost anyone, including Marynnek's own forces, in the lands here. Fiends sent in to infiltrate and spy have proved equally unreliable. Marynnek cannot face bringing the problem to Althea's attention, since that would be an admission of failure for which he might pay a very high price.



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Individual Locations

Molag

The dread city of Molag radiates a despair and emptiness which is unleavened by the livelier chaos of Dorakaa. This malign place became the palatial center for the rule of Nerull's priests, a god of death and darkness, of enfeeblement and exhaustion, and Molag reflects that still.

What has happened here since luz's coup reflects the chaotic nature of the new rulers. For most of the time, the pretense is maintained that the Hierarchs still rule and that luz is now a friend and ally. To further this fiction, luz's orog soldiers remain mostly unseen in their new barracks where they are an insurance policy against insurrection. The fiends in luz's service here are babau, alu-fiends, succubi and major cambions, all capable of shape changing or polymorphing so that they can take the appearance of the baatezu who once roamed the streets. The tanar'i regard this as one huge joke. Services are still held in the great cathedral, although the litany has changed to reflect a general, nonspecific devotion to evil. Since most Molag people were hardly keen worshipers of Nerull, this doesn't matter much to them.

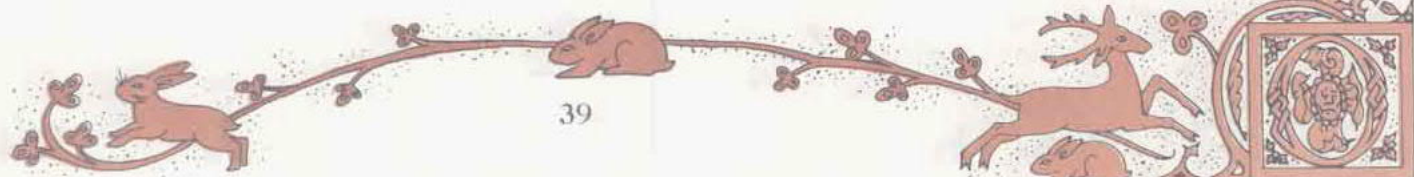
These fictions still hold the minds of the humanoids and most of the humans among Molag's 18,000 resi-

dents. Even the events of the Blood-Moon Festival those fateful years past have been accepted by these confused creatures. Of course, some in Molag knew or suspected the truth. They were slain if priests of Nerull or if intelligent, or else controlled and influenced magically by mages and fiends using charm, suggestion, forget and like spells.


On the other hand, luz is readying himself for a great summer ceremony in which he will appear in the Hierarchs' throne room and announce himself the new ruler of the Horned Lands. Because of this, the pretense is beginning to slip around Molag, with some of luz's junior priests, who wear neutrally black robes, beginning to boast of it. The inhabitants of Molag are thus getting confused, but in truth, they don't care all that much whom their evil master and liege may be. They are too depressed and wretched to care.

Molag has always been a poor city. Starvation and lack of work have always been endemic in such a poorly-resourced land. Molag never boasted many sages, mages or great artisans, save for its armorers, blacksmiths and weapon-crafters. The most important locations of the city betray this all too clearly.

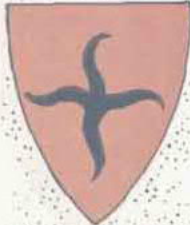
Molag's walls have hobgoblin guards, with some disguised babau among them. The southern hobgoblins still form the main city troops and watches. Dominating the city, of course, is the great Palace of the Hierarchs. In its




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central, 13-throned chamber, High Priestess Althea walks, mocking the shades of the dead rulers. She presides here around one-third to one-half the time, with Priest Marynnek presiding at other times. The Palace holds another fifteen of luz's middling priests and a guard of 40 orogs and a similar number of fiends. The adjoining western barracks hold the remainder of the fiend and Uroz forces here. The gate of Molag is situated in a forbidding, well-guarded tower to the east of the city.




South of the palace, Nerull's cathedral holds fewer services than it used to. Even Althea dares not mock the Reaper with a mock service on one of his traditional unholy days. The iron gates leading to it are flanked by 15-foot stone statues of the death god astride a skeletal horse, and they still radiate menace and strike fear even into luz's priests. Ringed by dismal graveyards, the cathedral is a huge, wretchedly despondent and dire place.



East of the palace lie the barracks of the Men of Steelreach, the elite human warriors who served the Hierarchs as messengers, strike force, bodyguards and enforcers of the law in distant lands. There are some 80 men here, a quarter of them fighters of levels 9+, mostly now charmed by fiends and mages, obeying the orders of Marynnek, often given via the fiends who have charmed the fighters. Their home lies next to the frightful Gardens of Necrosis, a jigsaw-like tableaux of frozen corpses, dead-hearted and stunted trees, iron and stone statues of figures in agonies of pain or the throes of death, all ringed by jagged stalagmite-like projections which radiate a malign chill.




The most notorious place in all of Molag is the Sanitorium. Priests of Nerull once scoured the city for people close to death, dragging them off here to die in the frozen halls and cells of the place. There, the priests could observe their death throes, extending them by magical means to revel in the extended hand of the Reaper as he took the souls of the shriven. Cold marble, bare stone and huge arched windows with grey-tinted glass make the place awful beyond endurance. That the priests of luz have less enthusiasm for such things, preferring violent and messy death, is something of a relief to Molag's people.




Broadly, Molag has a north-south division in the homes of ordinary folk. Humanoids such as hobgoblins and norkers live in the southern city warrens, the humans in the north. The only distinguished area of the city is the small enclave known as the Flame Shops, after the fire-using blacksmiths, armorers and metalworkers who toil to resupply luz's armies there. Finally, Molag is set back some two miles from the Veng and relatively little river traffic heads down that river to Molag, since the risk of strikes against it from the western Furyondian armies is too great a hazard.

Along the Veng




The eastern river bank here is well-patrolled by southern hobgoblin troops, who have a few waystation camps which are fairly ramshackle affairs. Larger patrols and camp garrisons will usually have one or more fiends, generally babau, as leaders and commanders. luz's priests and mages will only be found with such large patrols, not with the smaller day-to-day prowlers along the banks. Many of the hobgoblins have been trained in archery here, so as to be able to harass Furyondian river boats headed north out of Willip.



Althea does not expend significant resources along this river border. For one thing, the Veng is wide and hardly easy for any Furyondian force to get across. For another, a Furyondian invasion is one hazard she knows she will not have to worry about. Eastern Furyondian provinces are not exactly teeming with troops. The one major settlement in the area is Eyeberen, and while Althea is well aware of the magical scrying which emanates from that town, she is not overly concerned about it. Skirmishes between Furyondian bowmen and hobgoblins are moderately frequent, but they really don't matter in the larger scheme of things. Hobgoblins from this area very rarely raid Furyondy, because they are hopelessly unskilled at using river vessels for crossing the Veng. The Furyondian patrols on the opposite bank are smart and strong enough to rebuff any such raid, unless composed of hundreds of hobgoblins, which would be an unacceptable violation of the Pact of Greyhawk. Althea is not averse to seeing a renegade fiend marauding into eastern Furyondy, however, and this happens occasionally.

Rather, just as the central Vesse has seen luz's forces experiment with magic and new creatures to worry and test the defenses of the forest folk, Althea prepares different kinds of terrors for Furyondy. A river-borne miasma spreading pulmonary disease among the Furyondians was mildly successful in the month of Readying and this is the kind of affliction Althea now hopes to spread to better effect in future.

Deepshuttle Delve



This castle, occupied by luz's forces, is a watchpost over the Bandit Lands eastward. It takes in supplies from those lands, such as they are. The resident priests and mages of luz form a strike force together with Urzun ores and babau and they go trouble-shooting in the western Bandit Lands when required. The castle itself is a rather precarious edifice, for it is built on rocky terrain that contains many rifts including some below the castle itself. That such terrain should be found in plains land on the banks of the Ritensa is odd enough to suggest magical forces at work, and indeed they have in some way been used within the castle. Teleporting elevator rooms allow inhabitants to move from ground level to

The Horned Lands

the battlements in a single second. These rooms appear to be 10' cubes from the outside while being 40' cubes internally, thus allowing very fast mass movement of defenders.

The castle records were lost during the wars when the mage who built the castle, Yazmurden, abandoned it. Thus, they do not record the details of how to avoid the one hazard of the teleport rooms, namely the 1% chance per use that the occupants will be deposited into the deep rift dungeons hundreds of yards below the ground. The very few orc survivors of such a mishap reported aboleth and illithids in the rift, so no-one is keen to explore them further. DM note: there are some 2d4 dweornite gems in the rifts below the castle, too.

Delaquenn

This town serves as a landing-point for vessels crossing the Whyestil, mostly dispatching troops to the Horned Lands and beyond to the Bandit Lands, often via Molag itself. Delaquenn is also a fishing town, with many human fishermen who prize their freshwater mussels and unique local delicacy, the Stinking Clam. It is a local test of manhood to be able to keep down more than one of these foot-wide, reeking, but very nutritious shellfish. Delaquenn's 2,500 humans and 2,000 humanoids, many of which are Kazgund orcs who are jealous of the fishing here, do not get on well. Brawling and even killings are daily events despite the efforts of the town's inept priest ruler, Harlennen.

Delaquenn has a handful of shipwrights who are kept busy repairing the damage the enthusiastic but not over-careful Kazgund inflict on their vessels. It is also noteworthy that a surviving priest of Nerull, Caliguri the Old appears to ally himself with the Iuz priesthood, claiming no clash of interest. He has been spared because of his large undead retinue which is wholly resistant to being commanded by other evil priests. Caliguri keeps to himself and Harlennen has decided to let matters lie, since having the priest slain might incur casualties which one of his seniors might notice.

The Long March Camps

The Long March is the name given to the seemingly endless road from Molag to the Devouring Bridge, including those relatively few miles which are Skull Trails. Soldiers continually march along this route and as orcs head south along it, conflict is readily generated with the indigenous hobgoblins. Althea orders troop movements of orcs along the Long March without bothering to inform Marynnek, who arranges hobgoblin patrols, so conflicts are inevitable. Reinforcing garrisons and reprovisioning along this road is a real headache for Iuz's army leaders, who rely on bullying, bluff, and threats to get their troops past.

There are stopover camps of tents and wood shacks at regular intervals of 15-20 miles or so along the Long March, of which the most important are the permanent encampments of Trystenn and Zalgend. Zalgend's garrison commander, a half-orc fighter/cleric of Bahgtru, is notorious for the chained pet trolls who scamper along on all fours beside him, snarling and baring their teeth at all who approach. These creatures have no better than animal intelligence, and while cowed by their owner, they are savage beyond the limits even of normal trolls. Discipline in Zalgend is great, though. Having a penalty for insubordination of being eaten alive by trolls certainly keeps the ranks in order.

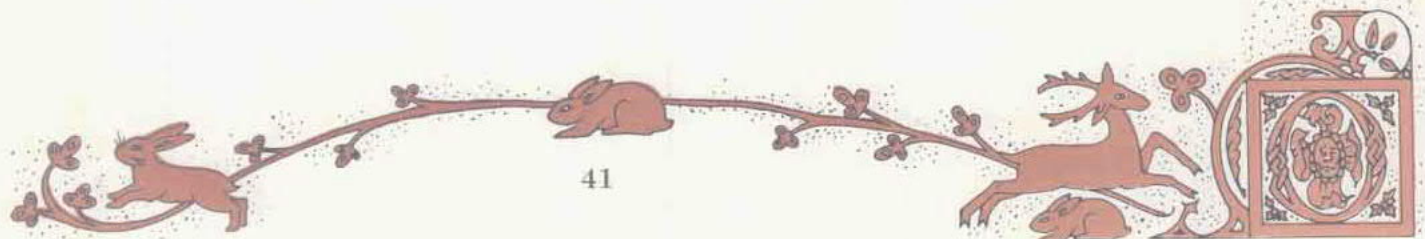
Pinnacle

This huge, sandstone-colored standing stone is some 150 feet high and 80 feet in circumference, and atop it nest a group of six manticores who attack any potential prey in range. However, Pinnacle's secret lies below this prominence. A magically concealed door at the foot of the rock column gives access to a seemingly endless series of very sharply descending, 3-foot wide stone stairs which lead to a series of bizarre, multi-colored catacombs filled with drifting mists. These catacombs hold a total deposit of 2d6 dweornite stones, including at least one holding two wishes, but finding them is perilous indeed. Very few have ever discovered Pinnacle's secret portal, and even fewer have returned, none with the stones they sought.


Wandering the catacombs are great, stone-skinned, mottled purple worms, and ropers of unusual size, capable of melding into stone and allegedly moving at great speed, leaving fog clouds behind them as they retreat. If that isn't enough, there are rock lizards of rare size and aggressiveness, crysmals, oozes and in the pools which fill many of the dripping caverns, gigantic moray-like eels which can squeeze the life out of a man in but half a minute.

Ringstone



The castle fortress of Ringstone is centrally placed in the great bend of the Veng as it runs to meet the Ritensa and it has a unique defense. Running around the entire length of the castle's exterior walls is a vein of reddish-gold ore which renders the castle impervious to attack by fire. A mage of 9th or higher level can command 1d4 fire elementals of huge size (20HD, minimum of 5hp/die) to spring forth from Ringstone's walls once per week and defend the castle against attack. Ringstone's troops are Uroz from the far north, given new land to patrol, prowl and lord over, so they are happy with their lot. To keep these ferocious orcs happy, the castle's commander, Trypzenken, allows them to raid periodically into the Shield Lands without worrying too much about who they raid at those times.



The Shield Lands





The Shield Lands fell swiftly to Iuz as he swept from the west during the Greyhawk Wars. The well-maintained primary roads of the Shield Lands made this conquest easier for the Demipower, if anything. The lands have suffered greatly since. While 15,000 or so Shield Landers escaped across the Nyr Dyv and the Artonsamay to Furryondy, Urnst, Greyhawk, Dyvers and points west, some 20,000 others were killed in the wars or have been slaughtered by Iuz's brutal armies of occupation since. The Shield Lands have been heavily depopulated and much of the land ruthlessly pillaged and razed. However, the port of Admundfort is very important to the occupiers, because of the trade which can be conducted across the Nyr Dyv for the food the northern lands need so badly. The Shield Lands themselves also yield good food and livestock. On the latter count, it's worth remembering that most humanoids prefer livestock to humans as a meal!




Iuz has generally employed hobgoblins from the Horned Lands as soldiery here, with loyal orcs and orogs from the Land of Iuz in the key citadel of Admundfort and one or two other important castles and garrisons. Displacing the hobgoblins has the useful effect of allowing Iuz to place more of his own orcs in the Horned Lands territories left vacant by the hobgoblins.


Rulership and Races of the Land



Iuz has secured the main cities, castles and towns with his priests and mages in firm control, allowing the remainder of the land to be pillaged, marauded, or ruled by fiends, priests, or humanoids as is expedient. This strategy works well for a land where the main goal is to ruthlessly exploit and dominate the people, but it also gives rise to some problems. Especially to the east, near the Bandit Lands, where the uncoordinated nature of the rulership makes effective control of armies very difficult. Open conflict often results, the most notorious case being the warring fiends of Stahzer. Away from the main centers, rulership is often exercised by the person or fiend strong enough to enforce his dominion. All serve Iuz, of course, but they have differing views of how service should best be rendered.



Exercise of control is not helped by the fact that the nominal ruler of the land is the embittered mage Vayne. His location in Admundfort is too distant from the sites of many conflicts and the mage himself is not exactly a faithful and loyal servant of Iuz (see *Villains and Heroes* chapter for more details).



The Shield Lands have no indigenous humanoids, of course. All orcs, hobgoblins and such are drawn from the west (the *Armies of Iuz* chapter gives details of numbers). The *Location* section below notes the major humanoid garrisons around the Shield Lands. Fiends have carte blanche to do as they wish, outside of the major controlled towns and cities. To the east, they are

supposed to tell the priestly rulers of Balmund what they do, but being chaotic, they rarely bother. Free-roving renegade fiends are as unpredictable as the servants of the warring Nobles of Stahzer and every bit as vicious.

The remaining human population of the land has almost entirely been enslaved and they are treated appallingly. Many thousands have been sacrificed and a typical strategy employed by Iuz's priests in the fertile farmlands here vividly demonstrates the brutal treatment meted out to the survivors. Often, a farming village of 100 people will have twenty or so slain and animated as zombies, to work at the very simplest menial duties on the land. The others are then told to work 16-hour days under their hobgoblin masters or else they are slain and animated themselves. Ideally, Iuz would like to have the entire human population animated as undead, but some intelligence is needed for most tasks and live humans can also be used as hostages, most notably surviving Knights of Holy Shielding, imprisoned both within these lands and in western fortresses and cities. So, some 30,000 of the Shield Lands original pre-war 65,000 human population is still alive, but it isn't an existence that most would envy.

There is virtually no opposition from this quarter to Iuz's rule. The Knights of Holy Shielding are all but lost to the land, and a rare niche of surviving rebellion such as Ringland is not capable of any active resistance of note. Iuz has crushed the Shield Lands and he is content with that.

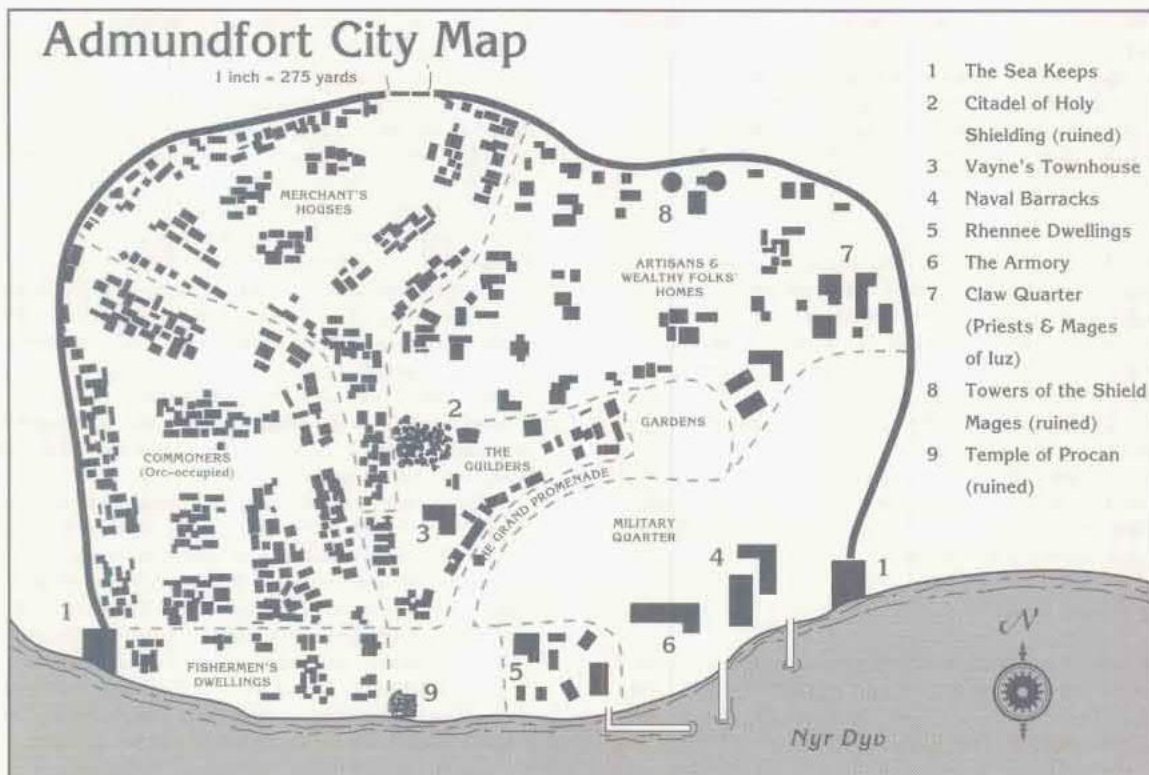
Locations and Settlements

Admundfort

This walled city, with its magnificent twin keeps overlooking the Nyr Dyv, was evacuated during the wars and captured by Iuz with little resistance from the exhausted men who had retreated many scores of miles south on long, wearying marches. A battle for Admundfort would have been glorious, but it would have cost thousands of lives for little useful purpose. So Admundfort is in a good state of repair, though Shield Land mages destroyed most of the naval barracks and inflicted significant structural damage on the keeps before they left, so that the sea keeps are still being rebuilt with human slave labor. It is by no means certain that all the booby-traps hurriedly placed here have been removed by the city's new occupants, so humans are used to explore the few semi-derelict city areas remaining.

The Lesser Boneheart mage Vayne rules from a great townhouse in the city district once known as The Guilders for the members of the powerful artisans' guilds who used to live there. Vayne had the central citadel of the Knights of Holy Shielding looted and the many shrines to Heironeous defaced and befouled. Fiends prowl there now, tormenting the handful of Shield Land minor nobil-

The Shield Lands



ity captured in the city. Vayne is a bitter man; he has been demoted from the Greater Boneheart for a lack of distinction in the wars and Null was promoted in his stead. This was an especially cruel blow, since the Greater Boneheart is one short of its maximum number and Vayne is now isolated from his master and fellows.

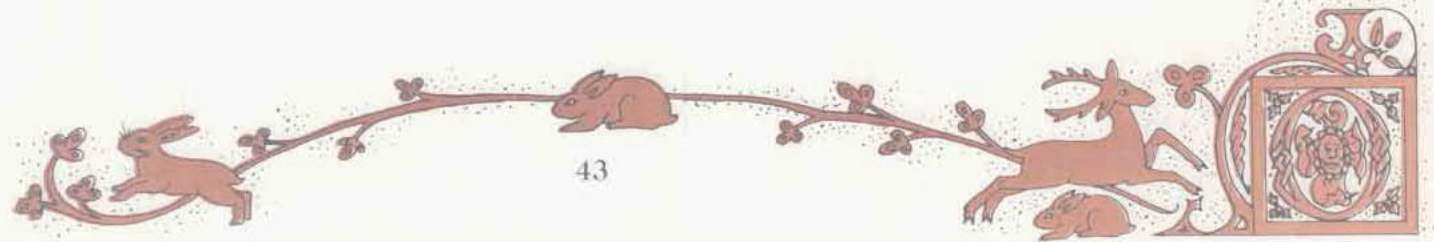
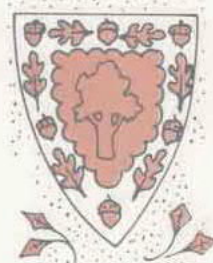
Also, Vayne has to deal with the Rhennee who ply their trade from this city across the Nyr Dyv. They tell Vayne much of what happens in Greyhawk, Urnst, Nyronnd and Fuyonyd. Vayne passes on some of what he learns to luz, but not all, and he is beginning to consider the possibility of defecting and telling all he knows of luz's plans to a country which would reward his treachery, such as Veluna. However, he is too terrified of luz to put this plan into action yet.

Admundfort has a naval barracks and a handful of surviving caravels, but these are not used much by luz's forces. Hobgoblin troops cunningly used ships with chained human galley slaves to dissuade the Fuyonyndian navy from ramming them or using fireball/wall of fire attacks, but after a couple of successful boarding actions by determined naval militia out of Willip, this strategy was soon abandoned. Likewise, the fishing vessels here are unused. There are no humanoid capable of sailing them and Vayne does not want to risk any human fishermen using them. Only some 6,000 humans are left in this city, but a third of the pre-war numbers, and in many

abandoned and increasingly dilapidated homes the only occupants are rats and other vermin, including, so it is said, a large group of wererats.

Admundfort is secured by a mix of orcs and orogs from the Land of luz, but absurdly these do not include the Kazgund who are the most happy with fishing and sailing. Instead, luz placed a force of 200 Uroz from the Horned Lands here as well. The garrison is larger than the town needs, so conflicts break out constantly. Humanoid fights are one of the few lively sights in Admundfort now.

Admundfort's major importance is reflected in the role of the Rhennee (see the *City of Greyhawk* boxed set for details). The Rhennee have taken the caravels of Admundfort for longer-distance sailing to supplement their own barges, and they ship furs, electrum, and a little silver and gems south, usually to Greyhawk, and bring back food and weapons, if they can get the latter. In addition to the trading Rhennee, there are some five vessels of pirate Rhennee, who are all of evil alignment. They raid the Nyr Dyv, capturing vessels which they then sell along with other booty and slaves in Admundfort. Vayne has placed priests and mages on these pirate vessels, using spells of concealment and disguise, and undead troops to make boarding actions less hazardous for the Rhennee. In return, the Rhennee give a share of any booty taken to Vayne and sell the rest to him at a low price.



The Shield Lands

Admundfort is a very plausible target for PCs to raid in campaign play or as a one-off adventure. It had to be evacuated swiftly. Many secrets and treasures may have been forgotten in the buildings, temples and homes which have either been despoiled, but not thoroughly searched, or not even explored by the occupiers.

Axeport

This village was a center for the dispatch of goods ferried along the shallow Corell Strait from Admundfort into the mainland using unusual, elliptical small boats, and the many roads which meet here. The village is small, but its position is important, so Vayne has placed his junior, the psychopathic Conjurer Waqounis, as an overseer. Waqounis is so randomly brutal that even the humanoids here utterly detest him and a mutiny among the garrison of Celbit and Jebli ores here is a distinct possibility. Waqounis sometimes visits Seragholme Isle, to summon aquatic monsters and strike against Furyondian shipping heading for Willip or Herechel.

Balmund

Balmund is a village currently being strengthened and walled. It is an important outpost supporting the keep at Sheerwatch to the north which stands guard over the southern margins of the Rift Canyon barrens and Sarresh to the east. Balmund is ruled by four mid-level priests of Iuz who command the 300 Urzun ores who rotate between here and Sheerwatch, with 200 goblins in support. These priests are all deeply suspicious of each other and are continually plotting each other's downfall. What's more, none of them has formal command of any other, so they compete by trying to give more orders than their fellows, so as to appear to be the one in charge.

Obviously, this means that the garrisons here are very poorly organized. Worse still, there is no coordination with the forces of Iuz in Rifterag so that attempts to hunt the bandits of the Rift Canyon are generally ineffective despite the presence here of well-trained tracking tyrgs and some of Iuz's very rare cavalry. The human warriors at Balmund have little but contempt for the priests and operate almost independently of them, raiding or hunting bandits as they please.

Critwall

The walled town of Critwall gave the most stubborn resistance to Iuz's forces in the war and the signs of that are obvious. The old Critwall Bridge, crossing the Ritensa to the west, is completely shattered and Critwall itself is not much better off. Enraged by the unusual resistance they met here, Iuz's troops indulged in an orgy of slaughter, pillage and senseless destruction in the town. Nearly half the buildings here are little more than piles of rubble and

the town wall is breached in six different locations. Rebuilding is in progress, using charmed giants and ogres, and a handful of enslaved dwarves as overseers, but it is a slow and haphazard business. Troops here are also disease-prone, since many of Critwall's ex-residents were long unburied after the war and disease-carrying vermin are plentiful as a result.

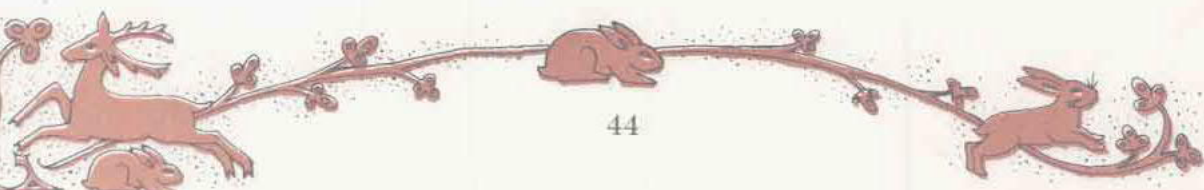
Critwall has a good military commander, General Artur Rehmat, a Wolf Nomad exile who was banished from his family for murdering a brother. Rehmat is entrusted by Iuz with the tasks of keeping strong, well-supplied troops patrolling the lower Ritensa and commanding the Seragholme Island forces. Rehmat is ruthlessly efficient, so both organization and discipline are far better here than is usually the case in Shield Land forces. For this reason, Vayne is paranoid about him and tries secretly to sabotage Critwall by making sure supplies headed there from Admundfort are of poor quality.

Rehmat faces one unique source of opposition within the city itself. Some forty or so street children managed to stay alive in the rubble-covered basements, sewers, subterranean aqueducts and half-demolished buildings. These children, aged between five and 15 years, include many with thief skills. They regularly steal food, weapons and equipment from humanoid troops relaxing, having over-indulged in drink, or otherwise letting their guard down. The children are fortunate in having foraged two *rings of invisibility*, an *elven cloak* and *boots*, and a pair of *boots of speed*, together with *pipes of the sewers* from the basements of one of Critwall's slain mages. Below the ruins of the Temple of Pelor they have access to a magical fountain capable of healing wounds and neutralizing poison. The latter is especially useful for avoiding the dangerous effects of diseased rodent bites.

These children are mostly ignored by the humanoids, who virtually never see them. Because they are small enough to escape via narrow ducts, sewers and such, they are hard to pursue. They know a great deal about Rehmat's organization and the layout of barracks and defenses around Critwall. If they could be contacted or rescued, the information they have would be very useful to Furyondy's defenders in particular.

Delcomben

Once a castled village acting as an outpost watching the lands of the Hierarchs, Delcomben is now important as a secondary garrison supporting patrols along the Ritensa road. Travelling troops stay in the village, with the castle being occupied by a balor who does not appear outside it. The balor refuses to communicate with Iuz's troops and no commanders are willing to take the risk of challenging it. The Free Reavers of the Horned Lands have been seen entering the castle, though, and there are reports of two beholders hovering above the central keep in addition to babau and vrock within the castle. Very deep, bass,



The Shield Lands

grinding noises, as if of rock grinding on rock, are heard during the nights. What Delcomben's fiendish liege may be up to is anybody's guess.

Law's Forge

Law's Forge, a twin-keeled, walled village, had a dual role in the old Shield Lands. It was a guarding post overlooking the Horned Society, but more importantly, it was the weaponcrafting center of excellence for most of the northern Shield Lands. Dwarven smiths, gnome armorers, and human bowyers and fletchers all worked together here. Their work was so exceptional in quality that powerful mages were frequent visitors, purchasing crafted items of true excellence for enchanting magical items. Ten percent of edged weapons made here are so fine that they confer a +1 bonus on attack rolls, but do not count as magical weapons. During the wars, when Iuz's forces swept north of the Ritensa and then back west into the Shield Lands, a hobgoblin invasion was cunningly placed by At-ur Rehmat south of Law's Forge. When the forces here tried to flee to the safety of Critwall and Admundfort, they were ambushed and many of the artisans were captured.

Both compulsion through hostages and magical control using charms and such are used to force the dwarves and others to continue their work. They slow up production as much as they dare, but still a fair supply of excellent swords, shields and armor trickles out of Law's Forge. These are given to those who are powerful enough to demand one, to superior orogs, some few to hobgoblin chieftains to placate them, and a very small amount are dispatched to the Bandit Lands forces. A sword or other metal weapon stamped with the hallmark of Law's Forge is greatly prized by Iuz's troops, who are certainly not above killing the current owner of one if they think they can get away with it.

One secret the dwarves, gnomes and handful of human survivors here have managed to protect is that nearly a ton of superb adamantine steel ingots are concealed behind a series of trapped, magically concealed, secret doors in the dungeon armory of one of the keeps. Indeed, only a few of the dwarves know of its existence at all.

The Plague Fields

Here, Iuz's decimation of the land rebounded on him. A castle keep in this land was razed and destroyed during the wars, without realizing that the keep itself had warding magics which kept in check an evil artifact of the ancient Suel deity Pyremius buried below the ground. Now the wards and protections have been destroyed, and the malign effects of that artifact are beginning to spread, covering an area of some 12 miles radius around its place of burial.

These effects are baneful indeed. The soil is poisoned and plant life is withered, yellowed or utterly destroyed

within a mile of the artifact. Natural animals avoid the area entirely. Any creature setting foot within the 12-mile radius must save versus poison or acquire a wasting disease similar to mummy rot. If the central mile-radius area is entered, a fresh saving throw must be made at -4 to avoid this fate. What is worse, the illness is infectious. Sick humans, demihumans or humanoids will infect others whom they have had physical contact with during the first week of their illness. A saving throw versus poison at +2 negates this. Iuz's priests have no ability to neutralize poisons or cure diseases, and some three hundred humanoids have already died from the wasting disease. It isn't surprising then that these lands are shunned by all.

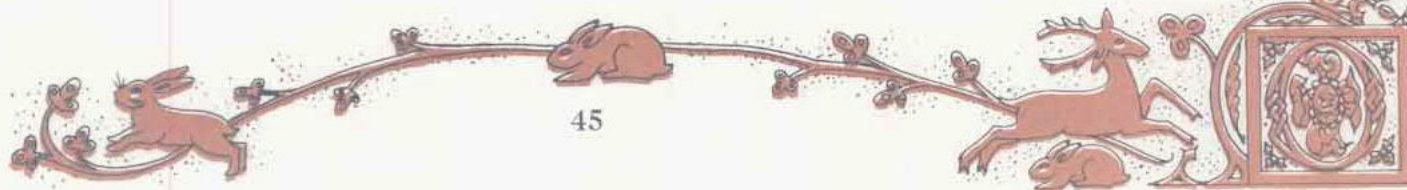
Ringland

Ringland is a small estate of some 60 square miles, demarcated by a ring of small stone towers. A powerful, area-affecting version of the antipathy spell has been placed here, so that creatures of evil alignment must save versus spells at -6 to be able to enter these lands at all. Other effects should be run as per the standard *antipathy* spell. Further, a very subtle form of the *forget* spell affects such creatures, so that upon their return from Ringland, even if they have not entered it, but simply attempted to do so, their memories of what happened there change in subtle and strange ways. Thus, a priest of Iuz affected by this magical influence might "remember" that food supplies from Ringland to the local garrison are good, with the farmers of Ringland being enslaved. Thus, he would not have to bother himself with Ringland in the future.

Protected by this magic, cast by a long-dead mage whose name the inhabitants themselves cannot remember, Ringland's 800 humans continue to farm the land and survive undisturbed. The most important warriors here, led by two Knights of Holy Shielding, know this cannot continue indefinitely. A recent intrusion by two fiends whose magic resistance negated the protections of Ringland have brought this home to all who live here. The paladin Sir Janszen Reyneld favors an attempted breakout to Urnst. However, the ranger Sir Harmenn Deleven favors escape to Furyondy. Five young priests of Rao in Ringland want more time to use divination magic to estimate the best course of action, but since none is higher than fifth level, they cannot command powerful divinatory magics and the people of Ringland grow tired with their caution. Since these priests preserve important Shield Land archives in their temple, they are very anxious that any move made should be the right one.

Sarresh

Once a trade town "twinned" with Hardwyn in the County of Urnst, Sarresh is now the major garrison for the troops patrolling the Artonsamay and the border with that southern land. The County of Urnst has strong gar-



The Shield Lands

risons and patrols along the river, so the hobgoblins of Sarresh are careful to avoid any encounters with Urnst troops. Sarresh-based patrols have acquired the habit of taking half a dozen chained and gagged human hostages with them to discourage Urnst bowmen from firing at them, but these patrols are mostly for the sake of appearance. The priests of Balmund, who direct the garrison of Sarresh, do not see Urnst as a major threat since that nation was a signatory to the Pact of Greyhawk and accepted Iuz's rulership of the Shield Lands, but they are afraid of reprisal raids by ex-Shield Land folk now living in the County's northern borderlands. Indeed, such people frequently cross the Artonsamay by night and ambush humanoid patrols and supply wagons, and have been successful in rescuing some of the slaves who accompany the patrols.

Scrigholme Island

Scrigholme has both a tall stone lighthouse, whose *continual light* spell has been extinguished, and a small keep with ballista and catapult defenses. These two buildings house well-equipped and armored hobgoblin defenders. Mists and fogs commonly obscure the mouth of the Ritensa, and Waqounis uses these as cover for his summoned monsters sent into Furryondy. A *sympathy* spell, attracting freshwater scraigs has been used to increase the numbers of these predators for which the island is named, and these present a hazard for Furryondy's defenders in Herechel. The island is also noteworthy for the presence of a rare lichen-like plant found on the rocky shoreline. If used by a character with either the Healing or Herbalism proficiencies, a wounded creature treated with this plant will regain 3 hit points per day of rest, as if the character possessed both proficiencies. This resource is very valuable to a priesthood which cannot employ spells from the Healing sphere, of course, and supplies of the dried plant are distributed throughout the Shield Lands.

Sheerwatch

This northern keep stands over the barren lands south of the Rift Canyon, as it has done for nearly 160 years. The troops here are Urzun ores and goblins, and the garrison orog commander is driven to distraction by the confused orders he receives from Balmund. Sometimes he is told to keep his troops in the keep, sometimes to patrol the barrens, and sometimes to mount strikes and raids into the borders of the Rift Canyon. The latter can end up in disaster, as the troops are usually overwhelmed by bandits, monsters or even competing humanoids from the Bandit Lands who dislike the Urzun and want to wipe them out. Troops here are bloodthirsty, vicious brutes but in the face of such confusion they are losing morale and no few have actually defected from patrol duty and disappeared into the outlying barren lands around the Rift Canyon.

Stahzer

Stahzer is a farming village with two great manor-house estates, one north and one south, which are now occupied by a balor serving Graz'zt and a marilith serving Pazrael respectively. The balor has babau and nabassu troops, together with northern Horned Lands hobgoblins, all led by a glabrezu. The marilith has alu-fiend and succubus scouts, spies, and warriors, together with rutterkin and southern Horned Lands hobgoblins as auxiliaries. The balor and the marilith have some age-old feud which they continue here, using their subordinates in an endless series of skirmishes and power struggles. Currently, the marilith appears to be gaining the upper hand due to her ability to animate the corpses of slain hobgoblins from either side and commanding them to her service. In the meantime, troops travelling anywhere close to Stahzer are likely to be forced into this endless feuding, which Vayne does not know how to deal with.

Trallant

Like Sarresh, Trallant was originally a trade town linked with the County of Urnst, but under the leadership of the cambion Marionnen the town is currently being walled and earthwork defenses rushed into place. Marionnen is cold and clinical in his judgements, and is fortunate to have an ex-Lieutenant of the Legion of Black Death, the 11th-level human fighter Schzenk Valurya, working with him. These two intend to make Trallant the major defensive fortification of the southern Shield Lands, and they plot and scheme against the priests of Balmund whose rulership they intend to usurp. In addition, they carefully convey false information about events in the Bandit Lands to the northern and eastern towns and keeps, the more to confuse their defenders and make them appear incompetent. Such information is usually conveyed indirectly and very cunningly.

Moreover, these two, under the veil of disguises, regularly assist their hobgoblin soldiers on raids against supply trains headed for Balmund, taking supplies for their own well-equipped soldiery. Marionnen is a freak cambion, having *charm person* skill (3/day) despite being but a major cambion, and he has been able to magically coerce a handful of powerful captured Shield Land warriors into his service. Finally, this garrison has some 30 Reyhu bandits of levels 5+ among its troops. These chaotic evil men are only too happy to accept Marionnen's gold. Of course, their leader is charmed, just to be sure.

Some 200 humans still survive in Trallant, although these are often old, sick or infirm people who could not escape to Urnst in time during the wars. They are used as menial labor and fishermen along the Artonsamay, helping to feed the garrison troops.

The Bandit Lands

The Bandit Lands are the most chaotic and uncontrolled of all luz's captured domains. This is due to their sheer size. If one includes the Fellreev Forest, these lands are larger than the Horned and Shield Lands combined. It is simply impossible for any occupier to fully control this territory, just as no single bandit chieftain, no matter how powerful, could ever have ruled them all in the two centuries of their existence prior to the wars.

Rather, luz's forces have secured key cities, towns and settlements, and recruited as many of the generally evil bandits to their cause as possible. Some 10,000 of the bandits have become part of luz's troops and raiders, swelling his armies considerably. However, there are great swathes of the land where only chaos reigns. In some areas, luz's forces may only have been seen once or twice in all the time since the wars began. In others, bandits are left to their own lives as long as they don't dare to oppose the might of luz.

Rulership of the Lands

luz's writ runs no farther than his forces can impose themselves, for the most part, and the Bandit Lands are bedeviled by petty conflict among the priesthood and mages of luz. Just as the bandit chieftains competed to possess the largest forces, the biggest city base, and the largest herds of livestock, so do the puppets of luz now in Rookroost, Riftcrag, Stoink and elsewhere. Indeed, as the map shows, all three have been designated regional capitals, though the regions have not been specified by luz.

Cranzer, a Lesser Boneheart mage, is stationed at Riftcrag and is technically the ruler of the lands in luz's name. What this actually means is that if anything goes wrong and luz learns of it, Cranzer gets the blame. Thus, the mage spends much of his time covering up the problems which the key resources, locations and peoples of the land face him with frequently. His position is tricky indeed, for the rulers of Rookroost and Stoink are both ambitious themselves and frequently ignore orders Cranzer sends them or "interpret" them to their benefit. Worse still, Archmage Null and Jumper are frequent visitors and they often "drop in" on Cranzer unannounced. They generally like to leave him with the feeling that the job he's doing in the Rift Canyon isn't quite up to snuff and that they would like to see some improvement immediately.

In many areas of the Bandit Lands, the "ruler" is whomever has the troops to enforce his rule. Further, large areas of the Bandit Lands have no settlements larger than hamlets of one to two hundred people. The typical way of life of all but the largest bandit groups does not include settling down in towns and cities. This is especially true of the western margins of the lands, as the color map shows.

luz's commanders adopt a wide range of strategies for dealing with the Bandit Lands. They vary wildly, from

one local commander to another, from time to time, and certainly on the nature and size of the bandit groups being dealt with. Leaders may try to recruit "free" bandits, ally with them, hire them as mercenaries, force them into submission, try to wipe them out, or just warn them away from important roads, cities, towns and fortifications. The bandits respond in a variety of ways, as noted below, but in very few cases can they actually offer any stiff opposition to luz's forces, especially in the controlled castles and cities. Thus, luz hasn't fully subdued these lands, but they offer him little in the way of stern opposition and aggression.

Humanoids in the Bandit Lands

The indigenous humanoids of these lands come mostly from the Rift Canyon and the Bluff Hills, but half-ores in particular have been readily accepted into most bandit gangs. The cities of Stoink and Rookroost had a significant half-ore enclave before the wars. luz's priests have generally made a special effort to recruit these half-ores, placing them in positions of seeming authority and using their local knowledge to good effect. There are tensions between the half-ores and the humanoids imported from the Land of luz and the Horned Lands though, and controlling those is an all-too-familiar problem for the priests and warriors luz places as local rulers.

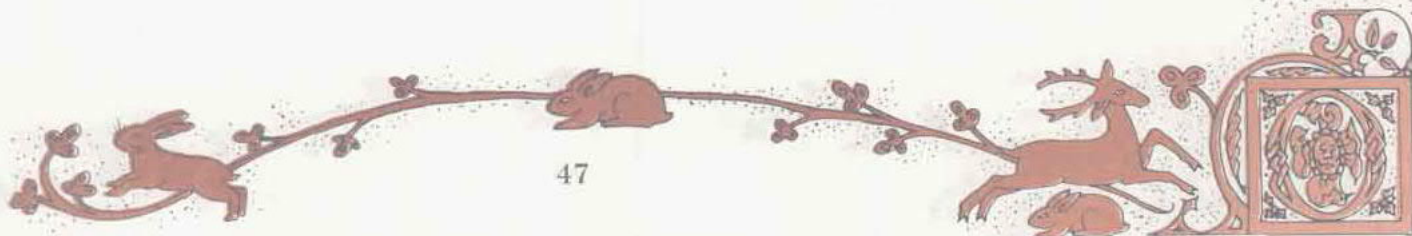
Urzun ores are important in Riftcrag and the Leering Keeps which serve as watchposts over the Rift Canyon. Because they are trained with local ores, a combination of magical duress and suitable instillation of terror from fiendish sources is used to keep the groups from ripping each other's throats out. Elsewhere in the land, Horned Lands hobgoblins are used at distant garrisons and on patrols in areas where few local humanoids are found, such as the Fellreev camps.

Goblins form a larger percentage of humanoid troops serving luz in this land than they do elsewhere. The goblins are easily cowed and bullied, and they dare not oppose their ore leaders, whether indigenous or imported from the west.

Humans in the Bandit Lands

Before the wars, nearly a hundred thousand humans lived in these lands. Now there are not many more than half that number. Many have fled to the Fellreev, Tangles, Rift Canyon or abroad to escape the invaders from the west. For those who remain, understanding their current lives can only be done by understanding how they lived previously.

Most outsiders thought of the people from the Bandit Kingdoms as marauding raiders and pillagers who rode across their lands taking whatever they could by banditry. However, it is obvious that 100,000 people could not survive in such a manner within their own land.



The Bandit Lands

While there were raiding horsemen aplenty, there were also many thousands who lived a semi-nomadic life, travelling with large herds of livestock who foraged on the generally poor grazing. To be sure, they would take to arms if their chieftain commanded, if their honor was impugned, or if they saw a chance for an opportunistic strike, but the bandits were certainly not all blood-crazed, parasitic pillagers. The Bandit Kingdoms had cities, and within them artisans and craftsmen could be found. Even if sages and men of learning weren't exactly common, mages were. Magic gives a keen advantage in strife and struggle, and no few foreign mages found that bandits respected wizardry and had a healthy fear of it. As a result, settling here and building a tower or stronghold was attractive to them.

In the last two to three years, Iuz's forces first drew bandits to their service to swell the armies striking into the Horned Society and Shield Lands. This was quite to the taste of the bandits, especially in the latter case, since the Shield Lands nobles were great enemies of the more powerful bandit groups. Some bandits still serve in Iuz's occupation forces in those western lands. However, Iuz's forces began progressively to exert control over the Bandit Kingdoms themselves, securing the vital silver mines of the Rift Canyon, establishing bases to pursue escaping men in the Fellreev Forest, and taking control of the cities. In a piecemeal way, the bandits had to come to terms with this.

As noted, some bandits have become part of Iuz's armies within the Bandit Lands. This often allows them to even up old grudges against other bandit groups who have not allied with Iuz. Some bandits have come to an understanding of sorts with Iuz's leaders. This is especially common in the eastern lands, where bandits raid into Urnst, Nyronnd, the Pale and Tenh with the full consent of Iuz's priests, who then feign to those other nations through Iuz's ambassador in Greyhawk that such actions are due to rogue elements beyond their control. In return, the raiding bandits do not raid Iuz's cities, camps, or supplies. Sometimes, even Iuz's forces must respect the strength of those they seek to subjugate by force. The events of Hellstone are fresh in the minds of many still.

A few bandits are dispatched abroad as spies. Because they cannot be fully trusted, they are often deliberately given false information by Iuz's taskmasters so that if they turn traitor, those they inform will be misled. Finally, around 3,000 Grosskopf bandits have been assembled into the grandiosely-styled "Marauders of the North" and set loose upon the Rovers of the Barrens.

Thus, the bandits have made their peace with Iuz one way or another in most cases, but by no means all. There are some 20,000 exiles who have fled across the Flanaess to avoid Iuz. Many of them have taken to raiding in the lands they now live in, everywhere from the fringes of the Hold of Stonefist to Urnst and even as far east as the

fringes of old Aerd. However, a fair few look to the day when they may return to their homeland. Others fled to the forests and the Rift. Some still roam the lands themselves, actively seeking to strike at Iuz. This is most true in the western lands, where few forget the atrocities of Iuz's troops at Steelbone Meadows.

Religion in the Bandit Lands

Favored cults among the bandits are those of Olidammara and Ralishaz and they have not been opposed by Iuz's priests. The few priests of these faiths have simply been told, quietly, who is boss. Other previously favored faiths such as those of Hextor, Erythnul, and Nerull are not acceptable, by and large, to Iuz's priests and their priests and clerics have fled, been banished or slain. Few still survive, although simple worship of these evil deities is not uncommon among ordinary bandit warriors.

Across the Borders

The Bandit Lands border on many eastern states and Iuz's attitude to each is important. Broadly, Iuz does not seek to escalate conflict with his neighbors at this time. His control of the Bandit Lands is not secure enough and his armies are not numerous enough to strike eastward yet.

Tenh: Tenh is occupied by Stonefist men allied with Iuz and is described in a later chapter.

County of Urnst: The County is a rich and powerful state. It has a number of very strong fortifications along the Artonsamay, notably the Charn Castles. Its troops are not excessively numerous, but they are well-trained, have very good morale, and are exceptionally well equipped and supplied. For these reasons, raids by bandits serving Iuz into the County are few and far between. Cranzer and Renfus in Stoink are well aware that any significant skirmish would invite a crushing counter-blow from the County, so they bide their time. The County refuses to trade with the Bandit Lands, with a handful of local exceptions, which angers Cranzer since he badly needs the food which is so abundant in Urnst.

Theocracy of the Pale: There is a tiny border area at the meeting of the Artonsamay and Yol rivers. The attitude of Iuz and the Theocracy to each other can be summed up in one word: contempt. Both sides despise and virtually ignore the existence of the other.

Nyronnd: For some eighty miles of the Artonsamay's length south of the Nutherwood, Iuz and Nyronnd face each other, with Starkwall anchoring Nyronnd's defenses. Iuz is aware of Nyronnd's weakness, no concerted attacks are made here because of the distance from Iuz's homeland and center of control. However, skirmishes are not uncommon and are growing in frequency given Renfus' liking for raids. They are random, hit-and-miss affairs

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involving humanoid and bandit troops which often lack experienced, powerful leaders.

Lands and Locations

Four broad areas of land are considered first, together with any special locations within them. Specific locations elsewhere in the Bandit Lands are detailed subsequently.

The Western Lands

These can broadly be taken to include the lands west and north of the Tangles and south of Fleischshriver. The map shows a complete lack of any significant settlements here and population density is very low. There are but 5,000 nomadic bandits here. The bandits of these lands are deeply hostile to Iuz, for one terrible, historical reason.

In late 584 CY, when the Pact of Greyhawk had been drafted and the war was ended but for skirmishing in the far-distant lands of the Pomarj, Ratik, and the margins of the Lost Lands, the priest Bernel of Hallorn commanded a gathering of bandit forces drawn from these western lands at what is now called Steelbone Meadows. Bernel was certainly paranoid, possibly completely insane. Ten thousand bandits gathered to celebrate the war's end, expecting to be given instructions for the new campaigns of pillage they looked forward to after the winter. As most of them slept in their huge tented campsite, Bernel, who believed that the bandit leaders intended to turn against Iuz and reclaim their lands from Iuz's control, had over half of them slaughtered by fiends, orc assassins, and lethal magic. The survivors fled in all directions. They currently eke out a perilous living in these infertile, poor plains lands.

Unfortunately, the survivors own chaotic evil disposition prevented them from allying against their oppressor. Many of them turned on each other, claiming that the other had co-operated with Bernel, betraying his fellows to ensure his own survival. Thus, the roaming bandit gangs are as likely to attack and kill each other as they are to strike against Iuz's forces, who rarely patrol these lands any more. Bernel was swiftly replaced by Iuz and is now a prisoner in Dorakaa's dungeons. The new commander at Hallorn has suffered a strange fate of his own. Perhaps the dying curses of the men slain at Steelbone Meadows have affected one victim, at least.

Steelbone Meadows

This site of the infamous massacre is still littered with untold thousands of weathered bones and rusting armor and equipment. Rotting tarpaulins and decomposing, bloodied furs flap in the cold winds from the north. The site is plagued with undead, especially wraiths, wights and ghosts. While a few magical items and some treasure may be scattered about, the risks of trying to obtain

them are too great for any to venture into this accursed place. The undead here cannot be commanded by priests of Iuz due to their history and the endless hate they bear against them. An intriguing possibility is that they could be commanded by a priest of another evil deity or ally with him, if a plan of vengeance was presented and their mortal remains were laid to rest here.

The Tangles

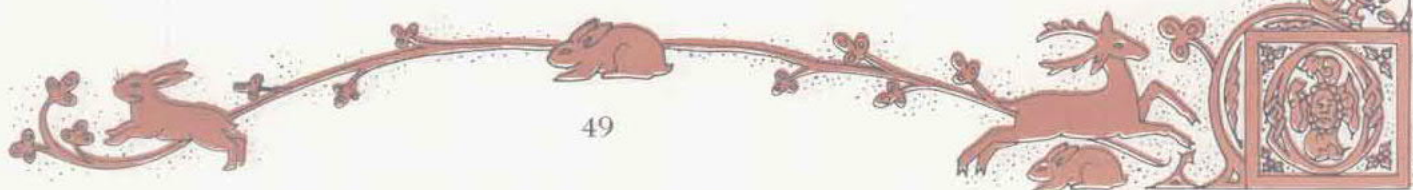
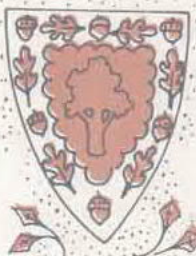
This forest stands right at the northern fringes of the barrens around the Rift Canyon. Despite standing so close to barren land, the forest is very thick and has very dense undergrowth. However, the wood is of no great size and this fact, together with its impenetrable floor cover and proximity to Riftrag and the Leering Keeps, means that few bandits have sought to hide out here. There are probably no more than three to four hundred humans in the woods.

However, the Tangles have received some very intriguing visitors of late. Three Furyondian fighter-priests of Trithereon have made their way here using a plane shift spell, and they are training the bandits in guerilla warfare tactics and bringing in supplies of food and weapons. One of the Furyondians also has expert knowledge of forest plants from living in the Vesve and has been able to help the bandits stay alive from the forest flora and the trapping of small animals. The bandits resist conversion to Trithereon's faith, but they're glad for any help they can get. The priests have an opportunity for revenge strikes against Iuz with a freedom denied to them in Furyondy itself. This is a strange alliance, but it seems to be working.

How long these people can survive is anyone's guess. Iuz's troops are instructed simply to raze the Tangles, using axe and fire to destroy it, although the wood resources are also useful and are shipped to Riftrag and Hallorn. Oddly, the Tangles regenerates damage very swiftly, so some renewing magic must be at work here, though it cannot keep pace with such pillage for ever. Also, the Tangles hold some lyrannikin, mobats and other dangerous monsters who present an ever-present menace to the human fugitives therein.

The Rift Canyon and the Barrens

The Rift Canyon is probably unique in all Oerik. This huge, near-200 mile long fissure is over a mile deep in places, with great sheer rock faces, scrub-wooded scree, paths which only the most agile can clamber down, honeycombs of caves, caverns, and warrens, and dark things slithering in its deepest recesses. In this unpromising place, nearly 6,000 bandits manage to survive in the caves and passages. The original 2,000 settlers have been joined by 4,000 exiles who have promised faithful service to the self-proclaimed Plar of the Rift, Durand Grossman. The exiles are mostly Reyhu men, angry at their dis-



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placement from rulership by Iuz's priests. They have joined an extraordinary society.

The way in which the bandits negotiate and travel within the Rift Canyon is astonishing enough in itself. Virtually all are effectively expert rock-climbers, have the Rope Use proficiency for group travel and belaying, and have become skilled in the use of slings, sling-staffs, light crossbows, lariats and similar hillsmen's weapons. They have developed a very complex system of signs, involving rock-marking, scratches on moss and lichen patches, and the use of plant stains and such to signal safe and unsafe paths and the presence of Iuz's forces. The bandits have shown real resilience by surviving here.

The Plar doesn't just have humans to call upon, either. Hobgoblins, orcs and half-orcs native to the Rift have allied with him, and the Plar has some other monstrous aid too. A pair of trained adult hippogriffs are sent aloft with agile riders to spy and the Plar himself has almost a dozen "pet" displacer beasts. Most startlingly, the Plar is able to call on the services of a deep-laired gorgimera in times of real need. A handful of hell hounds, kept well away from the displacer beasts, are used to protect tunnel entrances which lead to major caves and caverns around the Rift. The loyalty of these creatures may in part be due to the services of the ex-Aerdi mage Menfri Rauveen, who is researching the magical secrets of the Rift. He is also good for morale. Seeing an invading warband of orcs toasted by *chain lightning* is an awesome sight for bandits, many of whom have never seen such mighty magics before.

Survival in the Rift

However, these survivors are beset with problems. Cranzer is determined to wipe out as many as possible, mostly because the vital silver mines scattered around the area of Rifterag are the only material resource worth having in the Bandit Lands. To secure their safety, his troops ruthlessly exterminate all bandits seen within some 30 miles of Rifterag, where the mines are located. Others may be captured, in the hope of getting them to yield information about safe pathways. Since such routes are often sabotaged, booby-trapped, and then renewed by the Plar's men, any information which is so obtained by Iuz's men is soon rendered out of date. Nonetheless, Cranzer employs goblins and orcs for mass attacks in warbands of 200 and more. Well-equipped strike parties of orcs, orogs and hobgoblins with priests and mages are used for more important actions against the Plar.

The second problem the Rift bandits have is simple: just getting enough to eat to stay alive. The Rift itself has fish, lizards and the like in the caves and their pools and springs, and some hardy goats on the hilly surfaces of the canyon and even the barrens beyond. Trapping yields a few birds, hares and other small animals. But this is meager fare and the bandits are forced to raid beyond the Rift

in search of food. The Tangles provides some, and raids on supply trains headed for Rifterag, Balmund or Hallorn provide more, but starvation is a very real threat.

A third problem is the bizarre weather of the Rift. Highly localized, swirling, gale-force winds can sweep men away from rock faces in the blink of an eye. In the winter, bitter frosts make any traversing of the rocks very dangerous indeed and Iuz's forces have learned most of the direct passage routes to the surface by now and stand guard over them. Drifting mists can make rock moist and as hazardous as ice and frost. Rockfalls are common, and cave-ins are hardly uncommon. This is dangerous terrain, to be sure.

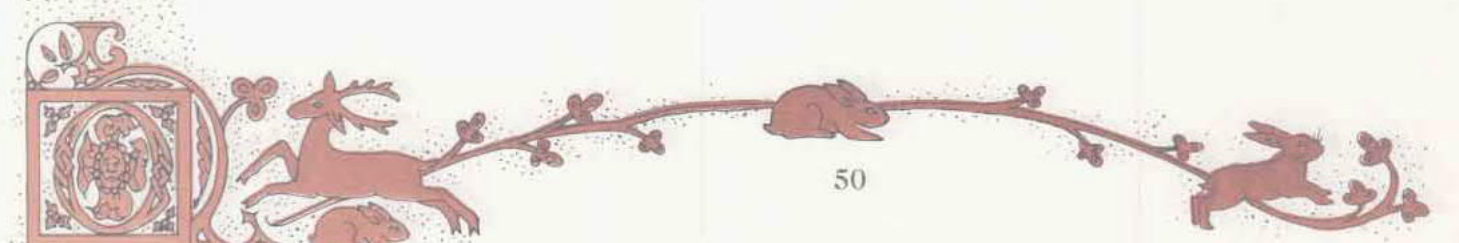
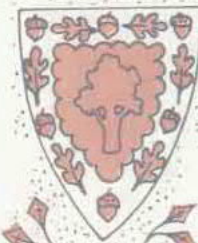
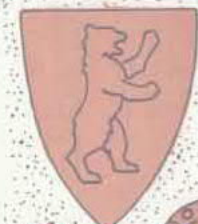
Finally, the most inaccessible parts of the Rift, both on the Rift floor and in the deepest caves, have many monsters still, though bandits and humanoids have wiped out most of those which lived along the sides of this great crevasse over the last hundred or so years. Around a hundred ogres, though, still hang on to possession of one cluster of caves due north of Sheerwatch and represent a real threat to anyone approaching their domain. Behirs, carrion crawlers, cave fishers, giant lizards, and gelatinous cubes are among some of the more-commonly reported hazards. A singular annis, a beholder, and, allegedly, a small group of illithids present more formidable, if thankfully rarer, threats. It is also very likely that passages to Underdark are to be found in some part of the Rift and there have been reports of dinosaur-like and prehistoric beasts in some of the very deep caverns below the Rift.

Magical Secrets of the Rift

Legend tells that the Rift was created in a battle between greater Powers. Which ones varies from version to version of the tale, but it is said that a great axe or hammer smote the ground and sundered it. Be that as it may, it is certain that the very deepest recesses of the Rift hold powerful and wild magical forces and probably certain relics too. Again, there are legends that a primordial giant race used the Rift as a burial ground and their immense, cavern tombs can be found below the Rift. The bandits have always had enough to do fending off the monsters from these deeps without trying to retrieve such magic, and as yet Menfri's researches have not been able to pinpoint any specific locations of these reputed magical relics and artifacts.

Rifterag and the Leering Keeps

Once the home of the leaders of the Reyhu bandits, Rifterag has been occupied by Iuz's forces in a heavy-handed manner unlike Stoink or Rookroost. Humanoid soldiers prowl the streets, stomping up and down the Martial Square of the inner walled keep district, and only some 2,500 humans remain. The workshops of the town dis-



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trict known simply as "The Smithy" are undermanned now and smelting of the ores from the silver mines is slow. Still, Rifterag is an almost impenetrable fortress with its double-walled design, both sets of walls bristling with towers, ballistae and catapults. The inner town walls are nearly twelve feet thick and the greatest attention was always given to defensive detail, from murder holes to archery slits. As the home of the only precious metal mines in the country, that was essential.

Cranzer fumes at his problems here. The productivity of the mines has been reduced for several reasons, including lack of skilled labor and the maraudings of the Rift bandits are an eternal problem. Trying to organize defenses with the forces of Sheerwatch in the Shield Lands is virtually impossible, and warbands in the Rift have suffered severe casualties from time to time. Cranzer commands but a handful of fiends among his troops and his half-dozen mid-level mages cannot often be spared for patrols or skirmishes, being needed to secure the mines. Rifterag's defensive role is secured, but trying to conquer the Rift bandits and avoid their attacks on supply trains is very difficult. Much effort has to be expended on patrolling known exit routes from the Rift Canyon, and with a canyon length of nearly 200 miles and incompetents stationed to the south, commanded from Balmund, this is a thankless task.

Using ogres from the Rift as enforced labor, Cranzer has built the Leering Keeps along the northern canyon margins. They are so named for the exceptionally ugly gargoyles and other grotesque creatures built into them as ornamentation. The most important is the wood/stone hybrid Splinter Keep, which also houses garrisons which maraud into the Tangles.

The Bluff Hills

The Bluff Hills formed part of the Bandit Kingdoms simply because no-one else bothered to claim this monster-infested land. Ferocious hill ogres, trolls, hill giants, and flying monsters from the Griffs dissuaded most attempts to mine the silver and copper said to lie below them. There are deep mines worked by *svirfnebli*, but they lie far below the surface. The Bluff Hills also boast groups of the Eiger tribe of orcs, separated from the main body of their people, but proudly independent, resisting all attempts to recruit them into luz's armies. Around 1,500 free bandits roam through these hills too. They are very ill-equipped, but mount raids with the desperation of those with nothing much to lose.

Groucester

This town (pronounced *gr-ow-ster*) is the eastern watch over the Fellreev, but its commander, priestess Xavendra, also looks to the Bluffs for any signs of mining activity or free bandits. She has a rare resource, a dozen trained

griffons who fly over the Bluffs with warrior-riders from luz's lands. With her ring of human influence, she has been able to get the native bandits of the town to join her forces. She restricts the bloodthirstier rituals of luz's cult to private ceremonies in the dungeons below the town keep. Groucester is also a departure point for fiends heading into the Northern Barrens to maraud. Xavendra has a magical ring which has a resonance with luz's own gate in Dorakaa, so that fiends gated there can be instantly transported here. She has detected the mines at Perdition and is biding her time for a strike there to occupy the mines.

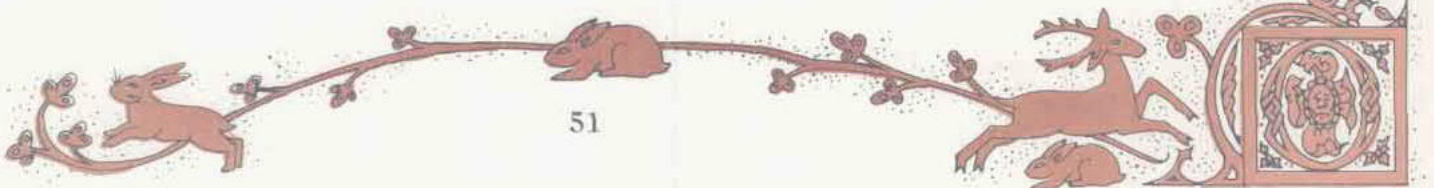
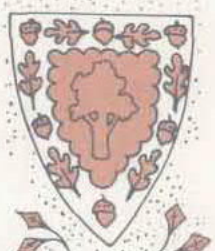
Groucester is also curiously notable for its seemingly civilized veneer. Xavendra has relatively few humanoid troops here and has maintained the richer houses as quarters for her human officers. Baron Kerzinen of Rookroost often visits here. He and the priestess walk the spacious hall of the town's newly-established library where oil paintings and other objets d'art taken from the sack of the Shield Lands provide a fine decor. To walk herein would be to enjoy a place of refinement and quiet pleasures if one were not aware of the true darkness of Xavendra's heart and the poisonous nature of her personal household, an alu-fiend infested pit of debauchery and depravity.

Perdition

This is the one known active silver mine in the Bluff Hills, save for a tiny handful of pitiful gnomish endeavors on the brink of extinction. Perdition has a formidable guard of over two hundred ogres who will fight to the death (Morale of 20) against any seeking to take possession of it. The history of Perdition is a strange one indeed.

Bandits fleeing from the advance of luz began to infiltrate the hills two years ago. Among them, a rare mage located the silver vein by divination. The valley also had the advantages of pure water from a spring, fair grass for grazing, and a plentiful supply of small animals which could be trapped. However, the area was swarming with ogres and this seemed an insurmountable problem until the mage hit on a bright idea. He polymorphed himself into ogre form and announced himself as a priest of Grolantor, the patron Power of hill giants and many ogres. Emphasizing this with some showy magic, the mage also cast a *charm* spell on the ogre leader. Since that time, the ogres have followed the mage/ogre with the zeal of the truly faithful.

The mage/ogre has told his new-found followers that Perdition is a sacred site to Grolantor and the ogres must protect it. Buried in the mines, the shafts of which are too small for ogres to enter comfortably or safely, there is a sacred club which, if retrieved, will lead the ogres to great battle victories. The humans, the mage/ogre declaims, are his slaves and they can find the club which



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will remain untouched until the ogre's chieftain takes it into his own hands.

At times, the ogres appear somewhat unhappy that the club has taken so long to find, but on the other hand, their new "priest" has used magic to great effect. At least half a dozen of them owe their lives to his holding a rogue fomorian attacking them. The ogres are deeply superstitious and reverential of this Power-given magic. The mage/ogre skillfully manipulates their gullible natures, while his bandit colleagues manage to retrieve some silver from the mine. They use some for trade in Tenh, purchasing weapons and supplies there, and hope to be able to excavate enough from the mine to leave as wealthy men in a year or two.

Other Locations and Settlements

Camp Arnsten

This large camp is a ramshackle settlement of hobgoblin soldiers who are charged with patrolling the Artonsamay and the borders of the Phostwood. Since Tenh, with its "friendly" Stonefist occupiers, lies across these borders, the hobgoblins are under permanent instructions from Cranzer not to maraud across the border. However, if they do it at night and don't get caught, Cranzer doesn't mind looking the other way. Morale is very poor here, with skirmishes and fights being common. Supplies of food are not of the best quality and disease outbreaks occur from time to time. Arnsten was actually the site of a mutiny in Readyng, which was put down with fiendish aid and great cruelty. Since that time, Arnsten has 30 fiends permanently stationed there, many of whom polymorph/shape change into hobgoblins to spy on the troops.

Edge

This square tower is so-named because of the razor-sharp stone edges of the construction and the weapon enchantments crafted by its resident mage, Gennen. After the events at Hellstone, Cranzer decided against trying to force the mage into servitude and settled for a deal which provided enchanted weapons for his officers. Gennen supplies one +1 weapon per month, one +2 every two months or one +3 every three months in return for being left alone and paid with supplies of food and some raw materials for his work. Gennen is a highly unusual man in that he appears as a pureblood Flan, but he only communicates with luz's forces through his gnome craftsman/apprentice and is very rarely seen.

Fleischshriver

This grim citadel is of fiendish design and construction, with twisted towers and walls, viciously barbed iron railings, and grotesquely obscene fountains and decorative

stonework. The castle houses a sizeable force of humanoids, used as scouts and skirmishers in the Fellreev forest. Troops rotate between this place and the three unnamed northern camps below the Fellreev. Jebli orcs and hobgoblins are less common than Uroz in these camps.

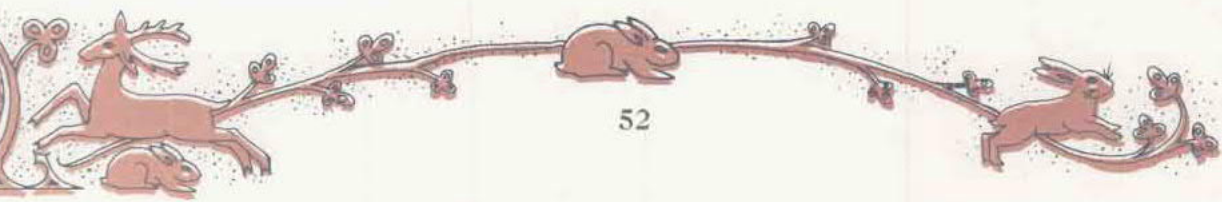
Fleischshriver also has another purpose. Boneheart members Jumper, Null and Halga all visit here, researching new spells and magical effects. Something of the magic of the Abyss itself seems to infest this forsaken place, and many of its dungeons are chambers with magical qualities of their own. Here, the mighty spellcasters can experiment with profoundly destructive magic while remaining safe, since many chambers "dampen" magical effects. This isolated place was chosen for such work precisely because of its isolation. There are few to see the acidic smokes which drift from its spires, the toxic effluent oozing from the castle's cesspools, or the twisted remnants of monster-modification experiments which crawl away to expire in agony on the surrounding plains.

While the results of these experiments are left for the DM to develop, at least two lines of research have been known to bear fruit here. Jumper has been able to devise spells which create shadow monsters and demi-shadow monsters, though not yet shades with an unusually malign effect. As the shadow monsters inflict damage on an opponent, they are strengthened in force, so that for every 5 hp of damage inflicted, the shadow monster itself gains an extra 10% of the strength (HD/ hit points) of a normal monster of its type. These pseudo-vampiric shadow monsters, as yet, only function within two miles of Fleischshriver itself, but Jumper should soon be able to project them into the Fellreev to hunt its occupants.

Worse than this, however, is Halga's success with the resident ring of seven priests here in developing a *wraithblade* spell which calls upon the energies of the Negative Material plane to infuse a sword or similar edged weapon with the ability to energy drain those it strikes. As yet, this spell is hazardous, because its casting can energy drain the priest casting it unless that priest is of 14th or higher level. At least, that is Halga's estimation at this time. If this problem of channelling the Negative Material energies can be overcome, luz's priests will have a truly formidable spell to deploy against their opponents.

Finally, Fleischshriver has a gate to the Abyss which can only be utilized if an Archmage or High Priestess is present. Summoned fiends are mostly used for divination, information-gathering purposes, but rarely some bar-igura are summoned to strengthen the forces entering the Fellreev Forest.

Behind its forbidding walls and phalanxes of zombie and wight guardians, Fleischshriver holds many secrets. None who do not serve luz have ever returned after entering it and the place defies most magical scrying attempts.



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Hallorn

A small village on the western edge of the Tangles, Hallorn is a backwater more or less forgotten by Cranzer. Its ruler, the priest Rilstone, has become wholly insane and has managed to slay every living person in this place, even his own troops, with the aid of a renegade group of nabassu who have allied with him for their own purposes. Now, the entire population of the village is composed of zombies. Rilstone sits gibbering and drooling into the drugged wine he drinks from morning until night, fearing the arrival of Cranzer's armies. Incredibly, troops passing through here, usually headed for Fleischshriver, have not actually noticed the curious state of the village guards. Most people detour around the village anyway given its relative proximity to Stahzer where the warring fiends dissuade visitors.

Hellstone

In early 584 CY, Cranzer marched to Hellstone and demanded the surrender of the mage known to live within the tower complex there. Cranzer offered good payment in return for the mage's services, but his bullying and arrogant manner cost him dearly. The mage appeared atop the central tower, invited the troops to enter by the opening metal gates, and as they marched up, he vanished. A split-second later, the tower simply blew apart in a tremendous explosion, killing nearly seven hundred orcs and bandits, and nearly destroying Cranzer in the bargain. Where the mage vanished to is entirely unknown.

All that is left here now are chunks of blasted, blackened stonework and rock scattered over many square miles. The base of the tower is visible as a ring of stone which seethes, boils and radiates tremendous heat (radiant damage is 1d10 hp/round within 10 yards). Certainly, magic of some kind still remains in the dungeons below the base, but its nature is unknown.

Kinemeet

When the bandit chieftains of old had something resembling a peace between them, perhaps because they allied to fight off reprisals from Nyron or Urnst, and could trust each other enough to meet on neutral ground, Kinemeet was often the place chosen. Richfest was the time of meeting and the chieftains would present their finest cattle, oxen and stallions and compete for trophies. Being the judge at Kinemeet was a misfortune. Losers many times held grudges for a lifetime.

Now, Kinemeet is a garrison overlooking the western Tangles and providing patrols for the highways to Rookroost and Rifterag. The garrison commander is an enormous Celbit orog warrior known as "The Mammoth" to his troops on account of his prodigiously-sized tusks.

Kinemeet is virtually an orcish city, and it has been thoroughly vandalized and pillaged. The orcs are very warlike and maraud into the Tangles constantly.

Larn's Tower/ Salfrayfields

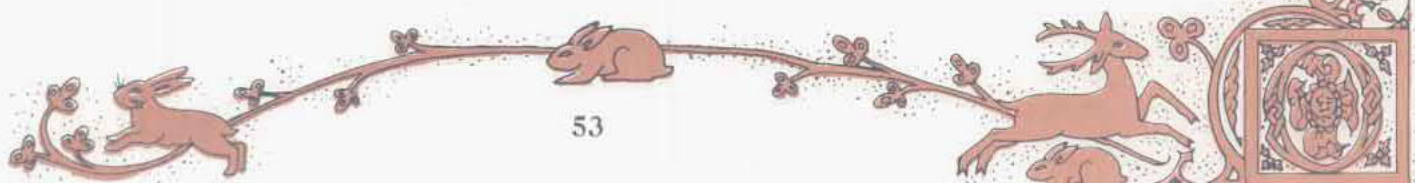
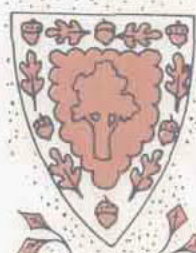
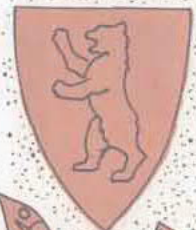
The mage Larn is playing a treacherous and dangerous game from his home here. He has made a peace of sorts with Renfus of Stoink, being left alone in return for conducting trade with the Urnst town of Jedbridge. Larn buys food and basic equipment there that is in short supply in Stoink. In return, he sells the fragrant salfray herb from the village he protects to the north, which has been likewise left alone by Luz's forces. Salfray is a powerful benison, since it neutralizes natural animal venoms, such as those from snakes, spiders and similar poisonous animals, but not monster venoms. A small sachet of dried herb will fetch 10 gp in Urnst. Larn takes a share of the money he receives in Jedbridge and in return has protected the villagers of Salfrayfields from attacks by bandit gangs. The people of the village themselves have settled down to a good living under the mage's rule and their marauding days are over. Many of the villagers are old men and women, and Larn watches over them protectively.

Larn is also a spy for Urnst. He sends information to the burghers of Dryburgh, telling them all he learns. He has heard of events in Stoink, where he takes goods and some money to Renfus's agents, and around the Rift Canyon, which he often hears from Rift Canyon bandits giving up the struggle and attempting to escape across the river. The appearance of a pair of fiends recently, prowling the edges of Larn's lands, suggest that someone may suspect the truth about Larn's cross-river trips.

Rookroost

The oldest of the Bandit Kingdoms' cities, Rookroost is a four-walled city with three internal, concentric city walls, each with their own gates, within the exterior walls. In the central heart of the city stands the palace of "The Baron." Before the war, he was "The General," but the cambion Kerzinen, who had the previous ruler quietly done away with and now impersonates him, prefers to use his true title.

Kerzinen has adopted a strategy not unlike that of Althea in Molag, by feigning that "General Pernevi," the old ruler, still lives. But he rarely meets with the powerful bandit thieves, warriors and assassins who still control much of Rookroost. Most are content to ally with Luz, but this is a city of true chaotic evil and there are treacheries aplenty in its back streets and alleyways. Half-orcs and even a handful of ogres, goblins and the odd hill giant can be found among Rookroost's populace. The soldiery here are mostly imported humanoids from the Horned Lands and the Land of Luz, including 100 superb orogs. Their barracks have been walled off from the rest of the city.



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Town patrols are manned by the original, pre-war police, as cut-throat and corrupt a bunch as one could find anywhere.

Kerzinen's major concern is with control of the eastern Fellreev forest and protecting the trade route running to the village of Marsakeer and downriver to Senningford, Narleon and on to Nevond Nevnend, where Kerzinen obtains food, some Tenha slaves, and a little equipment. Kerzinen's dominion lies from the Artonsamay to the Fellreev, from the Bluff Hills to the Zumker, and he has many troops constantly prowling these lands and stationed along the trade route. Within the city, Kerzinen adopts a velvet glove/iron fist policy. Most of the time, Rookroost's residents can get on with life as they did before the wars, save that their raids are directed now mostly against "free" bandits, the Fellreev, and into the Northern Barrens. What happens in Rookroost society is of no interest to Kerzinen, though temples of Powers other than Iuz have been closed down around the city, not that there were ever that many. But if, as happened on the third Moonday of Fireseek this year, two priests of Iuz are found with their throats cut in a back alley, Kerzinen acts decisively. Four prominent members of the Thieves' Guild were rounded up and tortured to death by fiends in public and their screams still echo in some people's nightmares at night.

Thus, Kerzinen has control over Rookroost through potential extreme force. He doesn't need to use or display it on a daily basis. Further, alu-fiends in Kerzinen's service have charmed an increasing number of the more influential Rookroost bandits and succubi have availed themselves of the bandits' naturally carnal instincts. As a result, Kerzinen has "orphanages" full of growing young alu-fiends around Rookroost, all deeply loyal to their acknowledged cambion master. In years to come, the ambitious Baron will have a powerful force at his disposal.

Kerzinen considers Cranzer weak, and while he is polite to his face, he mocks him with the alu-fiends, succubi and two glabrezu of his inner court of advisers. The resident priests of Iuz, who lack effective leadership here, accept Kerzinen as leader and do not question his orders. They are far enough from Iuz's homeland to be pragmatic about the situation.

Stoink

Stoink's character has survived all the events of the wars, although a new despot has taken control of the city after the previous ruler tragically choked to death on his supper. That his supper was rammed down his throat with a quarterstaff might have had something to do with this, of course. Stoink has always been a bawdy, drunken, brawling city, its people deliberately ill-mannered ruffians, though real violence such as murders and assassinations were actually rather uncommon. Stoink is still the same. Despite the presence of a large number of Iuz's priests

and no few fiends, the vast figure of Renfus the Mottled is the undisputed ruler here. He actually commands the troops and sends them out on raids and patrols as he wishes. When Iuz's men set out determined to terrify him into submission, they return submerged by the avalanche of words and colorful oaths Renfus yells at eardrum-bursting intensity. The magical protections and influences Renfus carries have much to do with this, as they do with his seeming lack of fear at a visit from a fiend. Stoink is the only city in Oerik where a glabrezu sent to bully a man into servitude can crawl back on all fours along the gutters, reeking of brandy and unable to speak.

Renfus is no fool. He constantly encourages his troops to pillage and loot, but takes care never to raid the same places too often so as to invite reprisals. He is especially wary of raiding into Urnst, given the forbidding castle and garrisons of Ventnor to the south. He would rather send raiders into Nyron than risk reprisals from Urnst. Renfus is shrewd and he doesn't push the priests of Iuz too far. When they need something done as a matter of urgency, he attends to it. He has, so far, managed to keep the bandits of Stoink as happy in their drunkenness as they were before the wars.

The Wormerawl Fissure

A mile-long ravine away from the main body of the Rift Canyon, Wormerawl Fissure is said to have been the home of the infamous evil priest Kyuss. What lies in the fissure's depths is unknown, but certainly Sons of Kyuss prowl the lands for some 10 miles around, attacking any sentient creature they see. Within the fissure itself, there are reports of Favored Sons, very strong (18/76 Strength) and of unusual toughness (6+6 HD), who are able to breathe clouds of stinking fumes as per a *stinking cloud* 1/day, while remaining unaffected, in addition to their *radiate fear* effect.

A regular punishment for junior clerics and priests of Iuz throughout the Bandit Lands, if they have disappointed or offended their seniors, is to be sent to this area to bring back Sons of Kyuss as zombies. This can be done by casting *remove curse* or *cure disease* on a Son, but that means touching the horror, of course. The zombies are useful for the undead legions of the land, but the risk to the junior is considerable. Fortunately, the order is rare and a special compensation must be given to use such a repellent spell, only available in rare scroll form. The Sons themselves are very resistant to turning or commanding effects (treat as Special undead). Iuz's priests would dearly like to ascertain the nature of the necromantic magic they have detected at the base of the fissure, but the hazard of trying to reach it is too great. A hundred troops and six junior priests have already swollen the ranks of the Sons by attempting to descend into the fog-filled, reeking lands which lie at the foot of this great fissure.

The Fellreev Forest

The Fellreev Forest is one of the largest woodlands in all the Flanaess with the Vesve being larger and the Adri being of similar size. The Vesve is more important to luz, since the hated Highfolk and forces of Furyondy lie therein, waiting to be crushed, but the Fellreev also holds opposition to luz and his forces simply cannot hope to occupy this vast area of cover, refuge and security.

The Fellreev is a mixed forest of alder, birch, fir, oak, scrub oak, and some sablewood and pine. Carnivorous plants, especially hangman trees, are not uncommon in the depths of dense forest. The flora of the Fellreev do not provide much sustenance. There are few fruiting trees, wild tubers, or yarpick with their nutritious nuts here. The Fellreev's animal life such as squirrels, rabbits, foxes, bears, small deer, a few timber wolves to the north, wild dogs, otters and water rats along the Artonsamay and Cold Run are likewise only fair hunting at best. The shores of Lake Aqal teem with wildlife, but the huge monsters there are too great a hazard for most hunters to risk hunting there. So, surviving in the Fellreev is not easy, especially for those who have fled into it for refuge and lack woodland foraging skills.

Why is the Fellreev important to luz? The forces therein are not numerous and they do not have the strength to mount battles against luz's armies. They are, in truth, not much more than a nuisance. However, there are three particular reasons why the Fellreev is important. First, there are repeated rumors that one Hierarch of the Horned Society escaped there. The rumor is quite true, and luz knows it, but he is unable to sery the location of the escapee. Second, Lake Aqal is a mysterious, magical location, swarming with huge monsters, and anyone able to discover and use the magical forces responsible for the great size of the monsters might become powerful indeed. Third, there is the great necropolis of Nerull's Bane. Any potential source of 20,000 undead troops is of obvious importance!

This chapter first describes the peoples of the Fellreev and then notes how different groups of luz's forces strike against them, from their various bases. A guide to locations and settlements follows.

Peoples of the Fellreev Forest

The Wood Elves

In all, there are probably some 6,000 wood elves in the forest, divided into two major groups of clans and families. In all cases, clans are family-dominated, with elves knowing their genealogy for generations back. Precise rules govern which families have primacy within the clan in different roles such who are the military leaders, sculptors, singers, musicians, and herbalists. Every family has at least one social role in which they are accepted as leaders. The wood elves do not have large settlements anywhere, having simple wood-hut hamlets or tree-house

complexes holding no more than 200 elves dotted around their lands.

To the northwest, in the land between Lake Aqal and the great wide crook of the Artonsamay, a third of these wood elves live together with no more than 200 voadkyn. These elves are almost all of chaotic good alignment and travel little outside their own lands. Their territory has not been infringed by anyone else during or since the wars, although they are vigilant against the half-hearted forays from The Breakers in the Land of luz.

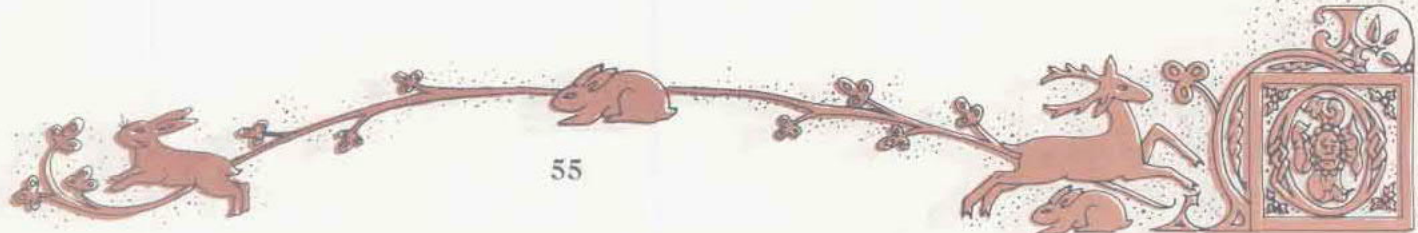
More numerous and important are the elves living in the southern lands between the Artonsamay and Cold Run. They have formed an alliance of sorts with a large body of men escaped from the Bandit Lands. This unique alliance is detailed below. The eastern elves are more aggressive than their western counterparts, with whom they have very few contacts. Also, one clan has assumed pre-eminence among them, the Fanlareshen, because of their diplomatic skills and their role in a first, early battle against bandit invaders. Showing both strength and persuasive skill, they managed to make peace and now act as the primary spokesmen for dealing with Skannar Hendricks and his men. The Fanlareshen also have the highest-level wizards of the elven clans, which gives added status.

The Humanoids

There are two orc tribes of note in the Fellreev. The Uroz have always held tribal lands on the western margins of the forest and for some 20-30 miles inside it, and they have allied with luz for the most part. There are very few "free Uroz" remaining now. More important for our purposes are the 2,500 or so members of the Dazark tribe.

The Dazark are certainly not numerous, nor do they have specific lands of their own. These nomadic, scavenging orcs roam almost all the lands north of the Artonsamay in bands of 50-200. They hate the Uroz and will always attack them, but otherwise they avoid encounters unless they outnumber their opponents, in which case they will fight savagely. The Dazark are survivors. They are less aggressive than most orcs despite the many priests and shamans of Gruumsh among them. However, they also have priests and shamans of Luthie, the closest orcs have to a Power of healing and protection.

The Dazark wear animal-skin armors (treat as padded leather) and their appearance is distinctive. They have dark brown-green skin and very long black hair greased with animal fat, tightly bound with leather thongs into a heavy single plait hanging down their backs. A majority (70%) are skilled in the use of throwing spear or short bow, and 50% of them can track and hide in shadows in the woodlands as rangers of the same level as they have Hit Dice, but only if alone or in a group of no more than four. Older individuals (some 25%) have one or more non-weapon proficiencies related to forest survival, such



The Fellreev Forest

as herbalism, set snares, rope use with forest vines and creeping vines, and direction sense. The Dazark live in gullies, caves, copses, or whatever offers shelter for the night.

The Dazark have one additional source of strength: a thousand losels whom they use as guards and sentinels around their temporary encampments. The ores treat the losels moderately well and have learned a system of olfactory signalling from them such as scent marking and signing. This allows ores to communicate basic notions like good hunting, enemies north, monsters west, and elves nearby without being locatable. That's important to a tribe with many enemies.

The Fellreev is also home to around 1,000 gnolls and flinds, and perhaps 1,600 kobolds. These races are not of major importance and live in tiny groups scattered throughout the forest. Other than ores, the 600 eastern forest bugbears living east of the Cold Run are most worthy of note since some have taken service with luz in the garrison at Fort Skagund. As scouts and guides, they are very useful to Baron Kerzinen's forces.

The Humans of the Fellreev

There are several distinct groups of humans who have an important niche in forest life. Perhaps the least important are the 2,000 woodsmen who have lived here for generations. These are mostly Flan men, with some Oeridian blood, who are foragers pure and simple. Their handful of tiny woodland hamlets are crude and rough, and virtually none of the woodsmen can even read or write. They get by where they can, avoiding any clashes with other forest folk.

Second, there are perhaps a thousand men from the old Rovers of the Barrens who have fled into the northern margins of the Fellreev to escape the marauding horrors of Gibbering Gate and the fiends stalking their homeland. These men are not well-adapted to forest survival and a hundred or so have already been lost to starvation and diseases such as scurvy and tuberculosis, the "rotting cough" as they refer to it. There is little strength to be found in these desperate men and their morale is appalling. Again, they are foragers, but far less successful than the indigenous woodsmen who have little pity for their Flan brothers. The Fellreev is not prosperous enough to permit such pity and the woodsmen have to survive too.

Third, there are actually two groups of "free bandits." Some totalling 2,000 or less are men from the Bandit Lands who are unallied with the dominant Reyhu group. They live in small bands wherever they can find a niche, scattered throughout the southern forest, with but few in the eastern wood elf lands. They live as raiders, because they lack foraging and forest survival skills. They'll raid anyone from forest ores, elves, and other bandits to luz's supply trains headed for the three camps on the southern

Fellreev margins. These bandits are poorly equipped, though, with no ready supply of weapons to replace ones long grown blunt or broken, and their lot is increasingly desperate.

The other "free bandit" group of note are men escaped from the Horned Society lands into the western Fellreev. The western forest margins are difficult for luz's troops to penetrate effectively because of the natural and undead barrier of Dahlvier's County, the difficulties they encounter in Jhanser's lands, and the mad chaos of the Estates of the Fiends. All these distractions to luz's armies help these men to survive, and with around 2,000 of them in the southwestern forest spur and the western margins as far as Dahlvier's County, they are not an insignificant force. They blend into the populations of Kindell, Ixworth and Jhanser's Lands and can obtain supplies from there. These bandits are loyal to Nezmajen the Hierarch, in Darkpool.

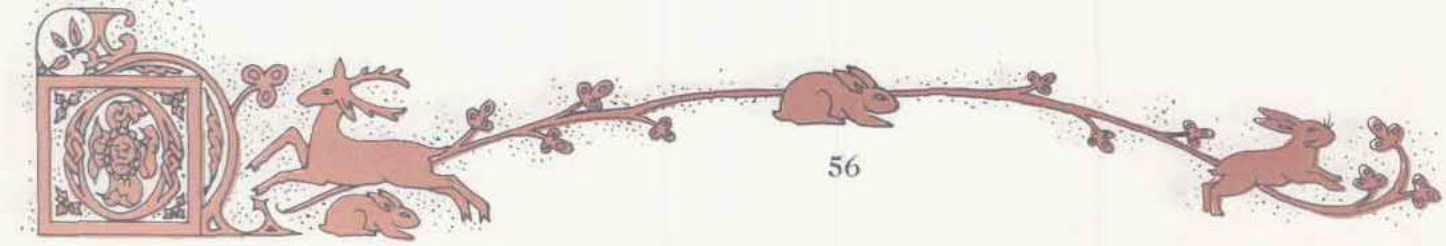
Finally, the most important group by far are the 3,000 bandits who have allied with the wood elves.

A Unique Alliance

Skannar Hendricks, a powerful chieftain of the Reyhu group of bandits, is a lot smarter than most. Fleeing from luz, attacked by a band of 200 Dazark encountered on the first day in the forest, his men then took something of a drubbing from the eastern wood elves, though they managed to slay a powerful fighter/mage. He decided that he really needed some allies. The wood elves didn't seem to want to simply murder the bandits wholesale, so Hendricks talked peace with them.

Incredibly, this alliance has worked. Hendricks' men include fewer evil, and more neutrally aligned men than most bandit gangs. Likewise the elves have many neutrals. There was some room for understanding, since both hated luz and his ores. So, the wood elves have allowed Hendricks' men to build a couple of strongholds in the Fellreev and after a joint battle against a large force from Fleischshriver in Patchwall, 584 CY, some kind of friendship has been cemented.

The two races have begun to develop a wary respect for each other and teach each other their skills. The elves have shown the bandits the skills of forest hunting and snaring, and how to mount forest ambushes. The bandits brought very good weaponry with them and have given the elves some, and they even managed to bring a hundred good horses which have been bred successfully at Fort Hendricks. Wood elves are now to be seen galloping along the Fellreev margins on raids against luz's supply lines. Skilled rope use and the building of fortified forest villages have also shown the elves talents some of them have found worthy of learning. There's a mutual admiration in combat skills too. The bandits respect the elves' agility, speed, and their talent for ambush, while the elves respect the bandits' brute strength and mastery



The Fellreev Forest

of two-handed weapon use.

However, it is the intelligence and charisma of Hendricks and the Clanmaster of Fanlareshen which have cemented this alliance, together with Hendricks' very public proclamations of what penalties will befall any of his men harming any of the elves. Swift execution was meted out to one group who slew and looted the bodies of a wood elf outpost, with their goods and a dozen horses being given to the elves in recompense. The elves now know that Hendricks is a man of his word, and his own men have a very healthy respect for their smart and powerful leader.

Finally, this alliance has some magical strength at its disposal. Elven mages and fighter-mages are not generally of high level, but there are many of them, and Hendricks brought two high-level specialists with him, a 13th-level Conjurer and a 12th-level Invoker, both of whom provide devastating magical strength in battle. The alliance of elven scouts, spies and ambushers with human battle and strike forces has proven very effective. To date, they have held their lands and even begun to inflict annoying losses to Iuz's forces in terms of both supplies and casualties.

The Fellreev Druids

There are no more than 20 druids in this forest. All are Flan purebloods, serving the ancient Flan Power Obadhai. The druids are utterly feral, wearing little more than rags in most cases, and wholly avoid encounters, even with elves. The druids are completely other-worldly, absorbed in nature with no interest in the doings of ores, humans, or elves, but they have a treasury of oral folklore and history which is immense. The druids know every magical site in the forest, but are not willing to speak of them.

The Marauders of Iuz

Iuz's operations within the forest tend to be poorly organized and rather haphazard. Local rulers don't co-ordinate their actions properly, preferring to try to outdo each other and thus gain Iuz's favor. These forces come from many lands and may have already been noted in earlier chapters. This section collates information about them and provides more detail.

West: To the west, the camp of The Breakers in the Land of Iuz dispatches Kazgund and some Jebli orc forces on raids into the north-western forest. Schaluenn-forn, the mage commanding the camp, also sends in search parties to document the monstrous life of Lake Aqal and report back to him. Raiding and search parties tend to be undermanned and suffer significant casualties at the hands of the western wood elves and the monsters of the lake. Also, human slave labor is used for foresting

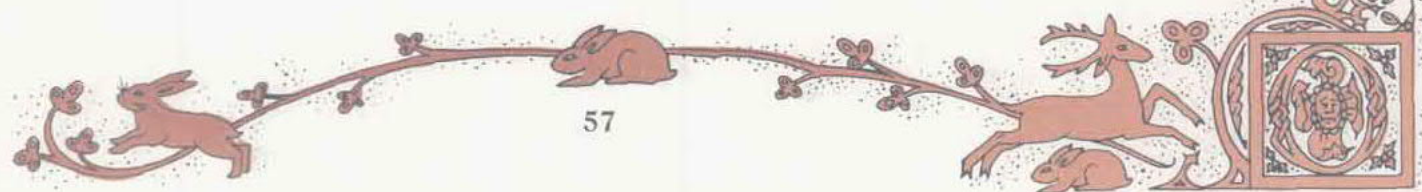
in the north-western fringe and wood is shipped back to the camp for building and fuel.

Along the central western fringe of the Fellreev, raiding parties of Uroz enter the forest, hunting on a fairly nonsystematic basis. The Uroz may come from as far as Molag, but more often they are from Trystenn or Zalgend. Their mission is to search and destroy. No few of them fall prey to undead from Dahlvier's County, however, and Nezmajen of Darkpool has a few score orc zombies in his legion.

Around the south-west fringe, hunting fiends from the Estates of the Fiends in the Horned Lands ride nightmares to hunt whatever sentient life they can locate. They actually dress in hunting apparel in a travesty of normal hunting parties, favoring red jackets and green-brown riding breeches. These ghastly nocturnal expeditions have denuded most of the forest south of the Ritensa of woodsmen and bandits.

South: The camps north of Fleischshriver dispatch Uroz and Jebli orcs, together with hobgoblins, into the Fellreev south of the Artonsamay. These lands are largely controlled by Iuz's humanoids and contain a fair scattering of small, semi-permanent, crude encampments. Increasingly, these forces are trying to press across the river, where they meet stiff resistance from the wood elves and Reyhu bandits. The land north of the river, especially to the west and within 20 miles of it, has an escalating number of skirmish battles. The elves and bandits acquit themselves well, so far. As of yet, priests and mages of Iuz have not been sent to this skirmish zone in sufficient strength to have a decisive effect, remaining instead at Fleischshriver to help with magical research there. Sending undead to attack has not been successful, since the elves detect and deal with them very swiftly.

East: Rookroost and Groucester provide most of the troops for raiding the forest east of the Cold Run. A variety of orc tribes are used for raiding together with hobgoblin support, but priests of Iuz and human warriors are also used to control and discipline them for more ordered incursions. Kerzinen of Rookroost often adds fiends, most notably bar-igura, to these forces and they have thus been successful for the most part. Fort Skagund's forces dominate the eastern Fellreev, but close to the Cold Run itself, they have to deal not only with the elves and Reyhu bandits, but also with a fair number of free bandits. Kerzinen usually tries to recruit the free bandits into his armies, but has had little success. Fort Skagund raiders favor a mix of small units who mostly skirmish rather than battle and whose primary role is spying and mapping, and large warbands with combat mages and priests carrying numerous scrolls and other minor magical items, allowing maximum force to be used in deep, hard, punishing strikes.



The Fellreev Forest

North: The northern Fellreev is raided by three different groups in the service of Iuz, all detailed in the Northern Barrens chapter. These are the free-roaming fiends, the bizarre forces of the Legions of the Deranged operating from Gibbering Gate, and the Marauders of the North. Though these forces would have overwhelming power if allied, they are wildly chaotic and their leaders vary from blood-slaving dimwits to wholly insane paranooids. The best of them, the Marauders, spend most of their time in the barren plains anyway. Thus, their raids are a hit-and-miss affair, with a lot more misses than hits. Thus, those people hiding in the northern Fellreev manage to survive the opposition offered by these troops.

Locations and Settlements

Darkpool

Darkpool is a subterranean ruin. Once the underground orkish city of the Dazark, the entire sub-tribe of 5,000 was wiped out by plague over a century ago. Darkpool is now home to the one survivor of the Blood-Moon massacre, Hierarch Nezmajen.

Nezmajen is a man with a mission. He knows that somewhere in the Fellreev there is a buried Flan necropolis, and if he can reach it, he might be able to animate a vast undead army and march out to reclaim Molag. He cannot magically locate this city, though, and is currently dispatching small search parties to roam throughout the Fellreev and locate it. He believes that Nerull has set a great test before him, and that if he is successful, he will receive the Reaper's blessing, perhaps even becoming a Demipower himself. His power is such that his followers believe in him and regard him as some kind of divinely-inspired prophet. The thousands of humans in Jhanser's Lands are still loyal to him, though not wholly out of fear, and Nezmajen has some eighty surviving fighters, thieves and assorted murderers hiding with him. He has but two lesser priests of Nerull, however, and a pair of mid-level mages with him, so the magical forces he can muster are not great. For this reason, Nezmajen avoids any direct confrontation with Iuz's forces.

Darkpool itself is a place haunted by magic. Shimmering, undulating pools of magical darkness flit to and fro within it, as if under their own volition. Shadows skulk in nooks and crannies here, hiding from the little light that filters through the heavy forest growth. In some of Darkpool's tunnel warrens, travellers can find themselves trapped in endless, convoluted passageways and usually die of starvation. Deep in Darkpool, below the caves occupied by Nezmajen and his troops, there are fell monsters aplenty such as ropers, phase spiders, deadly puddings, hook horrors, a pair of huge beholders, and very rare freak monsters such as mephits and sheet phantoms.

Nezmajen's magical scrying tells him that evil magic, deriving from a goblinoid Power and from some other

unidentified source, lies in those deeper recesses, but he has not the numbers of men and spellcasters needed to take the risk of investigating there. Most important of all, absolutely no divination spells work on Darkpool. Attempting to even locate the place is impossible. However, such spells work normally inside Darkpool. Nezmajen himself is also wholly immune to all divination spells, which he interprets as a cloak of protectiveness cast around him by his malign patron Power, all the better to help him fulfill his unholy destiny.

Dora Kaa

This is indeed the name given to this ramshackle woodsmen's village by its new ruler. The mage Zemyatin who slew all the people here and animated them as zombies is hopelessly insane, an escapee from the Legions of the Deranged, and he now believes himself to be the one true priest of Iuz left on Oerth. Zemyatin's mind has compensated for the insanity and horror of his later years by returning to what he thinks of as an early golden age, the time when Iuz first unified his homeland and established Dora Kaa, which would later become Dorakaa. He thinks that he lives in Dora Kaa, awaiting Iuz's arrival. In the interim, he busies himself collecting skulls from any humanoid he can find and slay. Zemyatin is paranoid, but he has reasonable self-control and he has learned the skills of foraging and survival. Zemyatin's major significance is that he knows the layout of Gibbering Gate perfectly, having memorized every nook and cranny with the obsessiveness of the truly paranoid. If somehow his confidence could be gained, he could reveal a great deal of that citadel's defenses and prisoners.

Zemyatin also has a group of allies, some 20 quicklings around the village who converse with the mage. Why they choose to do so, only they know, but the effect on the viewer is generally that of observing the mage talking to thin air, since the quicklings are invisible. The quicklings often perch on the mage's shoulder and whisper into his ear; their replies are not audible unless one is standing very close by. So, the mage simply appears madder than ever, and his dangerous little acquaintances may go undetected unless the observer is very watchful and vigilant.

Fort Hendricks/Scorn

These two stockaded villages are the major fortified settlements of the Reyhu bandits under the leadership of Skannar Hendricks, who dwells in the fort named after him. Each holds some 400 bandits, together with around 50 horses, a couple of dozen chain-barded war dogs, and 100-150 wood elves living in the village or in tree houses within a mile of it.

Both these encampments are heavily guarded and well protected. In both sites, trees have only been thinned to



The Fellreev Forest

make space for building, so that tree cover is mostly unbroken and the camps are not obvious to an aerial spy. Camouflage is laid over the roofs of the wooden huts. False trails are laid away from the camp sites and elven sentinels decoy any unwanted visitors away from the encampments into ambush sites where elves and bandits lie in wait. The bandits have a pair of blacksmiths at each site, but they do not heat their fires and forges, nor do the bandits risk more than the lightest cooking, unless a pall of mist, especially common in fall or winter, hangs over the forest, disguising the smoke from the fires.

The Conjuror Reynar Pohvlsen rules in Skannar's name at the defiantly-named camp Seorn, using many summoned monsters to spy on and harass the forces of luz east of the Cold Run. Patrols are especially common around the camp and for miles to the east. Men and elves get little sleep protecting and watching over their homeland.

The new way of life for the bandits has altered them a great deal. Men who would think nothing of splitting open the head of a man who insulted them now think hard before felling a tree. They are especially protective of their children. There are only some 800 women among Hendricks' bandits, and by the time a child is seven, he is expected to be modestly proficient with a bow at least. By the age of ten, sword proficiency and the ability to throw a spear accurately is common. Groups of older children, led by one of 12 or 13 years, trap small animals around the camps. To be sure, there are evil men among these bandits and one or two ne'er-do-wells, but very few would even consider betraying their fellows to luz, even if death was the only alternative. They have seen what luz's ores and fiends did to friends and relatives and have heard of the events of Steelbone Meadows.

The elves and bandits watch outsiders carefully. Any group with but a single humanoid amongst their number will be attacked on sight. The elves and bandits will not surrender if they see any evidence that their opponents serve luz. They fear the torture that capture would bring, but most of all, they fear being magically compelled to betray their fellows. Human intruders will be surrounded and killed if they do anything other than surrender immediately when ordered to do so. Humans are tested with holy water. The elves have detected a couple of alu-fiends posing as woodsmen in this way. Then, detect lie spells will be used after the captives are taken to a priest of a suitable elven deity. Captured humans are always blindfolded and escorted through the forest to any settlement, even if only a small tree-house complex, in order to prevent the location of these encampments to fall into the wrong hands. The elves and bandits require evidence of good faith before they trust any intruders into their lands at all. Prisoners who appear to be of any note or worth will be taken to Fort Hendricks for Skannar and the Clanmaster to subject them to lengthy interrogations.

The elves and bandits need certain supplies badly, such as spell components for more unusual spells, good weapons like two-handed swords and axes which are beyond the ability of the human blacksmiths to make, well-crafted utensils, furs, good leather armor, and chain armor for the bandits. All these are in short supply, even after raiding luz's forces.

Fort Skagund

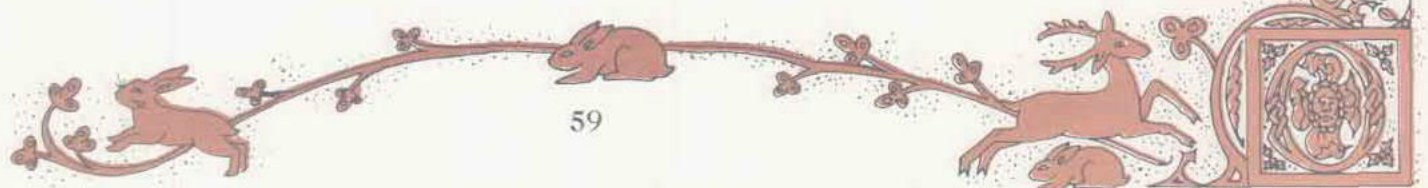
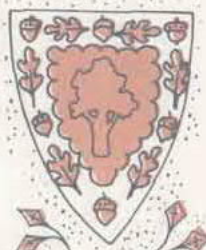
An outpost of luz's ores, hobgoblins and priestly leaders, Kerzinen of Rookroost does not include any bandits among his troops here, fearing that having chaotic bandits hunting other chaotic bandits might be a great recipe for maximizing defections among his men. Skagund stands as a stockaded keep and complex of huts in a huge, mile-wide, burned-out clearing in the forest. The ores are trained to burn and destroy the forest as effectively and swiftly as possible. This is as much to damage the morale of the forest's refugees as anything else, since the Fellreev is far too vast for burning to do much more than minimal damage. The winter and autumn mists also make the forest very resistant to fire damage.

Bar-igura, tyrgs trained to smell out elves, chained trolls whipped into bloodlusts, and especially vicious monsters charmed into service, such as wolverines and owlbears, all swell the forces of Fort Skagund. Human slave labor is used for construction and menial work, led by enslaved ogres who are allowed to bully and brutalize the humans to keep them happy. The ogres form a "trusted" group of slaves, and are sometimes used as infantry in large warbands where subtlety and passing undetected are unimportant.


Lake Aqal

Lake Aqal is a strange, wondrous place. Many hundreds of square miles in area, the lake is over 1,800 fathoms deep in places. It is fed by many underground springs and the Artonsamay rises here. Rumor tells of a magical cataclysm or the falling of a great rock from the sky many centuries past, which created this great basin, but the origins of its many islands are quite unknown. Dotted all over the lake, these small rocky islands are covered with fine, rich soil and heavy vegetation. They vary from but one square mile to over thirty square miles in size and many are connected by long ribbons of rock barriers. The vegetation of some islands is virtually impenetrable and even the barriers bear huge trees over a hundred feet in height with enormous canopies. Thus, much of the lake is under tree cover. Unusually tall, willow-like trees even grow on huge, drifting masses of organic detritus around the lake.



Lake Aqal is noted for its animals and monsters of unusual size and strength. Natural animals like giant otters, beavers, rats, frogs, toads, and lizards are 50%





The Fellreev Forest





likely to be half as large again as normal (50% addition to Hit Dice, +25% to damage) and 10% of them are truly enormous variants with double the normal Hit Dice, +50% to damage values, and -1 to AC values. This is one place where giant frogs and toads are much more than a nuisance creature. Likewise the leeches which infest some of the islands. The huge fish of the lake are similarly enlarged, with giant crayfish and truly massive pike being the major hazards. Giant water beetles are common here, as are giant dragonflies, and the lake certainly holds eels as thick as an elephant's leg and crocodile-like water lizards of disconcerting sprinting speed as yet unstudied by Oerth's sages.



Monsters are 25% likely to have +1 HD if normally of 6+1 HD or below or +2 HD if normally 6+2 HD or above. Of these, 5% of them are of vast size, so add one-half of normal HD value, but do not apply this to any dragons which might be found here. Ettercaps and kech infest many of the islands and the heavily wooded flood plain, which extends for some 30 miles east of the lake, while aquatic carrion crawlers, a nest of enormous margoyles, and numerous merrow are among the other indigenous fauna. So far as rarer monsters go, both water nagas and greenhags have been reported in Lake Aqal and a very old green dragon lairs on one of the largest central islands. Rumor tells of a marid in the lake and a mist dragon, but these tales have not been verified. But, then again, reliable verification is hard to come by here.



All this makes Lake Aqal interesting, but probably a place to avoid if not for persistent rumors of permanent magical effects here. That magic is the force which has established the teeming fecundity of plant life and the rare size of animals and monsters, is doubted by few. Whether the magic is attributable to a sunken relic or artifact, or some magical spring, is not certain. Water taken from the lake radiates magic very faintly, but has no obvious effects on the drinker and the magic decays after 1d4 hours of being drawn. If it could be harnessed, however, the effects could be enormous. A warband of 20,000 orcs is bad enough, but one where a quarter of them had additional HD would be so much worse. Likewise, boosting the size of luz's monstrous trolls, giants and charmed monsters could enable the demipower to act crushingly against the good nations who still oppose him.



Some of the lake's islands are likewise said to have been home to a group of very seclusive and ancient wizards as powerful as the Wind Dukes of Aqaa or the Glittering Wizards of the Isles of Woe in Oerth's pre-history. These islands are said to be almost alive as entities in themselves, assaulting those who set foot on them with hails of stone and rock as the very earth churns underfoot. Whether any of these tales are true and what remains of the long-dead wizards' magical treasures and hoards, is a matter of pure conjecture.

Nerull's Bane

The Flan peoples of the northern lands never advanced much in the way of civilization. This once-proud city was the creation of a much older race than the Flannae, an unknown people who vanished long before the bronzed ancestors of the Rovers fearfully approached this place. Finding that evil could not enter this place seemingly, the Flan were also too superstitious to loot the great treasures of the marbled and colonnaded halls, and finding no sign of the original occupants, they turned the place into a burial site for their chieftains, priests, and mighty warriors. Over the centuries, perhaps some 20,000 bodies were interred here in great stone sarcophagi and endless halls. The bodies never decayed or putrefied; they simply shrivelled and became mummy-like. It seemed as if the place defied the reach of the Reaper, with bodies retaining their integrity and dignity in death, so the Flan called the place Nerull's Bane.

Over the last four centuries or so, Nerull's Bane visited less often by the Rovers and the Fellreev grew around it. The forest was especially dense here, so gradually the Rovers came to abandon the place altogether and their burial rites changed. Great warriors and others were burned, to send their souls to the Outer Planes more swiftly, or so the Flan came to believe. Slowly, Nerull's Bane became only a memory and shamans began to tell tales of a marbled city which itself existed on another plane where the bodies of the dead would rest forever, with the souls of the dead coming to occupy new, perfect forms instead. Nerull's Bane was forgotten.

As it became neglected, Nerull's Bane began to sink into the ground itself. Today, perhaps only the uppermost ten feet or so of the very tallest buildings are still above ground level. Far below, however, most of the huge buildings are still intact, filled with bodies, treasures, and much magic. Which Powers, if any, watch over the place are unknown. Their reaction to those entering is likewise uncertain. luz does not know of the existence of this place and indeed very few sages even suspect its existence, since no written records of it exist.

Sable Watch

A village of 250 surviving men from the Rovers of the Barrens, Sable Watch is the only permanent encampment of these refugees in the northern forest. Succored by a priest of Pelor, this group is nonetheless a pathetic remnant of the Rovers, reduced to foraging for survival, with no hope beyond that of sustaining their lives for another day. The main importance of Sable Watch is that it is a place where a visitor could learn much of the lay of the land in the Northern Barrens, for there are men here from many of the Rovers tribes and between them they know a great deal about the Wastes, the Forlorn Forest, and even the Cold Marshes and the Howling Hills.

The Northern Barrens

The Northern Barrens comprise the following terrains: the Barren Plains, the Forlorn Forest, the Wastes, and the Cold Marshes. These lands are very different in their populations, rulership, natural hazards, etc., and are considered individually.

The Barren Plains

The Rovers of the Barrens numbered perhaps 45,000 before the wars, though some estimates were mistakenly much higher. Now there are probably fewer than 20,000, a pathetic remnant of their past glory. The Rovers faced centuries of opposition from their neighbors and have finally been crushed.

Descendants of the original Flan dwellers after whom the Flanaess is so named, the Rovers bore the brunt of Oeridian invasions and the attacks of western Baklunish nomads, the brutal men of Stonefist to the east, and the marauding humanoids of the south. Even the lands of Tenh, the Bandit Kingdoms and far Furyondy taught the Rovers a lesson, by fending off their occasional raids into those richer lands. Early in the current century, their Ataman determined to oppose the nascent states of Iuz and the Horned Society. However, the Rovers suffered a crushing defeat at the hands of the humanoid armies of those two nations, then in uneasy alliance. When the war came, Iuz did not forget the Rovers' history of opposition to him and the Rovers did not join his fraudulent alliance of the barbarians and Stonefist. He used the men of Stonefist to smash the eastern lands of the Rovers, and during and after the wars, he sent his own troops to maraud further. The once-great Ataman is now but a humble 9th-level fighter and the Rovers are a broken people.

Of course, nomadic Rovers still survive. They are hardy people, with some fair light cavalry among them, though they have few of their magnificent warhorses left now. They are good bow-users, and many are skilled with lariat and lasso to bring down enemy cavalry. However, this avails them little against the fiends and marauders facing them these days.

The Rovers today still mount some raids into neighboring lands, but these are feeble, dispirited affairs. While they once worshiped and revered Flan Powers, such reverence has been all but lost given their fate. Few hold any Power in affection, replacing their old beliefs with a range of wild superstitions which vary from tribe to tribe. Thus, while a hare's hind-leg bones may be held as a cure for the "rotting cough" many suffer, others believe that to meet a black-haired woman on a Starday brings bad luck for a week. Some even believe that throwing a handful of burned wolf hair over one's shoulder is a protection against fiends. The Rovers have little true faith or hope left to sustain them.

The Rovers travel in nomadic groups of 50-250 strong, unless their Ataman raises a warband, in which case up

to 5,000 may be assembled into an army. This has not happened in many years and would take every able-bodied man the Rovers have left. Ataman Durishi Great Hound may decide to do so in order to deliver his people into extinction in one glorious and completely futile final battle.

How do the Rovers survive at all? They raid a little and hunt bear, wolf, and northern deer. Those banished to the Wastes fish in the Icy Sea. Others manage to extract some pinewood and game from the aptly-named Forlorn Forest. They get by, but many are lean from hunger with starvation and diseases being common. Many a skin is ruined by scurvy, many a voice hoarse from tuberculosis, and many are the middle-aged folk killed by pneumonia.

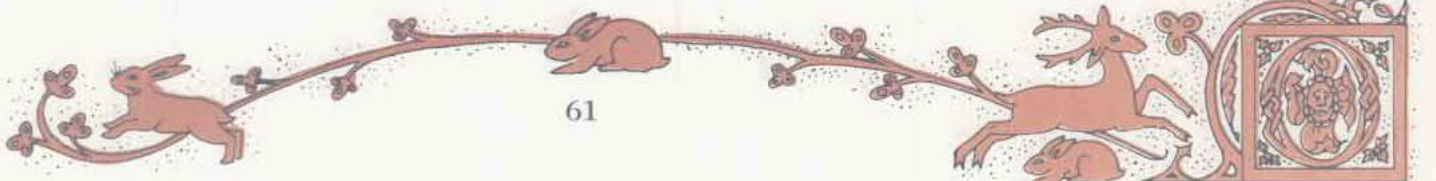
Iuz does not waste good troops or armies here. Rather, fiends, madmen, and the utterly untrustworthy are his primary marauders, sent to rampage in an orgy of senseless slaughter. The locations below display the range of troops and tactics here. The DM should add to these the renegade or simply deranged fiends of all kinds which stalk the Northern Barrens. At times, this chill taiga-like land seems like a plane of the Abyss itself.

Fort Shennek

This fortified camp lies across the border from the Land of Iuz, although that border is purely a notional one. Here, Iuz banishes humanoid and human troops who have proven themselves utterly untrustworthy elsewhere, such as mutineers, traitors, men who have murdered their officers or a priest of Iuz, and similar scum. A few are sent randomly, at Iuz's whim. He loves to watch sycophants squirm as he casually suggests a posting here. Fort Shennek is pandemonium and rulership is through strength alone. Discipline and rank belong to those with the might, muscle, and magical firepower to maintain their station. Backstabbed corpses are found most mornings, frozen overnight in the winter. Fort Shennek's troops ally into gangs for mutual protection, but no-one trusts anyone else an inch.

The commands given to troops here are wildly chaotic and vary from day to day. Many of the soldiers mutiny and set off into the Northern Barrens trying to escape, slaying any they meet, which is exactly what Iuz wants. A few actually double back and hide out in the Fellreev, although they usually meet stiff opposition from the western wood elves and voadkyn there.

Fort Shennek's current commander is a balor who demands and gets daily sacrifices of human or humanoid life, and whose bodyguards of babau are as loyal to him as anything is to their master in this place. The priests always live and move around together. Likewise, the strongest human fighters and orc/orog leaders band together for protection. Every competing faction uses all the resources it has to strengthen itself and force others to go out into the Barrens and hunt Rovers. The priests



The Northern Barrens

have a mage who has charmed and trained winter wolves, the human fighters have eight ogres to swell their number, and the orogs have the advantage of numbers with their orcish troops and a hundred or so war dogs, cringing and mangy things which are horribly ill-treated even by their masters. Hobgoblins and goblins are at the bottom of the pile and the average life expectancy of a goblin sent here is roughly three weeks.

Gibbering Gate

There can be nowhere more terrifying and dreaded in all of luz's empire than this citadel of insanity. It is ruled by the illusionist Jumper when he is here, which is not often. The ghastliness of luz's evil impresses itself on all who serve him willingly or under duress, and many break under the strain. They are then usually sent to become members of the Legions of the Deranged, but again, some are sent here on a whim.

Fiends are the day-to-day rulers of this madhouse. A great balor presides over the Court of Delirium, where he bellows his judgements and commands over the shrieking demented babble of the lunatics who feast on all manner of unspeakable detritus. Hordlings stalk the corridors of the castle and wretched, mindless manes and dretch are ripped apart by stalking vrock, nabassu and babau for no reasons other than it pleases them to do so. Demented humans and humanoids lie slumped, gibbering, in the corners of rooms and hallways, feebly fending off the predations of imaginary persecutors. The screams and moans which echo endlessly around this forsaken place would harrow the soul of any who might enter with their mind and spirit intact. There is no need for the hideous torture dungeons of the fiends to draw such shrieks and cries from the souls abandoned in this place.

However, Gibbering Gate is not just a lunatic asylum without any order or purpose. The commanding balor organizes his troops with a malign, morbid relish. Those afflicted by paranoia become officers, decked out in garish and absurd uniforms. Those overwhelmed by despair, hopelessness and like afflictions are the common troops and infantry. Those driven into hallucination and psychosis are acclaimed as shamans, their pitiful and absurd babblings treated as if divine inspirations. Homicidal maniacs are organized into shock troops. When the Legions of the Deranged march out into the Northern Barrens before their fiendish and paranoid leaders, they are a force to be reckoned with. They fight with no fear of death, for death is a blessed release for most of them.

Also, luz keeps some of his most important prisoners in the dungeons below Gibbering Gate, since it lies so far from any land hostile to him. Noble Tenhas, Shield Landers, and Knights of the Hart all lie within Gibbering Gate's walls.

The castle itself is a place to be feared. Its great wooden gates bear a thousand skulls inlaid in their wood and their eye sockets glow with a malign radiance should any creature of non-evil alignment or non-insane status approach. The balor can create a *symbol of insanity* on these gates 5/day with a wave of a hand. He can also attack or use another spell-like power on the same round. The insanely grinning stone gargoyle faces scattered around the walls and towers can create a variety of magical effects, such as radiating *confusion*, spitting fire or acid, breathing *lightning* or causing *fear*. Add the warriors, fiends, humanoids, and undead of this place, and Gibbering Gate strikes fear into the hearts of any who approach.

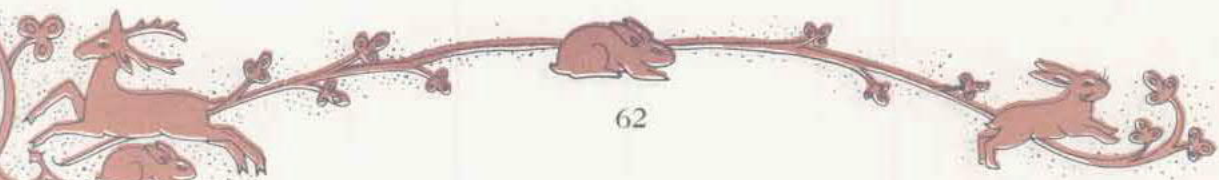
Grossfort/Camps of the Barrens

Grossfort is occupied by the "Marauders of the North," a force of some 3,000 bandit warriors dominated by Grosskopf men. The handful of priests of luz here keep very much to themselves and rarely interfere with the orders of the bandit commander, Thorold Larsen, though they have him charmed, just in case. This garrison is well-supplied, with nearly 400 good warhorses which allow the bandits to ride across most of the Northern Barrens in search of prey. Grossfort supports the three major northern Camps of the Barrens. At 20-mile intervals along the trails leading to them, there are crude stopover points, varying from a handful of wooden huts to simple tent encampments. Each stopover point has supplies of food, fodder, fuel, a little in the way of weaponry and some 20-30 bandits. They often have booby-traps like poisoned food in case they are raided by Rovers.

The northern camps have a mix of wooden huts, tents, and fenced meadows for horses. The troops here have been very successful in their tactic of attacking the Rovers' horses, reducing the mobility of the nomads and making it hard for them to travel the Barrens. As a result of this and determined head-hunting, many of the Rovers here have been forced east to the forest or north into the Wastes. Each Rover head brings a gold coin for the bandit bringing it back.

Hornduran

Supplied and provisioned from Gloucester, Hornduran is a small wooden fort and a base for patrols around the southern fringes of the Forlorn Forest. Orcs from many lands, including some humanoids recruited from the Bluff Hills, comprise the 600 soldiery. They have goblins with them, some of whom are indigenous Barrens goblins and form worg-riding, scout units. The humanoids also have wolf-dog crosses (stats as for a War Dog, with a minimum of 5hp per HD) which they use for hunting and tracking. The force here is highly mobile and efficient despite their relatively low numbers.



The Northern Barrens



The Forlorn Forest

Few Rovers are so desperate as to try to survive in this evergreen northern forest. The living is bleak indeed as there are few animals for hunting and trapping. The deer, caribou-like animals, northern bison and other herd animals are found in small numbers which are also preyed upon by creatures eager to eat human flesh too. Bears and wolves are the major hazards, but the cunning

The Wastes

This great tract of land is almost totally barren, blasted rock, with but a few mosses, lichens and patches of scrub birch hanging on to a precarious existence. The origins of the Wastes are generally believed to be magical, with some natural, or most likely magical, cataclysm having created them much as the Sea of Dust was created, probably centuries before the Invoked Wolves are the major hazards.

...the forest is a place of...
...the living is bleak indeed...
...the deer, caribou-like animals...
...the major hazards, but the cunning...
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The Northern Barrens



of its extreme heat. Smoky, sooty winds blow south from these lands, making breathing difficult and travel most unpleasant. For some 20 miles southward, the sparse vegetation of the Wastes is rotted and dead. Tales are sometimes recounted of a city of fire-loving creatures deep within the burning shale lands, and Iuz and the dead Hierarchs both took an interest in such tales. Nothing seems to have come of any investigations they may have undertaken, however. Likewise, pilgrims of Pyremius who headed here did not return from their eager expedition. What may lie within this hostile, barren land remains unknown.



Folly

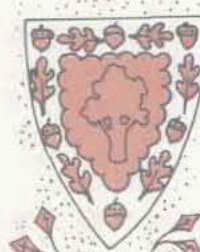
Folly is aptly-named. It is a wholly abandoned, yet largely-preserved stone village, with every building being a true folly, absurdity or aberration. Set in a shallow bowl of lowland, it is possible that no occupants ever lived here for there are no records to tell. Triangular sham church towers, castle facades without interior buildings, stone watermills with wheels and machinery but no river or stream in sight, lighthouses some forty miles from the shore, helter-skelter towers, fishing lodges, and 150-foot tall stone pinnacles, all stand forlorn in freezing winds blowing in from the Icy Sea.

Electrical storms and magical disjunctions sometimes blow around Folly, and there are stories of many strange and magical guardians and monsters roaming within and around it. Folly is said by some to have been constructed as a whimsy by Zagyg. If this is so, it may well contain much in the way of buried magic and arcane lore.



Kishinen

Nestling into a crumbling, shallow limestone cliff on Dogwind Bay is this semi-permanent encampment of some 2,000 Rovers, with their Ataman Durishi Greathound and a handful of tribal warrior-leaders. The tribe has turned to fishing for sustenance. They still have their fierce wolf-dogs, if not their horses of past glorious years. For the most part, the Rovers simply try to survive on the shores of the Icy Sea. They have very few, poor quality, small fishing boats and mostly fish from cliff or shoreline. The location of this settlement and even the fact that it exists is unknown to Iuz. As yet, his forces have not travelled into the Wastes to track down the Ataman, but that time will surely not be long in coming. The Rovers have no strength to resist him and simply eke out their days here, awaiting the inevitable end.



Other Locations in the Wastes

The Wastes have a handful of buried, ruined dungeons and subterranean complexes which are mostly known of only to a handful of sages, and their information is but



scanty. In many cases, the architects of these dungeons were certainly not Flan people, and were often highly evil mages and priests driven from the central Flanaess, or fleeing the wrath of a capricious Overking. Hence, these places are often dangerous, full of malign evil. If PCs ever learn of these places and wish to visit them, they are unlikely to be given the correct location as shown on the color map, and indeed may not be given any location at all. It may prove difficult to locate them, even if one is standing right on top of the dungeon, since entrances may be carefully concealed! The following are among those that are better known.

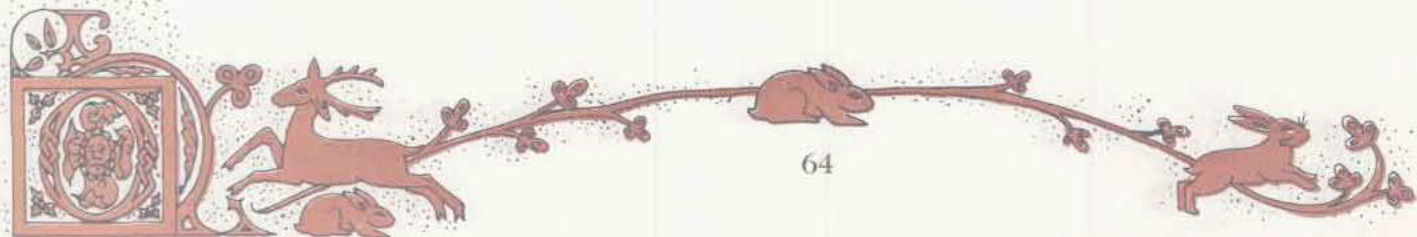
Dungeon of Bleeding Walls: A large band of wererats is thought to rule the uppermost level of this dungeon, while mottled lizards, cave fishers, chitin-plated worms and carrion crawlers infest its lower depths. Magical guardians and *temporal stasis* spells protect the lowest level, believed to be the final resting-place of three male drow vampires, each a mage of 14th or higher level. Rare magical tomes lie in their stasis tombs, it is said. What brought the dark elves so far from home and who had the magical might to imprison them here, are both unknown to the very wisest of sages. The dungeon takes its name from a singular report that, among the chambers of the catacombs, the walls seep a bloody fluid which is acidic, corrosive and gives off poisonous fumes.

Icegate: Icegate is an elliptical, interdicted cyst lying below a complex, mazed dungeon level said to be beholder-infested. It is whispered to have a gate capable of bringing forth gelugon baatezu from the Nine Hells, and to have been sacked by Oeridian servants of Pholtus and Heironeous some three hundred years ago.

The Tomb of Tzunk's Hands: Tzunk, Wizard-Priest of the quasi-mythical Isles of Woe which sunk below the Nyr Dyv in prehistory, is said to have had his body sundered into a hundred parts to thwart any attempt at resurrection. The portions were scattered to the winds, burned in fire, dissolved in acidic waters, and buried below the earth. Great golems with special powers such as paralysis, petrification, and worse are said to guard a tomb holding his hands here. The approaches to the tomb chamber are riddled with traps, mazes, secret portals and passages, and many magical hazards. If retrieved from their resting place, the hands are said to animate themselves, serving the one who rescued them as divinatory tools, but seeking out the other parts of Tzunk's indestructible, scattered body and slowly beginning to take over the mind of their owner.

The Cold Marshes

Neither Iuz nor the mysterious northern land of Blackmoor lays claim to the Cold Marshes, but slowly Iuz's priests and servants have crept into this desolate, terrible expanse of marshland with its bitter winds and freezing



The Northern Barrens

fogs, and they have established some strongholds on the margins.

The Cold Marshes swarm with monsters like wolves, winter wolves, ice toads, a few white dragons, swamp trolls, ice trolls, will o' the wisps, and spectral undead. Equally dangerous are the natural conditions of the swamp!

Wind, Fog, and Mist

All year round, even in summer, there is a chance that the conditions in the Cold Marsh are so cold that characters exposed to them may suffer cold damage. These dangerous conditions are known as blackfrost and hoarwind. Blackfrost is a numbing, chilling, clear, sharp chill which inflicts 1d2 hp of damage per hour on unprotected characters. Hoarwind is a clammy, frozen-damp, whistling wind which inflicts 1d4 hp of damage per hour on unprotected characters. The chance for blackfrost or hoarwind occurring depends on the month of the year, as shown below. The percentage chance is for time duration of 1d12 hours during any day being affected by extreme cold.

Condition	Month of the Year			
	1-3	4-6	7-9	10-12
Blackfrost	20%	10%	5%	15%
Hoarwind	5%	3%	1%	4%

In addition, a hoarwind is 10% likely in the winter months, from Ready'reat until the end of Readying, to be a whipping hoarwind, a screaming, howling gale with extreme wind chill, inflicting 1d4 hp of damage per turn on exposed, unprotected characters.

Characters are unprotected if they are outdoors, unprotected by a spell such as *resist cold* or a magical item such as a *ring of warmth*, and also bereft of thick furs. Furs which protect against damage reduce Dexterity by 2 points and reduce MV rates to 75% of normal. These rules may be extended into the Howling Hills locations in addition. Cold damage may be kept at bay by sitting around a good campfire such as a bonfire, not a handful of twigs, but strong wind or dampness makes fires difficult to sustain. Even with an affect normal fires spell on hand, a whipping hoarwind will extinguish even the best camp fire.

Even more dangerous than the winds are the mists and fogs which can even flow up into the Howling Hills from time to time. Each day, there is a 10% chance for characters to encounter such a mist or fog. If such an encounter occurs, roll 1d10 and consult the table below to determine the nature of the phenomenon.

D10	Mist or Fog
1-3	Mist
4	Vampiric Mist
5	Chilling Mist

- 6 Mist of Undeath
- 7-8 Fog
- 9 Choking Fog
- 10 Blanketing Fog

Encounters with mists or fogs last 1d12 hours (mists) or 1d8 hours (fogs) unless specified otherwise, or the DM may consider the area covered to be 1d4 hexes in size, allowing PCs to travel outside the mists' range. Wisdom checks may be required for orientation to avoid getting lost in a fog. Mists and fogs descend very suddenly, progressively thickening to maximum density in but one turn.

Mist: Mist reduces visibility to 30 feet and MV rate to 75% of normal.

Vampiric Mist: This is an ordinary mist, save that at a randomly determined time, those caught within it will encounter a vampiric mist, treat as the 6th-level priesthood of *luz* spell, which will "pursue" them for 1d4 rounds before drifting away.

Chilling Mist: The mist is intensely cold and unprotected characters lose 1d6 hp per hour within it.

Mist of Undeath: At a randomly determined time, those within the mist encounter 1d4 wraiths (50% chance), 1d2 spectres (30% chance), or 1 ghost (20% chance) which attack with automatic surprise from the cover of the mist. Only characters with *detect invisible*, *true seeing* or some similarly strong detection spell can negate the surprise.

Fog: Fog reduces visibility to 15 feet and MV rate to 50% of normal.

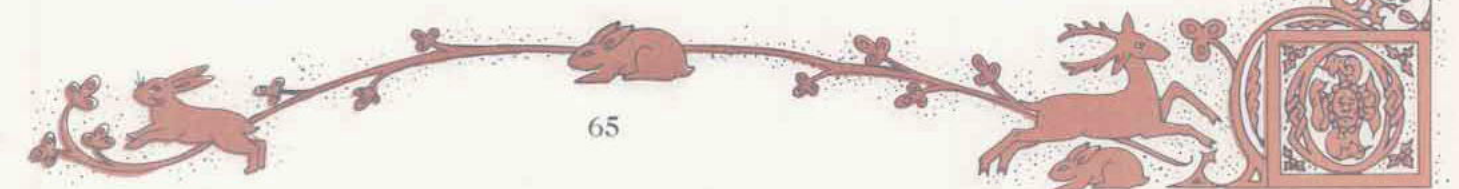
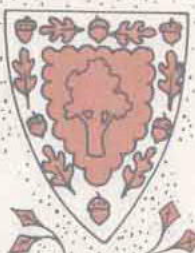
Choking Fog: This yellowed, very thick fog makes those breathing the air cough and splutter, even if wearing a scarf over the mouth, but not if protected by a *necklace of adaptation* or a similar magic. This choking reduces Constitution by 1 point per 2 hours or fraction thereof spent in the fog. Lost Constitution points are regained at the rate of 1 per day afterwards.

Curtain Fog: Characters caught in this fog, which seems to descend to the ground in semi-solid sheets, are hopelessly lost unless they have the aid of a powerful spell such as *find the path*. Direction Sense proficiency and even the use of ground markings will not negate this effect. Characters wander haphazardly, in random directions. Each hour, every character within the curtain fog must make a successful saving throw versus spells or be confused for 1d6 rounds.

These hazards should be seen as an inducement to DMs to subject PCs to adventures set deep within the Cold Marshes.

luz's Priests in the Cold Marshes

luz's priests face the same hazards here as anyone else and do not exactly delight in the prospect of travelling



The Northern Barrens

within the Cold Marshes. They cannot use protective spells, but the garrisons at Greenhead and Stornawane both keep a small number of *rings of warmth* for use by adventuring priests and clerics. The priests venture into the Marshes for only a few days at a time if possible, with fur-clad warriors and *orog/orc* escorts. They search the Cold Marshes for the following objectives.

First, Iuz's priests are researching the magical winds and fogs of the marshes. The vampiric mist spell derives from magical study of the Marsh's weather conditions, and the priesthood is currently researching a version of the *cone of cold* spell. To do this, they have to observe the mists, track them, study possible material components for the planned spells, and experiment. High Priestess Halga takes a keen interest in this work.

Second, Iuz's priests seek out undead they can command and lead back to their garrisons. This is dangerous in the case of the many spectral undead, since a horror as fearsome as a spectre is not easily commanded. Priests may be accompanied by mages who will use *wraithform* spells to locate and study the undead without undue risk. The camp at Greenhead has a pair of magical amulets which can create *invisibility to undead* spells 3/day, which are shared among the priests. Also, there are a fair number of deposits of bones from ancient Bakluni-Flan battles in the frozen northern swamps, and these can still be used for animating skeletons. Every extra undead warrior helps to swell Iuz's armies, after all.

Finally, Iuz's priests search for swamp trolls they can capture and force into servitude. Such expeditions are always accompanied by mages with *charm monster* spells and scrolls of *speak with monsters* spells for the higher-level priests. Iuz's priesthood cannot use this Greater Divination spell, so scrolls come from captured treasure and are thus rare indeed. Trollbar is the major base for expeditions of this kind.

Note that a posting to the Cold Marshes isn't exactly a sign of favor for a priest, except for those conducting magical research at Halga's command. The priesthood here tends to be dour and cynical, although most aren't posted here for very long. Any priest who has been here over a year is definitely out of favor with his superiors.

Greenhead

This wooden stockaded fort stands at the very margins of the marshes and is manned by Urzun orcs and a handful

Stornawane

At the other end of the swamp trail known simply as "The Walk" from Greenhead, Stornawane is a wooden-walled garrison with a stone keep built from the ruins of an old Flan settlement. The site is a battleground and Stornawane has 500 skeletons on permanent silent guard within and outside its walls. Most undead-hunting missions are mounted out of Stornawane, so there are always a handful of mages here and a much-prized *wand of illumination* is kept at the garrison. Iuz's priests dislike this, preferring spells of darkness and gloom, but it is a valuable last-ditch defense if a spectre or wraith turns upon a priest. Stornawane is also a watchpost for the strange land of Blackmoor to the north-west, although orog patrols do not head far in that direction. Iuz is uncertain exactly what to make of that land and his forces keep well away from it.

Trollbar

This walled wooden fort is so named because of the trollbars used by hunters of swamp trolls. Each of these five unique weapons is treated as a rod in combat and a blow from it will subdue a troll unless it makes a successful saving throw versus spells. Captured trolls are trained through bullying with chains and fire being used to cow them until they are sufficiently manageable to be left as chained guards. A dozen subjugated trolls surround the walls. Most are then taken south to Urzungard and distributed as shock troops or guards throughout the Land of Iuz and into the Horned Lands. Trollbar is also noteworthy for a group of 50 worg-mounted goblins recruited from the Barrens, who mount swift and extensive patrols, raiding the few Rovers who stray into this territory.

Vale of the Bite

Ringed by undulating hills within the marshland, this shallow valley is covered with permafrost and radiates slight alteration and evocation magic if this is tested for. Hoarwinds occur within the Vale on a daily basis, even in summer, and each day there is a 25% chance of a whipping hoarwind. These winds swirl in misty convolutions around the Vale, which is known to be the lair of a pair of old white dragons and infested with ice toads. There are claims of frost giants with huge winter wolf companions



of marshland, this

The Land of Tenh

Iuz's feint at the beginning of the Greyhawk Wars was very carefully calculated. When the hordes of Stonefist decimated Tenh, Nyron'd's forces were drawn north and did not support the western lands. The eyes of the forces of good were turned away from Iuz's next strike, into the Bandit, Horned and Shield Lands. Now, once-great Tenh is lost to barbarian marauders and Iuz has a fine, but subtle, hold over this rich land. To understand Tenh's position, it's easiest to consider the different levels of society: the Tenhas, the Stonefist occupiers who rule them, and the agents of Iuz who in turn influence them.

Peoples of the Land

The Tenhas

The Tenhas themselves number some 145,000, although around 30,000 others, possibly more, fled to Urnst and other southern lands during the invasion by the Fists. This is a huge population, yet it is all but subdued by no more than perhaps 25,000 occupiers. How can this be?

The answer lies in Tenha psychology. This Flan nation has always been proud, arrogant, haughty, snobbish, and fundamentally gutless. Pre-war Tenh was rich; its cities beautiful, its society grand, its nobles and rulers self-indulgent and pompous. Although a highly lawful people, the Tenhas suffocated the efficiency of their armies in bureaucracy and stifling respect for outmoded tradition. Tenh was, simply, a stagnant land with stale-minded rulers. Sevvord Redbeard, with good tactical advice from the agents of Iuz, smashed Tenh with a numerically smaller force because Duke Ehyeh expected them to attack like they always had in the past, through Thunder Pass and grinding on south towards Nevond Nevnend. However, when the Fists flanked and struck against Nevond Nevnend from the Bluff Hills, the response of the defenders was bewilderment and paralysis.

In the face of this, the response of the common people was hysteria and panic. Nevond Nevnend fell to Stonefist besiegers as much from mob hysteria and an inability to control the city's populace as anything else. Tenha commoners throughout the land fled or simply sat waiting for the end, paralyzed with an inability to react or respond. Many a farmstead of forty souls was slain out of hand by a dozen Fist men without the Tenhas striking more than a token blow in self-defense. As for Tenh's mages, well, they too mostly panicked and fled. There were exceptions, as in the battle for Tolran Hill, but these were few and far between.

Why the Tenhas left are so easily subdued and enslaved can be simply summed up — they don't know what's hit them and can't believe this has happened to them. Their cities have been sacked and looted, and they are forced to work as slaves or murdered out of hand. It is no wonder that they react with passive despair and helplessness.

The Men of Stonefist

There are 20,000 Stonefist men in Tenh, with conflicting desires. On the one hand, rulership of this fertile land is good, but on the other, their instincts are to pillage, maraud, decimate, and then go home with all the loot they can carry. Instead, they stay here as slave drivers. Spending days overseeing slave farmers is not exactly what Fist men find exciting. The Stonefist nation is young, born in adversity and constant marauding. Constant movement on attack and retreating to defensive fortifications after that attack, not occupying their conquests, is what makes the Stonefist men feel comfortable.

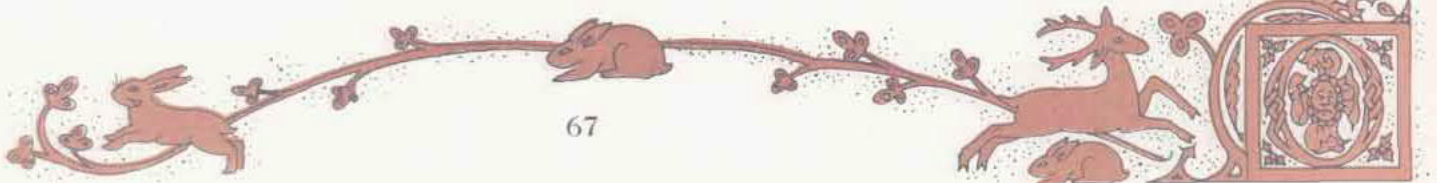
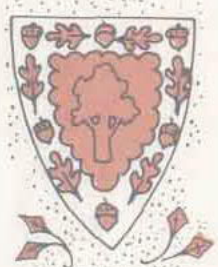
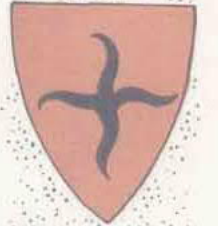
There is another problem weighing on the minds of the Fists. Since the sham of the "Great God Vatun" was exposed and barbarian shamans and priests have begun to see that Iuz was behind it all, the Fists face more hostility and raids from their traditional foes, the eastern barbarians. No longer are these two uneasy allies. Having occupied Calbut and secured Thunder Pass is useful to the Fists, but keeping men in Tenh when they are needed to defend Stonefist against the barbarians is irksome. Many seek to go home, putting Tenh through one last ordeal of slaughter and pillage before they go. In the interim, many are restless and bored, prone to drunkenness and mindless violence against the Tenhas.

The Agents of Iuz

Iuz's influence is felt in within Stonefist itself and then within Tenh.

Iuz cast a powerful enchantment/charm spell on Sevvord Redbeard and a handful of his shamans and Fist leaders to bring the Fists under his control. The spell was unique, crafted with fiendish help. A simple dispel magic can't counter it. The effect of the spell is to make Stonefist consider Iuz a useful ally and a geas element in the spell directs Sevvord's attention to acts of war in Iuz's interests. Iuz has little in the way of a direct presence in Stonefist itself. If discovered, it is possible that all his charmed Fist men there might be slain in a coup by some ambitious young Fist leader. But in many ways, Iuz could care less about Stonefist and is trying to milk as much as he can from the situation. The way he sees it, Stonefist will fight the barbarians who will fight the Bone March humanoids who will fight everybody, and they can all tear each other to pieces for all Iuz cares. Tenh, however, is a different matter.

Tenh is valuable to Iuz. It is fertile and supplies food he needs desperately. He also envies its platinum mines, but the Stonefist men occupy them and there is no prospect of that changing any time soon. The large Tenha population yields slaves and sacrifices for Iuz's priesthood and his vicious humanoids, but it also provides the young for Iuz's future plans. The Tenhas aren't strong, but this is an intelligent people. Young people with high



The Land of Tenh

Intelligence or Wisdom can be found here far more readily than among the tough, illiterate brats of the Bandit Lands, for example. Iuz's priests and mages are ever alert for young minds they can brainwash into servitude to swell the ranks of the spellcasting elite.

Iuz has also received a fair harvest of dead bodies from Tenh for animation into his undead armies, but not as many as one might expect. Around 25,000 Tenhas died in the wars, but Stonefist men regard animating dead bodies as a despicable and blasphemous act, so Iuz's priests have had to be careful in this respect. It is far easier for them to buy Tenhas as slaves, kill them, and animate them in the privacy of their own lands.

Of course, Iuz doesn't have the forces to occupy Tenh, so the Stonefist men do it for him. Iuz does not send humanoids here, for the Fists hate ores and hobgoblins and would not tolerate their presence. Neither does Iuz send in many powerful human warriors, since this would arouse jealousy, rivalries and no little friction. Iuz is happy to let the Stonefist men think that they rule Tenh, so his agents are spellcasters with high Charisma and/or *charm* spells up their robed sleeves together with polymorphed/shape changed fiends of unusual trustworthiness, and there aren't many of those. However, bandits and fiends, often disguised as Fists, often raid distant southern and western areas of Tenh. Fists rarely patrol many outlying districts and Iuz's forces maintain the atmosphere of terror with their own raids there.

These agents always treat Stonefist men deferentially, constantly praising their strength and valor, and showing an eager readiness to assist them. Good weapons arrive here from Rookroost and the workshops in the Bandit Lands. The priests and mages also supply the Fists with helpful information about any lurking pockets of Tenha resistance and sometimes about treasures and booty waiting to be looted. The Fists have few shamans, priests or wizards and thus magically-acquired divinatory knowledge is appreciated by them.

Thus, Iuz's agents in Tenh act indirectly and by use of persuasion, magical coercion, negotiation and bargaining. Secretly, Iuz's priests regard the Stonefist men as worthless, brutish, brainless oafs and they refer to them as "losels" in private. But the pretense must be maintained, so that Iuz gets his due from this land.

Tenh Today

A dynamic equilibrium has been achieved between the Stonefist men and Iuz's agents. Generally, what the Fists would like to do is retreat north of the Zumkend tributary of the Zumker, securing Nevond Nevnd as an outpost and holding Calbut and the Thunder Pass against the barbarians. This would give them the platinum mines too. However, many Stonefist men also enjoy lording it over the western margins of Tenh, since these are very fertile and anchor the trade route through Marsakeer to

Rookroost, where they can buy weapons for themselves. Where they are distinctly unhappy is in the eastern half of the land, since this contains the menaces of the Troll Fens and the hostile forces of the Theocracy of the Pale. A couple of Stonefist raids there were rebuffed from Wintershiven with heavy losses to the northern men. As Theocrat Ogon Tillit has built up the Brilliant Castles along the Yol, named after their superb and ever-radiant temples to Pholtus, the Fists have a highly visible reminder that Tenh's eastern neighbor is populous, very disciplined, and militarily strong.

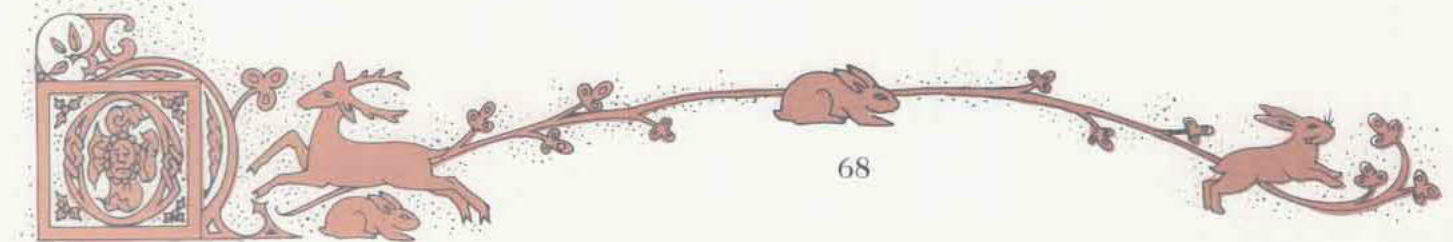
Iuz's agents are happy with the status quo. In the medium term, they realize the Fists will be dragged northward by the escalating skirmishes with the barbarians and Iuz's forces can slowly edge eastward from the Bandit Lands. However, Iuz's forces are none too keen to occupy eastern Tenh either. A "Troll Winter" could cost thousands of troops, and the Pale is a well-armed and fanatical neighbor which Iuz would like to destroy, but he hardly has the forces to survive such an undertaking. Indeed, placing enough forces to keep 145,000 Tenhas quiet without weakening the other empire lands is a prospect which Iuz could not face for some years to come. Those forces would be dragged a thousand miles from where he really wants them, ready to annihilate Furyondy. Nor would Iuz wish to see Tenh simply razed by the Fists, since the food and other resources here are genuinely useful to him. So, while Redspan is increasingly a city of Iuz, the leader of his agents there does all he can to not have to fill any vacuum left by retreating Fists, and talks them into staying with all the honeyed words at his disposal.

Locations and Settlements

Atherstone

The walled city of Atherstone was traditionally a trading post to the Pale and a base garrison for the Pentress castles. The Fists absolutely vandalized Atherstone when they captured it and on this occasion it must be said that they showed very good taste in doing so. Pre-war Atherstone had many garish, colonnaded villas and great halls of remarkable ostentation and pomp, frequently cluttered with such delights as gilded statues and busts, sentimental sculptures of lovers wooing and nature spirits coyly pecking from stream and tree. Most of it is now rubble and all the better for that.

Trade to the Pale has now ceased and a small garrison of Fists pass time here, bullying and beating their Tenha slaves. The slaves are used to farm around the city and venture into the Troll Fens for swamp hay, rare healing herbs, and wood from a tough local scrub bush which makes good flight arrows. Because the Fists leave much of eastern Tenh minimally occupied, small bands of Iuz's fiends, based in the old museum ruins, stalk these lands



The Land of Tenh

by night. The nabassu feast well west of the Yol.

Braycott

Braycott has suffered appalling massacres during and since the wars. Over a thousand fine Tenha cavalry were based here, travelling the length of The Gallop to Redspan, protecting the border with the old Bandit Kingdoms and anchoring the western margin of the Gleaming Spires. Many escaped to Urnst, but several hundred fought a pitched battle with the Fists as they swept upon Redspan and, for once, inflicted significant casualties on them. As a result, over three-quarters of the original 16,000 people here were butchered. Iuz's priests quietly managed to ship hundreds away for animating as undead troops in the Bandit Lands. Fists occupy this city and prowl the upper Phostwood from it, although such ventures are random at best. They also fend off attacks from free bandits there and in the Bandit Lands, using fine Tenh horses which survived the carnage of battle.

Calbut

Calbut is an old Aerdi city, predating the Duchy's establishment. With its great gates protecting the entrance to Thunder Pass and its very heavily fortified, 50' tall city walls ringed with ballistae, it was as secure as any city can be, which is why treason by Steward Margeist is suspected by some in the astonishingly rapid fall of Calbut to the Fists. They were within the walls before the city troops even knew they were attacking and many were slain by them while struggling to put their armor on in the barracks.

Calbut is not only a fine stronghold which the Stonefist men prize, but it is ringed by four platinum mines in the Griiffs. The human and hill dwarf miners there are enslaved, but not without cost. Stonefist men know little of mining and dislike confinement in dark areas, so they aren't exactly adept at keeping their slaves subdued. Some of the human city slaves whisper of dwarven insurrection, of passages leading to *svirfnebli* who provide help to the miners, and of virtual guerilla warfare in some of the mines. What they don't know is that some 40 disguised fiends wander the mines, killing any escaped slaves they see and giving information back to Iuz's most senior priest here, Marerylk. In turn, that priest gives helpful and informed advice to the Stonefist mine masters about countering insurrection, which they appreciate. Of course, some of the rare precious metal goes to Marerylk, some to Iuz, and some is taken by the fiends for their own purposes. But the occupiers are all happy, one way or another.

Calbut is busy, with weapons and equipment brought in from the Bandit Lands passing north. In return, the Fists trade platinum and food for it. The priests and mages of Iuz also keep a careful watch on their allies.

Sevord Redbeard himself sometimes visits from Vlekstaad or Purmill, and occasionally the city walls ring with cheers as captured Frost barbarians are dragged in chains into Calbut. However, there are often more dangerous visitations. Hill giants and ogres still storm Calbut's walls with rocks from time to time and flights of griffons attack men and riders outside the city, but Iuz's mages are usually equal to such threats.

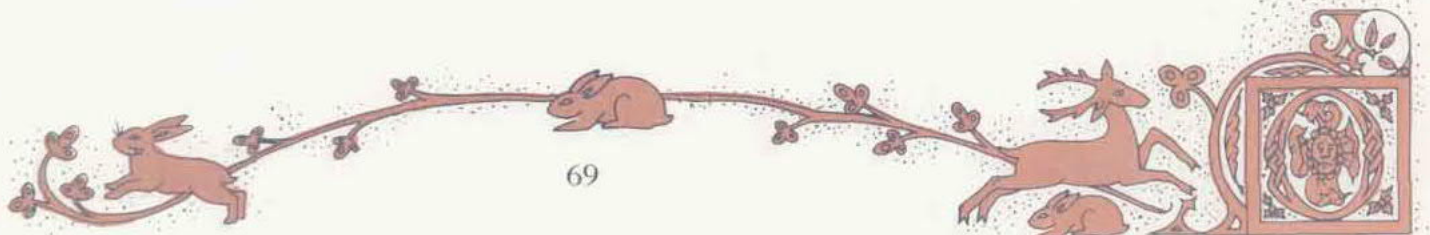
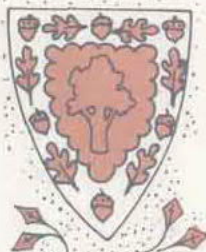
Harpender and the Gleaming Spires

The walled town of Harpender anchored a chain of small keeps known as the Gleaming Spires, protecting the margin of the Phostwood and preventing bandits from marauding into the open farmland beyond. Many of the folk from the town and keep fled into the Phostwood when the Fists advanced. In turn, they have been hunted and slain, escaped to the south, or remained as free Tenhas, ineffectually harassing the Fist garrison at Harpender. The keeps have been mostly pillaged and razed by the Fists, while Harpender itself is governed by an exceptionally cruel Fist leader charmed by a major cambion in Iuz's service. He ensures that he hears news from Fists still in the Phostwood, and also buys slaves here and ships them along the western road to Braycott and by ford or ferry to Camp Arnsten.

Harpender has not been vandalized as much as most Tenha towns, since the Stonefist men use Tenha slaves as loggers and fellers in the northern Phostwood. Harpender is quite a thriving wood-shipping town now. One point of particular note is that the graveyard of the town contains the family crypt of the esteemed Darlemm family of mages, hidden behind many secret doors and traps, beyond a false crypt. In accord with family custom, each of the 11 mages had his most powerful magical item buried with him. Of course, this tradition was only upheld if the mage in question enchanted the item himself. Some did not, so six items are present. These are still undetected and magical precautions prevent scrying or teleporting/plane shifting into the crypt. Thus, the surviving exiled members do not know if the magical items are still there and cannot magically access them. The nature of these items is left for the DM to determine.

High Hadleigh and Hodnet

These two trade towns supplied goods to Calbut from central Tenh and in turn shipped platinum and the handful of gems found in Calbut's mines to the safety of the south down the Zumkend which is navigable as far as High Hadleigh. They fell swiftly in the wars and both are now significantly-sized garrisons with several hundred Stonefist men in each town. Tenha slaves are being used to wall the towns, build earthwork defenses, and generally fortify them in preparation for the eventual retreat from the main lands of Tenh and the securing of the



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north. Iuz's agents actually sabotage these fortifications covertly to delay any such thoughts of retreat and then blame the Tenhas. The Fists then execute a few Tenhas, sell others into slavery to Iuz's priests after beating them senseless to teach the others a lesson, and have as yet not detected Iuz's ruse.

Nevond Nevvend

Nevond Nevvend fell as swiftly as Calbut, with the Fists pressing on and flanking the retreating Tenh forces against all of Duke Ehyeh's expectations. When they approached the city, there was a panic. Foolish orders by Ehyeh's men turned the city guards on the panicking mobs and a riot started. One of the better-kept secrets of the war was that Sevord behaved unusually because Iuz was guiding him, and in Nevond Nevvend, carefully disguised fiends spread fear among the commonfolk and suggestions among the officers of the guard.

Fiends are still important here and fifty of them prowl the streets in human form, keeping away from the Stonefist men and toying with the city slaves as they wish in quiet and secluded places. Ehyeh's old palace was hung with the bodies of his slain generals when the capital fell, and is now abandoned as a vermin-infested mass grave. When Sevord Redbeard visits to gloat over his "second capital," he holds court in the rich houses of the nobles on the southern side of the city away from the old palace.

The capital city was always a center for the work of artisans and those who produce goods valued by the Fists such as *stout clothing*, *leather items*, *weaponry*, *saddling* and *horse gear* are mostly still here and treated better than most. That is, they don't have to fear a random beating to the point of near-death at any moment of the day or night. The homes of sages and artists, and the libraries and scriptoria of the city, have been burned, razed, defaced and smashed for the most part, although Iuz's agents were able to retrieve a fair smattering of tomes, objets d'art and treasures before random pillaging set in.

In addition to the fiends here, who are under pain of death not to make their nature public, Iuz is well served by the Diviner Shorroleth. Shorroleth's public role, in meeting with the Fists, is to feed them supplies of weapons for their fight against the barbarians. Aside from this, Shorroleth is a meticulous seeker after buried treasures around the city. He has recovered much of value, from chests of gold hidden under floorboards to magical items hidden in secret chambers of wizards who fled by teleportation and had not the time to take everything of value with them. Together with the bandit thief Gorrelless, he snatches many valuables right from under the noses of the Fists. Of course, the expert at divinations keeps some things for himself, but that is only to be expected.

There is said to be some residual resistance in the capital's extensive undercity of crypts, mages' passages, sewers and vaults. But fiends stalk this hidden second city and jermlaine are more than a nuisance pest here too. If there are free Tenhas in the undercity, they have not achieved much in the way of success against their oppressors yet.

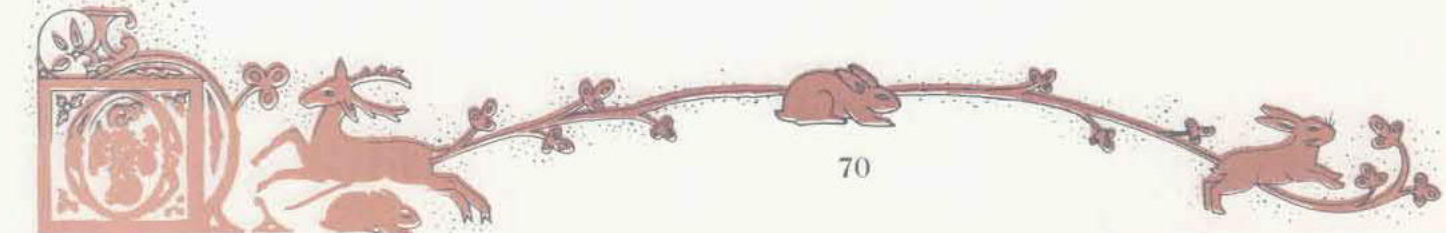
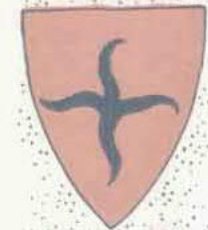
Oxton

One of Tenh's great market towns, Oxton was noted for its central position within Tenh's central belt of rich farmland and for the great oxen bred here. These animals are capable of pulling a plough for two days and a night without needing rest and are greatly prized by the Fists, who ate most of them and herded the majority of the rest north to their own lands, together with some of the animal herders and breeders who looked after them. Oxton itself was pillaged remorselessly. The Fists took away great chests of money, rich cloth, spices and foodstuffs, together with endless wagon loads of timber and goods from Oxton's houses which were often pulled down to yield their valuables. Oxton is a half-ruined ghost town now, notable only for its strategic location at the junction of several roads and trails. Its people are scattered throughout Tenh as slaves or have fled abroad.

The Pentress Castles

These identically-designed castles were the bulwarks of Tenh's defenses against the Troll Fens. Each castle was built with a curtain wall defense, inner castle walls, and a castle keep. In addition, mages with wands of fire defended them and great stone chutes were mounted along all walls to shower oil on attacking trolls which was then set ablaze with fiery arrows from the expert longbowmen of Pentress. High Pentress was home to the paladin Henschel Pentress, great-grandson of the noble who paid for these castles to be built. Dour Pentress was so named because of a spectacular siege-battle there in 511 CY when over two thousand trolls surrounded the castle, cutting it off from supplies in a Troll Winter, for a period of over three months before it was relieved.

The men of Stonefist never conquered these castles and they have no living occupants now. The Fists have no desire to meet the ferocious fen trolls and the eastern lands are virtually unpatrolled by them. All that is known for certain is that madness and plague broke out among the thousands of defenders of these castles as the Fists stormed into Atherstone. Of course, Iuz had a hand in this. Some of the survivors say that fiends stalked the battlements and that black stinking fogs drifted across the walls for a week of unremitting horror. The defenders fled, some insane enough to flee even into the fens, and others from Dour Pentress went across the border to the Brilliant



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Castles where a few score now serve the Theocracy.

The defenders left much behind such as wands, scrolls, magical weapons, magical arrows, and other valuables. Whether the minds and bodies of those entering could survive the ordeal they would face is most uncertain. To be sure, the Fists are wiser than to try.

The Phostwood

The Phostwood, despite its size, is only home to small groups of poorly organized and competing races and factions. Around a thousand feral wood elves, including a handful of grugach, the same number of ogres, marauding Fists, fifteen hundred or more Tenha exiles desperately trying to stay alive, a few Nyrondeese patrols and some Theocracy spy patrols can be found in the leafy glades of the wood, but there are no fixed settlements of any size and the poor quality of the wood and hunting here has never encouraged any race or group to proclaim dominion over the woodlands. The disconcerting, eerie night-time light of the phosphorescent dead wood here is said to attract spectral undead, will-o'-the-wisps, and other deadly but diverse monsters into the deepest forest recesses, but few bother to explore them.

Prysteen

This castle supports a strange complex of locks, riverside wharfs, watchtowers and obelisks planted around the Zumker as it descends from the Griffs. In the past, while little was known of the lake which formed the origin of the great river, one thing which was known for certain is that aquatic monsters appeared at the head of the river with distressing regularity. The threat of a rogue water elemental was rare, but huge snapping eels which would venture onto land with their vestigial legs, freshwater lampreys, huge mottled leeches, even large bands of lacedon ghouls on rare occasions, all threatened the river and the settlements along it to the south. For this reason, Prysteen was the anchor for a variety of magical defenses against aquatic creatures. Its secrets have largely been lost with the disappearance of the mages who lived in the castle. The soldiers took on the more prosaic duties of fending off other monsters headed down from the Griffs. Neither the Fists, nor investigating mages or priests of Iuz, have been able to work out just what the various defenses do or how to activate them. As a result, more monsters have begun to swim downriver and threaten the lands around Nevond Nevvend, and this is the major problem for the Fists seeking to secure the lands north of the Zumkend.

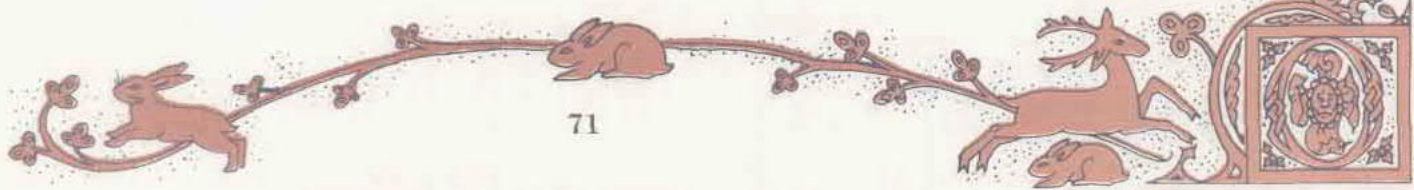
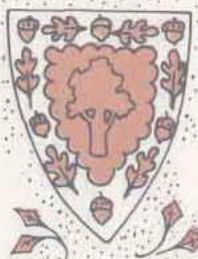
Redspan

Redspan was Tenh's great walled garrison city protecting the western Duchy against the predations of the Bandit

Kingdoms. Spacious and wealthy, with elite troops of the Duke's regiments, Redspan was a place the bandits avoided. Men from the city could fish, even sail, the Artonsamay knowing their formidable cavalry would protect them simply by the rumor of their possible presence. To the credit of its defenders, Redspan exacted more casualties from the rampaging Fists than any other Tenh city. Of course, the Duchy was lost when Redspan's generals determined a course of resistance, and no few of their men defected and deserted, sailing downriver and into Nyronde and Urnst before the bandits plucked up the courage to attack them. The loss of most of their mages through defection was probably decisive in the fall of the city and, in the end, Marshal Meredic decided to surrender if he was guaranteed safe passage for half the city's people south of the river.

So Redspan surrendered and was lost, with many of its nobles and generals committing suicide before the Fists entered. As a result of their taking their own lives, many of the city's buildings are said to be haunted and cursed. So the Fists occupy only the eastern margins of the city and avoid large parts of it, as they are superstitious about the curses uttered by a man's dying breath. This suits the purposes of Iuz perfectly. He has perhaps five hundred priests, mages, bandits, warriors and fiends in the western quarters of the walled city now, and they effectively rule the place through their extensive use of charm spells and other magical coercion and influence. Undead creatures, notably ghosts, commanded by Iuz's priests roam the western fringes of the city. The Fists half-expect them to be there, given the mass suicides in the city, so Iuz's priests gain a double advantage from this. For one thing, they can openly have their undead servitors and on the other hand they can also demonstrate their powers of commandment over them and gain the gratitude of the Fists for keeping them at bay. All this helps Iuz control and secure the important city base he needs in western Tenh, should the Fists begin their desired withdrawal away to the north. And, of course, the city is well-fortified and largely intact.

Redspan is a center for importing weapons and manufactured equipment from the Bandit Lands, since there are few surviving Tenhas here now. Likewise, it is a major export site for food being shipped into the Bandit Lands and also slaves and bodies for animation, the latter being covertly shipped out. It is also important for spying. Iuz's agents here are led by the priest Cuparanath and the mage Mordaine, who also travel to Watton occasionally, and they are expert interrogators of charmed Stonefist men. Because Redspan is half-feared by the Fists, who are superstitious of the curses they believe haunt this city, Stonefist forces here never stay long and are regularly relieved from other towns and cities. That guarantees a good supply of new informants for Iuz's agents, who don't need to travel as far to learn what is happening in the lands around.



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Stroun

The walled town of Stroun was long famed for its singular mage-priests of Boceob and Istus who were known throughout Tenh as "The Declaimers." Believed to be diviners without peer and to have powers of foreknowledge and precognition, these enigmatic men and women, no more than twenty in number, always refused to attend the courts of Ehyeh or any other noble. They gave their judgements, warnings, and announcements without fear or favor and did so when they deemed the time right. In 580 CY, they stood together in the town square and stated that Tenh would fall within three years. The immediate reaction was one of panic, followed by the building of the town's walls, and then, after a year, gradual amnesia as the words of the robed masters faded from memory. It was another year before they were proven right, but by then, they had all vanished without a trace on the eve of the fall of Stroun. Now, the Declaimers whereabouts are unknown. They have disappeared as completely as the dervish High Priests of Tdon, ten centuries before them. Stroun is also noteworthy for its Hall of the Wave, an acoustically unique bardic recitation chamber at which the skalds of the Fists marvel and wonder. Groups of Fists perform their extraordinary hakara here, a chanting, foot-stamping, war-dancing ceremony enacted by men clad in simple, basic leather jerkins and carrying spears. Something of the glory of the bards here remains and even the Fists are moved by the emotion which seems to wash around the marble and stone of this hall.

Tolran Hill

This walled, fortified town was a premier defense against the eastern Bandit Kingdoms, noted for the Fire Ring, a group of seven mages who mostly specialized in fire-based spells as Elementalists or Invokers. The mages slew several hundred Stonefist men in the assault on the town, and in the reprisal, much of Tolran Hill became a smoking ruin shortly after its sack and pillage. The Fists treat the town as a war grave for their dead and rarely enter it, so that priests of luz, fiends, and ghosts have secretly taken up residence in the few surviving intact houses.

The Troll Fens

Though the bulk of these forbidding lands border on the Pale, the south-western spur juts into Tenh and the great trolls, ogres and ferocious gnolls of the fens maraud into this land as much as they do into the Theocracy. Few Fists or forces of luz go anywhere near the fens due to the trolls. In the rare Troll Winters, which happen every 25 years or so, the mists and fogs of the fens grow especially thick and hundreds of trolls sweep down into Tenh,

slaying all in their path. Some of luz's priests are intrigued by the mists and fogs, and wonder about capturing and recruiting the trolls much as they do in the Cold Marshes, but they simply do not have the strength of troops and magic to attempt this.

Not even fiends venture here, for there is nothing of interest to them in the fens. There are said to be a few hundred escaped Tenh warriors and folk hiding in the fens, but if this is true, they are unlikely to survive long unless they have discovered one of the half-ruined old Flan settlements said to be dotted around the fen fringes below the Griffs and to predate the growth of fens. Some sages say that those ruins may hold books of very rare Flan lore concerning weather-affecting magic, and also records of discoveries of precious metals and minerals by an extinct group of dwarf clans in the Griffs.

Watton

Watton was the great festival market town of Tenh. Its population of 12,000 doubled during the Growfest and famed Brewfest markets and fairs, with merchants coming from the length and breadth of the Flanaess to trade. The laws were relaxed at such times so that even bandits and men of from Aerdi, carefully watched, admittedly, could be found among the stalls and markets together with Tenhas, barbarians, Nyronnese, Urnst men and many others. Oxen, horses, saddling and riding gear, fine lances, spears, arrows, foods, and cloths of all kinds could be had by a man who managed to resist the temptations of Watton's fine brewers and their produce. Ladies of dubious virtue and cutpurses also thronged the markets and taverns, of course.

Beneath a semblance of normal life, three groups are secretly struggling for power, each aware of the others existence. However, the Fists know nothing of their activities and don't even know of the existence of any besides luz's men. luz's agents, led by the mage Cydrinell, regard Watton as a good source of supplies for the hungry western lands. However, a renegade marilith served by four succubi works within the town, using magical charm/suggestion and like powers to stymie luz's agents. The marilith is part of an Abyssal faction opposed to Graz'zt and she both spies on luz's men and sabotages their efforts to influence the Fists and trade with them. The third faction is a group of some 30 dwarves who once worked in Watton as stonemasons, builders and artisans, and have now taken up residence in the undercity. Since they built and/or designed much of the town, they made sure that there were many areas below the town where passages were comfortable for dwarves but too small for humans to walk except in severely hunched postures.

Adventures in the Empire

This chapter explains how to develop adventures and campaigns in the lands of Iuz. Adventures suitable for PCs of all levels of experience are outlined here, together with lots of notes for the DM on running such adventures.

Styles of Game Play

The Iuz setting can be used for many different types of adventure. This is an empire of evil, to be sure, but players with different preferred styles of play can all enjoy having their PCs meet the challenges of the lands.

Combat and Battle

For players who enjoy lots of combat, the Iuz setting offers all the opposition they could want. There are warbands, great fortresses, hordes of evil warriors and priests, undead, monsters, and much more. However, there is the Pact of Greyhawk, which states that Iuz's neighbors cannot countenance full-scale battles or war at this time. For PCs based in Urnst, Furyondy, Nyronnd, the Pale, and other neighboring countries, skirmishing may be acceptable, but setting off to battle a warband or raze a fortress is not, so far as the powers of the lands are concerned. *The Marklands* develops these points and also includes locations where local rulers may be more sym-

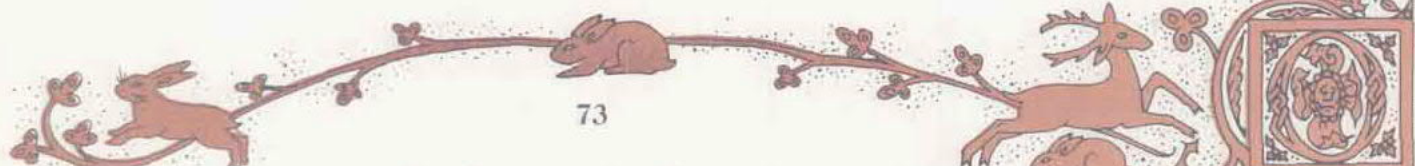
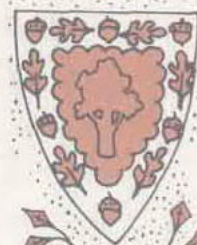
pathetic to "surgical strike" attacks, such as the priests of Trithereon.

Investigation and Discovery

For players who enjoy adventures with story goals based on investigation, acquisition of information and learning, the Iuz setting is ideal. This sourcebook gives a wealth of details of Iuz's lands, but the PCs will not be aware of more than a fraction of the facts given here. Neither will the rulers of Furyondy, Urnst, or the other good lands where the PCs presumably live. Fleischshriver is a good example; all that may be known of that dire place is that Iuz has powerful humanoids, fiends and spellcasters therein, together with unreliable tales about what may have been seen in the surrounding locale. To be sure, PCs might be able to get city plans of Crockport or Grabford, but Molag, Dorakaa, or a much humbler place such as Delaquenn could be much more mysterious. Espionage, knowing an enemy's strengths and weaknesses, could be vital to the security and survival of Iuz's opponents. Investigative PCs will find many goals worthy of their efforts.

Intrigue and Role-Play

Priests of Iuz and fiends many times offer few possibilities for role-playing encounters. However, especially in



Adventures in the Empire

the lands beyond the Land of Iuz, there are many *intrigue possibilities*. The DM should check the main text and the **Villains and Heroes** chapter for details of many NPCs. Opportunities for role-playing will most likely be found amongst the Fellreev bandits, the priests of the Tangles, the good folk of Ringland, non-evil bandits of the *Bandit Lands*, the *men of the Rift Canyon*, and others. Perhaps the best arena for role-playing will be found in Tenh, a land with much behind-the-scenes espionage, magical coercion, and divided loyalties. There are plenty of NPCs who are most definitely not cannon fodder, and offer many opportunities for alliance, negotiation, bargaining, and the use of persuasion and Charisma-related skills.

Tough Choices!

The lands of Iuz offer the chance for the DM to set some very tough choices before the PCs. For all that these lands are steeped in evil, it is often divided against itself, for such is its nature. Should good-aligned PCs help Nezmajen the Hierarch find his undead army and then fight Iuz? This is a tough choice morally and practically. From a moral standpoint, is the "my enemy's enemy is my friend" argument strong enough to justify stomaching an alliance with a direly evil priest? From a practical viewpoint, could Nezmajen be relied upon to not turn his undead army against softer targets, such as the elves of the Fellreev, thus destroying many good folk? Perhaps they are doomed to perish anyway?

Then again, would good-aligned PCs ally with evil bandits in the Bandit Lands or perhaps Tenh to harass and weaken the forces of Iuz whom they hate too?

What if PCs are on some dangerous mission, headed to a vital strategic target deep within Iuz's lands, and they encounter a fairly formidable force of humanoids and priests with a hundred human slaves they are escorting to a watchtower along the Road of Skulls to be sacrificed? Do the PCs walk away, or do they try to save the unfortunates, thus putting their mission in peril by showing their hand? If the DM ensures that the evil force encountered here is not overwhelming, so that PC action wouldn't be suicidal, this can be a really tough call for the PCs.

Many such tough choices can be thrown the PCs' way during adventures, both as story goals and as incidental occurrences during other adventures. Don't overlook this possibility, since it can add a great deal to the atmosphere and variety of adventures in the empire of the Old One.

Adventure Logistics

Wherever they go in Iuz's empire, PCs will probably have to remain disguised or otherwise avoid detection most of the time. This should be progressively more difficult for them the closer they get to the Land of Iuz. In the Bandit Lands, they could pose as free-roaming bandits, perhaps

in the service of Kerzinen or Renfus. There aren't many in those lands who'll bother to check their identities and purpose, if the PCs unostentatiously avoid encounters when they can. In the Land of Iuz, though, matters will be far more difficult. Forces there are more numerous, more disciplined and more determined than elsewhere. Good players will need to put a lot of thought into planning, to have PCs well-disguised and be able to bluff their way past checks and similar encounters. Simple cover stories, like being merchants travelling through one land to get to another, really won't do the job here.

Many adventures will require lengthy overland travel within Iuz's empire. Travelling along river routes, using boats, is an open invitation to suspicious reactions. Again, players need to make preparation for this. Higher-level PCs may be able to plane shift and travel ethereally, but if they do, then they should be faced with dangers appropriate to the planes where they travel.

A situation which the DM may prepare for PCs, which will pressurize them in a way they may not be used to, is a lengthy overland retreat. If PCs are used to entering a *dungeon*, bashing the occupants, and retreating as a formality, it's about time they got thrown a curve. Hassling pursuit can prevent spellcasters from resting long enough to regain spells, for example. Good preparation for this will involve acquiring scrolls and potions, perhaps through *magical trade*. Achieving an adventure goal is one thing. Living to tell the tale may be a challenge of equal proportions.

Adventure Themes

There are several broad themes for adventures in the lands of Iuz, each of which can yield many adventures and even campaigns in their own right. These are discussed below, but a word of warning first: skip the "save the world" stuff. Iuz is the most malignant force in the entire Greyhawk game world and he's going to be around for a while. This world has just been at war and has been subject to tremendous upheavals. The last thing the campaign world needs now is an apocalyptic upheaval all over again as *Our Mighty Heroes* slay the fiendish Demipower. Anyway, this is boring, because it degenerates into the worst kind of powergaming. I mean, what do you do after you've killed the Number One Bad Guy? Player characters of almost any level of experience should have their hands full simply helping the effort to keep Iuz at bay. Even inflicting a major strike against his forces should be the goal of a long campaign with experienced PCs of high level, and the repercussions will be very great. If you have PCs who think they can just drop in on the Old One and dispatch him, invite them to reflect on the fact that it will be easy for him to send, say, a hundred fiends after them for revenge should they fail, which they will. Remember that soul gem. Add a score or so of summoned invisible stalkers and aerial servants, for



Adventures in the Empire

starters, and the entire Boneshadow and then see if your players look quite so cocky about the prospect.

Stymie the Old One

This adventure theme revolves around the story goal of denying Iuz some important resource or preventing him from undertaking some evil action of import. Major sub-themes here include the following:

Denying Material Resources: Iuz's empire has a limited number of important natural resources. These include silver and copper (Howling Hills, Riftrac mines), furs, and food (Shield Lands, Tenh). Adventures can focus on denying these resources to Iuz. This can mean raiding a supply wagon, taking money intended to pay ore mercenaries in the Vesve by raiding Izlen, striking into the Bandit Lands to disrupt food supplies, or a more dramatic action such as sabotaging the Riftrac mines, perhaps with the aid of Rift Canyon bandits. The PCs may well be able to acquire booty of their own from such actions, such as the adamantite below Law's Forge.

Sabotaging Fortifications: This is much harder, obviously, but Grabford and Gullkeep offer distinct possibilities here among other locations. Sabotage can vary from outright destruction (Gullkeep) to a devastating strike against some specific defensive element (ballista defenses, fortified keeps).

Preventing Alliances: Iuz still seeks to recruit new forces into his armies. Good adventures can involve making sure that free Vesve humanoids or free bandits in Tenh or the Bandit Lands don't ally with Iuz. Some form of counter to the charm spells with which Iuz's forces maintain alliances could have important effects, especially with bandits and Stonefist men. If powerful warriors could have their charms dispelled and be shown that they have been duped, Iuz could lose forces he currently possesses as disgruntled allies melt away. Perhaps these former "allies" could even be persuaded to join the cause against Iuz!!

Sow Dissension: There are many places where Iuz's underlings and local rulers are very divided. The Bandit Lands, the opposition between Riftrac and the Shield Lands eastern administrators, Waqounis and Vayne in the southern Shield Lands, and the many humanoid enmities are all possibilities that can be exploited by clever characters. There are many hatreds among the evil forces which wily PCs could exploit to set evil creatures at each other's throats. Tactics such as framing one evil NPC for embezzlement and sending evidence to his rival, could cause the loss of a senior, leading NPC and thus weaken Iuz. In Tenh and the Bandit Lands especially, the ground is very fertile for such intrigue adventures.

Magical Might: Iuz's forces are constantly probing for new forms of magic which they can use. Lake Aqal, the experiments in the Cold Marshes, Xanseven Point, and

Fleischshriver, and an expedition to the Burning Cliffs are all examples. All these places offer opportunities for Iuz's mages and priests to strengthen the empire and likewise chances for PCs to prevent that from happening. Adventures could involve waylaying an exploratory force and discouraging further investigation by Iuz, sabotaging or destroying some magical area, or counter-investigation such as discovering the source of magic at Lake Aqal.

Artisans and Skills: Iuz has few skilled artisans turning out the weaponry, armor, and other resources his empire needs for battle and maintaining control. Burning down the Flame Shops of Molag would be one way of hamstringing Iuz, but freeing the enslaved dwarves of Law's Forge or smuggling weaponsmiths out of the Bandit Lands offer other exciting possibilities.

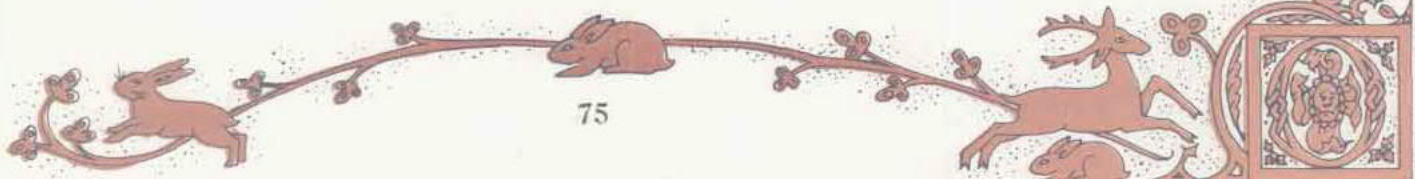
The Grand Abyss: This is a desperately dangerous game to play, only suitable for high-level PCs and very wily players. Iuz is allied with Pazrael and Graz'zt, but there are Abyssal forces who are opposed to both those Lords. If they could be brought into play, life in Iuz's empire could get very interesting. Probably, good-aligned PCs would not care for this nor would they be able to act persuasively in the politics of the Abyss. But they might be able to locate and activate a gate which could bring fiends serving an Abyssal Lord opposed to Graz'zt or Pazrael into Iuz's domain. Of course, this could be very tricky. Iuz might come to some understanding with that Lord and then the new fiends would strengthen him! This adventure theme calls for much discretion and wisdom from DMs and players.

Mission of Retrieval

Many adventures in Iuz's empire can involve PCs having to rescue or retrieve something or someone of importance. Such retrieval should weaken Iuz, strengthen those opposed to him, or both. Adventures of this type may include:

Retrieve the Relic: Certain locations have been scripted to include good relics, including Gullkeep and Lerrek's Towers, and there are unique elven items within Castle Dahlvier also. Then again, a magic item could be scribed in any one of a score of other dangerous locations, such as the Swirlers, the Wastes, or many other far-flung locations. The dweornite resources in the Horned Lands would make an excellent adventure of this type, snatching gems of wishes from below the noses of Iuz's forces and maybe meeting Yazmurden in the bargain. What a bonus if PCs traded one such gem for recruiting Yazmurden as a spy around Iuz's lands!

Save the Prisoner: Iuz has prisoners in his infernal dungeons below Dorakaa, Molag, Gibbering Gate and in the Howling Hills. Among these might be any number of powerful warriors, wizards and others from Furyondy, the Shield Lands, or any other land captured by Iuz or



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who fought the Old One during the Greyhawk Wars. Such prisoners may be worth retrieving because they are powerful, have vital knowledge, or were spies captured in Iuz's lands.

A particular variant on this theme worthy of note would be a prisoner captured from the handful of targets Iuz wishes to destroy for their role in his near-slaying as he was freed from Castle Greyhawk. Patriarch Riggby is the most likely example here. A member of the Bone-shadow, together with a handful of allies, has captured Riggby and is making his way independently back to Dorakaa through the Vesve and the plains of the Land of Iuz. He does not announce to the forces of Iuz there what his mission is as he doesn't want to give up any of the credit for the capture. The PCs have to head off this party, retrieve the prisoner, and escape.

Rescue the People: A variant on prisoner-saving is the task of liberating a large group of captive people. The people of Ringland, the slaves of Crockport, the Law's Forge dwarves, imprisoned bandit leaders in the Bandit Lands who might foment counter-insurrection against Iuz, and many more could fit the bill. Where this differs from rescuing an individual is in the problems PCs face in getting a whole group of people back to safety.

A rather grisly, but worthy, variant on this theme is having PCs rescue the bodies of slain comrades from the clutches of humanoid forces who are carting them off to the priests of Iuz to be animated as undead. Retrieving the bodies for burial would be ideal, but if worst comes to worst, destroying them by fire would at least save one's comrades from the fate of undeath.

Snatch the Magic: *Furyondian mages are desperate to get hold of a boneward or blackstaff for study, and PCs might be commissioned to acquire one. Likewise, acquiring a thassaloss for study or finding out all that can be learned of the magic of Iuz's watchtowers along the Road of Skulls might be adventure goals.*

Other Adventures

Only a handful of the many other adventure opportunities the lands of Iuz present can be noted here, as examples of other themes the creative DM may wish to exploit.

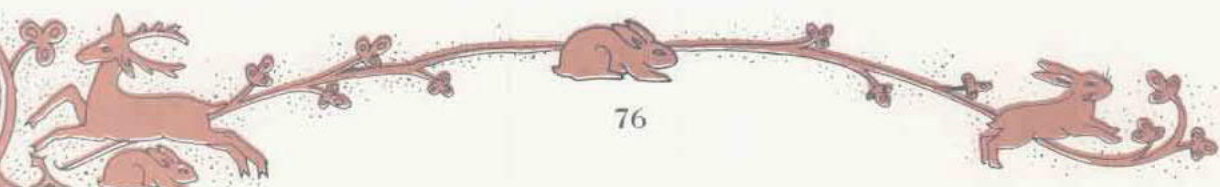
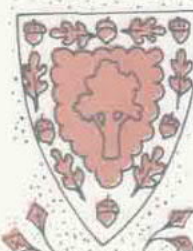
The Third Ebon Skull: Perceptive readers will note that while three ebon skulls are known to exist, only Halga and Althea are noted as having one. So, where's the third one? Good question. It was stolen from Dorakaa by a female half-drow thief, known only by the nickname of Passing Shadow, and what she's done with it is unknown. To his fury, Iuz cannot magically detect its location. The Passing Shadow is said to have been seen in the Vesve Forest, but that was a month or two ago. Finding and destroying this malign relic would be a worthy adventure goal indeed, but who are Passing Shadow's masters and has she passed on the item? If so, what do its new owners want with it?

The Soul Husks: All that is known for sure about this place is that it is ferociously defended. Only high-level PCs could hope to survive an adventure here. The caverns are replete with traps, guardians and magical defenses against plane shifting/teleporting or other magical shortcuts to ingress. For each of the soul husks destroyed, Iuz would lose one of his special spell-casting powers (see *From the Ashes, Atlas of the Flanaess*, where they are listed under the "at will," "twice per day each," and "once per day each" headings). The DM needs to decide how these bizarre things can be destroyed, the side-effects of destroying them, and what Iuz will do when he senses what has happened, which he will instantaneously. Because the Demipower will not rest until he has destroyed those who have weakened him, this adventure is only suitable for PCs who can somehow cover their tracks and probably nothing less than a wish would do or who are due for retirement from the campaign anyway!

Treachery from Admundfort: As a naval change of pace, PCs can be hired as escorts on merchant vessels headed across the Lake of Unknown Depths. There, they encounter a hostile Rhennee vessel which attempts to take them prisoner. Since there is cargo on the characters' vessel, the Rhennee won't try to sink it. If the PCs get captured, they get sold into slavery, but they can hope to escape if they're smart enough. If they win, the Rhennee captain offers information in return for his freedom or his life. He knows that Vayne is an unhappy ruler of Admundfort and might be willing to defect. That in turn sets up adventures in which the PCs have to act as liaisons in the service of Furyondy or another agent such as Greyhawk, Urnst, even the Circle of Five to negotiate with Vayne. No-shows, rearranged meetings, encounters with scraggs, more hostile Rhennee, a surprise visit by a senior priest of Iuz which the PCs walk right into can keep this plot line going for several fraught-filled adventure sessions.

Life in the Rift: PCs are plane shifted into the Rift to negotiate an arrangement with Durand Grossman. They will supply weapons and perhaps provide magical support in return for all the information Grossman can give them about Iuz's forces and bases in the area. The Duchy and County of Urnst might be likely backers for such an operation. Of course, Grossman will want to see firm evidence of the PCs' trustworthiness and there may be spies of Iuz among his own men, unbeknownst to him, who might try to assassinate the PCs or otherwise stymie them. Then again, men of Grossman's own group may become jealous of the PCs and try to sideline them in some way. Not to mention the monsters of the Rift, an invasion from a large warband from Rifterag as Cranzer decides to try one last massive assault, and similar problems!

Assassination: Attempting to kill a senior servant of Iuz is an adventure goal worthy of consideration. The most plausible targets would be Maskaleyne of Grabford or Marynnek of Molag, or perhaps Cranzer or Panshazek



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of Greenreach, simply because it's easiest to get to them. Of course, PCs would need information about their target and getting it might be the goal of a first spying adventure preceding the strike. Naturally, any DM worth his salt would want to complicate matters. Bringing the Boneheart member back alive would be far better than slaying him or her, and as an extra complication, the PCs' target could offer some vital information in trade for his life such as the whereabouts and actions of the Boneshadow, the life of a prisoner held in the dungeons in Molag, or some similarly valuable lure. How each side can trust the other to keep its bargain, of course, is a tricky matter!

Mass Conflicts

An adventure tactic worthy of exploitation by the DM is a conflict which doesn't just pit PCs against the forces of Iuz. Make the conflict a three-way one at least. Consider the following alternatives: the PCs vs. Iuz's forces vs. Hierarch Nezmajen at Lake Aqal as all seek to learn its magical secrets; PCs vs. Iuz's forces of one faction (Kerzinen) vs. Iuz's forces of another faction (Cranzer) all seeking contacts, lost magic, and more in Redspan; PCs vs. Iuz's forces from Groucester vs. forces of an independent Abyssal Lord as all try to locate the silver mine of the Bluff Hills; PCs vs. Iuz's forces vs. forces of Nerull at Delvenbrass (see *The Marklands* for more details). Then again, PCs sent to retrieve some powerful artifact of good might run into a competing good-aligned group who want to have the item for their own reputations and purposes. This option is best if PCs are mostly lawful or chaotic good, so that the other good faction can be opposed along the law-chaos axis. This type of triangulated conflict is always good in game play, especially if PCs don't even know of one of the other groups to begin with.

Combining Adventure Themes

Of course, several themes can be combined into one adventure, without the PCs knowing what is to come when they start their jaunt. For example, the PCs begin by heading into the Vesve to spy on the Torch of Gruumsh and find out what they can of this strange group. They overhear orcs discussing the presence of intrusive forces in the woods to the north, who turn out to be priests of Nerull headed for Delvenbrass. If the PCs confront that latter group, the priests of Nerull want no trouble. They have a job to do and don't want to waste strength on the PCs. They offer information in return for the PCs going away and leaving them in peace. A few hours ago, they saw a raiding party of Iuz's men with a prisoner wearing Furyondian coats of arms headed east. Pursuing that party, the PCs catch up and find that one of the Boneshadow is leading a group which has captured Patriarch Riggby and is taking him to Dorakaa. This party is very secretive, since their leader doesn't want

any of the glory of Riggby's capture taken away from him. If the PCs manage to rescue Riggby, he in turn overheard the leader of his captors discussing the new wraithblade spell and how its inventor intends to bring his new discovery to the Furyondian borderlands. The Boneheart leader intended to meet Halga at Zariag. Riggby wants to be escorted to Furyondy, where he can pass on information about this dread new spell to the rulers, and then on to his home in Veluna. Maybe the PCs will help him or maybe they will want to spy on Zariag. Before they can decide either way, they encounter a large warband of the Torch of Gruumsh out proselytizing. . . .

Do the PCs fight? Do they try to bluff their way past, proudly showing the men of Iuz they have slain the Torch of Gruumsh? Do they flee north, where they may meet xenophobic wood elves and forces of Iuz out of Waterwall? Does the troll cavalry arrive from Gerrenkerzung? This sourcebook gives you all the options you might need!

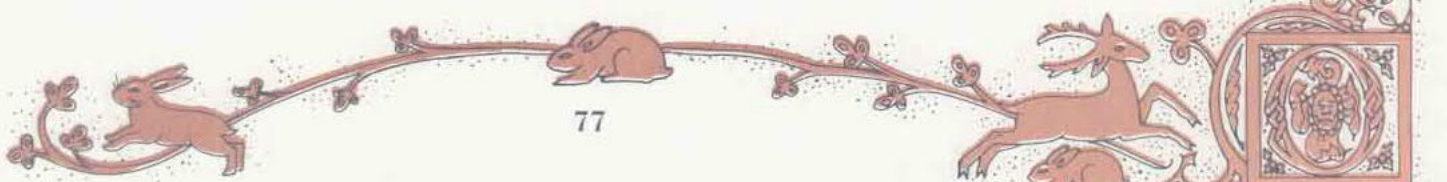
Low-Level Game Play

The game setting of Iuz teems with adventure opportunities for mid- and high-level PCs; for high-level PCs, the *City of Skulls* adventure module should be ideal. For humbler 1st- and 2nd-level types, though, the lands of Iuz may seem overwhelming and too full of powerful opposition. This is not so.

It may be best to introduce such fledgling PCs to defensive border watches, using *The Marklands* sourcebook and settings to begin with, especially since this gives them the chance to familiarize themselves with their home lands and hear rumors and tales of what is going on in the evil lands just beyond their borders. However, the following alternatives are all fine for low-level play:

- espionage missions on the borderlands of the Vesve, where there is ample opportunity for hiding and escaping into cover;
- rescue missions to save a group of overwhelmed border guards from a hobgoblin scouting party just escaped across the Veng;
- chasing a just-unmasked spy of Iuz as he gallops north across the Furyondian plains to escape into the Vesve and cross the border;
- crossing the broad bend of the Artonsamay west of the Charn castles into the fringes of the barrens to meet with bandits who hate Iuz and need support for raids against the patrols and weaker forces of Wraithkeep. Having the PCs driven into the Rift and forced to stay there a day or two before they can escape will broaden the scope of this adventure).

These are but a few examples. The empire of Iuz can sustain many adventures. Here is a worthy enemy for years to come!



Armies of Iuz

This chapter gives summary details for Iuz's forces. The greatest detail is given for the Land of Iuz and the entries for other lands include only major cities and castles. This allows the DM the freedom to determine specifics of lesser locations in these other lands as he chooses, although they should be in proportion to the sizes of garrisons in the major cities and strongholds. Troop totals shown are typical garrison strengths. They don't include troops out patrolling, travelling along roads, and the like. Garrison totals can also fluctuate from time to time for various reasons, such as exploring new land, reinforcing other garrisons, and building new camps.

These numbers need to be used carefully. Remember, Iuz is not at war. His troops may raid many of the lands he has conquered, but the large garrisons facing Furyondy, for example, aren't readying for war right now. They are forces of occupation, and are thus retrenching and digging-in.

Notes on the Stats

Some of the stats below require explanation for the DM.

Orcs: Garrison notes include reference to tribal type if one type is a large majority or exclusive to that area. Tribal modifiers, as noted in the *Land of Iuz* chapter, should be applied.

Half-Orcs: Different tribes have the following percentages of half-orcs: Urzun, less than 1%; Kazgund, 5%; Celbit, 7%; Jehli, 2%; others, 3%. Orc totals may be taken to include these percentages. For half-orcs, 60% are 1st-level fighters, 30% are 2nd-level fighters and 10% are dual-classed fighter-thieves, fighter-clerics or single-classed thieves or clerics. The DM will need to detail these unusual cases.

Elite Troops (E prefix): Elite orcs are chieftain/bodyguard types as per the *Monstrous Compendium* (2HD and up). Elite orog also follow *Monstrous Compendium* rules for elites (3HD and up), as do elite hobgoblins (1+1 HD, with 9hp).

Other Humanoids (Other): These include gnolls, flinds, kobolds, and bugbears. The DM should consult the main text for details. Again, a minority of these troops may be elites; consult the relevant *Monstrous Compendium* entry if applicable.

Giant Type (Gt. Type): These are ogres, trolls, fomorians, or hill giants. The DM must consult the text for details and if none are given, the proportions are 60% ogres, 15% hill giants, 15% trolls, and 10% fomorians in Land of Iuz only, or else, they should be considered ogres.

Warriors: Warriors are human fighters of levels 1-2, but 15% of the listed total are veterans, fighters of levels 3-8. The DM should determine the average experience level to suit the campaign, save that at least 40% of warriors will not be better than 1st level.

Priests: Priests of Iuz. These do not include high-level (12+) priests, which are referred to in the main text. If there are five or fewer priests, none will be higher than 7th level; if there are 6-10, none will be higher than 9th level; if there are over 10, the leader will be of level 10-12. The DM must determine the average level of priests to suit the level of play in the campaign. Some priests will actually be clerics (15% in the Land of Iuz, 20% in the Horned Lands, 40% outside either), and lack certain restrictions and bonus powers available to specialty priests (see the *Priesthood of Iuz* chapter for more details).

Shamans: These are humanoid priests or shamans of goblinoid gods. To use them to best effect, the DM should consult *Monster Mythology*. Some 15% of these shamans may be taken to be "clerics" of Iuz of levels 1-6. Otherwise, the average experience level of the shamans has to be adjusted to suit the needs of the campaign.

Wizards (Wiz): These are human wizards serving Iuz. Wizards are 85% likely to be mages, 15% likely to be specialists. Again, the average level of experience should be determined to suit the needs of the campaign, but no wizard will be of higher level than the garrison commander (if a wizard), or the garrison's main wizard, if either is mentioned in the main text. For random determination, use the rules for priests given above.

Minor Undead (M. Undd): These are skeletons and zombies. Take the ratio as 75% skeletons and 25% zombies unless otherwise noted.

Greater Undead (G. Undd): These can fall into three categories: spectral undead (spectres and wraiths), undead with something of a mind of their own (ghouls with ghastr leaders, wights), and juju zombies. Ghosts and mummies are not found serving Iuz's priests, by and large, nor are unusual undead such as Sons of Kyuss and the *Fiend Folio* variants. Text entries may give specifics in certain cases, or else the DM can determine the types as he wishes. Greater Undead are, of course, commanded by Iuz's priests as are minor types.

Fiends: The role of fiends varies hugely from place to place and from time to time. Fiends who form part of troop strengths, such as babau, bar-igura, etc., are noted but other fiendish presences should be checked with the main text. Fiends are very mobile, act on a whim, and Iuz may send them to a city or garrison on short notice. Thus, their numbers and roles may vary greatly, and are subject to DM discretion.

Armies of Iuz

Patrols and Warbands

Details of these may be taken from the *From the Ashes* boxed set, and the DM may customize leaders to add detail. The DM should take care to adjust encounters to suit the campaign and the realities of the situation. Having a group of 1st-level PCs in the Vesve encounter a 250-strong orc warband just guarantees a bunch of dead PCs whatever they do, so don't have it happen. Likewise, a high-level bunch of PCs close to the Furyondian border and heading into Iuz's lands might very well meet such a warband and could handle the encounter. Don't punish PCs with heavy-duty opposition unless they have a fair chance for escape or they've been very foolish!

Minor Locations

Some minor locations with garrisons such as Xanseven Point in the Land of Iuz and some of the smaller camps do not have details given, although the text usually gives a summary of total forces present. The DM should use a mix of standard humanoids, with numbers as indicated in the text or as he deems appropriate.

The Land of Iuz

The Breakers (Kazgund orcs)

Orc: 500	E. Orc: 100	Orog: 30	E. Orog: 10
Hobgob: 200	Goblin: 350	Other: 70	Gt. Type: 20
Warrior: 20	Priest: 10	Shaman: 15	Wiz: 6
M. Undd: 100	G. Undd: 25	Fiends: few	

Crockport

Orc: 700	E. Orc: 100	Orog: -	E. Orog: 80
Hobgob: 300	Goblin: 250	Other: 50	Gt. Type: 20
Warrior: 400	Priest: 25	Shaman: 12	Wiz: 18
M. Undd: 450	G. Undd: 60	Fiends: 55	

Dorakan (Celbit orcs)

Orc: 4000	E. Orc: 700	Orog: 800	E. Orog: 300
Hobgob: 200	Goblin: 1000	Other: 400	Gt. Type: 250
Warrior: 1000	Priest: 220	Shaman: 40	Wiz: 65
M. Undd: 3000	G. Undd: 550	Fiends: 450	

The Legion of Black Death is comprised of 600 elite orcs, 200 elite orogs, 400 warriors, 125 veterans, 30 priests, 16 mages, 80 babau, 40 cambions, 20 vrock, 10 glabrezu and 10 hezrou.

Gerrenkzerung (Celbit/Jebli orcish mix)

Orc: 600	E. Orc: 50	Orog: 40	E. Orog: 10
Hobgob: 100	Goblin: 120	Other: -	Gt. Type: -
Warrior: 50	Priest: 8	Shaman: 10	Wiz: 5
M. Undd: 50	G. Undd: -	Fiends: few	

Grabford

Orc: 550	E. Orc: 50	Orog: 40	E. Orog: 12
Hobgob: 200	Goblin: 350	Other: 40	Gt. Type: 25
Warrior: 350	Priest: 14	Shaman: 12	Wiz: 14
M. Undd: 500	G. Undd: 70	Fiends: 60	

Greenreach

Orc: 900	E. Orc: 120	Orog: 40	E. Orog: 20
Hobgob: 50	Goblin: 125	Other: -	Gt. Type: -
Warrior: 50	Priest: 16	Shaman: 10	Wiz: 11
M. Undd: 120	G. Undd: 40	Fiends: few	

Groaning Mines (Urzun orcs)

Orc: 800	E. Orc: 80	Orog: 55	E. Orog: 20
Hobgob: 100	Goblin: 150	Other: -	Gt. Type: 75
Warrior: -	Priest: 14	Shaman: 10	Wiz: 9
M. Undd: 50	G. Undd: -	Fiends: some	

Grunlend Keep (Kazgund orcs)

Orc: 640	E. Orc: 50	Orog: 20	E. Orog: -
Hobgob: -	Goblin: 80	Other: -	Gt. Type: 10
Warrior: 80	Priest: 11	Shaman: 10	Wiz: 7
M. Undd: 75	G. Undd: 10	Fiends: few	

Izlen (Celbit/Jebli orcish mix)

Orc: 500	E. Orc: 40	Orog: 20	E. Orog: 12
Hobgob: 100	Goblin: 100	Other: -	Gt. Type: 12
Warrior: 60	Priest: 10	Shaman: 8	Wiz: 8
M. Undd: 80	G. Undd: few	Fiends: 90	

Notes: Fiends are 40 bar-igura, 20 alu-fiends, 30 babau; giant types are unique troll cavalry.

Kendragund (Urzun orcs)

Orc: 4200	E. Orc: 500	Orog: 200	E. Orog: 100
Hobgob: -	Goblin: 150	Other: -	Gt. Type: 50
Warrior: -	Priest: 20	Shaman: 40	Wiz: 6
M. Undd: 300	G. Undd: -	Fiends: few	

Krangord (Urzun orcs)

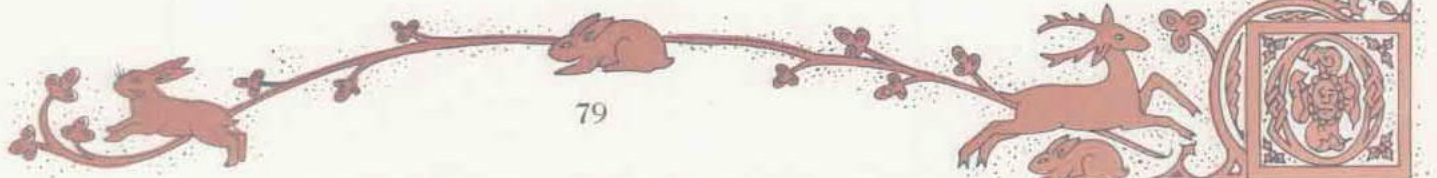
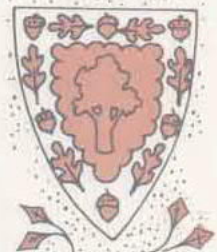
Orc: 1800	E. Orc: 150	Orog: 50	E. Orog: 12
Hobgob: -	Goblin: 150	Other: -	Gt. Type: 55
Warrior: -	Priest: 8	Shaman: 15	Wiz: 8
M. Undd: 200	G. Undd: 10	Fiends: few	

Salamandra

Orc: 600	E. Orc: 100	Orog: 40	E. Orog: 12
Hobgob: -	Goblin: 150	Other: -	Gt. Type: 20
Warrior: 225	Priest: 10	Shaman: 12	Wiz: 11
M. Undd: 400	G. Undd: 40	Fiends: 20	

Soul Husks Caverns (Orcish mix)

Orc: 60	E. Orc: 140	Orog: 60	E. Orog: 60
Hobgob: -	Goblin: -	Other: -	Gt. Type: 30
Warrior: 30	Priest: 12	Shaman: -	Wiz: 14
M. Undd: 80	G. Undd: 75	Fiends: 36	



Armies of Iuz



Urzungard (Urzun ores)

Orc: 2300 E. Orc: 200 Orog: 130 E. Orog: 20
 Hobgob: - Goblin: 300 Other: - Gt. Type: 20
 Warrior: 60 Priest: 15 Shaman: 22 Wiz: 14
 M. Undd: 1300 G. Undd: 40 Fiends: few

Note: Minor undead are all skeletons.

Waterwall (Orcish mix, 50% Jebli)

Orc: 700 E. Orc: 60 Orog: 20 E. Orog: 8
 Hobgob: 80 Goblin: 350 Other: 80 Gt. Type: 10
 Warrior: 80 Priest: 14 Shaman: 16 Wiz: 16
 M. Undd: 100 G. Undd: 20 Fiends: few

Note: The Furyondian borderlands between Crockport and Grabford have an additional 6,000 mixed orcish troops together with 550 human warriors (25% veterans) and 800 goblins who patrol the Bone Road and the lands north of that boundary. A further 80 junior priests, 55 low- to mid-level mages, with none higher than 7th level and some 200 diverse humanoids (gnolls, flinds, a few bugbears) may be added to these totals.

An Army of Overwhelming Strength?

DMs who also own *The Marklands* will readily see that these troop totals are much higher than for the locations in the northern Furyondian provinces. You may be wondering why this much bigger force cannot overwhelm the southern nation! There are many reasons for this, including the following:

Morale: Humanoid troops typically have much shakier morale than their human counterparts. Discipline, troop formations in battle, and the like are harder to sustain.

Equipment: The equipment of the humanoid armies is much poorer in quality than those of the Furyondians.

Helpers: Furyondian troop totals in *The Marklands* don't include large-scale help which would arrive from the Vesve, Highvale, Veluna and possibly elsewhere in the event of war.

Reserves: Furyondy could mobilize other troops from the southern provinces, in particular, in time of war.

Recuperative Potential: A huge advantage the Furyondians have is that they have many priests able to heal the wounded. Priests of Iuz cannot use healing spells, and very few orcish or other humanoid priests and shamans can do so either.

Defensive Installations: Furyondian defenses have major defensive value and an attacking force would have much of its additional strength cancelled out by this.

The Horned Lands

Deepshuttle Delve (Urzun ores)

Orc: 300 E. Orc: 30 Orog: - E. Orog: -
 Hobgob: - Goblin: 100 Other: - Gt. Type: 10

Warrior: 120 Priest: 15 Shaman: 6 Wiz: 8
 M. Undd: 125 G. Undd: 20 Fiends: 30

Delaquenn

Orc: 500 E. Orc: 80 Orog: 20 E. Orog: 10
 Hobgob: 200 Goblin: 100 Other: 100 Gt. Type: 10
 Warrior: 300 Priest: 16 Shaman: 12 Wiz: 11
 M. Undd: 120 G. Undd: 15 Fiends: few

Molag

Orc: 300 E. Orc: 50 Orog: 40 E. Orog: 12
 Hobgob: 750 Goblin: 350 Other: 250 Gt. Type: 25
 Warrior: 500 Priest: 34 Shaman: 12 Wiz: 22
 M. Undd: 580 G. Undd: 70 Fiends: 95

Ringstone (Uroz ores)

Orc: 400 E. Orc: 45 Orog: 20 E. Orog: 20
 Hobgob: - Goblin: 150 Other: - Gt. Type: -
 Warrior: 30 Priest: 10 Shaman: 16 Wiz: 8
 M. Undd: 60 G. Undd: - Fiends: few

Shield Lands

Admundfort

Orc: 900 E. Orc: 120 Orog: 50 E. Orog: 25
 Hobgob: 240 Goblin: 275 Other: 100 Gt. Type: 16
 Warrior: 230 Priest: 18 Shaman: - Wiz: 16
 M. Undd: 200 G. Undd: 40 Fiends: few

Axeport (Celbit/Jebli orcish mix)

Orc: 350 E. Orc: 40 Orog: - E. Orog: -
 Hobgob: 200 Goblin: 70 Other: 50 Gt. Type: -
 Warrior: 60 Priest: 6 Shaman: 8 Wiz: 6
 M. Undd: 100 G. Undd: 15 Fiends: -

Balmund

Orc: 250 E. Orc: 50 Orog: 25 E. Orog: -
 Hobgob: - Goblin: 200 Other: 50 Gt. Type: 12
 Warrior: 250 Priest: 14 Shaman: 4 Wiz: 7
 M. Undd: 170 G. Undd: 45 Fiends: few

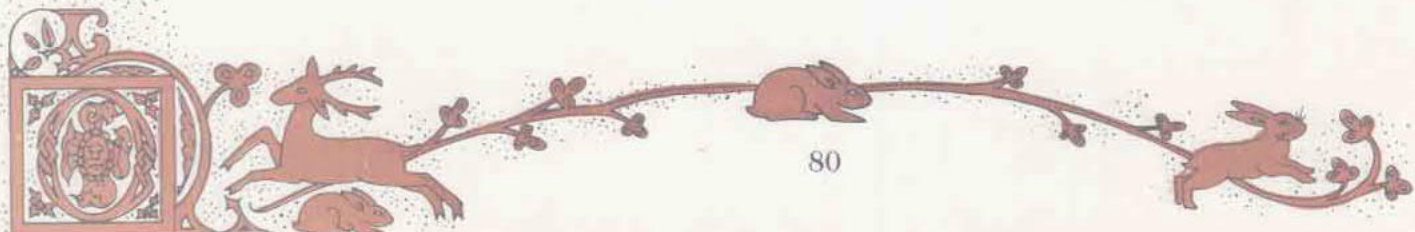
Note: 300 additional ores are shared with Sheerwatch.

Critwall

Orc: - E. Orc: - Orog: 40 E. Orog: -
 Hobgob: 700 Goblin: 275 Other: 125 Gt. Type: 30
 Warrior: 300 Priest: 15 Shaman: 6 Wiz: 10
 M. Undd: 170 G. Undd: 35 Fiends: 24

Law's Forge

Orc: - E. Orc: - Orog: - E. Orog: -
 Hobgob: 500 Goblin: 275 Other: 90 Gt. Type: 20
 Warrior: 80 Priest: 12 Shaman: 10 Wiz: 11
 M. Undd: 100 G. Undd: 25 Fiends: 14



Armies of Iuz

Sarresh

Orc: -	E. Orc: -	Orog: -	E. Orog: -
Hobgob: 850	Goblin: 340	Other: 80	Gt. Type: -
Warrior: 300	Priest: 14	Shaman: 10	Wiz: 7
M. Undd: 170	G. Undd: 30	Fiends: few	

Scrigholme Island

Orc: -	E. Orc: -	Orog: -	E. Orog: -
Hobgob: 400	Goblin: 200	Other: -	Gt. Type: 20
Warrior: 35	Priest: 5	Shaman: -	Wiz: 3
M. Undd: 50	G. Undd: few	Fiends: few	

Sheerwatch (Urzun ores)

Orc: 470	E. Orc: 45	Orog: 30	E. Orog: 10
Hobgob: -	Goblin: 120	Other: 55	Gt. Type: 15
Warrior: 140	Priest: 10	Shaman: 5	Wiz: 8
M. Undd: 80	G. Undd: -	Fiends: few	

Trallant

Orc: -	E. Orc: -	Orog: -	E. Orog: -
Hobgob: 600	Goblin: 220	Other: 80	Gt. Type: 12
Warrior: 150	Priest: 8	Shaman: 8	Wiz: 11
M. Undd: 60	G. Undd: -	Fiends: -	

The Bandit Lands

Camp Arnsten

Orc: -	E. Orc: -	Orog: -	E. Orog: -
Hobgob: 700	Goblin: 200	Other: 100	Gt. Type: 12
Warrior: 180	Priest: 12	Shaman: 17	Wiz: 8
M. Undd: 120	G. Undd: 20	Fiends: 30	

Fleischshriver (including Fellreev camps)

Orc: 800	E. Orc: 70	Orog: 50	E. Orog: 20
Hobgob: 160	Goblin: 100	Other: -	Gt. Type: 18
Warrior: 180	Priest: 18	Shaman: 6	Wiz: 21
M. Undd: 400	G. Undd: 140	Fiends: 30	

Note: Minor undead are zombies, 75% of Greater are wights. All undead are in Fleischshriver, not the camps.

Groucester

Orc: -	E. Orc: -	Orog: -	E. Orog: -
Hobgob: 170	Goblin: 50	Other: -	Gt. Type: 20
Warrior: 270	Priest: 12	Shaman: -	Wiz: 8
M. Undd: 210	G. Undd: 40	Fiends: 55	

Kinemeet

Orc: 550	E. Orc: 45	Orog: 35	E. Orog: 12
Hobgob: -	Goblin: 120	Other: -	Gt. Type: 15
Warrior: 120	Priest: 8	Shaman: 11	Wiz: 6
M. Undd: 40	G. Undd: -	Fiends: -	

Rifterag

Orc: 350	E. Orc: 40	Orog: 40	E. Orog: 16
Hobgob: 1100	Goblin: 550	Other: 250	Gt. Type: 40

Warrior: 450	Priest: 10	Shaman: 18	Wiz: 14
M. Undd: 120	G. Undd: 30	Fiends: few	

Rookroost

Orc: 400	E. Orc: 100	Orog: 70	E. Orog: 100
Hobgob: 250	Goblin: 300	Other: 80	Gt. Type: 40
Warrior: 400	Priest: 11	Shaman: 15	Wiz: 10
M. Undd: 220	G. Undd: 80	Fiends: 95	

Stoink

Orc: -	E. Orc: -	Orog: -	E. Orog: -
Hobgob: 250	Goblin: 150	Other: 50	Gt. Type: 30
Warrior: 700	Priest: 24	Shaman: 5	Wiz: 11
M. Undd: 250	G. Undd: 25	Fiends: 50	

Wraithkeep

Orc: -	E. Orc: -	Orog: -	E. Orog: 30
Hobgob: -	Goblin: 50	Other: -	Gt. Type: 24
Warrior: 180	Priest: 5	Shaman: -	Wiz: 5
M. Undd: 290	G. Undd: 100	Fiends: 40	

Notes: Priests are of levels 4-10, 60% of warriors are veterans, all Greater undead are wraiths (75%) or spectres.

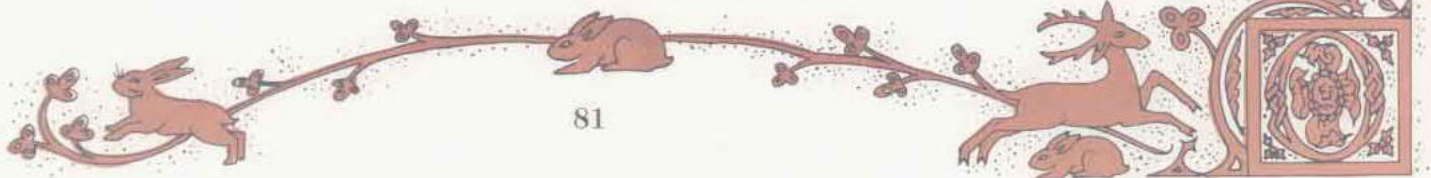
The Fellreev and the Northern Barrens

These garrisons do not have exact totals provided, because they all vary considerably, with some details given in the text. For example, Grossfort and the Camps of the Barrens have some 3,000 human bandits in total. In the summer, Grossfort might hold but 500 men, with the others out raiding, while in a cruel winter, over two-thirds of this force might stay put in their base at Grossfort. Then again, it is impossible to give formal stats for Gibbering Gate's bizarre troops. In any event, the DM should be given the freedom to populate this singular garrison as he sees fit. Likewise, a summary troop strength figure for Fort Shennak would be very misleading, since many troops may be incapacitated, in a state of virtual mutiny, or warring with each other at any given time. The DM needs to determine such matters, and an overall troop total is almost meaningless when such turmoil can alter Shennak so drastically from one week to another.

The one exception is Fort Skagund, which has the following garrison totals:

Orc: 850	E. Orc: 60	Orog: 30	E. Orog: 10
Hobgob: 500	Goblin: 100	Other: 50	Gt. Type: few
Warrior: 40	Priest: 15	Shaman: 11	Wiz: 8
M. Undd: 100	G. Undd: 10	Fiends: 40	

Notes: Other humanoids are all bugbears; all warriors are men from the Land of Iuz; the fiends are bar-igura.



Villains and Heroes

The NPCs detailed here are, with few exceptions, implacable foes of Good. They are divided into two sections, the Boneheart and other NPCs. The profiles differ in how detailed they are. The major NPCs are very full and complete, while there are short entries for reference purposes only for minor and supporting-cast NPCs. The DM can add detail to flesh out minor NPCs as is required.

It is important to use these NPCs in the right way in game play. Greater Boneheart members should be arch-enemies and most definitely not cannon fodder. Slaying or kidnapping one should be the goal of a major adventure or mini-campaign. Other NPCs, such as the orc and half-orc garrison leaders, may be just cannon fodder in some cases, but they should be damnably tough cannon fodder and managing to overcome one should be the goal of an exciting adventure in itself.

The NPCs here often don't offer much in the way of cooperative role-playing encounter possibilities, though things can very interesting if the players are captured by one of the major evil NPCs. They are dyed-in-the-wool, thoroughly evil creatures. However, negotiation and discussion aren't entirely pre-empted as possibilities for campaign play. Wayne of Admundfort just might be talked into defection, for example. An orcish garrison commander might try to barter information for his life at sword-point. But a Greater Boneheart member, for example, would never be a turncoat, nor would any self-respecting

fiend offer anything to PCs other than lies and violence. A fair number of non-evil NPCs such as the mage Larn, Renfus of Stoink, Skannar Hendricks of the Fellreev, and the Knights of Ringland most definitely offer the chance for players who enjoy role-playing to have their characters work and co-operate with them.

Some of the NPCs offer the chance to pose PCs with very difficult dilemmas and moral choices. The Adventures chapter has given some examples of this, such as allying with the evil Hierarch Nezmajen. The DM may also choose to modify some NPCs detailed below to incorporate similar themes into game play. Further, some NPCs have been left deliberately mysterious. The lich Dahlvier and the mage Gennen are examples. Formal stat notes are given for them below, but each has his own purposes and secrets and these are left for the DM to determine. There is a balance in these profiles between completely-detailed NPCs and more enigmatic figures, allowing the DM to introduce his own creativity in fleshing out the less-detailed NPCs. When doing this, keep in mind the situation and circumstances of the NPC. Gennen, for example, lives right in the middle of the Bandit Lands in a rather exposed location and Iuz's troops are often on patrol in the surrounding areas. Gennen cannot plausibly be re-written as a stalwart defender of Good. If the DM wishes him to be a good-aligned NPC or sympathetic to good, he will have to support his ethos in very well-concealed, covert ways.



Villains and Heroes

THAC0 Scores, Damage, and AC Values

THAC0 scores in the profiles below do not include any adjustments for Strength, Dexterity, or magical items; a simple base THAC0 is given instead. The DM should make adjustments for exceptional ability scores, magical items, and any spells such as protection from good and prayer which apply in combat.

Damage values listed apply to melee combat with the most powerful weapon the NPC has which is noted after the Dmg code. For ranged attacks, this may require changing. Only magical weapons are listed for NPCs in most cases and the DM is encouraged to add nonmagical weapons as he wishes. Just because an NPC doesn't have a ranged weapon listed means that he doesn't have a magical one, not that he doesn't have any ranged weapons at all!

AC values listed below include all bonuses from Dexterity and magical items. NPCs who have a magical shield have this specified and those who don't use shields at all have this noted. NPCs without a specific note use nonmagical shields.

Spells and Special Abilities

Spellecasters do not have a full listing of spells typically memorized by them for space reasons, but some have notes on spells they favor. The DM should prepare spell lists for such NPCs, to meet the demands of game play.

For priests of Iuz, available spell spheres are: Chaos, Charm, Combat, Divination (minor access only), Healing (reversed spell forms only), Necromantic (reversed only), Summoning, and Sun (reversed only). While different clerics and priests favor different types of spells, the command spell is carried by virtually every cleric or priest, since they often have to lead humanoid and/or

zops and a display of this spell is effective and necessary.

alist priests of Iuz have the following bonus power at the following levels of experience:

- change self as a bonus spell (gained at 3rd level);
- +2 bonus to saving throws against spells directed by good-aligned spellecasters (gained at 5th level);
- prayer (as per the 4th-level wizard spell, gained at 7th level);
- protection (as per the 4th-level wizard spell, gained at 9th level).

to conserve space and give extra detail for other abilities, these special powers are not listed for every priest of Iuz, but the DM should not forget to add these powers where appropriate. These apply to specialist priests of Iuz only, and not to clerics.

Magical Items for NPCs

Magical items in the profiles below include permanent or significant items only. One-shot magical items, such as potions, scrolls, a pinch or two of a magical dust, etc., are not included. The DM is encouraged to add some one-shot items to the NPCs, reflecting their level. The High Priestesses of Iuz have handfuls of scrolls and potions while a humble orc chieftain might have a *potion of invulnerability* or a *potion of giant strength*, but nothing better.

The Greater Boneheart

These five NPCs are, to be blunt, monsters. Each is as evil as they come. They often attend Iuz in his throne chamber and are the prime movers of Iuz's will in the great empire of the Old One. Each represents a truly formidable enemy in his or her own right.

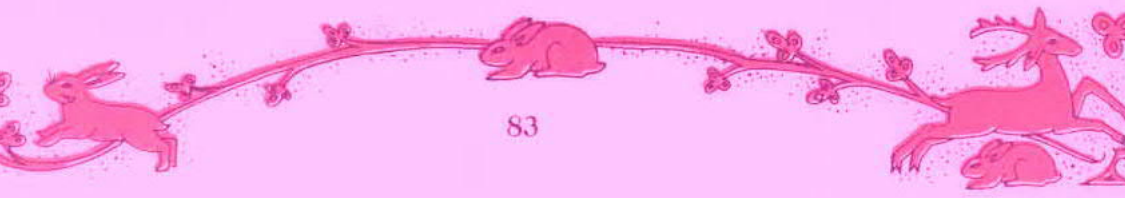
Originally six in number, the Greater Boneheart has a vacancy among their number after the loss of Patch and the mage Ormuz during the wars. The Lesser Boneheart are all vying for the position that is available. The mage Vayne has been demoted to a Lesser Boneheart member, while Null and Jumper have been promoted. Iuz likes to keep his proximate servants anxious to please him. For grand ceremonies and when attending upon the Lord of Pain, the Boneheart always wear cowed black robes, bereft of decoration bar a belt with a handful of skulls hanging from it.

High Priestess Althea (18th-level Priestess)

AC -6 (plate mail +4, cloak of displacement, boots of striding and springing, shield not used); MV 12; hp 80; THAC0 10; #AT 1; Dmg 1d6+4 or better (+3 blackstaff); Str 16, Dex 16, Con 15, Int 12, Wis 18, Cha 14, AL CE. Spells (priest): 10 1st-level, 10 2nd-level, 9 3rd-level, 9

Althea is one of Iuz's most trusted servants. She and Halga have, between the two of them, filled the role of the destroyed High Priest Patch. Althea is 37, 5' 6", black-haired and green-eyed, and always wears simple black robes. She is an arrogant, cold, controlled woman, who treats her juniors with an air of menace and condescension. When she is angered, she reacts with a cold, icy calm, her words full of menace and threat. She may be chaotic, but she is a disciplined priestess, not prone to making foolhardy or over-hasty decisions.

Althea is the ruler of Molag, but divides her time between Dorakaa and that city. This allows her to keep tabs on Halga and blame Marynnek for anything which goes wrong in Molag and the Horned Lands in general. Althea and Halga are very wary of, speak rarely to, and avoid each other. Each would like to supplant the other and establish themselves as the number one priestess.



Villains and Heroes

Iuz knows this and such discord is not unpleasing to him. Althea especially hates Eclavdra of the Drow and constantly makes comments subtly belittling her to Iuz.

Althea's chambers in the Boneheart Citadel are stuffed full of art objects, treasures, and similar decorations taken from the looting of the Shield Lands and elsewhere. Althea is self-indulgent, but her control never slips. Twenty richly-dressed alu-fiends serve as her "handmaidens," and Althea particularly enjoys watching chained human males being energy drained to death by slow succubus bites. The resultant juju zombies are then used as bodyguards around her chambers.

Althea has many magical items, including a fully-charged *blackstaff* and *bonewand*, and she is one of only three owners of an *ebon skull*. She wears *rings of free action* and *spell storing* (*bonechain*, *cause critical wounds*, *harm*, *screaming skull*), and proudly bears her *phylactery of faithfulness*. She has a *figurine of wondrous power*, a variant of the *goat of terror* which animates as a goat-headed nalfeshnee, has 35% magic resistance, is usable once per week, and does not become nonmagical with usage. Finally, Althea has a pair of *candles of invocation* which are kept for dire emergency. Either can be burned to gate a nalfeshnee of monstrous size (77 hp) which will fight to the death for her if so commanded. At the DM's option, this gate may even summon an Abyssal Lord, such as Graz'zt, Pazrael or another, if the campaign is of very high level.

High Priestess Halga (18th-level Priestess)

AC -5 or -7 (*plate mail* +5 of *etherealness*, *boots of speed*); MV 12 or better (*boots of speed*); hp 67; THAC0 10; #AT 1; Dmg 1d6+3 or better (+3 *blackstaff*); Str 12, Dex 17, Con 12, Int 16, Wis 18, Cha 13; AL CE. Spells (priest): 10 1st-level, 10 2nd-level, 9 3rd-level, 9 4th-level, 6 5th-level, 4 6th-level.

Halga is 35 years old, 5' 10" tall, lean of build, with straw-blond hair and grey eyes. Her eyes have bags under them and her skin is sallow. She is very high-strung, neurotic, and always in a state of tension. Halga has a slight tremor in her hands and flies into a rage if this is commented upon.

Halga has been given the Vesve to rule by Iuz. Halga rarely leaves Dorakaa to see how events are going there. Panshazek is a competent enough leader for that battle front and Halga is too fearful of being away from her master. She tries to master her anxiety by serving him as faithfully as possible, and plays a leading role in the rituals and ceremonies of the throne chamber. Save for Iuz himself, none is so well versed in the politics of the Abyss and has such a full knowledge of Iuz's fiendish alliances and antipathies as Halga.

Halga's chambers in the Boneheart Citadel are grisly and hideous. Another of the strategies Halga uses to

master her chronic anxiety and tension is brutal violence, and she retains various trophies of her slaughters in these blood-stained, spartan rooms. Even other Boneheart members do not relish the prospect of having to visit her here.

Halga possesses numerous magical items as befits her station, including a fully-charged *blackstaff* and *bonewand*, and an *ebon skull*. She possesses *rings of regeneration* and *shooting stars* and owns a *ghastrobe* which she wears occasionally. Around her head, an iridescent *ioun stone* whirls, sustaining her without air if needed. A *scarab of protection*, *brooch of shielding* (71 hp capacity) and a *horn of evil* give her formidable defenses, and a *necklace of missiles* (with one 11 HD missile, and two each of 9 HD and 7 HD missiles) adds to her potent range of magical offense.

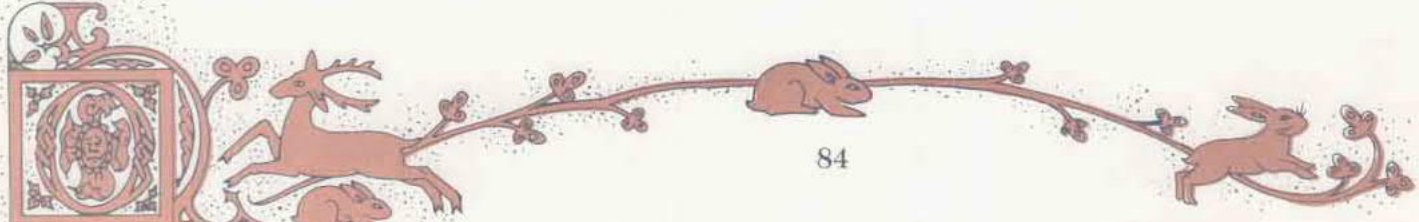
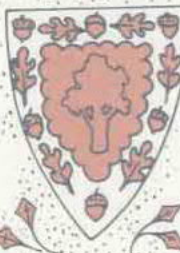
Archmage Null (18th-level Mage)

AC -6 (*bracers of defense* AC2, *cloak of protection* +2, *ring of protection* +4); MV 12; hp 36; THAC0 15; Dmg 1d4+5 or better (*dagger* +5, inflicts double damage on a 19 and triple damage on a natural 20); Str 9, Dex 16, Con 10, Int 18, Wis 14, Cha 5; AL CE (NE). Spells (wizard): 5 each of 1st- through 5th-levels; 3 6th-level, 3 7th-level, 2 8th-level, 1 9th-level.

Null is a nondescript, whining little fellow. At 5' 3", he is very self-conscious about his lack of height and secretly wears boots with raised heels to appear taller. He has thin, straggly black hair and brown eyes. This is a man whose sebaceous glands have run riot all his life, so Null is greasy, acned, and thoroughly unwholesome.

Null is easily bullied by Iuz or the High Priestesses, but he has formed an alliance with Jumper, partly because of their mutual fear of Kermin. Null and Jumper worked well together in the invasion of the Shield Lands and the Horned Society, but most importantly, Null managed not to make any serious mistakes during the war. That earned him the promotion to the Greater Boneheart.

Null declined the offer of rulership of the Shield Lands, knowing that he didn't have the personality or authority to do the job well, so he had Wayne sent there instead. Null has found a specific niche for himself where he can stick to what he is good at. Null is the experimenter par excellence. He has developed the *bonewand*, enchanted many of the magical skulls along the Road of Skulls, and has placed unique magical defenses and powers in some of the watchtowers and castles of the empire. Now he spends much of his time in Fleischsriver, trying to develop more malign new spells and magical items. Null's treasured pet project is an undead creature, zombie-like, which will explode into a great acid-laden firestorm when destroyed. The trick is trying to get it to not explode if destroyed within 20 feet of a priest or mage of Iuz, and that is causing Null some difficulty.



Villains and Heroes

Null has a *boneward* and a *wand of frost*, both fully charged, but he places great store on protective items given his relatively low hp total. He has a *ring of spell turning* and a unique magical brooch which radiates a permanent *shield* effect, valuable against *magic missile* attacks, which can also generate *mirror images* 3/day with at least two such images. He has a magical amulet which casts *protection from fiends* 10' radius as Null wishes, so that no fiend can approach him unless he attacks it first. It also casts *banishment* and *symbol of pain* against fiends only, 2/day each. Null neither likes nor trusts creatures from the Outer Planes.

In addition, Null has a talisman which can cast a *stoneskin* 3/day, and has cast a *permanency* spell so that he can *detect invisible* at will. He has protective stone golems in his own chambers of the Boneheart Citadel and also in Fleichshriver. Null always has *teleport without error* spells memorized and available on scrolls, and has a *contingency* spell operative at all times to teleport his body back to his chambers if he is slain, held, feeble-minded or otherwise incapacitated. Finally, Null has employed a *wish* spell to grant himself a saving throw against spells which normally do not permit one, such as *power word*, *maze*, etc. The *wish* will protect him against the next four spells of such a type used against him.

Null is an obsessive man who is only concerned with his magical experiments. He is also extremely self-protective, and managing to slay him would be a great feat indeed, certainly requiring several adventures and more than one slaying to finish him off for good. Of course, though, he does have an embryonic clone in temporal stasis...

Jumper (18th-level Specialist Illusionist)

AC -7 or -9 (*bracers of defense* AC2, *ring of protection* +5, *boots of speed*); MV 12 or better (*boots of speed*) + special (*wings of flying*); hp 47; THAC0 15; #AT 1; Dmg 1d6+3 or better (*staff of striking*, 15 charges); Str 10, Dex 18, Con 15, Int 19, Wis 18, Cha 15; AL CE (CN). Spells (wizard): 6 each of 1st- through 5th-level, 4 6th-level, 4 7th-level, 3 8th-level, 2 9th-level (note: at least one spell from each level must be an Illusion/Phantasm spell).

Jumper is a bewildering figure. Standing 6' 4" tall, he is very thin and has an odd mix of Flan copper-colored skin with Suel blond hair and blue eyes. He is handsome in a crooked-smiling, wide-eyed kind of way. Jumper always seems surprised and startled. His attire is equally odd. Jumper likes very loud, clashing colors, preferably pastel yellows, pinks, and sky blue, and his particularly vile purple, magical boots are worthy of special mention. He even wears these with his black robes when attending Iuz's ceremonies and audiences.

Jumper appears to be fearlessly insane. He grins and babbles, skips and leaps, and laughs out loud to himself. But this is but a ruse, as he is exceptionally intelligent and wise too.

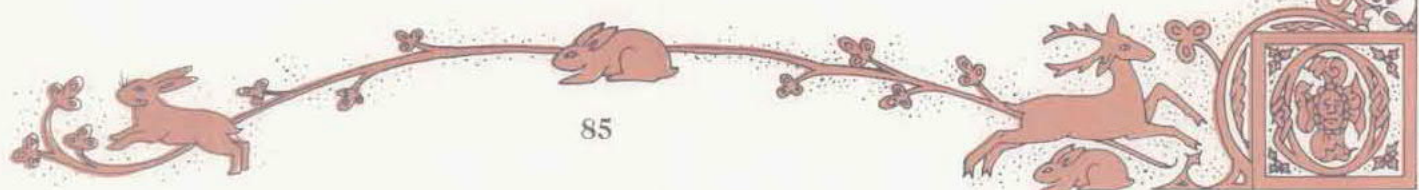
Jumper is a consummate master of illusion. His mastery is so pronounced that he is immune to all 1st and 2nd level Illusion/Phantasm spells, and saves at +3 against all spells of this school. He gets a saving throw where none is normally allowed and is wholly immune to magically-induced insanity of any kind and to the *magic jar* spell. Jumper is also allowed to use spells from the Chaos sphere of priest spells (see *Tome of Magic*) as wizard spells of the same level. Finally, casting time for all Illusion/Phantasm spells cast by Jumper is reduced by one segment to a minimum of 1.

Jumper currently allies with Null, because he knows he can outwit the Archmage, whereas Kermin rather worries him. Jumper does not fear for his position, since his skills are unique and his shadow monsters, shadow magic and *weird* spells proved extremely effective in the wars. The latter are a specialty, and all saving throws against the effects of a *weird* cast by Jumper are made at a -1 penalty cumulative with any others. Jumper has a unique eighth-level *Phantom Bridge* spell which permits him to create a semi-real highway of 18 miles length along which up to 100 creatures can travel at 1 mile per turn. This proved very useful in troop movements, as can be imagined.

Jumper's rooms in the Boneheart Citadel are a chaotic shambles. Magical items of real value can be found in piles of cushions, half-eaten food, paintings and clothes, but Jumper knows where everything is, of course. He favors chaos in his magical items generally and thus has a *bag of tricks*, a *bag of beans* and a *wand of wonder* (38 charges) among his many items. Jumper may leave an item such as *incense of obsession* or a *chime of hunger* as a magical trap for his foes.

Jumper also possesses a *ring of blinking* with *feather falling* as a secondary function, a *luckstone*, and *wands of illusion* (fully charged) and *paralyzation* (51 charges). He loves flying and owns *wings of flying* and a 2-person *carpet of flying*. His protections include a *necklace of adaptation* and an *amulet of free action*. Finally, Jumper has a unique set of *Nolsur's marvelous pigments*. Each of the 7 remaining applications can be used to paint a scene which can then be commanded to create a programmed illusion, generate an improved *phantasmal force* or bring forth demi-shadow monsters at 18th level of magic use.

Jumper is the commander of the Legions of the Deranged, and has been appointed ruler of the Barren Plains and the Bluff Hills in a rare moment of humor on Iuz's part. Jumper delights in this and announces all kinds of wild schemes for turning the hills into a gigantic lake, the plains into a huge monster park, and other such insane plans.



Villains and Heroes

Jumper is a wild card and appears to be a crazy lunatic. In truth, he is exceptionally dangerous because of his outstanding combination of intelligence and wisdom. He just likes dealing with problems, including his enemies, with a certain style and panache.

Kermin Mind-Bender (18th-level Mage)

AC -2 (*black robes of the Archmagi*, *ring of protection* +4, *turban of protection* +2); MV 12; hp 54; THACO 15; #AT 1; Dmg 1d8+4 or better (*rod of smiting* +3); Str 16, Dex 15, Con 17, Int 18, Wis 16, Cha 14; AL NE. Spells (wizard): 5 (10) each of 1st- through 3rd-level spells (ring of wizardry doubling 1st- through 3rd-level spells), 5 4th-level, 5 5th-level, 3 6th-level, 3 7th-level, 2 8th-level, 1 9th-level.

The sinister, dark-haired, swarthy Bakluni figure of Kermin Mind-Bender is one disliked by all the other Greater Boneheart, for all fear his power. Kermin is strong, tall at 6' 2" and well-built, his brown eyes overshadowed by thick, bristling black eyebrows. Kermin is 60 years old, but is fit and looks considerably younger. He always seems to have pursed lips, as if about to say something and then thinking better of it.

Kermin is luz's expert diviner, but he also has an affinity for mind-affecting and mind-control spells. He and Kaquizel have an enmity for each other because of their divination specialties. Kermin always has many Enchantment/Charm spells memorized and delights in breaking the will and resistance of his enemies, through the use of *geas*, *feeblemind*, *symbol of hopelessness*, and other delightful spells in his province of expertise. All saving throws against directly mind-affecting spells cast by Kermin are made at a -1 penalty cumulative with any others which apply. Kermin's ability to project a mental blast, as the mind flayer attack, at enemies is infamous. He can do this by "sacrificing" one memorized spell of seventh or higher level.

Kermin's magical turban gives him a +3 bonus to saving throws against all mind-affecting spells, and the mage has a permanent *mind blank* in effect also. He has a *rod of beguiling* which can also cast *command* 3/day without using any charges. His *ring of human influence* is feared by all, and his *rod of smiting* has the horrific quality of *vampiric regeneration* into addition to its normal powers. Half the damage inflicted when Kermin uses the rod are transferred to him to restore any hit points he may have lost. Kermin owns a *boneward* and a *wand of paralysis*, both fully charged, and has half a dozen iron flasks prepared for lesser tanar'ri he wishes to force into servitude. His crystal ball can be used to create a *truestight* effect 1/day, and finally, as if Kermin needed anything else, his ancient Bakluni *staff of the magi* still has 13 charges remaining and is Kermin's most treasured possession.

Kermin is empire-building. He has persuaded luz that trained mages will form a vital support for the priesthood

in the Old One's dominion, and luz responded well when Kermin noted the efforts of Vesve elves and Knights of the Hart to find talented young boys and girls who could be trained as mages. So, Kermin does not have any specific land to rule, but rather has the task of finding budding mages and arranging for their training. This means that Kermin has a dozen mid-level mages and some 40 lower-level mages under his command throughout the empire seeking out such youngsters, especially in Tenh. Promising candidates may be sent to Dorakaa, where Kermin scrutinizes them personally, if the commendation is good enough, but woe betide any junior mage sending Kermin an unsuitable candidate.

Kermin also has three mages of 11th-13th level in his own chambers and household and hopes to get one of them promoted into the ranks of the Lesser Boneheart should one of the current number there be demoted, slain, or promoted to the Greater Boneheart, which would displease him greatly. Lastly, like all good empire-builders, Kermin keeps a special watch on the "other faction," Althea and Halga, whom he distrusts and dislikes.

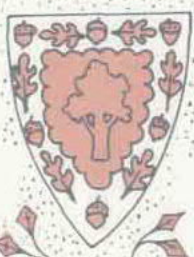
The Lesser Boneheart

These six NPCs are mostly in difficult situations, for they are charged with command and control of large areas of luz's empire and if anything goes wrong, they get the blame. Some of these, such as Vayne are in decline, others like Cranzer have especially tenuous positions, and some like Xenvelen are rising stars. Adventure themes may well focus, not on slaying them, but on stymieing them, which might get them replaced by luz, who does not stand for incompetence and failure.

Cranzer of Rifterag (14th-level Mage)

AC -1 (*ghastrobe*, *ring of protection* +3); MV 12; hp 34; THACO 16; #AT 1; Dmg 1d4+3 (*dagger* +3); Str 8, Dex 16, Con 15, Int 18, Wis 14, Cha 12; AL NE (CE). Spells (wizard): 5 each of 1st- through 3rd-levels, 4 4th-level, 4 5th-level, 2 6th-level, 1 7th-level.

Cranzer is a small, 5' 4" tall, balding, grey-eyed man who wears very dark blue robes and garments, with blood-red and gold edging and patterning. He is a perpetually hassled man, having to placate luz, Null and Jumper by keeping the Rift Canyon relatively problem-free and silver flowing into luz's coffers, while finding his technically-junior rulers at Stoink and Rookroost far from helpful, and the commanders at Balmund hopelessly inefficient. Cranzer has actually done a fair job, eliminating trouble in the Tangles so far and closing off most escape routes from the Rift Canyon. His system of Leering Keeps makes the Plar's bandits prefer raiding into the Shield Lands, so things fare reasonably well for Cranzer at the present time.



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Cranzer doesn't like, and doesn't trust, the priesthood of luz and may well be stacking up trouble for himself on this score, even within Riftorag. His own personal bodyguard of orog fighters is charmed to the hilt and he doesn't let them leave his sight most of the time. Cranzer's long-term goal is to become a member of the Greater Boneheart, and to this end he has been known to go adventuring with large warbands, acquiring the extra experience needed for level advancement and the development of more magical powers.

Cranzer takes his pick of magical items from the raids of his troops into the Rift Canyon and beyond, should they find anything he can use. He is known to have a *boneward*, a *wand of fire* (35 charges), *rings of free action* and *invisibility*, and a *brasier of commanding fire elementals*. He is a skilled alchemist, knowing the recipes for many potions. His bodyguards have *potions of giant strength* and he uses these as a reward and a loyalty-bribe for powerful evil human warriors in his garrison.

Cranzer is a controlled, careful man, with considerable patience despite his alignment, and he is a good organizer to boot. The one quality he lacks is a steel will. He tends to take easy options, and is as likely as not to back down from confrontation with a mage or priest of equal or even slightly lower rank if that individual is forceful.

Marynnnek (13th-level Priest)

AC -3 (*chain mail* +5, shield not used); MV 12; hp 61; THAC0 12; #AT 1; Dmg 1d6+3 or better (+3 *blackstaff*); Str 13, Dex 17, Con 15, Int 13, Wis 17, Cha 14, AL CE. Spells (priest): 8 1st-level, 8 2nd-level, 7 3rd-level, 4 4th-level, 2 5th-level, 2 6th-level.

Marynnnek is the "part-time" ruler of Molag, an especially thankless position. When he gets things right, Althea takes the credit, but when things go wrong, he gets the blame. Althea noticed that Marynnnek was a favored pawn of Halga, who has now distanced herself from him, and, as such, stymied her rival and reduced Halga's power base in Dorakaa by requesting Marynnnek's presence in Molag as deputy ruler. Marynnnek was coldly angry, but there's little he can do about the situation.

Marynnnek is 6' tall, strongly built, red-haired and green-eyed. He can be a pleasant and persuasive man, with refinement of gesture and manner, but he can also be a savage and ruthless brute. Marynnnek always makes sure that he is allied with the physically strong. Hence his use of charm spells, through his priest and fiend servants and allies, on many Steelreach fighters. He has a bodyguard of eight Steelreach fighters of levels 9-12 and a half dozen mid-level mages to call upon. Marynnnek commands luz's priests in an attentive, considerate manner, though he maintains strict discipline. He cannot afford to have any of them complaining to Althea.

Marynnnek knows well that Molag may be a crucial site in the upcoming war against Furryondy, which he knows will come eventually. He does all he can to stymie magical scrying on himself or his most powerful lieutenants and visitors, using spells and devices to do so. Of course, he places a premium on gaining information about events across the Veng by scrying, skirmish parties of hobgoblins, and Petrenek, the spy in Furryondy (see *The Marklands*), passes some information indirectly to him. Marynnnek has very copious notes about events in Furryondy, which he doesn't share with Althea. What he does tell her is usually out of date information. He is keeping what he has learned to present to luz, whom he hopes will promote him to the Greater Boneheart when he distinguishes himself in the next war. Marynnnek is biding his time, not revealing his strength in Molag, and looking to the long term.

Marynnnek is stashing away magical items for the war to come and owns *rings of free action* and *mind shielding*, *boots of levitation*, a *wand of fear* (34 charges), and a *ring of spell storing* (*blade barrier*, *flame strike*, *speak with dead*). The first spell is not rechargeable by a priest of luz and will be used only in an emergency. He has a magical amulet giving him an effective Charisma of 18 when dealing with fiends.

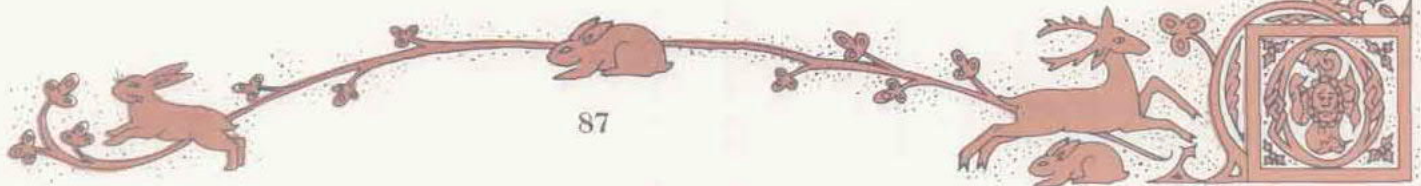
Maskaleyne (Vampire/12th-level Mage)

AC -4 (*ring of protection* +4); MV 12, fl 18 (MC:C); HD 8+3; hp 55; THAC0 13; #AT 1; Dmg 5-10+ special; Str 18/76, Dex 15, Con 14, Int 17, Wis 15, Cha 15; SA/SD many, see *Monstrous Compendium* entry for Vampire; AL CE. Spells (wizard): 4 each of 1st- through 5th-levels, 1 6th-level.

Maskaleyne is nearly 325 years old, an exile from the Great Kingdom. He hungers to see luz's empire spread right across the lands and engulf shattered Aerdi. His own dreams of dominion are as unholy as those of his master, whom he has served since the cambion first came to power.

Maskaleyne is 6' 1", brown-haired with hazel eyes, and the typical pale complexion of the vampire. His elven boots allow him to tread softly and his ring of invisibility makes him a very dangerous foe indeed, able to surprise his opponents and get the jump on them. Maskaleyne is well-versed in fiendish politics and etiquette as befits an ex-servant of the House of Naelex, and he is also knowledgeable of the histories of Veluna and Furryondy and their magicians, wizards, sages and great priests. Such knowledge is valuable to luz, and Maskaleyne has been given Grabford to rule as a reward for his service.

Maskaleyne alternates between cold, icy self-control and bestial, bloodlusting rages. He dislikes humans and humanoids, preferring to surround himself with charmed and trained monsters, summoned creatures, undead, and



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fiends. Being so old and effectively immortal save for violent death, Maskaleyne can take the long view. He is building up his resources in Grabford, preparing for the Furyondy war which he expects in some four to five years. His main emphasis is working on his fiendish allies. Maskaleyne has friends even luz doesn't know about.

Maskaleyne considers Xenvelen of Crockport an able man, doing well, but probably about to undo himself through over-ambition. For this reason, he is beginning to distance himself slightly from Xenvelen, co-operating increasingly with Marynnek of Molag to co-ordinate patrols along the northern banks of the Venq. Maskaleyne has no desire to be promoted to the Greater Boneheart, preferring the freedom of action his current situation allows. This makes Marynnek friendlier to him than he otherwise might be. He has two enslaved female vampiric courtesans, both mages of 7th level, and his own chambers are thoroughly magically trapped and the vampire has a dozen carefully hidden coffins in various locations in case his current one gets destroyed.

Maskaleyne wears an *amulet of fire resistance*, owns *wands of paralyzation* (19 charges) and *frost* (23 charges), and has a *helm of comprehending languages and reading magic*. He keeps his efreeti bottle for emergencies and uses a *broom of animated attack* to sweep *dust of sneezing and choking* into enemies' faces if he is forced to retreat in combat. Finally, he has used a *wish* ring to give himself a saving throw against turning or commanding attempts made upon him.

Panshazek (14th-level priest)

AC -5 (*chain mail* +4, *cloak of protection* +2, shield not used); MV 12; hp 77; THAC0 12; #AT 1; Dmg 1d6+3 or better (+3 *blackstaff*); Str 12, Dex 18, Con 16, Int 13, Wis 18, Cha 15; AL CE. Spells (priest): 8 1st-level, 8 2nd-level, 7 3rd-level, 6 4th-level, 3 5th-level, 2 6th-level.

Panshazek is 39 years old, 6' tall exactly, slim of build and very wiry, with curly dark-brown hair, green eyes and a well-cropped beard which he strokes constantly when talking or thinking. Panshazek is the commander of the Vesve armies, save for those led by Xenvelen. He had onerous duties before the wars, acting as a spy in the Horned Society, and his information was of great value to luz when he invaded. luz has shown his favor by granting Panshazek rulership of Highvale, when he has vanquished it of course. Panshazek is generally able to report back encouraging news to luz and is probably in the pole position for promotion to the Greater Boneheart.

Panshazek himself stays well out of the fray, keeping to his base at Greenplane most of the time, with rare ventures to Izlen or into Vesve territory he controls. He has less terror of his superiors than most, since things fare well for him. Perhaps because of this, he is reasonably generous to his underlings, only rarely threatening

to execute them for incompetence. He makes special efforts to keep the combat mages of the Vesve happy, ensuring they get supplies of spell components and scrolls to augment their efforts.

Panshazek has an enduring, bitter hatred of elves. As a very junior priest of luz he was once overcome by wood elves, stripped of all he had, and left to wander the forest. He was lucky to survive. Now, Panshazek's troops have standing orders to bring as many live elves back to Greenplane as they can manage. Panshazek pays a bounty for each live elf brought to him. The lucky ones just get killed, with the less fortunate ending up as potion ingredients after being appallingly tortured. Any elf PC should have a *dear ambition to avenge his people by slaying this evil, sneering man*.

Panshazek wears *rings of free action* and *regeneration*, and has a *staff of thunder and lightning* (14 charges). He owns an amulet which adds 2 dice of damage to every *flame strike* spell he casts. This spell is a favorite of his, as he loves to see the forest burning. He owns a shrivelled, yellowed skull which can animate as a *screaming skull* 3/day at 18th level of magic use. Finally, Panshazek is always accompanied by a greater thassaloss guardian.

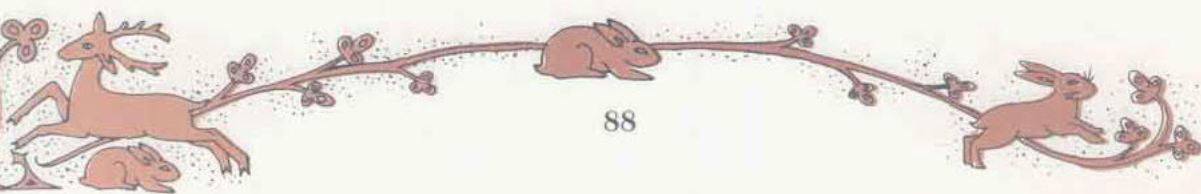
Vayne (16th-level mage)

AC -3 (*bracers of defense* AC3, *cloak of displacement*, *ring of protection* +3); MV 12+ special; hp 40; THAC0 15; #AT 1; Dmg 1d6+3 (*quarterstaff* +3); Str 10, Dex 15, Con 15, Int 18, Wis 12, Cha 7; AL CE. Spells (wizard): 5 each of 1st- through 5th-levels, 3 6th-level, 2 7th-level, 1 8th-level (but see below).

Vayne's 6' 2" height tends to stoop now, his black-haired head cast down, brown eyes looking to the ground. Vayne is a nervous, twitchy man, with hugely oversized hands bearing elongated, knobby fingers and unsightly thick black hair sprouting from his knuckles.

Wherever Vayne was during the wars, things tended to go poorly or indifferently at best. The final straw was his inept role in the Badlands debacle, where thousands of ores were slain by Belvor's troops and Ghisellinn of Furyondy nearly toasted him with a meteor swarm. Vayne has been demoted and he knows it. Null, the wretched, characterless, insipid Null, has taken his place. Vayne is disillusioned and angry. He makes as few direct decisions as he can, not interfering with the priests of luz in the Shield Lands unless they are getting things hopelessly wrong in a way which might reflect poorly on Vayne himself in luz's eyes.

Vayne keeps to himself in Admundfort. There is little for him to do since the Shield Lands are thoroughly subjugated and the navies of Furyondy and Urnst dominate the Nyr Dyv without offering any threat. Vayne's bitterness festers and he wonders about betraying his master.



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For a big enough reward, he'd do it, but the magical protection and payoff would have to be tremendous, possibly something only the Circle of Five, Philidor the Blue Wizard, or equally mighty mages could guarantee. To hide his thoughts, Vayne has a *mind blank* spell running perpetually, re-casting it when it runs out. He has a pearl of power which allows him to recall this spell once it has been memorized and cast.

Vayne owns a *bonewand* (62 charges), and is known by some as the Wandmage because of his outstanding collection of these items. The most important to him are his *wands of conjuration* (39 charges), *enemy detection* (44), *frost* (42), and *polymorphing* (65). Vayne has a collection of past opponents polymorphed into frogs and toads which he keeps in bell jars. From time to time, he idly draws one forth to pull off its legs or drive pins into its body. He has enough of them now to enjoy polymorphing new victims into crickets and feeding them to the frogs, all of which he names individually, usually with obscene puns of their real names, if he knows them. In addition, Vayne wears a *ring of elemental command* (water), which is very useful in Admundfort, and he has an amulet which allows him to *dimension door* up to 6 times per day. Lastly, Vayne wears a unique Bakluni belt, richly decorated with gold filigree, which confers on its wearer the properties of immunity to nonmagical edged weapons and normal missiles.

Xenvelen (13th [14th]-level priest)

AC -9 (unique magical armor, see below; *cloak of protection* +2, *ring of protection* +3, shield not used); MV 12; hp 56 (58); THACO 12; #AT 1; Dmg 1d8+3 (+9) or better (*rod of smiting* +3, *blackstaff* +3, *gauntlets of ogre power*); Str 12 (18/00); Dex 16, Con 15, Int 16, Wis 18, Cha 16; AL CE. Spells (priest): 8 1st-level, 8 2nd-level, 7 3rd-level, 5 4th-level, 2 5th-level, 2 6th-level (note: because of his *ioun stone*, Xenvelen gains an additional 4th- and 5th-level spell).

Cool, graceful, charming and brilliant, Xenvelen is a young and fast-rising star. Only 30 years of age, the red-haired, hazel-eyed man with a perpetual smile had a fine war record on the Furyondian front and his assault on Crockport was one of the great triumphs of the war. Iuz has rewarded him with rulership of that city and command of the southern Vesve front. Xenvelen is in the hot seat, since the Furyondian borderlands are where the action is and he faces the great armies in Chendl, Redoubt, and the Barony of Kalinstren across the Flare Line. Xenvelen relishes the challenge.

Xenvelen's current strategy is to continue amassing might in Crockport, maintaining stiff patrol strengths in the lands close by the border, and extending the Razing Line, which his junior priests and mages revel in doing. However, this is partly a feint. Xenvelen tests the Vesve

defenses around Castle Ehlenestra and south of the Badlands, and that is where he will make a massive strike when the time comes. Xenvelen is noted for the carefulness of his preparations and the swiftness and devastating force of his strike. Some Furyondians have nicknamed him The Cobra, tensed and coiled for a long while, then striking with devastating speed and effect.

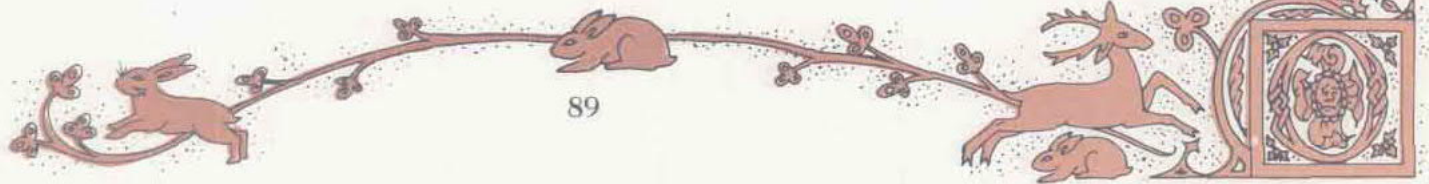
Xenvelen has an extra edge. When he took Crockport, he found volumes of arcane lore on the baatezu in the libraries of a mage slain there. Using a *gate* spell to summon the appropriate intermediaries, he exchanged the tome with a great Balor Prince, who wasn't an Abyssal Lord, but is very close to that, in a pact which has guaranteed Xenvelen overwhelming fiendish aid for one battle when he requests it. Xenvelen, one can be sure, will cash in on that favor when the time is right, but it will take a goal as tempting as the sundering of Chendl to make him whet his lips and mutter the fateful words of summoning.

Xenvelen is skilled, flattering Althea and Halga, well-mannered and pseudo-deferential to Panshazek, while expressing his true enthusiasm for the fray to his malign Lord in Dorakaa, who appears to think well of him. Xenvelen may well be the most dangerous priest in Iuz's massed ranks.

Xenvelen owns a priceless pale green prismatic *ioun stone*, which raises his experience by one level, and owns a fully-charged *bonewand* and *blackstaff*. He has a *ghastrobe*, though he rarely wears it. Xenvelen has a magical horn, akin to a *horn of fog*, which can create a *death fog* 1/day to a range of 60 yards. He has a *ring of free action*, a *wand of negation* (19 charges) and a magical amulet which radiates a permanent double-strength *protection from good* 15' radius. He owns a *libram of ineffable damnation*, which he plans to trade with Maskaleyne in return for a suitable magical item or two. Xenvelen also owns a pair of *rugs of smothering*, which augment the many undead guards and traps around his personal quarters in Crockport.

The Boneshadow

This is the collective name given to six spies and agents of Iuz who are active abroad in the Flanaess. Dungeon Masters owning *The Marklands* will know of Petrenek and the Shadowlaw organization active within Furyondy, but the Boneshadow are a much more formidable group. Each is quite a powerful character and operates alone. If a Boneshadow character has underlings, they will be hired hands, charmed servitors, and the like, and they will certainly not be aware that they are in the service of an agent of Iuz. Boneshadow members may lie idle for years, awaiting the call to service. During those quiet times, they will secretly store away all manner of political, economic, and other vital information about the land(s) they work in. They may pose as entertainers,



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foreign nobles, merchants, or whatever suits their need for concealment of their true purposes. When the command comes from Iuz to kidnap, sabotage, kill, or travel, they are ready. The Boneshadow have excellent resources of money and magic at their disposal for just such occasions.

Deliberately, only the scantiest details are given here of the members of this group. This allows the DM to flesh out these characters for campaign play, and subsequent sourcebooks may include more information about Boneshadow NPCs in the context of the lands they live in. In brief, the six current members of this group are believed to be:

Lord Obmi: Obmi is a dwarven 11th-level fighter, known to have a dwarven throwing hammer. He comes from the Crystalmists and is known as The Hammer of Iuz for obvious reasons. Obmi is an expert assassin and deployer of brute force. He was last heard of in Verbobonc and there are bounties on his head from there to Keoland.

Keak: The half-mad grey elven fighter-mage (levels 9/12) hails from the Vesve, and has been seen roaming there and in Veluna, Highvale and Perrenland. Keak is a spy, a master of mental-domination magic, and also a fine assassin.

Gleed: Gleed is a gnome thief/illusionist (levels 10/10) of unknown origin. He often disguises himself as a merchant and was last heard of in Dyvers. Gleed is a tracker, spy, and wheedler of information, but he is cowardly and does not risk his own life in assassination or combat.

Sunifarel Brightrobe: A Celene half-elf, Sunifarel is a 13th-level mage known to be active in the Suss, Welkwood and possibly the Pomarj-controlled portions of the Wild Coast. Sunifarel is a hunter of lore and magical items, a seeker-out of lost dungeons, ruins, and buried places of ineffable evil.

Griswald Hairhand: Often posing as a cook or chef of excellent quality, this rare evil halfling hails from the enclave of Elmshire on the shores of the Nyr Dyv and may have had something to do with the terrible disease which killed so many there of late. Griswald is a 15th-level thief, an expert spy, cat burglar, information-gatherer and agent of subterfuge and sedition with his 17 Charisma.

Lord Dorag: A truly fearsome fighter, Dorag is known for his sword of sharpness, plate mail +4 and great (18/00) strength. He is a 15th-level fighter and reports of him filter back from the fractured lands of old Aerdi. As a slaughterer, he is unequalled and as a spy, he has many magical aids to augment his activities.

Other NPCs

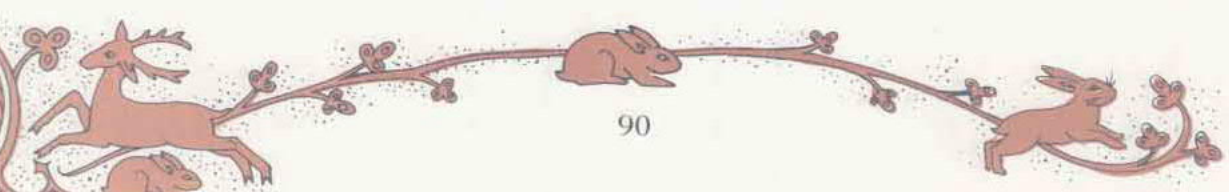
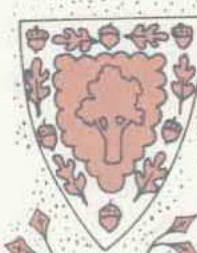
(General) At-ur Rehmat: 10th-level fighter (Str 18/72, Dex 17, Con 15); AC -3 (*plate mail* +3); hp 83; AL CE. Rehmat owns *rings of free action* and *warmlth*, and fights with a *two-handed sword* +3. Tall, with brown hair and eyes, Rehmat hates his native people for expelling him and would like to return to the Howling Hills to lead an army against them. He despises Vayne, his superior, and tries to assume more and more command in the southern Shield Lands. Vicious and fascistic, Rehmat is a "survival of the fittest" fanatic, and parades and drills his troops endlessly.

Caliguri the Old: 9th-level priest of Nerull (Con 15, Wis 18); AC 7 (*robes*, *ring of protection* +3); hp 51; AL NE. Caliguri is a fatalist, a member of a rare sub-cult of Nerull which teaches nihilistic acceptance of all which fate brings. You live, you die, and in-between you dispatch a few into Nerull's realm for the grim pleasure of it. His *scythe* +2 assists with this function. Caliguri has a retinue of 20 zombies which follow him most places, and he works as a trader having the Appraisal proficiency. At 71 years of age, Caliguri is a stooped, withered, bald old man, but his eyes still shine with pleasure at all things cruel and sardonic.

Colgran Spleenfist: Half-orc fighter-priest of Bahgtru, levels 7/7 (Str 18/92, Con 17, Int 5); AC 4 (*chain mail* +2); hp 56; AL LE. Colgran employs a huge *two-handed warhammer* +3 and eschews all other magic save for his armor. He has three "pet" trolls tamed with fire and smacks of his hammer on their heads. They have an Intelligence of 3, but are very tough (40 hp each) and attack anyone Colgran points to with a particular hand signal or who attacks the half-orc. Colgran is an Urzun orc and doesn't take too well to orcs of other tribes, bullying and mocking them. Colgran is 6' 8", so few pick arguments with him.

Cuparanth: 10th-level priest of Iuz (Wis 17, Cha 15); AC 0 (*chain mail* +2, *shield* +2); hp 52; AL CE. Redspan's leading priest of Iuz is 31, 6', and slim of build, with pale skin, red-brown hair and brown eyes. Cuparanth employs a *ring of human influence* (3 usages per day) and *detect lie* spells in his work and has a *footman's mace* +3 and a *ring of regeneration* in addition. Cuparanth is a master of covering up deficiencies in the work of Iuz's agents and always sends glowing, but largely incorrect, reports of progress back from the Bandit Lands.

Crynenek: 12th-level mage (Dex 15, Int 17); AC 0 (*ghastrobe*, *ring of protection* +3); hp 32; AL CE. Crynenek owns a magical amulet which allows him to *monster summon* (at any level of the spell) 1/week, with the monsters remaining active until the first dawn following their



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summoning and the caster being able to speak with the summoned monsters as if he had a Charisma of 18. Cryennek is a turncoat, an ex-servant of the Hierarchs, who has sold his service to Iuz. Lean, sallow-faced and young at 32, Cryennek is well-treated by Xenvelen, who encourages the mage's ugly fantasies about the havoc his monsters do when unleashed.

Cydrinell: 9th-level mage (Int 18, Wis 17); AC 2 (*ghastrobe*, *ring of protection* +2); hp 25; AL NE. Cydrinell is very tall and lean, sallow-faced and saturnine, and is allergic to sunlight (treat as if an orc). Cydrinell struggles hard to keep Cuparant from discovering the conflicts in Watton. He ignores the undercity dwellers in the town, although he eventually plans to use undead and fiends to flush them out. Cydrinell discovered some treasure maps for Griff mountain lairs in Watton, and is attempting to divine their accuracy before abandoning his post with some charmed henchmen and setting off to seek his fortune.

Dahlvier the Lich: Dahlvier is a NE lich with the powers of an 18th-level mage. Among the magical items he is known to possess are a *ring of protection* +3, a *ring of shooting stars*, a *wand of fire*, and, reputedly, a *sphere of annihilation* which engulfs non-evil aligned creatures.

Eclavdra, Drow Ambassador in Dorakaa: 17th-level priestess of Lolth (Dex 18, Int 17, Wis 19, Cha 16); AC -8 (+5 *drow chain mail*, +3 *drow buckler shield*); hp 62; AL CE. Eclavdra has many drow magical items, to be determined by the DM, but certainly including several staves, rods, wands, and miscellaneous magical items. Of indeterminate age, the ivory-haired and beautiful priestess is utterly cold and soulless—a perfect instrument of Lolth's will. She fears Iuz when he is angry, but otherwise has a permanent sardonic half-sneer on her face. She relays messages from Graz'zt to Iuz as he and Lolth have agreed, and does not interject her own comments and opinions. She and Iuz despise each other, of course, but they feign greetings when they meet. Eclavdra is never without a ring and scroll, both containing the *word of recall* spell to return her home to the Underdark below the Crystalmists if she needs to escape in a hurry.

Ehldern Bloodspitter: 10th-level priest of Erythnul (Str 17, Con 16, Wis 15); AC 0 (*chain mail* +3, *shield* +2); hp 66; AL CE. Ehldern is 41, with thinning light brown hair and brown-black eyes. He is 5' 11" tall, tough, with vivid scars along both arms and most of the teeth missing on the right side of his face. Ehldern is a savage, bloodlustful, hateful brute. Once per day, he can go half-berserk in battle for 1 turn, adding +2 to his hit and damage rolls, but he cannot cast spells or use a shield during this time, using his +2 *bastard sword* two-handed. Ehldern loves slaughter and massacre, preferring easy

victims, but he is also greedy for treasure and would betray anyone for a high enough price. He ignores the priests of Iuz so long as they allow him to continue his murderous ways.

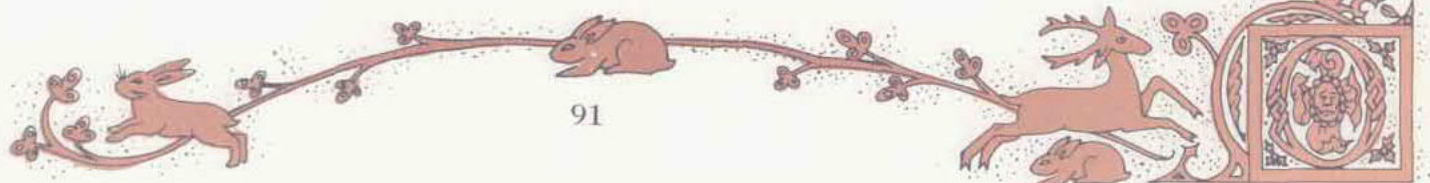
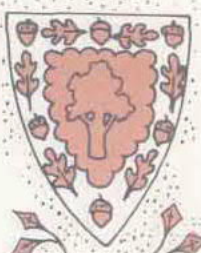
Graz'zt, Abyssal Lord: AC -9; MV 12; HD eq 41; hp 186; THAC0 4 (hits any AC on roll of 10+); #AT 2 weapons or 4 fist attacks; Dmg 1d8+3 (*bastard sword* +3) + 5-8 acid +6 (Strength) or 1-6+6 (fist); Str 18/00, Dex 17, Con 19, Int 20, Wis 19, Cha 18; SA/SD standard *tana'rri*, 70% magic resistance, and see below; AL CE; SZ L (8').

Graz'zt can use the following attacks once each per round, at will unless otherwise noted, at 20th level of magic use: *chaos*, *continual darkness*, *disintegrate* (1/day), *dispel magic*, *duo-dimension*, *emotion*, *magic missile*, *mirror image*, *polymorph any object* (1/day), *polymorph other* (3/day), *polymorph self*, *read languages*, *read magic*, *telekinesis* (up to 1500 lbs. weight), *teleport*, *trap the soul* (1/week), *vanish*, *veil* (1/day), and *water breathing*. Graz'zt can gate 1-2 balors (60% chance) or 2-5 babau (40%) at will in the Abyss. Graz'zt has many magical items, as the DM determines. He may use items allowable to warriors, priests or wizards.


Graz'zt rules three Abyssal planes and is a powerful *tana'rri* Lord. He is proud, and unusually self-controlled and cool for a *tana'rri*. His favored form is that of a very tall and heavily-muscled, ebony-skinned man, with glowing green eyes, pointed ears and small fangs. He also has the peculiarity of being six-fingered and six-toed in whatever form he appears in.

Graz'zt finds Iuz useful in strengthening the nabassu he sends to the Prime Material, and as a source of souls and magical items. Graz'zt himself is more scheming with respect to other Abyssal Lords than in the Blood War against the baatezu, and his own enmities may yet affect Iuz too. Graz'zt is very wily and cunning, readier to make pacts than most *tana'rri*, but he always twists the wordings thereof. He favors overcoming mortal opponents and dupes by wile, subtlety and twisting words, rather than simple brute force.


Grekdenn Celrurk, The Torch of Groomsh: Orcish 9th-level fighter (Str 18/96, Con 18, Int 7, Cha 18 to orcs); AC 0 (*plate mail* +3, shield not used); hp 98; AL LE. Grekdenn calls himself and his charismatic movement the Torch of Groomsh, and he indeed hefts a magical torch as its symbol. This ever-smoking metal torch can generate a *stinking cloud*, cast a *stoneskin* and a *death fog* 1/day each on command. Grekdenn also hefts a *two-handed battle axe* +2, +3 vs. humans, +5 vs. elves and half-elves. Grekdenn is 6' 11" tall and very hefty, with fine protuberant yellow tusks and matted, greased black hair. He is a Celbit and a madly xenophobic zealot. His motto is Groomsh = might = right. He is also utterly ruthless about disposing of other truly powerful orc fighters and hates orogs intensely.




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Harlennen: 8th-level priest of Iuz (Dex 15, Wis 17); AC 3 (*ghastrobe*, shield not used); hp 33; AL CE. Harlennen is a faceless, middle-aged mediocre priest who kowtows to superiors and avoids any conflict. He becomes physically sick if bullied or harassed, and Delaquenn's warrior and humanoid leaders do much as they please. Harlennen owns an *amulet of proof against detection and location*, and usually tries to avoid contact with any visiting dignitaries with his *ring of invisibility*.




(Sir) Harmenn Deleven: 8th-level ranger (Str 16, Dex 15, Con 15, Int 15, Int 15); AC 3 (*leather armor +4*, shield not used); hp 52; AL CG. Harmenn is a 27-year old, blue-eyed, blond-haired reverer of Ehlonna. He is a kind-faced and sympathetic young man, who is nonetheless worldly-wise. Harmenn owns a *two-handed sword +1*, *flame tongue*, a *spear +2*, and a *ring of warmth*.




(Sir) Janszen Reyneld: 7th-level paladin (Str 18/22, Con 16, Wis 15, Cha 17); AC 0 (*plate mail +1*, *shield +1*); hp 53; AL LG. Janszen is 30 years old, with red-brown hair and green-hazel eyes. He has very fair skin and burns easily in the sun, which is rather embarrassing for a paladin of Heironeous. Janszen is slightly impulsive, easily bored and restless. He owns a *folding boat* and a *ring of fire resistance*, together with a *longsword +2* and a quiver of ten *flight arrows +2*.



Harmenn and Janszen are the leaders of the community at Ringland, which includes some forty warrior-types among its people and five Rao priests of levels 1-5. Both are Knights of Holy Shielding, who realize all too well the stark fate of their land. They plan carefully for escape, but cannot agree on the best strategy. The two of them mount careful watch over the margins of Ringland, seeking any further escapees from Iuz's clutches who might tell them of events in the outside world. Their great anxiety, obviously, is the 750 or so souls who are not fighters within Ringland and how they may somehow be saved if a breakout can be devised.



Kaquizel, "The Snake": 15th-level male drow Specialist Diviner (Dex 17, Int 18, Wis 16); AC -2 (*bracers of defense AC3*, *ring of protection +2*); hp 41; AL CE. Kaquizel is 5' 2", very slim and lithe, with white hair dyed black at the edges and somewhat slanted violet-blue eyes. He has exceptionally long and slim fingers, and a very narrow, almost feminine, waist. Kaquizel dresses well, in dark blue, black, cream and white robes with much silver and platinum filigree. He gains his name from an unchangeable facial skin feature, where his skin is pallid green and marked as if with the scales of a snake.



Kaquizel's skills are appreciated by Iuz, as the dark elf is a fine fargazer and has a *crystal ball with clairaudience and clairvoyance* of special antiquity (add +10% to all normal detection chances). Kaquizel's current task is

to spy on Furyondian locations and folk, to ascertain the state of defenses and political tensions in that land. The drow exile seems happy enough with this, though he has his own plans, well-hidden with his *ring of mind shielding*, and he does not speak of his long exile from his homeland. He is wary of Kermin, though, for the two compete as diviners and the dark elf avoids and despises the swaggering Bakluni. Kaquizel owns a *ring of improved invisibility* (4/day for usage of this spell) and a *wand of frost*, together with a *brooch of shielding* (44 hp capacity) and a *bonewand* with 22 charges, a very rare distinction for a non-human mage in Iuz's lands.

(Baron) Kerzinen of Rookroost: Baron Cambion (Str 19, Dex 18, Con 19, Int 18, Wis 16, Cha 19); AC -6 (*plate mail +2*, *shield +2*); HD 6; hp 57; SA hide in shadows 80%, move silently 80%; *charm person*, *detect magic*, *fear* at will, spell abilities of 6th-level mage; SD 30% magic resistance, climb walls 95%, *levitate* 7/day, *polymorph self* 3/day, never surprised; AL CE. Kerzinen is a son of one of Graz'zt's own balors and, as such, regards himself as noble indeed. Graz'zt has commissioned him into Iuz's service for twenty years and twenty days, and Kerzinen now poses as Baron Pernevi, ruler of Rookroost. Given his charisma, charm, and fine mental faculties, Kerzinen is enjoying life duping bandits, watching Tenh, and having all the slaves and troops he could want. He quietly amasses treasures which can be used to bribe yugoloths for the Blood War and grooms his young alu-fiends for the same purpose. By doing this, Kerzinen is becoming a favored, adopted son of Graz'zt, and his position in the hierarchy of the Abyss has benefitted accordingly. While he serves Iuz, he does so "creatively." If he doesn't like orders coming from Cranzer in Rifcrag, he ensures that they didn't arrive in the form in which they were dispatched or implements the spirit of orders in ways he chooses.

When posing as a human, Kerzinen is cool and collected, well-mannered and even capable of being gracious, though no more than a bandit should be, of course. He is forceful with bandits and human underlings, with a repertoire of yells, stamps, and fist-pounding the people of Rookroost expect. Lastly, he has a particular interest in Tenh, seeing it awash with slaves and souls who could be swept into the forces of the Abyss to great effect. He is eager to occupy Tenh, which causes friction with Iuz's more conservative priests.

Kreshenk: Orog 11th-level fighter (Str 19, Con 17, Int 6, Wis 6); AC 2 (*chain mail +3*); hp 108; AL NE. Kreshenk is 6' 11", seemingly built of stone, and uses a *two-handed warhammer +4*, which is an heirloom. Runes on this mighty weapon allow the user to cast *strength* on up to eight creatures per day, *ray of enfeeblement* 2/day, and to strike one triple-damage blow once per week. Kreshenk is proud of his service to Iuz and has actually met

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the Demipower once, an event which he would love to be able to speak. Sadly, emotion overwhelms him and he cannot string a coherent syllable together. Kreshenk has a pet winter wolf of vast size (46 hp) which is utterly loyal to him, and the entire garrison at Kendragund is terrified of and wholly loyal to him.

Lerrek: If the DM wishes to bring Lerrek into game play, he is a lich with the powers of a 19th-level priest of Erythnul. His lair has magical items appropriate to such a monster, and Lerrek has also cast a *wish* so that, if slain as a lich, he will reform as a demilich within six hours. His lair is also noteworthy for the presence of several good-aligned magical items, relics and weapons taken from mighty, good priests and warriors the lich has slain in the distant past.

Marcrylk: 10th-level priest of Iuz (Con 16, Int 16, Wis 18); AC 2 (*padded leather armor* +3, *ring of protection* +2); hp 61; AL CE. Marcrylk, the protégé of Xenvelen, is a man of similar age, appearance and wit. The fiends who work with the priest also communicate with Xenvelen, so the two ambitious junior priests are in touch with each other. Marcrylk finds it hard to restrain his contempt for the oafish Stonefist men, but he keeps his eyes firmly on the Calbut platinum mines, believing there may be hidden wards and magic there which the dwarves know about. Marcrylk's major problem is in ensuring that the fiends don't go berserk and slay the dwarves, giving away his ruse and angering the Fists, who have a healthy dislike for fiends and creatures of the Outer planes in general. He owns a *bonewand* (22 charges) and *winged boots* (MC:C).

Marionnen: Major Cambion (Str 18/50, Dex 15, Con 17, Int 15, Wis 8, Cha 11); AC 3 (*ring of protection* +2); hp 39; SA/SD standard cambion tanar'ri, also *charm person* 3/day; AL CE. Marionnen uses his polymorph power to appear as a 6' human fighter-type most of the time. With his unusually high Charisma for a major cambion and his charm power, Marionnen likes to flatter himself that he has some true tanar'ri blood in him and is very sensitive on this point. Technically in the service of Pazrael, Marionnen is enjoying empire-building in Trallant and has become a good logistics expert. He actually enjoys poring over figures for patrols, treasure captured, troop strengths, equipment stocks and the like. He has a bodyguard of six charmed Shield Land fighters of levels 6-10 who have been so brainwashed with *fear*, *charm*, *suggestion* and other mind-affecting spells that they are now virtually robotic, reflexive defenders of their new liege. A heal or its equivalent would be needed to change this. Marionnen enjoys confusing the rulers of Rifterag just for the fun of it and he is having a good time playing the lord and liege in Trallant.

Nezmajen the Hierarch: 13th-level priest of Nerull (Dex 16, Con 16, Wis 18, Cha 16); AC 0 (*chain mail* +4, shield not used); hp 68; AL NE. Nezmajen was fortunate enough to be in Ixworth when Iuz struck against Molag and was able to escape into the Fellreev. Nezmajen is 38 years old, 5' 10" tall, and sickly of complexion, with prominent broken veins under his pale skin and blood-shot brown eyes. His scalp is balding and he has patches of eczema on his arms, legs and back. His Charisma reflects his steely will and personality, not good looks!

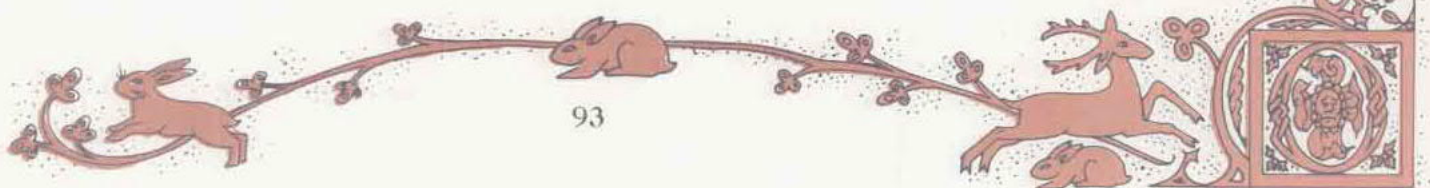
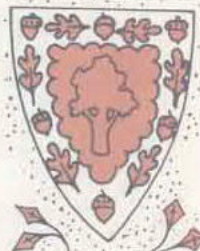
Nezmajen always has a commanded retinue of eight wights at his side and numerous zombies also. He also has 4th- and 5th-level priests of Nerull as acolytes. Nezmajen owns a *staff of withering* (17 charges), a *great sickle* +3 (used two-handed, treat as a hook-fauchard), a *wand of paralyzation* (33 charges) crafted by a wizard-priest among the Hierarchs and usable by any evil priest or wizard, and a *brazier commanding fire elementals*. His goals and plans are detailed in the text.

Pazrael, Abyssal Lord: AC -9; MV 12 fl 36 (MC:A); HD eq 34; hp 155; THAC0 3; #AT 3/4; Dmg 1-12/1-4+ special/2-8+7 (x2) or by weapon type +7; Str 19, Dex 19, Con 18, Int 19, Wis 19, Cha 18; SA/SD standard tanar'ri, 85% magic resistance and see below; AL CE; SZ L (10').


Pazrael can use the following spell-like powers, one per round, at 20th level of magic use, at will: *call lightning*, *chain lightning* (1/day), *cloudkill*, *control weather*, *darkness 20' radius*, *death fog*, *flesh to stone*, *fly*, *incendiary cloud* (1/day), *shape change*, *statue*, *stinking cloud*, *symbol* (each of death, hopelessness, and pain 1/day), *tongues*, *weather summoning*, and *wind walk*. He can gate 2-5 chasme (40% chance) or 1-4 vrock (60%) twice per day, with the chance for successful gating being 70%. Pazrael has infravision to 200' and can detect *invisibility* to 120'. Pazrael owns a huge, 7' long *two-handed sword* +4 which inflicts 2d8+4 points of damage per hit to S/M targets and 3d8+4 to anything larger.

Pazrael appears as a huge vrock-like tanar'ri with gold and crimson feathered wings. He favors vrock, nabassu and chasme, and also perytons, harpies and gargoyles in his Abyssal plane. Pazrael is dual-minded—sometimes he is cool, controlled, and subtle, but he also has random outbursts of maniacal rage, when all that will please him is to grasp some sentient creature in his huge taloned feet and rip it apart with his great beak.


Pazrael has an alliance with Iuz for several reasons. First, he is wary of Graz'zt and feels Graz'zt may have designs on his Abyssal plane, so one way of keeping tabs on what Graz'zt is doing is by having his own fiends in Iuz's domain. Conflicts between fiendish servitors of Pazrael and Graz'zt are not uncommon. Second, his nabassu grow strong marauding within Iuz's realm. Third, Pazrael has a long-term goal of supplanting Iuz on the Prime Material, a goal he realizes will take decades to achieve, but it will be swifter learning as much of Iuz as




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he can. Unknown to Pazrael, Iuz is fully aware of this and intends to use it as a lever in his own dealings with Graz'zt. Finally, Pazrael is eager to discover the secrets of such malign magical items as blackwands and ghastrones, and his fiends are under standing orders to acquire one and learn all they can of their manufacture.





Rangaster: 9th-level mage (Dex 17, Int 17); AC 5 (*ring of protection* +2); hp 24; AL CE. Rangaster is an almost faceless man. He is a 30-year old, mousy-haired, plain-faced mage who does exactly what he is told and never acts on his own initiative. Here is a servant of Iuz replete with the cowardice of his convictions! Rangaster owns a wand of fear (19 charges) and a blackwand (34 charges) which is only used on expeditions to despoil the Vesve.



Reglezenn Dariag: Half-orc fighter/thief, levels 7/8 (Str 17, Dex 17, Con 16, Int 15); AC 3 (*leather armor* +2, shield not used); hp 50; AL NE. Reglezenn is smart by orc standards and the idea of using trained hill warrior orcs in the Rift Canyon margins and thus defusing tensions in his own garrison was a real stroke of genius by this mean, cruel little (5' 7") brute. Reglezenn is a schemer, a scrounger and a scavenger. He always leads from behind and uses his *footman's flail* +2, which has the powers of *command* 3/day or *fear* 2/day on a successful hit, to keep his Urzun orcs cowed. Being intelligent, Reglezenn makes a point of collating all the information and rumors he hears about the Howling Hills, and this is the best orcish archive of these lands available.



Reynar Pohlsen: 9th-level Specialist Conjurer (Con 16, Int 18); AC 8 (*ring of protection* +2); hp 42; AL NE. Reynar is just 28-years old, 5' 5" tall, and stockily built, with thick, long brown hair and green eyes. Most of his left ear is missing, as are many of his teeth. Reynar is a skilled Conjurer indeed, for if he makes an Intelligence check at -6 when casting a *monster summoning* spell, the monsters summoned are what he wishes them to be, instead of randomly determined. He also owns a magical amulet which adds 1 turn to the duration of all his *monster summoning* spells. Reynar owns a *dagger* +3 and a *ring of invisibility*, and is ever eager to add magical items to his meager collection. He is crafty, and often uses summoned monsters as woodland spies rather than for simple attack purposes.



Rilstone: 7th-level priest of Iuz (Dex 16, Wis 16); AC 1 (*chain mail* +1); hp 37; AL CE. Because he is insane, Rilstone can no longer use spells, though he can read scrolls if he makes a successful Wisdom check. However, he can still command undead creatures normally and has some 400 zombies and five nabassu in Hallorn. Rilstone is gaunt, looking much older than his 32 years with greying brown hair and bags below his brown eyes large enough to pack his belongings in.

Schaluennforn: 10th-level mage (Str 16, Con 15, Int 17); AC 7 (*ring of protection* +3); hp 38; AL CE (NE). Schaluennforn is a thin, middle-aged man of nondescript appearance whose features only become animated when he is talking of Lake Aqal and the magic buried below it. He is a monomaniac, wholly obsessed with this place, yet he is too cowardly to venture there himself, and usually takes only a few hundred orcs and his junior mages for company. He tells himself that his chances of learning its secrets are better the more information he gets from his scouting parties, and he has a vast collection of scrolls and notes on Aqal, its flora and fauna. He also sends his spying parties out with strange potions, unguents and mixtures to test the reactions of the flora and fauna. The troops at the Breakers refer to these as "death bottles," since those who have to carry them on expeditions usually end up dead one way or another, whether they are poisoned by leaking contents, blown up by unstable mixtures, or attacked by creatures attracted to the scent of the liquids or oils.

Shorroleth: 9th-level Specialist Diviner (Wis 17, Int 17, Cha 15); AC 7 (*cloak of protection* +3); hp 25; AL CE. Shorroleth owns a *wand of metal and mineral detection* (57 charges) which is of obvious use in his work, and his eyes of charming help him get about Nevond Nevnd without too many questions being asked. The 33-year old mage favors invisibility a great deal and his elven boots are useful to this treasure-hunting fellow. He has thick, black, curly hair and brown eyes, and actually looks quite a lot like his sidekick, the 5th-level thief Gorreless, who handles wall climbing, descending of sheer surfaces, and trap disarming, when the two stalk booty together. Shorroleth is absolutely materialistic and would betray the secrets of what he knows about Nevond Nevnd and the maps he's made of it to anyone if the price was right.

(General) Sindol, Commander of the Legion of Black Death: AC -8 (*plate mail* +4, *shield* +1); MV 15; HD 6; hp 51; THAC0 15; #AT 1 (3/2); Dmg by weapon +8; Str 20, Dex 19, Con 18, Int 18, Wis 17, Cha 20; SA/SD as Baron cambion, *charm person* at will, and see below; AL CE.

Sindol is a silent creature, never speaking unless asked to do so by Iuz or when giving orders to his legion officers. Sindol is 7' 3" tall (SZ L), a heavily-muscled, sleekly-hand-some, olive-skinned human male in the form he prefers, with glowing red eyes and vein-corded arms and hands. Sindol is a truly exceptional baron cambion. He has the spell powers of a 10th-level mage and his spellbooks are replete with the most destructive Invocation spells.

Sindol has served Iuz for nearly 20 years. His utter loyalty is part of a great pact which secures Iuz's soul gems on the Abyss, binds Iuz to the Abyssal Lords and strengthens the fiends summoned to the Prime Material. Sindol is coldly emotionless about his role. He knows his

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duty, and performs it with efficiency and utter ruthlessness. Sindol appears to be virtually a shell, seemingly having no motivations, goals, or emotions of his own. Archmage Null has been known to wonder whether the creature is not some form of fiendish simulacrum. Certainly, Sindol's parentage is wholly unknown to Iuz, but the unflinching service of the cambion has led Iuz to trust Sindol as much as he does anyone.

Sindol owns a ghastly magical weapon, a bluesteel-bladed *longsword* +3, +5 versus good-aligned creatures, which confers upon him complete immunity to fear, charm, enervation and enfeeblement. The sword can employ the following spell-like powers at 18th level of magic use once per round: *unholy word* (1/week), *dispel good*, *disintegrate*, *energy drain*, *paralyzation*, *protection from good* 20' radius (all 1/day each), and when fighting with it, Sindol has the attacks (3/2) of an 11th-level fighter. He also employs a long, sinuous horn made from the leg bone of a balor destroyed by his father. By blowing this, he can create the effects of a *bleed* or *prayer* spell 2/day each and cast *aid* on up to 20 evil-aligned creatures within 30'.

Shairn Vel Valunar: 14th-level fighter (Str 18/44, Dex 16, Con 17, Cha 15); AC -2 (chain mail +2, shield +2); hp 99; AL CE. Shairn is 31-years old and 5' 7" tall, with red-brown hair and blue-green eyes. She can look pretty when she smiles. She usually smiles widest when one of her victims is having "Shairn's smile" carved on him. To the Free Reavers, a "Shairn's smile" is a throat cut from ear to ear. Shairn is as brutal, dishonest, corrupt and sociopathic as anyone alive in the Horned Lands, but not a soul in her gang would dare foment rebellion against her. She owns a *longsword* +3 which can cast a *limited wish* 1/week, and she has skilfully worded the limited wishes to guarantee that it's almost impossible to kill her. The DM should determine details if needed, but she has large saving throw bonuses against poison and other special attack forms such as paralyzation, and she has effectively used limited wishes in the form of *contingency* spells to remove her body to a safe place should she be overcome and then has a *limited wish* ready to restore her. The sword, with an Intelligence of 13, is smart enough to be able to make her very difficult to kill indeed and a *disintegrate* spell is one of the few things which might do the job. Shairn also owns a *necklace of adaptation*, a *ring of free action*, and a *rod of alertness*, and she has a *longbow* +2 with *arrows of slaying* for good-aligned priests (2), a paladin, and an evil-aligned priest, which she mock-threatens Iuz's representatives with.

Shairn's hall is a place of real terror. Everyone lives in fear here, even the other Free Reavers. The grisly trophies around the walls include the heads of dragons, giants, and even a fiend or two. Shairn will slay anything which gets in her way. Those who live by the sword may die by it, but Shairn will kill many more before that happens.

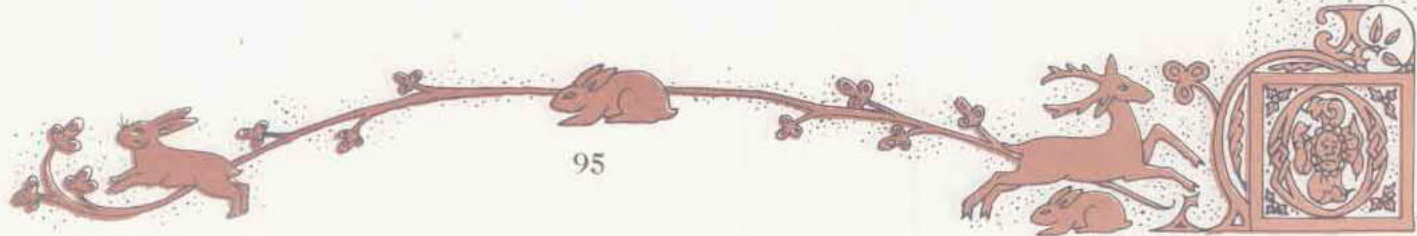
Skannar Hendricks: 13th-level fighter (Str 18/36, Con 16, Int 15, Cha 16); AC -2 (chain mail +3, shield +3); hp 85; AL CN. Skannar is a wily, charismatic man of 44. His left eye is useless, opaque and ruined by a smashing mace strike and this gives him a -2 to ranged attacks. However, he is still handsome in a gruff, ruffian-like way, with his thick tousled brown hair, long hands, and graceful mannerisms. Skannar is an unusual bandit; he drinks wine rather than ale, prefers the cool beauty of silver to opulent gold, and needs time to himself to ponder and reflect by a woodland stream in his new Fellreev home. Perhaps the elves have responded to the surprising pleasantness of this man. Skannar claims he has never slain an innocent or defenseless man in his life, and he is furious at any man who lifts hand or weapon to strike at a woman or child. Woe betide any such villain, and woe betide any of his men who try to cheat or strike down the wood elves they share the land with.

Skannar is very thoughtful. He thinks the Fellreev is large enough to be defensible for years to come, but in the long run, he suspects Iuz will overwhelm it, remorselessly. The wood elves do not take this view, so Skannar hasn't anyone to discuss this anxiety with. He really doesn't know what to do in the longer term, so he throws his energies into the short-term fray with the eastern orcs.

Skannar owns a dozen applications of *dust of invisibility* and this, together with his *carpet of flying* (four person capacity) gives the bandits useful information about large warbands headed for the Fellreev. Skannar's *wand of enemy detection* has a 180' range, but with only 22 charges remaining, it is a valuable resource to be used sparingly.

Sverdlin: 8th-level priest of Iuz (Con 15, Int 15, Wis 16); AC 2 (chain mail, shield +2); hp 47; AL CE. Sverdlin is 33, and prematurely grey and balding, with grey eyes. He is but 5' 6" and is mocked by the Kendragund orcs for this, with a rather pudgy body and fat face. Sverdlin is most noteworthy for his chambers in Kendragund, where he has a magical painting of Iuz's throne which has a *symbol of pain* inscribed on it. This is used for teaching captured giants and trolls who's boss in the orc garrison, and what they can expect if they do not act obediently. Sverdlin hates his current posting, loathes orcs, and would do almost anything to be sent somewhere "civilized."

Trypzenken: Half-orc 8th-level fighter (Str 18/22, Int 15); AC 1 (plate mail, shield +1); hp 51; AL NE. Trypzenken is 6' 3" tall and orcish in appearance, though he is fat. His armor and normal longsword are from Law's Forge, which gains him some kudos as do his *clawed gauntlets*. His chambers contain a *rug of smothering* which he often uses on unwanted guests. Trypzenken is bored, indolent and shifty, and Ringstone is only stirred



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into some semblance of discipline when the priests and mages of Iuz therein force the cunning half-orc to do something with the garrison.

Waqounis: 9th-level specialist Conjurer (Con 17, Int 17); AC 4 (*bracers of defense* AC 6, *ring of protection* +2); hp 44; AL CE. Waqounis is a Ketite exile, attracted to the service of Iuz when he acted as an *attache* to the negotiations which allied Iuz and Ket during the Greyhawk Wars. He is a savage, vicious little man, barely over five feet in height, with thick, black, curly hair, olive skin and brown eyes. Waqounis despises his master, Vayne of Admundfort, deriding him as a "loser" to his sycophantic circle and ever plotting Vayne's downfall. Waqounis hopes that he will then become the ruler of Admundfort, and he has plans for working with the Rhennee, among whom he has friends and allies, to tyrannize and maraud shipping on the Nyr Dyv much more than at present. Waqounis seeks treasure for himself, and almost worships gold and its possession as an end in itself. He also hungers after magical items to add to the *wand of fire* (19 charges), *hat of disguise*, and *ring of jumping* he currently owns.

Xavendra: 10th-level priestess of Iuz (Dex 17, Int 15, Wis 18, Cha 16); AC -4 (*bracers of defense* AC4, *cloak of displacement*, *ring of protection* +3); hp 56; AL CE. Xavendra is a beautiful woman indeed. She stands a proud 6' in height, is slim and lithe of build, and her ivory skin is enhanced by her thick, raven-black hair and full red lips. Her grey eyes cannot conceal her coldness and hateful nature, however. Xavendra is happy with her lot. She rules in one of the farthest-flung regions of Iuz's empire and there she can debauch herself as she pleases. She has a *bonewand* (44 charges), a *ghastrobe* (rarely worn; she hates the smell) and a *staff of withering*, together with a *ring of human influence* and a *chime of hunger* with 38 charges. She herself is immune to its effects, but she enjoys using it at the grossly self-indulgent feasts she holds in honor of exalted visitors.

Xavendra is dangerous. She has plans to ally with Kerzinen of Rookroost to establish the lands north of the Artonsamay as her own fief. She is a cruel and coldly sadistic woman, enjoying suffering for its own sake as a spectacle, and she delights in the company of succubi and alu-fiends. She has megalomaniacal dreams of allying with an Abyssal Lord in her own right, commanding her own loyal legions of such monsters, overwhelming the Bluff Hills and the ineffectual rulers of Tenh and the north-western Bandit Lands. To that end, Xavendra might ally with anyone powerful enough to be able to support her dreams of dominion. Those seeking to exploit this personality weakness of hers should beware of her intelligence!

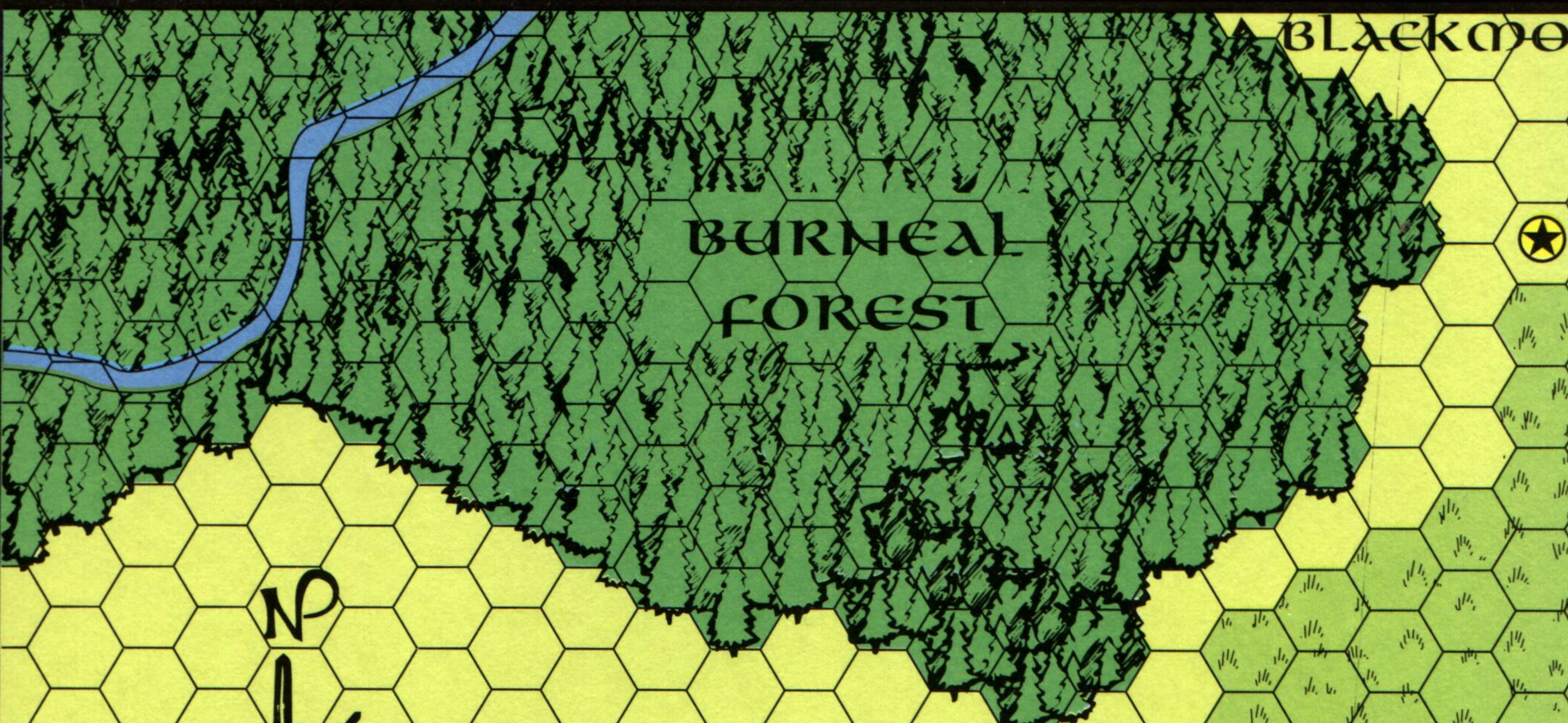
Zemyatin: 9th-level mage (Dex 17, Int 17); AC 5 (*ring of protection* +2); hp 29; AL CE. Zemyatin is 30-years old, but looks far older, with his straggly black hair, wild brown eyes, and pock-marked skin. Experience in the Badlands campaign in the Greyhawk Wars ruined him, and after two years in the Legions of the Deranged, he escaped, fled to his new abode, and has organized it with true paranoid efficiency.

Because of his paranoia, Zemyatin has trouble memorizing spells, so subtract 1d6 randomly-selected spells from his normal spell list if he is encountered. He believes he is a priest, the only true priest of Iuz, and learns his spells from sacred unholy texts (his spellbooks). He owns a *wand of lightning* (19 charges), and a *manual of golems* which he is too insane to use effectively. Subtle and wily adventurers might be able to use Zemyatin's delusions of the treachery of Iuz's current servants, if they present persuasive pseudological arguments to this madman.

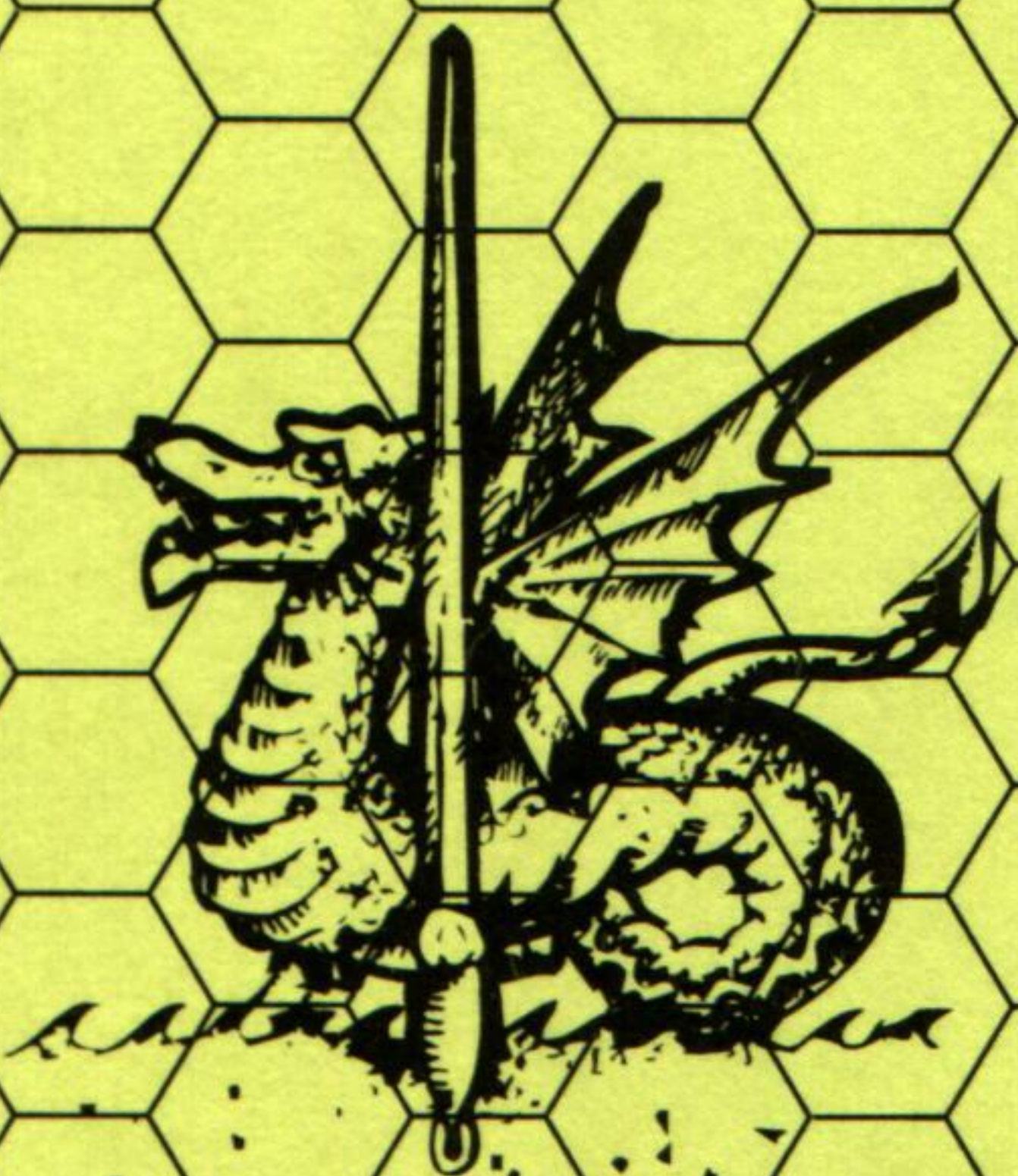
Zuberin: 9th-level mage (Dex 15, Con 15, Int 16); AC 6 (*ring of protection* +3); hp 33; AL CE. Zuberin is 5' 10" tall and is painfully thin, with curly, dark brown hair and brown-hazel eyes flecked with green. He is a nervous man, with a slight stammer and a habit of looking away from anyone with whom he is talking. In addition to his *iron bands of Bilarro* and giant (double usual) sized *net of entrapment*, Zuberin has a *ring of the ram* and an *eversmoking bottle*, which is of little use to him in Kendragund. Zuberin has a faint and irrational resentment of Sverdlin, the priest he often works with, and he is prone to panic attacks and temper tantrums. Zuberin always keeps several potions of invisibility at hand to escape during failed expeditions to capture giants or trolls. His anxiety-ridden personality defuses its tensions by bullying the orcs of Kendragund, who fear and loathe him.

Blackmoor

BURNEAL FOREST



NP



ERU-TOVAR



WOLF NOMADS



QINGRA
BALAN

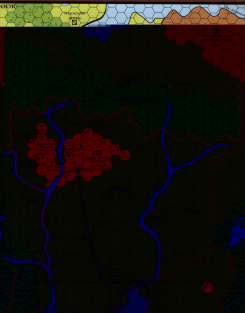


sepia
uplands

PERRENLAND

GILDENHAND







ICY SEA

THE WASTES

BARREN PLAINS

FORLORN

FELLREEV FOREST

BLUFF HILL

DOGWIND BAY

KISHINEN

ICEGATE

FOLLY

TOMB OF TZANK'S HANDS

CAMPS OF THE BARRENS

GROSSFORT

HORNOURAN

FORT SHEMNEK

GIBBERING GATE

DORA KAA

NERUL'S BANE

SABLE WATCH

PERDITION

SENNINGFORD

GROUCESTER

CASTLE OAHVIER

FORT HEND RICKS

SCORN


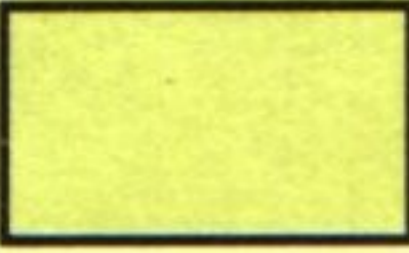















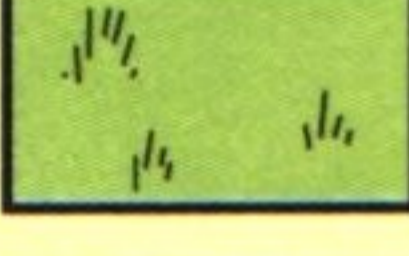



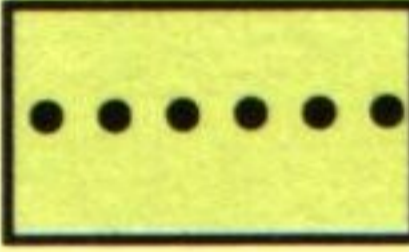






FORT SKAGUND

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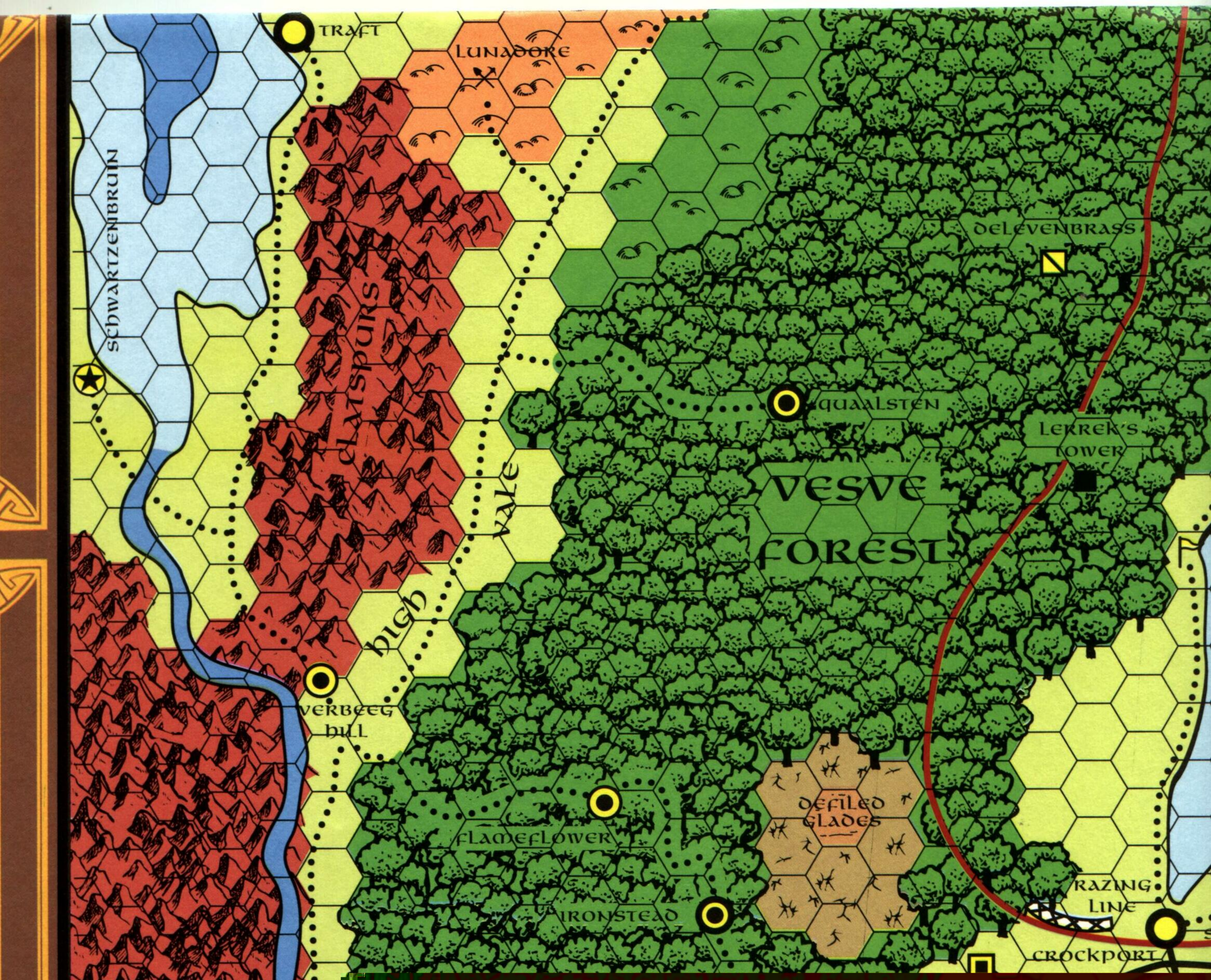


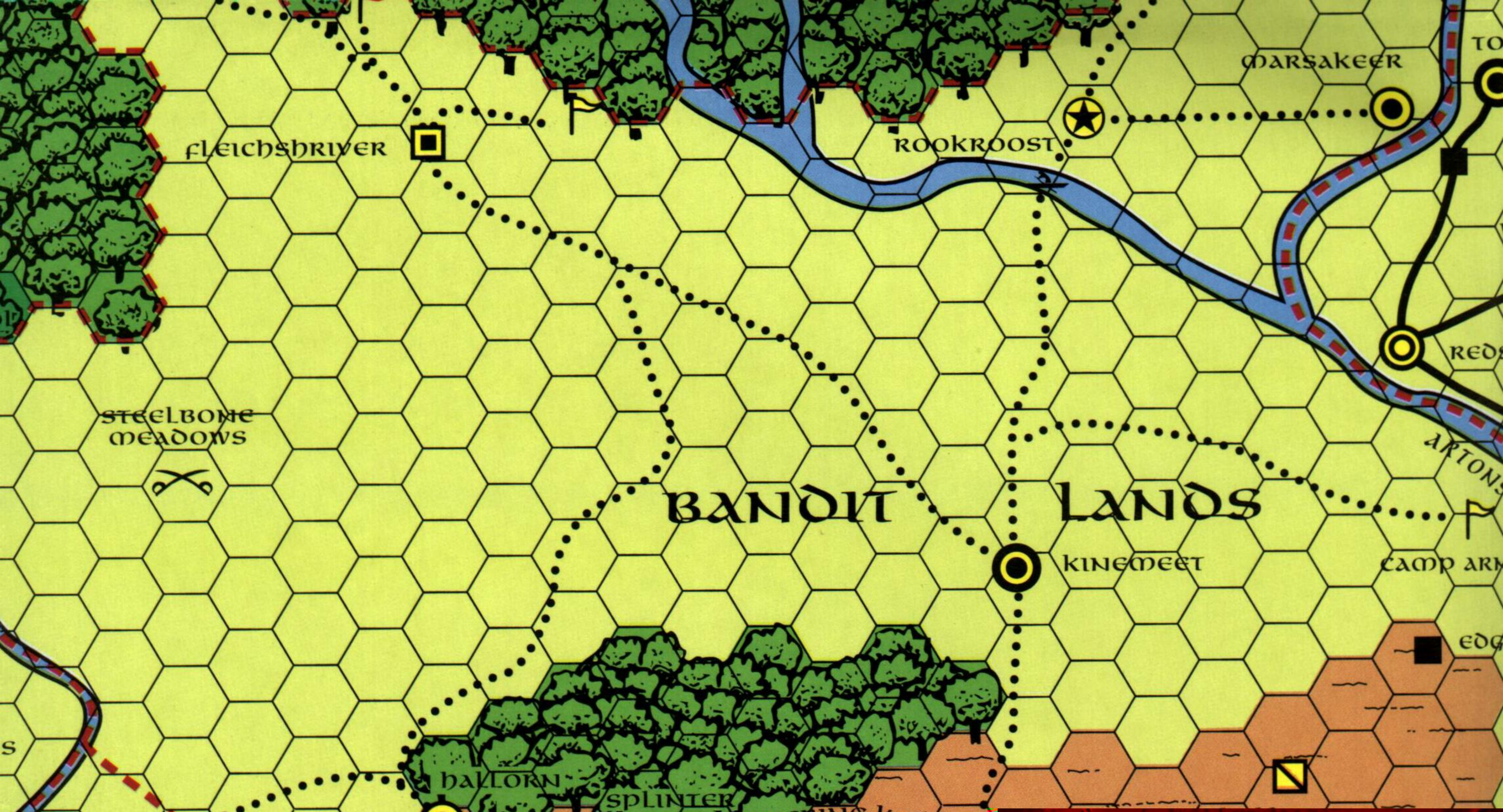
THE LANDS OF IUZ

ONE HEX EQUALS TWENTY MILES

	CAPITOL		PLAINS, GRASSLAND
	WALLED CITY		HILLS
	CITY		FORESTED HILLS
	WALLED TOWN		MOUNTAINS
	TOWN, VILLAGE		FOREST
	CASTLE		HEAVY FOREST
	FORT		EVERGREEN FOREST
	KEEP, TOWER		RIVER
	RUINS		SWAMP, MARSH
	MINE		PRIMARY ROAD
	CAVES		SECONDARY ROAD, TRAIL
	BATTLEFIELD		BRIDGE
	CAMP		FORD
	FERRY		VALE









GREYHAWK® ADVENTURES

Iuz the Evil

by Carl Sargent



From his hideous throne in the wretched gloom of Dorakaa, Iuz the Old, Lord of Pain, stretches his bony hand across the Flanaess. Since the signing of the Pact of Greyhawk, his empire of tyranny and suffering is secure—at least for a time. None of the lands of good and hope are strong enough to threaten him. Iuz surveys his domain and cackles gleefully. He has added much to his holdings, but he is not yet content.

This sourcebook details the many lands Iuz controls; his dark priests and their magic; Iuz's fiendish allies from the Abyss; his marauding humanoid armies and raiders; and much, much more. These are lands of ineffable evil, a beacon for adventurers seeking glory within their perilous borders. Servants of good, prepare your weapons and ready your spells, for there are no challenges greater in all the Flanaess than those of the Lands of Iuz.

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