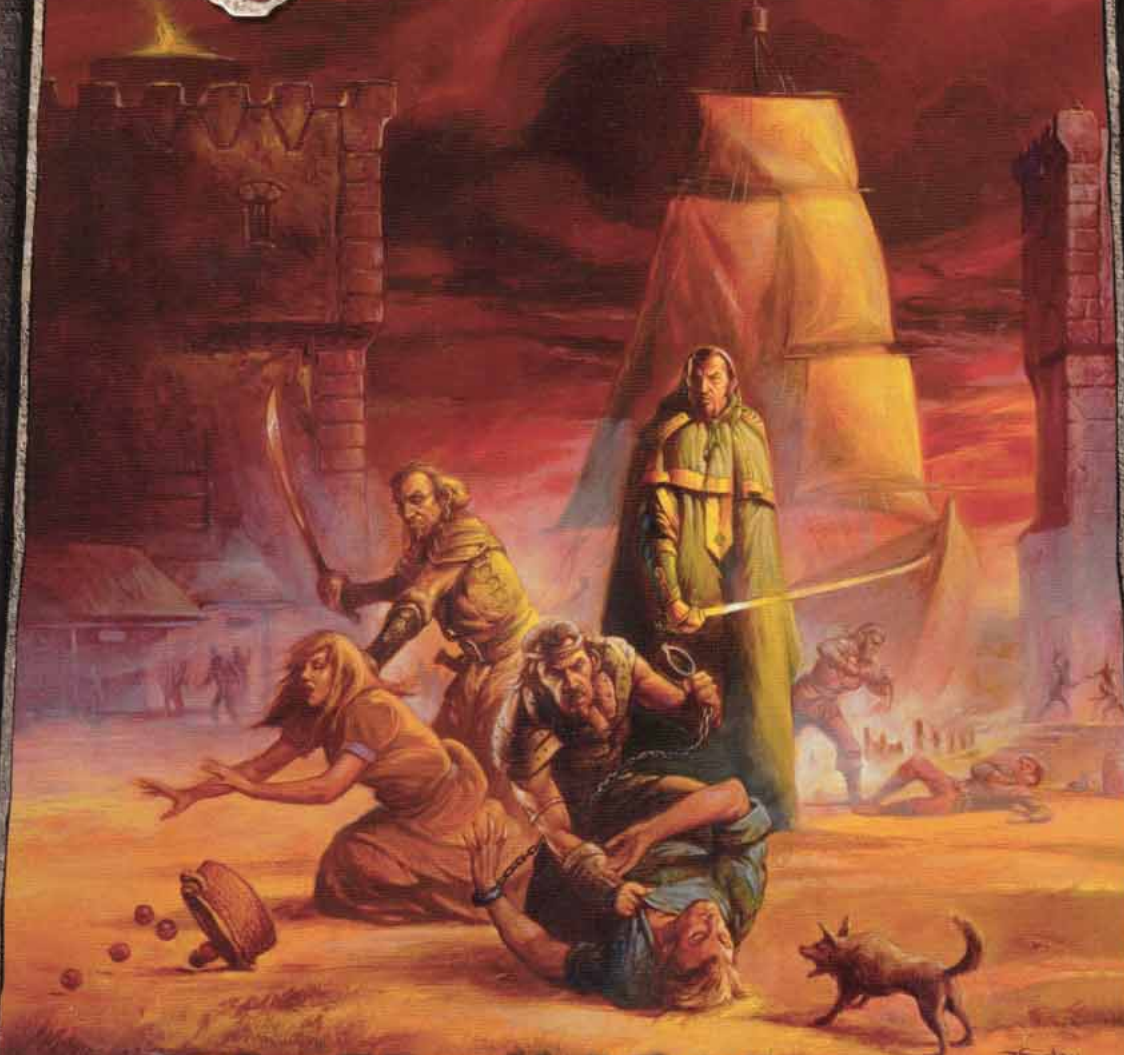


Advanced
Dungeons & Dragons

GREYHAWK
ADVENTURE

SLAVERS



Sean K Reynolds & Chris Pramas

Advanced Dungeons & Dragons



Accessory

SLAVERS

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THE DUNGEON MASTER'S NOTES

A decade ago, nine stalwart warriors, common men and women, faced the sinister Slavelords and prevailed! To save loved ones stolen by the evil Slavers, they braved the rugged wilds of the Pomarj and fought fierce goblins and orcs that guarded the Slavelords' secrets. They vanquished many villains, from the wicked priestess Pieta and her thief comrade Dirk to the blind warrior Icar and his elven mistress Markessa, whose cruel craft reshaped bodies and minds. At last they found the Slavelords' stronghold. In the hidden city of Suderham, in the maw of Mt. Flamenblut, they confronted the masters: the evil priest Stalman Klim, the half-orc assassin Theg Narlot, the drow swordswoman Edralve, the illusionist Lamonsten, the female thief Ketta, and the monk Brother Kerin. When the champions vanquished their foes and scattered them to the four corners of the Flanaess, the mountain awoke, its fiery blood consuming the Slavelords' city.

— *The telling of Blodgett the Survivor*

It has been over 10 years since the Slavelords were defeated. Though their raids harried only the Wild Coast and lands of the Bright Desert, reports of entire villages disappearing made the Slavelords the scourge of the free lands. Recently, ships flying the yellow sails of the Slavers have been sighted as far north as Nyr Dyv, the lake of unknown depths. People are being stolen from their homes, and the scourge of the Slavelords has returned!

USING THIS BOOK

This product features adventures in the world of Greyhawk, the D&D® game's original setting. *Preparation is required.*

This adventure has been designed with a loose structure and can easily be placed into any fantasy campaign. Attention is focused on detailing sites critical to the Slavers. Story ideas are presented as guidelines, and the Dungeon Master may use these to create adventures to suit the heroes. While an order is proposed, the DM may run episodes in any order. The DM should add clues to direct heroes to the next site of an adventure. For instance, once the heroes defeat the Slavers at Slavers Cove, they may find a map or journal detailing where the next Slaver base is located. *GREYHAWK®* campaigns feature a lot of action, and the DM may want to provide the heroes with magical healing or a safe haven where they may recover. The ultimate goal is to expose the Slavers, rescue any kidnapped friends, and eliminate the threat of the Slavelords once and for all.

The DM will need copies of the *DUNGEON MASTER® Guide*, *Player's Handbook*, and *MONSTROUS MANUAL™* tome to prepare.

The DM may use *GREYHAWK: The Adventure Begins* or his own fantasy world as the setting for the adventure.

CONTENTS

The adventure is presented in several chapters, each with settings and stories. The settings define the land, towns, ruins, and challenges found therein. The stories present linked events that create a dramatic tale of exploration and adventure.

The Land of Dyvers details where the Slavers are acquiring slaves, who is in charge, and allies involved in the plot. It also provides background on the region and details of a Slaver base.

North Woolly Bay describes how the Slavers are moving their cargo south along the Wild Coast and begins to reveal ties to the Orcish Empire of the Pomarj. The influence of the gynecocratic City of Hardby is revealed. Heroes also have the chance to explore the frontier and a Slaver outpost and learn why a group of aquatic elves is working with the Slavers.

The Orcish Wild Coast focuses on the Port of Elredd, home to orcs, goblins, and Slavers. The Slavers' warped goals are revealed, as well as plans for creating an army of slaves.

Deep in the Pomarj leads the heroes across the wilds of the Pomarj to the mountainside stronghold of the Slavelords. It also reveals the origin of the strange Earth Dragon Cult and how it has shaped the new Slavelords. The adventure culminates with an attack on the temple of the Earth Dragon and the chance to end the threat of the Slavelords once again.

The Appendices provide a history of the Pomarj as well as game details on the Earth Dragon Cult and new magic items.

FEATURED VILLAINS

The Slavelords and their allies are everywhere. Game scores and descriptions for featured villains are presented in each chapter at their residence. However, these Slavers may exert their influence over a broad region, and the DM should feel free to have them visit other towns and settings to counsel with other Slavers, acquire supplies, or flee the heroes.

Two original Slavelords control the slave trade from the heart of the Pomarj. The half-orc emperor Turrosh Mak is responsible for the conquests of the Orcish Empire. He seeks to use the slave trade to soften future conquests. His partner is the high priest of the Earth Dragon Cult, Stalman Klim, who seeks to spread his faith to all the free lands through forced conversion.

Throughout the domains of Dyvers, Greyhawk, and the Wild Coast, other allies and spies of the Slavelords scheme to enrich their masters and weaken the free lands. Spies include low-ranked Slavers, humanoid brigands, and members of the Scarlet Brotherhood, the Earth Dragon Cult, and the Alliance. They report to regional directors. These spy captains appear to be the same woman in different guises—an evil elven sorceress and one of the original Slavelords by the name of Markessa. In truth, all of the spy captains are actually duplicates, created by the original Markessa (who dwells in Kalen Lekos in the heart of the Pomarj) by using surgery and brainwashing on other elven mages. These spy captains promote the misconception that they are the same person. They work together like devoted sisters, each believing herself to be the “true” Markessa. Needless to say, they create confusion and *déjà vu* when encountered by the heroes.

CAST OF HEROES

This adventure is designed for five to eight heroes of levels 4–5. Each character should have no more than one or two temporary magic items, such as scrolls, and one magic weapon, armor, or other limited-use magic item. As with all *GREYHAWK* adventures, this one may be adapted for characters of any level. It is possible for the Dungeon Master to adapt any adventure to challenge most hero levels. Experienced DMs already know how to alter challenges, but here are some rules of thumb.

Adapting Adventures to Hero Level

1. Emphasize role-playing. Storytelling should be more important than rules and combat. Encourage players to work as a team, supporting each other and developing creative solutions. They should try negotiation or cleverness over brute force when possible. A story that creates a sense of wonder, danger, humor, awe, and excitement is the best tool to make great adventures.

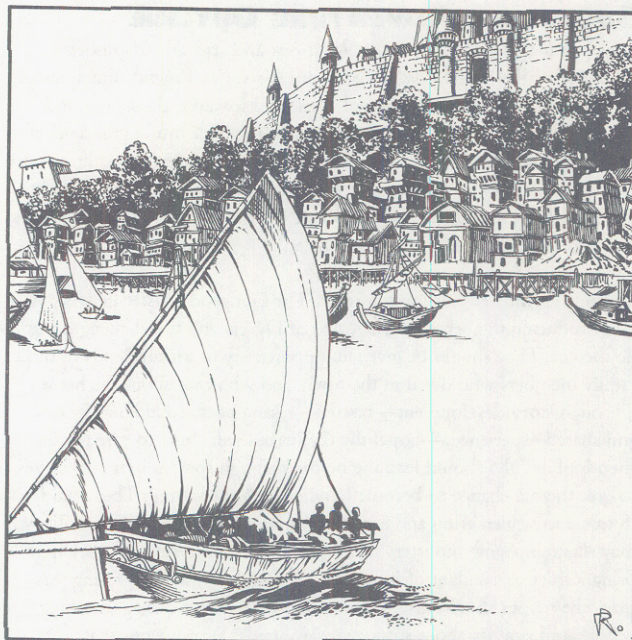
2. Monsters are not stupid! Even the biggest brute should have a sense of self-preservation and develop strategies to use special abilities, such as climbing or webs. Intelligent monsters should be as smart as the heroes, using negotiation and wits.

3. Tricks and traps hurt all levels! If the DM can prevent detection or distract a hero long enough to trigger a trap, it can hurt characters of all levels despite their Armor Classes. Damage inflicted can be increased to keep challenges equal for the heroes.

4. Beginning-level adventures should minimize points of damage inflicted and emphasize the drama of the challenge with sights and sounds. Damage should be threatened, but avoidable. The DM should let nonplayer characters suffer major damage, frightening the players with what could be their heroes' fate. If an early challenge proves too difficult for the heroes, the DM may have the foes flee or panic (–2 to attack rolls) or surrender after suffering an amount of damage or encountering something they fear or when their leader is defeated.

Mid-level adventure challenges should inflict basic damage and still emphasize the drama. The number of foes should equal the heroes' numbers. Foes use allies and clever strategies. Encounters with foes may be deleted if the danger is too great.

High-level adventures should inflict two to three times basic damage. Clever strategies should be emphasized, and the number of foes should equal two to three times the heroes' numbers. Foes use allies, monsters,



and magic. Foes should have planned strategies, reinforcements, escapes, and clever use of their resources and environment. Adventures use misdirection and distractions.

QUICK CHARACTER CREATION

This method may be used if the Dungeon Master must create new non-player characters or the players need to create new heroes quickly.

Assign the following scores to a hero's six abilities: 16, 15, 12, 11, 9, 8. Or, for an NPC who is weaker than a hero, use these scores: 15, 13, 11, 10, 8, 6. Heroes start at 3rd level, characters at 1 HD or 1st level. Distribute 6 bonus points among each NPC's level and ability scores. Each hero begins with one weapon, one week's rations, a knife, waterskin, one temporary magic item, one permanent magic weapon or defense, 3d6x5 gp, and one personal item of the DM's choice. When the heroes are assembled, give the players this list of additional team possessions to be divided among the party: a lantern, 50 feet of rope, a filled waterskin, two bottles of wine, four flasks of oil, one tinderbox, a mule, and a tent. Nonplayer characters begin with less: one weapon or makeshift weapon, basic armor, 3d6 gp, two skills or nonweapon proficiencies, and the tools of his or her trade. The DM may give an NPC one minor magic item for every three levels of experience. The DM should create and present heroes and characters with basic backgrounds and motivations.

GETTING STARTED


Have the players select the heroes they are going to play ahead of time. The DM should take about half an hour to adjust encounters to challenge the level of characters selected and make notes regarding which challenges were chosen.





SUGGESTED ADVENTURE OUTLINE

This product features important locations and strongholds under the influence of the Slavelords. It also examines various agents and spies of the Slavelords, plus their personal agendas. However, these sites and people have only vague links that tie them together into a grand adventure. This section proposes a storyline that the Dungeon Master can use to lead the heroes to explore and adventure in each of these sites. This is only a suggested order and adventure theme; the DM should feel free to create his or her own story and order.



Making Friends & Getting Familiar. The Dungeon Master may begin by introducing the heroes to the town of Dyvers and the challenges that lie therein. They should be given an opportunity to make friends or meet family members who dwell in the town, and who care about the heroes. Through story development—rescues, seeking personal aid, family ties, and shared experiences—hopefully the heroes will come to care for their friends. The DM should lead the heroes through some minor adventures to give them a chance to become familiar with the setting. They could thwart a smugglers' ring and earn the enmity of the rogue alliance. They may slay rampaging monsters and explore the countryside. Or they may bring a thief or assailant of innocents or a noble to justice. During this time, the heroes should discover abandoned scenes of carnage, missing people, and rumors about suspected slave raids. Word is out that humanoid—gnolls, goblins, orcs, and ogres—are behind the disappearances. A reward is offered for information leading to the arrest of the culprits. The DM should provide the heroes with clues that lead to an investigation of the Blackthorn Caverns in the Gnarley Woods. Care should be taken so that the heroes don't discover the precise location of the entrance to the Blackthorn Caverns. Thus, it will prove difficult for them to return with an army and destroy this haven of evil. The heroes may stumble on the site in the dark or during a storm, or they may chase a band of humanoids back to their lair or be captured by humanoid raiders and have to escape these caverns. The heroes should barely escape with their lives.

Slave Raids Hit Home. When the heroes return to Dyvers after their abortive raid on Blackthorn, they should witness the end of a slave raid on an outlying manor house by the Pirates of the Yellow Veil. They can only stop a few of the raiders, and are too late to prevent the ship from setting sail and escaping. The heroes should discover that several of their friends were either slain by the Slavers or nabbed in the raid. With a reward offered by the mayor of Dyvers and the added motivation of rescuing friends, the heroes should be driven to pursue the Slavers. The DM should create a string of clues that will lead the heroes to the secret Slaver way station in a warehouse on West Gate Island. There they discover evidence that the Pirates of the Yellow Veil are actually agents of the Slavelords. They are back in business. Before the heroes can interrogate any captured villains, the captives are slain by an assassin's bolt.

On the Trail of Kidnappers. In order to track the Slavers to their secret base on the Nyr Dyv, a patron of the heroes surreptitiously offers to help them set a trap for the Slavers. The heroes are to sail forth on a decoy ship, supposedly laden with cargo and passengers bound for the

Wild Coast. Their patron will make sure that the word is spread up and down the coast of the Nyr Dyv to alert the Slavers. When the Slavers strike against the ship, the heroes may be able to capture them or follow them back to their base using *locate object* on the stolen cargo. The Slavers will take the bait, and a naval battle must be fought. Whether the heroes track the Slavers to their lair or are carried there as prisoners does not matter. They must find a way to safely free the slaves, and capture or slay the Slavers.

At Slavers Cove. The heroes' efforts lead them to the first secret base of the Slavers hidden on the southern shore of the Nyr Dyv, either as prisoners or as bounty hunters. But a sea-boar (a monster with the head of a giant wild pig and the body of a sea serpent) prowls the waters, and the heroes will need to find a way past him, quietly if they are an invasion force. The Slavers are prepared for intruders, and given sufficient warning will put up a good fight to protect their captives and save their own lives. Subterfuge and a commando raid are called for to prevent the Slavers from getting away. This invasion may end with the heroes sneaking aboard the Slaver ship, the *Eternal Sun*, and capturing it. Whatever the outcome, the heroes should discover clues that lead them to other secret way stations along the Selintan River and to the port of Hardby.

Voyage of the *Eternal Sun* With the commandeered slave ship in their possession, the heroes may now sail down the Selintan searching for the Slavers' hidden way stations. These include an old shipwreck, a rogue Rhennee barge, a ferryman at Ford Keep, and a smugglers' cave up the Yarpick Creek. In the process they may encounter another one of the ships secretly used by the Slavers—the *Longspan* or the *Radiance*. The journey ends at the Port of Hardby, where the heroes encounter a misunderstanding with the Hardby Marines, being in possession of a contraband smugglers' ship. Though the mistake may be sorted out, the heroes should find themselves stranded in Hardby, their ship confiscated. They should spend some time interacting with the locals, perhaps engaging in one or two side treks to High Pass, Fishtown, or Megas Landing. They should run afoul of the town's politics and the Slavers' agents, who attempt to eliminate them. Eventually, the heroes are conscripted by the city to perform pest extermination in return for dropping all debts they come to owe to the city.

Battle of Bright Tower. While posted to the Bright Tower, the heroes are sent with a patrol to help exterminate an ankheg hive of eight giant insects and a dozen grubs. On their way back to the fort, the heroes encounter a large band of orcs heading north (to reinforce Blackthorn Caverns). The orcs outnumber the heroes almost ten to one, and wise heroes will flee back to the safety of Bright Tower. When the orcs spot them, they give chase. If the heroes head north, they encounter a brigade of gnolls and ogres coming south from Blackthorn to meet the orc band. The heroes are caught between the two forces and must flee until they reach Bright Tower at sunset. In an effort to keep their presence secret, the orcs attack Bright Tower under the cover of night with reinforcements from Blackthorn. The heroes must somehow survive until Hardby can send militia by noon the next day.

Structures and Conveyances

All structures have the following characteristics: AC (Armor Class); SP (structural hit points); Cover (AC adjustment when hidden behind); Saves (saving throw score versus special attacks; a successful save either halves or negates effect); SZ (size).

Example:

Building, wooden: AC 7; SP 8 per 10x10; Cover +2 AC; Saves 17; SZ H (10x10).

Conveyances and siege weapons have the following additional characteristics: MV (movement rate; for ships this may be oar, sail, or combination oar/sail); THACO (base chance to hit AC 0); #AT (number of attacks per round); Rg (range figures for minimum/short/medium/long; medium range is at -3 to hit; long range -5); Dmg (damage to small to man-sized targets, large or bigger targets, and fraction of damage to structures); Team (number of animals to pull a conveyance); Crew (the number of men to operate a conveyance or siege weapon at peak performance); Cargo (carrying capacity in tons); Pass (the number of passengers or troops it may carry); Space (wt) (the space a siege weapon takes up on a ship, in number of SP [and reduction of cargo tonnage]; see "Artillery" on page 23).

Examples:

Wagon, small: MV 15; Crew 1-2; Team 1-2; AC 7; SP 18; Ram +1; Cover +2 AC; Saves 15; SZ L (5x12x5); Cargo 2 tn; Pass 2.

Ballista, light: MV 9; Crew 1; AC 7; SP 4; THACO 12; #AT ½;

Rg -/8/16/24; Dmg 1d6 S-M, 1d8 L, x0 ST; Cover 0; Saves 15; Space (wt) 5(1); SZ S (2x2x3).

Other information is provided for ships: Dm (lengthxbeamxdraft [minimum depth of water needed to float the ship]); Manv. (maneuver bonus; see the section on Naval Combat); Arm (siege weapons a ship is capable of carrying); Ram (Ram Factor; see the section on Naval Combat; some land conveyances also have Ram Factors).

Example:

Cog: Dm 90x20x4.5; MV 9 sail; Manv. 1d6; Crew 4-20; AC 7; SP 51; Arm up to 2 hvy artillery and 1 lt artillery; Ram 0; Cover +5 AC; Saves 16; SZ L; Cargo 150 tn; Pass 5.

Damaging Structures

Heroes may find opportunities to cause damage to structures. Rules for causing structural damage are recapped here.

Most weapons are not designed to damage wooden, stone, or metal structures, though there are exceptions. Most weapons inflict one-quarter normal damage, rounded up. Blunt weapons cause half damage, rounded up. Small missiles cause no damage. Piercing and sharp weapons cause one-quarter damage only to wooden structures, and none to stone or metal ones. Chopping weapons and heavy swords cause half damage to wooden structures only. Fire causes full damage to wood and one-quarter damage to other materials. Damage inflicted by siege weapons varies based on the type of missile. Usually artillery causes half damage.

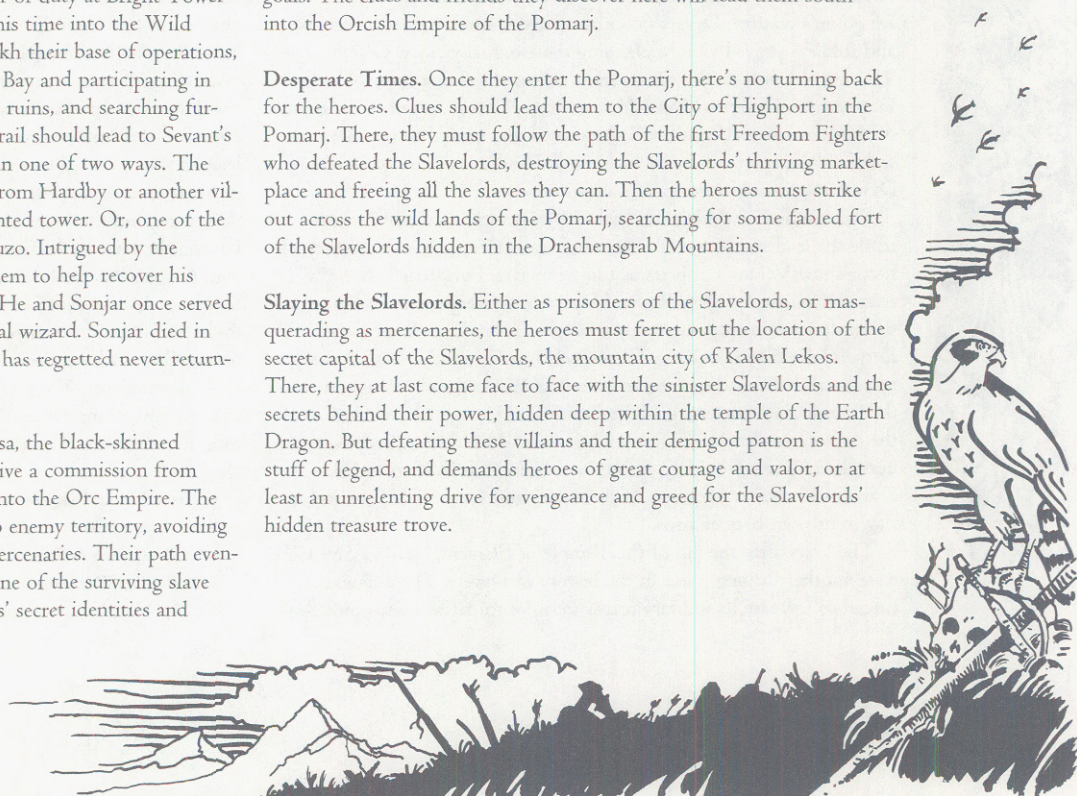
Putting Things to Rest. Following their tour of duty at Bright Tower Keep, the heroes once again journey south, this time into the Wild Coast. They should make the town of Carnakh their base of operations, while exploring the Wild Coast and Woolly Bay and participating in orc hunts, monster exterminations, raids into ruins, and searching further for connections to the Slavelords. The trail should lead to Sevant's Tower, across the river from Sevant's Cove, in one of two ways. The heroes may follow a suspected Slaver agent from Hardby or another village to Sevant's Cove, and thence to the haunted tower. Or, one of the residents of Carnakh is the retired warrior Suzo. Intrigued by the heroes' growing reputation, he approaches them to help recover his brother Sonjar's body from Sevant's Tower. He and Sonjar once served the wizard Sevant, until he was slain by a rival wizard. Sonjar died in that tower, but Suzo managed to escape. He has regretted never returning for his brother's remains.

Into Enemy Hands. With the defeat of Vessa, the black-skinned Markessa, at Sevant's Tower, the heroes receive a commission from Greyhawk or Hardby to pursue the Slavers into the Orc Empire. The heroes must journey south from Safeton into enemy territory, avoiding humanoid tribes and trying to blend in as mercenaries. Their path eventually leads to Port Elredd, where they spy one of the surviving slave ships and must dig up clues to the Slavelords' secret identities and

goals. The clues and friends they discover here will lead them south into the Orcish Empire of the Pomarj.

Desperate Times. Once they enter the Pomarj, there's no turning back for the heroes. Clues should lead them to the City of Highport in the Pomarj. There, they must follow the path of the first Freedom Fighters who defeated the Slavelords, destroying the Slavelords' thriving marketplace and freeing all the slaves they can. Then the heroes must strike out across the wild lands of the Pomarj, searching for some fabled fort of the Slavelords hidden in the Drachensgrab Mountains.

Slaying the Slavelords. Either as prisoners of the Slavelords, or masquerading as mercenaries, the heroes must ferret out the location of the secret capital of the Slavelords, the mountain city of Kalen Lekos. There, they at last come face to face with the sinister Slavelords and the secrets behind their power, hidden deep within the temple of the Earth Dragon. But defeating these villains and their demigod patron is the stuff of legend, and demands heroes of great courage and valor, or at least an unrelenting drive for vengeance and greed for the Slavelords' hidden treasure trove.





THE LANDS OF DYVERS

This chapter explores the city of Dyvers, its people, and its surrounding lands. Also presented are game statistics for typical land and seagoing conveyances and rules for managing naval combat during this adventure. Two sites linked to the Slavelords are detailed for further adventures, including a secret cove where kidnapped captives are held until they can be shipped to the Pomarj, and a deadly lair of humanoids, hidden in the depths of the Gnarley Forest.

HISTORY OF THE CITY

Dyvers is an independent city nestled on the southwestern shore of the Nyr Dyv, or “Lake of the Unknown Depths.” Because of its location at the mouth of the Velverdya River, most water traffic from nations to the west of Dyvers—Veluna, Bissel, and Furyondy, on the northern shore of the Nyr Dyv—passes through the city.

Once just a river town, a part of the Gold County of the Ferrond satrapy of the Great Kingdom of Aerdy, the city originally named Dyvar (“deep water”) became a hub for river and lake traffic. As the power of the Great Kingdom waned with its Overking’s sanity, the Viceroy of Ferrond sought to distance his people from the troubles of Aerdy. In the war that followed to free Ferrond from the Great Kingdom’s control, Dyvers’s contributions of food, money, weapons, and soldiers proved vital to claiming the eventual victory. Count Thrommel I, heir to the viceroy, was crowned the first King of Furyondy in Dyvers in 254 CY. For a time Dyvers served as the capital of this new nation. In 288 CY the capital was moved to the more central and better-defended city of Chendl. Despite this change in status, Dyvers continued to prosper as a trade city.

Eventually, Furyondy’s ties with the theocratic nation of Veluna made the leaders of Dyvers increasingly uncomfortable. The Gentry of Dyvers saw Veluna’s policies as too restrictive. Fortunately, friendly relations between that nation and Dyvers’s sovereign state finally prompted the cosmopolitan city to declare its independence from Furyondy in 526 CY. King Thrommel II of Furyondy allowed this act to pass unchallenged so long as taxes continued to make their way into the Furyondian treasury. Both Furyondy and Dyvers viewed the rise of the city of Greyhawk as a financial threat and felt that an independent but allied Dyvers would go far in maintaining fair levels of trade. Dyvers still retains a portion of the colors and symbols of Furyondy’s flag in its own coat of arms.

The years after the fall of the Temple of Elemental Evil in 569 CY were another turning point in the history of Dyvers. The city was forced to increase its military forces in order to defeat humanoids flee-

ing the victorious forces of good from the temple. When Iuz, the evil demigod of pain and oppression, invaded the Shield Lands, hundreds of refugees fled south to Dyvers for sanctuary. Iuz’s later attacks on Furyondy caused Dyvers to once again add to its militia, fearing the forces of evil might reach their doorstep. During the Greyhawk Wars (582–584 CY), more refugees arrived from Furyondy and the Shield Lands, as well as from the Wild Coast fleeing Turrosh Mak’s orc armies, from Greyhawk when many lost their homes in the Old City Fire of 584, and even from far-off Tenh and Nyronnd.

As things began to settle down in 585 CY, reports came that members of the Furyondian Knights of the Hart appealed to King Belvor IV to annex Dyvers and the nearby free city of Verbobonc. Verbobonc, loyal to Veluna, hosted a visit from a Velunan representative to assure the populace that their Furyondian allies would do no such thing. However, Magister Margus, the lord mayor of Dyvers, dismissed the possibility of annexation and failed to address the concerns of his constituents. He was recalled from office by a vote later that year. His successor, Larissa Hunter, First Captain of the Dyvers Free Army, was an aggressive patriot. Her enthusiasm and popularity forced King Belvor to send a representative to Dyvers in order to assure the city that it had nothing to fear from the kingdom or the Knights of the Hart, whom Belvor privately told to shut up.


Magister Larissa then turned to defend Dyvers’s eastern border from the domain of Greyhawk, which had hemmed the city in. She dispossessed two minor Dyversian nobles on the eastern border when she learned they planned to switch allegiance to Greyhawk. Turning their property over to another noble family, she directed them to build a castle just beyond the town of Maraven, guarding the eastern road to Greyhawk. This castle, Eastguard, solidified Dyvers’s eastern border with Greyhawk and ended all talk of losing western lands through defection. Larissa also had the road to Greyhawk improved to increase trade, and warned the directing oligarchy of Greyhawk that the presence of any Greyhawk soldiers within 10 miles of Maraven would be considered an act of war. The oligarchs assured her that Greyhawk had only peaceful intentions toward Dyvers, and Larissa has since been able to turn her attentions inward to promote the welfare of her citizens.

Larissa Hunter, Magister of Dyvers, female human F9: AC 2 (plate mail, Dex bonus); MV 9; hp 81; THACO 12 (8 with *longsword*+3, Str bonus); #AT 3/2; Dmg 1d8+4 (*longsword*+3, Str bonus); SA *longsword* +3, *Frost Brand*; SD *resistant to fire*; SZ M (5'10" tall); ML champion (15); Str 17, Dex 15, Con 17, Int 11, Wis 14, Cha 13; AL LG; XP 1,400.

Lands of Dyvers

Domain of Greyhawk and
The Wild Coast





Magic items: *longsword* +3, *Frost Brand*, +6 vs. fire-based creatures—glows at temperatures below 0° F, resistance to fire, extinguishes flames; *elixir of life*, *potion of super-heroism*.

GENERAL INFORMATION

Dyvers is a walled city with a long riverfront. It has five districts: the Royal Grounds, which hold the homes of petty nobles, the base of the Free Army, and the palace now used as the city hall and mayor's office; the Docks district, a low-class neighborhood along the waterfront; Old Town, the center of business, manufacture, and roguery; the River Quarter, four islands a few miles offshore; and the Trade District, a middle-class area held mostly by merchants and guild members.

Entry into the city is free, either through the docks, the two gates for road traffic, or the four minor gates for pedestrians and handcarts. A tent town of foreign merchants stands outside the eastern gates. These merchants don't wish to buy booth space within the Trade District, but must still pay a fee amounting to a 5% tariff plus 5% tax to the watch to police the tent market.

The Magister of Dyvers is elected by representatives of the city's noble upper class, called the Gentry of Dyvers, and carries the title His (or Her) Excellency. These representatives and most candidates for office include influential mages, scholars, veteran warriors, and priests, all of whom are freemen landowners, minor nobles, or wealthy merchants. The Gentry owns all farmland around Dyvers, and leases it to freemen to work as sharecroppers in feudal fashion.

Dyvers lays claim to approximately 2,000 square miles of land outside the city walls, running mostly east to west along the south shore of the Nyr Dyv and the Velderdyva River. This territory is known as the Free Lands of Dyvers. It includes a section of the Gnarley Forest to the south, the town of Caltaran to the west, and the town of Maraven to the east, with Castle Eastguard marking the eastern border of the Free Lands.

Dyvers owes much of its prosperity to trade caravans coming from Furyondy and Veluna. It also receives the bulk of boat and barge traffic from upriver, since it is impossible to miss Dyvers as one enters this corner of the Nyr Dyv. Its location also makes it a good stopping point for those traveling east. Dyvers has a long-standing rivalry with its neighbor, the free city of Greyhawk, and there is often fierce competition between the two for trade, property, and publicity.

The coinage of Dyvers is a modified form of that issued by Furyondy. Its gold wheatsheafs, silver wagons, and copper commons have circulated into nearby territories, while the platinum citadel and electrum galley are less common and are normally only found within the city itself.

Dyvers's chief exports are ships and shipbuilding materials. It has two shipyards, one located outside the city walls to the west and the other on Great Crown Island, one of the four islands of the River Quarter. Wood for shipbuilding is cut in the Gnarley Forest, then floated down the Serault River to Caltaran, where it is stacked on flatboats or barges and sent to the shipyards.

Dyvers's fishermen bring in pike, gar, trout, and bluefish from the Velderdyva, and bass, salmon, turtles, and a carplike fish of golden color from the Nyr Dyv. These fish are sold to the locals and served in all the city's inns and restaurants rather than being exported. The rest of the city's revenue comes from wool, clothing, meats, cheese, locally

brewed ales, and food grown on the fertile banks of the river.

An enterprising rancher named Sejorr purchased a section of farmland three years ago and fenced it off to make a ranch for domesticated axebeaks; the beeflike meat is gaining popularity, as are the large eggs. The large feathers are coveted by the Gentry for fashion, medicinal, and utilitarian purposes.

Sejorr, male human F5: AC 7 (shield, Dex bonus); MV 12; hp 32; THAC0 16; #AT 1; Dmg 1d8 (longsword); SZ M (6' tall); ML steady (12); Str 14, Dex 16, Con 9, Int 9, Wis 8, Cha 7; AL NG; XP 65.
Special equipment: ring of avian control.

Axebeaks (2-7): AC 6; MV 18; HD 3; hp 15; THAC0 17; #AT 3; Dmg 1d3/1d3/2d4; SZ L (7' tall); ML unsteady (7); Int animal (1); AL N; XP 65.

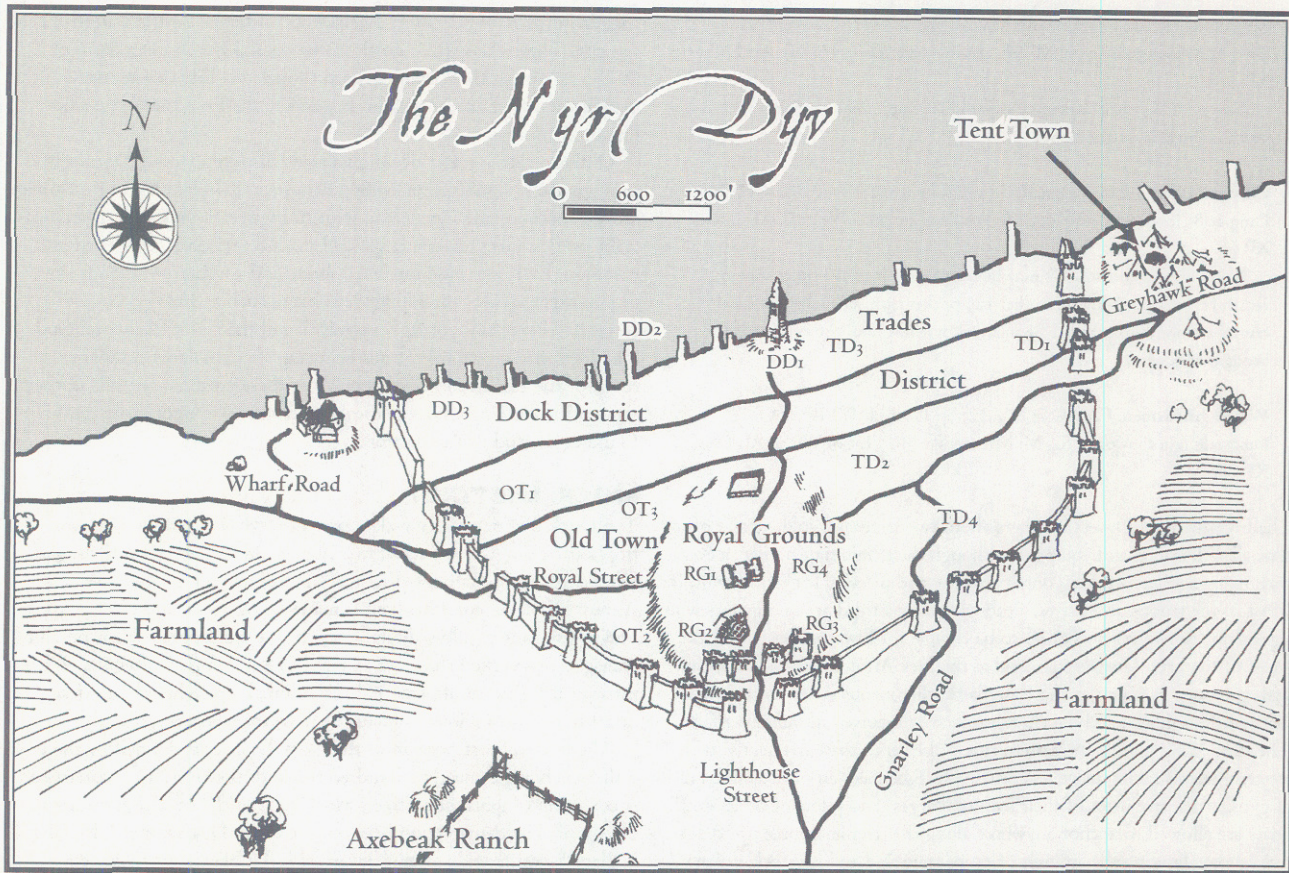
Special Abilities: Axebeaks are fast runners and aggressive hunters that pursue until fed or killed. Their cry is a loud honking that can be heard for half a mile. During mating season, males make a deep thrumming sound.

Dyvers's population is mostly human (Oeridian, Suel, or a mixture of the two), with a respectable number of half-elves and a very minor population of dwarves and halflings. Gnomes from the nearby Kron Hills make frequent visits to trade in the city, and so are not an uncommon sight. The city works hard to maintain amiable relations with these demihuman groups.

The major faiths of Dyvers include: St. Cuthbert (zeal, discipline), Ehlonna (forests), Zilchus (money, business), Fharlanghn (roads, travel), Pelor (sun, healing), Hieroneous (chivalry, justice), Istus (fate, destiny; brought here by the Baklunish merchants), Olidammara (music, revels), Xerbo (sailing, business), Osprem (ships, sailors), and Rao (peace, reason), with Obad-Hai (nature) having a minor following among the western farmers. There are large temples to St. Cuthbert, Zilchus, and Xerbo with smaller buildings honoring the other gods. Travelers to Dyvers are encouraged to worship at and donate to their god of choice, and some priests solicit contributions from wealthy travelers at the marketplaces. Priests of Ehlonna, Fharlanghn, Hieroneous, and Istus often recruit daring champions with heroic legends to undertake important missions for their temple or to serve the welfare of Dyvers.

Like the other nearby countries, Dyvers is concerned about the threat of the Orcish Empire of the Pomarj to the south. Several plans for a general evacuation have been formed, and a close watch is kept on the number of boats available at any time, with most people keeping a portion of their wealth close at hand in case the need for flight should arise. Most would flee to Furyondy, some to Caltaran, while few would choose Greyhawk except as a last resort. The average wealth varies by district. The Dock and Old Town residents average 1d10×10 gp each. Those in the River Quarter and Trade District average 1d20×20 gp. The Royal Grounds inhabitants often have 1d100×100 gp value in coins and gems available. With so much wealth kept secreted in homes and businesses, excellent locks are used on all doors (−20% to Open Locks attempts) and three squads of 2–6 town watch patrol each neighborhood, with larger forces in the richer districts.

Laws in Dyvers are fair and practical, though they tend to view contract breaking and theft more harshly than vandalism, assault, or murder.



In most cases, hefty fines and confiscation of property or forced services are used as punishment. Branding, imprisonment, dismemberment (cutting off ear, hand, or foot), and execution are reserved for the most egregious of crimes. Weapons are legal in the city, but each use of destructive magic within the township carries a fine and mandatory public service (100 gp and 1 hour per spell level \times experience level of caster). Failure to pay fines results in enforced service or conscription in the border militia until the debts are worked off.

Thieves in Dyvers do not have an organized guild. Most thieves willing to work together belong to a criminal gang called the Alliance. The Alliance was formed 200 years ago when several criminal families joined forces to eliminate their rivals. The Alliance has several legitimate business fronts and maintains a low profile with its criminal activities. It controls most major criminal operations in the city. The Alliance has even been known to execute criminals who stir up trouble (such as murderers or those who steal from the nobles), since those activities are bad for business. There is an ongoing deadly feud between the Alliance and Greyhawk's Thieves Guild.

The main police force of the city is the Watch of Dyvers, about three hundred fifty in number and known for the large, flashy coat of arms they wear on their surcoats. The watch is strongly backed by the church of St. Cuthbert and handles such duties as patrolling the streets,

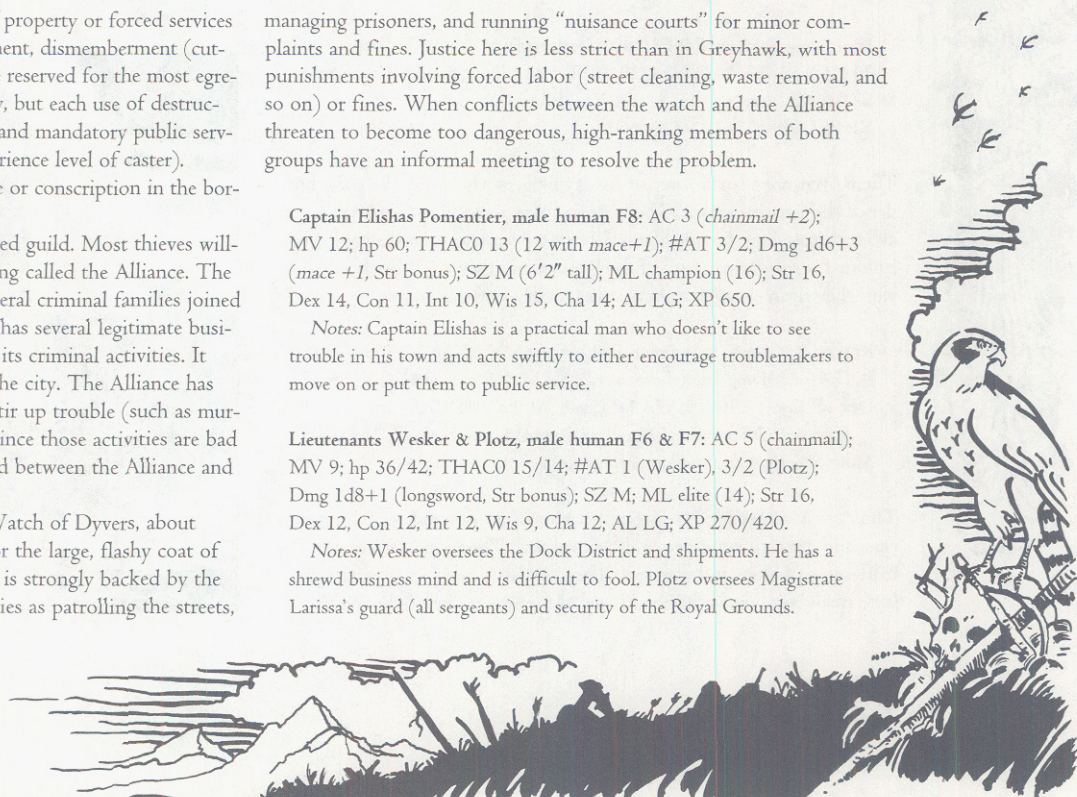
managing prisoners, and running "nuisance courts" for minor complaints and fines. Justice here is less strict than in Greyhawk, with most punishments involving forced labor (street cleaning, waste removal, and so on) or fines. When conflicts between the watch and the Alliance threaten to become too dangerous, high-ranking members of both groups have an informal meeting to resolve the problem.

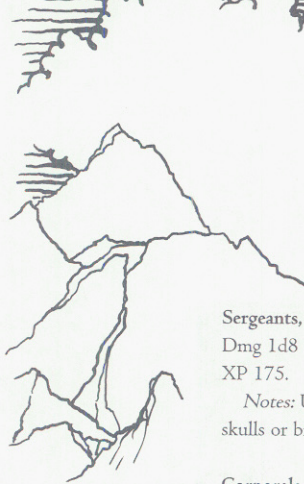
Captain Elishas Pomentier, male human F8: AC 3 (chainmail +2); MV 12; hp 60; THACO 13 (12 with *mace+1*); #AT 3/2; Dmg 1d6+3 (*mace +1*, Str bonus); SZ M (6'2" tall); ML champion (16); Str 16, Dex 14, Con 11, Int 10, Wis 15, Cha 14; AL LG; XP 650.

Notes: Captain Elishas is a practical man who doesn't like to see trouble in his town and acts swiftly to either encourage troublemakers to move on or put them to public service.

Lieutenants Wesker & Plotz, male human F6 & F7: AC 5 (chainmail); MV 9; hp 36/42; THACO 15/14; #AT 1 (Wesker), 3/2 (Plotz); Dmg 1d8+1 (longsword, Str bonus); SZ M; ML elite (14); Str 16, Dex 12, Con 12, Int 12, Wis 9, Cha 12; AL LG; XP 270/420.

Notes: Wesker oversees the Dock District and shipments. He has a shrewd business mind and is difficult to fool. Plotz oversees Magistrate Larissa's guard (all sergeants) and security of the Royal Grounds.






Sergeants, F5: AC 6 (scalemail); MV 12; hp 30; THACO 16; #AT 1; Dmg 1d8 (longsword); SZ M; ML steady (12); Int 9, Wis 10; AL LN; XP 175.

Notes: Unlike their captain, these soldiers don't mind cracking a few skulls or breaking a few bones.

Corporals, F3: AC 6 (scalemail); MV 12; hp 18; THACO 18; #AT 1; Dmg 1d8 (longsword); SZ M; ML steady (12); Int 9, Wis 10; AL LN; XP 65.

Notes: Even good soldiers may be tempted to look the other way in return for collecting fines that they can pocket themselves. But, heinous crimes are not a joke, and these men will not rest until the culprits are brought to justice.

Watch guardsmen, F2: AC 7; MV 12; hp 12; THACO 19; #AT 1; Dmg 1d6 (short sword); SZ M; ML average (10); Int 8, Wis 9; AL LN; XP 35.



The Free Army of Dyvers numbers about two thousand soldiers and officers, all well armed and equipped, although their training is rather uneven, with many soldiers working only part-time and meeting for monthly drills. Most of the troops are natives, although nearly a third are immigrants who signed up for five years in order to be eligible for low-cost leases on land. Most of the Free Army is stationed at the Free Army Barracks in the city, with garrisons in Caltaran and Eastguard. Hieroneous is the most favored deity of the soldiers, and the church is heavily involved in military affairs. The Free Army patrols the eastern side of Dyvers's coast frequently, with western patrols taking place less often. The Rhennee (an olive-skinned race of gypsies that live most of their lives on barges) and pilots of other small boats are allowed to anchor anywhere along the river and come up to 100 feet ashore (limiting the amount of crops trampled and livestock stolen). Shore visits are overnight only.

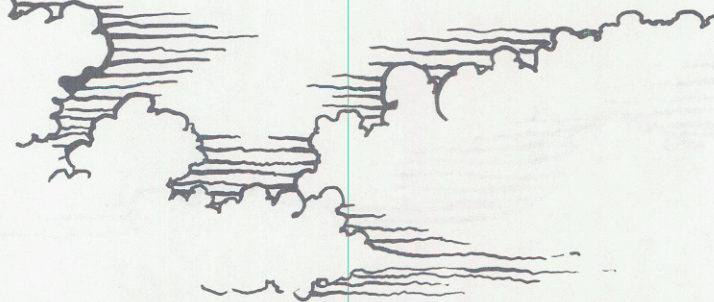
Free Army Soldiers, F3-F8: AC 6 (scalemail); MV 9; hp 7/level; THACO 18/17/16/15/14/13; #AT 1 or 3/2; Dmg 1d8 (longsword); SZ M; ML elite (13); Int 9, Wis 10; AL LN; XP 65/120/175/270/420/650.

The Rovers are a small force of twenty rangers who work along the border of the Gnarley Forest. They refrain from going in too far so as to avoid patrols from Celene, the isolationist elven nation to the southwest. Ehlonna is the patron deity of the Rovers, and they are strongly allied with the sylvan elves, swanmays, and Gnarley Forest Rangers.

Rovers, R5: AC 5 (hide armor, Dex bonus); MV 12; hp 35; THACO 16; #AT 1 or 2; Dmg 1d6 (short sword); SZ M; ML champion (15); Str 13, Dex 15, Con 15, Int 10, Wis 14, Cha 8; AL NG; XP 270.

Special Abilities: Animal Handling, Animal Lore, Survival, Tracking; Move Silently 40%, Hide in Shadows 31%.

The Free Marines of Dyvers number almost a thousand, including officers, and are well equipped and well trained. The Free Marines are made up of sailors and warriors. They operate a number of oared galleys, small cogs, and other boats out of a base on one of the four



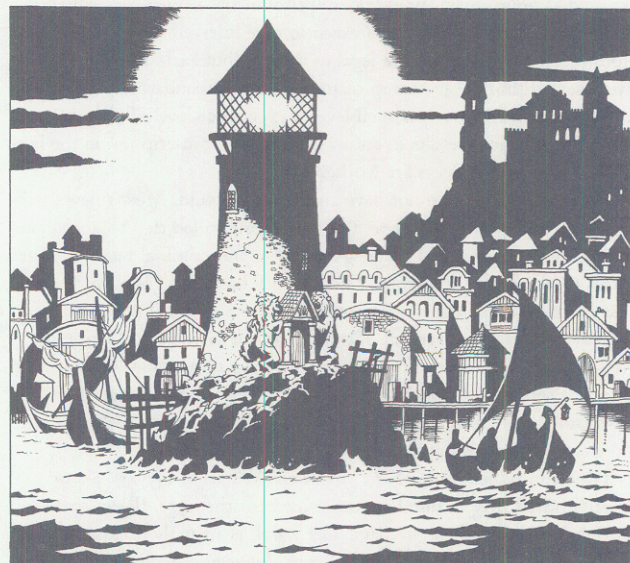
islands in the River Quarter. Their headquarters is on the waterfront in the city. They often cruise north to the coastal Furyondian town of Willip as part of their training, even though the Furyondian navy patrols the Nyr Dyv for pirates. In general, the Free Marines do not like the Rhennee.

Outlying farms suffer occasional raids from humanoids (typically orcs, gnolls, hobgoblins, or ogres). Bandits and wolves from the Gnarley are also occasionally a problem, with stranger creatures such as ankhegs, giant beetles, giant snakes, large spiders, and owlbeats being even less common. Evil cults based in Verbobonc and southern Furyondy are rare but dangerous, worshipping evil deities such as Iuz, Vecna (evil secrets), Tharizzdun (entropy, insanity), and the Elder Elemental God. The DM may create adventures featuring encounters with these creatures, or the Alliance or Slavers may use these creatures as foils in their attempts to eliminate nosy heroes. A random encounter chart can be found at the end of this section.

DOCK DISTRICT

The Dock District is a low-class part of town. Its buildings consist of flophouses, dingy apartments, tiny homes, inns, taverns, brothels, gambling dens, and restaurants that cater to sailors and dockworkers. Almost all of the coastline here is made up of docks and piers, with only a few gaps to allow direct access to the water, such as for beaching damaged or wrecked ships for salvage. The watch makes regular rounds through this district after dark, both to break up fights and to drag drunken or unconscious residents back to their homes.

The westernmost portion of the Dock District is defined by the city wall, which angles nearly a hundred feet into the river. The eastern end is considered Lighthouse Street, which ends at the small lighthouse on the shore. The demarcation between the Dock District and Old Town is Black Street, a wide avenue paved with flat black stones that runs from the west wall's northern pedestrian gate to its opposite number on the east wall.



DDI. Lighthouse

This old lighthouse was renovated in 589 CY with the use of magic and a team of dwarven masons. The lanterns were replaced with *continual light* spells and a series of mirrors. The lighthouse can be seen up to 30 miles away on a clear night. It is tended by a delegation from the church of Pelor. A pair of rampant statues (a ki-rin and a lion) flank the entrance to the lighthouse.

Karmin & Verantha, female humans P6 of Pelor: AC 6 (bronze scale); MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d6 (staff) or 1d4+1 (sling); SZ M; ML champion (15); Str 11, Dex 10, Con 12, Int 11, Wis 15, Cha 13; AL NG; XP 420.

Special Equipment: magical font—can cast *divination* and *scrying*.
Spheres: Major—All, Charm, Creation, Elemental (Air), Guardian, Healing, Necromantic, Protection, Sun; Minor—Summoning, Wards.
Spells Memorized (5/4/2): DM's choice.

DD2. Yellow Pier

This pier was painted bright yellow a dozen years back, and although most of its original color has faded, the name has stuck. The dockmaster for this section of the docks is an old sea dog named Krankor, who is on the payroll of the Alliance. He is just in it for the money. He cares very little for people in general and even less for uppity folk from Greyhawk. Krankor takes care of docking needs at the Yellow Pier and keeps his ears open for rumors about the Slavers. If shipments for the gang need to be loaded or unloaded with no questions asked, the Yellow Pier is where they are taken. Krankor makes arrangements for the pier to be available and empty when it is needed for this purpose.

Krankor, male human F3: AC 5; MV 9; hp 16; THAC0 18; #AT 1; Dmg 1d6 (short sword); SZ M (5'4" tall); ML steady (11); Str 14, Dex 11, Con 14, Int 12, Wis 13, Cha 8; AL NE; XP 65.

DD3. Temple of Osprem

Osprem is a relatively benign power that stands guard over those who travel on the sea. With the recent increase in slaving raids on land and on the water, her priests have gained popularity, dispensing blessings to sailors and vessels, and even being hired to accompany voyaging ships. The high priestess of the temple is Shenree, who aspires to join the Gentry of Dyvers by acquiring enough land to qualify for that group. Once in a position of political power, she'll use her influence to increase the leverage of her church in the city's workings.

Shenree, female human P9 of Osprem: AC 6 (scalemail); MV 12; hp 45; THAC0 14; #AT 1; Dmg 1d6+2 (*trident of submission*); SZ M (4'11" tall); ML elite (13); Str 10, Dex 9, Con 9, Int 15, Wis 13, Cha 14; AL LN; XP 1,400.

Special Equipment: *trident of submission*.
Spheres: Major—All, Animal (sea creatures only), Divination, Elemental (Water), Healing; Minor—Charm, Necromantic, Travelers.
Spells Memorized (5/4/3/2/1): DM's choice.

OLD TOWN

Old Town is another lower-class part of Dyvers. It has the same sorts of buildings, businesses, and establishments as the Dock District, but it caters to commoners with professions other than sailors and dockworkers, such as craftsmen, unskilled laborers, bodyguards, gamblers, visiting traders, shipwrights, poor merchants, and unsuccessful adventurers. There tends to be a lot of overlap between this area and the Dock District, especially during festivals, and the town watch makes sure to stay visible during the night. People with a reasonable amount of income usually try to move to the Trades District.

Old Town's north end is defined by Black Street. Its east end is Lighthouse Street, and its southwest border is the west city wall. The southeast portion of Old Town is broken by the low, broad hill that elevates the Royal Grounds above the city.

OTI. League of Assassins

Operating under the guise of mercenary bodyguards, the League of Assassins is a small organization kept under the watchful eye of the Alliance. Those who know the League's true nature rarely call for an actual assassination, preferring to use the skills of its members to intimidate their targets rather than eliminate them. Victims of the League usually get by with a beating, a broken bone, or occasionally a near-drowning in the lake. Felbon is the head of the League. He has considered starting a dialogue with the Thieves or Assassins Guild in Greyhawk just to get the Alliance off his back, though he knows if he makes a move too soon he'll be killed.

Felbon, male human T5: AC 5 (leather, *ring of protection +1*, Dex bonus); MV 12; hp 22; THAC0 18; #AT 1; Dmg 1d6 (short sword); SZ M (5'4" tall); ML champion (15); Str 13, Dex 16, Con 8, Int 15, Wis 13, Cha 11; AL LE; XP 175.

Special Abilities: backstab ×3, detect poison, disguise, espionage.
Special Equipment: *ring of protection +1*.
Thief Abilities: PP 15, OL 40, F/RT 25, MS 70, HS 65, DN 15, CW 70, RL 0.


Assassins, T3: AC 8 (leather); MV 12; hp 13; THAC0 19; #AT 1; Dmg 1d4 (dagger) + poison; SZ M; ML elite (14); Int 12, Wis 11; AL LE; XP 65.

Special Abilities: backstab ×2, detect poison, disguise, espionage.
Thief Abilities: PP 15, OL 40, F/RT 25, MS 40, HS 35, DN 25, CW 60, RL 0.

OT2. House of the Toothy Smile

While half-orcs are not such a cause for alarm as they are on the Wild Coast, they are still looked upon with suspicion by many people of Dyvers. To combat this, a half-orc adventurer named Jal the Friendly founded the House of the Toothy Smile, which is part employment agency and part public relations center. Jal locates destitute or needy half-orcs and finds them respectable employment as guards, laborers, or other legal means of support appropriate to their talents. His efforts to publicize that many half-orcs are willing to be hard-working citizens have done much to keep public sentiment from turning against humanoid half-breeds. He paid a wizard to enchant the doorway of the





building to glow red if a person of evil alignment walked through it. This allows him to screen potential threats to the reputation of his people. Painted above the door are the holy symbols of Rao, Heironeous, and St. Cuthbert—three Lawful Good deities that Jal pays some homage to and whose support in his endeavor couldn't hurt. Since he has worked with half-orcs from many different regions and walks of life, he has extensive contacts in the city, even with rehabilitated criminals.

Jal the Friendly, male half-orc F6; AC 5 (chainmail); MV 9; hp 58; THAC0 15 (13 with *longsword*+2); #AT 1; Dmg 1d8+3 (*longsword*+2, Str bonus); SZ M (6'1" tall); ML steady (12); Str 16, Dex 9, Con 16, Int 13, Wis 9, Cha 10; AL NG; XP 270.

Special Abilities: *infravision* 30'.

Special Equipment: *longsword* +2, *ring of the ram*.

OT3. Watch Station

This large building serves as a police station, small court, and jail run by the watch. The dungeons can comfortably hold about two hundred prisoners, with the typical population about half that. The location of the station on a major road means the watch has quick access to most parts of Old Town (which is where most of the crimes occur). One wing of the building is for the nuisance courts, and is usually packed tightly with people complaining about another's actions or standing before a judge for a petty offense. The station chief is Bartjan, a jolly fat man who enjoys using the power of his *ring of truth* to trick suspects into contradicting their own stories and then confessing.

Bartjan, male human F6; AC 7 (studded leather); MV 12; hp 32; THAC0 15; #AT 1; Dmg 1d8 (*longsword*); SZ M (5'9" tall); ML steady (12); Str 12, Dex 14, Con 15, Int 12, Wis 12, Cha 12; AL LG; XP 270.

Special Equipment: *ring of truth*.

TRADE DISTRICT

The Trade District is one of the newer parts of the city. The first buildings were constructed here a few years after the relocation of the Furyondian capital to Chendl. Broad sections of this district feature shops, restaurants, and taverns, often with the owner living on-site in a small apartment above the business. One section is called the Common Market and is nothing but rows upon rows of tiny wooden booths with colorful awnings reserved for merchants and traders. Other sections have larger buildings, including warehouses, homes, libraries, guildhouses, inns, apartments, temples, theatres, and jails. The more affluent non-nobles of Dyvers make their homes in this district, including wealthy merchants, retired military officers, adventurers, merchants, and diplomats. The riverfront of the Trade District is mostly clear, with only a few small, private docks and piers. The homes along the waterfront are larger, more grand, and more expensive than in any other part of the lower city. The watch's presence here is primarily to deter petty crimes during the day.

The collection of tents outside the eastern gates of Dyvers is considered part of the Trade District. The city does not allow merchants to assemble outside any other part of the walls, and requires them to pay a small fee for the watch to patrol the area—equal to 5% tariff and a 5% tax on goods sold. When the tent town first began to appear, crime

deterred buyers, and so the Magister decided to corral these foreign merchants into one area and generate revenue from them. The fee is less than the cost of renting a booth in the Common Market or buying a storefront, and so the foreigners tolerate it.

Lighthouse Street marks the border between the Trade District and the Docks District. The buildings in that area tend to be a little smaller and more run down than in the rest of the Trade District. Most of the eastern and southern border is the city wall, which extends into the river for nearly a hundred feet, while the Royal Grounds hill defines the southwest corner.

TDI. Thrommel's Arch

Of the two gates suitable for large traffic, the eastern one (which connects to Greyhawk Road) is called Thrommel's Arch. Named for Thrommel I, this wide gate is topped with an arch of stone decorated with Furyondian heraldry. The bronzewood gate is closed every night and can be barred from within. Four members of the watch stand guard at the gate, alert for any unacceptable persons (such as evil humanoids, monsters, or evil cultists) or tent-town merchants trying to sneak into the town with goods for sale.

Sergeants, F5: AC 6 (scalemail); MV 12; hp 30; THAC0 16; #AT 1; Dmg 1d8 (*longsword*); SZ M; ML steady (12); Int 9, Wis 10; AL LN; XP 175.

Notes: Unlike their captain, these soldiers don't mind cracking a few skulls or breaking a few bones.

Corporals, F3: AC 6 (scalemail); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d8 (*longsword*); SZ M; ML steady (12); Int 9, Wis 10; AL LN; XP 65.

Notes: Even good soldiers may be tempted to look the other way in return for collecting fines that they can pocket themselves. But heinous crimes are not a joke, and these men will not rest until the culprits are brought to justice.

Watch guardsmen, F2: AC 7 (*ring mail*); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d6 (*short sword*); SZ M; ML average (10); Int 8, Wis 9; AL LN; XP 35.

TD2. Spice Guildhouse

While this building is truly a guildhouse for spice merchants and traders, it is more important as one of the Alliance's legitimate business fronts. Individuals with no obvious association with the spice trade are often seen coming and going at all hours of the day. Most thieves in Dyvers are aware of the connection to the Alliance and can refer people wanting to contact the Alliance to this place. The code phrase is to ask for "cinnamon from Blackmoor." They'll be directed to Max the Lucky, one of the middle-rank bosses in the Alliance, and his boss Vel Ashandrin.

Vel Ashandrin is one of the high-ranking Alliance bosses, overseeing most of the racketeering that goes on in the city. He is the Slavelords' liaison to the Alliance, having a personal interest in the downfall of Greyhawk because the Thieves Guild had his wife assassinated. He can most easily be reached by contacting Max.

Max the Lucky, male human T5: AC 10; MV 12; hp 36; THAC0 18 (17 with *luck blade dagger +1*); #AT 1; Dmg 1d4+1 (*luck blade dagger +1*); SZ M; ML steady (12); Str 11, Dex 14, Con 11, Int 9, Wis 8, Cha 13; AL NE; XP 175.

Special Equipment: luck blade dagger +1 (no wishes left).

Thief Abilities: PP 65, OL 45, F/RT 35, MS 20, HS 20, DN 25, CW 90, RL 0.

TD3. Common Market

The shops that run the length of Black Street are run by independent merchants. The prices are cheap, and the product quality is average. The watch is more visible in the Common Market than in other parts of the Trade District. One unusual shop is run by a redheaded Suel woman named Kendra. She sells toys and games from many different countries and cultures, even some from as far away as the jungle continent of Hepmonaland.

Kendra, female human F3: AC 5 (chainmail); MV 9; hp 16; THAC0 18; #AT 1; Dmg 1d6 (short sword); SZ M (5'4" tall); ML steady (11); Str 12, Dex 13, Con 10, Int 12, Wis 13, Cha 8; AL NE; XP 65.

TD4. Four Legs Are Better

This unusual business is run by a gray elf, with centaurs as employees. The elf, an enterprising woman named Filanda of Courwood, left Celene due to disagreements with Queen Yolande's isolationism, stayed in Verbobonc for a time, then left there over religious differences and moved to Dyvers to start up an enterprise with a few centaur friends. Four Legs Are Better hires out centaurs to work for the Carters and Cabbies Guild, hauling freight for the merchant family of Lamontek (of whom former slavelord Lamonsten the Lazy is a member), guarding caravans through the Gnarley (south to the Wild Coast and west to Verbobonc), carrying news and packages to cities within a week's travel, and even as field plowers and livestock herders (although the last two are considered low-grade work). The company is making a good profit and plans to expand its operations into Verbobonc and Narwell in another year or two.

Filanda of Courwood, female gray elf R7: AC 7 (studded leather); MV 12; hp 44; THAC0 14; #AT 3/2; Dmg 1d8 (longsword) or 1d6 (bow); SD 90% resistant to *charm* and *sleep*; SZ M; ML elite (14); Str 13, Dex 13, Con 14, Int 10, Wis 14, Cha 10; AL NG; XP 175.

Special Abilities: species enemy: gnolls (+4 to attack, -4 reactions); Animal Handling, Riding (Land-based), Survival, Tracking; Hide in Shadows 31%, Move Silently 40%; *infravision 60'*; detect secret doors on a roll of 1-2 on 1d6.

Notes: Filanda has a great hatred for gnolls, and will slay one rather than catch it.

Centaurs (4): AC 5; MV 18; HD 4; hp 20; THAC0 17; #AT 3; Dmg 1d6/1d6 + weapon 1d8; SZ L; ML elite (14); Int average (10); AL NG; XP 175.

ROYAL GROUNDS

The Royal Grounds are separated from the rest of the city by a low hill (usually called Royal Hill). City streets lead up steps or paths carved into the hill, but the edges of the hill itself are kept clear of buildings to provide a clear field of fire should the city be attacked. The two largest buildings on the hill are the Old Palace and the Free Army Barracks (formerly the Royal Furyondian Barracks). A grassy plain covers part of the hill near Old Town and is used as a parade ground, while a similar plot near the barracks is used for military maneuvers by the Free Army. The rest of the hill is covered in townhouses, mansions, and gardens owned by the nobility of Dyvers, the majority of which live in the Royal Grounds (with the remainder living in estates scattered across the countryside).

The city wall curves around the southernmost part of the hill, with a single pedestrian gate allowing the outside world access to the richest part of Dyvers. Near the edge of the hill is a secondary wall and gate, built to defend against an invasion from the south.

RG1. Old Palace

This sprawling building once housed the king of Furyondy and his staff when Dyvers was the capital of that nation, but since the relocation of the capital to Chendl and the subsequent secession of Dyvers, the place has become the offices of the Magister and her staff as well as containing meeting rooms for the Gentry and formal courts for serious offenses. The place is well guarded, and any serious attackers will soon find themselves surrounded by supplemental troops from the Free Army barracks to the south.

Lieutenant Plotz, male human F7: AC 5 (chainmail); MV 9; hp 42; THAC0 14; #AT 3/2; Dmg 1d8+1 (longsword, Str bonus); SZ M; ML elite (14); Str 16, Dex 12, Con 12, Int 12, Wis 9, Cha 12; AL LG; XP 420.

Notes: Plotz oversees Magistrate Larissa's guard (all sergeants) and security of the Royal Grounds.

Sergeants, F5: AC 6 (scalemail); MV 12; hp 30; THAC0 16; #AT 1; Dmg 1d8 (longsword); SZ M; ML steady (12); Int 9, Wis 10; AL LN; XP 175.

RG2. Barracks


The extensive barracks of the Free Army provide a place to sleep for about twelve hundred of the city's soldiers. Other sections of the barracks building provide administrative offices, officer's quarters, and other sorts of things expected from a military building. The barracks is not particularly fortified, as the Free Army is expected to defend the city in times of need and not hole up in their own barracks.

Free Army Soldiers, F3-F8: AC 6 (scalemail); MV 9; hp 7/level; THAC0 18/17/16/15/14/13; #AT 1 or 3/2; Dmg 1d8 (longsword); SZ M; ML elite (13); Int 9, Wis 10; AL LN; XP 65/120/175/270/420/650.

RG3. Academy of Sorcery

While the Academy of Sorcery in Dyvers is nowhere near as large and





renowned as the Free City's Guild of Wizardry in Greyhawk, it is an institute worthy of respect. Academy wizards are all required to do charitable works for the city (usually minor tasks such as casting *continual light* spells in Old Town, *ESP* to aid a trial, and so on), which irritates some but for most generates personal interest in the city. Their office is a stone building near the east tower on the Royal Grounds defensive wall, and it is not unknown for Academy wizards to defend Dyvers with long-range spells when large creatures threaten the city. The current head of the Academy is Hodar, an expatriate of Urnst with a great resentment against the Free City's Guild of Wizardry for unknown reasons. Hodar is one of the few who can truthfully claim to have been in the Ghost Tower of Inverness. Imprisoned in Urnst for delving into forbidden magical research, he earned his freedom by retrieving an item for the late Duke Justinian of Urnst. Hodar provides local magical assistance for the Slavelords and relays messages (via *dream* spells) to the slavelord Kent in the Pomarj (see "Deep in the Pomarj: Kalen Lekos"). His only motivations are a need for money for research and his dislike of Greyhawk.

Hodar, male human M13: AC -1 (*bracers AC4, cloak +2, ring +3*); MV 12; hp 43; THACO 16 (13 with *staff of striking +3*); #AT 1; Dmg 1d6+3 (*staff of striking +3*); SZ M; ML steady (11); Str 8, Dex 13, Con 10, Int 18, Wis 7, Cha 14; AL N; XP 4,000.

Special Equipment: bracers of defense AC4, cloak of protection +2, ring of feather falling, ring of protection +3, staff of striking +3.

Spells Memorized (5/5/5/4/4/2): 1st—*burning hands, charm person, magic missile, light, shocking grasp*; 2nd—*darkness 15' radius, ESP, fog cloud, invisibility, web*; 3rd—*blink, dispel magic, fireball, haste, hold person*; 4th—*fire shield, polymorph other, polymorph self, wall of ice*; 5th—*cone of cold, conjure elemental, passwall, wall of force*; 6th—*chain lightning, disintegrate*.

RG4. Walgrim's Mansion

Walgrim Emirian is the eldest son in a long line of warrior nobles. After adventuring for several years and fighting in military campaigns against Iuz and the Great Kingdom, he retired with an injury to his sword arm inflicted by a strange sort of undead. Priests have had a hard time repairing the damage, and he has not fully recovered the use of his arm despite spending most of his personal and family fortune on various magical treatments. Recent rumors have him courting the wealthier females of the Gentry and merchant class in order to restore his family's wealth (his noble lineage is a good prize for most potential matches). Walgrim Emirian has gotten money from the Slavelords and a promise that in exchange for his help they will do whatever it takes to get his arm fully cured. Walgrim is well traveled and has many old friends that can provide information or favors to his new "friends."

Walgrim Emirian, male human F11: AC 2 (*chainmail +3*); MV 6; hp 71; THACO 10 (6 with *longsword +2*); #AT 3/2 (2 with *longsword+2, specialization*); Dmg 1d8+5 (*longsword +2, Str bonus*); SZ M (6'5" tall); ML average (10); Str 17, Dex 11, Con 15, Int 10, Wis 8, Cha 13; AL LN; XP 2,000.

Special Equipment: chainmail +3, longsword +2.

RIVER QUARTER

The River Quarter is actually four islands at the mouth of the Volverdyva River. Arranged in a "Y" shape, one is a military site and three are dotted by settlements of fisherfolk and dominated by wharves and warehouses owned by citizens.

The Free Marines of Dyvers number almost a thousand, including officers, and are all well equipped and well trained. The Free Marines are made up of sailors and warriors. They operate a number of oared galleys, small cogs, and other boats out of a base on one of the four islands in the River Quarter. Their headquarters is on the waterfront in the city. They often cruise north to the coastal Furyondian town of Willip as part of their training, even though the Furyondian navy patrols the Nyr Dyv for pirates. In general, the Free Marines do not like the Rhennee.

Marines, male humans F1 (60): AC 8 (*leather*); MV 12; hp 6; THACO 20; #AT 1; Dmg 1d8 (*longsword*) or 1d6 (*bow*); SZ M; ML average (10); Int 9, Wis 9; AL LN; XP 7.

Notes: dedicated, enthusiastic young men and mercenaries.

Mates, F3-F4 (8): AC 7 (*studded leather*); MV 12; hp 18/24; THACO 18/17; #AT 1; Dmg 1d8 (*battle-ax*); SZ M; ML steady (12); Int 10, Wis 9; AL LN; XP 65/120.

Captains, F5-F6 (4): AC 6 (*hide armor*); MV 9; hp 35/42; THACO 16/15; #AT 3/2; Dmg 1d8 (*longsword*); SZ M; ML elite (13); Int 9, Wis 11; AL LN; XP 175/270.

RVI. Great Crown Island

Great Crown Island is the southwesternmost island of the group. The most important edifices here are the lighthouse on its upstream end and the second of Dyvers's two fine shipyards. Game statistics for ships and land and ship mounted artillery to defend the river quarter are listed here.

Caravel: Dm 70x20x5; MV 12 sail; Manv. 1d6+1; Crew 10-40; AC 5; SP 54; Arm up to 3 hvy artillery; Ram 0; Cover +5 AC; Saves 15; SZ L; Cargo 200tn; Pass 20.

Cargo ship: Dm 70x25x4; MV 6 sail; Manv. 1d6; Crew 5-30; AC 6; SP 36; Arm up to 2 hvy artillery; Ram 0; Cover +3 AC; Saves 18; SZ L; Cargo 100tn; Pass 10.

Cog: Dm 90x20x4.5; MV 9 sail; Manv. 1d6; Crew 4-20; AC 7; SP 51; Arm up to 2 hvy artillery and 1 lt artillery; Ram 0; Cover +5 AC; Saves 16; SZ L; Cargo 150tn; Pass 5.

Fishing, rowboat: Dm 8x4x0.5; MV 6 oar; Manv. 1d6; Crew 1-2; AC 7; SP 8; Cover 0; Saves 19; SZ S; Cargo 0.1tn; Pass 3.

Fishing, skiff: Dm 16x6x1; MV 3 oar, 6 sail; Manv. 1d6+5; Crew 1-4; AC 7; SP 5; Cover 0; Saves 20; SZ S; Cargo 0.25 tn; Pass 2.

Galley: Dm 100×20×3; MV 9 oar, 9 sail, 15 com; Manv. 1d6+3; Crew 61–120; AC 4; SP 28; Arm 1 lt artillery; Ram +1; Cover +4 AC; Saves 16; SZ L; Cargo 1tn; Pass 8–24.

Keelboat: Dm 20×6×1; MV 6 oar; Manv. 1d6+1; Crew 1–6; AC 5; SP 4; Cover +2 AC; Saves 19; SZ M; Cargo 0.5tn; Pass 6.

Artillery

Flaming missiles add +3 damage to S–M, +2 to L, and ×2 to ST.

Ballista, light: MV 9; Crew 1; AC 7; SP 4; THACO 12; #AT 1/2; Rg –/8/16/24; Dmg 1d6 S–M, 1d8 L, ×0 ST; Cover 0; Saves 15; Space (wt) 5(1); SZ S (2×2×3).

Ballista, medium: MV 6; Crew 2; AC 6; SP 6; THACO 14; #AT 1/3; Rg 1/10/20/30; Dmg 2d6 S–M, 2d8 L, ×½ ST; Cover +1 AC; Saves 14; Space (wt) 10 (3); SZ M (4×4×3).

Ballista, heavy: MV 6; Crew 3; AC 5; SP 8; THACO 17; #AT 1/4; Rg 2/12/24/36; Dmg 3d6 S–M, 3d8 L, ×½ ST; Cover +2 AC; Saves 13; Space (wt) 15 (5); SZ L (5×6×3).

Catapult, light: MV 6; Crew 1; AC 7; SP 8; THACO 14; #AT 1/2; Rg 15/–/–/32; Dmg 1d12 S–M, 2d8 L, ×½ ST; Cover +1 AC; Saves 13; Space (wt) 6 (1); SZ L (6×4×5).

Catapult, medium: MV 3; Crew 3; AC 6; SP 12; THACO 15; #AT 1/3; Rg 15/–/–/32; Dmg 2d12 S–M, 4d8 L, ×½ ST; Cover +2 AC; Saves 12; Space (wt) 12 (3); SZ H (8×6×7).

Catapult, heavy: MV 1; Crew 5; AC 5; SP 15; THACO 16; #AT 1/4; Rg 18/–/–/36; Dmg 3d12 S–M, 6d8 L, ×½ ST; Cover +3 AC; Saves 11; Space (wt) 18 (5); SZ G (15×8×9).

Springal: MV 3; Crew 3; AC 7; SP 5; THACO 17; #AT 1/3; Rg 3/6/12/18; Dmg 1d6 each S–M, 1d6 each L, ×0 ST; Cover +1 AC; Saves 17; Space (wt) 5 (1); SZ H (6×8×12).

Trebuchet: MV 0; Crew 8; AC 5; SP 20; THACO 17; #AT 1/4; Rg 24/–/–/48; Dmg 4d12 S–M, 8d8 L, ×½ ST; Cover +2 AC; Saves 11; Space (wt) n/a; SZ G (20×12×25).

RV2. Leviathan Rock

Leviathan Rock is the home of the secondary command center of the Free Marines. Very little grows on this island other than scrub plants, but the marines keep their base well stocked with food and weapons.

RV3. West Gate Island

West Gate and East Gate Islands are held by most to be the landmarks that divide the Velverdyva River from the Nyr Dyv. The Alliance owns about a third of the warehouses on West Gate in the name of several of its legitimate businesses. Vel Ashandrin's people make sure that the Slaver ships have a safe place to make port. If they have human cargo that needs to be stored in an emergency, a small private pier can be used



on West Gate Island to unload them (usually in large boxes so as to not arouse suspicion) into an Alliance warehouse.

The Alliance warehouse has actual wares stored here, mostly cloth, furnishings, china, and art objects. There is a locked strong room that contains 2,000 gp and 10,000 gp worth of exotic spices. A killer dog prowls this room, and the gold chest is trapped with a *cloudkill* spell that will fill the entire room. The slaves are stored in a secret room reached through a false stack of crates. This room is sunken beneath the floor, and barely 4 feet tall. There are always 9–16 (1d8+8) enforcers present, as well as other Alliance members.

Vel Ashandrin, male human T9: AC 3 (studded leather, *cloak +1*, Dex bonus); MV 12; hp 36; THACO 16; #AT 1; Dmg 1d6 (short sword); SZ M (5'2" tall); ML steady (12); Str 11, Dex 17, Con 12, Int 11, Wis 8, Cha 12; AL NE; XP 1,400.

Special Equipment: *cloak of protection +1.*

Thief Abilities: PP 65, OL 50, F/RT 45, MS 60, HS 45, DN 15, CW 25, RL 30.

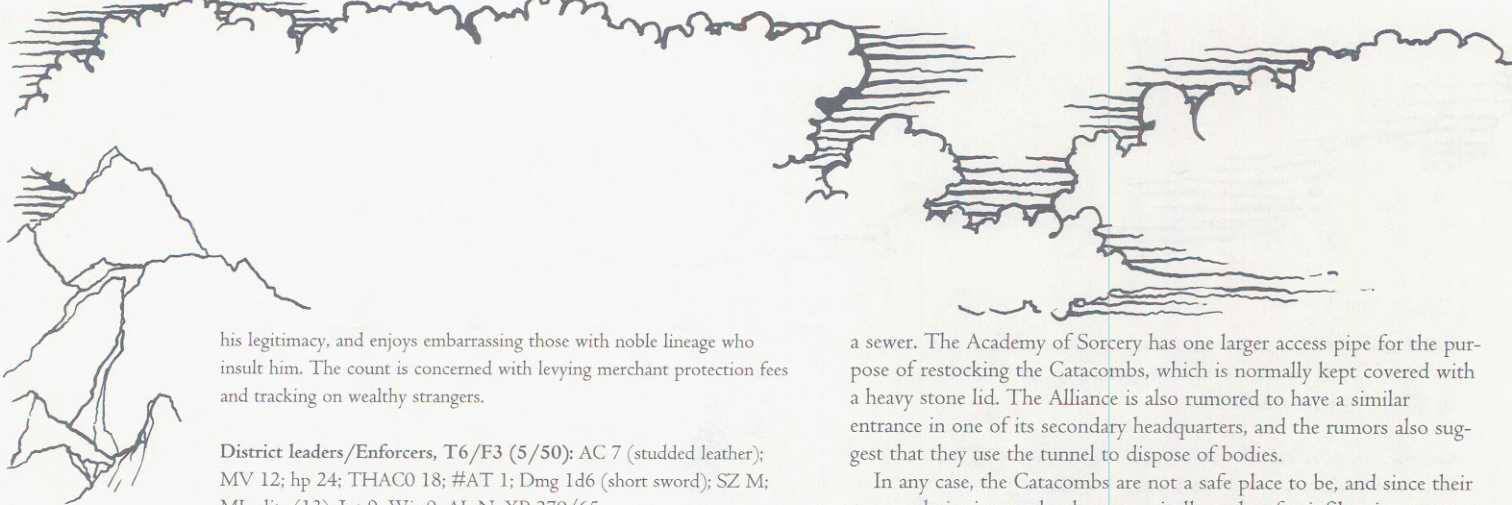
Notes: Vel is one of the high-ranking Alliance bosses, overseeing most of the racketeering that goes on in the city. He is the Slavelords' liaison to the Alliance, having a personal interest in the downfall of Greyhawk because the Thieves Guild had his wife assassinated. Any repairs to the Slaver ships come from his finances, for which the Slavers reimburse him.

Count Dodger, male human T10: AC 4 (*leather +2*, Dex bonus); MV 12; hp 60; THACO 12; #AT 1; Dmg 1d6+1 (*short sword +1*); SZ M (6'2" tall); ML champion (16); Str 13, Dex 16, Con 13, Int 11, Wis 8, Cha 16; AL NE; XP 1,400.

Thief Abilities: PP 85, OL 60, F/RT 65, MS 20, HS 85, DN 5, CW 80, RL 40.

Notes: Count Dodger is the most powerful member of the Alliance. He is the illegitimate son of a camp follower, and though he does not know his father, he believes he has noble blood. He is constantly trying to prove





his legitimacy, and enjoys embarrassing those with noble lineage who insult him. The count is concerned with levying merchant protection fees and tracking on wealthy strangers.

District leaders/Enforcers, T6/F3 (5/50): AC 7 (studded leather); MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d6 (short sword); SZ M; ML elite (13); Int 9, Wis 9; AL N; XP 270/65.

Thief Abilities: PP 75, OL 70, F/RT 45, MS 10, HS 5, DN 15, CW 70, RL 30.

Notes: District leaders oversee and organize crime and fencing of goods. Enforcers are the Alliance's soldiers.

Thieves, T3: AC 8; MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d4 (dagger); SZ M; ML average (10); Int 8, Wis 7; AL CN (E); XP 65.


Thief Abilities: PP 35, OL 40, F/RT 25, MS 40, HS 5, DN 25, CW 70, RL 0.

Killer dog: AC 6; MV 18; HD 3+3; hp 18; THAC0 17; #AT 1; Dmg 2d4; SZ M (5' long); ML steady (11); Int low (6); AL NE; XP 120.

RV4. East Gate Island

Shrockom, the eastern village on East Gate, is mostly made up of country homes owned by the more reclusive noble families of Dyvers.

THE CATACOMBS



The bedrock to the southwest of the Nyr Dyv is primarily limestone. This relatively soft rock has made it easy for the city to establish an effective sewer system. Originally, waste and refuse were dumped into the river, but shortly after Furyondy declared its independence from the Great Kingdom, the mayor of Dyvers (a practical and somewhat fop-pish wizard named Karmos) set into action a plan to expand upon some of the limestone caves that dotted the shore of the Volverdyva.

After two years of magical and mundane labor, the Catacombs were completed. Far less ominous than their name implies, the Catacombs were a series of linked tunnels under the city connected to small drains in some of the larger streets. The tunnels also connected to the riverfront, allowing some limited circulation of materials. Captured monsters (mainly gelatinous cubes and an ottyugh) were then introduced to the Catacombs in order to process the unsavory materials that were thereafter dumped into them via the narrow street drains. As the city grew, more tunnels were completed, and some of the larger buildings (such as the Old Palace and the Royal Furyondian Barracks) were given their own sewage drains.

Today, the Catacombs wind across the underside of the city, touching the Volverdyva in the middle of the Dock District, the Trade District, and near the conjunction of the two. The ottyugh has long since been eaten, but the gelatinous cubes prove to be sufficient for the job of waste disposal. The sewer pipes in the streets and homes are both too narrow for the cubes to enter and beyond their reach, while the exits to the river are protected by a series of high steps that the cubes cannot climb.

Especially vile criminals are often *polymorphed* into gelatinous cubes when the population of the Catacombs becomes low. Such people usually lose their own minds in the face of starvation and imprisonment in

a sewer. The Academy of Sorcery has one larger access pipe for the purpose of restocking the Catacombs, which is normally kept covered with a heavy stone lid. The Alliance is also rumored to have a similar entrance in one of its secondary headquarters, and the rumors also suggest that they use the tunnel to dispose of bodies.

In any case, the Catacombs are not a safe place to be, and since their narrow drainpipes make them practically useless for infiltrating most buildings, they are left alone (if not taken for granted) by the people of Dyvers.

Gelatinous Cubes (1–3): AC 8; MV 6; HD 4; hp 40; THAC0 17; #AT 1; Dmg 2d4; SA paralysis 5d4 rds; SZ L (10' cube); ML average (10); Int non- (0); AL N; XP 650.

Special Abilities: Nearly invisible, gelatinous cubes gain –3 on surprise rolls. They are immune to *electricity, fear, hold, paralysis, polymorph, and sleep* attacks. *Cold* slows them 50% if they fail to save.

Rats (2–24): AC 7; MV 15, swim 6; HD ¼; hp 2; THAC0 20; #AT 1; Dmg 1; SA disease; SZ T (1' long); ML unreliable (3); Int 1; AL N; XP 7.

DYVERS, THE FREE LANDS

Caltaran (pop. 870)

Caltaran sits on the bank of the Serault River. It is ruled by a noble family, the Grandhearths, who also look after farmers, riverfolk, and woodsmen in the "westlands" across the Serault, some of the most remote portions of the Free Lands of Dyvers. A small stone bridge crosses the Serault, and a toll is collected from all mounted, cart, and wagon traffic that wishes to cross that fern-lined river. Across the Volverdyva is the Furyondian town of Dianrift. The two are linked by a ferry, with Dyvers collecting the toll of those departing from Caltaran, and Furyondy receiving the payments of those from Dianrift. A garrison of the Free Army is stationed in Caltaran, but duty there is light.

Maraven (pop. 530)

Maraven is an old village that marked the boundary between the territories of Dyvers and Greyhawk for three score years. For most of its history, it played the two cities against each other in order to remain semi-autonomous, although it paid taxes to Dyvers for military protection. It was an open hideout for thieves and other criminals, attracting smugglers, pirates, con artists, the Rhennee, and political refugees from many nearby lands. When Castle Eastguard was completed in 590 CY and Her Excellency Larissa began using it as a base for a portion of the Free Army, the rougher elements in the town moved elsewhere, and the merchant council that rules Maraven was forced to declare its loyalty to Dyvers. It still serves as a harbor and trading center, and the Rhennee are still welcome in town.

Castle Eastguard

This walled castle has two eastward-facing towers, ready to spot any unusual activity on the Greyhawk Road. It can sleep one hundred fifty people, although it is normally garrisoned with only a hundred soldiers of the Free Army. Ten swift horses are stabled within the outer wall,



not for cavalry but for carrying messages to Maraven and Dyvers. Eastguard is well stocked with weapons and has facilities to repair and create more. The Rovers are welcome at the castle, and there are usually one or two Rovers present at any particular time, resupplying and trading news.

Free Army Soldiers, F3-F8: AC 6 (scalemail); MV 9; hp 7/level; THAC0 18/17/16/15/14/13; #AT 3/2; Dmg 1d8 (longsword); SZ M; ML elite (13); Int 9, Wis 10; AL LN; XP 65/120/175/270/420/650.

The Nyr Dyv

The Lake of Unknown Depths is said to have once held a number (sources vary between three and seven) of very magical islands called the Isles of Woe, which apparently sank beneath the waters over a thousand years ago. The Isles are reputed to have been the home of the wizard-priest Tzunk, who used the *Codex of the Infinite Planes* to rule an empire. Other sources claim that the archlich Vecna ruled his ancient domain from an island in this area. Regardless of these rumors, the Nyr Dyv is a hub of marine traffic for all countries that abut it. Even the far reaches of the Flanaess trade here using the lake's great tributaries or the two large rivers that drain from it. The lake is also home to most of the Rhennee, and the barge-people are said to know the Nyr Dyv very well. Piracy is rare on the lake, as the Furyondian marines have taken great pains to arrest independent buccaneers and chase away the predatory craft of Iuz. Strange sea monsters make regular appearances, and most warships have had at least one conflict with such a creature that sought to sink it or steal its crew.

Villages and Farmsteads

The Free Lands of Dyvers are dotted with small settlements of farmers and fisher-folk, usually no less than 5 miles apart and home to about one hundred people. The more sparsely populated regions have single-

family farms that grow a few acres of crops and tend a handful of animals. The soil is rich enough that even such meager efforts are adequate to support an average-sized family.

Gnarley Forest

Parts of this old forest are claimed by each neighboring nation. It is home to sylvan elves, gnomes, woodsmen, and tribes of humanoids and bandits. A group of about two hundred woodsmen and half-elves called the Rangers of the Gnarley Forest seek to foster ties among the good people of the Gnarley to drive out evil. A sorority of swanmays, scattered druids, and even a few werebears act independently to achieve their goals.

In addition to these residents, the Gnarley is also home to monsters such as ankhegs, giant beetles, giant snakes, large spiders, and owlbears, which occasionally raid outlying farms but usually are content to remain within the forest. A greater threat is the secret humanoid lair of Blackthorn, a series of underground caverns with a concealed entrance. The ogres, orcs, and gnolls of this place have been tunneling downward to make connections with duergar tunnels even deeper in the earth. The combined force of these creatures would present a danger to any of the nearby settlements. The Gnarley is also the home of several unusual sites, such as Skorane (a town depopulated by plague but now inhabited by a death-priest and his undead minions), Zendrela's Tower (owned by a mad wizard expecting the world to soon end in a flood), the Fern Groves (a haven for faeriekind), and Bad Deep (an ancient battle site that seems to have sickened and killed all living things nearby).

SLAVE RAIDS ON THE NYR DYV

Where It's Happening

For the past year the ships of the Slavelords have been carefully exploring the waters of the Nyr Dyv, occasionally capturing a small fishing boat and taking its crew for slaves, or making a short run to the shore to snatch a stray child or field hand. These disappearances have been blamed on monsters, humanoids, magic, and simple wanderlust. Now, familiar with the lake, the slaving ships have unfurled their yellow sails and begun to make raids against coastal towns and larger ships.

Small towns and villages in the Domain of Greyhawk and southern Furyondy have been raided frequently, with attacks on places in the Free Lands of Dyvers being very rare. Fishing ships from Greyhawk, Furyondy, and Dyvers have been boarded, their crew dragged into the slave ships and never seen again. There are few signs of struggle at any of the targeted sites or ships. The Furyondian navy has stepped up its patrols in the western waters of the Nyr Dyv. However, on two occasions when the Royal Navy spotted the yellow sails, the Slavers were able to disable the Furyondian ship and escape or successfully board and capture the vessel. His majesty's ship has not been seen since, and is presumed sunk.

Curiously, the Rhennee have given contradicting stories about the Slavers. Some report that no Rhennee barges have been targeted by the Slavelords, while others claim to have lost an entire branch of their family when a barge was taken. As the Rhennee are mistrusted by most who live in this area, their stories are always taken with a grain of salt, and the conflicting tales in this case don't help the situation.



Random Encounters

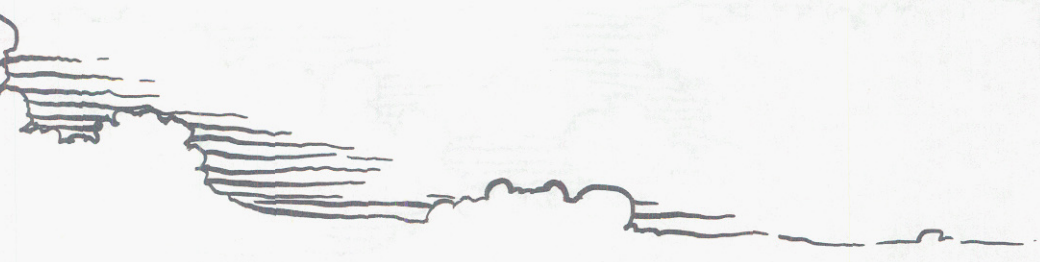
Die Roll	Cairn Hills	Free Lands of Dyvers	Domains of Greyhawk	Gnarley Forest	Wild Coast	The Nyr Dyv	Flying Beasts
2	Wyvern Dragon, shdw 10%	Wyvern Dragon, green10%	Spider, gnt trapdoor Snake, gnt constrict	Brownie Buckawn 10%	Wyvern Dragon, green 10%	Dragon turtle Dragon, mist 10%	Djinni Efreeti
3	Badger, gnt Tiger saber 10%	Bugbear Weasel, gnt 20%	Bugbear Weasel, gnt	Elf, wood Elf, grugach 10%	Elf, gray Halfling 20%	Nereid Sea-boar 10%	Dragonne Gorgimera
4	Ghoul/ghast Wight	Hydra Pyrohydra 10%	Humanoids Carnage	Tiger Weretiger 10%	Dwarf/gnome Spriggan 10%	Lacedon Troll, scrag	Dragonnal Couatl 10%
5	Insect swarm Insect gnt 10%	Humanoids Carnage 20%	Insect swarm Ankheg 10%	Weasel, gnt Badger, gnt 20%	Bear, brown Werebear 10%	Will o'wisw Lacedon	Hippogriff Lammasu.
6	Plant, deadly Naga, spirit 10%	Lizard, gnt Worm, purple 10%	Pilgrims NPC party 10%	Stirge flock Owl, gnt 20%	Ankheg Jackalwere 10%	Hazard, seaweed Strangleweed 10%	Wasp, gnt Hornet, gnt
7	Bear, brown Bear, cave 20%	Nomad Slavers 10%	Orc Werewolf 10%	Wolf Werewolf 10%	Rat pack Bandits/thieves	Turtle, gnt snapping	Eagle, gnt Bloodhawk
8	Wolf Werewolf 20%	Brigands Wild dog 20%	Freeman Militia 10%	Bear, black Bear, cave 10%	Boars, wild Wereboar 10%	Pirates Slavers 10%	Manticore Wyvern10%
9	Tribesmen (hill) Horse 20%	Patrol NPC party 10%	Peasants/farmers Patrol 20%	Tribesman NPC party 10%	Wolf Brigands 20%	Merchants Privateers 10%	Eagle Griffon 20%
10	Herd (birds 10%) Lion, mtn 20%	Horse, wild Boar, wild 20%	Merchant Bandits 20%	Merchants Brigands 60%	Herd (birds 10%) Peasants 20%	Marines Shipwreck 10%	Hawk Raven
11	Brigands Patrol 10%	Tribesmen, hill Merchants 20%	Herd animal Lion 10%	Mammal, small Kobold 20%	Merchant Tribesmen 20%	Fishermen Fish school	Bird flock Bat flock
12	Goblin Goblin & worg	Lion Hyena 20%	Nomads Lion 10%	Goblin Orc 30%	Patrol (Slavers) NPC party 10%	Gar, gnt Snake, gnt sea	Bird, lrg Owl
13	Orc Gnoll 20%	Goblin Hobgoblin 20%	Tribesmen Bear, brown	Bugbear Owlbear 10%	Horse, wild Donkey	Sea otter Nixie 20%	Seagull Albatross
14	Hobgoblin Bugbear 20%	Snake, poison Snake, amphi 10%	Boar, wild Berserker 10%	Ogre Etin 10%	Hobgoblin Orc & orog 20%	Koalinth Kapoacanth 20%	Condor Harpy 20%
15	<i>Flying beast</i>	<i>Flying beast</i>	<i>Flying beast</i>	<i>Flying beast</i>	<i>Flying beast</i>	<i>Flying beast</i>	Gargoyle Margoyale
16	Weather Obstacle	Weather Obstacle	Weather Event	Weather Obstacle	Weather Obstacle	Weather Debris	Winds Weather
17	Ogre Troll 20%	Plant, deadly Hangman tree10%	Gnoll Ogre 20%	Spider, gnt Ettercap 10%	Snake, poison Spider, gnt	Current Whirlpool 20%	Chimera Roc
18	Dwarf/gnome Spriggan 10%	Griffon Pegasus	Ghoul Bulette	Plant, deadly Treant 10%	Ogre (troll 10%) Ogre mage	Crayfish, gnt Slug, gnt 20%	Aarakocra Ogre mage
19	Giant, hill Etin 20%	Wemic Genie	Troll Wasp, gnt	Beetle, gnt borer Beetle, gnt stag	Giant, hill Giant, stone 10%	Shipwreck Eel, gnt 20%	Pegasus Ki-rin 10%
20	Known NPC	Known NPC	Known NPC	Known NPC	Known NPC	Unnatural event	DM special

Much speculation has started about from where these Slavers might be operating. It is known that the last group of Slavelords worked out of bases along the Wild Coast and the Pomarj, but the presence of the orkish armies of Turrosh Mak in the Pomarj and the southern Wild Coast would make it difficult to land there. Evidence against the idea that the Pomarj might be a Slavelord stronghold has grown stronger since reports from the Furyondian marines who survived the battle with the Slaver ship; the crew of the enemy ship was entirely human. Some point out that the half-orc "Emperor" of the Pomarj has not been averse to working with human mercenaries in the past, and he might be doing so now. As always, the Scarlet Brotherhood—a racist nation far

to the southeast with the goal of making all other nations subservient to the Brotherhood—was suggested as a key force in the recent slaving revival. But others point the finger at Iuz (for the north shore of the Nyr Dyv is part of his lands), Vecna (whose cultists controlled many Rhennee just a few years ago), and leaders of the fractured Great Kingdom (who would profit from disruption in this part of the world).

How It's Happening

The Slavelords own three cogs that usually spend their time carrying small amounts of cargo between Dyvers, Willip, High Mardreth in the County of Urnst (on the eastern shore of the Nyr Dyv), Leukish in the



Duchy of Urnst (just south of the County), and Greyhawk. The cogs are to all appearances normal, but their cargo holds are slightly smaller than typical for a ship of their size. Secret panels allow access to hidden rooms where slaves can be kept. The names of the cogs are the *Eternal Sun*, the *Longspan*, and the *Radiance*. None of these ships have their names painted on the side in order to avoid being recognized as the same ships that do the slaving.

Of course, the Slavelords are not yet so brazen as to send their ships out with the yellow sails unfurled all the time. The yellow sails are kept carefully wrapped in brown canvas and tied to the crossmasts. A few expert tugs on key ropes will release the thin, colored sails, which are tied in place over the existing sails. When the Slavers wish to conceal their identity again, they can pull the top ropes free and quickly stow the yellow sails, restoring them to their readied position when they are unobserved.

The slave ships are well prepared for attack and defense, bolstered by magic that makes their job much easier. Each ship carries a priest of the Earth Dragon and a wizard. The wizards carry nonlethal spells such as *color spray*, *sleep*, and *hold person*, which makes the raids easier for the Slavers and doesn't damage the merchandise. The wizards also prepare spells to conceal and aid escape such as *wall of fog*, *fog cloud*, *stinking cloud*, *phantasmal force* (and its more powerful incarnations, to make rain, fog, or the like), and *gust of wind*. The priests use spells such as *augury* to rate potential slaving targets, the various *cure* magics to help the crew, *silence 15'* radius against enemy spellcasters, *obscurement* to supplement the actions of the wizards, and *call lightning* on days with the appropriate weather to disable weaponry on enemy ships.

The Slavers choose their targets carefully, using information funneled to them from their masters and agents in Dyvers, backed up by spells and instinct. When seeking to raid watercraft, the Slavers approach under the premise of carrying a message, looking for a person, requesting aid, and so forth. If a targeted ship is alone, quite often the slave ship will attempt to claim its prey quickly and not bother with showing its colors. If the Slavers are approaching a number of ships and don't feel at risk, they often show their colors in order to strike fear into the hearts of the other ships while they close upon a single targeted vessel. Ships are fired upon with ballistae and grappled to pull close enough for the spellcasters to affect them. Boarding parties storm the ship, if resistance remains after the magic strikes. Statistics for ships and rules for naval combat are listed at the end of this section.

When the Slavers plan to raid a coastal town or village, they usually send one or more spies into the town in the guise of caravanners, merchants, wandering laborers, or adventurers. After the spy gets the lay of the land—how many people live there, and their ability to defend themselves—he returns to his rendezvous point, often a nearby town or another ship, or sometimes uses magical means to communicate with his ship. The raid is then executed, usually near dark or at night—the slave ship moving in, yellow sails unfurled, deploying one or more rowboats directly at the settlement after sending a secondary force to the flank the target in order to herd people toward the water and catch stragglers. Nonlethal spells and weapons such as bolas and nets are used to disable the townsfolk. Normal weapons are used sparingly and only on people who present a threat, such as militia or others with weapons. When the

raiders have collected as many slaves as their ship can hold, they chase off the remaining townsfolk, loot livestock and drinks, and return to the ship, setting a building or two on fire to give the survivors something to distract them from pursuit.

When they return to the ship, the Slavers sort out the slaves, killing any deemed too weak or useless and tossing them in the Nyr Dyv. The yellow sails are taken down, and the ship is then steered away from the town in a direction roughly perpendicular to their next destination. The remaining slaves are sorted by age and gender, stripped of any useful or dangerous items, given a sleeping drug, bound, and placed in the hold's hidden compartments. After a few hours of sailing, the ship turns toward its next stopping point, appearing no more suspicious than any other vessel out on the lake.

Laden with slaves, the cogs make their way down the Selintan and into Woolly Bay. There they transfer their cargo of flesh to other Slavelord ships (see "North Woolly Bay" for details on the second leg of their journey), then make their way back up to the Nyr Dyv to repeat the cycle. The sailors on the cogs are heavily armed, which their captains justify by pointing out that humanoid-crewed ships of the Pomarj have been growing more bold in their attacks against decent folk in the bay, and so every ship has to be well defended.


The two times that the slave ships have been discovered by the Furyondian Royal Navy—both times because they were delinquent in hiding their yellow sails after a raid, an error for which they were severely reprimanded—they were fortunate enough to have been relatively rested. Both times they were able to gain an advantage by throwing injured captives overboard, distracting their foes long enough for them to make decisive strikes against their opponent's leaders and shipboard weapons. In the first fight, a lightning bolt from a *call lightning* spell struck the Furyondian craft's mast, rendering her becalmed and giving the *Longspan* the chance to get away. When the *Eternal Sun* was attacked, the ship's priestess was able to crack the Furyondian hull with a well-placed bolt of lightning. The crew of the crippled ship tried a hasty boarding action, but the Slavers easily repelled them. Many half-drowned sailors were plucked from the water and added to the cargo that night.

As the Slavelords build their military strength, they will start to divide the duties of their small navy. Some may become dedicated slave-carriers, dispensing with the need for legitimate trade, while the rest focus on fighting strength and acting as escorts to the cargo ships. The warships make their raids on land and sea, while the slower slave-carriers wait at a safe distance. The war vessels will also guard the cargo ships as they make their way down the Selintan to the next Slaver way station. It will be some time before the Slavelords have the strength to do this, but they do not wish to repeat their old errors and be toppled due to mistakes, and so they encourage and reward patience in their underlings.

Who's in Charge

The local person in charge of the slaving operation is a woman called Markessa the Red (see "Slavers Cove"). She divides her time between an Alliance safehouse in Dyvers and a hidden cove in the Nyr Dyv, changing her location about once a week to relay information and orders. Those who have seen her in the city and who don't know her





true intentions assume that she is some sort of message courier or wizard-for-hire.

Who's Involved

The slave ships aren't operating in a vacuum. The Slavelords have made contacts through Markessa the Red with several people in the city of Dyvers. All of these contacts have financial needs, criminal ties, or a vendetta against the city of Greyhawk for one reason or another.

Vel Ashandrin is one of the high-ranking Alliance bosses, overseeing most of the racketeering that goes on in the city. He is the Slavelords' liaison to the Alliance, having a personal interest in the downfall of Greyhawk because the Thieves Guild had his wife assassinated. He can most easily be reached by contacting his employee, Max the Lucky (area TD2). Vel's people make sure that the Slaver ships have a safe

place to make port. If they have human cargo that needs to be stored in an emergency, a small private pier can be used on West Gate Island to unload them into an Alliance warehouse, usually in large crates so as not to arouse suspicion. Any repairs to the slave ships come from his finances, and the Slavers reimburse him.

Hodar the Wizard (area RG3) provides magical aid to the Slavelords and relays messages (via *dream* spells) to the slavelord Kent (see "Deep in the Pomarj: Kalen Lekos").

Krankor (area DD2) works for the Alliance and is just in it for the money. He cares very little for people in general and even less for uppity folk from Greyhawk. Krankor takes care of docking needs at the Yellow Pier and keeps his ears open for rumors circulating the waterfront.

Walgrim Emirian (area RG4) has gotten money from the Slavelords and a promise that in exchange for his help they will do whatever it

Slave Ships: *Eternal Sun*, *Longspan*, *Radiance*

Cogs: Dm 90×20×4.5; MV 9 sail; Manv. 1d6; Crew 4–20; AC 7; SP 51; Arm up to 2 hvy artillery and 1 lt artillery; Ram 0; Cover +5 AC; Saves 16; SZ L; Cargo 150 tn; Pass 5.

Ballistae, heavy (2): MV 6; Crew 3; AC 5; SP 8; THAC0 17; #AT ½; Rg 2/12/24/36; Dmg 3d6 S–M, 3d8 L, ×½ ST; Cover +2 AC; Saves 13; Space (wt) 15 (5); SZ L (5×6×3).

Catapult, light (1): MV 6; Crew 1; AC 7; SP 8; THAC0 14; #AT ½; Rg 15/–/–/32; Dmg 1d12 S–M, 2d8 L, ×½ ST; Cover +1 AC; Saves 13; Space (wt) 6 (1); SZ L (6×4×5).

Captains: The Slaver captains are clever men with wills of iron, and few are willing to cross them. Sal Benyas, captain of the *Eternal Sun*, has an eye for the ladies and considers himself quite handsome despite several scars. Mar Kell, captain of the *Longspan*, is cold, ruthless, and a bit too fascinated by the minds of his captives, studying and testing them like a child studies ants. Yayson de Marillio is the captain of the *Radiance*, and prefers silence, often removing the tongues of those who talk too much.

Captains, male humans F5 (3): AC 5 (chainmail); MV 9; hp 31; THAC0 16; #AT 1; Dmg 1d8 (longsword); SZ M; ML champion (15); Str 15, Dex 10, Con 15, Int 12, Wis 11, Cha 10; AL LE; XP 175.

Mates: The first and second mates of these ships are strong, angry, and vindictive. They don't tolerate defiance and will seek to break one's will with floggings, dippings, and keelhauling.

Mates, male humans F3–F4 (6): AC 7 (studded leather); MV 12; hp 17/22; THAC0 18/17; #AT 1; Dmg 1d8 (longsword); SZ M; ML elite (14); Int 9, Wis 11; AL LE; XP 65/120.

Scouts: Each ship has four scouts who are sent out ahead of time to size up their targets and to cause distractions or unlock gates.

Scouts, humans T2 (12): AC 10; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d4 (dagger); SZ M; ML elite (13); Int 14, Wis 11; AL LE; XP 35.

Special Abilities: Disguise, Forgery, Riding (Land-based).

Thief Abilities: PP 25, OL 30, F/RT 25, MS 20, HS 20, DN 15, CW 75, RL 0.

Crew: The crew members of these slave ships are mostly pirates, though there may be a few warriors as well.

Slavers, humans T4 (12–60): AC 7 (studded leather); MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d4 (dagger); SZ M; ML steady (11); Int 7, Wis 9; AL LE; XP 120.

Thief Abilities: PP 25, OL 35, F/RT 5, MS 50, HS 50, DN 15, CW 90, RL 0.

Earth Dragon Priests, P7 of Earth Dragon (3): AC 6 (scalemail); MV 12; hp 36; THAC0 16; #AT 1; Dmg 1d6+1 (footman's mace); SZ M; ML steady (12); Str 11, Dex 9, Con 15, Int 11, Wis 15, Cha 10; AL LE; XP 650.

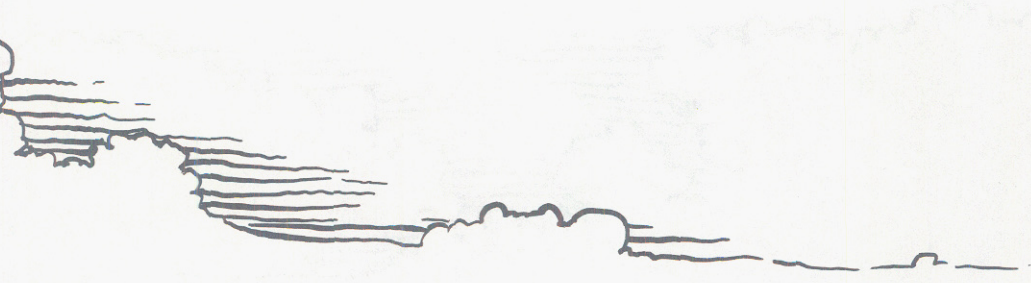
Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized (5/5/3/1): 1st—*blight*, *cure light wounds*, *darkness*, *magical stone*, *shillelagh*; 2nd—*augury*, *fire blade*, *heat metal*, *obscurement*, *spiritual hammer*; 3rd—*call lightning* (×2), *dispel magic*; 4th—*cure serious wounds*.

Special Equipment: *potion of extra-healing*.

Slavers' Wizards, M5 (3): AC 10; MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d4 (dagger); SZ M; ML elite (13); Str 9, Dex 13, Con 12, Int 15, Wis 9, Cha 8; AL NE; XP 270.

Spells Memorized (4/2/1): 1st—*armor*, *phantasmal force*, *sleep*, *wall of fog*; 2nd—*fog cloud*, *stinking cloud*; 3rd—*gust of wind*.



takes to cure his arm fully. Walgrim is well traveled and has many old friends that can provide information or favors to his “friends from the Wild Coast.” He also provides some leverage among the Gentry, and has distracted the Council when the topic of the Slavers has arisen.

Szepkurva the Rhennee (see “Slavers Cove,” area 9) initially joined the Slavelords to avenge herself on her cruel husband. But, in the months since the time she made that decision, she has come to enjoy the power she has acquired. Having been raised in a society where women are second-class citizens, she finds her position exhilarating. Although she has spent no time with her people since she ran away and little time in Dyvers, she eventually would like to have the damage to her face repaired. Szepkurva is valued for her knowledge of the Nyr Dyv, sailing, Rhennee travel routes, and naval patrols. It is her expertise that has allowed the slave ships to avoid most unwanted encounters.

NAVAL COMBAT

The following brief rules for conducting naval combat are adapted from TSR2170, *Of Ships and the Sea*. Anyone interested in a more detailed treatment of the subject is encouraged to use the rules in that book in place of what is given here.

If the DM wants to set up a situation where naval combat is possible, he or she should describe a scene in which opposing ships are a certain distance away from one another. If this distance is beyond missile range, then the ships’ movement rates represent tens of yards per minute; if it is within missile range, then movement is measured in yards per minute (one round).

Each round of naval combat begins with maneuver rolls—each ship makes a roll using its maneuver bonus (for instance, 1d6+2 for a coaster or 1d6 for a cog). The ship with the higher result is considered the “attacker” (even if that ship does not intend to attack) and is entitled to declare the action it will take in the upcoming round. The other ship is considered the “defender.” If ships are not adjacent to one another, then the attacking ship’s captain has two choices of action: Flee or Close. If ships are adjacent, the possible actions for the attacking ship are Ram, Board, or Flee.

After the attacker has declared an action, each ship determines its maneuver rating for the current round. This rating is equal to one-third of the vessel’s movement rate plus the ship’s maneuver bonus. (Roll the maneuver bonus again; do not use the result of the maneuver roll.) Refer to the Maneuver Results table (page 22) to determine the outcome of this round of combat (or maneuvering, as the case may be).

When the outcome from the Maneuver Results table has been determined and implemented, one or both of the ships may conduct missile combat, artillery fire, or ranged magic attacks (if the opponent is in range); see the following section for more information. Also, the attacker may decide—but is not obligated—to follow through with a ramming attempt or a boarding attempt, if the appropriate action was declared earlier in the round.

Damage from attacks on a ship may be inflicted against the crew and passengers or marines, the cargo, or the ship itself. A ship whose structural hit points are reduced to 0 or lower immediately begins to sink. If an attack is mounted against crew or passengers, the DM decides which specific targets suffer damage. Combat is resolved using standard com-

bat rules. Ship-to-ship combat is resolved in the following sequence: missile (artillery & magic) attacks, ramming attacks, boarding actions, and boarding melees.

Missile/Artillery/Ranged Magic attacks

Marines serve as archers, but only a limited number may attack from each side of a vessel, based on the craft’s size: S = 5; M = 20; L = 30; VL = 40. Crew and marines gain the AC cover benefit against missile fire. Incendiary attacks suffer a range reduction of one-third, rounded down. Fire damage per round begins at 1d4, and increases to 1d6, 1d8, 1d10, 1d12, and 1d20 each round the maximum score is rolled on a damage die. In addition, each time a fire grows in size, it starts a second fire on another target (crew, cargo, oars/rigging, or hull). To fight a fire, roll the fire’s damage die once for each firefighter. On a roll of 1, a fire’s size is reduced by one factor till extinguished.

Artillery and magic attacks function as usual, with the attacker declaring the type of target (passengers, marines, cargo, or the ship itself) and resolving hits and damage as normal.

Ramming

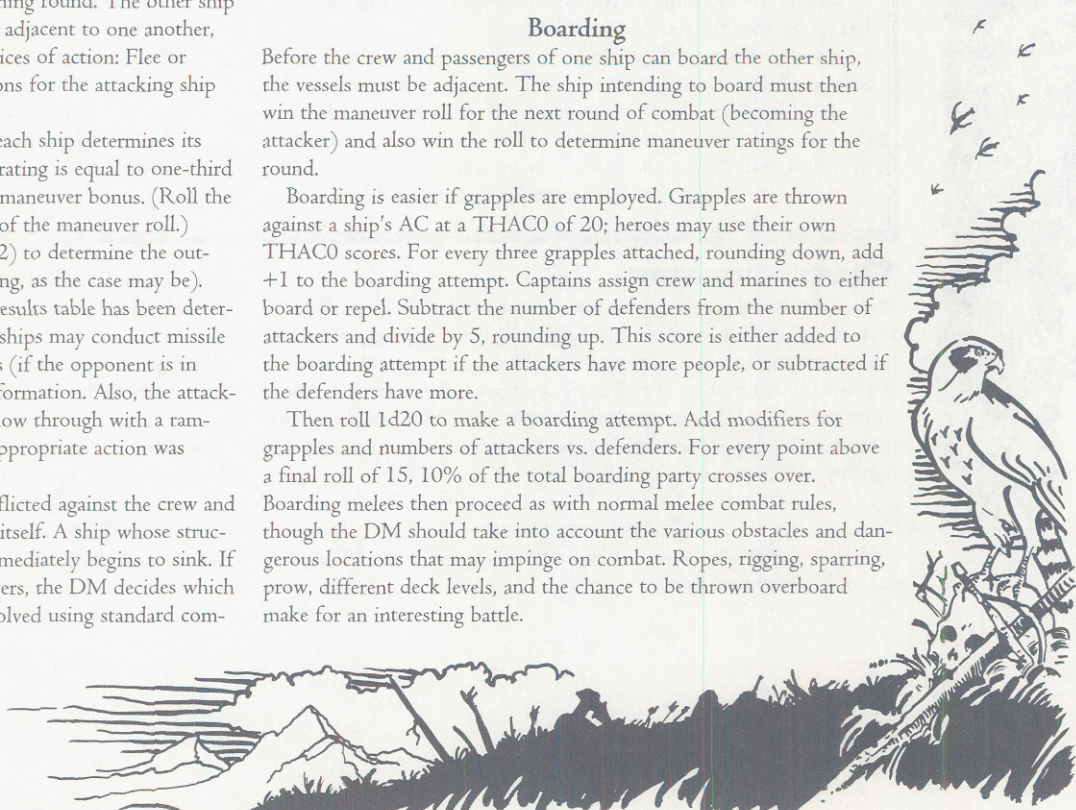
Each vessel capable of ramming possesses a Ram Factor, which is added to ram attack and damage rolls. (A vessel with a Ram Factor of 0 is capable of ramming, but gains no bonus when trying to do so.) Vessels gain a bonus of +1 for every size category larger than the target and suffer a penalty of -1 for each size smaller (S, M, L, VL). A ramming vessel must be able to close to 0 distance and then attacks a ship’s AC with a THACO of 16. The ship that declared the Ram action attacks first. Then the other ship makes an attack roll with a -4 penalty to see if it causes collateral damage to the attacker. A ship inflicts 1d6 points of structural damage per size category (S = $\times 1$, M = $\times 2$, L = $\times 3$, VL = $\times 4$), double this amount to living targets.

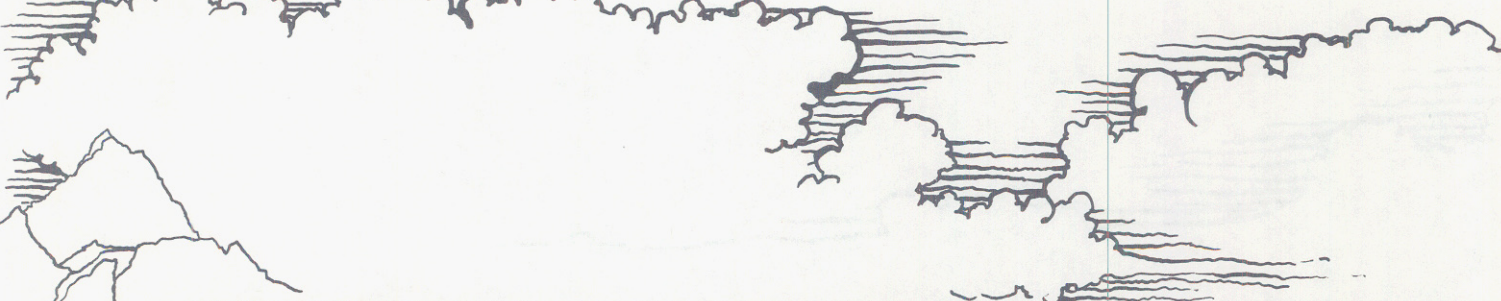
Boarding

Before the crew and passengers of one ship can board the other ship, the vessels must be adjacent. The ship intending to board must then win the maneuver roll for the next round of combat (becoming the attacker) and also win the roll to determine maneuver ratings for the round.

Boarding is easier if grapples are employed. Grapples are thrown against a ship’s AC at a THACO of 20; heroes may use their own THACO scores. For every three grapples attached, rounding down, add +1 to the boarding attempt. Captains assign crew and marines to either board or repel. Subtract the number of defenders from the number of attackers and divide by 5, rounding up. This score is either added to the boarding attempt if the attackers have more people, or subtracted if the defenders have more.

Then roll 1d20 to make a boarding attempt. Add modifiers for grapples and numbers of attackers vs. defenders. For every point above a final roll of 15, 10% of the total boarding party crosses over. Boarding melees then proceed as with normal melee combat rules, though the DM should take into account the various obstacles and dangerous locations that may impinge on combat. Ropes, rigging, sparring, prow, different deck levels, and the chance to be thrown overboard make for an interesting battle.





Maneuver Results

Declared Action	$A \geq 2D$	$A > D$	$A = D$	$A < D$	$2A \leq D$
Flee	Open (+A rating) A +1 next maneuver A +3 missiles this rd.	Open (A - D) A +1 next maneuver A +2 missiles this rd.	Range change favors faster vessel by 1d10x10 yds.	Close (D - A) A -1 missiles this rd.	Close (-D rating) A -2 missiles this rd.
Close	Close (-A rating) A +1 next maneuver A +3 missiles this rd.	Close (A - D) A +1 next maneuver A +2 missiles this rd.	Range change favors faster vessel by 1d10x10 yds.	Open (D - A) A -1 missiles this rd.	Open (+D rating) A -2 missiles this rd.
Ram	Close (-A rating) A +1 next maneuver A +2 ramming this rd.	Close (A - D) A +1 next maneuver A +1 ramming this rd.	Range change favors faster vessel by 1d10x10 yds.	Open (D - A)	Open (+D rating)
Board	75% A boards D	A +2 boarding this rd.	Range change favors faster by 1d10x10 yds.	Open (D - A)	Open (+D rating)

How to Use the Maneuver Results Table

$A \geq 2D$: Refer to this column if the attacker's maneuver rating for the current round is more than 2 times the defender's.

$A > D$: Refer to this column if the attacker's maneuver rating is greater than the defender's (but not more than 2 times greater).

$A = D$: Refer to this column if the attacker's maneuver rating is equal to the defender's.

$A < D$: Refer to this column if the attacker's maneuver rating is less than the defender's (but not less than half).

$2A \leq D$: Refer to this column if the attacker's maneuver rating is less than half of the defender's.

Open (+A rating): Distance between the ships increases by the amount of the attacker's maneuver rating.

Open (A - D): Distance between the ships increases by the difference between the two maneuver ratings.

Close (-A rating): Distance between the ships decreases by the amount of the attacker's maneuver rating.

A +1 next maneuver: Current attacker receives a +1 bonus in the following round when maneuver ratings are determined (not on the maneuver roll when the attacker for the round is identified).

A +3 missiles this rd.: Current attacker receives a +3 bonus on

any missile attacks (including artillery attacks) made in this round after maneuvering is completed.

A +2 ramming this rd.: Current attacker receives a +2 bonus to a ramming attempt made in this round.

75% A boards D: If current attacker elects to go through with boarding attempt, three-quarters of the attacking force comes aboard the defending vessel in this round.

A +2 boarding this rd.: Current attacker receives a +2 bonus to a boarding attempt made in this round.

Range change favors faster vessel by 1d10x10 yds.: Distance between the ships increases or decreases depending on which ship is faster and what each ship's intent is.

If attacker's declared action was Flee but defender is the faster ship, then defender can (if desired) close the distance between the ships by 1d10x10 yds.

If attacker's declared action was Close but defender is the faster ship, then defender can (if desired) open the distance between the ships by 1d10x10 yds.

If attacker's declared action was Ram or Board but defender is the faster ship, then defender can avoid being rammed or boarded in this round by moving away.

TRANSPORTATION

Heroes may travel across the countryside in a number of ways—by foot, on the back of some beast of burden, by booking passage on some land conveyance, or on a seagoing vessel. This section presents game statistics for conveyances as well as the armaments that may be mounted on ships. The DM can use these stats not only to provide the heroes with a means of transportation, but also for the purpose of running highway encounters and sea battles.

Land Conveyances

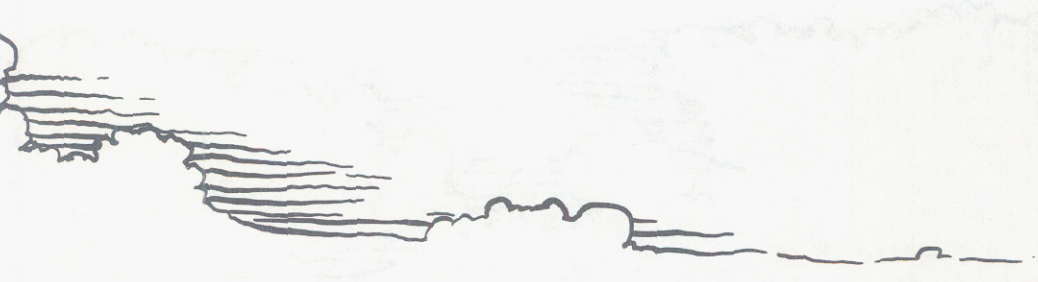
Add +1 point of Movement per added beast in series and +3 for every pair of beasts in tandem rig.

Carriage, buckboard: MV 18; Crew 1-2; Team 1-2; AC 8; SP 10; Ram 0; Cover 0; Saves 17; SZ H (12x5x4); Cargo 1 tn; Pass 4.

Carriage, closed: MV 15; Crew 1-2; Team 2; AC 7; SP 12; Ram +1; Cover +2 AC; Saves 18; SZ H (15x8x8); Cargo 0.5 tn; Pass 6.

Cart, dog: MV 9; Crew 1; Team 1; AC 9; SP ; Cover +1 AC; Saves 19; SZ S (5x3x3); Cargo 0.1 tn; Pass 0.

Cart, hand: MV 9; Crew 1; Team 0; AC 8; SP 6; Ram 0; Cover +2 AC; Saves 18; SZ S (4x3x2); Cargo 0.25 tn; Pass 0.



Cart, ox: MV 12; Crew 1–2; Team 1–6; AC 7; SP 12; Ram +1; Cover +3 AC; Saves 17; SZ L (8×5×6); Cargo 2 tn; Pass 1.

Chariot, light: MV 21; Crew 1–2; Team 2; AC 6; SP 12; THACO 18; #AT 1; Dmg 1d6 S–M, 1d4 L, ×½ ST; Ram +1; Cover +2 AC; Saves 16; SZ S (4×3×4); Cargo 0; Pass 2.

Chariot, medium: MV 18; Crew 1–4; Team 2–4; AC 4; SP 15; THACO 17; #AT 1; Dmg 2d6 S–M, 2d4 L, ×½ ST; Ram +2; Cover +3 AC; Saves 14; SZ M (5×3×5); Cargo 0; Pass 2.

Chariot, heavy: MV 15; Crew 2–6; Team 4–6; AC 3; SP 18; THACO 16; #AT 1; Dmg 3d6 S–M, 3d4 L, ×½ ST; Ram +3; Cover +4 AC; Saves 12; SZ M (6×4×6); Cargo 0; Pass 4.

Coach: MV 18; Crew 1–4; Team 4–8; AC 6; SP 18; THACO 18; #AT 1; Dmg 2d8 S–M, 2d6 L, ×½ ST; Ram +2; Cover +3 AC; Saves 16; SZ H (15×8×8); Cargo 0.5 tn; Pass 8.

Iceboat: MV 6 pole, 18 sail; WCrew 1–4; Team 0; AC 8; SP 16; Ram 0; Cover +2 AC; Saves 17; SZ H (8×15×10); Cargo 0.1 tn; Pass 2.

Wagon, caravan: MV 12; Crew 1–4; Team 4–8; AC 6; SP 24; Ram +3; Cover +2 AC; Saves 14; SZ H (8×18×10); Cargo 5 tn; Pass 4.

Wagon, covered: MV 9; Crew 1–3; Team 2–6; AC 8; SP 18; Ram +1; Cover +2 AC; Saves 17; SZ H (5×14×9); Cargo 2 tn; Pass 5.

Wagon, gypsy: MV 12; Crew 1–2; Team 2–4; AC 6; SP 20; Ram +2; Cover +2/+4 AC; Saves 15; SZ H (6×14×10); Cargo 0.5 tn; Pass 3.

Wagon, hay: MV 9; Crew 1–3; Team 2–4; AC 8; SP 14; Ram 0; Cover +1 AC; Saves 19; SZ H (6×16×10); Cargo 2 tn; Pass 24 (no cargo).

Wagon, large: MV 9; Crew 1–3; Team 2–4; AC 6; SP 20; Ram +3; Cover +1 AC; Saves 16; SZ H (6×12×4); Cargo 4 tn; Pass 8.

Wagon, prison: MV 12; Crew 1–4; Team 2–6; AC 4; SP 24; THACO 18; #AT 1; Dmg 2d8 S–M, 2d6 L, ×½ ST; Ram +2; Cover +3 AC; Saves 12; SZ H (8×12×8); Cargo 0; Pass 12.

Wagon, small: MV 15; Crew 1–2; Team 1–2; AC 7; SP 18; Ram +1; Cover +2 AC; Saves 15; SZ L (5×12×5); Cargo 2 tn; Pass 2.

Wagon, war: MV 12; Crew 2–4; Team 4–6; AC 3; SP 32; THACO 16; #AT 1; Dmg 3d6 S–M, 3d4 L, ×½ ST; Ram +4; Cover +6 AC; Saves 11; SZ H (8×16×8); Cargo 0; Pass 10.

Seagoing Vessels

Bireme: Dm 100×20×3; MV 9 oar, 9 sail, 15 com; Manv. 1d6+3; Crew 61–120; AC 4; SP 28; Arm 1 lt artillery; Ram +1; Cover +4 AC; Saves 16; SZ L; Cargo 1 tn; Pass 8–24.

Caravel: Dm 70×20×5; MV 12 sail; Manv. 1d6+1; Crew 10–40; AC 5; SP 54; Arm up to 3 hvy artillery; Ram 0; Cover +5 AC; Saves 15; SZ L; Cargo 200 tn; Pass 20.

Cargo ship: Dm 70×25×4; MV 6 sail; Manv. 1d6; Crew 5–30; AC 6; SP 36; Arm up to 2 hvy artillery; Ram 0; Cover +3 AC; Saves 18; SZ L; Cargo 80 tn; Pass 10.

Coaster: Dm 75×18×3; MV 3 oar, 12 sail; Manv. 1d6+2; Crew 6–18; AC ; SP 28; Arm up to 2 med artillery; Ram 0; Cover +3 AC; Saves 17; SZ L; Cargo 180 tn; Pass 8–20.

Cog: Dm 90×20×4.5; MV 9 sail; Manv. 1d6; Crew 4–20; AC 7; SP 51; Arm up to 2 hvy artillery and 1 lt artillery; Ram 0; Cover +5 AC; Saves 16; SZ L; Cargo 150 tn; Pass 5.

Fishing, rowboat: Dm 8×4×0.5; MV 6 oar; Manv. 1d6; Crew 1–2; AC 7; SP 8; Cover 0; Saves 19; SZ S; Cargo 0.1 tn; Pass 3.

Fishing, skiff: Dm 16×6×1; MV 3 oar, 6 sail; Manv. 1d6+5; Crew 1–4; AC 7; SP 5; Cover 0; Saves 20; SZ S; Cargo 0.25 tn; Pass 2.

Galleon: Dm 90×22×6; MV 18 sail; Manv. 1d6+2; Crew 20–80; AC 4; SP 48; Arm up to 4 med artillery; Ram +2; Cover +6 AC; Saves 12; SZ L; Cargo 200 tn; Pass 20–35.

Great Galley: Dm 130×20×4.5; MV 12 oar, 6 sail, 18 com; Manv. 1d6+2; Crew 41–150; AC 3; SP 36; Arm up to 3 med or 2 hvy artillery; Ram +4; Cover +4 AC; Saves 13; SZ VL; Cargo 150 tn; Pass 10–50.

Keelboat: Dm 20×6×1; MV 6 oar; Manv. 1d6+1; Crew 1–6; AC 5; SP 4; Cover +2 AC; Saves 19; SZ M; Cargo 0.5 tn; Pass 6.

Man-O'-War: Dm 120×32×8; MV 21 sail; Manv. 1d6+3; Crew 24–72; AC 4; SP 64; Arm up to 2 hvy and 2 med artillery; Ram +3; Cover +6 AC; Saves 11; SZ VL; Cargo 180 tn; Pass 108.

Slave Galley: Dm 100×20×4; MV 12 oar, 6 sail, 18 com; Manv. 1d6+1; Crew 41–100; AC 5; SP 20; Arm 1 med or 2 lt artillery; Ram +1; Cover +2 AC; Saves 16; SZ L; Cargo 3 tn; Pass 5–20.

Artillery

Each artillery piece takes up an amount of space. Available space on any craft equals its number of structural hit points. Each piece also deducts from the available cargo tonnage. If a craft is unable to hold the weight of a siege engine, it may not be mounted. A galley or trireme may reduce the number of passengers/marines it may carry by 10 for every ton occupied by an artillery engine. Flaming missiles add +3 damage to S–M, +2 damage to L, and ×2 damage to ST.

Ballista, light: MV 9; Crew 1; AC 7; SP 4; THACO 12; #AT 1/2; Rg –/8/16/24; Dmg 1d6 S–M, 1d8 L, ×0 ST; Cover 0; Saves 15; Space (wt) 5 (1); SZ S (2×2×3).



Ballista, medium: MV 6; Crew 2; AC 6; SP 6; THACO 14; #AT 1/3; Rg 1/10/20/30; Dmg 2d6 S-M, 2d8 L, $\times\frac{1}{2}$ ST; Cover +1 AC; Saves 14; Space (wt) 10 (3); SZ M (4x4x3).

Ballista, heavy: MV 6; Crew 3; AC 5; SP 8; THACO 17; #AT 1/4; Rg 2/12/24/36; Dmg 3d6 S-M, 3d8 L, $\times\frac{1}{2}$ ST; Cover +2 AC; Saves 13; Space (wt) 15 (5); SZ L (5x6x3).

Catapult, light: MV 6; Crew 1; AC 7; SP 8; THACO 14; #AT 1/2; Rg 15/-/-/32; Dmg 1d12 S-M, 2d8 L, $\times\frac{1}{2}$ ST; Cover +1 AC; Saves 13; Space (wt) 6 (1); SZ L (6x4x5).

Catapult, medium: MV 3; Crew 3; AC 6; SP 12; THACO 15; #AT 1/3; Rg 15/-/-/32; Dmg 2d12 S-M, 4d8 L, $\times\frac{1}{2}$ ST; Cover +2 AC; Saves 12; Space (wt) 12 (3); SZ H (8x6x7).

Catapult, heavy: MV 1; Crew 5; AC 5; SP 15; THACO 16; #AT 1/4; Rg 18/-/-/36; Dmg 3d12 S-M, 6d8 L, $\times\frac{1}{2}$ ST; Cover +3 AC; Saves 11; Space (wt) 18 (5); SZ G (15x8x9).

SLAVERS COVE

The northwestern portion of the Cairn Hills has several long stretches where the hills meet abruptly with the Nyr Dyv, forming short cliffs and a winding coast full of caves, short tunnels, and coves. Many of these coves contain beaches of small pebbles instead of sand. Most of these are of no consequence and so are not mentioned on maps, making them suitable places for people seeking privacy. The northern branch of the Slavelords has chosen such a place—a good-sized cove on the northwest side of the Greyhawk peninsula that was once the home of a crazy old sea dog named Kerk, who died just before the Greyhawk Wars. Kerk had a little shack and fishing boat, and would go onto the

lake every day to catch fish and sometimes trade them for other food and grog.

The Slavers have torn down old Kerk's shack and built several buildings to take its place. They have also made use of the four caves hollowed out of the cliff face. The incline of the coast leading into the cove is steep enough that the minor tidal changes of the Nyr Dyv barely alter the configuration of the cove's beach. The cove itself is large enough to hold one of the Slaver cogs, although one would only be brought in all the way in an emergency, since getting the thing back out would be a complex and difficult task. Small rowboats are used to ferry goods to the land and back while the ship remains anchored just outside the cove.

The Slavers posted here are visited every second or third day by one of the slave ships, and it may be over a week before a particular ship is seen again. The Slavers stationed here remain for no more than a couple of weeks and then are rotated back onto duty aboard one of the ships. This frequent juggling of crews also prevents the need for recreational distractions in this secret hideaway, which could attract too much attention. Very rarely does one of the slave ships drop off its cargo of slaves here. If a ship's captain expects pursuit or anticipates being searched, he uses the cove to drop off captives until he or another ship can return for the human cargo.

The cliff walls of this cove are steep, but rough (+20% to Climb Walls attempts). There is a steep trail on the eastern wall that winds its way up the cliffside, wide enough for one person. The trail quickly fades out once the cliff has been scaled, and it is miles in any direction before a traveler reaches civilization. The Slavers here have located several small caves inland that could be used as fallback points if their base is ever discovered. The cliff trail is narrow enough that a person on it will have a hard time dodging (+2 penalty to AC while on the trail).

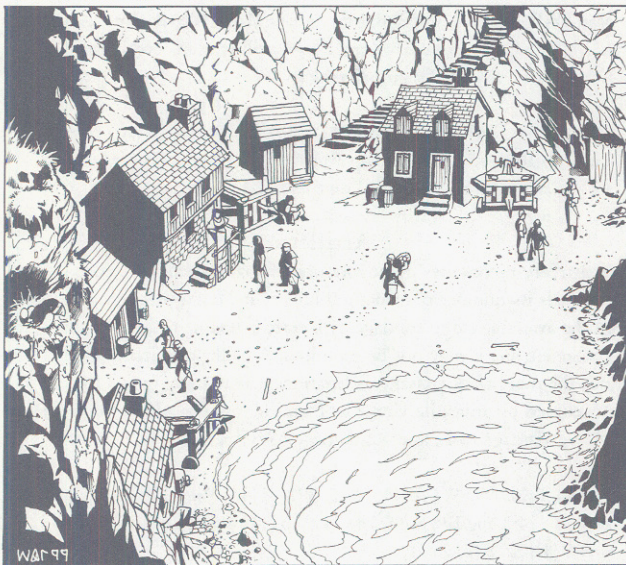
The beach itself is composed of smooth stones, varying in size from a thumbnail to a handspan. Creeping vines and small shrubs grow in the back section of the cove, acting as camouflage for their buildings.

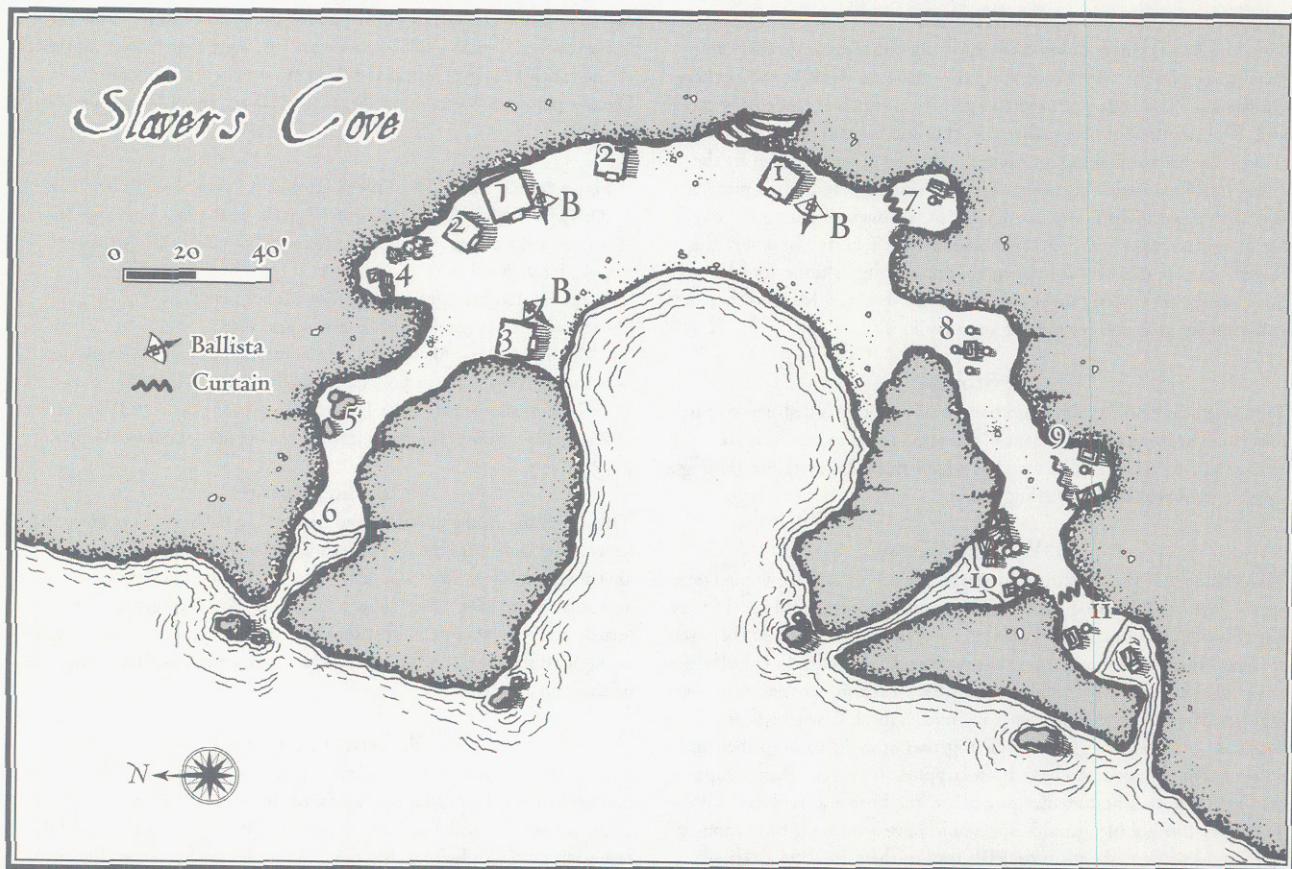
The floors of the caves are covered in a carpet of pebbles, although sleeping areas have had the stones raked aside to reveal smoother rock and earth. The stones make it difficult to walk in the area (-20% to all Move Silently rolls).

The water of the cove is generally no more than 15 feet deep at its deepest point, but it gains depth rapidly once it connects with the lake. The cove is home to several types of small fish and lake plants, none of which are tasty or large enough to warrant interest by the Slavers. The bottom of the cove is rocky where the plants haven't taken root, with patches of smooth stones making interesting patterns, much like islands in a sea.

O. The Bay Waters

The bay just beyond Slavers Cove is the hunting territory of a giant sea-boar, a strange sea monster with the head of a giant wild pig and the body of a sea serpent. The first time the Slavers encountered the creature, they fed it several unlucky captives and it let the Slavers pass. Now, every time the Slavers enter this bay, they toss a carcass overboard as soon as the sea-boar breaks the surface, blowing its spume 15 feet





into the air. If adventurers enter these waters, the sea-boar will circle them, a serpentine form undulating through the waves. If it is not fed, the sea-boar will bump the adventurers' craft to encourage their attention. Next it will break the surface, blowing water into the air and then dive. If it still isn't fed, it will breach, leaping high into the air and crashing back into the waters creating a 10-foot-tall wave. This should get the heroes' attention.

Sea-boar (1): AC 5; MV 3, swim 12; HD 10; hp 60; THACO 11; #AT 2; Dmg 3d6 (ram) and 3d8 (crush); SA paralytic poison, save at -2; SZ G (50' long); ML steady (11); Int animal (1); AL N; XP 3,000.

B. Ballista

Each of these locations is a wheeled medium ballista covered in a waterproof tarp with a stack of ten bolts. Should the cove be attacked, the Slavers will use the ballistae to hole incoming craft, sinking landing craft if possible, then retreating if an invading ship opens fire. They are not averse to turning them on individual invaders.

Ballista, medium: MV 6; Crew 2; AC 6; SP 6; THACO 14; #AT 1/2; Rg 1/10/20/30; Dmg 2d6 S-M, 2d8 L, x1/2 ST; Cover +1 AC; Saves 14; Space (wt) 10 (3); SZ M (4x4x3); Cost (crew) 600 (2); Build 2 wks.

I. Barracks

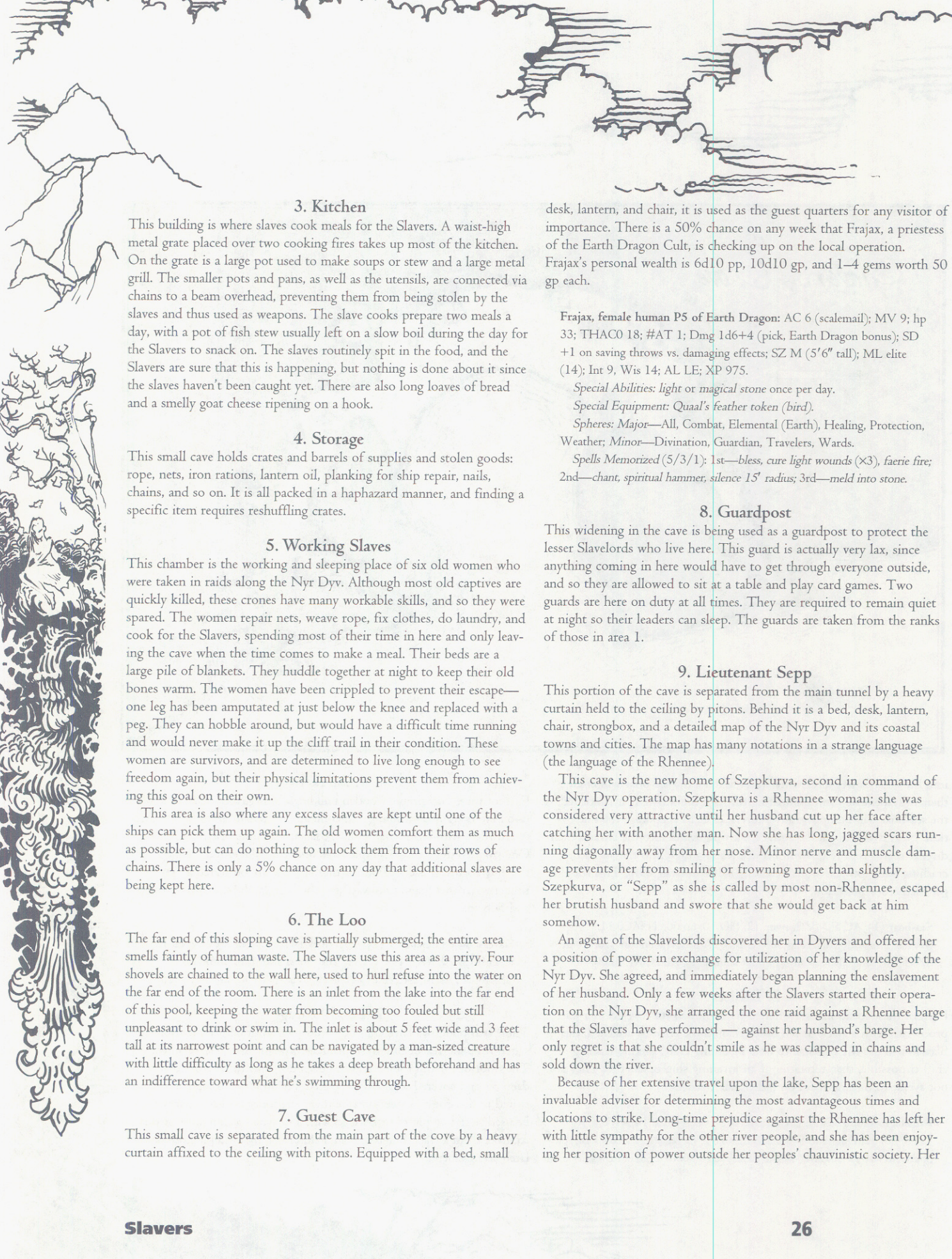
Each of these two simple wooden buildings is the temporary home of 6-8 Slavers trained in sailing and combat. The small buildings are pretty crowded, with eight small bunk beds and a couple of storage chests. One wooden door with a simple latch and a small shuttered window are the only means of access. Four of these people are on watch at any time, two in area 8 and two watching the lake. Each Slaver has 3d6 gp and 5d8 sp.

Slavers, male humans F1 (12-16): AC 7 (studded leather); MV 12; hp 9; THACO 20; #AT 1 or 2; Dmg 1d6 (short sword) or 1d6/1d6 (shortbow); SZ M; ML elite (14); Int 9, Wis 7; AL NE or LE; XP 15.

2. Food Storage

These two buildings have crates of food such as dried beef, hardtack, salted fish, and reasonably fresh produce brought by the slave ships. The floor of each of these caves has been dug into to form a 10-foot-deep pit and covered with a thick plank. The more perishable items are stored in this cooler space to make them last longer. These spaces can be used as hiding places or covered with a tarp and a thin layer of dirt to make them a trap. The doors are held closed by a simple hook-and-latch arrangement.





3. Kitchen

This building is where slaves cook meals for the Slavers. A waist-high metal grate placed over two cooking fires takes up most of the kitchen. On the grate is a large pot used to make soups or stew and a large metal grill. The smaller pots and pans, as well as the utensils, are connected via chains to a beam overhead, preventing them from being stolen by the slaves and thus used as weapons. The slave cooks prepare two meals a day, with a pot of fish stew usually left on a slow boil during the day for the Slavers to snack on. The slaves routinely spit in the food, and the Slavers are sure that this is happening, but nothing is done about it since the slaves haven't been caught yet. There are also long loaves of bread and a smelly goat cheese ripening on a hook.

4. Storage

This small cave holds crates and barrels of supplies and stolen goods: rope, nets, iron rations, lantern oil, planking for ship repair, nails, chains, and so on. It is all packed in a haphazard manner, and finding a specific item requires reshuffling crates.

5. Working Slaves

This chamber is the working and sleeping place of six old women who were taken in raids along the Nyr Dyv. Although most old captives are quickly killed, these crones have many workable skills, and so they were spared. The women repair nets, weave rope, fix clothes, do laundry, and cook for the Slavers, spending most of their time in here and only leaving the cave when the time comes to make a meal. Their beds are a large pile of blankets. They huddle together at night to keep their old bones warm. The women have been crippled to prevent their escape—one leg has been amputated at just below the knee and replaced with a peg. They can hobble around, but would have a difficult time running and would never make it up the cliff trail in their condition. These women are survivors, and are determined to live long enough to see freedom again, but their physical limitations prevent them from achieving this goal on their own.

This area is also where any excess slaves are kept until one of the ships can pick them up again. The old women comfort them as much as possible, but can do nothing to unlock them from their rows of chains. There is only a 5% chance on any day that additional slaves are being kept here.

6. The Loo

The far end of this sloping cave is partially submerged; the entire area smells faintly of human waste. The Slavers use this area as a privy. Four shovels are chained to the wall here, used to hurl refuse into the water on the far end of the room. There is an inlet from the lake into the far end of this pool, keeping the water from becoming too fouled but still unpleasant to drink or swim in. The inlet is about 5 feet wide and 3 feet tall at its narrowest point and can be navigated by a man-sized creature with little difficulty as long as he takes a deep breath beforehand and has an indifference toward what he's swimming through.

7. Guest Cave

This small cave is separated from the main part of the cove by a heavy curtain affixed to the ceiling with pitons. Equipped with a bed, small

desk, lantern, and chair, it is used as the guest quarters for any visitor of importance. There is a 50% chance on any week that Frajax, a priestess of the Earth Dragon Cult, is checking up on the local operation. Frajax's personal wealth is 6d10 pp, 10d10 gp, and 1–4 gems worth 50 gp each.

Frajax, female human P5 of Earth Dragon: AC 6 (scalemail); MV 9; hp 33; THACO 18; #AT 1; Dmg 1d6+4 (pick, Earth Dragon bonus); SD +1 on saving throws vs. damaging effects; SZ M (5'6" tall); ML elite (14); Int 9, Wis 14; AL LE; XP 975.

Special Abilities: light or magical stone once per day.

Special Equipment: Quaal's feather token (bird).

Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized (5/3/1): 1st—*bles*, *cure light wounds* (×3), *faerie fire*; 2nd—*chant*, *spiritual hammer*, *silence 15' radius*; 3rd—*meld into stone*.

8. Guardpost

This widening in the cave is being used as a guardpost to protect the lesser Slavelords who live here. This guard is actually very lax, since anything coming in here would have to get through everyone outside, and so they are allowed to sit at a table and play card games. Two guards are here on duty at all times. They are required to remain quiet at night so their leaders can sleep. The guards are taken from the ranks of those in area 1.

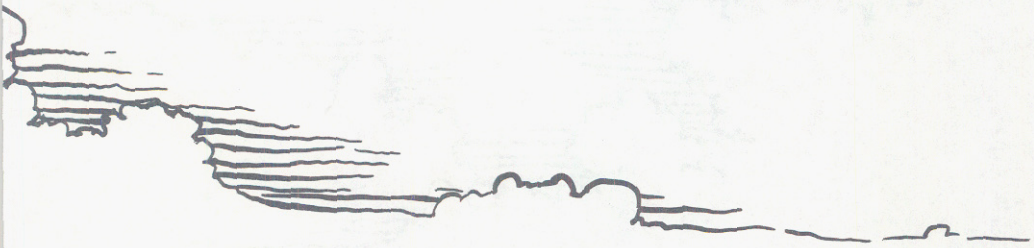
9. Lieutenant Sepp

This portion of the cave is separated from the main tunnel by a heavy curtain held to the ceiling by pitons. Behind it is a bed, desk, lantern, chair, strongbox, and a detailed map of the Nyr Dyv and its coastal towns and cities. The map has many notations in a strange language (the language of the Rhennee).

This cave is the new home of Szepekurva, second in command of the Nyr Dyv operation. Szepekurva is a Rhennee woman; she was considered very attractive until her husband cut up her face after catching her with another man. Now she has long, jagged scars running diagonally away from her nose. Minor nerve and muscle damage prevents her from smiling or frowning more than slightly. Szepekurva, or "Sepp" as she is called by most non-Rhennee, escaped her brutish husband and swore that she would get back at him somehow.

An agent of the Slavelords discovered her in Dyvers and offered her a position of power in exchange for utilization of her knowledge of the Nyr Dyv. She agreed, and immediately began planning the enslavement of her husband. Only a few weeks after the Slavers started their operation on the Nyr Dyv, she arranged the one raid against a Rhennee barge that the Slavers have performed — against her husband's barge. Her only regret is that she couldn't smile as he was clapped in chains and sold down the river.

Because of her extensive travel upon the lake, Sepp has been an invaluable adviser for determining the most advantageous times and locations to strike. Long-time prejudice against the Rhennee has left her with little sympathy for the other river people, and she has been enjoying her position of power outside her peoples' chauvinistic society. Her



treasure is 8d12 gp, 12d8 sp, 5d6 cp, a gold ring worth 100 gp, and a 100-gp gem.

Szpekurva, female human T6: AC 7 (leather, Dex bonus); MV 12; hp 20; THACO 18 (17 with *light crossbow +1*); #AT 1; Dmg 1d4 (dagger) or 1d4+1 (*light crossbow +1*); SA backstab for $\times 3$ damage; SZ M (5'1" tall); ML steady (12); Int 13, Wis 9; AL N; XP 1,400.

Thief Abilities: PP 25, OL 30, F/RT 55, MS 50, HS 55, DN 25, CW 80, RL 10.

Special Equipment: *light crossbow +1*.

10. Escape Tunnel/Storage

The more fragile, perishable, or weather-sensitive supplies for the Slavers are stored here, aware from the common sailors and the exposed location of the other storage cave (area 4). The supplies are kept to the sides, leaving a clear path into the water that covers the floor of this area. In addition to being a convenient source of water for Szpekurva and Markessa the Red, the cave can be used as an escape route, as the floor of the cave slopes gently downward, eventually becoming a completely submerged tunnel that opens up into the Nyr Dyv. Should the cove be attacked and it appears that the Slaver forces will be overrun, some will use this route to escape or possibly attempt a surprise rear attack upon the invaders.

11. The Lesser Slavelord

Half of the floor of this oblong cave is underwater. The dry part has a large desk and chair that has three stacks of neat papers upon it. The wet part has a wooden platform suspended 3 feet above the water level by several strong planks. Several stepping stones and a ladder allow access to the top of the platform, upon which stands a legless bed. This odd sleeping arrangement was organized by Markessa the Red, the leader of this branch of the Slavelords' plan. If she isn't sleeping or eating, she is usually working with Szpekurva to coordinate the next place to attack. The Slavelords communicate with her via messages carried by visiting Earth Dragon priests (either verbally or on an item bearing a *magic mouth* spell), or (if time is of the essence) she sometimes receives a *sending* or *dream* spell from Nadanru, the wizard slavelord (see "Deep in the Pomarj: Kalen Lekos").

Markessa the Red is a short female elf with fair skin, red-golden hair and an evil look about her. She wears red studded leather armor and a dark red cape, which she uses to add flourishes to whatever gestures she makes. However, this was not her original identity. She once was a Keoish sylvan elf by the name of Tynley. Catching the eye of the slavelord Markessa, she was brainwashed and surgically altered to look like Markessa. Now Tynley's original personality is gone and she considers herself to be the real Markessa, although when she is in the presence of that woman she is extremely timid and almost devoid of personality; otherwise she is as ruthless and talented as the original. There are very fine scars on certain parts of her face and body, belying her elaborate "disguise."

Markessa the Red carries her spellbook, 6d20 gp, 4d20 sp, 3d20 cp, 1d0 gems worth 10 gp each, and 1d6+6 gems worth 50 gp.

Markessa the Red, female elf F5/M5: AC 7 (studded leather); MV 9; hp 35; THACO 16; #AT 1 or 3; Dmg 1d6 (short sword) or

1d4/1d4/1d4 (darts); SD 90% resistance to *sleep* and *charm*; SZ M (4'5" tall); ML elite (13); Int 13, Wis 12; AL NE; XP 2,000.

Special Abilities: *infravision 60'*.

Special Equipment: *short sword +1*.

Spellbook (4/2/1): 1st—*color spray**, *comprehend languages*, *detect magic*, *identify*, *magic missile**, *phantasmal force**, *protection from evil*, *read magic*, *shocking grasp*, *sleep**, *wall of fog*; 2nd—*alter self*, *darkness 15' radius**, *fog cloud*, *invisibility**, *magic mouth*, *scare*; 3rd—*lightning bolt*, *vampiric touch**.

* Indicates memorized spell.

Markessa the Red maintains alternate quarters in the Old Town when she visits Dyvers. Her apartment is over a small confectionary that specializes in marzipan and honeycomb. When in town, Markessa the Red takes on the role of Ruja the thief, a messenger by trade and a gossip by habit. She darkens her skin with hemp dye and uses kohl to make her features even more seductive.

Markessa the Red does not like to draw attention to herself, but will use all of her wiles to distract heroes who get too close to her secrets. If she fears the heroes are learning too much, she will poison the confectioner's sweets with a drug that causes victims to lose 1d2 Strength each day, until they are cured or die. This should keep nosy adventurers busy with the cityside epidemic this is likely to cause.

ADDITIONAL ADVENTURE IDEAS

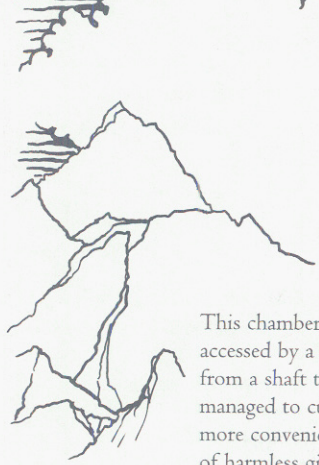
Caverns of Blackthorn

Southeast of Dyvers in the Gnarley Forest is a hidden lair of humanoids. Several hundred orcs, gnolls, and ogres have lived here for years, raiding human and demihuman settlements on the surface and retreating here to a place that the forces of good have not yet found.

Once this place was just a small shaft hidden in the middle of a yarpick thicket leading to some limestone caverns. The orcs have labored hard to expand these chambers into a humanoid lair. They cut a more convenient path to the surface, and have connected it to a set of deep tunnels that unites it with a section of UnderOerth. With the rise of the Orcish Empire, this secret base can be tied to the Slavers' campaign through a simple alliance.

- Humanoids or their deep-dwelling duergar allies may become interested in an easy source of slaves. The UnderOerth can also provide another route for transporting slaves to the Pomarj without attracting as much attention as overland travel.
- The Slavers may send emissaries to Blackthorn, seeking allies to strike against Greyhawk. While they are too far away to easily reach the city, they can harry the Gnarley Rangers and any southern patrols that the Greyhawk militia deploys.
- The Earth Dragon Cult sends priests to convert these humanoids to worship the god of Mount Drachenkopf. This has the potential of turning the humanoids against the Slavers, which would create some interesting conflicts as the creatures of Blackthorn mobilize and march into the Pomarj. . . . The priests may use bribes of weapons, magic items, slaves, riches, or simpler pleasures such as alcohol to convince the orcs of Blackthorn to sign an alliance pact.



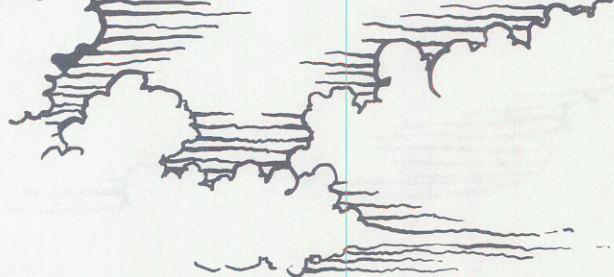


I. Upper Cavern

This chamber lies 250 feet below the surface and was originally accessed by a ladder in the center of the ceiling (1A), which led down from a shaft to the surface that opened in the middle of a thicket. Orcs managed to cut a tunnel with stairs up to the surface (1B), providing a more convenient way out of the depths. The room is full with a variety of harmless giant mushrooms of all sizes growing on manure and refuse. These mushrooms are a main staple in the humanoids' diet. The place reeks of sweat, filth, and mold. Only a small amount of light filters in from the hole in the ceiling. Guards are posted in this room at all times: two ogres, six gnolls, and ten orcs. So they don't attract too much attention, they remain very quiet so it isn't likely they can be heard from the surface.

Gnolls (6): AC 5; MV 9; HD 2; hp 11; THACO 19; #AT 1; Dmg 2d4; SZ L (7' tall); ML steady (11); Int low (6); AL CE; XP 35.

Ogres (2): AC 5; MV 9; HD 4+1; hp 28; THACO 17; #AT 1; Dmg 1d10+2; SZ L (9' tall); ML steady (11); Int average (8); AL CE; XP 270.



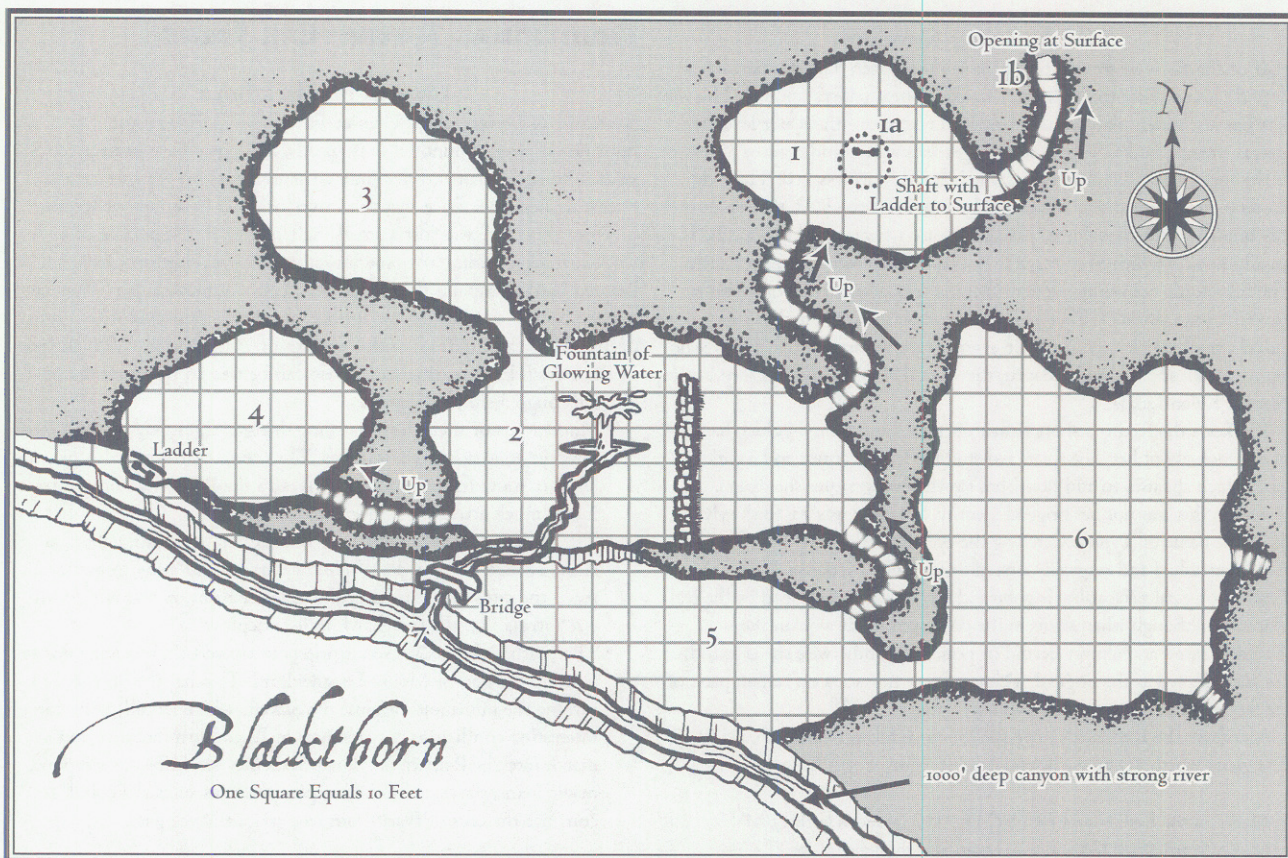
Orcs (10): AC 6; MV 9; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d8; SW fight at -1 in sunlight; SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15.

Special Abilities: infravision 60'.

2. Fountain Cavern

This incredibly large cavern lies 500 feet below the surface and is divided into two sections by a 7-foot-high wall of piled rock. Unlike the upper cavern, this room is suffused with light almost as bright as day. The eastern part of the cavern is dimmer due to the shadows cast by the rock wall. The source of the light is a strange geyser of water that glows like liquid sunshine—bright enough to be painful to look at, but completely without heat. The water shoots upward from a 1-foot-wide hole in the floor, reaching nearly 10 feet before falling to the ground and forming a small pool that drains off to the south. Only the water that is being pushed upward glows. Once it falls, it quickly loses its radiance and appears to be like ordinary water. Removing the water from this chamber by any means causes it to cease glowing. The light seems to encourage the growth of food mushrooms and squash, and the air seems less rank.

The glowing water has magical properties. Anyone showering in it receives the benefits of a *cure light wounds* spell. Immersion in the pool



where the water originates quickly heals all damage as well as all diseases, burns, lesions, and body decay (such as mummy rot). The residents of Blackthorn know of the fountain's properties, and so they have not tried to stop its flow, even though most of the humanoids hate the light.

A portion of the southern part of this cave is actually a cliff face that drops another 500 feet to area 5. The water from the fountain spills over it in a gentle waterfall. If this slick rivulet is avoided, it is a relatively easy to climb between the two caves.

3. Gnoll Cavern

This 8-foot-tall cavern was well under way a few months after the connection between areas 5 and 6 was completed. It is now inhabited by a band of sixty-five gnolls, their mates, and young. The gnolls were sent to the cavern because they and the orcs were the only two races that could fit in this area, and between the two of them the gnolls have the greater tolerance for the light from the fountain in area 2. The area is dirty and nearly as filthy as a typical orc or ogre lair.

Gnoll males (62): AC 5; MV 9; HD 2; hp 11; THACO 19; #AT 1; Dmg 2d4; SZ L (7' tall); ML steady (11); Int low (6); AL CE; XP 35.

Notes: Gnolls are large hyenalike humanoids that run in packs. They prefer to ambush or attack from a flank. They favor swords, polearms, and bows. These gnolls have 2d4 gp each; gnoll leaders have twice that amount.

Gnoll females (20): AC 5; MV 9; HD 3+1; hp 16; THACO 17; #AT 1; Dmg 2d4+2 or weapon +2; SZ L; ML steady (11); Int low (7); AL CE; XP 120.

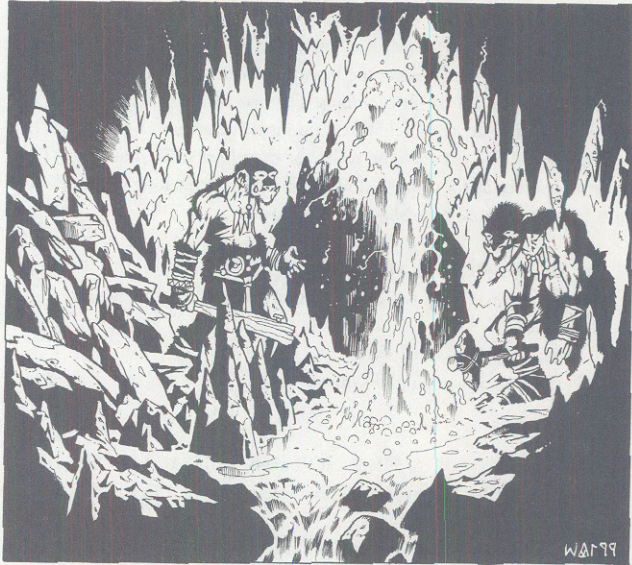
Gnoll young (15): AC 5; MV 9; HD 1+1; hp 6; THACO 19; #AT 1; Dmg 1d8; SZ M (6' tall); ML steady (11); Int average (8); AL LE; XP 35.

Gnoll leaders (3): AC 4; MV 9; HD 3; hp 17; THACO 24, 21, 19; #AT 1; Dmg 2d4+1; SZ L; ML steady (11); Int average (8); AL CE; XP 120.

4. Ogre Cave

This cave is only 300 feet below the surface and is home to forty male ogres, twenty-one females, and fifteen youngsters. The place is absolutely filthy from the many ogres living here over the past decade, for the ogres have extremely poor hygiene and disgusting personal habits. Lit by a few torches and a couple of cooking fires, the place is gloomy, smelly, and dank. The main entrance to this room is a winding staircase from area 2. A less-used ladder in the southwest corner leads down to the path along the clifftop of the river canyon (see area 7). Several clusters of mushrooms grow here in various corners.

The ogres are the leaders of Blackthorn simply because they are the strongest creatures there. The influence of the duergar (see area 6) is only minor. The ogre chieftain is a particularly crafty individual. In addition to their monetary treasure (3d6 gp and 2d10 sp each), the ogres' tribe possesses the following magic items, which are divided among the males and the chieftain: *boots of speed*, *handax +2*, *potion of healing*, *potion of sweet water*, *ring of protection +2*, *stone of good luck*.



Ogre males (40): AC 5; MV 9; HD 4+1; hp 28; THACO 17; #AT 1; Dmg 1d8+6 (longsword); SZ L (9' tall); ML steady (11); Int average (8); AL CE; XP 270.

Notes: Ogres are big brutes who live by stealing from others. Ill-tempered and nasty, they are often mercenaries.

Ogre females (21): AC 5; MV 12; HD 2+3; hp 13; THACO 16; #AT 1 or 2; Dmg 1d6+4; SZ L; ML steady (12); Int average (8); AL LE; XP 120.

Ogre young (15): AC 5; MV 9; HD 1+1; hp 6; THACO 19; #AT 1; Dmg 1d8; SZ M (7' tall); ML steady (11); Int average (8); AL LE; XP 35.

Ogre chieftain: AC 3; MV 9; HD 7+1; hp 46; THACO 13; #AT 1; Dmg 2d6+6 (huge club); SZ L; ML steady (11); Int average (8); AL CE; XP 975.

5. Noisy Cave

The sound of picks and hammers used to fill this chamber, but once the connection to cavern 6 was made, the orcs living here relocated to that cave. Now this area is not inhabited, though ten orcs are posted here to guard against any intruders from the upper levels as well as strange monsters crawling up from the canyon. Large clusters of giant food mushrooms grow here, 1,000 feet underground, for there is plenty of nutrition in the refuse left by the working orcs.

The waterfall created by the fountain terminates here, forming a small stream that flows toward the north end of the river cavern, crossing the clifftop near the eastern end to spill into the canyon. The orcs use this stream as a source of fresh water. A small stone bridge leads across the stream onto a narrow path that winds along the north side of the river canyon. Eventually, it turns into a precarious path that winds its way down the side of the canyon until it reaches the river.



6. Orc Cave

This large cavern is extremely old, predating all but areas 1 and 2. A large tribe of orcs lives here among the big mushrooms, three hundred warriors with seventy females and fifty young. The orcs also have a small herd of rothé (subterranean cattle) that feed upon the mushrooms and lichen here and in area 5. The orcs use the rothé for their hair, milk, and meat. They have no leaders, as those were eliminated by the ogres long ago while the orcs were little more than slaves cutting rock.

Orc males (300): AC 6; MV 9; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d8; SW fight at -1 in sunlight; SZ M; ML steady (12); Int average (8); AL LE; XP 15.

Special Abilities: infravision 60'.

Notes: Orcs use sniping and ambush attacks. These orcs have 1d4+1 sp each.

Orc females (70): AC 5; MV 9; HD 1+1; hp 6; THACO 19; #AT 1; Dmg 1d8; SZ M; ML steady (11); Int average (8); AL LE; XP 35.

Orc young (50): AC 6; MV 6; HD 1-1; hp 4; THACO 20; #AT 1; Dmg 1d6; SZ S; ML average (10); Int low (5); AL LE; XP 15.

Rothé (2-24): AC 7; MV 9; HD 2; hp 9; THACO 19; #AT 3; Dmg 1d3/1d3/1d8; SZ M (4' tall); ML elite (13); Int animal (1); AL N; XP 35.

Two tunnels on the eastern end of this cave connect to deeper caverns and eventually pass near a duergar settlement. The duergar plan to use the humanoids to attack cities on the surface and underground while they use their magical abilities to infiltrate and steal the real valuables. They carefully spy on the ogres and act very diplomatically toward them so as to not arouse their anger. The duergar's plans may come into conflict with those of the Slavelords, or the two groups might be able to work out a mutually agreeable arrangement.

Duergar (3-30): AC 4 (chainmail, shield); MV 6; HD 1+2; hp 8; THACO 19; #AT 1; Dmg 1d6+1 (footman's pick); SD +4 to saves vs. spell, immune to paralysis, illusions, and poisons, -2 to surprise; SW -2 to attacks, +2 to saves in bright light; SZ S (4' tall); ML elite (13); Int average (10); AL LE; XP 420.

Special Abilities: infravision 120', innate abilities of enlarge and invisibility.

Notes: Duergar are an evil, dwarflike race. They may ride giant spiders into battle.

Duergar chieftain (1): AC 2 (plate mail, shield); MV 6; HD 4+8; hp 32; THACO 15; #AT 1; Dmg 1d4+4 (short sword, Str bonus); SD +4 to saves vs. spell, immune to paralysis, illusions, and poisons, -2 to surprise; SW -2 to attacks, +2 to saves in bright light; SZ S (4' tall); ML elite (13); Int very (12); AL LE; XP 1,400.

Special Abilities: infravision 120', innate abilities of enlarge and invisibility.

Duergar leaders (1 per 6): AC 4 (chainmail, shield); MV 6; HD 2+4; hp 16; THACO 17; #AT 1; Dmg 1d6+2 (footman's pick, Str bonus); SD +4 to saves vs. spell, immune to paralysis, illusions, and poisons, -2 to surprise; SW -2 to attacks, +2 to saves in bright light; SZ S (4' tall); ML elite (13); Int very (11); AL LE; XP 650.

Special Abilities: infravision 120', innate abilities of enlarge and invisibility.

Spider, steeder (1-2): AC 4; MV 12, climb 6; HD 4+4; hp 28; THACO 15; #AT 1; Dmg 1d8; SA +8 to damage with weapon; SZ L (12' long); ML elite (13); Int low (5); AL CE; XP 975.

Special Abilities: Steeders can leap up to 240 feet, charging their prey and causing double damage.

Notes: Steeders are ridden as mounts by duergar dwarves.

7. Canyon and River

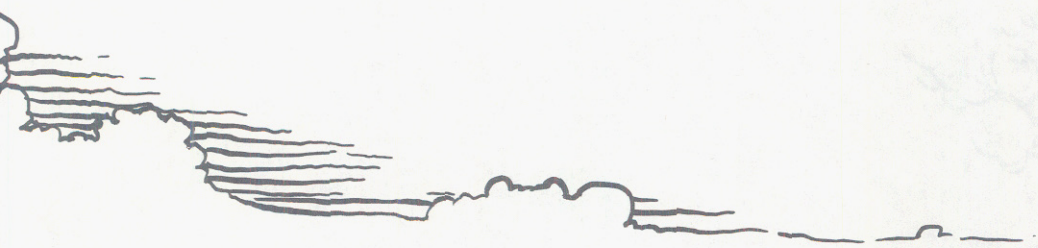
This canyon is over 1,000 feet deep, having been worn into the soft rock by the actions of a strong river originating miles to the northwest (possibly an underground daughter of the Velverdyva). The canyon walls are steep, and the only easy way down is to take the path on the northern side (see area 5). The waterfall caused by the fountain spills out in a wide arc before ending in the river. The river itself is still very turbulent and forms rapids for much of its length, the current strong enough to move large rocks and carry away incautious swimmers. The river continues to the southeast for many miles, going deeper until finally reaching a great underground lake, the far side of which is rumored (according to the duergar) to have a kuo-toan civilization.

DYVERS INTRIGUES

There are many ways a party could become involved in the fight against the Slavers simply through interactions with important characters in Dyvers. Shenree, the high priestess of Osprem, could become a member of the Gentry and push for increased use of her priests on patrol vessels. This would reduce the advantage the Slavers have in naval battles, causing them to put pressure on Walgrim to oppose her actions. A more direct approach would be to have Shenree assassinated, which would draw the interest of the Greyhawk Guild of Assassins and irritate the Alliance, but would certainly get the attention of Felbon, head of Dyvers's League of Assassins. Of course, if the heroes already are involved with Shenree, her death, or even an attempt on her life, would be cause for concern.

If there is a hero in the party who is known to come from Greyhawk and appears to be a thief, Felbon may have him tailed to see if he is trustworthy enough to be approached personally. Should that be the case, he will try to get the hero to contact the Thieves or Assassins Guild in Greyhawk on his behalf, saying that the Alliance has a chokehold on the dark side of the city and he's willing to help either group to get a foothold in Dyvers. Either guild could hire the party to investigate the Alliance, which has the potential of revealing the Slavers' connection through Markessa the Red or another agent.

A party with half-orcs or anyone who seems tolerant toward humanoids might make friends with Jal the Friendly at the House of the Toothy Smile. Jal could confess to one of the party members his concern about the increasing number of half-orcs in town who report



being approached by people offering jobs on the Wild Coast. This wouldn't seem so out of the ordinary, except that anyone having any orc or goblin blood is usually slain outright in some portions of that region. A clever party could get one of these half-orcs to agree to taking a meeting and spy on it, or even disguise one of their group as a half-orc and wait to be contacted. The jobs are being offered by agents of the Slavelords, of course, who are in need of half-orcs to act as liaisons between them and leaders for the humanoid armies in the employ of Turrosh Mak.

Hodar the wizard can be played as either an employer for the heroes, asking them to search for minor magic items in the Cairn Hills or the Gnarley Forest, or as someone to be watched or the subject of a warning from Greyhawk's Guild of Wizardry. Hodar could be gathering the magic items as part of a bribe from the forces of the Pomarj to form an alliance with the humanoids of Blackthorn, or he could simply be arming the Slavers working the Nyr Dyv. Alternatively, the Guild of Wizardry might be monitoring Hodar's activities because of the mysterious event that caused him to take such a dislike to them. Recently they may have received a threat from him, or are trying to make amends. Similarly, the archmage Tenser (see TSR9576, *Return of the Eight*) could be suspicious of his recent activities and is looking for people to keep an eye on him.

Walgrim Emirian is easy for the heroes to read. It's obvious that he wants to heal his arm and needs money to do this. The heroes, especially novice ones, could be hired or equipped by Walgrim and sent off on some quest that Walgrim expects to have a high return on his "investment." Or, people in tune with gossip or politics could know that he has been seen in the company of foreigners many times in the past few weeks. They seem to be giving him orders, unlike his old friends with whom he relates on a more equal basis.

Earth Dragon Cult

The most obvious way to introduce the characters to the plots of the Slavers is to have a group of Earth Dragon cultist set up shop in Dyvers or a nearby small town and begin preaching. A "new" religion is always something of interest, especially if their priests actually have spells and are making converts.

Rhennee Woes

Originally, Szepkurva only had her husband's barge attacked by the Slavers in order to avenge herself. However, it is possible that her husband wasn't on that barge at the time, and has been spotted in town or living on another barge. This news would incite the disfigured woman to press for more attacks on Rhennee ships until he is caught for certain. It's also possible that she may have other barges attacked just to get back at his relatives or as a vendetta against male Rhennee in general. The latter case would pose some interesting questions if the Slavers only took the males from defeated barges, leaving the women to return to shore without their husbands.

River Quarter Base

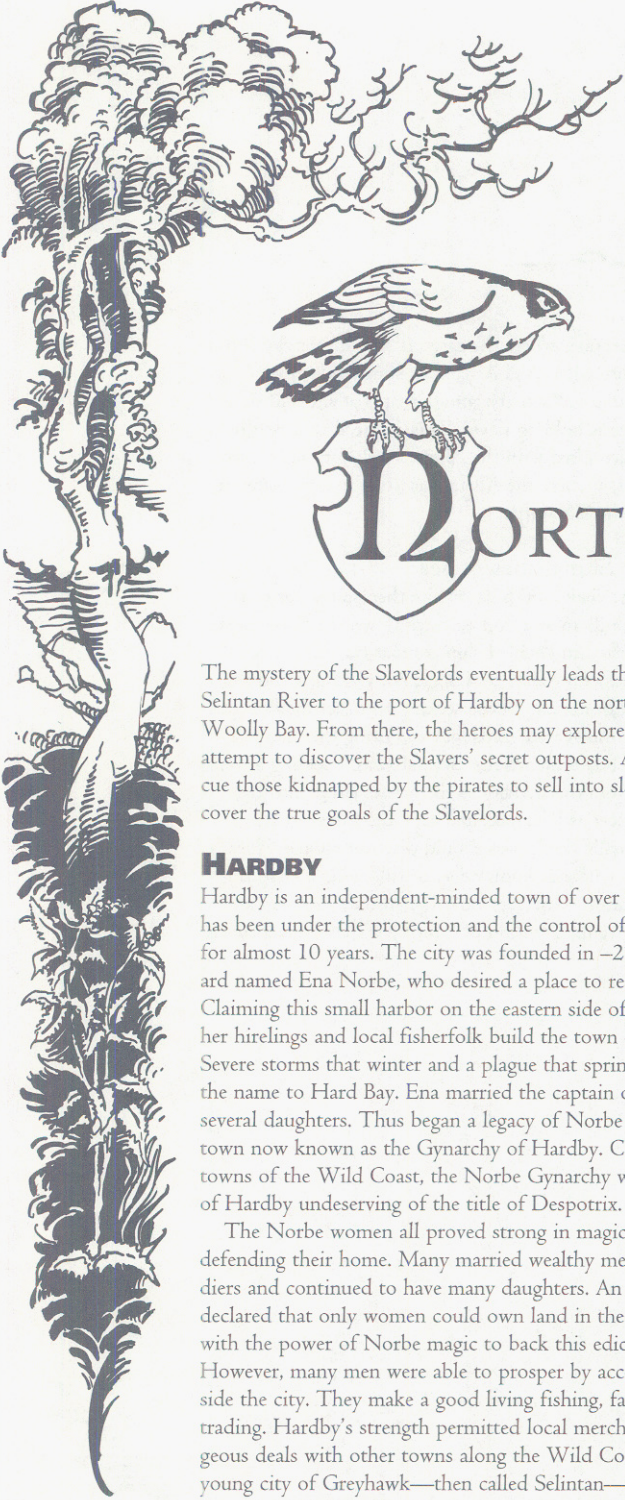
An easy way to bring low-level heroes into this adventure is to have them hired by a merchant of Dyvers to guard a valuable cargo on its way to the north end of Furyondy. Their story starts on West Gate

Island, guarding the warehouse where the cargo is stored. Nearby is the Alliance-owned warehouse where Vel Ashandrin sometimes stores slaves. The heroes spot unusual activity going on at that site and soon discover that the Alliance is holding slaves. This can lead to a political campaign if the heroes are allied with the Alliance but opposed to slavery, or a military campaign where the Alliance is just the first enemy in a long line that ends at the Slavelords.

Skirmishes at Sea

The heroes could acquire their own boat or hire themselves out to the navy of Dyvers or Furyondy in an effort to track down the slave ships. Dungeon Masters interested in detailed ship combat can use the naval combat rules in this product, or refer to TSR2170, *Of Ships and the Sea* for more detailed information. Those seeking an easier method can easily improvise enough ship-based exchanges and bring the involved vessels close enough for boarding actions. Several swashbuckling adventures could be derived from this activity as the heroes come into conflict with Slavers, mischievous Rhennee, and even the forces of Luz, if they travel north. Eventually the heroes should discover enough clues through weather, magic, Rhennee knowledge, or following a retreating ship to discover the location of Slavers Cove. Then they can plan an invasion, either with active intervention of military vessels or as a covert stealthy strike.





NORTH WOOLLY BAY

The mystery of the Slavelords eventually leads the heroes down the Selintan River to the port of Hardby on the northern shore of the Woolly Bay. From there, the heroes may explore the Wild Coast in an attempt to discover the Slavers' secret outposts. And here, they may rescue those kidnapped by the pirates to sell into slavery and perhaps discover the true goals of the Slavelords.

HARDBY

Hardby is an independent-minded town of over five thousand souls. It has been under the protection and the control of the city of Greyhawk for almost 10 years. The city was founded in -278 CY by a Suel wizard named Ena Norbe, who desired a place to research spells in peace. Claiming this small harbor on the eastern side of Woolly Bay, she had her hirelings and local fisherfolk build the town of Norbe Harbor. Severe storms that winter and a plague that spring resulted in changing the name to Hard Bay. Ena married the captain of her guards and had several daughters. Thus began a legacy of Norbe women ruling the town now known as the Gynarchy of Hardby. Compared to the pirate towns of the Wild Coast, the Norbe Gynarchy was mild, with the ruler of Hardby undeserving of the title of Despotrix.

The Norbe women all proved strong in magic and capable of defending their home. Many married wealthy merchants or ranking soldiers and continued to have many daughters. An early Despotrix declared that only women could own land in the city of Hardby, and with the power of Norbe magic to back this edict, it became law. However, many men were able to prosper by accepting land grants outside the city. They make a good living fishing, farming, hunting, or trading. Hardby's strength permitted local merchants to make advantageous deals with other towns along the Wild Coast as well as with the young city of Greyhawk—then called Selintan—enriching Hardby through trade. The deep bay proved able to service both shallow-draft river vessels and larger oceangoing ships. This made it a perfect link between river trade and sea merchants. Through a marriage of one of the Gynarch's daughters to the mayor of Selintan, the two towns formed an alliance. Since then, these sister cities have never warred against each other despite political and mercantile competition as well as less than cordial relations at times.

Hardby continued to grow. After conquering and burning seven pirate towns north of Safeton in the early part of the third century CY, Hardby claimed all the land within 10 leagues of the north shore of Woolly Bay. This claim was later relinquished when piracy remained low, though towns of the Wild Coast remained as unruly as ever.

During the middle of the third century the Great Kingdom of Aerdy placed garrisons in its border towns, including Selintan and Hardby, as the internal conflict known as the Turmoil Between Crowns wracked the realm. When these troops were withdrawn from the border towns in the last quarter of the century, quiet celebrations ensued in the two cities. That year, a boy-child named Zagig was born to a lesser member of the Gynarchy and a descendant of Lord Ganz of Greyhawk. He would later become Lord Mayor of Greyhawk, a powerful archmage, and possibly a demigod.

During the next 200 years, the status and government of Hardby changed. While the Gynarch and her family remained in place, a trade alliance of merchants and river folk slowly took power, enforcing their rule at first with brute force and later with carefully worded laws and a well-funded constabulary. Oddly, the Gynarch yielded power without a fight, possibly because most of the men on the council were related to women of the Gynarchy. Many believe that the Despotrix still retains final authority in the city, using the trade alliance to handle routine affairs, while secretly influencing more important issues. In addition to these political changes, the city of Hardby started to pay tribute to Greyhawk for military protection.

Hardby remained relatively secure and prosperous until the Greyhawk Wars of 582-584 CY. Humanoid and bandit raids from the nearby Abbor-Alz hills increased, so Greyhawk sent a garrison of its mountaineers to protect Hardby. The townsfolk were glad to accept the additional military presence, especially since the mountaineers were well paid and disciplined, which prevented disturbances that might have been caused by less dedicated troops. In addition, enterprises that catered to soldiers experienced a boom in business from their presence.

When the humanoid armies from the Pomarj invaded the Wild Coast, Greyhawk sent several warships to patrol the upper reaches of Woolly Bay to guard against humanoid and pirate attacks. These marines are largely crewed by Wild Coast slaves freed by edict of the city of Greyhawk. As such, they are very loyal to Greyhawk and full of pride in their service. Greyhawk's mountaineers and the marines were given power over the ruling council and dictate many practical aspects of law and justice in Hardby, with the locals still deciding on trade policies. The Despotrix, an aged wizard named Ilena, has not voiced any objection to this, as several of the military officers have also married into her extensive family. It is likely that she still exerts great influence over affairs in her city.

Ilena is greatly respected by the locals as well as by the mountaineers and marines. This causes some concern for the Directing Oligarchy of

Greyhawk, who thought to make her little more than a figurehead. The Gynarch has gone so far as to claim a seat on the Greyhawk Council of Mayors and Manorial Lords, which includes representatives from all towns and settlements in the Domain of Greyhawk, despite unsubtle attempts to prevent this. The Gynarch and the Lord Mayor of Greyhawk, Nerof Gasgal, are unfailingly polite to each other in public, but obviously hate each other, a sentiment that is shared by several of the Gynarch's daughters and granddaughters.

Despotrix Ilena, female human M13: AC 4 (bracers AC 6, ring of protection +2); MV 12; hp 39; THACO 16; #AT 1; Dmg 1d6 (quarterstaff); SZ M (5' 6" tall); ML elite (14); Str 6, Dex 10, Con 9, Int 18, Wis 13, Cha 14; AL NG; XP 4,000.

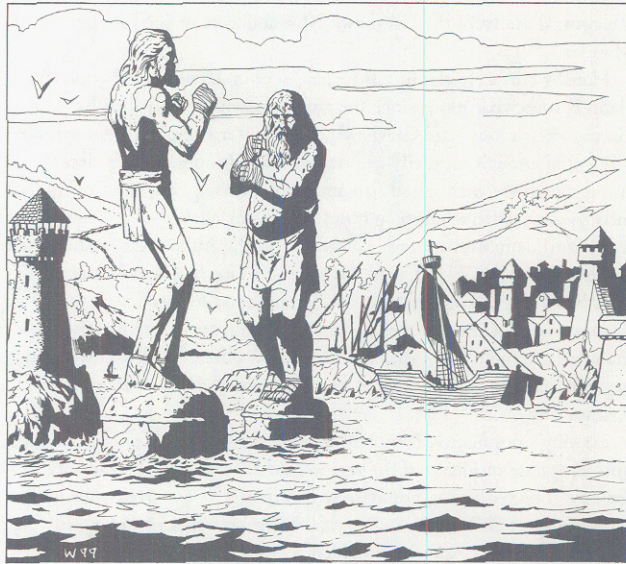
Special Equipment: ring of human influence, ring of spell turning, robe of eyes.

Spells Memorized (5/5/5/4/4/2): 1st—burning hands, color spray, detect magic, magic missile, phantasmal force; 2nd—continual light, ESP, invisibility, levitate, web; 3rd—blink, dispel magic, hold person, lightning bolt, protect vs. normal missiles; 4th—Evard's black tentacles, polymorph other, polymorph self, wall of ice; 5th—advanced illusion, cone of cold, teleport, wall of force; 6th—chain lightning, globe of invulnerability.

General Information

Hardby is a town that relies on its waterways to survive. Most of its money comes from the trade of goods entering or leaving its docks or from businesses that support people who work on the sea and shore—hostels, boarding houses, taverns, inns, brothels, and others. The original town wall follows the curve of the bay, though the city has grown nearly three times as large since that time. A wooden palisade has been built to protect those sections of town beyond the stone city wall. Two lighthouses, which double troop garrisons, flank the city on its southern shore, with a second pair on opposite arms of Hard Bay. Rising from the water in front of that fourth tower are two massive statues. One depicts a bearded heavyset man of late middle age, the other a slim, short, bearded fellow; both have their fists raised as if to box each other. Decades ago, a Gynarch commissioned these statues to represent the meaningless squabbles of men. They serve as a symbol of Hardby's feminine spirit. A small road leads westward from Hardby to the town of Orz, and another, known both as River Road and North Route, goes westward along the shores of the Woolly Bay to the town of One Ford and eventually reaches the city of Narwell.

The old city wall contains the rowdy Dock District, spacious warehouses, the residential and meatpacking section known as Fish Town, and the militarized North End. The rest of the city is divided roughly between the market Trade Town, where merchants barter with each other for their wares, and a sprawling residential district called the Ebbfields that hosts merchants, Greyhawk soldiers, and minor nobles, as well as artisans' shops and quality inns. A wooden stockade protects the buildings beyond the city wall. A few miles inland stands the Gynarch's Estate and Hardfield Manor, owned by a minor branch of the Gynarch family that has long avoided politics. Outside of the dock district, the city is pleasant and peaceful, with wide streets, attractive buildings, and plenty of open space, although it pales in comparison to the city of Greyhawk.



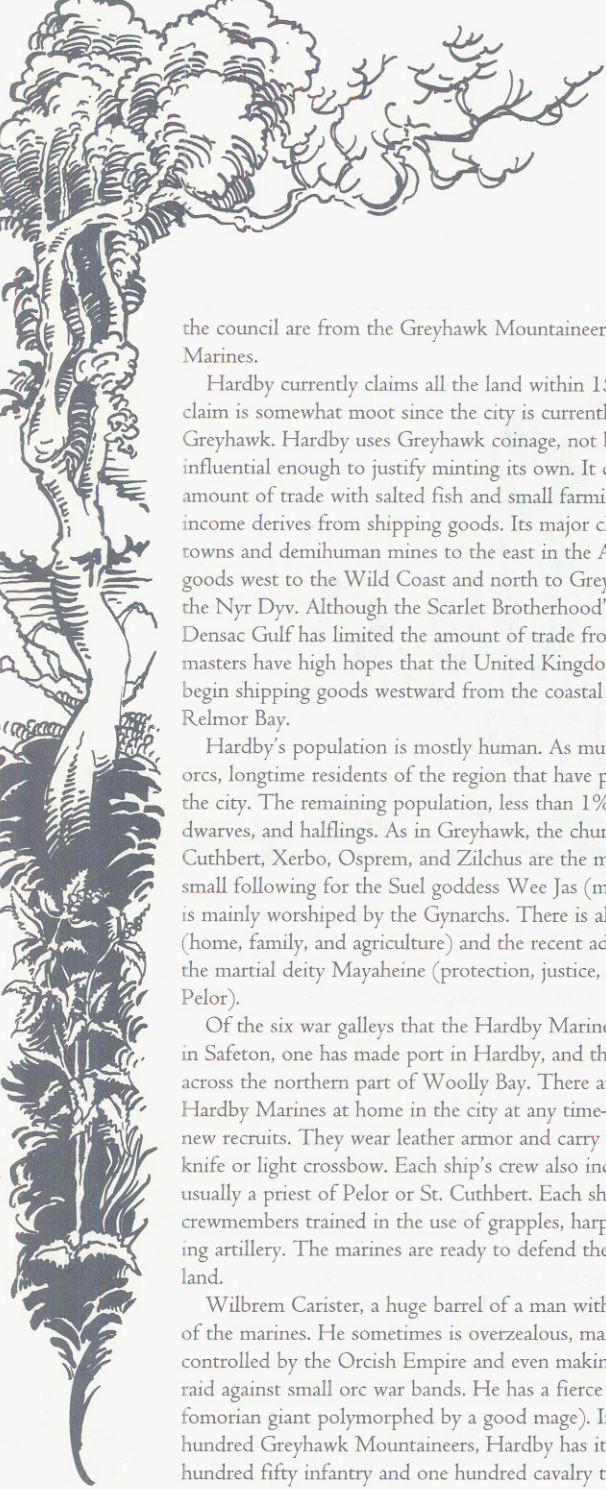
Entrance to the city is open to all, whether on foot, by horse or wagon. A tax of 10% on all goods sold is levied on foreigners trading within sight of the city. This encourages merchants to pledge allegiance to Hardby and establish a permanent shop to avoid the higher tax. Due to the nearness of the Orcish Empire of the Pomarj and the comparatively wild Abbor-Alz, carrying weapons is legal in the city, but drawing a weapon is punishable by a hefty fine and imprisonment.

The Gynarchy has enough younger sisters and cousins to have wizard advisers present in all courts. They will use divination spells to verify the truth of statements and evidence in all but minor cases. Theft, vandalism, and breach of contract often result in sizable fines or confiscation of property of equal value, or the perpetrator may be sentenced to perform public service or join the militia (one day of service equals 10 gp value). Fighting in town occurs often enough that a strict punishment for fighting would quickly land half the town in jail; thus, as long as no serious injuries result, those involved are usually freed within a day. Still, brawls may turn violent enough to result in one or more deaths, and punishment for such crimes can be just as brutal. Penalties for manslaughter include payment of a wergilt (100 gp per character level +1), forfeiture of property, being sold into indentured servitude, and even beheading (depending on how heinous the crime is).

Maritime legal matters are decided by a ship's captain who acts as judge and jury. He may mete out any punishment he chooses. The Hardby pilot's office provides services to navigate the bay and trade inspectors to catch smugglers. The city has no thieves guild of its own, for most professional thieves in Hardby act as independents or belongs to Greyhawk's guild.

Hardby's Trade Council consists of six merchants, six rivermen, and one judge. Six members (three merchants and three rivermen) are elected every three years by the merchants, dockworkers, and sailors of Hardby. The judge is elected every five years by the guardsmen of North End and staff of the city courts. Currently, all six rivermen on





the council are from the Greyhawk Mountaineers or the Hardby Marines.

Hardby currently claims all the land within 15 miles, although such a claim is somewhat moot since the city is currently controlled by Greyhawk. Hardby uses Greyhawk coinage, not being large enough or influential enough to justify minting its own. It commands a decent amount of trade with salted fish and small farming, but most of its income derives from shipping goods. Its major clients are the human towns and demihuman mines to the east in the Abbor-Alz sending their goods west to the Wild Coast and north to Greyhawk and cities along the Nyr Dyv. Although the Scarlet Brotherhood's blockade of the Densac Gulf has limited the amount of trade from the south, the dock masters have high hopes that the United Kingdom of Ahlissa will soon begin shipping goods westward from the coastal city of Prymp in the Relmor Bay.

Hardby's population is mostly human. As much as 20–25% are half-orcs, longtime residents of the region that have proven their loyalty to the city. The remaining population, less than 1%, are elves, gnomes, dwarves, and halflings. As in Greyhawk, the churches of Pelor, Cuthbert, Xerbo, Osprey, and Zilchus are the most popular, with a small following for the Suel goddess Wee Jas (magic, vanity, law) who is mainly worshiped by the Gynarchs. There is also a church of Berei (home, family, and agriculture) and the recent addition of a temple to the martial deity Mayaheine (protection, justice, valor; a servant of Pelor).

Of the six war galleys that the Hardby Marines operate, one is based in Safeton, one has made port in Hardby, and the other four sail patrols across the northern part of Woolly Bay. There are at least eighty Hardby Marines at home in the city at any time—one full crew plus new recruits. They wear leather armor and carry a cutlass, club, and knife or light crossbow. Each ship's crew also includes a wizard and usually a priest of Pelor or St. Cuthbert. Each ship has a few special crewmembers trained in the use of grapples, harpoons, pikes, and flaming artillery. The marines are ready to defend the city even if they're on land.

Wilbrem Carister, a huge barrel of a man with tattoos, is commander of the marines. He sometimes is overzealous, making forays into waters controlled by the Orcish Empire and even making an occasional land raid against small orc war bands. He has a fierce parrot named Erule (a fomorian giant polymorphed by a good mage). In addition to the three hundred Greyhawk Mountaineers, Hardby has its own militia of one hundred fifty infantry and one hundred cavalry that often patrol as far north as the Neen River.

Commander Carister, male human F9: AC 4 (splint mail); MV 9; hp 70; THACO 12 (11 with *sabre +1*); #AT 3/2; Dmg 1d8+1 (*sabre +1*); SZ M (6' tall); ML elite (14); Str 15, Dex 9, Con 12, Int 12, Wis 8, Cha 11; AL LN; XP 975.

Carnivorous parrot (polymorphed fomorian giant): AC 5; MV 1, fly 27 (D); HD 13+3; hp 68; THACO 9; #AT 3; Dmg 1d2/1d2/1; SD causes a -2 penalty to surprise rolls; SZ S; ML elite (14); Int average (9); AL NE; XP 3,005.

Militia, F1–F5: AC 7 (studded leather); MV 12; hp 6/level; THACO 20/19/18/17/16; #AT 1; Dmg 1d6 (short sword); SZ M; ML steady (12); Int 10, Wis 9; AL LN; XP 15/35/65/120/175.

Greyhawk Soldiers, F3–F8: AC 6 (scalemail); MV 9; hp 7/level; THACO 18/17/16/15/14/13; #AT 1 (F3-F6) or 3/2 (F7-F8); Dmg 1d8 (longsword); SZ M; ML elite (13); Int 9, Wis 10; AL LN; XP 65/120/175/270/420/650.

A GUIDE TO HARDBY

The Dock District

The Dock District is made up of wharves, docks, loud taverns, flophouses, houses of ill repute, tattoo parlors, gambling halls, herbalists, and other businesses that cater to sailors. On the north end of Dock District are three great cranes built in 588 CY with dwarven engineering and Gynarch magic. These cranes allow quick transfer of heavy wares and are quite popular with captains carrying loads of lumber, ore, or metal ingots. The Hardby Militia patrols this region in groups of three. Transgressors are incarcerated in cells in the dock lighthouse.

I. The Spotted Cow Inn

One of the more famous establishments in the Dock District is a place called the Spotted Cow Inn. Other than a cow-shaped sign hanging outside of the inn, there is nothing out of the ordinary about it that would warrant such word-of-mouth advertising, and the current proprietor (the place changes hands often) can't figure it out, but enjoys the business it brings.

2. Sign of the Tarnished Idol

Another strange place is the Sign of the Tarnished Idol. A foul-mouthed, bad-tempered, half-orc woman named Rughra runs this sleazy bar. The tavern's name comes from a tarnished green idol set in a niche behind the bar; it is said to have come from Hepmonald and possess dark magic. Rughra doesn't care, and insists that all patrons pay homage to the idol at midnight. The patrons tolerate this "midnight service," which has become a fixture of the bar and of the entire district. The place is a haven for sailors and adventurers.

3. Danigar's Pen

A wizard's apprentice runs one of the local tattoo parlors with a talent for ink work. Danigar's Pen is unique in that he offers to use an *erase* spell (for a reasonable charge) to remove any unwanted tattoos; since the sailors here are fond of tattooing their arms with the name of their current lady love, this comes in handy when they eventually run out of space.

Danigar, male human M5: AC 9 (*ring of protection +1*); MV 12; hp 13; THACO 17; #AT 1; Dmg 1d4+1 (*dagger of speed*); SZ M (5'9{im} tall); ML steady (12); Str 7, Dex 13, Con 9, Int 14, Wis 8, Cha 12; AL N; XP 175.

Spells Memorized (4/2/1): 1st—*detect magic, erase, magic missile, sleep*; 2nd—*Melf's acid arrow, web*; 3rd—*fireball*.



Notes: Danigar doesn't like politics, but he loves ale, and if he becomes tipsy when creating a tattoo, he makes mistakes.

The apprentice's assistant is a halfling named Gormadoc. This halfling is secretly an agent of the Slavelords. He works as a spy and a contact with the local thieves. His innocuous appearance, quiet manner, and dislike of combat make him a good agent. The Slavers bought his loyalty when they fulfilled his dream to own an elephant—their contacts in the Scarlet Brotherhood provided a *marble elephant* created in Hepmonaland (the jungle continent far to the southeast). If the Slavelords need someone in Hardby killed in a manner that's difficult to trace, Gormadoc can arrange for that person to be killed in a Dock District brawl.

Gormadoc, male halfling T9: AC 3 (*leather* +2, Dex bonus); MV 12; hp 46; THACO 16 (13 with *short sword* +3); #AT 1; Dmg 1d6+3 (*short sword* +3); SD +4 on saves vs. magic or poison; SZ S (3'6" tall); ML steady (12); Str 12, Dex 17, Con 15, Int 9, Wis 11, Cha 10; AL N; XP 1,400.

Special Equipment: marble elephant.

Thief Abilities: PP 65, OL 50, F/RT 45, MS 60, HS 55, DN 5, CW 25, RL 30.

4. Fish Town

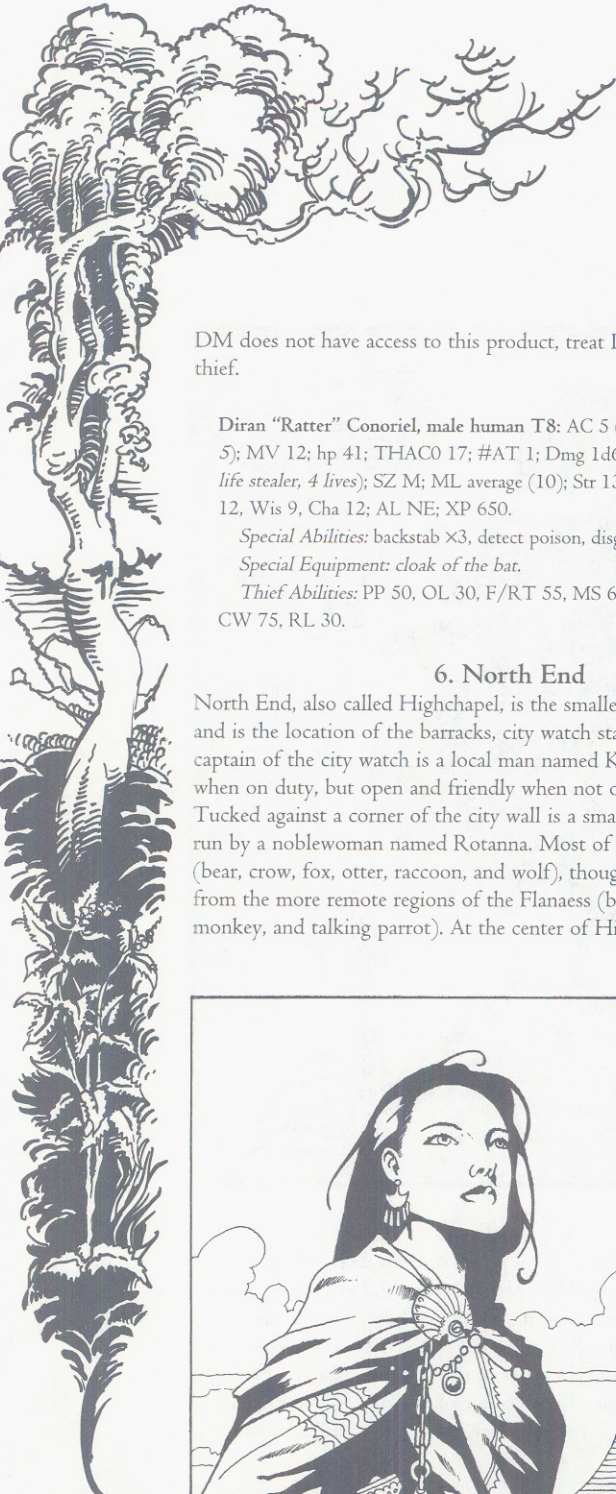
This small district is filled with businesses that salt and pack fish and other meats, and makes small fishing boats, nets, and other gear. Many small homes are packed between the larger buildings. The district is home to fisherfolk, shipwrights, and ropemakers. The odor of fish fills the air, and anyone spending anytime in this district will reek of fish for a day. The ground may be slippery, and rank puddles of water fill the streets. With so many fish present, there are also an inordinate number of cats and seagulls.

5. Warehouses

Hardby has more than enough large warehouses to take care of any cargo needs. In fact, some of the warehouse owners are converting some of their buildings to other businesses just to make storage space more scarce in the city, hoping to raise the rent. So far, the council of Hardby is opposed to such an action.

The Scarlet Brotherhood has placed an agent here. Diran Conoriel poses as the beggar "Ratter"—so named for his pet rat. He occasionally succumbs to the urge to assassinate people (usually homeless people or drunks, and never someone who would be missed), although reprimands from the Brotherhood have curbed this habit. The Scarlet Brotherhood assassin class is described in TSR11374, *The Scarlet Brotherhood*. If a





DM does not have access to this product, treat Diran as an 8th-level thief.

Diran "Ratter" Conoriel, male human T8: AC 5 (*bracers of defense AC 5*); MV 12; hp 41; THACO 17; #AT 1; Dmg 1d6+2 (*short sword +2, life stealer, 4 lives*); SZ M; ML average (10); Str 13, Dex 14, Con 9, Int 12, Wis 9, Cha 12; AL NE; XP 650.

Special Abilities: backstab ×3, detect poison, disguise, and espionage.

Special Equipment: cloak of the bat.

Thief Abilities: PP 50, OL 30, F/RT 55, MS 60, HS 55, DN 15, CW 75, RL 30.

6. North End

North End, also called Highchapel, is the smallest district in Hardby and is the location of the barracks, city watch station, and courts. The captain of the city watch is a local man named Kataran, a stern man when on duty, but open and friendly when not occupied by work. Tucked against a corner of the city wall is a small menagerie of animals run by a noblewoman named Rotanna. Most of her animals are locals (bear, crow, fox, otter, raccoon, and wolf), though she does have a few from the more remote regions of the Flanaess (boa constrictor, jaguar, monkey, and talking parrot). At the center of Highchapel stands a tall



temple dedicated to Pelor. Mother Storanna, the high priestess, is a gentle soul and has resided in the city for nearly 40 years.

Captain Karatan, male human F5: AC 5 (*chainmail*); MV 9; hp 33; THACO 16; #AT 1; Dmg 1d6+1 (*mace*); SZ M; ML steady (12); Str 14, Dex 9, Con 15, Int 8, Wis 14, Cha 12; AL LN; XP 175.

Rotanna, female human 0-lvl: AC 10; MV 12; hp 2; THACO 20; #AT 1; Dmg 1d3 (*knife*); SZ M; ML average (10); Int 13, Wis 11; AL NG; XP 7.

Special Abilities: animal handling, animal training, etiquette, riding.

Mother Storanna, female human P7 of Pelor: AC 6 (*bronze scale*); MV 12; hp 35; THACO 16; #AT 1; Dmg 1d6 (*staff*) or 1d4+1 (*sling*); SZ M (5'1" tall); ML champion (15); Str 9, Dex 14, Con 10, Int 11, Wis 17, Cha 13; AL NG; XP 650.

Spheres: *Major*—All, Charm, Creation, Elemental (Air), Guardian, Healing, Necromantic, Protection, Sun; *Minor*—Summoning, Wards.

Spells Memorized (5/5/3/1): DM's choice.

Special Equipment: *magical font*—can cast *divination* and *scrying*.

Several agents of the Slavelords are working in Hardby, though few know each other. The contact of greatest importance is Judge Aleeta, fourth in line for office of Despotrix. Only 20 years old, she grew up during a time of renewed expansion by Greyhawk and has seen the problems this has caused her family. She hates Greyhawk and Nerof Gasgal in particular, though public opinion seems to be split on whether she or her grandmother, Despotrix Ilena, hates him more.

Contacted by the slavelord Nadanru, Aleeta warmed to plotting the downfall of Greyhawk. She uses her influence as a noble, as well as a few *charm* spells, to find out when and where the Hardby Marines will be patrolling, so the Slavers can avoid them. Since one Marine ship is always stationed in Hardby, she does not fear that the Slavelords will double-cross her. She relays information to Vessa by writing it in a book in her study, while the black elf scribes with her *crystal ball*.

Aleeta, female human M5: AC 10; MV 12; hp 11; THACO 19; #AT 1; Dmg 1d4 (*dagger*); SZ M; ML steady (12); Str 6, Dex 13, Con 7, Int 16, Wis 8, Cha 15; AL NE; XP 270.

Special Equipment: *brooch of shielding*, *potions of clairvoyance*, *ESP*, *fire breath*, and *invisibility*.

Spells Memorized (4/2/1): 1st—*erase*, *magic missile*, *message*, *phantasmal force*; 2nd—*alter self*, *stinking cloud*; 3rd—*Melf's minute meteors*.

The Ebbfields

The Ebbfields district hosts residences of merchants, militia and marine officers, and minor nobles. It is filled with parks and private walled estates. Sections nearest to the old city wall are made of stone, well maintained and attractive. As the streets go eastward, the buildings become plainer, built of half stone, half timber and wattle, but they are still firmly middle-class. On the eastern outskirts, the wooden buildings are dilapidated and not well cared for. This region is almost a slum, but

the council works hard to maintain minimum standards for upkeep. Beyond the stockade walls, the few shacks give way to small farms.

7. Mistress of the Coach

Possibly the best inn here is Mistress of the Coach, an expensive place with a formal dress code that prohibits functional armor and weapons. No one is permitted to violate this code no matter how much money a boorish would-be patron waves around.

8. Berei's Bounty

Berei's Bounty is a sturdy inn decorated with shafts of wheat. This low-priced inn is run by Shilauna, a former priestess of Berei who took her father's place when he died.

Shilauna, female human P6 of Berei: AC 10 (6); MV 12; hp 24; THACO 18 (15 with *staff of striking*); #AT 1; Dmg 1d6+3 (*staff of striking*); SZ M; ML steady (11); Str 9, Dex 10, Con 11, Int 9, Wis 13, Cha 13; AL NG; XP 420.

Spheres: Major—All, Animal, Divination, Guardian, Healing, Plant, Protection.

Spells Memorized (4/3/2): DM's choice.

9. Temple of Zodal

This tiny temple to Zodal (mercy, hope, benevolence) is in actuality just the home of Zoe, a young, barely educated woman who sells foul-smelling (but powerless) potions, ointments, and salves to "cure" all ills. Though she does it for the money, her intentions are good. She directs anyone who appears to need true healing to the temple of Pelor in North End.

10. Trade Town

The merchant district of Hardby is typical, although the amount of traffic that comes through Hardby tends to bring a wider variety of goods than most cities this size. In addition to the permanent shops, a broad avenue through the middle of Trade Town is reserved for merchants who prefer open space or cannot afford a shop. Blanket Street fills up every morning with people peddling items stacked on blankets. The militia makes sure that nobody sets up shop against or beyond the stockade wall.

One of the merchants is an agent of the Slavelords and a priestess of the Earth Dragon. Roban lives as a seller of gems, jewelry, and strange objects of arts, and hires adventurers on the side to explore the Cairn Hills and Abbor-Alz to search for interesting relics that she can buy and resell. She has specific instructions for adventurers who know too much; they are to be sent off on deadly quests. She often alerts bandit, barbarian, or humanoid contacts in those regions to seal the heroes' fate.

Roban, female human P7 of Earth Dragon: AC 5 (scalemail, *ring of protection +1*); MV 12; hp 36; THACO 16; #AT 1; Dmg 1d6+4 (pick, Earth Dragon bonus); SZ M; ML steady (12); Str 11, Dex 9, Con 15, Int 11, Wis 15, Cha 10; AL LE; XP 650.

Special Equipment: *potion of invisibility*.

Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection,

Weather; *Minor*—Divination, Guardian, Travelers, Wards.

Spells Memorized (5/5/3/1): DM's choice.

11. Lighthouses

Four lighthouses on the south side of town serve not only as harbor beacons, but also as garrisons for the local militia and gaols for convicted criminals. The towers are eight stories tall and have been painted in different fashions to be more identifiable from a distance. The right and left towers on the bay are painted half white (toward the open water) and half black. The other two are decorated with three rings and three diamonds respectively.

12. Farms

Several large farms lie beyond the stockade walls. Crops of wheat, rye, potatoes, squash, and a variety of other vegetables, as well as chickens, rabbits, goats, and cattle, provide food for the city.

Intrigues in Hardby

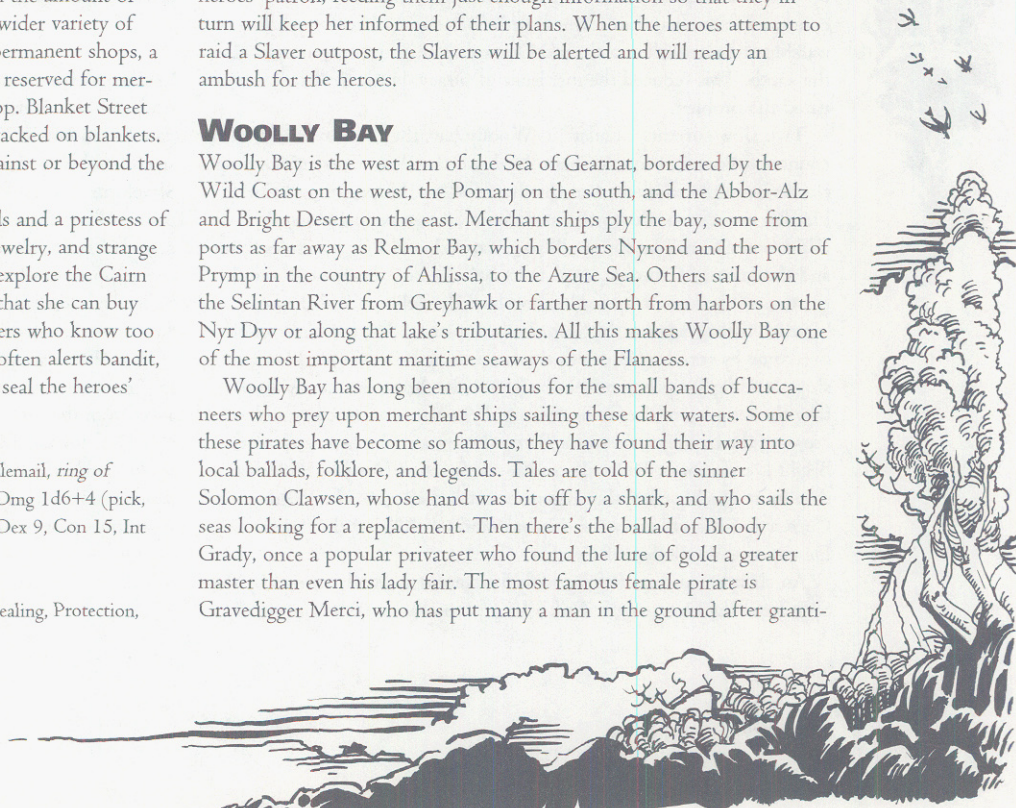
The Slavelords and the Scarlet Brotherhood both have agents planted in Hardby to spy on the forces of Greyhawk and to alert them to any planned military actions against them. These agents don't necessarily know about each other, though Aleeta may have come into contact with Roban through the Trade Council. The Dungeon Master should feel free to involve the heroes in a variety of nefarious plots in an effort to mislead them. But each plot should lead the heroes back to Hardby and provide an opportunity to uncover one of these agents.

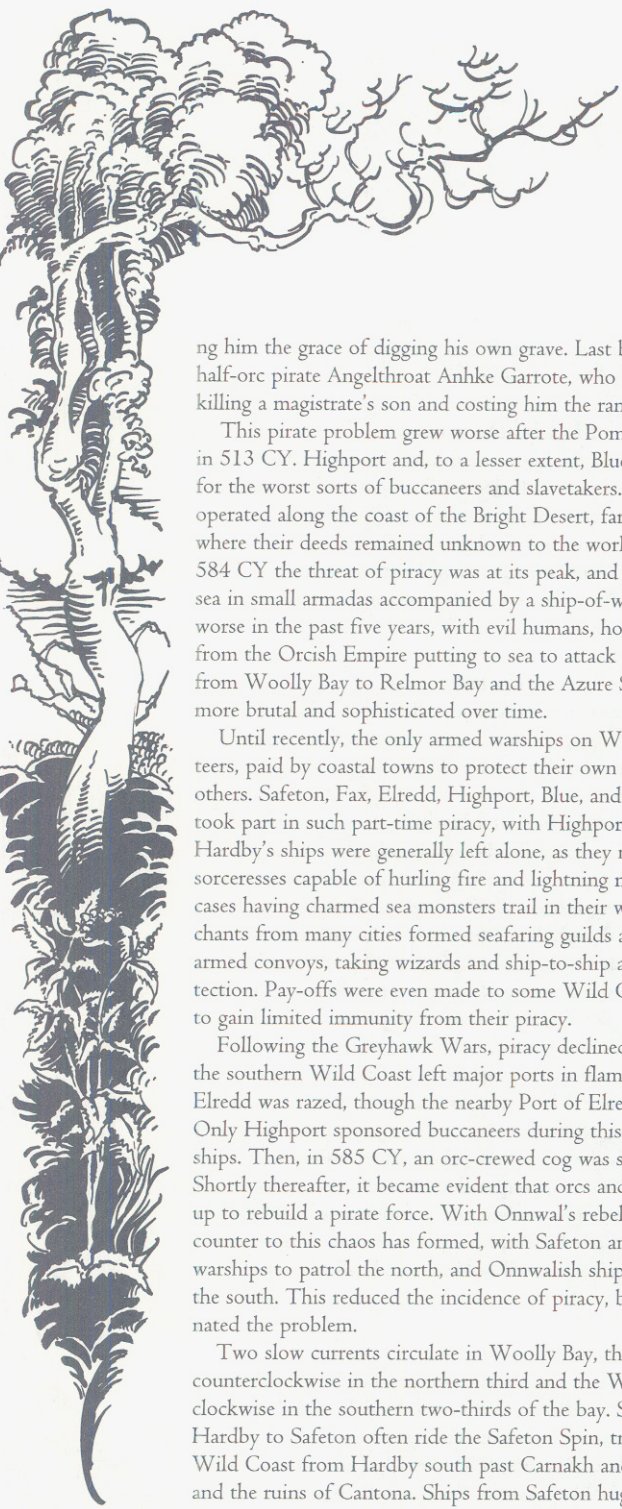
Rohan the merchant may try to send the heroes into danger, or Gormadoc the halfling may fail at an attempt to intimidate the heroes or have them slain during a brawl. Ratter may attempt to assassinate a well-known patron of the heroes, sending them scurrying to find the attacker. Aleeta is the most clever and will attempt to become the heroes' patron, feeding them just enough information so that they in turn will keep her informed of their plans. When the heroes attempt to raid a Slaver outpost, the Slavers will be alerted and will ready an ambush for the heroes.

WOOLLY BAY

Woolly Bay is the west arm of the Sea of Gearnat, bordered by the Wild Coast on the west, the Pomarj on the south, and the Abbor-Alz and Bright Desert on the east. Merchant ships ply the bay, some from ports as far away as Relmor Bay, which borders Nyron and the port of Prymp in the country of Ahlissa, to the Azure Sea. Others sail down the Selintan River from Greyhawk or farther north from harbors on the Nyr Dyv or along that lake's tributaries. All this makes Woolly Bay one of the most important maritime seaways of the Flanaess.

Woolly Bay has long been notorious for the small bands of buccaneers who prey upon merchant ships sailing these dark waters. Some of these pirates have become so famous, they have found their way into local ballads, folklore, and legends. Tales are told of the sinner Solomon Clawsen, whose hand was bit off by a shark, and who sails the seas looking for a replacement. Then there's the ballad of Bloody Grady, once a popular privateer who found the lure of gold a greater master than even his lady fair. The most famous female pirate is Gravedigger Merci, who has put many a man in the ground after granti-





ng him the grace of digging his own grave. Last but not least is the half-orc pirate Angelthroat Anhke Garrote, who hung his own crew for killing a magistrate's son and costing him the ransom.

This pirate problem grew worse after the Pomarj fell to orc invaders in 513 CY. Highport and, to a lesser extent, Blue became safe havens for the worst sorts of buccaneers and slavers. These pirates often operated along the coast of the Bright Desert, far from civilized shores, where their deeds remained unknown to the world. From 520 CY to 584 CY the threat of piracy was at its peak, and merchants only put to sea in small armadas accompanied by a ship-of-war. Things have gotten worse in the past five years, with evil humans, hobgoblins, and orcs from the Orcish Empire putting to sea to attack ports and shipping from Woolly Bay to Relmor Bay and the Azure Sea. Piracy has grown more brutal and sophisticated over time.

Until recently, the only armed warships on Woolly Bay were privateers, paid by coastal towns to protect their own ships while raiding others. Safeton, Fax, Elredd, Highport, Blue, and even Scant of Onnwal took part in such part-time piracy, with Highport the worst offender. Hardby's ships were generally left alone, as they nearly always carried sorceresses capable of hurling fire and lightning magics, and in some cases having charmed sea monsters trail in their wake. Eventually, merchants from many cities formed seafaring guilds and began sailing in armed convoys, taking wizards and ship-to-ship artillery along for protection. Pay-offs were even made to some Wild Coast and Pomarj cities to gain limited immunity from their piracy.

Following the Greyhawk Wars, piracy declined. The orc invasion of the southern Wild Coast left major ports in flames. The walled city of Elredd was razed, though the nearby Port of Elredd was largely spared. Only Highport sponsored buccaneers during this time, with only a few ships. Then, in 585 CY, an orc-crewed cog was sunk in Woolly Bay. Shortly thereafter, it became evident that orcs and humans were teaming up to rebuild a pirate force. With Onnwal's rebellion in late 586, a counter to this chaos has formed, with Safeton and Hardby sending out warships to patrol the north, and Onnwalish ships from Scant guarding the south. This reduced the incidence of piracy, but it has hardly eliminated the problem.

Two slow currents circulate in Woolly Bay, the Safeton Spin flowing counterclockwise in the northern third and the Wild Current traveling clockwise in the southern two-thirds of the bay. Ships sailing from Hardby to Safeton often ride the Safeton Spin, traveling along the Wild Coast from Hardby south past Carnakh and Pelgarny to Safeton and the ruins of Cantona. Ships from Safeton hug the coast to avoid the tug of the current up to the mouth of the Selintan and then to Hardby. Sailing against the Spin slows ships by 50%, but this can be overcome by traveling closer to the coast using sails or oars. Hardby ships heading for ports in Relmor Bay or the Azure Sea nearly always take the long leg of the Spin, cruising down the western coast and crossing the bay until they near Barren Point, a rocky peninsula of the Bright Desert about 160 miles south-southeast of Hardby. Here, the ship must quickly cross the current to catch the top of the Wild Current, which will carry the ship east and south along the Bright Desert coast to the Sea of Gearmat.

An abandoned ship drifting with the current is slowly carried by the Spin from the Dragonnel's Tail, a long promontory 100 miles south of

Safeton, straight east to Barren Point. The Dragonnel's Tail forms the north shore of Faxharbor Cove and once served as the boundary between the northern and southern halves of the Wild Coast. These days, the border with the Orcish Empire, just south of Safeton, is the feature most people use to mark this boundary. Arriving at Barren Point, the drifting ship continues north along the Bright Desert to Megas Landing, then on around to Hardby.

Sailors face a variety of hazards. Roll 2d10 and consult the list below. These events are further detailed in TSR2170, *Of Ships and the Sea*.

- 2 Whirlpool or tidal wave
- 3 Hurricane, heavy rains and choppy seas; -4 to proficiency checks
- 4 Omen: alters morale by 1-5; good omens add, bad omens subtract
- 5 Squall: deadly winds, rains and choppy seas for 1d4 hours
- 6 Riptide or choppy seas slows movement by 10-50%
- 7 Favorable wind increases movement by 50-100%
- 8 Fog or calm for 2d6 hours; -3 to proficiency checks
- 9 Floating seaweed (giant barracuda, crabs, octopus, or slug)
- 10 Light rain or wind change
- 11 Clear sailing and rolling seas make for good sailing
- 12 Shallows (hidden rocks, reef, sand bar, or wreckage)
- 13 School of fish (bass, jelly, perch, salmon, trout, or tuna)
- 14 Predators (dolphins, sea lions, sharks, or whales)
- 15 Ships (fishing, merchant, privateer, pirate, or warship)
- 16 Merfolk (aquatic elves, locathah, mermen, sahuagin, scrag)
- 17 Island (barren, cliff, floating, jungle, sinking, volcanic)
- 18 Storm (heavy rain, high waves & wind, ice, lightning)
- 19 Monster (dragon turtle, sea serpent, squid, water elemental)
- 20 Waterspout or low tide

PIRACY AND SLAVE TRADE

Where It's Taking Place

Unlike cities on the Nyr Dyv, settlements on Woolly Bay are always ready for war. Veterans sail forth to destroy any orcish warships that dare to sail north. Towns are fortified and train militia, while professional soldiers patrol the coasts. Because the threat is greater, the Slavelords have chosen not to operate openly in Woolly Bay. There are plenty of orc ships and rogue vessels from towns such as Pelgarny to distract Hardby's marines. These diverse forces are chaotic and don't create a pattern of raids, whereas a concerted effort by the Slavers could be studied, learned, and tracked. With the degree of readiness on the Bay, their ships would soon be caught.

The Slavers focus on moving slaves captured on the Nyr Dyv south to their secret strongholds, using humanoid pirates to draw attention away from the three slave ships. Slave ships seem to vanish from the Nyr Dyv, for nobody can predict their destination. Since Iuz's lands lie to the north of the lake, he is suspected of the raids. However, no evidence can be found that links Iuz's fleet to the crimes. Meanwhile, the slave ships pass by several Greyhawk bases in disguise.

How the Slaves Are Transported

When the Slavers gather a full cargo, the slave ship sails down the Selintan, usually stopping at the town of Sevant's Cove for a night. This gives the Slavelord Vessa, posted in Sevant's Tower, a chance to scry southward to see what awaits them. Vessa flies to the ship under the cover of night, relays any news, and departs when her *cloak of the bat* has recharged. Sometimes she stays to resupply or out of a rare need for company.

The ship then continues down the Selintan, past Bright Tower Keep, crewmembers usually waving so that they don't cause suspicion. The ship stays in sight of the coast as it heads south. The ships generally avoid Carnakh unless absolutely necessary, since that town is loyal to Greyhawk. The Slavers also avoid Pelgarn, finding no sense in getting drunk in a town full of cutthroats, especially ones who aren't on their side. The DM may have Pelgarn ally with the Slavelords; if so, the ships may stop there occasionally, though frequent visits might make others wonder what sort of agreement the apparently legitimate crews of the *Eternal Sun*, *Radiance*, and *Longspan* have with a town full of bandits.

The Slavers always stop briefly in Safeton. It is the last free town on their route, and it is important to be seen there before they continue south to their supposed destination. While here, the Slavers brag about their prowess and state that they have nothing to fear from orcs. They take on additional supplies and may unload some normal goods, announce a false destination (the Principality of Ulek, Keoland, or Onnwal) and head south.

If the waters are clear of Hardby Marines and other allied ships, the Slavers stop at the orc town of Cantona. They drop off trade goods, as well as sick and dead slaves that the orcs are happy to eat, and load drugs, food, and water. The surviving slaves are moved from the secret compartment to the cargo hold. Their survival rate increases when they're free to move about, and there is no need for secrecy this far south. Sometimes the orcs turn over an exceptional slave or ransom victim. Often messages or couriers come aboard for the trip to the Slaver town.

At Elredd, the Slavers unload the cargo of flesh and goods, report to the leaders there, and spend some time carousing. They want to make sure they are gone long enough to fool people into thinking they reached their declared destination. The crew is paid, and crewmen who have been on the ship for two or more months are offered shore time, their posts being filled by citizens eager to do some raiding. When they have spent enough time in Elredd, they stock food, load passengers and return north.

The ship drops off any humanoid passengers at Cantona, then proceeds to Safeton. There the captain files reports with authorities regarding any orc activity he witnessed (most of this is false, of course). Since the sailors are supposed to be returning from a successful run, they spend a night in Safeton buying drinks. The Slavers may take advantage of this practice sometime by getting the locals incredibly drunk on a night that the orcs plan an attack. They then sail north, possibly stopping at Carnakh, but usually making port at Hardby to pick up a small cargo of goods for transport to the Nyr Dyv. From there they sail up the Selintan and onto the lake, where it begins again.

Who's in Charge

The Slaver raids are coordinated and directed by two elf women who have had their appearance altered and have been brainwashed to believe one is the original Slavelord Markessa, while the other is a loyal sister. Markessa the Red (described in "Lands of Dyvers: Slavers Cove") directs operations and shipments on the Nyr Dyv and Woolly Bay. Markessa the Black, who dwells in Sevant's Tower (next section), advises and guides activities on Woolly Bay under the direction of the Red.

Who's Involved

The Slavers gain strategic information from several people. The primary contact is the brainwashed black-skinned elf Vessa, who uses magic and stealth to study and report on opposition.

In Hardby are several agents who feed information to Vessa. Aleeta provides information on movements of Hardby's Marines. The beggar Ratter (Diran Conoriel) learns much on the streets and is used to check on the veracity of Aleeta's information. He provides services as an assassin when needed. The halfling Gormadoc has contacts with thieves, as well as many of the restaurants in the city. What he isn't told directly, he tries to overhear. The priestess Roban provides information culled from merchants and picks up rumors from adventurers.

In Carnakh, one of the supposed refugees from the Wild Coast is a skinny man named Raufo [hm F6, Dex 18, *crossbow of distance*]. He claims to have been a recent immigrant to the city of Highport in the Pomarj who relocated to Fax just before the orcish invasion, but he actually is a loyal follower of the Earth Dragon. He works in a weaving shop in town, but his true purpose is to find weaknesses in Carnakh's defenses. Vessa may order him to poison a crossbow bolt and use it to kill the wizard Chaine or another person whom she sees as a great threat.

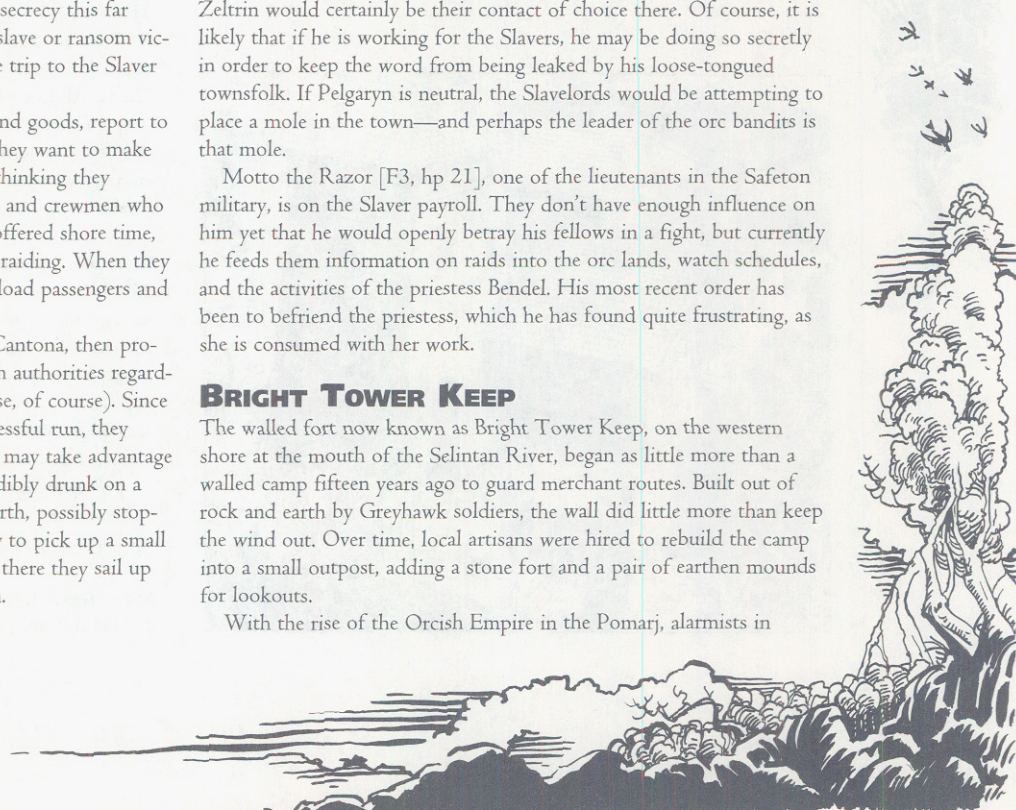
Should Pelgarn be allied with the Slavers, then the priest Kurias Zetrin would certainly be their contact of choice there. Of course, it is likely that if he is working for the Slavers, he may be doing so secretly in order to keep the word from being leaked by his loose-tongued townsfolk. If Pelgarn is neutral, the Slavelords would be attempting to place a mole in the town—and perhaps the leader of the orc bandits is that mole.

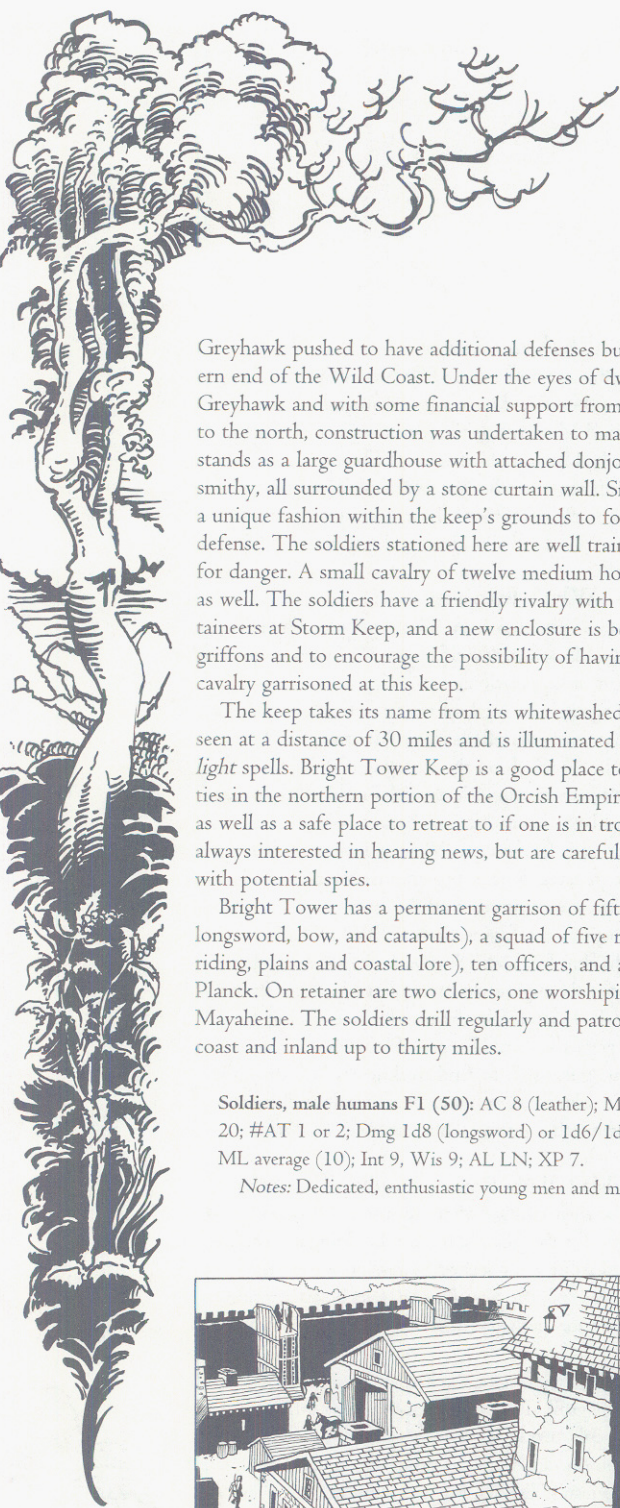
Motto the Razor [F3, hp 21], one of the lieutenants in the Safeton military, is on the Slaver payroll. They don't have enough influence on him yet that he would openly betray his fellows in a fight, but currently he feeds them information on raids into the orc lands, watch schedules, and the activities of the priestess Bendel. His most recent order has been to befriend the priestess, which he has found quite frustrating, as she is consumed with her work.

BRIGHT TOWER KEEP

The walled fort now known as Bright Tower Keep, on the western shore at the mouth of the Selintan River, began as little more than a walled camp fifteen years ago to guard merchant routes. Built out of rock and earth by Greyhawk soldiers, the wall did little more than keep the wind out. Over time, local artisans were hired to rebuild the camp into a small outpost, adding a stone fort and a pair of earthen mounds for lookouts.

With the rise of the Orcish Empire in the Pomarj, alarmists in





Greyhawk pushed to have additional defenses built to defend the northern end of the Wild Coast. Under the eyes of dwarven engineers from Greyhawk and with some financial support from the towns and villages to the north, construction was undertaken to make it a keep. Now it stands as a large guardhouse with attached donjon tower, a stable and smithy, all surrounded by a stone curtain wall. Siege towers are used in a unique fashion within the keep's grounds to form a second line of defense. The soldiers stationed here are well trained and they stay alert for danger. A small cavalry of twelve medium horses is bivouacked here as well. The soldiers have a friendly rivalry with the Greyhawk mountaineers at Storm Keep, and a new enclosure is being built as a roost for griffons and to encourage the possibility of having a permanent flying cavalry garrisoned at this keep.

The keep takes its name from its whitewashed tower, which can be seen at a distance of 30 miles and is illuminated at night with *continual light* spells. Bright Tower Keep is a good place to trade news on activities in the northern portion of the Orkish Empire and the Wild Coast, as well as a safe place to retreat to if one is in trouble. The soldiers are always interested in hearing news, but are careful not to be too friendly with potential spies.

Bright Tower has a permanent garrison of fifty soldiers (proficient in longsword, bow, and catapults), a squad of five rangers (specialized in riding, plains and coastal lore), ten officers, and a commander, Captain Planck. On retainer are two clerics, one worshipping Pelor, the other Mayaheine. The soldiers drill regularly and patrol up and down the coast and inland up to thirty miles.

Soldiers, male humans F1 (50): AC 8 (leather); MV 12; hp 6; THACO 20; #AT 1 or 2; Dmg 1d8 (longsword) or 1d6/1d6 (shortbow); SZ M; ML average (10); Int 9, Wis 9; AL LN; XP 7.

Notes: Dedicated, enthusiastic young men and mercenaries.



Rangers, male humans R5 (5): AC 7 (studded leather); MV 12; hp 25; THACO 16; #AT 1 or 2; Dmg 1d8 (longsword) or 1d6/1d6 (longbow); SZ M; ML elite (14); Str 13, Dex 13, Con 14, Int 10, Wis 14, Cha 10; AL NG; XP 175.

Special Abilities: Species enemy: orcs (+4 to attack, -4 reactions); Hide in Shadows 31%, Move Silently 40%; animal handling, riding, survival, swimming, tracking.

Notes: All these rangers know how to survive on the sea as well as on land. They have a great hatred for orcs, and will slay one rather than capture it.

Sergeants, male humans F3-F4 (8): AC 7; MV 12; hp 18/24; THACO 18/17; #AT 1; Dmg 1d8 (battle-ax); SZ M; ML steady (12); Int 10, Wis 9; AL LN; XP 65/120.

Notes: These doughty warriors are gruff and belligerent. They command the respect of their troops and each is assigned command of a squad of ten. Their names are Arli, Branch, Cable, Del, Erin, Franz, Gant, and Hans.

Lieutenants, male humans F5-F6 (2): AC 6; MV 9; hp 35/42; THACO 16/15 (15/14 with longsword specialization); #AT 3/2; Dmg 1d8+2 (longsword, specialization); SZ M; ML elite (13); Int 9, Wis 11; AL LN; XP 175/270.

Notes: Lieutenants Irik and Jessup command four squads each. Irik is talkative, friendly, and seems fair. He commands the inner keep defenses, as well as the kitchen and cleaning staffs. Irik is two-faced and tries to undermine Jessup and Capt. Planck. Jessup is snide and cynical, quick to make snap judgments, and stubborn. He commands the wall defenses and patrols. Jessup lost his wife to orcs and becomes irrational and unforgiving around them.

Captain Planck, male human F9: AC 5 (chainmail); MV 9; hp 57; THACO 12 (7 with *two-handed sword* +2, Str bonus, specialization); #AT 2; Dmg 1d10+7 (*two-handed sword* +2, Str bonus, specialization); SZ M; ML champion (15); Str 18/85, Dex 15, Con 15, Int 12, Wis 8, Cha 12; AL LG; XP 975.

Special Equipment: *potion of fire resistance.*

Notes: Captain Planck is a fair but tough commander. He believes everyone must pull his or her own weight and has no use for wastrels. He answers to the Gynarch and the chief of the Hardby Militia.

Perchan, human male P5 of Pelor: AC 5 (*bronze scale* +1); MV 9; hp 25; THACO 18 (15 with *rod of smiting*); #AT 1; Dmg 1d8+3 (*rod of smiting*); SZ M; ML average (8); Str 12, Dex 11, Con 13, Int 13, Wis 15, Cha 9; AL NG; XP 270.

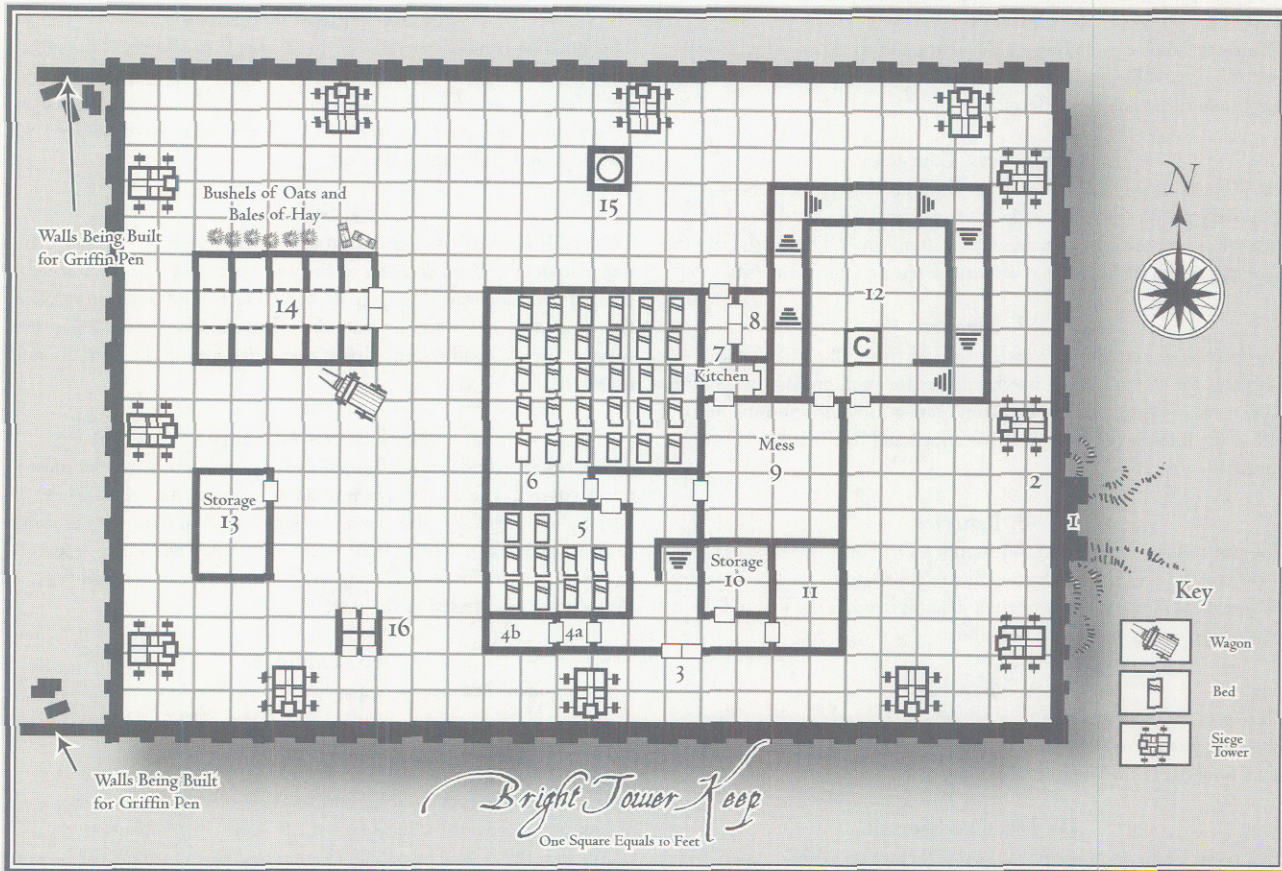
Special Equipment: *scroll of protection vs. elements; potion of extra-healing.*

Spheres: *Major*—All, Charm, Creation, Elemental (Air), Guardian, Healing, Necromantic, Protection, Sun; *Minor*—Summoning, Wards.

Spells Memorized (5/4/1): DM's choice.

Notes: Percy is a healer and protector of the weak. He prefers to avoid combat, mostly because he is easily scared. He distrusts nature spirits.

Mitiel, female human P5 of Mayaheine: AC 6 (scalemail); MV 12; hp 23; THACO 18 (17 with *bastard sword* +1); #AT 1; Dmg 2d4+1



(bastard sword +1); SZ M; ML steady (12); Str 10, Dex 13, Con 11, Int 14, Wis 14, Cha 12; AL LG; XP 270.

Spheres: Major—All, Combat, Guardian, Healing, Law, Protection, Sun, Wards; *Minor*—Charm, Necromantic.

Spells Memorized (5/3/1): DM's choice.

Notes: Mitiel is kind, gentle, and motherly. But, like a mother bear, she can be dangerous if her charges are threatened or she is cornered. She prefers reason to brute force, but will not hesitate to fight if she must.

I. Main Gate

The gate of the curtain wall is made of seasoned bronzewood (12 structural hit points). It is normally kept closed, with a pair of guards standing outside. It can be barred if necessary (+6 SP). The gate is 15 feet tall and 6 inches thick.

2. Outer Wall

The outer wall of the keep is made of mortared stone 20 feet tall, 3 feet thick, and reinforced with a splay (25 structural hit points per 10-foot section). Crenellations line the top, but there is no inner catwalk for defenders to stand upon. The keep uses wheeled siege towers to allow access to the battlements.

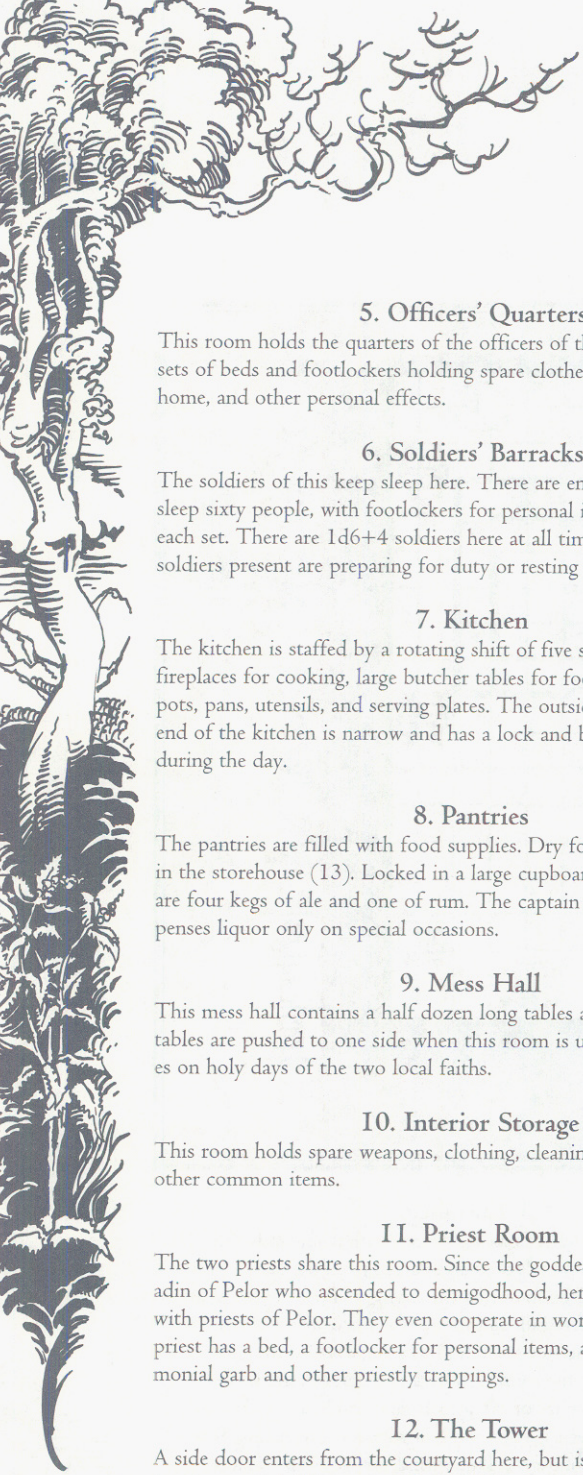
3. Entrance

The keep doorway is made of oak reinforced with iron bands (SP 10). Like the main gate, it can be locked and barred from the inside (+8 SP), but is normally left open during the daylight. The keep walls are 1-foot-thick stone, 11 feet tall, and the roof is thick wood covered with pitch and gravel. The interior stairs lead to a trapdoor to the roof. A 4-foot-tall wall surrounds the rooftop, where there are several water-proofed chests with supplies of oil, arrows, and torches. The ground floor is set 10 feet above the court, and all windows are at least 9 feet above the ground and shuttered. These windows would prove a tight fit for a man-sized creature. An alarm bar hangs by the door.

4. Captain's Rooms

Captain Planck is a patient soldier with a good amount of tactical experience, having participated in the Great Northern Crusade to retake the Shield Lands lost to Iuz. Area 4a is a small office with two chairs and a desk. A stuffed snarling badger rests in the far corner. Area 4b is the captain's quarters, containing a bed, a locked footlocker, and small wardrobe.





5. Officers' Quarters

This room holds the quarters of the officers of the keep. There are 10 sets of beds and footlockers holding spare clothes, armor, letters from home, and other personal effects.

6. Soldiers' Barracks

The soldiers of this keep sleep here. There are enough bunk beds to sleep sixty people, with footlockers for personal items at the end of each set. There are 1d6+4 soldiers here at all times. During the day the soldiers present are preparing for duty or resting after their shift.

7. Kitchen

The kitchen is staffed by a rotating shift of five soldiers. There are two fireplaces for cooking, large butcher tables for food preparation, various pots, pans, utensils, and serving plates. The outside door on the north end of the kitchen is narrow and has a lock and bar. It is kept open during the day.

8. Pantries

The pantries are filled with food supplies. Dry foods are kept in barrels in the storehouse (13). Locked in a large cupboard in the north pantry are four kegs of ale and one of rum. The captain has the key and dispenses liquor only on special occasions.

9. Mess Hall

This mess hall contains a half dozen long tables and benches. The tables are pushed to one side when this room is used for worship services on holy days of the two local faiths.

10. Interior Storage

This room holds spare weapons, clothing, cleaning supplies, rope, and other common items.

11. Priest Room

The two priests share this room. Since the goddess Mayaheine is a paladin of Pelor who ascended to demigodhood, her priests get along well with priests of Pelor. They even cooperate in worship services. Each priest has a bed, a footlocker for personal items, and a chest for ceremonial garb and other priestly trappings.

12. The Tower

A side door enters from the courtyard here, but is kept bolted shut during the evening. The ground floor of this tower is mostly empty. There is a cistern and buckets in one corner to store water during sieges. Racks of bows and quivers of arrows stand against the walls in preparation for defending the keep. This central hall is used for major assemblies. A stairway leads up the narrowing tower wall, passing arrow slits. The tower is 40 feet tall and slopes inward till it is only 40 feet wide at the top. The roof of the tower is capped with stone. A heavy catapult, casks of oil, and large bags of gravel sit ready for use. A rope and pulley are used to raise supplies to the roof through a trapdoor from the ground floor 30 feet below.

13. Storehouse & Smithy

This building is mostly devoted to food storage in a loft and the raising of chickens and goats on the first floor. Tools and equipment and a small forge are also kept here. Clutter is moved aside during times when repairs are needed on weapons or armor. There is an overhead door with rope and pulley to the hayloft.

14. Stables

This stable holds twelve horses and two oxen assigned to this keep, as well as fodder in the loft. Bales of hay and bushels of oats are stacked along the outside wall. A wagon, kept outside, is used to carry supplies from the town and transport wounded when necessary. The wagon and supplies may be used to build hasty barricades around the keep doors if necessary.

15. Cistern & Pump

This wooden cylinder is 12 feet tall and used to store water. Its open top is covered with a muslin tarp to allow rainwater to collect while keeping out debris. A valve at waist height on one side allows the water to be tapped. The cistern is built next to a simple hand pump leading to a well deep in the rock. During dry periods water is pumped from the well and transferred to the tank via buckets.

16. Latrines

These wooden sheds are typical specimens of their kind.

Keep Defenses

Captain Planck keeps one infantry squad and half of the mounted rangers on patrol in the surrounding lands, providing escorts for merchants and guardians for local farmers. If some dangerous creature moves into the region, he organizes a hunting party to track the beast to its lair and slay it. Each patrol carries a horn to sound the alarm if attacked or when strangers are sighted. When the alarm is sounded, the drawbridge is raised and the gate siege tower is manned by the guards. Four squads are mobilized to man the wall defenses and to mount a search for the intruders. The keep doors are barred, and guards are placed at each door and on the rooftops.

Adventure Opportunities

Heroes visiting here can become involved in a variety of adventures. Captain Planck may contract a mysterious illness and die, and the heroes could become caught in a power struggle between Irik and Jessup. Irik would frame Jessup for murder, turning the keep into a war zone when in fact Irik poisoned Planck and plans to use the heroes against Jessup. He could be allied with the Slavers.

Or, this region is invaded by ankhegs carrying off cattle and lone travelers. The heroes are posted to Bright Tower or commissioned by the Gynarchs of Hardby to destroy the bugs.

Or a band of seventy orcs with ten ogre commanders and five gnoll scouts travel south from Blackthorn to join a raiding party of fifty orcs and eighteen bugbears led by a half-orc from the Pomarj. Spotted by a Bright Tower patrol, the orcs decide they must destroy the fort before they alert others to their presence.

VILLAGES OF THE WILD COAST

This section presents an overview of the lands and key villages located along the Wild Coast and southern lands of the Domains of Greyhawk bordering Woolly Bay. Each description examines the significant features, personalities, and history of the setting. Ideas for adventures are presented with each site. The DM can use these adventure hooks to develop side treks to entertain and challenge heroes passing through. With some imagination, it is possible for a DM to develop variations on a story, to challenge heroes who return to a site. Adventure links are planned at each site for the DM to use to provide heroes with clues about the Slavers or to lead the heroes to other sites. Random encounter lists are presented to help the DM create additional challenges for heroes traveling through a territory. Random encounters occur whenever the Dungeon Master desires. If the DM prefers, he or she may check in the morning, afternoon and night by rolling a 10-sided die. If the terrain is barren or poorly populated, such as desert or mountains, the chance is 1 in 10. If the terrain is overgrown and wild, the chance for an encounter is 2 in 10. If the region is open ground with civilization, the chance is 3 in 10. The Dungeon Master may either roll randomly on the table (1d8+1d12) or may select an encounter that seems appropriate for the story.

Heroes may travel across these regions in several fashions. On land, they may reach their destinations by walking, by booking passage in a coach or with a caravan, or by hiring or buying some mount or conveyance, such as a wagon or carriage. By sea, the heroes may either book passage on one of the many ships sailing from the various ports on Woolly Bay, or they may hire or buy their own sailing vessel and crew. Game statistics for mounts, land conveyances, and seagoing vessels are presented in the first chapter, "Land of Dyvers: Transportation."

THE LANDS OF WOOLLY BAY

Abbor-Alz

These rocky hills are rugged and wild, their peaks so precipitous as to preclude horses and even passage of armies. So, no conquest of these wastes has ever proven successful. The northern verge is relatively safe and is claimed by the Duchy of Urnst, which manages several rich mines in these hills. The southern and central portions are arid and rugged, inhabited only by wild, unfriendly tribesmen and hideous monsters. Occasional adventurers have returned with tales of rich ores and ancient ruins guarded by fierce barbarians and fiendish creatures.

Bright Desert

Since the beginning of recorded history in the Flanaess, the Bright Desert has intrigued and challenged mankind. It is supposedly filled with riches—copper, silver, gold, and gems. The harsh climate, wildly varying temperatures and hostile inhabitants who battle any intruder with ferocious determination and blood lust tend to discourage exploitation. The dervishes rumored to dwell in the bordering Abbor-Alz foothills likewise turn away would-be explorers, although if such dervishes actually exist, they are likely to be of Flan extraction and hostile to Suloise nomads. One or two organized forces have attempted to penetrate the Bright Desert, but none have ever returned to tell what happened.

Southern Lands of Greyhawk

The southern lands of the Domains of Greyhawk include the lands between Greyhawk and Woolly Bay, and the Selintan River and the Cairn Hills. This region of rolling hills and grassy bluffs is filled with farms along the river, but further east it quickly turns wild and becomes the domain of hill tribesmen and nomads.

Jewel River

This river divides the Wild Coast from the lands of Celene and the Welkwood, as well as the Orcish Empire of the Pomarj from the Principality of Ulek. About 150 leagues of this waterway are navigable.

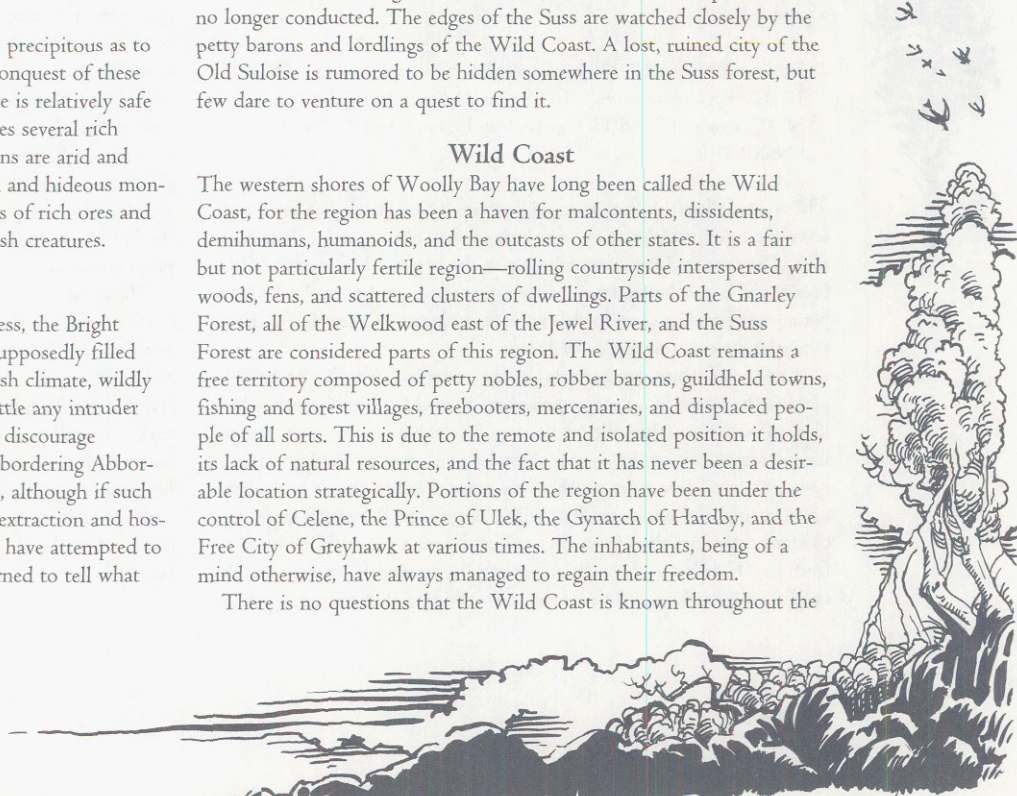
Suss Forest

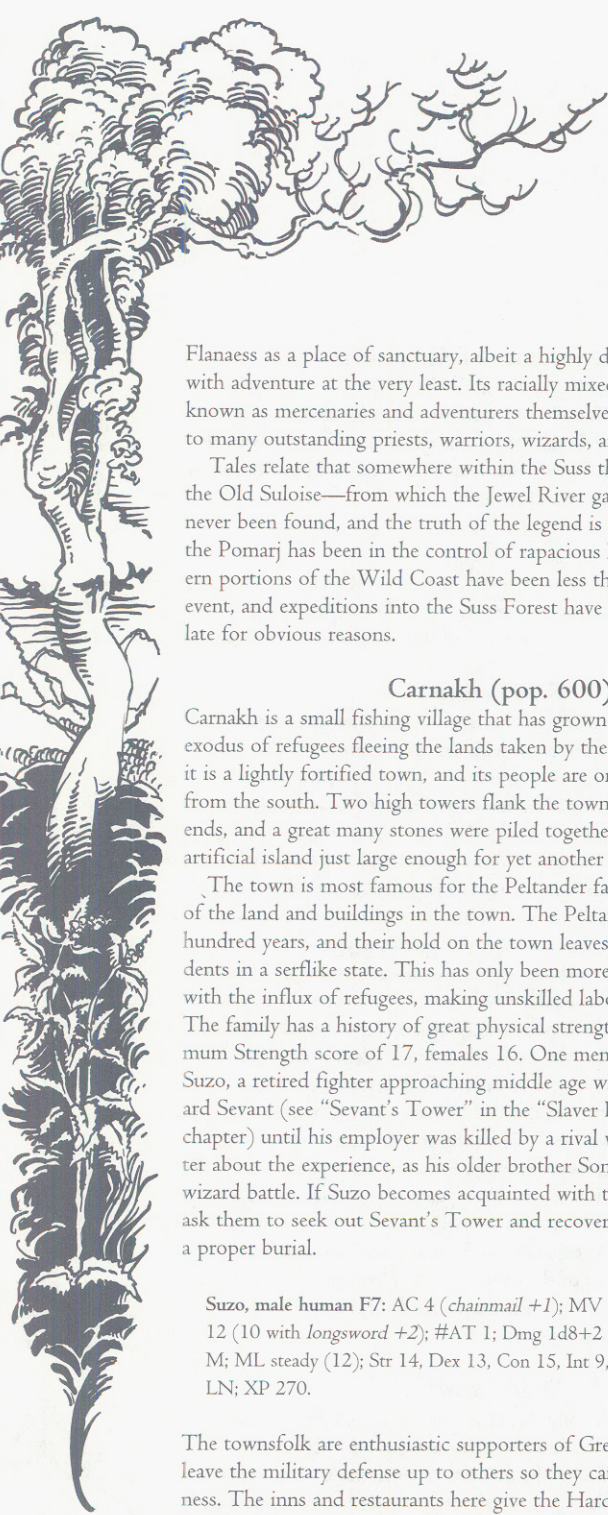
The Suss is a dreary place, full of thorn trees, brambles, briars, and thickets. Its massive trees are black with age, and seem to whisper and talk among themselves whenever an interloper dares to pass beneath. Some claim that ripples of waving leaves and moving branches can be seen in the path of those entering the place, but this is unproven. The western edge of the forest is of a different nature than the rest. Where it grows upon the Lortmil Mountains, the woodlands are open and clean, but east of the Jewel River, their character becomes grim, foreboding, and hateful. The farther south one goes, the worse the forest becomes, until it is filled with an oppressive and evil atmosphere where it climbs the Drachensgrab Hills. The humanoid tribes of the Pomarj, particularly kobolds, goblins, orcs, and gnolls, seem to love this forest, and many hundreds are known to dwell within its depths alongside the native gibberlings, ettercaps, and sussurus. They likewise use it as a highway to move north to raid the Wild Coast, Celene, or even the Ulek states and into Verbobonc. The folk of the Wild Coast at one time made concerted efforts to clear the Suss, and managed to cut back its verge several leagues. Due to the disappearance of lumber parties and the threat of marauding humanoids and wild beasts, such operations are no longer conducted. The edges of the Suss are watched closely by the petty barons and lordlings of the Wild Coast. A lost, ruined city of the Old Suloise is rumored to be hidden somewhere in the Suss forest, but few dare to venture on a quest to find it.

Wild Coast

The western shores of Woolly Bay have long been called the Wild Coast, for the region has been a haven for malcontents, dissidents, demihumans, humanoids, and the outcasts of other states. It is a fair but not particularly fertile region—rolling countryside interspersed with woods, fens, and scattered clusters of dwellings. Parts of the Gnarley Forest, all of the Welkwood east of the Jewel River, and the Suss Forest are considered parts of this region. The Wild Coast remains a free territory composed of petty nobles, robber barons, guildheld towns, fishing and forest villages, freebooters, mercenaries, and displaced people of all sorts. This is due to the remote and isolated position it holds, its lack of natural resources, and the fact that it has never been a desirable location strategically. Portions of the region have been under the control of Celene, the Prince of Ulek, the Gynarch of Hardby, and the Free City of Greyhawk at various times. The inhabitants, being of a mind otherwise, have always managed to regain their freedom.

There is no questions that the Wild Coast is known throughout the





Flanaess as a place of sanctuary, albeit a highly dangerous one, filled with adventure at the very least. Its racially mixed peoples are well known as mercenaries and adventurers themselves. The region gives rise to many outstanding priests, warriors, wizards, and rogues.

Tales relate that somewhere within the Suss there exists a lost city of the Old Suloise—from which the Jewel River gained its name. It has never been found, and the truth of the legend is highly doubtful. Since the Pomarj has been in the control of rapacious humanoids, the southern portions of the Wild Coast have been less than wholesome in any event, and expeditions into the Suss Forest have not been attempted of late for obvious reasons.

Carnakh (pop. 600)

Carnakh is a small fishing village that has grown somewhat from the exodus of refugees fleeing the lands taken by the Orcish Empire. Now it is a lightly fortified town, and its people are on the lookout for raids from the south. Two high towers flank the town's north and south ends, and a great many stones were piled together offshore to create an artificial island just large enough for yet another tower.

The town is most famous for the Peltander family, which owns most of the land and buildings in the town. The Peltanders date back over a hundred years, and their hold on the town leaves most of the other residents in a serflike state. This has only been more deeply entrenched with the influx of refugees, making unskilled labor even more common. The family has a history of great physical strength; males have a minimum Strength score of 17, females 16. One member of the family is Suzo, a retired fighter approaching middle age who worked for the wizard Sevant (see "Sevant's Tower" in the "Slaver Bases" section of this chapter) until his employer was killed by a rival wizard. Suzo is still bitter about the experience, as his older brother Sonjar was killed in the wizard battle. If Suzo becomes acquainted with the adventurers, he may ask them to seek out Sevant's Tower and recover his brother's body for a proper burial.

Suzo, male human F7: AC 4 (*chainmail +1*); MV 12; hp 42; THAC0 12 (10 with *longsword +2*); #AT 1; Dmg 1d8+2 (*longsword +2*); SZ M; ML steady (12); Str 14, Dex 13, Con 15, Int 9, Wis 7, Cha 11; AL LN; XP 270.

The townsfolk are enthusiastic supporters of Greyhawk, as they'd rather leave the military defense up to others so they can go about their business. The inns and restaurants here give the Hardby Marines free fish, bread, and beer whenever one of the war galleys is in port. Two of the younger Peltanders serve in the marines, with one of them being the second mate to commander Wilbrem.

A tower of white stone overlooks the entry to Carnakh's port. This place is the home of an eccentric wizard named Chaine Zerenth, who likes to *polymorph* himself into a seagull to fly about the town. Since the encroachment of the orcs, he has also started to widen his flights to cover the bay a few miles south of the town. He has always had a habit of attracting odd guests, such as wizards from the Baklunish lands to the far northwest, elves from Nyron, and even a group of acolytes from the Theocracy of the Pale (beyond Nyron), who unsuccessfully tried to convert him and the town to worshipping that country's patron

deity, Pholtus (light, law, order, moons). Chaine has acquired two young wizards as students, and they sometimes accompany him on his flights using other shapechanging magic. The artificial island was built with the aid of Chaine's spells.

Carnakh would make a good starting point for adventurers as well as a place to rest from their travels up and down the Wild Coast. Its relative security and the presence of a powerful wizard make it a safe haven and a place to get magical aid (identification of items, removal of curses, and so on).

In Carnakh, one of the supposed refugees from the Wild Coast is a skinny man named Raufo. He claims to have been an immigrant to the city of Highport who relocated to Fax just before the orcs invasion. He is actually a loyal follower of the Earth Dragon. He works in a weaving shop in town, but his true purpose is to find weaknesses in Carnakh's defenses. Vessa may order him to poison a crossbow bolt and use it to kill the wizard Chaine or another person whom she sees as a great threat.

Raufo, male human F6: AC 4 (leather, Dex bonus); MV 12; hp 36; THAC0 15 (11 with *crossbow of distance*); #AT 1; Dmg 1d6+1 (*crossbow of distance*); SZ M; ML average (9); Str 12, Dex 18, Con 14, Int 9, Wis 8, Cha 8; AL LE; XP 270.

Adventure Idea: The heroes may be *polymorphed* by Chaine into birds in order to spy on the Slaver port of Elredd. They may face many obstacles, a storm, a hawk, hunters, all the while trying to remember that they are really human or demihuman. A possible outcome of this adventure is that the heroes will have to find and rescue a friend who thinks he's a bird.

Pelgaryn (pop. 1,000)

Pelgaryn is just a day's travel from Safeton. While some here make a living from fishing and farming, by far the most common occupation of the people of this town is banditry. The place is a den of thieves, scum, and villains, all of which would sell their own family to the orcs if they thought they'd get good gold for them. In fact, rumors have it that there is still a not insignificant population of humanoids in town, including a powerful orcish bandit leader. Greyhawk has given up on any chance of Pelgaryn agreeing to an alliance, and has secretly planned to invade the town with a force of marines and militia, but has been distracted by other difficulties every time the proposal comes up.

The bandits here avoid the heavy militia of Safeton and usually raid northward along the coast or go up Darmal's Spill, the small river that empties past the north end of town. Kurias Zeltrin is the robber baron of Pelgaryn and is believed to be a skilled thief as well as a priest of an evil deity, although the rumors differ on which deity. He now rides a dark gray stallion with a black head, as his previous mount had to be put out to stud because of its age; the new horse wears the old one's *horseshoes of a zephyr*.

Note: It is being left open to your interpretation whether Kurias worships the Earth Dragon, and thus the town is allied with the Slavelords, or if he worships a different god and the town is independent.

Random Encounters

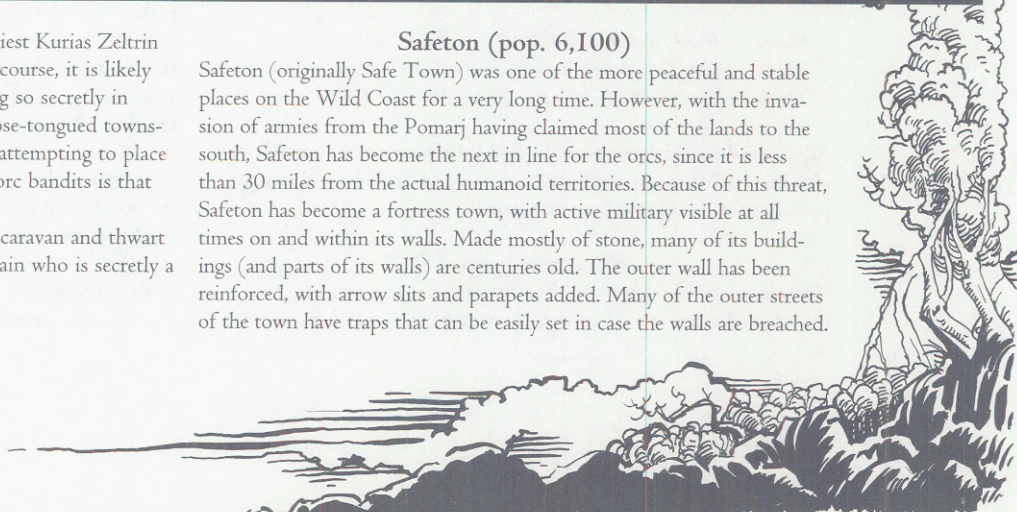
Dice Roll	Bright Desert	Coastal Zones	Domains of Greyhawk	Suss Forest	Wild Coast	Northern Woolly Bay	Southern Woolly Bay	Flying Beast
2	Wyvern Dragon, shdw 10%	Wyvern Dragon, blue 10%	Dragon, bronze Dragon, sea 60%	Spider, gnt trp Snake, gnt cons	Brownie Buckawn 10%	Wyvern Dragon grn 10%	Dragon turtle Dragon, mist 10%	Djinni Efreeti
3	Badger, gnt Tiger saber 10%	Dragon, copper Dragon, brass 10%	Lacedon Anemone, gnt 10%	Bugbear Weasel, gnt	Elf, wood Elf, grugach 10%	Elf, gray Halfling 20%	Selkie Afanc 10%	Koalinth Kapoacinth 10%
4	Ghoul/ghast Wight	Hydra Pyrohydra 10%	Vodyanoi Hag, sea 20%	Humanoids Carnage	Tiger Weretiger 10%	Dwarf/gnome Spriggan 10%	Zombie, sea Troll, scrag	Eel, gnt Urchin, green Couatl 10%
5	Insect swarm Insect gnt 10%	Sandstorm Sandling 20%	Crab, gnt Worm, mot. 10%	Insect swarm Ankheg 10%	Weasel, gnt Badger, gnt 20%	Bear, brown Werebear 10%	Will o'wisp Lacedon	Lamprey, gnt Urchin, black Lammasu.
6	Plant, deadly Naga, spirit 10%	Lizard, gnt Snake, gnt spitting	Merfolk NPC party 10%	Pilgrims NPC party 10%	Stirge flock Owl, gnt 20%	Ankheg Jackalwere 10%	Hazard, seaweed Strangleweed 10%	Merfolk Snake, gnt sea Hornet, gnt
7	Bear, brown Bear, cave 20%	Nomad Derivish 20%	Southern/Northern Woolly Bay Wolf & orc	Wolf Werewolf 10%	Wolf Werewolf 10%	Rat pack Bandits/thieves	Southern Woolly Bay Northern Woolly Bay	Eagle, gnt Bloodhawk Manticore Wyvern 10%
8	Wolf Werewolf 20%	Brigands Wild dog 20%	Shark Sahuagin 10%	Freeman Militia 10%	Bear, black Bear, cave 10%	Boars, wild Wereboar 10%	Pirates Slavers 10%	Pirates Slavers 30%
9	Tribesmen, hill Horse 20%	Patrol NPC party 10%	Seal Sea lion 20%	Peasants/farmers Patrol 20%	Tribesman NPC party 10%	Wolf Brigands 20%	Merchants Privateers 10%	Marines Whale 10%
10	Herd (birds 10%) Lion, mtn 20%	Horse, wild Camel 20%	Fish school Fishermen 20%	Merchant Bandits 20%	Merchants Brigands 60%	Herd (bird 10%) Peasants 20%	Marines Shipwreck 10%	Fish school Fishermen 20%
11	Brigands Patrol 10%	Tribesmen, hill Merchants 20%	Patrol Brigands 20%	Herd animal Lion 10%	Mammal, small Kobold 20%	Merchant Tribesmen 20%	Fish school Whale	Merchants Privateers 10%
12	Goblin Goblin & worg	Lion Hyena 20%	Merchants Pirates 20%	Nomads Lion 10%	Goblin Orc 30%	Patrol (Slavers) NPC party 10%	Whale Killer whale	Merchant Privateers 10%
13	Orc Gnoll 20%	Goblin Hobgoblin 20%	Barracuda Private ship 10%	Tribesmen Bear, brown	Bugbear Owbear 10%	Horse, wild Donkey	Sea otter Merfolk 20%	Dolphin Sea lion 20%
14	Hobgoblin Bugbear 20%	Snake, poison Snake, amphi 10%	Tribesmen Slavers 10%	Boar, wild Berserker 10%	Ogre Ettin 10%	Hobgoblin Orc & orog 20%	Dolphin Sea Lion 20%	Shark Sahuagin 20%
15	<i>Flying beast</i>	<i>Flying beast</i>	<i>Flying beast</i>	<i>Flying beast</i>	<i>Flying beast</i>	<i>Flying beast</i>	<i>Flying beast</i>	Gargoyle Margoyle
16	Weather Obstacle	Weather Obstacle	Weather Event	Weather Event	Weather Obstacle	Weather Obstacle	Weather Debris	Winds Weather
17	Ogre Troll 20%	Plant, deadly Cactus, vampire	Koalinth Octopus, gnt 20%	Gnoll Ogre 20%	Spider, gnt Ettercap 10%	Snake, poison Spider, gnt	Shark Sahuagin 20%	Squid, gnt Turtle, gnt sea
18	Dwarf/gnome Spriggan 10%	Griffon Pegasus	Debris Storm 20%	Ghoul Bulette	Plant, deadly Treant 10%	Ogre (Troll 10%) Ogre mage	Sea sprite Slug, gnt 20%	Crab, gnt Whale, narwhal
19	Giant, hill Ettin 20%	Wemic Genie	Seawolf Turtle, gnt sea 10%	Troll Wasp, gnt	Beetle, gnt borer Beetle, gnt stag	Giant, hill Giant, stone 10%	Ghost ship Seawolf	Shipwreck Seawolf
20	Known NPC	Known NPC	Known NPC	Known NPC	Known NPC	Known NPC	Unnatural event	DM special

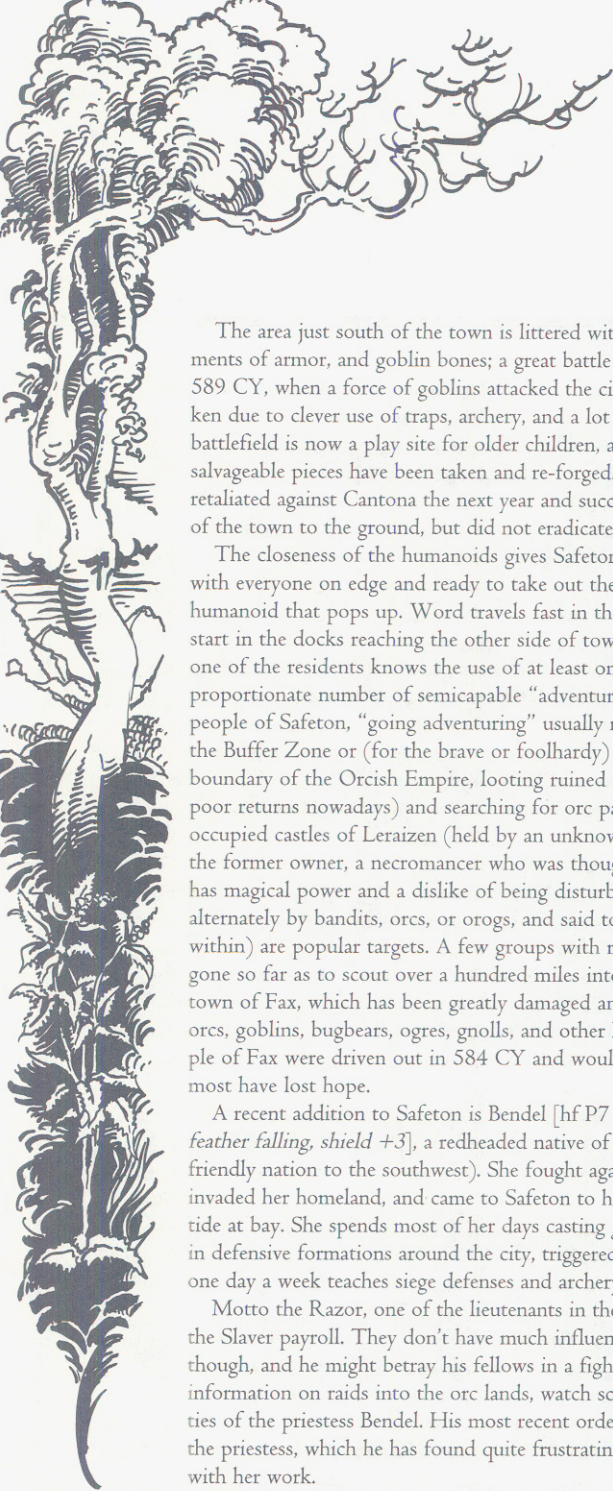
Should Pelgaryn ally with the Slavers, then the priest Kurias Zeltrin would certainly be their contact of choice there. Of course, it is likely that if he is working for the Slavers, he may be doing so secretly in order to keep the word from being leaked by his loose-tongued townsfolk. If Pelgaryn is neutral, the Slavelords would be attempting to place a mole in the town—and perhaps the leader of the orc bandits is that mole.

Adventure Idea: The heroes may have to escort a caravan and thwart off a humanoid attack. Or they may encounter a villain who is secretly a hero working undercover.

Safeton (pop. 6,100)

Safeton (originally Safe Town) was one of the more peaceful and stable places on the Wild Coast for a very long time. However, with the invasion of armies from the Pomarj having claimed most of the lands to the south, Safeton has become the next in line for the orcs, since it is less than 30 miles from the actual humanoid territories. Because of this threat, Safeton has become a fortress town, with active military visible at all times on and within its walls. Made mostly of stone, many of its buildings (and parts of its walls) are centuries old. The outer wall has been reinforced, with arrow slits and parapets added. Many of the outer streets of the town have traps that can be easily set in case the walls are breached.





The area just south of the town is littered with rusted weapons, fragments of armor, and goblin bones; a great battle was fought there in 589 CY, when a force of goblins attacked the city. The assault was broken due to clever use of traps, archery, and a lot of powerful magic; the battlefield is now a play site for older children, although most of the salvageable pieces have been taken and re-forged. The men of Safeton retaliated against Cantona the next year and succeeded in burning much of the town to the ground, but did not eradicate the orcs.

The closeness of the humanoid gives Safeton an aura of paranoia, with everyone on edge and ready to take out their aggression upon any humanoid that pops up. Word travels fast in the city, with rumors that start in the docks reaching the other side of town in minutes. Every one of the residents knows the use of at least one weapon, and a disproportionate number of semicapable “adventurers” live here; for the people of Safeton, “going adventuring” usually means sneaking into the Buffer Zone or (for the brave or foolhardy) across the northern boundary of the Orcish Empire, looting ruined villages (which has poor returns nowadays) and searching for orc patrols. The ruined but occupied castles of Leraizen (held by an unknown person—possibly the former owner, a necromancer who was thought to have died—who has magical power and a dislike of being disturbed) and Sulafrat (held alternately by bandits, orcs, or orogs, and said to have great treasure within) are popular targets. A few groups with real experience have gone so far as to scout over a hundred miles into orcish territory to the town of Fax, which has been greatly damaged and is now occupied by orcs, goblins, bugbears, ogres, gnolls, and other humanoids. The people of Fax were driven out in 584 CY and would like to return, but most have lost hope.

A recent addition to Safeton is Bendel [hf P7 (Mayaheine), *ring of feather falling, shield +3*], a redheaded native of the Yeomanry (a friendly nation to the southwest). She fought against giants when they invaded her homeland, and came to Safeton to help keep the humanoid tide at bay. She spends most of her days casting *glyph of warding* spells in defensive formations around the city, triggered by orcs, and at least one day a week teaches siege defenses and archery.

Motto the Razor, one of the lieutenants in the Safeton military, is on the Slaver payroll. They don’t have much influence over him yet, though, and he might betray his fellows in a fight. Still he feeds them information on raids into the orc lands, watch schedules, and the activities of the priestess Bendel. His most recent order has been to befriend the priestess, which he has found quite frustrating, as she is consumed with her work.

Motto the Razor, male human F3: AC 6 (scalemail); MV 12; hp 21; THACO 18; #AT 1; Dmg 1d8 (longsword); SZ M; ML steady (11); Str 11, Dex 9, Con 15, Int 12, Wis 10, Cha 13; AL NE; XP 65.

Adventure Idea: The heroes might find themselves drawn into Motto’s plot in an effort to prevent the assassination of Bendel. Or they may participate in a raid on a humanoid camp.

Wyvern (pop. 180)

Wyvern is a tiny village with less than two hundred people, but its circumstances are unusual enough to merit mentioning. Surrounded by



a wall of stone and wood, Wyvern is home to farmers, bandits, raiders, peat-diggers (a nearby gorge delivers excellent peat, which is sold to Safeton as fuel), and a family of gnome cutthroats chased out of Safeton.

The town is ruled by Henderd Blerrid [md P10 (Hextor), LE, hp 73, Dex 17, Con 17, *plate mail +1*], a priest of the god of war, massacres, conflict, and tyranny. He rules the town with an iron hand, forbidding anyone from fleeing the village, and rides a trained wyvern. His intense hatred for orcs has no known source, but causes him to urge the villagers to prepare for battle; his speeches usually include descriptions of orc blood running down the village walls.

Although orcs have tried to raid the village five times, each attack has been driven off with ease, with many casualties inflicted by spells from the riding priest and stones dropped from his pet’s claws. Morale among the villagers continues to improve, and they maintain a feeling of security in the face of adversity. In fact, their many victories have given them a derisive attitude toward other towns that have suffered at the hands of the humanoids.

Even the evil gnomes have made themselves useful during this state of war. As in Cantona, extensive tunnels have been dug under the roads of Wyvern, allowing the people to move about undetected if the orcs make it into the town or make surprise attacks from bolt-holes. They have also created a couple of gnome-sized “ventilation shafts” that lead to hidden spots outside the walls just in case the tide turns against the villagers and the priest refuses to evacuate. Henderd refuses to allow the Greyhawk Mountaineers into the territory near Wyvern, asserting that his is an independent village. The nearby towns know that Wyvern will eventually fall, but it is impressive and heartening to see the orcs keep trying and failing.

Heroes who enter Wyvern are likely to be solicited into either attacking an orc camp or acting as decoys to draw the orcs into another futile attack against the town. Whether or not they should agree with an evil priest (even if he is acting to harass and annoy a larger group of

evil creatures) is something the heroes will have to work out for themselves, although the circumstances may merit a temporary alliance should the orcs attack while the heroes are in the village.

Adventure Idea: This is a good opportunity to give the heroes of a taste of what it's like to be a humanoid. While exploring the land, the heroes fall in an old mine and are trapped until a half-orc lends a hand. He will travel with the heroes, but in Wyvern he will become the object of taunts and orc-baiting.

Orz (pop. 300)

Orz is a small but prosperous fishing town east of Hardby. It was settled about 50 years ago by a distant offshoot of the noble family of Ahlissa wishing to get away from the politics and feuding of their homeland. Bringing their wealth with them and renouncing their noble titles, they chose a pleasant spot on the bay and hired laborers from Hardby to build them the first homes of Orz (an Oeridian word meaning "humble"). Although they were feared at first, they were pleasant, if distant. Soon others came to settle there when it was found how good the fishing was in that area.

The people of Orz have developed a variant crossbow for hunting the larger fish of the bay. Weighing 20 pounds, it can hold a slightly larger barbed hook (usually attached to a strong silk line) and can even be fired underwater (at half the normal range). The Orz crossbow causes 1d4+3 points of damage vs. medium creatures and 1d6+3 vs. large creatures, weighs 25 pounds, costs 75 gp in Orz (but upwards of 150 gp elsewhere), and otherwise conforms to the statistics of a regular heavy crossbow. The weapons have become quite popular in the Wild Coast, as their punch is usually enough to take out a goblin and often can fell a strong orc with one hit.

Orz is also known for the strange auroralike lights that appear at least once a week in its skies. The lights are visible for over a mile and provide as much light as a crescent moon. The lights are only about 300 feet above the town and do not radiate magic; the Gynarchs have examined them thoroughly and have pronounced them harmless. The village is otherwise typical for a community its size.

Adventure Idea: Malenti from the underwater city of Narhidveh (see "Narhidveh" later in this chapter) have come to Orz to purchase some of the unusual crossbows. Conflicts with the strangely aggressive "sea elves" can cause fights or even some thefts if things get out of hand and the townsfolk refuse to sell their weapons, possibly resulting in fishing craft being attacked by the malenti in an effort to take the crossbows.

Fishtown (pop. 120)

Fishtown is a typical fishing village. It would be a nice place to live if it weren't permeated with the smell of fish. It survives by selling its fish to Storm Keep, the nearby garrison of Greyhawk Mountaineers, and griffon riders. The village's one inn, the Long Day's Catch, doubles as a boarding house. Its bar is run by Caralla, daughter of the owner.

Adventure Idea: Ships may be hired here, or the heroes may hire on to crew a Greyhawk ship in command of Wilbrem. Unfortunately, this is not a good time to go sailing, for a tropical hurricane is wending its way north toward Fishtown.

High Pass (pop. 280)

This village supports the adjacent Delaway Castle. Lady Esterian is the current owner of the castle, having inherited it from her father. She is well connected in Hardby, and is often seen at social functions with members of the Gynarchy. While she is not truly a noble, her family has had money for many generations and so the Delaways are part of Hardby's quasinobility. Unbeknownst to most people, Lady Esterian is the leader of a small coven of female necromancers; the coven has a base in an abandoned mine in the nearby foothills. The village has one inn, called the Desert Passage, which caters to adventurers and caravan leaders. The other inn closed recently due to a lack of business.

Adventure Idea: There are many opportunities for adventure in and around this town. The heroes may witness a fatal accident, and the next day find the dead man is back and walking around with no memory of the accident. He isn't really alive, just reanimated for a time, and does not remember he is dead. There may be a bandit hideout in the abandoned inn to investigate, or a ravaging horde of dervishes may beset the town. Or the heroes may stumble on the old mine, Dead Man's Hole, and fear they have uncovered an evil plot that must be destroyed. Unfortunately, it is this dead legion that protects the town from the dervishes.

Greatrock (pop. 108)

Named for an incongruously placed mass of chalky white stone, Greatrock is a village in decline. Most of its younger residents have moved away to join the military, and those who remain aren't having enough children to keep the village's population stable. Most of the people here are middle-aged or old, and spend their days fishing Woolly Bay and nearby Sparkle Creek. The mayor of the town is Phoebus, a retired adventurer. Phoebus was reincarnated as a particularly big lizard man after he was killed on a quest. He is intelligent and patient, and enjoys the bucolic qualities of his adopted town (the residents find that officials from other towns tend to back down in the face of their mayor).

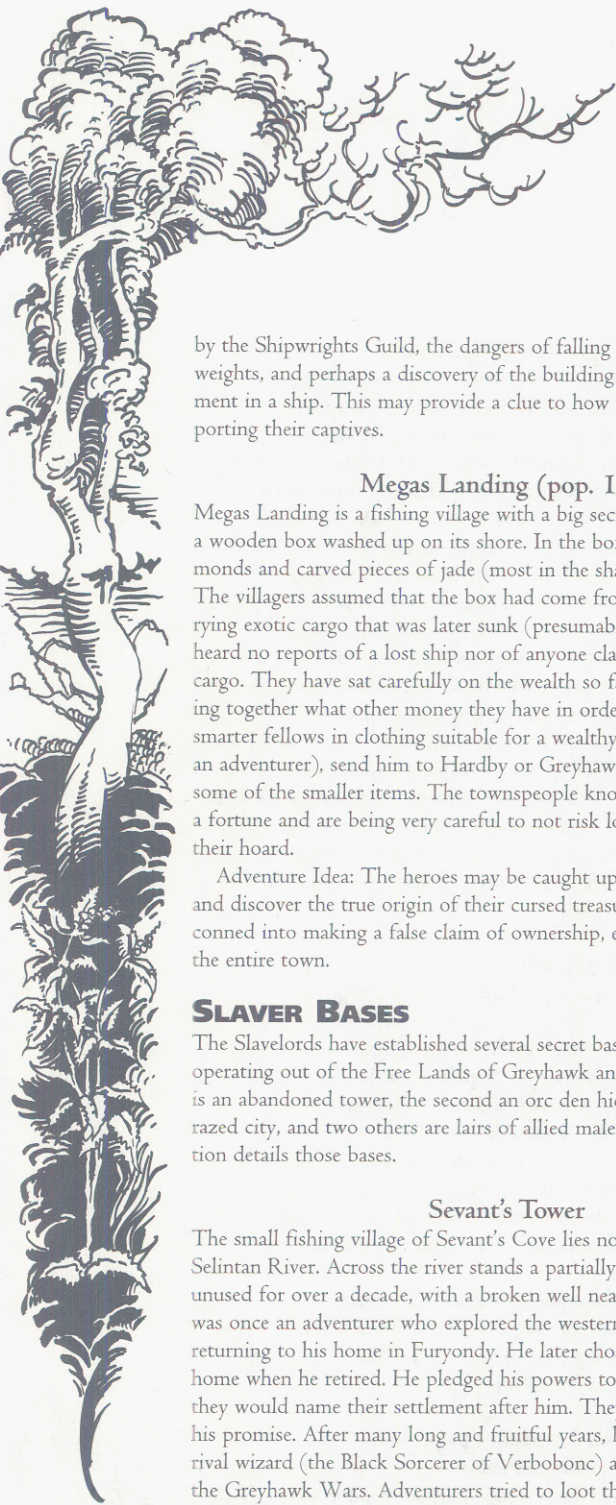
Adventure Idea: This is a quiet town, and the townsfolk want strangers to sit a spell and not make a ruckus. If the lizard men living in the Mistmarsh begin raiding or send for help, Phoebus may ask the adventurers to intervene on his behalf.

Arok's Landing (pop. 310)

Arok's landing is predominantly an industrial town. In addition to the three tanneries that operate here, a large shipyard produces most of the naval vessels used in Hardby and nearby locales. Traditionally the mayor of the town has to be a priest of a sea god (Arok, the town's founder, converted to worship of Osprem when he washed ashore here after a freak storm). The current mayor is Nawenda, a boisterous priestess of Procan (sea, sea weather, and navigation) who insists on taking her lover aboard every ship the yards finish in order to "bless" it.

Adventure Idea: This is a pretty boring town, but there is plenty of work in the shipyards, and lumbering in the Gnarley Forest pays okay. The heroes will discover that there is adventure in everything they do. Lumbering entails the threats of wild beasts, dangerous falls, and falling trees. Then there's the log ride down the river to bring the timber to a ship bound for Arok. At the shipyards is the problem of being accepted





by the Shipwrights Guild, the dangers of falling and being hit by falling weights, and perhaps a discovery of the building of a secret compartment in a ship. This may provide a clue to how the Slavers are transporting their captives.

Megas Landing (pop. 172)

Megas Landing is a fishing village with a big secret. Earlier this spring, a wooden box washed up on its shore. In the box were hundreds of diamonds and carved pieces of jade (most in the shape of odd insects). The villagers assumed that the box had come from a merchant ship carrying exotic cargo that was later sunk (presumably by orcs), but have heard no reports of a lost ship nor of anyone claiming to have lost such cargo. They have sat carefully on the wealth so far, but have been pooling together what other money they have in order to dress one of their smarter fellows in clothing suitable for a wealthy merchant (or perhaps an adventurer), send him to Hardby or Greyhawk, and see about selling some of the smaller items. The townspeople know that the box is worth a fortune and are being very careful to not risk losing it all by revealing their hoard.

Adventure Idea: The heroes may be caught up in the town's paranoia and discover the true origin of their cursed treasure, or they may be conned into making a false claim of ownership, earning the enmity of the entire town.

SLAVER BASES

The Slavelords have established several secret bases for their agents operating out of the Free Lands of Greyhawk and the Wild Coast. One is an abandoned tower, the second an orc den hidden in the ruins of a razed city, and two others are lairs of allied malevolent races. This section details those bases.

Sevant's Tower

The small fishing village of Sevant's Cove lies north of Hardby up the Selintan River. Across the river stands a partially collapsed tower, unused for over a decade, with a broken well nearby. The wizard Sevant was once an adventurer who explored the western Flanaess, finally returning to his home in Furryondy. He later chose this site to build a home when he retired. He pledged his powers to defend the villagers if they would name their settlement after him. They agreed, and he kept his promise. After many long and fruitful years, he was attacked by a rival wizard (the Black Sorcerer of Verbobonc) and slain shortly before the Greyhawk Wars. Adventurers tried to loot the vacant tower—and those who got out alive told stories of deadly magical traps. Since then, it has remained untouched. The villagers don't go near it. Some believe it is just not wise to mess with a wizard's abode, while others profess that it is haunted, telling tales of ghostly lights and a creature of darkness that prowls the ruins. Still, the town benefits from the effects of some enchantments that remain, such as *continual light* street lanterns, permanent *alarms* on house doors, *cantrips* that clean clothes, and *detect* spell posts that warn the townsfolk of the approach of evil and undead.

Sevant's Tower was annexed by the Slavelords to become the center of a spy network. The leader of this network was once an elven wizard-thief named Telaril. When she caught the true Markessa's eye, she was

kidnapped, surgically altered, and brainwashed to believe that she is Markessa. Because of a strange reaction to one of the drugs, her skin became mottled. To hide this discoloration, Markessa had Telaril's skin tattooed black.

Now, known as Markessa the Black, or Vessa, an alias she often uses, she resembles Markessa with black skin and ebony tresses. Except for her hair, she could be mistaken for a drow. She is reclusive and rarely speaks above a whisper. Her color and magic add to her chance to hide in shadows and move silently.

Vessa uses her magic to snoop on activities at Bright Tower, Hardby, Safeton, Cantona, and the activities of the three slave ships on the Nyr Dyv. She uses this information to keep the slave ships and her Slavelord masters prepared for anything that develops. The wizard Chaine in Carnakh is a constant thorn in her side with his aerial surveillance. She would like to eliminate him and may attempt to use Gormadoc or Roban to trick the heroes into believing he is an evil wizard who must be slain.

Vessa (aka Markessa the Black), female elf T7/M7: AC 5 (studded leather, Dex bonus); MV 12; hp 29; THACO 17 (16 with darts); #AT 1 (short sword) or 3 (darts); Dmg 1d6 or 1d3/1d3/1d3; SA poisoned weapons (type A: Dmg 20 or 0), spells; SD 90% resistance to *sleep* and *charm*; SZ M (4'6" tall); ML elite (14); Str 12, Dex 16, Con 15, Int 16, Wis 14, Cha 13; AL NE; XP 7,000.

Special Abilities: *infravision* 60'.

Special Equipment: *cloak of the bat*, *slippers of spider climbing*, *crystal ball*.

Spellbook (4/3/2/1): 1st—*affect normal fires**, *armor**, *comprehend languages*, *detect magic*, *erase*, *magic missile**, *message*, *phantasmal force**, *protection from good*, *read magic*, *shocking grasp*, *spook*, *sleep*, *wall of fog*, *wizard lock*; 2nd—*alter self*, *darkzone*, *fog cloud**, *invisibility**, *magic mouth*, *scare**, *stinking cloud*; 3rd—*clairaudience*, *clairvoyance*, *hold person**, *water breathing**; 4th—*dimension door**, *magic mirror*.

* Indicates memorized spell.

Darkzone: *continual darkness* variant; affects a 10' cube per level.

Thief Abilities: PP 50, OL 45, F/RT 45, MS 85, HS 85, DN 50, CW 60, RL 40.

Vessa keeps an irregular schedule. She looks in on key people once a day, using her *crystal ball* to spy from a distance, casting *clairaudience* to hear what they say. She watches for ships from the tower's second-floor ballroom (room 16) before using her magic to spy on them. Vessa eats two meals a day, but cooks only late at night when the smoke is covered by the darkness. She exercises and goes for walks under cover of night, and meditates at night on the roof beneath a full moon. She takes short naps in room 3 at noon and midnight when traffic is light.

If intruders enter the tower, Vessa will try to evade them long enough to prepare by casting *armor* and perhaps *shocking grasp*. If she is cornered, she feigns fright and the blank stare of a madwoman until she can escape. She prefers to escape rather than fight and will use her magic to attack from the dark and then retreat, casting spells as she goes. She will attempt to frighten intruders away by making them think the tower is haunted. She can use *affect normal fires* to cause torches and lanterns to dim or flare suddenly. *Darkzone* may be used to blind

foes, while *phantasmal force* and *fog cloud* or *stinking cloud* may be used to create eerie phantom dangers. She uses *scare* when a party follows her up a flight of stairs, and reserves such spells as *hold person* and *dimension door* in order to escape. If she is losing, she creates a distraction with *fog cloud* or *phantasmal force*, gathers her things, casts *invisibility*, and uses her *slippers of spider climbing* to walk on ceilings until she can sneak out an upper level.

Vessa has hidden weapons and potions around the tower.

Exploring the Tower

Heroes may be drawn to Sevant's Tower for several reasons. They may investigate rumors of a haunting. Or they may discover evidence of this base at Slavers Cove, from a captured slave ship or by following a Slaver agent who leads them here. Defeating the Slavers may uncover information about the heroes' missing friends. Townsfolk tell tales of terror about foolhardy souls who explored the ruins and never returned.

There are many dangers in this ruin, some natural, others supernatural. Vessa is familiar with most of the dangers and is able to negotiate and use them to her advantage. The tower is built with large blocks of stone, the floors and ceilings supported by thick wood beams. The ceilings are 15 feet high.

Natural hazards may be placed wherever they add to the adventure's drama, though most should be restricted to the third floor or roof. Flights of bats could attack, blind, confuse, and drive intruders into dangers. Rotting beams and crumbling masonry may break and injure or pin explorers (save vs. petrification or suffer 2d6 points of damage). Water has pooled in spots, making stonework slippery (Dex check) and possibly dousing heroes.

Magical hazards vary. Sevant (hm M13) enchanted his home with many spells that remain active today. Unfortunately, the dweomers have begun to corrupt and there is a 25% chance that a magical effect has turned harmful. *Wizard locks* might glue one's hand to a door. *Light* and *darkness* spells might blind someone. Listening to magical voices may evoke a *forget* spell.

Sevant was often lonely and created several enchantments to make it seem that other people were around. He enchanted inner doors with his *echo* spell (modified *magic mouth*), which repeats words in various orders as if communicating like a parrot. He also cast *whispers* (another modified *magic mouth*) on the stairs, which creates indistinct murmurs. Those who hear the *whispers* and fail an Intelligence check think they can discern sounds such as growls or plotting. Common rooms are magicked to cast *shadowplay* if occupied for 3 turns. *Shadowplay* is a modified *phantasmal force* that creates shadows of people passing, talking, or participating in day-to-day activities.

Other effects that activate with an event or phrase remain functional here and there. Smaller rooms can be commanded to brighten or darken with the word "lights." Saying the word once creates dim light; twice brightens the light; thrice plunges the room into darkness. This magical light won't negate a *darkzone*. The furnishings in this tower have been ensorcelled to repair themselves and move back into place when people leave a room. They move for 1d4 rounds and take 2d6 turns to repair, though 2d6 days must pass before mended sections look like new.



Finally, Sevant created a new version of the spell *guards and wards* to defend his tower from invasion. If someone is slain here or the building is damaged, this spell activates.

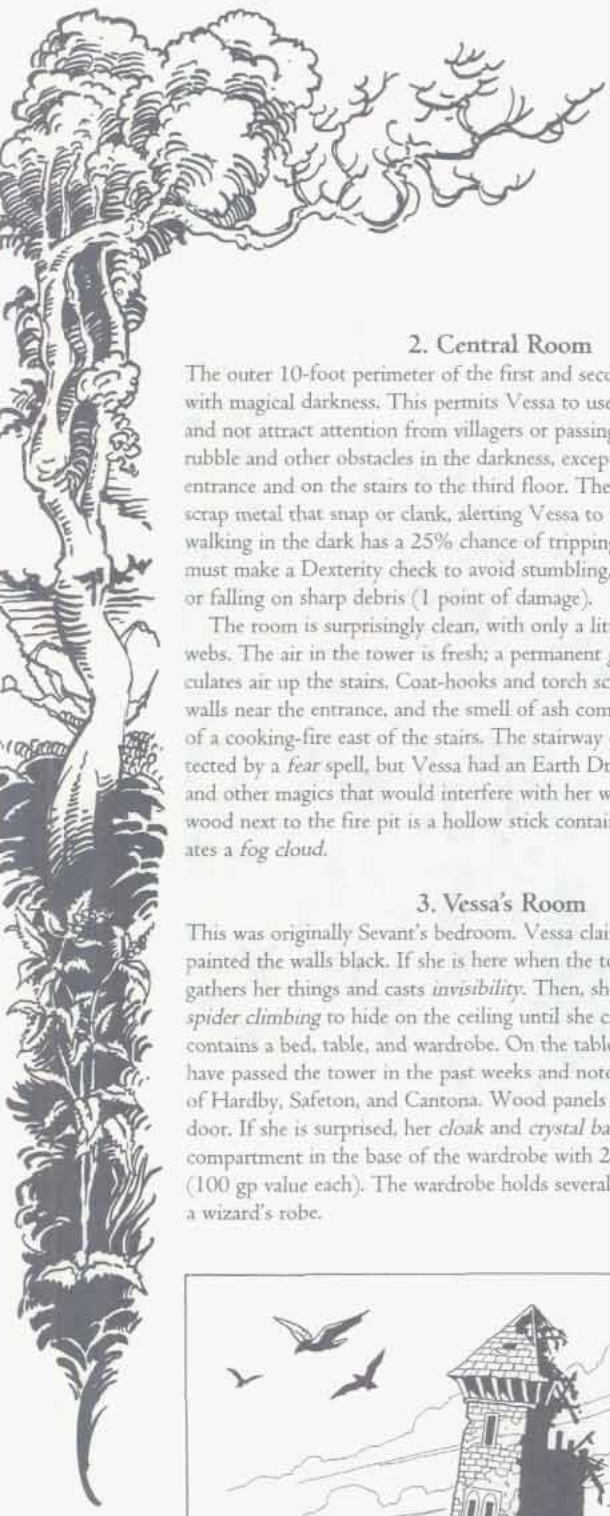
1. All rooms are filled with *fog cloud*.
2. All doors, cupboards, and drawers shut and are *wizard locked*.
3. Stairs are slicked with *grease* spells.
4. The whole building radiates magic.
5. A *phantasmal force* of a fully intact tower hides dangers and rubble with phantom doors, floors, walls, and furnishings.

I. Main Entrance

Crumbling stairs lead up to a nondescript door that groans in the wind. The door has been broken open, but either the wind or someone closed it. The door is *wizard locked* (7th level). If the front door is opened, only darkness can be seen. Vessa cast *darkzone* spells along the inside of the outer wall of the tower to conceal light and activities therein.

The crumbling wall of an old well stands to one side of the tower. A rotting bucket and rope hang from a crosspiece. Its depths are dark and drop 60 feet to fresh water. There is a 20% chance that the wall crumbles under someone's weight, spilling her down the shaft. The well narrows at 40 feet; falling victims who make their Dexterity checks become stuck. The shaft walls are rough, and 20 feet down is a locked wooden door (AC 6; SP 12). The door is treated as a concealed door.





2. Central Room

The outer 10-foot perimeter of the first and second floors is shrouded with magical darkness. This permits Vessa to use lights in the tower and not attract attention from villagers or passing ships. She has placed rubble and other obstacles in the darkness, except in front of the entrance and on the stairs to the third floor. There are nutshells and scrap metal that snap or clank, alerting Vessa to intruders. Anyone walking in the dark has a 25% chance of tripping. Anyone who trips must make a Dexterity check to avoid stumbling, dropping held items, or falling on sharp debris (1 point of damage).

The room is surprisingly clean, with only a little dust and a few cobwebs. The air in the tower is fresh; a permanent *gust of wind* spell circulates air up the stairs. Coat-hooks and torch sconces hang on the walls near the entrance, and the smell of ash comes from the remnants of a cooking-fire east of the stairs. The stairway down used to be protected by a *fear* spell, but Vessa had an Earth Dragon priest dispel it and other magics that would interfere with her work. In a stack of wood next to the fire pit is a hollow stick containing a potion that creates a *fog cloud*.

3. Vessa's Room

This was originally Sevant's bedroom. Vessa claimed it for her own and painted the walls black. If she is here when the tower is invaded, she gathers her things and casts *invisibility*. Then, she uses her *slippers of spider climbing* to hide on the ceiling until she can escape. Her room contains a bed, table, and wardrobe. On the table is a log of ships that have passed the tower in the past weeks and notes on important people of Hardby, Safeton, and Cantona. Wood panels conceal the northern door. If she is surprised, her *cloak* and *crystal ball* are hidden in a secret compartment in the base of the wardrobe with 200 pp and 8 gems (100 gp value each). The wardrobe holds several serviceable outfits and a wizard's robe.



4. Guest Bedroom

The door to this room stands open. This room appears looted; the bed, table, storage chest, and chair have been broken and thrown about. Nothing of value remains. If the heroes explore the room, the door shuts when they leave, and the furniture within then begins to repair and right itself. The animated furniture stops when the door is open or someone is in the room.

5. Guest Bedroom

This room is similar to the other guest bedroom. The door is slightly ajar, and a faint light shines from within. The room's *light* effect is set on dim. The furniture here is tossed about, but only one table leg is broken. When searchers depart the door shuts gently and the furniture rights itself.

Hidden in the floor in one corner beneath a loose stone is a magical gem. A very careful search or the use of *detect magic* may lead to the discovery of this small chrysoberyl that is a rare magic item called the *green eye of Johydee* (see the New Magic Items appendix).

6. Garderobe

This privy is an elaborate throne with a wooden seat cover built over a chamber pot. Small vents are set high in the outer walls. The chair was broken by looters but has been repaired by Vessa. The room has a faint foul odor, but the perfume from a pot of dried flower petals standing on a small table masks the stink. The hole to the pit is too small for even a child or halfling to fit down. Hidden in the pot of petals is a small vial, a *potion of gaseous form* that Vessa uses to escape if trapped here. She does not flee, but merely retreats in gaseous form to fight later.

7. Domestic's Quarters

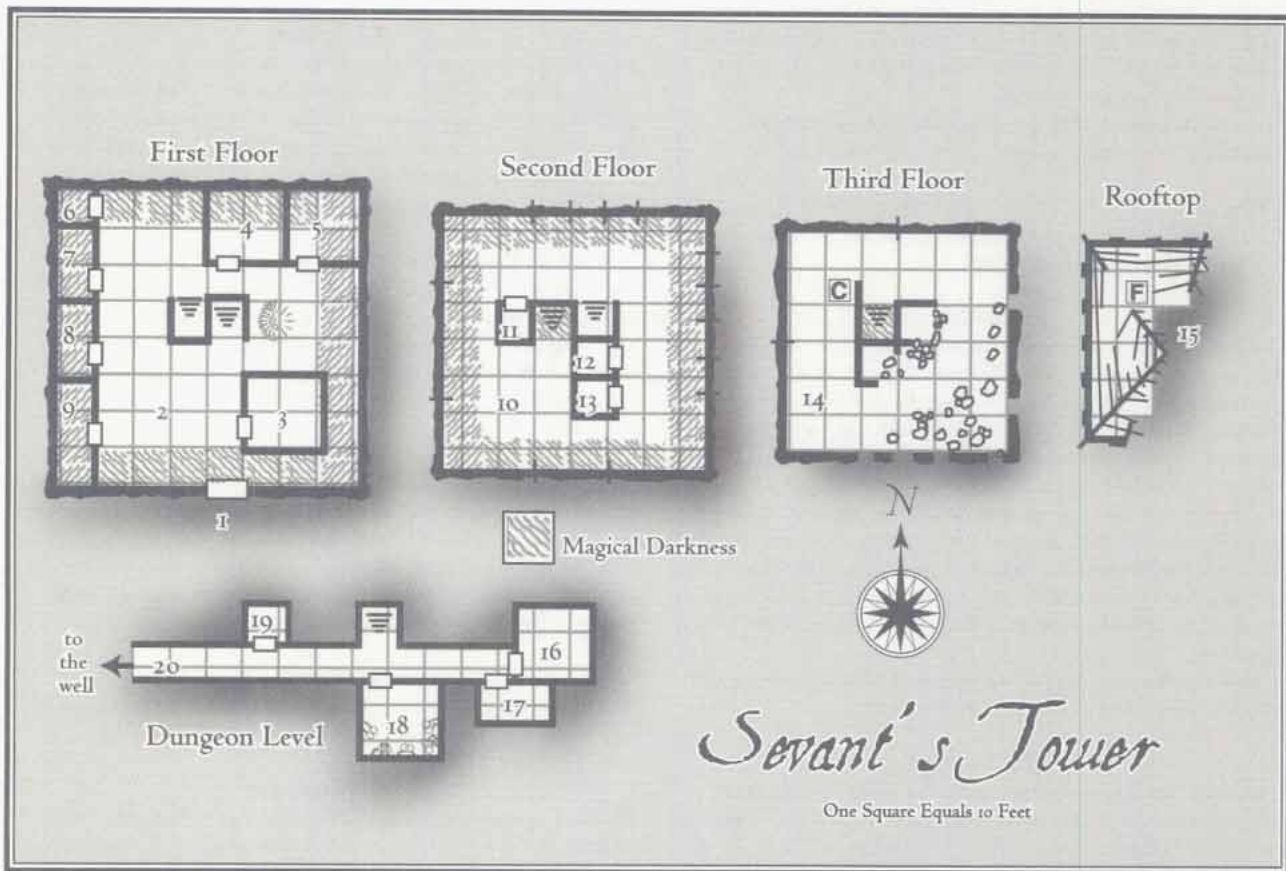
This appears to be a child's room, since except for a large rocking chair, all of the furniture is child-size. Oddly, there are no toys, only two books on philosophy and the history of the Flanaess. This room was once the quarters of a pair of halflings, Gregor and Esther Feathertoes, who worked as the cook and groundskeeper for Sevant. When the tower was attacked, they fled with most of their belongings (and some of Sevant's silverware), and looters have taken anything else of value.

8. Kitchen

This room is the tower's kitchen. The smell of fresh bread and bacon fills the air, but barrels, canisters, and oven are empty. Looters have ransacked this area, leaving little of interest for adventurers. Vessa has hidden a *potion of diminution* and a flask of *flash powder* in one of the cabinets. The *flash powder* explodes with a bright light when broken open, blinding those who fail a save vs. breath weapon at -4 for 1d4 rounds.

9. Guardroom

This room is in excellent shape, except for the dust and cobwebs. It contains two cots, a footlocker, and a stool. The lock on the locker is broken. Looters have tossed odds and ends about, including moth-eaten clothing, several sticks of peeled, seasoned pine, and a few carved, wooden figures of classic monsters. A penknife lies on the floor beneath one bed.



Servant's Tower

One Square Equals to Feet

Servant had two guards living at the tower—brothers from Carnakh. The seasoned warrior Sonjar was slain by the Black Sorcerer of Verbo-bonc. His brother, Suzo, managed to escape and still lives in Carnakh.

Second Floor

The second floor was used to lodge and entertain guests. Vessa still uses it for that purpose on the rare occasions she has guests. There is a 10% chance that humanoids or Slavers are using this floor as a temporary refuge. The Dungeon Master selects the number, races, and if appropriate classes and experience levels. Slavers may be human or half-orc.

Slaver, F2–F5 or P2–P5 of Earth Dragon: AC 4 (chainmail, shield); MV 9; hp 6/level; THACO 20/19/18/17 (F2–F5) or 20 (P2–P3) or 18 (P4–P5); #AT 1; Dmg 1d6+1 (flail); SZ M; ML champion (15); Str 15, Dex 12, Con 13, Int 8, Wis 14, Cha 7; AL N; XP 65/120/175/270.

Special Abilities (for priests): Once per day: light or magical stone; +1 to saves vs. physical damage while touching ground.

Spheres (for priests): Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized (for priests): DM's choice.

Notes: Slavers are self-serving with their own personal agenda.

Slaver, M2–M5 or T2–T5: AC 9 (Dex bonus); MV 12; hp 3/level; THACO 20/19 (M2–M3/M4–M5) or 20/19/18 (T2/T3–T4/T5); #AT 1; Dmg 1d6 (quarterstaff or short sword); SZ M; ML steady (11); Str 8, Dex 15, Con 10, Int 15, Wis 8, Cha 13; AL N; XP 65/120/175/270.

Spells Memorized (for wizards): DM's choice.

Thief Abilities: PP 20+5/lvl, OL 15+5/lvl, F/RT 15+5/lvl, MS 10+5/lvl, HS 10+5/lvl, DN 10+5/lvl, CW 60, RL 10.

Notes: Slaver wizards and thieves are cunning and cowardly.

Bugbear champion: AC 4; MV 9; HD 5+1; hp 24; THACO 17; #AT 1; Dmg 2d4+3; SZ L; ML elite (13); Dex 15; Int average (8); AL CE; XP 175.

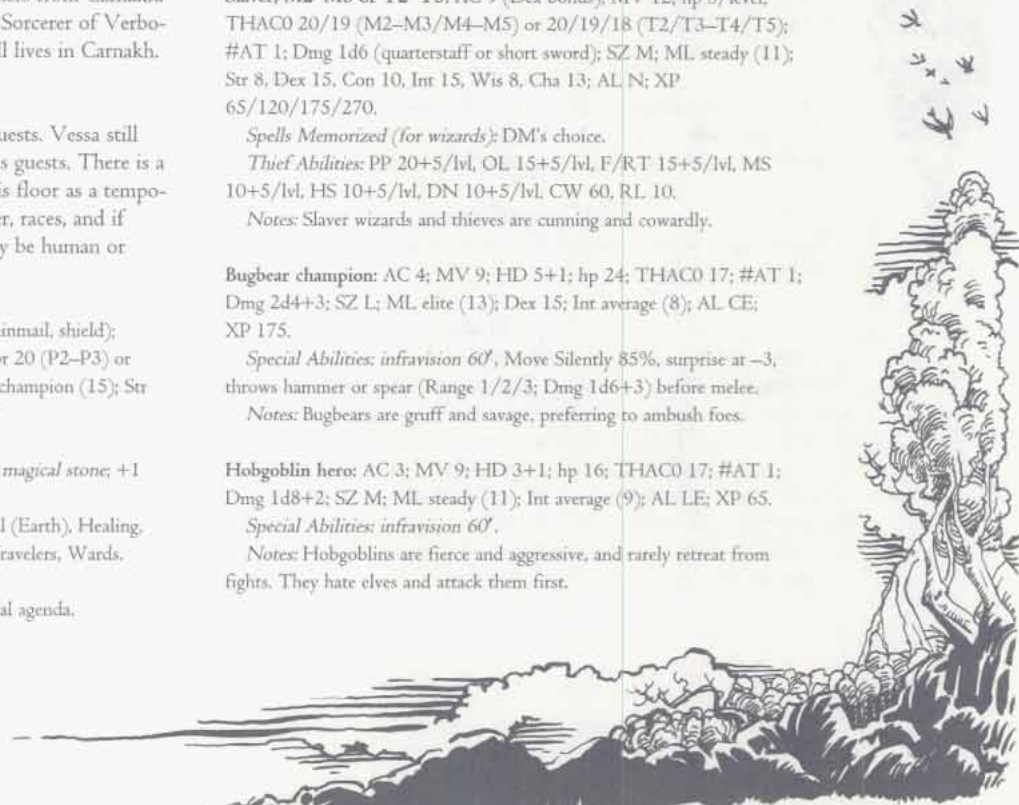
Special Abilities: *infravision* 60', Move Silently 85%, surprise at –3, throws hammer or spear (Range 1/2/3; Dmg 1d6+3) before melee.

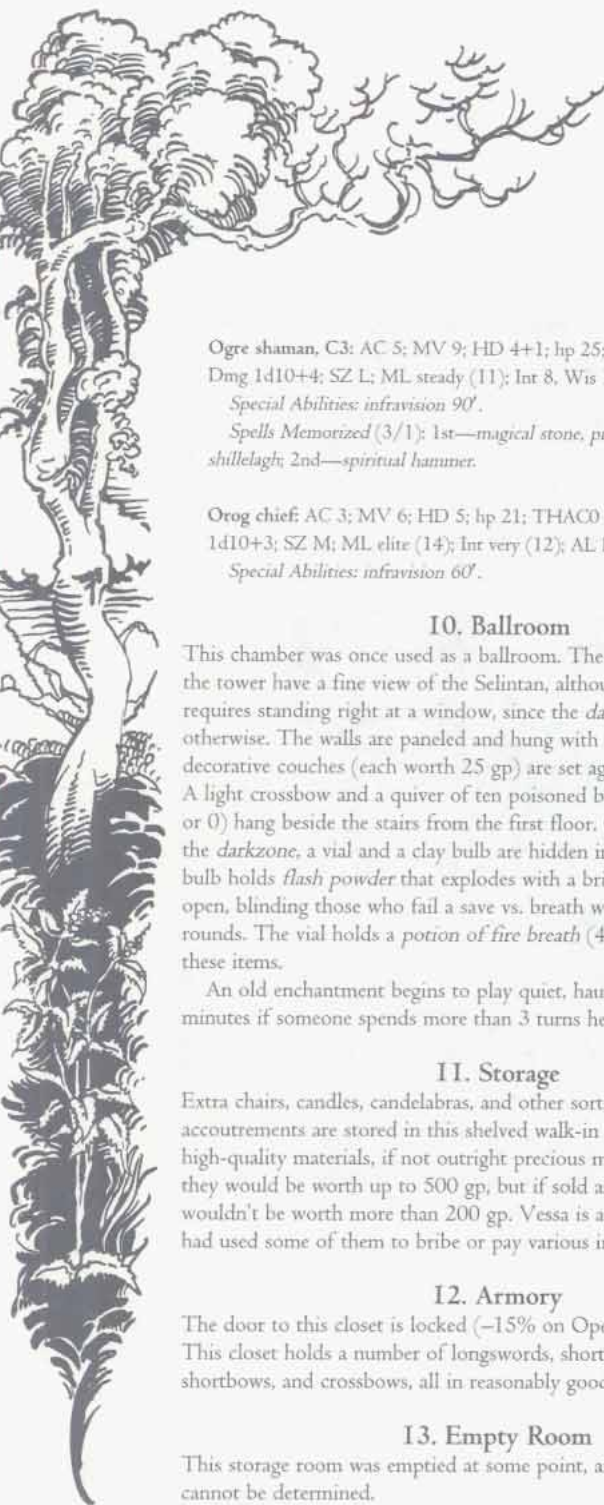
Notes: Bugbears are gruff and savage, preferring to ambush foes.

Hobgoblin hero: AC 3; MV 9; HD 3+1; hp 16; THACO 17; #AT 1; Dmg 1d8+2; SZ M; ML steady (11); Int average (9); AL LE; XP 65.

Special Abilities: *infravision* 60'.

Notes: Hobgoblins are fierce and aggressive, and rarely retreat from fights. They hate elves and attack them first.





Ogre shaman, C3: AC 5; MV 9; HD 4+1; hp 25; THACO 17; #AT 1; Dmg 1d10+4; SZ L; ML steady (11); Int 8, Wis 13; AL CE; XP 975.

Special Abilities: *infravision 90'*.

Spells Memorized (3/1): 1st—*magical stone, protection from good, shillelagh*; 2nd—*spiritual hammer*.

Orog chief, AC 3; MV 6; HD 5; hp 21; THACO 15; #AT 1; Dmg 1d10+3; SZ M; ML elite (14); Int very (12); AL LE; XP 120.

Special Abilities: *infravision 60'*.

10. Ballroom

This chamber was once used as a ballroom. The north and east sides of the tower have a fine view of the Selintan, although to enjoy the view requires standing right at a window, since the *darkzone* spells obscure it otherwise. The walls are paneled and hung with torch sconces. Small decorative couches (each worth 25 gp) are set against the outside walls. A light crossbow and a quiver of ten poisoned bolts (type A; Dmg 20 or 0) hang beside the stairs from the first floor. Opposite the stairs in the *darkzone*, a vial and a clay bulb are hidden in a hollow torch. The bulb holds *flash powder* that explodes with a bright light when broken open, blinding those who fail a save vs. breath weapon at -4 for 1d4 rounds. The vial holds a *potion of fire breath* (4 doses). Vessa will use these items.

An old enchantment begins to play quiet, haunting music for 20 minutes if someone spends more than 3 turns here.

11. Storage

Extra chairs, candles, candelabras, and other sorts of formal room accoutrements are stored in this shelved walk-in closet; each is made of high-quality materials, if not outright precious metals. If sold as a set, they would be worth up to 500 gp, but if sold as individual pieces they wouldn't be worth more than 200 gp. Vessa is aware of these items and had used some of them to bribe or pay various informants and officials.

12. Armory

The door to this closet is locked (-15% on Open Locks attempts). This closet holds a number of longswords, short swords, arrows, bolts, shortbows, and crossbows, all in reasonably good condition.

13. Empty Room

This storage room was emptied at some point, and its original contents cannot be determined.

Third Floor

The third floor lies in ruin from the magical duel between Sevant and the Black Sorcerer of Verbobonc. The interior walls are shattered, and the walls in the southeast corner have collapsed along with most of the ceiling. Only the flight of stairs up from the second floor is cloaked with a *darkzone* spell. The floor is covered with rubble and slick, wet patches, slowing movement to half; performing a difficult maneuver may require a Dexterity check. Falls inflict 1d3-1 points of damage.

Other than the former library (room 14), the remaining smaller rooms on this floor are little more than rubble.

14. Library

Vessa has painted faint shapes—faces, creatures, and abstract blobs—on the remaining walls, to confuse and distract. Dozens of *magic mouth* spells are programmed to respond to the presence of different races and activities (such as approaching or touching a painted place). The messages are fragments of conversations, cries for help, moans, laughter, and gibberish, all intended to befuddle intruders and alert Vessa.

A cask of whale oil, a torch, and a tinderbox are here. If Vessa is pursued, she smashes the cask on the stairs, making them slippery, like a *grease* spell. Once she gets the torch lit, she can light the oil at any time. She has hidden a small pouch behind the fallen door to the sanctum (room 20). It contains a poisoned dagger (type A; Dmg 20 or 0) and a *potion of speed*.

15. Roof

The roof of the tower can be accessed through a trapdoor. Vessa attached a waterproof cloth over the trapdoor to prevent rain from getting into the room below. The sound of the flapping cloth may be mistaken for the beat of leathery wings. Vessa may tumble large pieces of rubble through the opening onto those chasing her (save vs. petrification or suffer 1d6 points of damage).

Dungeon Level

This level is dank and smells of mildew and earth. Any light brought here is dim, and shadows are thick.

16. Workroom

The door to this room is *wizard locked* by Vessa. This room holds a workbench, a stool, and two bookshelves decorated with carved flowers. Sevant used this place as his workroom to create potions and scrolls, which he gave to the townsfolk. He summoned Is'e'kar, an invisible stalker, to guard his magic and prevent anyone from entering this room. The creature is quite angry at being trapped here for years without any company and attacks anyone entering the room (Vessa made this mistake once). A successful *dispel magic* (against 13th level, Sevant's level at the time of summoning), *dispel evil/good*, or *dismissal* will free the stalker.

Invisible Stalker: AC 3; MV 12, fly 12 (A); HD 8; hp 40; THACO 13; #AT 1; Dmg 4d4 (whirlwind); SA -6 to surprise; SD *invisible*, -4 to foes' attacks; MR 30%; SZ L; ML elite (14); Int 14; AL N; XP 3,000.

17. Alchemical Supplies

This room stores shelves filled with glassware and pottery holding various herbs, powders, oils, and other spell components used to cast spells and create magic items. Vessa used some of the ingredients for her spells and others as payment to wizards. What remains here is worth over 3,000 gp if sold to an alchemist or wizard.

18. Dungeon

This room was used to confine intruders and enemies of Sevant, those who tried to sneak into his stronghold, or humanoids found wandering the area. He normally interrogated them, then turned them over to

authorities in town. Five sets of chains are attached to the wall, their shackles lying in the filthy straw that covers the floor.

19. Storage

This storage closet holds extra household supplies: linens, furniture, serving platters, cleaning supplies, lamp oil, and more. There is nothing particularly valuable here, except for a stoppered goat bladder holding a concoction that forms a *stinking cloud* upon contact with air.

20. The Well Door

This sloping hall continues for another 50 feet before ending at a wall with a 3-foot-tall door set 2 feet above the floor. This door opens onto the well, 20 feet below the ground. Sevant used this to draw water during the winter. Vessa plans to use it as an emergency escape route. She can climb out the well with her *slippers of spider climbing*. Wind blows in through the opened door, causing flames to flutter and gases to blow away. The door is carefully designed so that it is difficult to see from the well (treat as a concealed door).

RUINS OF CANTONA

Cantona was originally a fishing village founded about 200 years ago. It had grown to nearly six hundred residents by the time a Suloise mage named Valterra settled here in the year 495 CY. Being rather paranoid, he bought several buildings in the middle of town, then had them torn down and rebuilt to unique specifications. The buildings were asymmetrical, used strange angles, and were decorated with enchanted woods, ensorcelled paints, and magical mortars. The result was that the buildings were immune to scrying, teleportation, evocation spells, the entry of summoned creatures, and other sorts of invasive magic. Over the decades, this magic degraded, and when Valterra died, the spells went totally awry and affected the entire town.

Now Cantona is resistant to most forms of magic. Spells of levels 1–3 cast in or into this area have a 50% chance of failure. Higher-level spells face a 30% chance of failure. This failure chance also applies to magical effects that duplicate spells. Any spell that fails has a 5% chance of backfiring on the caster in some manner of the DM's choice. Spells already in effect when the town is entered (such as *invisibility*) are not affected.

Once this resistance to magic became known, the town became a haven for those who hate magic. Three stone piers were built to service merchant and fishing ships. The town's log walls were fortified by large towers. The town's population grew to 1,100 by the time the orcs of the Pomarj laid siege to it in 584 CY. This time, the antimagical properties of Cantona worked against its citizens. The orcish advantage of numbers could not be countered by magic. The town quickly fell, and about half of the residents fled to Safeton. The others were killed or captured by the orcs.

The orcs built a thick rampart of earth to bolster the town's wooden walls, which proved valuable when the Greyhawk Mountaineers attacked Cantona in 590 CY. While the attackers started fires that burned the log walls, towers, and buildings, the earthen rampart prevented the mountaineers from entering the town. Now the city of Cantona lies in ruins, with only a few stone buildings still standing. However, the orcs have dug extensive tunnels beneath the city and

rebuilt the towers. Although three sunken ships block the town's piers, most of the wreckage has been removed to allow use of the outer portions of the north and south piers. There is a thriving orc community here both above and below ground. There are over four hundred adult males, with one hundred fifty females and one hundred fifty young. There are twenty leaders, four subchiefs, and eleven guards for the war chief and subchiefs. In addition to the orcs, there are about two hundred human slaves, who are kept in shackles. Slaves are used for menial labor, sport, and sacrifices.

The town is well defended. Captured bandits have been forced to teach them methods for urban defense. The Earth Dragon Cult and the Scarlet Brotherhood have also been helpful. Streets and tunnel-access holes are protected by simple deadfall and crossbow traps (Dmg 1d6). The orcs have regular drills to prepare to defend against land or sea assaults. These drills include pouring fish oil on the piers, seeding the roads with caltrops, preparing nets to fall on narrow alleys, and so on. The orcs are proficient with shortbows, and they practice archery from the towers to improve their aim.

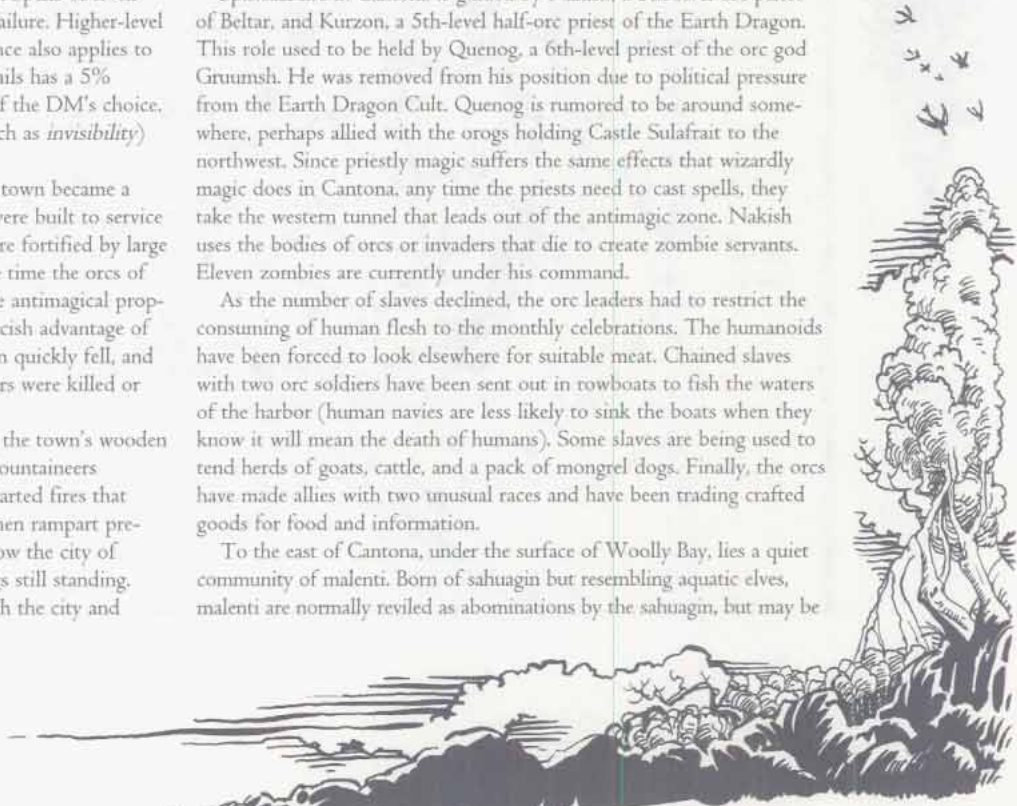
Slavers use Cantona as a stopping point on their way down the Wild Coast to Elredd. They pick up fresh supplies of food, drugs, and local news that their superiors might need to know. They drop off liquor, plus any slaves that won't survive the rest of the journey.

The leader of Cantona is an orc named Gakurish Lemnak. He is popular with his troops because he permits occasional raiding of neighboring lands. Though there is less to pillage following the conquest, his troops sometimes catch bandits and humans for sport. Gakurish sponsors public celebrations each month. These fetes feature feasting, drinking, sacrifices, and destruction of art objects. As resources have been depleted, the celebrations have begun to focus on gladiatorial combats between dagger-bearing naked humans and fully armed and armored orc soldiers. These exhibitions keep morale high.

Spiritual life in Cantona is guided by Nakish, a 5th-level orc priest of Beltar, and Kurzon, a 5th-level half-orc priest of the Earth Dragon. This role used to be held by Quenog, a 6th-level priest of the orc god Gruumsh. He was removed from his position due to political pressure from the Earth Dragon Cult. Quenog is rumored to be around somewhere, perhaps allied with the orogs holding Castle Sulafrait to the northwest. Since priestly magic suffers the same effects that wizardly magic does in Cantona, any time the priests need to cast spells, they take the western tunnel that leads out of the antimagic zone. Nakish uses the bodies of orcs or invaders that die to create zombie servants. Eleven zombies are currently under his command.

As the number of slaves declined, the orc leaders had to restrict the consuming of human flesh to the monthly celebrations. The humanoids have been forced to look elsewhere for suitable meat. Chained slaves with two orc soldiers have been sent out in rowboats to fish the waters of the harbor (human navies are less likely to sink the boats when they know it will mean the death of humans). Some slaves are being used to tend herds of goats, cattle, and a pack of mongrel dogs. Finally, the orcs have made allies with two unusual races and have been trading crafted goods for food and information.

To the east of Cantona, under the surface of Woolly Bay, lies a quiet community of malenti. Born of sahuagin but resembling aquatic elves, malenti are normally reviled as abominations by the sahuagin, but may be



kept alive to infiltrate aquatic elf communities. Normally they are sent on suicide missions by their brethren, and this fate leads some malenti to flee and form their own communities. They know that if they are discovered by normal sahuagin, they will be slaughtered. These renegades provide information on ships passing on Woolly Bay. They aid the orcs' assaults on ships, identify good fishing grounds, and provide exotic seafood that the orcs cannot catch, such as clams and oysters. In exchange, the malenti are traded metal weapons and a refuge on land where they may hide if the sahuagin discover them. More information on the malenti lair can be found below in the section called "Narhidveh."

To the west of Cantona, hidden underground, is a hive of aspis. Half-orc agents of Turrosh Mak made contact with the reclusive insectoids and, after some bungled attempts, were able to establish a treaty and make arrangements for trade. The aspis provide waste disposal, occasional labor, chemicals (drugs and acid-goo), and foraging for food from surface and underground sources. The orcs trade them metal weapons, shields, and organic refuse for food. More information on the aspis colony is given in the section called "Cow Home."

Orcs (400): AC 6; MV 9; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d8 (longsword); SZ M; ML steady (12); Int average (8); AL LE; XP 15.

Notes: Each orc carries 1d4 gp.

Orc leaders/bodyguards (20/11): AC 6; MV 9; HD 2; hp 11 each; THACO 18; #AT 1; Dmg 2d4 (broadsword); SZ M; ML steady (12); Int average (9); AL LE; XP 35.

Notes: Each orc leader or bodyguard carries 3d5 gp; 25% of them also have a gem worth 10–60 gp.

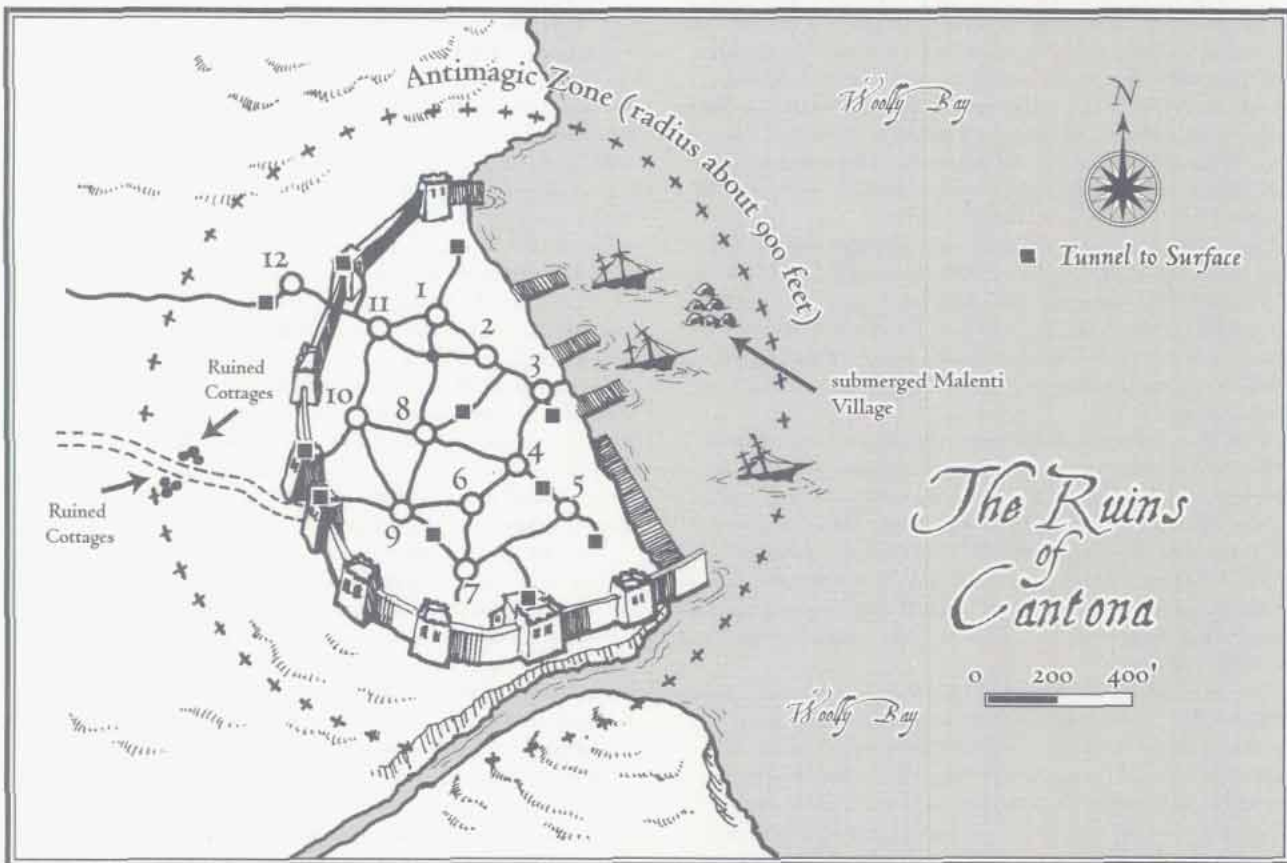
Azog, Droosh, Hetch, & Krag, subchiefs (4): AC 6; MV 9; HD 3; hp 16 each; THACO 17; #AT 1; Dmg 1d8 (battle-ax); SZ M; ML steady (12); Int average (10); AL LE; XP 65.

Notes: Each of the subchiefs carries 8d4 gp and 1d4 gems worth 20–120 gp each.

Gakurish Lemnak, orc chief, F8: AC 5 (chainmail); MV 9; hp 52; THACO 13 (12 with *longsword +2*); #AT 1; Dmg 1d8+3 (*longsword +2, Str bonus*); SZ M; ML steady (12); Str 16, Dex 12, Con 14, Int 11, Wis 10, Cha 14; AL LE; XP 650.

Nakish, male orc P5 of Beltar: AC 5; MV 9; HD 5; hp 27; THACO 18 (17 with *spear +1*); #AT 1 or 2; Dmg 1d6+1 (*spear +1*) or 1d3/1d3 (claws); SZ M; ML elite (14); Str 10, Dex 12, Con 13, Int 10, Wis 13, Cha 10; AL CE; XP 420.

Special Abilities: once per day: detect snares & pits, meld into stone.



Special Equipment: scroll of protection; good.

Spheres: Major—All, Charm, Combat, Elemental (Earth), Summoning; Minor—Divination, Healing, Necromantic, Sun (reversed).

Spells Memorized (5/2/1): DM's choice.

Notes: Nakish carries 7d6 gp and 9d6 sp.

Kurzon, male half-orc P5 of Earth Dragon: AC 6 (scalemail); MV 9; HD 5; hp 30; THACO 18; #AT 1; Dmg 1d6+4 (pick, Earth Dragon bonus); SA spells; SZ M; ML elite (13); Str 14, Dex 10, Con 14, Int 11, Wis 15, Cha 11; AL LE; XP 650.

Special Abilities: once per day: light or magical stone; +1 to saves vs. physical damage while touching ground.

Special Equipment: wand of illumination (25 charges).

Spheres: All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized (5/4/1): DM's choice.

Notes: Kurzon carries 10d6 gp and 10d6 sp.

Zombies (11): AC 8; MV 6; HD 2; hp 9; THACO 19; #AT 1; Dmg 1d8 (claws); SA always strikes last; SD immune to cold, charm, death magic, hold, poison, and sleep; vial of holy water inflicts 2d4 points of damage; SZ M; ML fanatic (18); Int non- (0); AL N; CN 0; XP 65.

Ballista: AC 7; MV 6; SP 6; THACO 10; #AT 1; Range 1/27; Dmg S 2d6, L 3d6, third damage to structures; SA flaming arrows; SD +1 AC cover to crew; Size M; Crew 2; XP 120.

Catapult, light: AC 7; MV 4; SP 10; THACO 11; #AT 1/2; Range 15/30; Dmg S 1d12, L 2d8, half damage to structures; SA flaming bales; SD +1 AC cover to crew; Size L; Crew 4; XP 270.

Cauldrons: AC 2; MV 0; SP 6; THACO 18; #AT 1/10; Range 1; Area of Effect 10 yds; Dmg S 2d8, L 2d6; SA spreads to form a blazing pool for 1d10+4 rounds causing 1d6 per round; Size L; Crew 2; XP 270.

Flame-thrower: AC 6; MV 6; SP 20; THACO 15; #AT 1/2; Range 1/5; Dmg S 4d6, L 2d8, half damage to structures; SA 12 blasts, crew defends (swords 1d6); SD +4 AC cover to crew; Size L; Crew 8; XP 450.

War Wagon: AC 3; MV 9; SP 32; THACO 18; #AT 1 +defender spears & bows; Dmg S 2d8, L 2d6 (ram), half damage to structures; SA spiked wheels (4d6, save vs. breath weapon for half); SD +6 AC cover to crew; Size H; Crew 2-4; Horses 4-6 (AC 5, hp 15); Troops 10; XP 1,400.

Wheeled Mantlet Fort: AC 7; MV 6; SP 24; #AT defenders' spears & bows only; SD +2 AC cover to crew; Size H; Crew/Troops 12; XP 650.

Defenses

The town is fortified, and responsibility for its defense is divided among the subchiefs. Several war machines have been built and placed about the city. The nine towers along the town's outer wall are built of wood and plated with metal to resist fire. Each is manned by two orcs during the day and four at night. Three towers link to the tunnels via shafts in their base. The towers are stocked with bags of rocks to drop

on invaders (Dmg 2d6), arrows, and pots of aspis acid-goo (which causes 1d8 points of damage per round to a target until washed off). In addition, each tower boasts either a ballista or a light catapult. Three also have cauldrons of flaming oil that may be dumped on invaders. The defenders have three special weapons: a flame-thrower, a war wagon, and a wheeled mantlet fortress to surprise defenders.

Underground Caves

The caverns beneath Cantona are complexes of small caves linked by tunnels. Orc families and slaves tend to move around, so each cavern has an approximate population. Total population is divided among nine of the twelve caves. The last three caverns are used for special purposes. Each complex has two squads of twenty males and a leader, thirty females and young, and twenty slaves. They oversee herds, forage for food, and guard the city wall. The priest Kurzon lives in the shards of a building in the ruins. Each complex with a subchief also has two bodyguards.

1. Gakurish Lemnak's Lair

Gakurish and his three bodyguards make their home in this cavern. The complex is more civilized, with decent furniture salvaged from the town. Gakurish builds barricades to thwart attackers, and torches the barricade if it looks like the orcs are losing (Dmg 1d6 within 10 feet, 2d6 wall of flame). Gakurish has 2,500 gp, 22 gems worth 100 gp each, and six potions in four chests.

2. Subchief Hetch

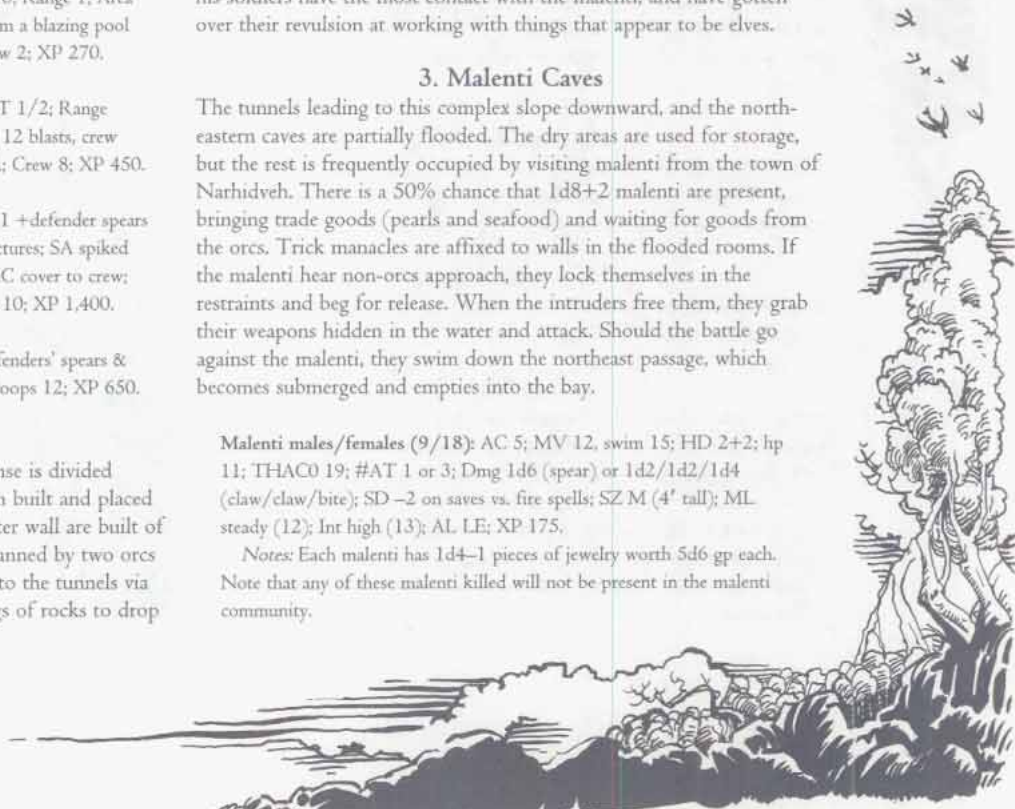
This complex is home to Hetch. His group defends the town against naval assaults. If such an attack occurs, his troops spill onto the surface to repel it. He commands six light catapults and may summon malenti to aid him. With the exception of Gakurish and the priests, Hetch and his soldiers have the most contact with the malenti, and have gotten over their revulsion at working with things that appear to be elves.

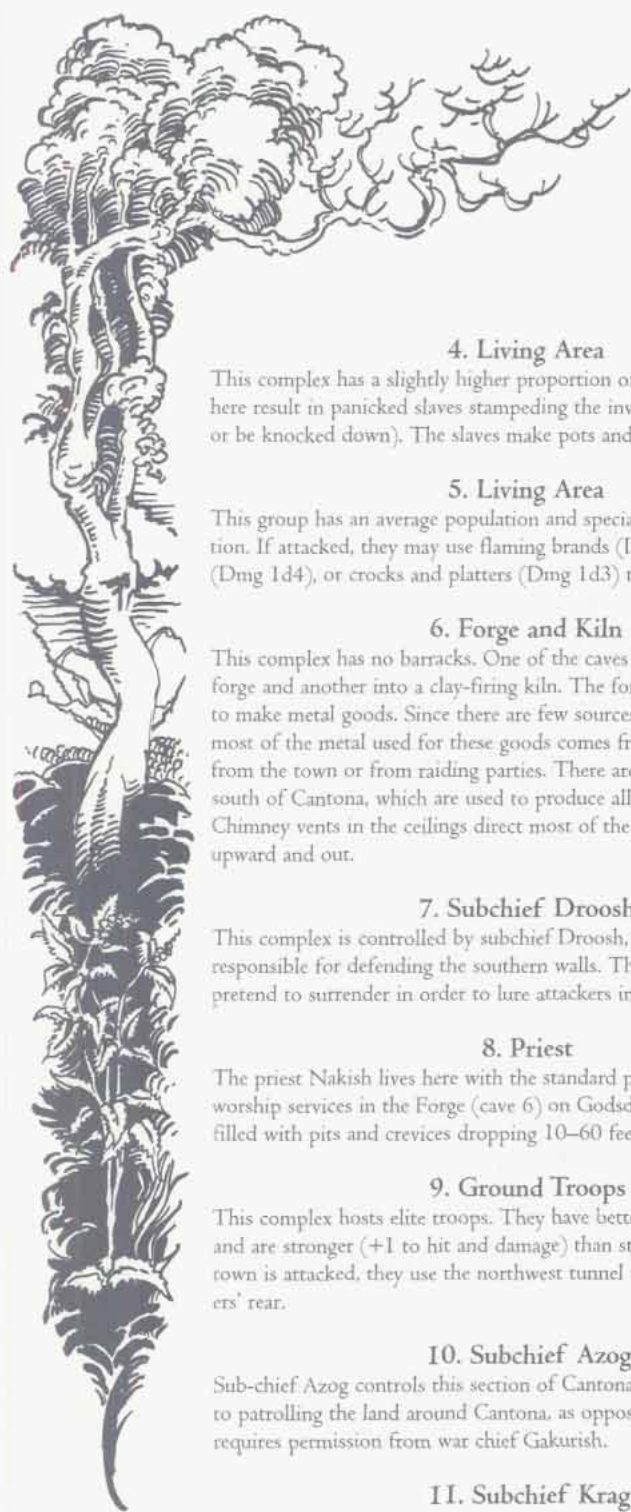
3. Malenti Caves

The tunnels leading to this complex slope downward, and the northeastern caves are partially flooded. The dry areas are used for storage, but the rest is frequently occupied by visiting malenti from the town of Narhidveh. There is a 50% chance that 1d8+2 malenti are present, bringing trade goods (pearls and seafood) and waiting for goods from the orcs. Trick manacles are affixed to walls in the flooded rooms. If the malenti hear non-orcs approach, they lock themselves in the restraints and beg for release. When the intruders free them, they grab their weapons hidden in the water and attack. Should the battle go against the malenti, they swim down the northeast passage, which becomes submerged and empties into the bay.

Malenti males/females (9/18): AC 5; MV 12, swim 15; HD 2+2; hp 11; THACO 19; #AT 1 or 3; Dmg 1d6 (spear) or 1d2/1d2/1d4 (claw/claw/bite); SD -2 on saves vs. fire spells; SZ M (4' tall); ML steady (12); Int high (13); AL LE; XP 175.

Notes: Each malenti has 1d4-1 pieces of jewelry worth 5d6 gp each. Note that any of these malenti killed will not be present in the malenti community.





4. Living Area

This complex has a slightly higher proportion of slaves. Any attacks here result in panicked slaves stampeding the invaders (Dex check at -4 or be knocked down). The slaves make pots and baskets.

5. Living Area

This group has an average population and specializes in food preparation. If attacked, they may use flaming brands (Dmg 1d6), cleavers (Dmg 1d4), or crocks and platters (Dmg 1d3) to pelt attackers.

6. Forge and Kiln

This complex has no barracks. One of the caves has been made into a forge and another into a clay-firing kiln. The forge is used by the orcs to make metal goods. Since there are few sources of ore near the town, most of the metal used for these goods comes from salvaged equipment from the town or from raiding parties. There are some clay beds to the south of Cantona, which are used to produce all sorts of pottery. Chimney vents in the ceilings direct most of the smoke and heat upward and out.

7. Subchief Droosh

This complex is controlled by subchief Droosh, whose warriors are responsible for defending the southern walls. They use nets, and like to pretend to surrender in order to lure attackers into complacency.

8. Priest

The priest Nakish lives here with the standard population. He holds worship services in the Forge (cave 6) on Godsdlay. This complex is filled with pits and crevices dropping 10-60 feet.

9. Ground Troops

This complex hosts elite troops. They have better armor (-1 to AC) and are stronger (+1 to hit and damage) than standard troops. If the town is attacked, they use the northwest tunnel to strike at the attackers' rear.

10. Subchief Azog

Sub-chief Azog controls this section of Cantona. His orcs are dedicated to patrolling the land around Cantona, as opposed to raiding, which requires permission from war chief Gakurish.

11. Subchief Krag

Krag's troops guard the north town wall. They also interact with the aspis when the insectoids visit.

12. Filth

If the stench of hundreds of unwashed orcs living in close quarters is bad elsewhere in the caves of Cantona, this area is even worse. Slaves collect garbage, organic waste, and other disgusting side products of orc society and throw it into this large cave. The garbage sits until the aspis carry it back to their colony. Anyone contacting this offal has a 25% chance of contracting a disease or parasitic infection of the skin. Two zombies created by Nakish guard this room. They ignore strangers unless attacked.

NARHIDVEH

Narhidveh, roughly translated as "Home of the Cursed," boasts a population of thirty-two adult malenti, mutant sahuagin who resemble sea elves. Founded by five malenti from the same clan, the people of Narhidveh lead a quiet existence under the water, trying not to attract too much attention from other aquatic races lest word get out of their existence. This tribe has lived here for about four years. They trade for metal with the orcs because they have little to fear from landwalkers.

Narhidveh has six stone huts about 400 feet offshore from Cantona's docks. The borders of their settlement are protected by beds of kelp that have been woven through with nets; the nets hinder attackers and occasionally catch fish. Just within the kelp corral is a bed of mussels that the malenti have cultivated. The mussels are harvested for food. The three shipwrecks have been searched and cleared of dead bodies, and now are used as refuges if their town is invaded.

The largest hut is that of the malenti chieftain, one of the original five settlers. Three females share his hut, and it was he who decided to abandon the clan's desire to exterminate sea elves in favor of living away from other sahuagin communities. He is the largest of the group, looking like a 5-foot-tall sea elf.

Four malenti priestesses use a second hut. Since none of these participated in the sahuagin ceremony to dedicate their lives to the god



Sekolah, the divine-inclined malenti chose another god to worship. They found Xerbo, a Suel god whose aspect as god of the sea, and his indifference to the so-called "rights" of surface dwellers traveling the ocean, fit their needs. Despite the alignment differences (Xerbo is neutral), the malenti have made respectable advances in their priestly powers.

One hut serves as the hatchery and nursery. Malenti eggs are placed in this dome and sealed up. When the eggs hatch, they have nothing to eat except egg fragments and other hatchlings, so the young malenti turn cannibal. This ensures that the strongest ones survive. After only a few hatchlings remain, the adult malenti introduce a few fish to the hatching chamber, and when the young are sated, they are brought out and educated in the ways of the malenti. This hut is where they sleep until they are adults and can move to another hut.

The last three huts are adult malenti residences. Each has three males and five females. Malenti, like sahuagin, frequently change mates to ensure variety in their offspring, and so malenti change domiciles once every few months.

The malenti are wealthy, having looted the husks of several sunken ships on Woolly Bay; however, they generally carry little treasure with them other than any jewelry they may be wearing, keeping most of their wealth hidden in their huts.

Slish'ash, Malenti chieftain: AC 5; MV 12, swim 15; HD 4+4; hp 24; THACO 19; #AT 1 or 3; Dmg 1d6 (spear) or 1d2 (claw)/1d2 (claw)/1d4 (bite); SW -2 on saves vs. fire spells; SZ M (5' tall); ML steady (12); Int 13; AL LE; XP 420.

Malenti males/females (9/18): AC 5; MV 12, swim 15; HD 2+2; hp 11; THACO 19; #AT 1 or 3; Dmg 1d6 (spear) or 1d2/1d2/1d4 (claw/claw/bite); SD -2 on saves vs. fire spells; SZ M (4' tall); ML steady (12); Int high (13); AL LE; XP 175.

Malenti priestesses (P5, P3, P1 of Xerbo): AC 5; MV 12, swim 15; HD 3+3/2+2/1+1; hp 18/12/6; THACO 18/20/20; #AT 1 or 3; Dmg 1d6 (spear) or 1d2/1d2/1d4 (claw/claw/bite); SD -2 on saves vs. fire spells; SZ M (4' tall); ML steady (12); Int high (13); AL LE; XP 650/420/270.

Special Abilities: All priestesses can use *comprehend languages* or *detect magic* once per day; those of 3rd or 5th level can also *speak with animals* (sea creatures only) once per day.

Spheres: Major—All, Animal (sea creatures only), Divination, Elemental (Water), Healing; Minor—Combat, Creation, Necromantic, Numbers, Plant (sea plants only), Protection.

Spells Memorized (5/3/1 or 3/1 or 1): DM's choice.

Each malenti owns 1d4-1 pieces of jewelry worth 5d6 gp each. The communal malenti treasure is 54 pp, 1,250 gp, 4,301 sp, 978 cp, two 100-gp gems, a *longsword +1/+4 vs. reptiles*, and a *scroll of protection from werewolves*.

Reference: TSR9539, *The Sea Devils*.

COW HOME

This site is not truly a Slaver stronghold, but it is the lair of a valued ally, a colony of aspis. The insectlike aspis are rarely encountered in civ-

ilized lands unless they are raiding for food. This burrow, named Chal Teth in the Orcish tongue, or "Cow Home," is hidden beneath the earth about a mile to the west of Cantona. The Orcish tunnels under Cantona connect to Cow Home via a meandering crawling passage. This passage is used by aspis far more often than by orcs.

Aspis are not evil, but their primary concern is the welfare and survival of their hive. Their alliance with the orcs is considered mutually beneficial, trading services and unguents for metal tools and weapons. The aspis will not fight on behalf of the orcs except to protect their hive. Their lair is only a few feet below the surface, and creatures walking above their heads are easily detected. The aspis have several traps in the connecting passage and their lair to ward or collapse the tunnel if they are invaded or betrayed. These traps include deadfalls and pits, usually activated from a remote distance by aspis using ropes but sometimes activated by small trip-cords.

Deadfalls: Trigger: low trip-cord; Dmg 4d8 (save vs. petrification for half).

Pits: 20' deep; Dmg 2d6 + acid goo (1d8 per round till washed off).

The aspis drones in this nest are armed with orc-made shields, handaxes, and spears. They continue to trade for more weapons and iron tools as they anticipate their colony will grow given the ample food supply provided by their orc allies (the garbage and refuse left in cave 12 beneath Cantona). If attacked, they will defend themselves, using their traps, nets, and acidic goo pots to slow invaders while other drones carry the larva and cow to a second lair in a nearby swamp.

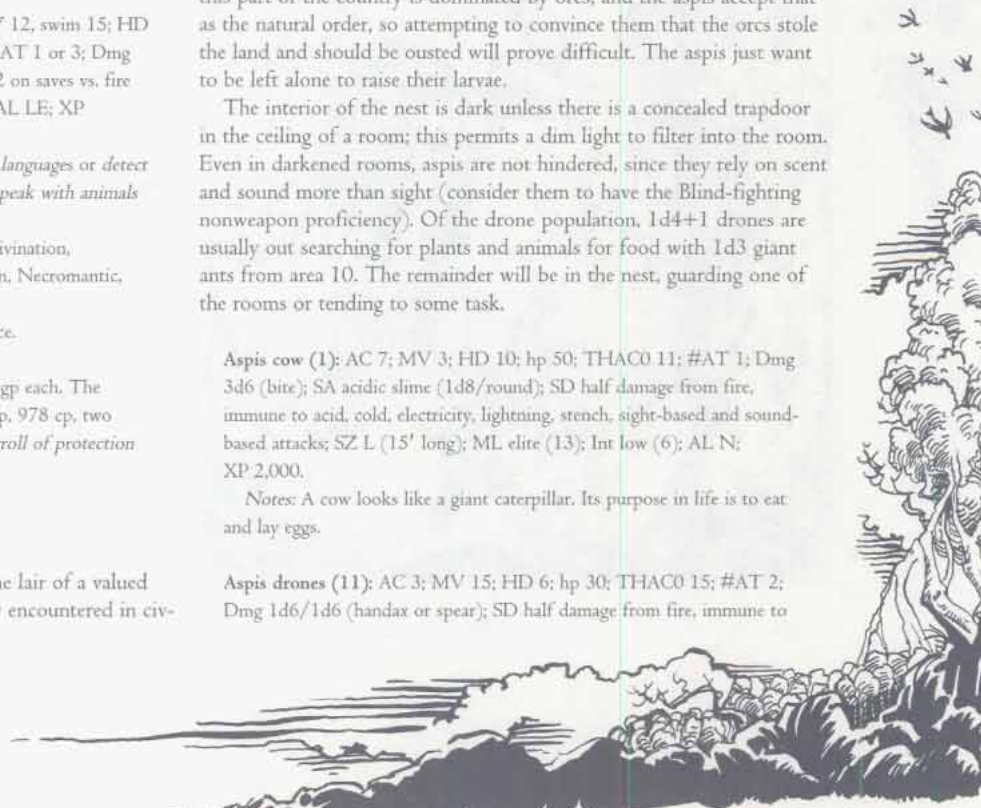
Of the eleven drones in the nest, three are able to communicate in Orcish. Others know just enough words to sound threatening: "stop," "leave," "kill," and so forth. Negotiations with the aspis to convince them to break their alliance with the orcs will face a difficult obstacle; this part of the country is dominated by orcs, and the aspis accept that as the natural order, so attempting to convince them that the orcs stole the land and should be ousted will prove difficult. The aspis just want to be left alone to raise their larvae.

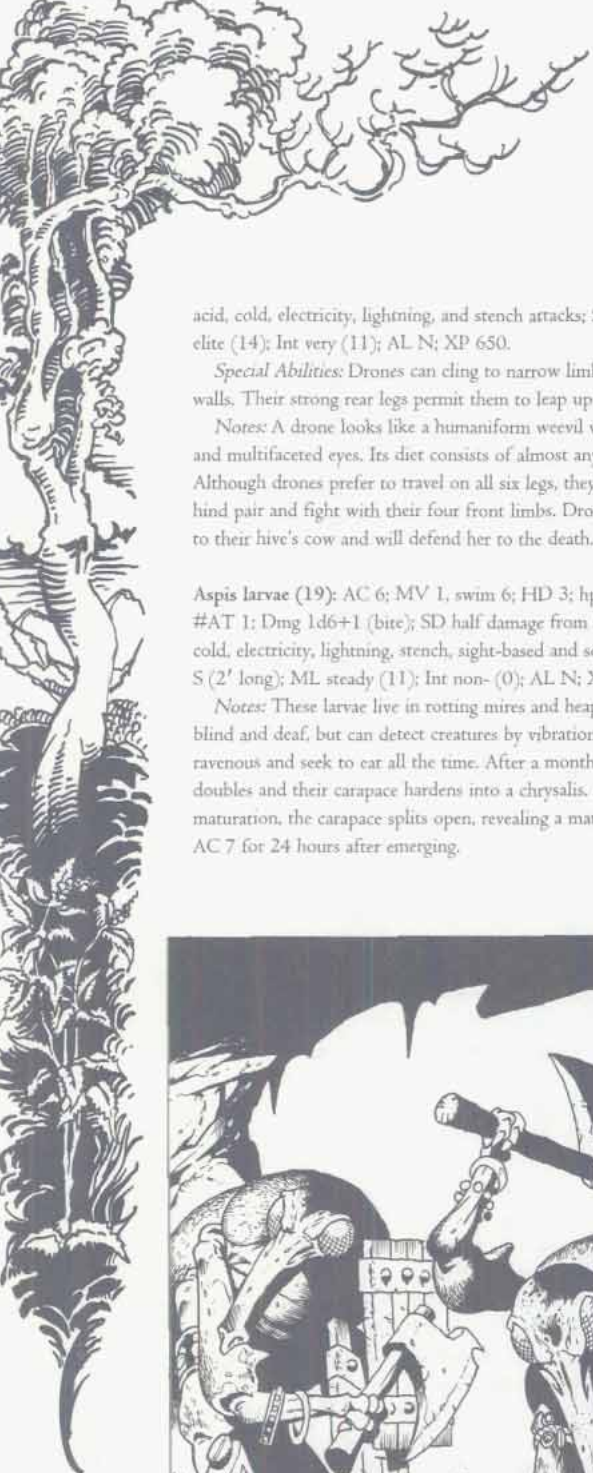
The interior of the nest is dark unless there is a concealed trapdoor in the ceiling of a room; this permits a dim light to filter into the room. Even in darkened rooms, aspis are not hindered, since they rely on scent and sound more than sight (consider them to have the *Blind-fighting* nonweapon proficiency). Of the drone population, 1d4+1 drones are usually out searching for plants and animals for food with 1d3 giant ants from area 10. The remainder will be in the nest, guarding one of the rooms or tending to some task.

Aspis cow (1): AC 7; MV 3; HD 10; hp 50; THACO 11; #AT 1; Dmg 3d6 (bite); SA acidic slime (1d8/round); SD half damage from fire, immune to acid, cold, electricity, lightning, stench, sight-based and sound-based attacks; SZ L (15' long); ML elite (13); Int low (6); AL N; XP 2,000.

Notes: A cow looks like a giant caterpillar. Its purpose in life is to eat and lay eggs.

Aspis drones (11): AC 3; MV 15; HD 6; hp 30; THACO 15; #AT 2; Dmg 1d6/1d6 (handaxe or spear); SD half damage from fire, immune to





acid, cold, electricity, lightning, and stench attacks; SZ M (6' tall); ML elite (14); Int very (11); AL N; XP 650.

Special Abilities: Drones can cling to narrow limbs and climb rough walls. Their strong rear legs permit them to leap up to 10 yards.

Notes: A drone looks like a humaniform weevil with a long proboscis and multifaceted eyes. Its diet consists of almost any organic material. Although drones prefer to travel on all six legs, they can stand on their hind pair and fight with their four front limbs. Drones are fanatically loyal to their hive's cow and will defend her to the death.

Aspis larvae (19): AC 6; MV 1, swim 6; HD 3; hp 15; THACO 17; #AT 1; Dmg 1d6+1 (bite); SD half damage from fire, immune to acid, cold, electricity, lightning, stench, sight-based and sound-based attacks; SZ S (2' long); ML steady (11); Int non- (0); AL N; XP 120.

Notes: These larvae live in rotting mires and heaps of garbage. They are blind and deaf, but can detect creatures by vibration and scent. Larva are ravenous and seek to eat all the time. After a month of feasting, their size doubles and their carapace hardens into a chrysalis. After a week of maturation, the carapace splits open, revealing a mature aspis drone. It has AC 7 for 24 hours after emerging.



Giant Ants (10): AC 3; MV 18; HD 2; hp 8; THACO 16; #AT 1; Dmg 1d6 (bite); SA soldiers try to sting prey they bite (2d4, save vs. poison for half); SZ M (5' long); ML average (9); Int animal (1); AL N; XP 35.

Notes: Giant ants serve as hounds for the aspis. They communicate with the aspis using scents, touching feelers, and clicking their mandibles. Ants dismember dead prey to carry it back to their lair.

I. Main Entrance

From the surface, this entrance is disguised as a bush growing at the base of a small sinkhole. The shrub is an elaborate trap door constructed of woven branches and earth bound together with glue. Pulling on the right part of the trapdoor lifts it, revealing a sloping earthen tunnel. At the bottom of the ramp, two aspis guards cling to the ceiling, ready to attack invaders at all times. They will call to intruders in pidgin Orcish, warning away any humanoid creature that tries to enter their nest. They attack any obviously hostile intruders.

2. Egg Chamber

This room holds fifteen aspis eggs of various sizes. There are always 1d4 giant ants (from area 10) in here, turning the eggs and checking on them. They defend the eggs if they are threatened. A fight with these ants will draw more ants and aspis drones.

3. Chemical Rendering

This room holds a large, shallow vat, small clay jars topped with cloth, and stirring sticks. When the drones are tasked by the cow to prepare and package more drugs, primarily scent secretions, gluey saliva, or acidic goo for their trading partners, they use this room, secreting and mixing the liquids in these jars. There are 1d4-1 jars of each concoction in this room.

4. Larva Hatchery

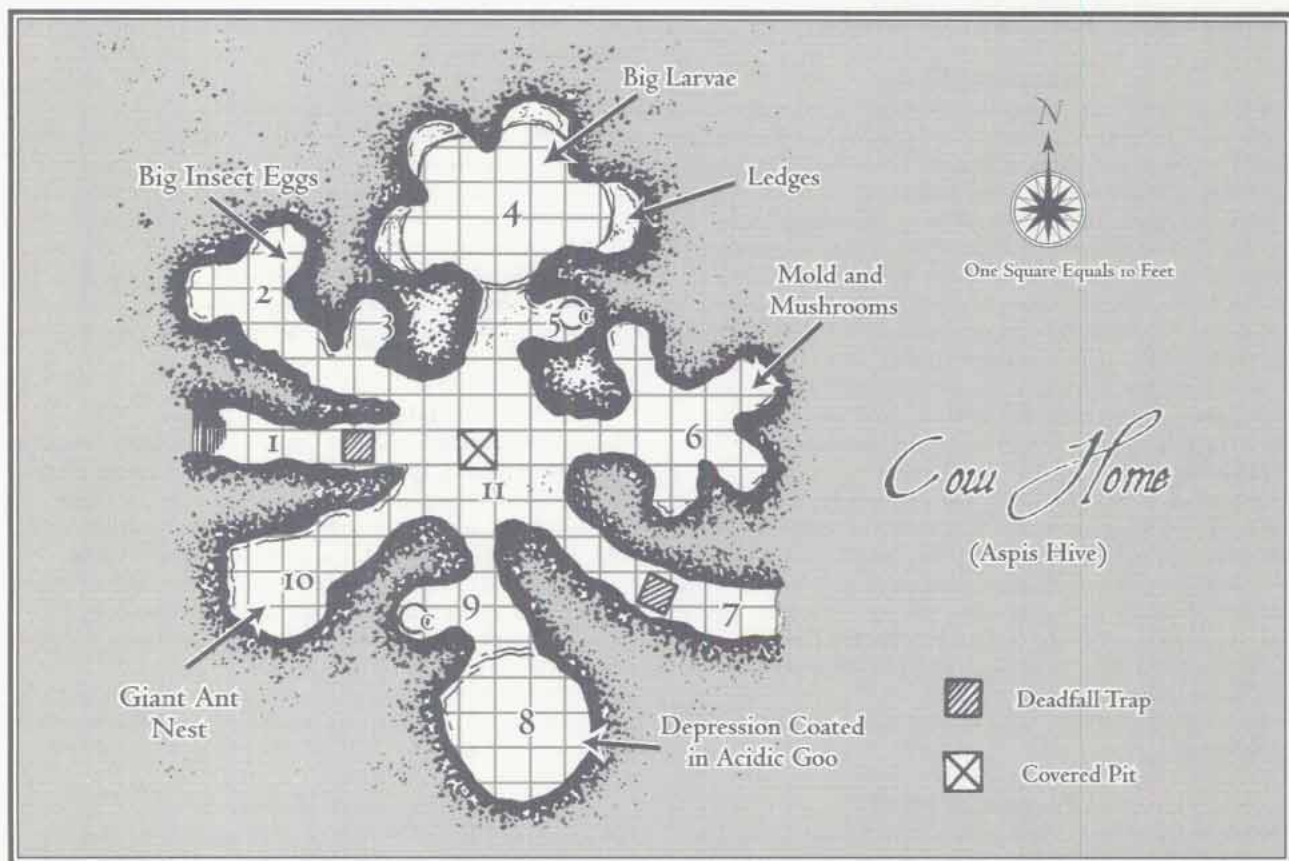
This foul-smelling room has a 3-foot depression in its center with ledges at the far end of each alcove. The depression is filled with sewage, water, and garbage. The latest hatching of larvae swim through these murky waters, feeding. The stench is so bad in here that all noninsects must make a saving throw vs. poison or become incapacitated by nausea until they leave. The larvae attack anything that enters their pool. On the ledges are what appear to be several dead larvae—actually ones that are about to metamorphose into drones. One drone stands guard.

5. Storage

The aspis use this alcove to store extra tools and weapons. It holds 1d6 spare handaxes, spears, and shields. A trapdoor in the ceiling leads up to the surface. It is disguised to blend in with the grass. One drone stands guard.

6. Granaries

Rather than grain, these areas are filled with towers of rotting vegetation and a bed of dung supporting a harvest of subterranean mushrooms and mold. A new exit tunnel is being dug out of the far end of the room. There is a 50% chance that two drones are present.



7. Tunnel to Cantona

This passage leads all the way to the orc lair under the town of Cantona. The deadfall trap is one of two created to block off an orc advance, should the humanoids turn against the aspis.

8. Cow Chamber

The floor of this cave descends into a depression. The aspis cow secretes a corrosive white goo that slicks the floor and walls. This goo dissolves wood, metal, and flesh, inflicting 1d8 points of damage per round of contact until washed off. Aspis are immune to this acid. The cow wallows about its chamber, laying eggs and eating the food that the drones bring it. One drone guards this room, while two giant ants carry off freshly laid eggs. Any threat to the cow brings all the hive's defenders.

9. Storage

This alcove holds supplies such as baskets, shafts of wood, spear heads, fruits, nuts, clay pots, and scented oils. The aspis may trade some of these items with the orcs. There is a concealed trapdoor in the ceiling here, like the one in area 5.

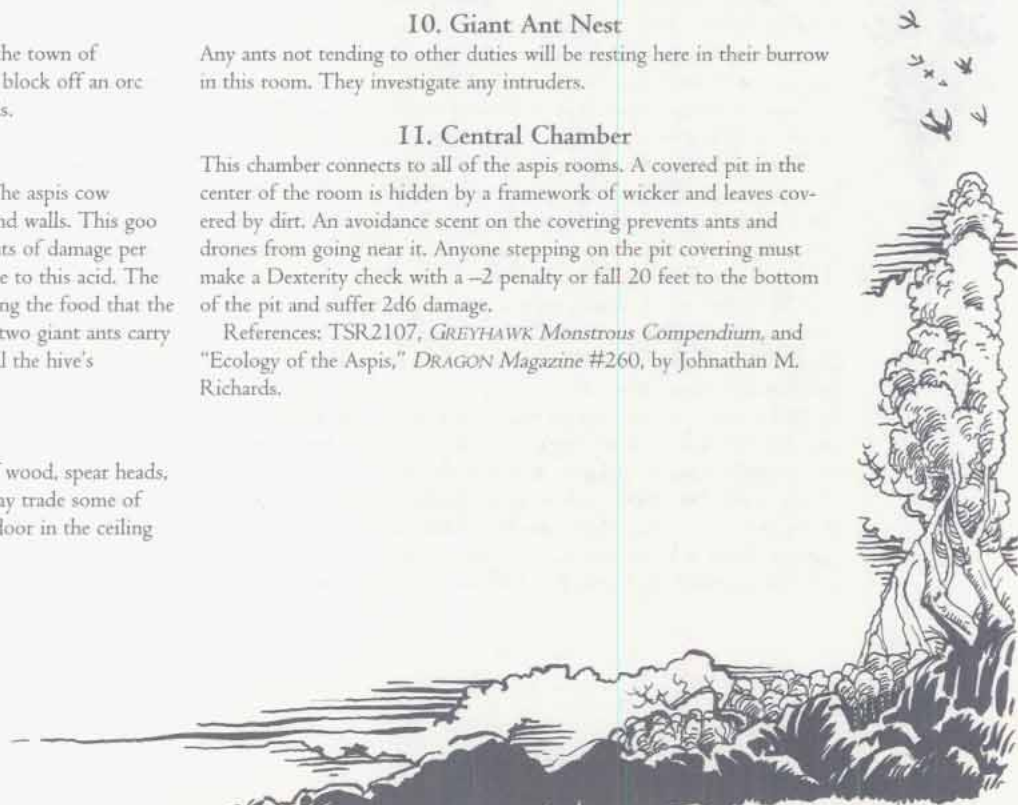
10. Giant Ant Nest

Any ants not tending to other duties will be resting here in their burrow in this room. They investigate any intruders.

11. Central Chamber

This chamber connects to all of the aspis rooms. A covered pit in the center of the room is hidden by a framework of wicker and leaves covered by dirt. An avoidance scent on the covering prevents ants and drones from going near it. Anyone stepping on the pit covering must make a Dexterity check with a -2 penalty or fall 20 feet to the bottom of the pit and suffer 2d6 damage.

References: TSR2107, *GREYHAWK Monstrous Compendium*, and "Ecology of the Aspis," *DRAGON Magazine* #260, by Johnathan M. Richards.





ADDITIONAL ADVENTURE IDEAS

Humanoid Pirates

The Pomarj has dozens of humanoid tribes, and all either pledge their loyalty to or are enslaved by the Orcish Empire and the Earth Dragon Cult. The Empire and the Earth Dragon Cult are both willing to sacrifice humanoid lives to further their plans. Once the heroes begin their investigations, Turrosh Mak will order the building, buying, or stealing of a fleet of seaworthy ships. There are several humanoid tribes that are troublesome to the Empire, so he has struck upon a plan to commission these tribes to become privateers. He provides the ship and gives them supplies and permission to raid the Wild Coast and the Bright Desert. Half of any booty they recover is to be turned over to the Empire. Further, he agrees to buy any able-bodied slaves they capture. This increases the number of slaves and ransom victims taken under the cover of piracy and provides some other target for would-be heroes to focus on.

Humanoids are not great sailors and only learn the basics of sailing and navigation, though they are willing to take advantage of reckless actions to close to boarding distance. They tend to lure or chase targeted ships into ambushes or run them aground on hidden sandbars, rocks, or beaches. Once a pirate ship draws close enough, the pirates will toss grapplings and attempt to board. If they are repulsed or the battle goes against them, humanoids will try to hole a ship's hull or set the ship on fire.

More information on the tribes of the Pomarj is available in "Deep in the Pomarj."

Adventures in Hardby

The political situation in Hardby makes it rife for adventures. The fact that the Gynarch still has immense popularity among the citizens and is gaining favor even with the Greyhawk Mountaineers and Hardby Marines can cause a number of conflicts. Greyhawk can recall its current troops and replace them with new ones whose loyalties lie strongly with the Free City. This is likely to upset the soldiers forced to leave the town, as they have established friends (and possibly family) in Hardby, possibly leading to mass desertions or defections.

The merchant Roban, living in Trade Town, may hire the heroes to explore one of the strange cairns in the mountains, or send them to find another party of adventurers who ran off with an item she paid them to retrieve. The Slaver agents Gormadoc or Roban may hire the heroes to find a strange item or creature.

The "priestess" of Zodal can be accused of being a fraud, and be beset by a mob when the heroes arrive, requiring them to rescue her. Since she works with many in the city, she is a good source of information and rumors about the town.

If the Slavers tire of working with Aleeta or find that she'd be more useful to them dead, they may arrange to make it look like she is conspiring against the Gynarch. The heroes may have to find evidence against her, track her down if she should flee, or even defend her if she can convince them that she is innocent. Any actions taken against Aleeta will catch the attention of the Gynarch. The heroes could be hired by the Gynarch to find who is responsible for the

frame, or they may be hunted as common criminals to be brought to justice for their temerity.

Earth Dragon Cult

Stalman Klim, the Earth Dragon High Priest, wants to stir things up in Hardby. He has several avenues he can pursue. He may try to open a temple to the Earth Dragon under another guise in Hardby, perhaps that of the Earth Lord or Serpent of Stone. Roban can certainly predict that a dire event is coming, and that only those under the protection of the Earth Lord will be safe, which will lead to altercations with other temples in the area. Interesting conflicts may arise, since neither Aleeta nor Gormadoc knows that the cult is tied to the Slayers.

Malenti of Woolly Bay

The malenti living off the shore of Cantona aren't restricted to trading only with the orcs. While Hardby, Carnakh, and Safeton are several days distant, the malenti are seeking as many allies as they can find, and the services they can provide are valuable to just about any town. The malenti don't care whose ships they help plot against. Survivors of an orc attack supported by aquatic elves may be surprised to find aquatic elves making diplomatic advances toward other cities on the bay. Investigation of these sea elves and the location of their settlement will reveal their involvement with the orcs. A charismatic group of heroes could convince the malenti that it's in their own best interest for them to sever ties with the orcs and ally themselves solely with the human folk.

Ghost Tower of Inverness

The great wizard Galap-Dreidel built the magical tower called Inverness over a thousand years ago. Said to be impervious to magic and all enemies, the tower housed the archmage's most terrible and powerful magic item, the *soul gem*, which legends said fell from the sky and glowed with the brilliance of the sun. Galap-Dreidel used the gem to destroy his enemies and possibly even taught it how to defend itself from those who would take it from him. Filling his tower with deadly creatures and lethal traps, he then used a great spell to wrench the tower free from time so that it would not be affected by the passing of years. However, as the tale continues, when the wizard left on some quest, a great siege was laid to his tower. Its magic was overwhelmed, and the tower fell. Still, it is said that on misty nights the tower can be seen looming like a ghost.

Many have tried to explore the Ghost Tower of Inverness, but very few have been able to find their way in and back out. It is rumored that great treasures remain within that tower. The Earth Dragon Cult, through Roban, might hire someone to attempt the retrieval of some of these treasures, since the tower is only 60 miles from Hardby. However, if and when the heroes return, the priestess may slay them and claim the riches for the temple. Dungeon Masters who don't have the classic adventure TSR9038, *The Ghost Tower of Inverness*, can create their own dungeon. The original dungeon had a curtain wall with four small corner towers surrounding a heap of rubble. By moonlight, a phantom tower stood on that rubble, impervious to

magic. Only by overcoming the challenges found in the four small towers could the four parts of a key be recovered to open the path to the central tower. The challenges relied upon strange illusions, fighting conjured monsters, beating a chessboard maze-trap, and overcoming four dungeon levels that featured elemental challenges within the central tower. The deadly *soul gem* is secreted on the fifth level.

Officially, the wizard Hodar, who now lives in Dyvers, was a member of a group who retrieved the *soul gem* from the tower. But eventually the gem vanished, believed to be stolen, and made its way back to the tower. Hodar's memory of the challenges is vague, and his knowledge of the solutions to the puzzles that will be encountered is probably wrong.

Star Cairns

The adventure TSR9579, *The Star Cairns*, features five different locations to explore, the closest of which is within 50 miles of Hardby. Each cairn has different inhabitants and magical treasures buried within it. Even if the Slavers aren't interested in who is living there, they may want to gain possession of the legendary magic items rumored to rest there.

The first cairn has a small force of bandits and humanoids following a trio of doppelgangers; the lead doppelganger's magic sword would be very handy in the service of the Savelords, and so they may try to convince him to join them (since the sword is urging him to take over a country, such an alliance might suit him). The second cairn is the temporary home of a reclusive necromancer studying a strange magical manifestation nearby; she doesn't wish to be disturbed and is unwilling to ally with the Slavers, especially since she is applying for membership to the Greyhawk Wizards Guild. The third cairn is the home of a mutant beholder and its derro slaves; the beholder needs allies or slaves to fend off the eventual appearance of its enraged parent, and since the derro already respect the Earth Dragon, a reasonable alliance of minimal trust may be established between the two groups. The fourth cairn is inhabited by automatons set to attack anything they see; the Slavers will not be able to make friends there. The fifth cairn is hidden, and it is unlikely that the Slavers will be able to find it unless they ally with at least two of the other cairn leaders.

Doomgrinder

The Doomgrinder is a gargantuan juggernaut buried in the Cairn Hills. A colony of derro is attempting to repair and activate it. The path of the juggernaut travels right through the city of Greyhawk, which would make an excellent attack or distraction when the Slavers choose to make their move against the city. Given that derro respect the Earth Dragon and are fond of taking human slaves, it is likely that they and the cult could join forces. If the Dungeon Master has derro take on the role of allies of the Slavers, the derro should be woven into other underground lairs that the heroes may encounter.

The Iron Cylinder

Shortly after the Greyhawk Wars, the orcs of Cantona began building a great iron cylinder north of the town, about a mile in from the

coast. Aided greatly by human slaves and an enslaved dwarf engineer, the orcs were able to complete the cylinder within a year. It is believed that the cylinder is some sort of war engine, but since the thing has not been seen since shortly after its completion, its true purpose is unknown.

The cylinder could be a war engine, something like a juggernaut or a mobile siege tower. It could also be a digging device, creating holes in the ground large enough to hide an attack party of orcs. Alternatively, it may be a submarine, and the orcs have been testing and refining its use against the Hardby Marines. Such a device would likely be powered by oars, a simple propeller, or something as complex as a clockwork or steam engine, since neither dwarves nor orcs have a penchant for creating magical devices. Then again, they do have alliances among the magic-learned Gynarchs of Hardby, as well as in the temple of the Earth Dragon and with at least two major wizards among the Savelords.





THE ORCISH WILD COAST

The Slavelords have built many secret outposts and strongholds along the Wild Coast, but few are more open about their affiliation with the Orcish Empire and the new Slavelords as the residents of the Port of Elredd, just south of the Buffer Zone. Orc pirate ships patrol the waters 30 miles to either side of the city, and land fortifications—train trebuchets, heavy catapults, and other war machines—are trained on the waves to ward against the Hardby Marines and the ships of other free lands. The heroes' path will eventually lead south to this land as the first confirmed stronghold of the Slavelords. But, how will they get there?

THE CITY OF ELREDD

Elredd was once a free city of the Wild Coast. The Wolf Nomad Uroch founded the city a century ago after becoming enamored with civilization. Uroch was a mercenary and captained his own group. He built a fort on the original site of what is now the city of Elredd as a base of operations for his warriors. As his fame spread and more mercenaries flocked to his banner, the fort became the town of Alrad, later Elredd, and eventually grew to become a thriving city. A port of the same name was built a few miles east of the city, on the coast of Woolly Bay. This area became a village itself as trade increased, and then became known as the Port of Elredd. Throughout its existence, Elredd has been a military city and continues to cater to mercenaries of all races.

When Turrosh Mak invaded the southern Wild Coast, Elredd fared poorly. Since many of the city's residents were mercenaries, the clarion cry of war led professional soldiers to the battlefield, leaving Elredd poorly defended. Sellswords flocked north to other cities of the Wild Coast willing to pay exorbitant prices for experienced warriors. Those with few scruples went south and sold their services to the invading armies of the Pomarj. Ironically, many former citizens of Elredd were part of the humanoid army that sacked the city.

Now Elredd lies in ruin. Its great wall and fortified towers have been abused, many sections collapsed by damage suffered from orc war machines. Several humanoid tribes—goblins, kobolds, orcs, and gnolls—have claimed those buildings that somehow survived the ravages of war. Work has begun on the excavation of tunnels and subterranean lairs in the hills on which the ruins stand. The former citizens of Elredd who survived the invasion and were captured now serve their conquerors as slaves. They live in primitive shelters, shackled together, and are used to grow crops, tend the small herds that roam the fertile hills, and aid in the excavation and rebuilding of the city. They must survive on poor bread, slop, vermin, grains they scrounge from the animal fodder, and spring water found in the hills.

The humanoids care little if the slaves live or die. Being true carnivores, these taskmasters are happy to feast on dead slaves. Fear of this fate drives slaves to cling tenaciously to life despite the odds being stacked against them.

Though life is cruel for human slaves, it isn't entirely pleasant for the humanoids either, even by their skewed standards. The weaker tribes—mostly goblins and kobolds—are practically slaves to the larger races, forced to labor at excavating the underground tunnels and fighting for whatever food is left. Orcs and gnolls oppress the goblins and kobolds in part to keep them from fighting among themselves and partly just out of cruel spite. Food is scarce, plunder is lean, discipline is harsh, and morale is at an all-time low. Fear of Turrosh Mak's wrath and the attack of human and demihuman forces from the free lands is the only thing that binds these disparate tribes together.

The Port of Elredd

The port town suffered a fate similar to that of the city. Quickly surrounded by the forces of Turrosh Mak, the port was captured and plundered. Seeking to use the shipyards and piers of Elredd to build his own fleet, the Despot employed only his well-disciplined human mercenaries to capture and preserve the value of the port. Although the town was picked clean of valuables, property damage was kept to a minimum. Thus, unlike the city of Elredd, the port survived largely unscathed.

Following the capture of this port, Turrosh Mak commissioned the construction of a naval force. He wanted his forces to be able to prowl the waters of the Woolly Bay and pluck rich cargo from the fat merchant ships. He also wanted to build a defense to check the attacks of the Hardby Marines, who had denied him other ports during the war.

In order to protect his fledgling navy while construction is under way, a crack force of dragonnel riders has been posted to the Port of Elredd. Distantly related to pteranodons and dragons, dragonnels have been used for centuries by evil humans and humanoids for rapid travel and aerial warfare. With the help of human buccaners, these aerial troops developed antiship tactics that are invaluable for defending the harbor. The primary tactic is to drop large rocks, held in nets by the dragonnels' rear claws, onto enemy ships from a substantial height. Though many of the rocks miss the mark, those that hit invariably smash completely through a ship's hull, causing it to sink. Dragonnel riders also drop flaming pots of oil and carry grappling lines to tangle the rigging and aid boarding parties. After the dragonnel teams sank several transport ships of the Hardby Marines, the Port of Elredd has been left alone.



well armed, though their weapons and armor are ill maintained. Their food consists of beef and mutton from herds of cattle and sheep (and dead slaves during feast days). The tribes also forage for food, sending hunting parties into the surrounding plains and the Suss Forest.

The population numbers below give the number of warriors in the tribe (including leaders), plus females and young. Some tribes also have guard animals and inhuman allies as well as champions, shamans, witch doctors, and chieftains.

Tribe Name	Population			Special Troops
	Male	Female	Young	
Bad Dog (goblin)	80	64	80	Worgs
Big Yell (kobold)	90	45	72	Giant weasels
Deathbringer (orc)	160	63	41	Owlbears
Defilers (gnoll)	140	70	110	Hyenas
Iron Skull (gnoll)	150	75	140	Flinds, hyenas
Neckbreaker (orc)	110	120	192	Bugbears
Night Hunter (orc)	130	104	156	Apes
Quiet Knife (goblin)	70	56	70	Bears, norkers
Scorpion (kobold)	40	15	32	Norkers
Scowl (goblin)	50	40	50	Boars
Spinning Sword (orc)	120	90	80	Ogres, hill giant
Thunderous Hate (orc)	200	150	230	Orogs

Braxem's Village

This village lies 20 miles west of Elredd in the wilds. It was a prosperous farming community until the orc army burned all the wooden buildings, and now only the stone church, an inn, and the local gaol still stand. Orcs living in this town have erected crude tents for shelter against the elements.

Two months ago, a strange visitor arrived from the south. He rode a monstrous skeletal drider and bore a sealed letter from Stalman Klim, High Priest of the Earth Dragon. The visitor, a necromancer named Braxem, proposed an alliance with Klim in exchange for permission to use the numerous dead bodies available in the conquered Wild Coast. In turn, the wizard would provide undead troops and magical assistance for the Slavers. Klim was impressed with the man's forthrightness and power. He spoke on his behalf to the other Slavelords, and they agreed.

While Davis doesn't trust or like the necromancer (in fact, the man gives him the creeps), Braxem has made no demands and seems content to stay in a small camp in one of the emptied villages. As long as the wizard doesn't intrude on his operations at the port, Davis tolerates his presence.

Braxem has patiently gathered skeletons from the village and paid humanoids 1 gp each for any dead bodies they find or dig up. So far he has collected one hundred twenty skeletons and seventeen zombies, which have been animated and stand in a nearly complete circle around his village. He owns the *bone wheel of Nebirkoss* (see the New Magic Items appendix), and has used it on other skeletons to form a bone colossus, which stands guard over his hut; he is planning to create another bone colossus as soon as he acquires enough skeletons.

The humans and humanoids that live in the area fear Braxem; he is gaunt, quiet, and always looks like he's sizing someone up to see if he or she would make a good undead slave. He knows his reputation and



Since 585 CY, the Orcish Empire's pirate ships have operated out of the Port of Elredd under the command of Davis the Reaver, a longtime ally of Turrosh Mak. (A detailed description of Davis is given in the "Primary NPCs" section near the end of this chapter.) The crews are composed of a mix of fierce orc tribesmen and human sailors. This naval force has harried shipping in Woolly Bay for the last six years, but so far has failed to become a substantial threat. Davis is a fearsome warrior, but has proved himself to be an unimpressive strategist.

A year ago, when Stalman Klim and Turrosh Mak began rebuilding the Slavelords, they realized that the Port of Elredd was a natural choice for the center of slave trade on the Wild Coast. First, the well-protected port could provide a much-needed way station between the operations in the Nyr Dyv and the bases in the Pomarj. Second, and perhaps more important for Klim, Davis was a survivor of the Suderham debacle and a worshiper of the Earth Dragon. The doughty warrior had carved out a place for himself in Turrosh Mak's armies, and he prospered in the deadly environment of the Pomarj. When approached, he was only too willing to throw in with Klim and join the new Slavelords.

A more detailed view of the Port of Elredd is given in the "Guide to the Port of Elredd" section later in this book.

NEARBY TOWNS

While the land around Elredd is dotted with villages and even a few small towns, almost all are now deserted. The inhabited ones are either occupied by a humanoid tribe or are an entire community of slaves and their masters. All of these villages have been extensively looted, and nothing of real value is left in them. Some of the villages have been abandoned for so long that wild animals have begun to lair in the buildings.

LOCAL TRIBES

Twelve tribes live in and around the city of Elredd. Each is a complete clan with warriors, leaders, females, and young. They are reasonably



Humanoids and Special Troops

Apes, carnivorous (2-8): AC 6; MV 12, climb 9; HD 5; hp 25; THACO 15; #AT 3; Dmg 1d4/1d4/1d8; SA rend (2d6); SZ L (7' tall); ML steady (12); Int semi (3); AL N; XP 175.

Bears, grizzly (1-6): AC 6; MV 12; HD 5+5; hp 33; THACO 15; #AT 3; Dmg 1d6/1d6/1d8; SA hug (hit of 18+) inflicts +2d6; SZ L (9' tall); ML average (9); Int semi (3); AL N; XP 420.

Special Abilities: Grizzly bears are tenacious and continue to fight for 1d4 rounds after death.

Boars (1-12): AC 7; MV 15; HD 3+3; hp 15; THACO 17; #AT 1; Dmg 3d4; SZ M (6' tall); ML average (8); Int semi (2); AL N; XP 175.

Special Abilities: Wild boars fight until reduced to -7 hit points.

Bugbears: AC 5; MV 9; HD 3+1; hp 16; THACO 17; #AT 1; Dmg 2d4+2 or weapon +2; SZ L; ML steady (11); Int low (7); AL CE; XP 120.

Special Abilities: *infravision 60'*; Move Silently 80%, -3 to surprise.

Notes: Bugbears employ intelligent tactics, preferring to ambush prey. They hurl weapons (hammers, maces, or spears) before closing to attack. They are very agile and nimble and possess an acute sense of smell. Bugbears are extremely greedy. Their goals in life are survival and treasure.

Flinds (1-4): AC 5; MV 12; HD 2+3; hp 13; THACO 16; #AT 1 or 2; Dmg 1d6 or 1d4; SA disarm; SZ M (6½' tall); ML steady (12); Int average (8); AL LE; XP 120.

Special Abilities: These leonine humanoids are strong and use a weapon of their own design, flindbars (nunchuks), to disarm foes (save vs. wand).

Giant, hill (1): AC 3; MV 12; HD 12+2; hp 62; THACO 9; #AT 1; Dmg 2d6+7; SA hurl rocks (Rg 200 yds, Dmg 2d8); SZ H (16' tall); ML elite (13); Int low (5); AL CE; XP 3,000.

Special Abilities: Hill giants prefer to attack from high ground. They can catch catapult missiles (30%).

Gnolls (2-12): AC 5; MV 9; HD 2; hp 11; THACO 19; #AT 1; Dmg 2d4; SZ L (7' tall); ML steady (11); Int low (6); AL CE; XP 35.

Notes: Gnolls are large, hyenalike humanoids that run in packs. They prefer to ambush or attack from a flank. They favor swords, polearms, and bows.

Goblins (4-24): AC 6; MV 6; HD 1-1; hp 4; THACO 20; #AT 1; Dmg 1d6; SW fight at -1 in bright light; SZ S (4' tall); ML average (10); Int low (5); AL LE; XP 15.

Special Abilities: *infravision 60'*.

continued on page 65

avoids contact with others unless necessary. He plans to assemble an army of at least two hundred undead (plus two or more bone colossi), at which point he'll report to Stalman Klim that his troops are ready. The Savelords will use the undead to cause terror and sow discord in enemy towns in the Wild Coast and northward.



Braxem, male human Nec11: AC 6 (*cloak of protection +3, Dex bonus*); MV 12; hp 32; THACO 17 (16 with *dagger of venom*); #AT 1; Dmg 1d4+1 + *poison (dagger of venom)*; SZ M (5'7" tall); ML average (8); Str 10, Dex 15, Con 12, Int 17, Wis 16, Cha 14; AL LE; XP 8,000.

Special Equipment: *bone wheel of Nebukoss, cloak of protection +3, dagger of venom, potion of healing.*

Spells Memorized (4/4/4/3/3): 1st—*corpse link, locate remains, magic missile, sleep*; 2nd—*choke, levitate, rope trick, web*; 3rd—*bone dance: protection from normal missiles, vampiric touch, wraithform*; 4th—*dimension door, enervation, stonewall*; 5th—*animate dead, throbbing bones, wall of force.*

From TSR2151, *Complete Book of Necromancers*.

† From TSR2115, *Complete Wizard's Handbook*.

(Spells may also be found in the *Wizard's Spell Compendium* series.)

Bone colossus (1): AC 0; MV 12; HD 10; hp 40; THACO 11; #AT 1; Dmg 2d6+2; SD half damage from bladed weapons, immune to mind-affecting spells, regenerate 3 hp/round; SZ G (30' tall); ML never checks morale; Int non-(0); AL N; XP 4,000.

Skeletal drider (1): AC 6; MV 12; HD 6; hp 36; THACO 15; #AT 1; Dmg 1d8 (longsword); SD half damage from bladed weapons, immune to mind-affecting spells; SZ L (9' tall); ML never checks morale; Int non-(0); AL N; XP 650.

Skeletons (120): AC 7; MV 12; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d6; SD half damage from bladed weapons, immune to mind-affecting spells; SZ M (6' tall); ML never checks morale; Int non-(0); AL N; XP 65.

Zombies (17): AC 8; MV 6; HD 2; hp 9; THACO 19; #AT 1; Dmg 1d8 (claw or pummel); SD immune to mind-control spells; SW always strikes last in combat round; SZ M (6' tall); ML never checks morale; Int non-(0); AL N; XP 65.

Fallowfield

Lying 10 miles north of Port Elredd along the coast, this section of land was once open cropland owned by a wealthy farmer in a nearby village. One year, when not enough sharecroppers were available to work all of his property, the farmer chose to let this field lie fallow. Then a second year passed as well, and in that year a plague struck the village. Many people, including the wealthy farmer, died. The survivors burned the bodies and their homes, unsure of the cause of the disease but looking to escape its deadly grasp, and rebuilt their community on this "fallow field," since the previous owner wasn't around to object. The village recovered from the plague only to fall prey to the orcs' hordes years later, just as its neighbors did. The town was sacked, looted, and left empty. It remained that way until recently.

The city of Elredd was one of the few towns in the Flanaess that hosted a permanent temple to the hero-deity Kelanen (swords, sword skills, balance), also known as the Prince of Swords. The destruction of the temple attracted Kelanen's attention and his ire, and so he has given one of his worshipers the task of rebuilding the temple. This will



require the eventual elimination of humanoid from Elredd, of course. However, since Kelanen seeks balance in all things, his minion believes that the allied hordes of humanoids in the Pomarj must be viewed as having an unbalancing effect on the region. Thus, the godling wouldn't object to having them scattered.

The worshiper chosen was Fina Fen Kela, a priestess and a seasoned tactician. Fina's longtime traveling companion was Atanasoff, an eccen-

continued from page 64

Hyanas (2-6): AC 7; MV 12; HD 3; hp 15; THACO 17; #AT 1; Dmg 2d4; SZ M; ML average (8); Int semi (2); AL N; XP 65.

Kobolds (5-20): AC 7; MV 6; HD 3/4; hp 3; THACO 20; #AT 1; Dmg 1d4; SZ S (3' tall); ML average (8); Int average (8); AL LE; XP 7.

Special Abilities: *infravision 60'*.

Notes: Kobolds are a cowardly lot. They use force of numbers and trickery to overcome foes.

Norkers (4-24): AC 3; MV 9; HD 1+2; hp 7; THACO 19; #AT 2; Dmg 1d6 weapon/1d3 bite; SZ S (4' tall); ML steady (12); Int average (8); AL CE; XP 35.

Notes: These little armored goblin-like attack by swarming their prey, then bashing and biting them. They have a foul odor.

Ogres (1-8): AC 5; MV 9; HD 4+1; hp 28; THACO 17; #AT 1; Dmg 1d10+2; SZ L (9' tall); ML steady (11); Int average (8); AL CE; XP 270.

Notes: Ogres are big brutes who live by raiding others. Ill-tempered and nasty, they are often mercenaries.

Orcs (6-24): AC 6; MV 9; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d8; SW fight at -1 in sunlight; SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15.

Special Abilities: *infravision 60'*.

Notes: Orcs use sniping and ambush attacks. They hate dwarves and elves and will fight them first.

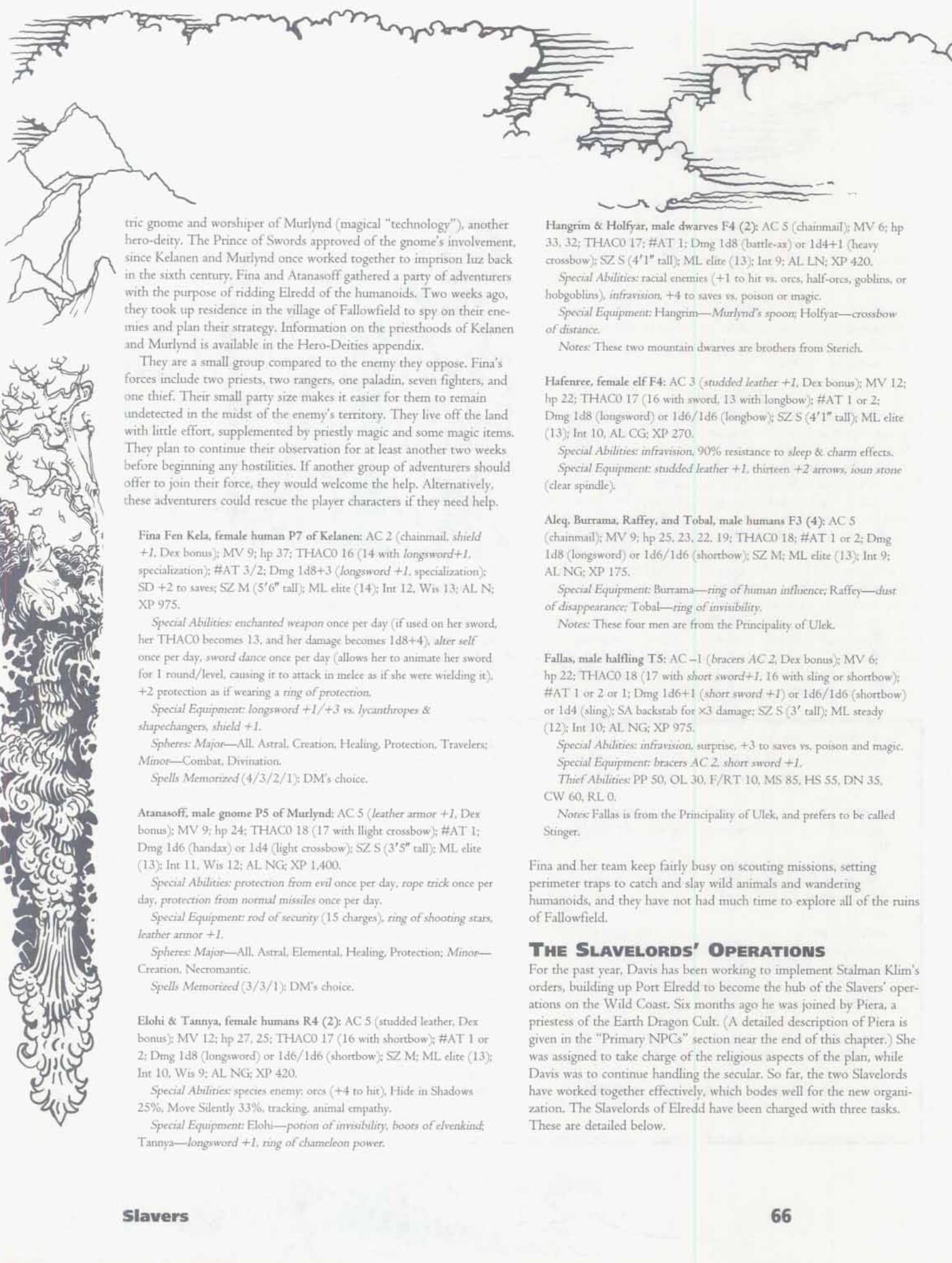
Orogs (1-10): AC 4; MV 6; HD 3; hp 17; THACO 17; #AT 1; Dmg 1d10; SZ M (7' tall); ML elite (14); Int very (12); AL LE; XP 65.

Owlbears (1-2): AC 5; MV 12; HD 5+2; hp 32; THACO 15; #AT 3; Dmg 1d6/1d6/2d6; SA hug (if hit with 18+, Dmg 2d8); SZ L (8' tall); ML steady (12); Int low (5); AL N; XP 420.

Wolves (2-12): AC 7; MV 18; HD 3; hp 15; THACO 18; #AT 1; Dmg 1d4 +1; SD +1 vs. *charm*; SZ S (4' long); ML average (10); Int low (5); AL N; XP 120.

Worgs (2-5): AC 6; MV 18; HD 3+3; hp 18; THACO 17; #AT 1; Dmg 2d4; SZ M (5' long); ML steady (11); Int low (6); AL NE; XP 120.





tric gnome and worshiper of Murlynd (magical "technology"), another hero-deity. The Prince of Swords approved of the gnome's involvement, since Kelanen and Murlynd once worked together to imprison Iuz back in the sixth century. Fina and Atanasoff gathered a party of adventurers with the purpose of ridding Elredd of the humanoids. Two weeks ago, they took up residence in the village of Fallowfield to spy on their enemies and plan their strategy. Information on the priesthoods of Kelanen and Murlynd is available in the Hero-Deities appendix.

They are a small group compared to the enemy they oppose. Fina's forces include two priests, two rangers, one paladin, seven fighters, and one thief. Their small party size makes it easier for them to remain undetected in the midst of the enemy's territory. They live off the land with little effort, supplemented by priestly magic and some magic items. They plan to continue their observation for at least another two weeks before beginning any hostilities. If another group of adventurers should offer to join their force, they would welcome the help. Alternatively, these adventurers could rescue the player characters if they need help.

Fina Fen Kela, female human P7 of Kelanen: AC 2 (chainmail, shield +1, Dex bonus); MV 9; hp 37; THACO 16 (14 with longsword+1, specialization); #AT 3/2; Dmg 1d8+3 (longsword +1, specialization); SD +2 to saves; SZ M (5'6" tall); ML elite (14); Int 12, Wis 13; AL N; XP 975.

Special Abilities: enchanted weapon once per day (if used on her sword, her THACO becomes 13, and her damage becomes 1d8+4), alter self once per day, sword dance once per day (allows her to animate her sword for 1 round/level, causing it to attack in melee as if she were wielding it), +2 protection as if wearing a ring of protection.

Special Equipment: longsword +1/+3 vs. lycanthropes & shapechangers, shield +1.

Spheres: Major—All, Astral, Creation, Healing, Protection, Travelers; Minor—Combat, Divination.

Spells Memorized (4/3/2/1); DM's choice.

Atanasoff, male gnome P5 of Murlynd: AC 5 (leather armor +1, Dex bonus); MV 9; hp 24; THACO 18 (17 with light crossbow); #AT 1; Dmg 1d6 (handax) or 1d4 (light crossbow); SZ S (3'5" tall); ML elite (13); Int 11, Wis 12; AL NG; XP 1,400.

Special Abilities: protection from evil once per day, rope trick once per day, protection from normal missiles once per day.

Special Equipment: rod of security (15 charges), ring of shooting stars, leather armor +1.

Spheres: Major—All, Astral, Elemental, Healing, Protection; Minor—Creation, Necromantic.

Spells Memorized (3/3/1); DM's choice.

Elohi & Tannya, female humans R4 (2): AC 5 (studded leather, Dex bonus); MV 12; hp 27, 25; THACO 17 (16 with shortbow); #AT 1 or 2; Dmg 1d8 (longsword) or 1d6/1d6 (shortbow); SZ M; ML elite (13); Int 10, Wis 9; AL NG; XP 420.

Special Abilities: species enemy: orcs (+4 to hit), Hide in Shadows 25%, Move Silently 33%, tracking, animal empathy.

Special Equipment: Elohi—potion of invisibility, boots of elvenkind; Tannya—longsword +1, ring of chameleon power.

Hangrim & Holfyar, male dwarves F4 (2): AC 5 (chainmail); MV 6; hp 33, 32; THACO 17; #AT 1; Dmg 1d8 (battle-ax) or 1d4+1 (heavy crossbow); SZ S (4'1" tall); ML elite (13); Int 9; AL LN; XP 420.

Special Abilities: racial enemies (+1 to hit vs. orcs, half-orcs, goblins, or hobgoblins), infravision, +4 to saves vs. poison or magic.

Special Equipment: Hangrim—Murlynd's spoon; Holfyar—crossbow of distance.

Notes: These two mountain dwarves are brothers from Sterich.

Hafnree, female elf F4: AC 3 (studded leather +1, Dex bonus); MV 12; hp 22; THACO 17 (16 with sword, 13 with longbow); #AT 1 or 2; Dmg 1d8 (longsword) or 1d6/1d6 (longbow); SZ S (4'1" tall); ML elite (13); Int 10, AL CG; XP 270.

Special Abilities: infravision, 90% resistance to sleep & charm effects.

Special Equipment: studded leather +1, thirteen +2 arrows, ioun stone (clear spindle).

Aleg, Burrama, Raffey, and Tobal, male humans F3 (4): AC 5 (chainmail); MV 9; hp 25, 23, 22, 19; THACO 18; #AT 1 or 2; Dmg 1d8 (longsword) or 1d6/1d6 (shortbow); SZ M; ML elite (13); Int 9; AL NG; XP 175.

Special Equipment: Burrama—ring of human influence; Raffey—dust of disappearance; Tobal—ring of invisibility.

Notes: These four men are from the Principality of Ulek.

Fallas, male halfling T5: AC -1 (bracers AC 2, Dex bonus); MV 6; hp 22; THACO 18 (17 with short sword+1, 16 with sling or shortbow); #AT 1 or 2 or 1; Dmg 1d6+1 (short sword +1) or 1d6/1d6 (shortbow) or 1d4 (sling); SA backstab for x3 damage; SZ S (3' tall); ML steady (12); Int 10; AL NG; XP 975.

Special Abilities: infravision, surprise, +3 to saves vs. poison and magic.

Special Equipment: bracers AC 2, short sword +1.

Thief Abilities: PP 50, OL 30, F/RT 10, MS 85, HS 55, DN 35, CW 60, RL 0.

Notes: Fallas is from the Principality of Ulek, and prefers to be called Stinger.

Fina and her team keep fairly busy on scouting missions, setting perimeter traps to catch and slay wild animals and wandering humanoids, and they have not had much time to explore all of the ruins of Fallowfield.

THE SLAVELORDS' OPERATIONS

For the past year, Davis has been working to implement Stalman Klim's orders, building up Port Elredd to become the hub of the Slavers' operations on the Wild Coast. Six months ago he was joined by Piera, a priestess of the Earth Dragon Cult. (A detailed description of Piera is given in the "Primary NPCs" section near the end of this chapter.) She was assigned to take charge of the religious aspects of the plan, while Davis was to continue handling the secular. So far, the two Slavelords have worked together effectively, which bodes well for the new organization. The Slavelords of Elredd have been charged with three tasks. These are detailed below.

I. Piracy

The first task is simply a continuation of Davis's previous activities. His ships have been harassing shipping in the Sea of Gearmat since 585 CY, and there are three important reasons to keep up the pressure. First, it keeps the northern Wild Coast and the Domain of Greyhawk off balance, tying up many of their resources to defend their merchant ships. Second, the confusion created by pirate raids helps in the transportation of slaves from the north. Third, the ships and crew captured by the raiders provide treasure, additions to the navy of the Pomarj, and slaves.

Davis the Reaver commands a fleet of twelve ships, not counting the many fishing boats that operate out of Elredd. This also does not include those ships used to transport slaves from the Nyr Dyv, of which one or two are in port at any given time. Davis's fleet consists of three kinds of ships: the orc cog, the human cog, and the slave galley. Game statistics are given on the following page for those using the condensed rules for naval combat presented in this book.

Cogs

A cog is a single-masted merchant ship with a square sail. The orc cogs are about 90 feet long, while the human cogs are 75 feet long. Both types have a 20-foot beam and plenty of room belowdecks for cargo, booty, or troops. There are fore and stern castles on the deck, which provide both defense and an advantageous position for missile combat. The orcs tend to cram more crew on their cogs, typically carrying between twenty and thirty sailors per vessel. The humans prefer more cargo space, using between ten and twenty crewmen per ship.

At the moment, six orc cogs and four human cogs are present.

Cog captain, male human, F4: AC 4 (studded leather, shield, Dex bonus); MV 12; hp 27; THACO 17 (15 with cutlass +1, 16 with longbow); #AT 1 (3/2 with cutlass, specialization) or 2; Dmg 1d6+4 (cutlass +1, specialization), 1d6/1d6 (longbow); SZ M; ML champion (15); Str 16, Dex 16, Con 14, Int 13, Wis 12, Cha 14; AL NE; XP 650.



Cog pirate, male human, F1: AC 7 (leather, shield); MV 12; hp 5; THACO 20 (19 with cutlass); #AT 1 (3/2 with cutlass, specialization) or 2; Dmg 1d6+2 (cutlass, specialization), 1d6/1d6 (shortbow); SZ M; ML elite (13); Int 9; AL NE; XP 35.

Cog captain, male orc, F3: AC 4 (chainmail, shield); MV 9; hp 24; THACO 18 (17 with battle-ax); #AT 1 (3/2 with battle-ax, specialization); Dmg 1d8+3 (battle-ax, specialization), 1d4 (light crossbow); SZ M (5'7" tall); ML elite (14); Str 17, Dex 12, Con 15, Int 11, Wis 8, Cha 12; AL LE; XP 120.

Cog pirate, male orc: AC 6 (studded leather, shield); MV 9; hp 6; THACO 19; #AT 1; Dmg 1d8 (battle-ax) 1d6 (shortbow); SZ M; ML steady (12); Int 8; AL LE; XP 15.

Slave Galleys

With the influx of slaves through the Port of Elredd, Davis began constructing galleys to take advantage of this new source of manpower. These slave galleys are biremes, meaning they have two banks of oars. They require sixty rowers, of which at least thirty are usually slaves. The slaves are chained to their posts on the lower deck, making escape impossible. The upper bank of oars is crewed by regular sailors, who are free to fight in boarding actions when needed. A galley frequently carries additional pirates (it can handle up to fifty) for operations close to port. The DM should note that most good-aligned groups are hesitant to sink ships crewed with chained slaves; since such an action would doom the slaves to a watery grave.

Davis commands two slave galleys, and two more are under construction. His flagship is the *Sea Dragon*. The second slave galley, the *Pirate's Plunder*, is commanded by Sammael.

Captain Sammael, male human F5: AC 0 (leather, Dex bonus, ring of protection +4); MV 12; hp 37; THACO 16 (13 with cutlass +2, 13 with throwing daggers); #AT 1 (5/2 with cutlass and gaff) or 2; Dmg 1d6+4 (cutlass, specialization) and 1d4 (gaff hook), or 1d4/1d4 (throwing daggers); SZ M (5'8" tall); ML champion (16); Str 14, Dex 18, Con 15, Int 13, Wis 11, Cha 13; AL NE; XP 1,400.

Special Abilities: two-weapon fighting style.

Special Equipment: helm of underwater action.

Notes: Sammael fights with a gaff in his off hand, and is well known for gutting his opponents with the weapon's cruel hook.

Galley pirate, male human F2: AC 7 (leather, shield); MV 12; hp 12; THACO 19 (18 with cutlass); #AT 1 (3/2 with cutlass, specialization) or 2; Dmg 1d6+2 (cutlass, specialization), 1d6/1d6 (shortbow); SZ M; ML steady (11); Int 9; AL NE; XP 65.

2. Way Station

The Port of Elredd provides a crucial link in the chain of outposts that transport slaves southward. The trip from the Nyr Dyv south to the Orcish Empire is fraught with peril, so Elredd gives Pomarj-bound ships a safe haven where they can rest and resupply before the final push.

Pirate Ships

Ship Type	MV (com/oar/sail)	Manv.	Size	Crew (max/ave/min)	Pass.	Cargo	SP
Orc Cog	-/-/9	1d6	L	25/10/6	5	100 tons	45
Human Cog	-/-/9	1d6	L	20/8/4	5	150 tons	51
Slave Galley	18/6/12	1d6+2	L	85/42/31	-	10 tons	20

About six ships make the stop in the Port of Elredd each month. Once in port, they unload the slaves into nearby warehouses, where the poor wretches can be counted and separated into groups. Those with military experience, and boys of ages 6–10, are sent to the compound. Some of the slaves are sold to business owners in town, who use them for cheap labor. The rest of the slaves are fed, allowed one night of sleep on shore, and then loaded back onto the ships. They are joined by whatever slaves Davis's pirates have captured in raids since the last ship was in port, as well as any local slaves who have become too unruly or have revealed information that the Cult of the Earth Dragon might need to know.

3. The Slave Army

When Stalman Klim was organizing the new Slavelords, he selected a devout priestess of the cult named Piera. She had been active during Klim's absence, and she was just the kind of fanatic Klim was looking for to oversee some of the local operations. He ordered her to the Port of Elredd to assist Davis the Reaver and to build a new temple to the Earth Dragon.

Piera did as she was ordered, and a new temple was swiftly built and running in short order. When the slaves started to come through Elredd, she couldn't help but think the Earth Dragon Cult was missing an incredible opportunity. She contacted Stalman Klim and asked permission to begin training a slave army loyal to the Earth Dragon. Captured children, she assured Klim, could be converted to the faith and raised as loyal soldiers. She was also confident that she could *charm* trained soldiers and other trainable adults into joining their cause through the use of magic. Stalman Klim was impressed with his subordinate's initiative and approved the project on the condition that Piera limit her involvement to the religious aspect of the training. She had little choice but to agree, and Davis took on the job of training the slaves in the arts of warfare.

Davis's military compound was expanded to provide housing and a training area for the new recruits. As Piera predicted, the young boys proved easy to mold. A few months in a strict environment with religious initiation, and most became loyal to the Earth Dragon. Those who refused or continued to cause trouble were simply shipped south on the next ship. The disappearance of disobedient boys only reinforced the cult's teachings, cementing the loyalties of the young trainees.

Trained soldiers and other adults received different treatment. They were too set in their ways to convert with ease, but Piera found a solution to this problem. She had bought a magic item in the city of Greyhawk called *Rary's ring of memories* (see the New Magic Items appendix). Using this ring, Piera was able to plant memories in the slaves that made conversion easier. She has found that one particular memory has been more successful than others—the Earth Dragon appears in person to the

slave and proclaims him or her to be one of his chosen. This method has proved extraordinarily effective; her army grows by three men each day. The shared memory among the men has convinced them that they really are the chosen ones, and they have developed a strong bond. Most have forgotten that they are slaves at all, considering themselves warriors of the Earth Dragon first and foremost.

In but a few years, Piera will have created a formidable army of fanatical religious warriors. Despite Klim's orders, she has attempted to make the converted soldiers her personal troops. Since she is the only priestess the soldiers have ever known, it's natural that they show her loyalty. Since Davis is also a member of the Earth Dragon Cult, he sees nothing wrong with the intensity of the religious training they are receiving and has not reported to Stalman Klim about it.

GUIDE TO THE PORT OF ELREDD

The map of the Port of Elredd shows the heart of the town. There are many residences in the town that are off the mapped area, but they are not particularly important to the adventure. Many buildings in the heart of the town were knocked down to build the compound, Davis's fortified stronghold and training camp. The compound is quite oddly placed, sitting as it does in the middle of the town instead of on the outskirts, but Davis likes to have his troops close to the piers in case of a naval attack.


Most sites on the town map are keyed by neighborhood or street. These areas are arranged alphabetically and then numerically. To find a location, say W4, look for the section on Warehouse Row and then for entry W4: The Dockyards.

THE SLAVELORD COMPOUND

Davis tore down a whole section of town to build his compound. His goal was to create a defensive fortification in case the town was attacked. While he did not have the immediate resources to build a real keep, his wooden stockade is still formidable. The compound was built around two structures that remained standing: the mansion of Lord Rexor (former ruler of the Port of Elredd before the invasion) and the temple of Osprem. These two sturdy buildings are made of stone and provide excellent points of defense for the compound. The remaining buildings have been constructed of wood, and therefore are more vulnerable to fire and siege equipment.

CI. Towers and Palisade

The palisade that encloses the compound is 15 feet tall and made of thick wooden logs. There are seven guard towers along the walls, each one 20 feet tall. A ladder leads up the side of each tower to a covered platform on top. Two guardsmen are on duty in each tower, and each tower is stocked with four longbows and a hundred arrows.



Guardsmen, male humans F1 (2): AC 6 (ring mail); MV 12; hp 7 each; THACO 20 (19 with spear); #AT 1 (3/2 with spear, specialization) or 2; Dmg 1d6+2 (spear, specialization) or 1d6/1d6 (longbow); SZ M; ML steady (11); Int 10; AL NE; XP 35.

C2. The Gate

A double gate pierces the wall here, flanked by two towers. The gate is reinforced with iron bands and is quite sturdy. The two guardsmen in each of the gate towers are under orders to turn away strangers; only those with an invitation from Davis are allowed inside. The guards will carry short messages for Davis as long as an address in town is given for delivery of a reply.

C3. The Forge

Davis needs weapons for his expanding army. This forge was completed recently, and human blacksmiths have been brought in to forge armaments. Currently they are producing spears, working as fast as possible so the troops can drill effectively.

During the day, three blacksmiths toil in the forge, their hammering can be heard throughout the compound. The blacksmiths are not slaves; Davis wants men who will do their best work and not create mediocre tools in the hope that they'll break on the battlefield. At night the doors are locked and the forge lies cold. Little of interest is here other than tools and unfinished weapons.

Blacksmiths, male humans F3 (3): AC 8; MV 9; hp 18, 17, 15; THACO 17 (Str bonus); #AT 1; Dmg 1d4+4 (hammer or hot tongs, Str bonus); SZ M; ML champion (16); Int 9; AL N; XP 65.

C4. Children's Barracks

This large building houses the children of Piera's slave army. This is a grim environment for a young boy. There are no windows and no amenities, only row after row of bare bunk beds. The children wear a uniform of brown breeches and shirts, and they have been left shoeless ("to toughen them up," says Piera). At night, they are locked inside and not let out until dawn. Many still cry themselves to sleep, despite the disapproval of their peers.

Ninety-four children are quartered here. Of these, only twenty have been here long enough to fall fully under Piera's control. These twenty have become devotees of the Earth Dragon, and they put pressure on the newcomers to embrace him. Should heroes try to free the children, the devotees will attack the heroes with their practice sticks. This is likely to create a quandary for good heroes, who should be hesitant to attack children. The boys won't be able to inflict much damage, but the noise they make will rouse the camp.

Child devotees, male humans, 0-lvl (20): AC 10; MV 6; hp 2 each; THACO 20; #AT 1; Dmg 1d3 (practice sticks); SZ S; ML average (8); Int 6; AL N; XP 7.

C5. Guardsmen's Barracks

The guardsmen, who are Davis's most reliable troops, are quartered here. Half their number is usually stationed in the guardhouse (M3), with the rest here. On average, thirty guardsmen are in the compound at

any given time. Their primary duty is to man the towers and see to the safety of the compound. Fourteen men man the towers at all times, so sixteen men will usually be in the barracks at any one time.

The barracks is big enough to house fifty men, but only because they sleep in bunk beds. Most of the guardsmen have few personal effects aside from their armor and weapons. Money comes and goes quickly in Elredd, with all the distractions available on Main Street, and a soldier's meager salary doesn't last long.

Guardsmen, male humans F1 (50): AC 7 (studded leather, shield); MV 12; hp 7 each; THACO 20 (19 with spear); #AT 1 (3/2 with spear, specialization); Dmg 1d6 (short sword) or 1d6+2 (spear, specialization); SZ M; ML steady (11); Int 10; AL LE; XP 35.

C6. Noncommissioned Officers' Barracks

Good noncommissioned officers are crucial to any army. Davis was wise enough to recruit Rurik the Taskmaster, a well-known mercenary from the city of Elredd, to train his men. (A detailed description of Rurik is given in the "Primary NPCs" section near the end of this chapter.) Rurik and five sergeants share this barracks. Although spartan, it at least has some tables, chairs, and washbasins inside. Rurik keeps a locked chest with the barracks' valuables inside. This chest contains 79 gp, 25 sp, and two gems worth 50 gp each. See the "Primary NPCs" section for Rurik's statistics.

Sergeants, male humans F3 (6): AC 4 (chainmail, shield); MV 12; hp 22 each; THACO 18 (17 with longsword); #AT 1 (3/2 with longsword, specialization); Dmg 1d8+2 (longsword, specialization); SZ M; ML steady (12); Int 9; AL LE; XP 120.

C7. Slave Barracks

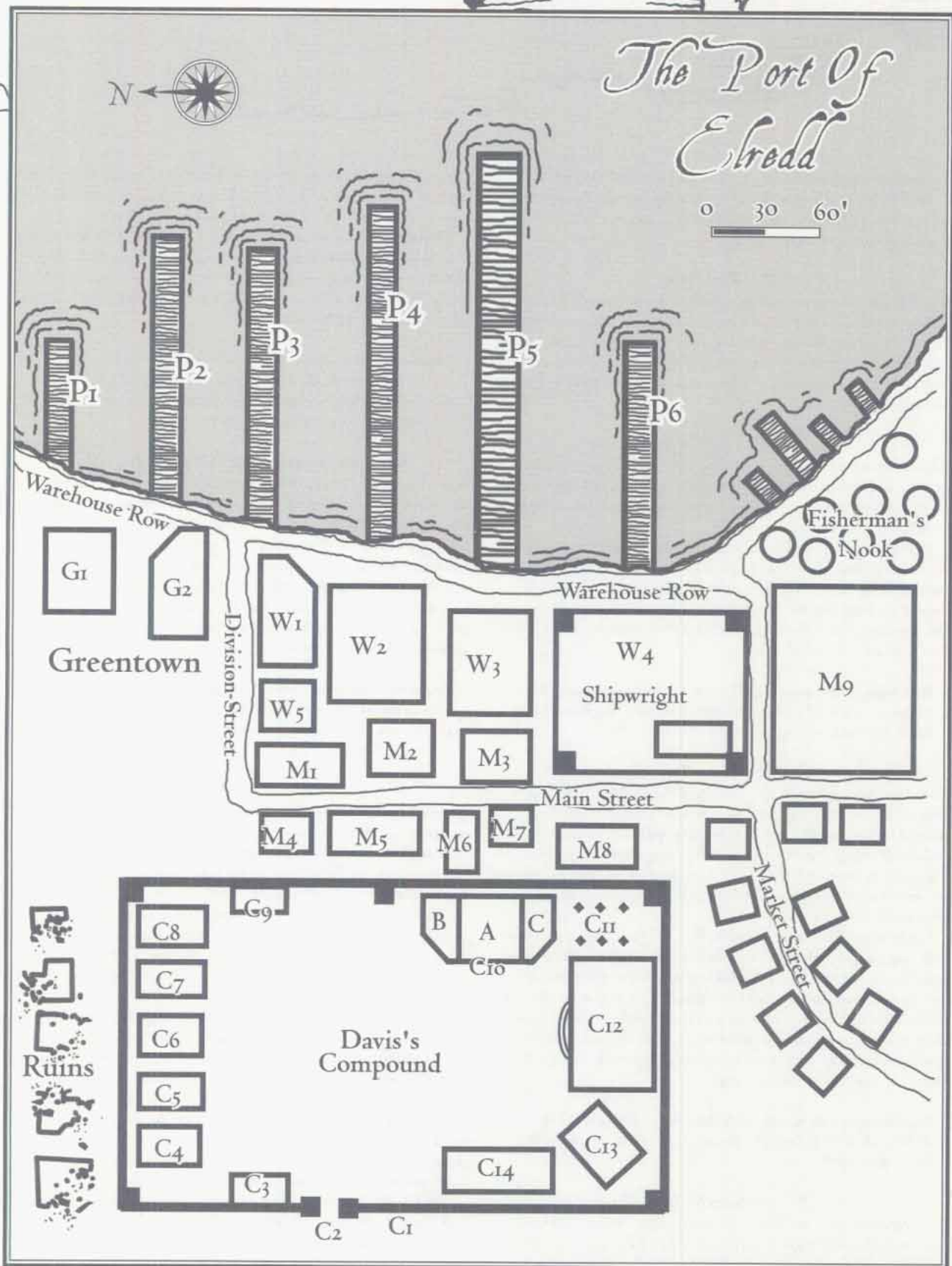
On first impression, this barracks looks quite similar to the others. Its occupants are clearly soldiers, although obviously from many different races and cultures. Unlike the other barracks, these men are slaves—the "Chosen Ones" of Piera whose minds have been altered to make them loyal soldiers of the Earth Dragon.


There are currently forty-three Chosen Ones. Their training and shared experience has created quite an esprit de corps. Like the children, they are locked into the building at night. Unlike the children, they do not complain about it, as they know that obedience to the Earth Dragon will take them far.

Heroes confronted by Chosen Ones may first dismiss them as religious fanatics. DMs may want to reveal to the heroes that the Chosen Ones been brainwashed. One way of doing this is to have a character known to heroes show up among the Chosen Ones. Alternatively, if they spend much time in town, the heroes may recognize some of the men as the same ones who were marched away from the docks in chains just a few days before. In either case, the heroes will have to make a choice when dealing with the Chosen Ones: kill them because they are dangerous foes or try to find a way to free their minds.

The Chosen Ones are a mixed group. The unit includes fighters of levels 1–5, many of whom use different weapons. One profile is listed below to represent an average member of the group. DMs may want to further detail members of the Chosen Ones if they are going to play a larger role.







Chosen Ones, human F2: AC 4 (chainmail, shield); MV 9; hp 14; THAC0 19 (18 with longsword); #AT 1 (3/2 with longsword, specialization); Dmg 1d8+2 (longsword, specialization) or 1d6 (spear); SZ M; ML elite (13); AL LE; XP 65.

C8. Pirates' Barracks

Some of Davis's pirate crews bunk in the compound when they aren't out raiding. Calling it a barracks makes it sound more orderly than it is. Really, it's a den of cutthroats, and keeping track of who is living here is a full-time job, as pirate ships are constantly slipping in and out of port. Some of the pirates prefer to sleep on the ships, since they are just a quick stagger from the fun of Main Street. Those who prefer to stay on land and can't afford a place on Market Street usually grab a bunk here. Unlike the other barracks, the pirates' place is a mess. Weapons, furs, empty bottles, and half-eaten sausages litter the floor. Finding anything inside is a chore, though many valuable baubles plundered from the sea can be found if the searcher is thorough.

Rurik is displeased to have such hooligans in the compound. He's trying to train a professional army, and the presence of drunken brag-garts does not help his cause. He's been trying to convince Davis to house them elsewhere, but the Reaver has nowhere to put them at the moment. Rurik has wryly suggested using slave labor to build some new accommodations for the pirates, but Davis does not want to interrupt the flow of the slaves south. There are 1d6x10 pirates on hand at any given time.

C9. Latrines

While the latrines are somewhat busy, there's nothing unusual about them. Every few weeks, some of the more troublesome slaves are sent to dig out the filth and dump it into the bay.

C10. Temple of the Earth Dragon

Before the arrival of Turrosh Mak's army, this was a temple of Osprem, protector of sea travelers. Since the building was solid, it was left standing when Davis built the compound. However, it was stripped of Osprem's regalia and rededicated to the Earth Dragon. The roof of the temple used to feature a beautiful sculpture of rolling waves with dolphins and whales cavorting; this was smashed on Piera's orders. Davis later mounted two catapults on top of the building, since the temple roof was the best firing platform for these engines. From this height they can lob boulders far into the bay if the port falls under naval attack.

The outside of the temple has been plastered over. All maritime motifs have been obliterated and replaced with images of a great mountain with a dragon coiled underneath it. The double doors are framed with a gaping dragon's maw, carved in stone in exceptional detail.

Room A: This is the main room of the temple, where Piera leads worshipers of the Earth Dragon in rituals. The children spend at least two hours a day here, while Piera pontificates on the glory of the Earth Dragon to ensure the devotion of her young charges. Each night, Piera casts the *thief's lament* spell (see TSR2121, *Tome of Magic*) before she retires. Any thief attempting to pick the locked doors will face some trouble.

The floor of the temple is covered with fine rugs from the western lands. These cover up the tiled mosaic of the original temple, mostly devotional images of Osprem entirely inappropriate for the temple's new god. In the rear of the temple stands a huge statue of the Earth Dragon, rearing up to engulf his enemies. What no one but Piera knows is that the statue was a gift of the Earth Dragon itself, and that it is in fact a stone golem. The golem takes orders only from Piera, and for the most part it sits inactive. If the temple is threatened, the golem uncoils and attacks the enemies of the priestess.

Dragon golem (stone): AC 4; MV 6; hp 70; THAC0 7; #AT 2; Dmg 3d8; SD +2 weapon to hit; SZ H (15' tall); ML fearless (20); Str 22, Int non- (0); AL N; XP 9,000.

Special Abilities: slow spell once every other round (range 10').

Notes: A *rock to mud* spell slows the golem for 2d6 rounds. *Mud to rock* heals the golem of all damage. A *flesh to stone* makes it vulnerable to any normal attack during the following round.

Room B: Piera has converted this room into her private quarters. A four-poster bed sits in the northeast corner, with a desk in the opposite corner of the room. A table in the middle of the room is covered with maps and reports, empty dishes, and a water jug. The maps show the Wild Coast region, with estimations of troop strength and readiness.

Of the many papers on her desk, most have little meaning to the heroes. One letter, written on fine vellum, stands out. It reads:

Piera,

You truly are a Child of the Dragon. Congratulations on the dedication of the new temple. I am gratified to hear that your new programming is going well. In a few years, we will have an army of devout slave warriors, surely a worthy tool for the Earth Dragon. If you can impart even a quarter of your faith to the young boys, our victory is assured. You'll have to bring some of your charges with you the next time you visit Mount Drachenkopf. The brethren would be most interested to see what you've wrought in the Wild Coast.

For the Dragon,
K—

Room C: Piera has two attendants to help her with the chores of running the temple. They are quartered in this room, which is also used for storing supplies. There is little of interest in this area, though heroes are free to waste time rummaging through crates of clothes and building materials. Piera hasn't finished remodeling the temple yet.

Her attendants came with her from Mount Drachenkopf. This is their first time away from their home temple, and they haven't adjusted to life in Elredd quite yet. Should the temple fall under attack, they take up their picks and defend Piera.

Temple attendants, female humans P3 of Earth Dragon: AC 6 (scalemail); MV 9; hp 16, 15; THAC0 20; #AT 1; Dmg 1d6+1 (pick); SA *darkness* or *magical stone* once per day; SD +1 to saves vs. physical damage; SZ M; ML elite (14); AL LE; XP 175.



Spheres: All, Combat, Elemental (Earth), Healing, Protection, Weather; *Minor*—Divination, Guardian; *Travelers*; *Wards*.

Spells Memorized (5/2): 1st—*bles*, *cause light wounds*, *cure light wounds* (×2), *magical stone*; 2nd—*chant*, *spiritual hammer*.

CI1. The Posts of Penance

Six thick posts are driven deep into the ground here. Those who cross Davis or Piera are tied to a post and left to hang there for several days. Those deemed traitors are left tied up until they die.

Currently, only one of these posts is occupied. Maxim is a slave who was supposed to join the Chosen Ones. Despite Piera's treatment of him with *Rary's ring of memories*, he has stubbornly refused to embrace the Earth Dragon. Piera has sentenced him to hang on the post for three days, and then she will ask him again. If he still refuses to join her cause, he will be left there until he dies.

CI2. Rexor's Mansion

This location is described in detail in the "Rexor's Mansion" section.

CI3. Dragonnel Tower

Dragonnel Tower is a strange structure. The original building was damaged in the invasion of the port, but made a good foundation for the tower that Davis had in mind when he built the compound. The first floor of the tower is the original stone building; a wooden superstructure has been built on top of it to a height of 50 feet.

As the name indicates, the tower is home to some of Davis's dragonnells. The creatures are too large for all of them to nest here, but Davis likes to have four on hand for emergencies. The remaining six dragonnells and their riders are based out of a tower south of the port.

Level 1: The four dragonnel riders have their quarters here. All of these men are veterans with years of experience in aerial combat. They hold themselves apart from the rest of the garrison, considering themselves the elite of Turrosh Mak. They hope to get a new assignment

soon, since they don't consider dropping rocks on boats to be the most exciting form of combat.

A magical gong here is used to summon the other dragonnel riders during a crisis. One turn after the gong is struck, the dragonnel riders arrive above the south end of town.

Level 2: Supplies and paraphernalia for the dragonnells are kept on this level. It holds barrels of meat, saddles and stirrups, and piles of netted rocks for the beasts to carry when on raids. The saddles are inlaid with gold and pearls, making them valuable to the right buyer (worth 200 gp or more). Designed for dragonnells, they won't fit on horses.

Levels 3 and 4: The upper levels of the tower are open-sided, making the structure look something like an oil derrick. Two dragonnells nest on each floor, in a tangle of tree branches and old clothes. During the day, two of the dragonnells are kept saddled and ready at all times. Every two hours, the riders take them on patrol, watching especially for incoming shipping.

Dragonnel rider, male human F3: AC 5 (chainmail); MV 9; hp 17; THACO 18 (17 with lance); #AT 1 (3/2 with lance, specialization), or 2; Dmg 1d8+3 (heavy lance), 1d6/1d6 (shortbow), or 1d8 (longsword); SA double damage when charging with lance; SZ M; ML elite (14); Int 10, Wis 13; AL LE; XP 175.

Dragonnel: AC 2 (barding); MV 12, fly 18 (C); HD 8+4; THACO 11; #AT 3; Dmg 1d6/1d6/4d4; SA Tail slap (2d6); SZ H (14' long); ML elite (13); Int semi (4); AL N; XP 2,000.

Special Abilities: Dragonnells may carry a variety of items aloft and drop them on their targets—nets filled with rocks, flaming pots of oil, or grapples. Dropped attacks suffer a -3 penalty to hit. Dropped rocks pick up speed and cause 2d8 structural points of damage and twice that amount to creatures. Flaming pots of oil cause 3d6 points of fire damage plus 1d6 points each round thereafter until extinguished or the fuel is consumed. Grappling lines contribute to ship-to-ship boarding actions.


CI4. Mess Hall

This large building filled with trestle tables is where the soldiers take their meals. The southern end of the building is an expansive kitchen where the enormous meals are prepared. A larder next to the kitchen is full of preserved foodstuffs.

GREENTOWN

Greentown is the orc ghetto of Elredd. Before Turrosh Mak's forces arrived in Elredd, this was the poor part of town. Those inhabitants who didn't flee before the attack were either killed or driven off. When a tribe of orcs was assigned to the port, Davis decided they wouldn't mind living in the ramshackle shanties left behind. Predictably enough, the orcs felt right at home, and soon the neighborhood became known as Greentown for the predominantly green color of orc skin.

Greentown is bordered by the aptly named Division Street. Davis has let it be known that the orcs should stay on their side of the street. Those drunken stragglers that have disobeyed have been pounced on by Davis's men, beaten thoroughly, and tossed back into Greentown. The orcs, of course, resent this treatment, and only the fear of Davis has prevented them from causing more trouble.



Most of the orcs are from the Crooked Tooth tribe, ordered here by Turrosh Mak to crew pirate ships. Although they have had minimal training in sailing and navigation, these orcs have become tolerable mariners. To make up for their lack of sailing skill, the orcs pack large numbers of marines onto their decks and favor boarding actions. Davis has found the orc ships quite useful, because the bestial countenance of the orc sailors convinces many merchants to surrender without a fight. Unfortunately for them, survivors are slaughtered or enslaved.

The chief of the Crooked Tooth tribe is Galbazz. Though he is no great thinker, Galbazz keeps his boys in line and follows Davis's orders. He is assisted by his shaman Krud, a strange orc indeed, but a spellcaster of undeniable power.

GI. Big House

Most of Greentown is made up of tents and shanties, so the Big House really stands out. It was originally a warehouse, but was claimed by Galbazz as his headquarters. Galbazz and his bodyguards live here, as does Krud. The whole place is one big room, a legacy of its former function, and the floor is a sea of furs, weapons, scraps of food, and vermin. Krud has set up a makeshift shrine in the northeast corner of the building. The shrine has statues of many orc gods, but the largest statues are those of Gruumsh and the Earth Dragon. To the orcs, the Earth Dragon is but one more god whose power they should fear.

At least four members of Galbazz's bodyguards are always on duty at the Big House. Unless he's at sea on a raid, Galbazz is usually here as well.

Galbazz, male orc F6: AC 3 (banded mail, shield); MV 6; hp 45; THAC0 14 (9 with *bastard sword* +3, specialization, Str bonus); #AT 1 (3/2 with *bastard sword*, specialization); Dmg 1d8+6 (*bastard sword* +3, specialization, Str bonus); SZ M (6' tall); ML champion (16); Str 17; Dex 11, Con 16, Int 10, Wis 9, Cha 13; AL LE; XP 650.

Krud, male orc C5: AC 4 (hide armor, *ring of protection* +2); MV 6; hp 29; THAC0 18; #AT 1; Dmg 1d6+1 (mace); SZ M (5'4" tall); ML champion (15); Str 13, Dex 14, Con 15, Int 14, Wis 16, Cha 14; AL LE; XP 975.

Special Equipment: staff of the serpent.

Spells Memorized (5/5/1): 1st—*command, cure light wounds, detect good, protection from good, sanctuary*; 2nd—*augury, chant, charm person, heat metal, spiritual hammer*; 3rd—*dispel magic*.

Bodyguards, orcs F3 (5): AC 4; MV 6 (12); hp 13–16; THAC0 17; #AT 1; Dmg 1d8+2 (battle-ax); SZ M; ML elite (13); Int low (6); AL LE; XP 65.

G2. Orc Warehouse

The orcs only make use of one warehouse. Chief Galbazz keeps his share of the booty here, along with a mountain of spoiled sea rations. To humans, the stuff is inedible, but to the orcs it's "good eatin' indeed."

Two of Galbazz's bodyguards are on duty outside the building at all times. The inside is guarded by Fech, an ogre that Galbazz uses for extra protection. Fech sleeps on a giant bed, which is basically three

human beds lashed together and covered with furs. Inside these filthy furs is Fech's money: 5 gp, 57 sp, and 35 cp.

Galbazz's loot is packed away in three large crates. These are nailed shut, making it difficult to open them quietly. Crate #1 holds dirty furs that could fetch 200 gp if cleaned.

Crate #2 looks like it's filled with bloody clothes, but beneath the clothes lies a heap of uncut gems worth about 500 gp.

Crate #3 holds 350 gp, 760 sp, and 1,023 cp.

Fech, male ogre: AC 5; MV 9; HD 4+1; hp 28; THAC0 17; #AT 1; Dmg 1d10+2; SZ L (9' tall); ML steady (11); Int average (8); AL CE; XP 270.

MAIN STREET

Until the construction of Davis's compound, Main Street was the center of the port. Only a short walk from the piers, sailors can find taverns, brothels, and gambling dens. These businesses continue to thrive, especially with the influx of slaves to work for free. Main Street is the only road in town lined with street lamps; these illuminate the place at night, ensuring that everyone knows where to find the action.

The owner of each establishment pays a kickback to Davis for the protection his troops provide. Two five-man squads patrol each night to make sure the sailors and townsfolk don't get out of hand, and to keep the orcs of Greentown out. In the case of a real emergency, more troops can be quickly dispatched from the compound.

At the southern end of Main Street, near the market, the town becomes residential. The houses on Main Street change hands frequently, because they are often the targets of break-ins and vandalism. Heroes looking for a base in Elredd could probably buy one of these houses without too much haggling.

MI. Otto's Place

Otto is the kind of guy who likes a little bit of everything and his establishment reflects that. Each of the three floors in Otto's Place offers a different pleasure. The first floor is a classic bar, where brawls are frequent. The second floor is mostly dedicated to gambling. Half of it is a large casino with many games of chance. The other half is made up of private rooms, which are usually rented out by the hour for invitation-only card games and the like. Those looking for pleasures of the flesh eventually make their way to the top floor, which is a brothel.

Otto is a jolly man in his thirties. He spent a couple of years adventuring, and retired after finding a big hoard. He used his money to buy this building, and now he surrounds himself with his favorite things. Although he makes a lot of money from human vices, he's actually a decent fellow. He refuses to buy slaves for his brothel, and he treats his employees well. He has two bouncers on each floor to prevent trouble.

Otto, male human F6: AC 7 (studded leather); MV 12; hp 32; THAC0 15; #AT 1; Dmg 1d6+1 (pick); SZ M (5'4" tall); ML steady (12); Str 14, Dex 7, Con 15, Int 8, Wis 7, Cha 6; AL N; XP 270.

Bouncers, F3: AC 6 (scalemail); MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d8 (longsword); SZ M; ML steady (12); Int 6, Wis 10; AL LN; XP 65.



M2. Lady of the Sea

Easily identifiable from its large sign featuring a mermaid, the Lady of the Sea is a tavern for sailors. The grog is cheap, and so is the furniture—there's no use spending money on chairs and tables when they'll just be broken. The second floor, known as the drunk tank, is a large common room where patrons can sleep on the floor for a few coppers a night (which is about all you'll wake up with if you pass out here with money in your pouch).

The Lady of the Sea is run by Old Pete, a salty dog if there ever was one. Even over the din of the drunkards, Pete can hear asking, "Yarr, is it more grog ye be wantin'?" Old Pete knows a lot of local sea legends, and he tells very convincing stories about every ship that's been wrecked along the Wild Coast in the last hundred years. Those looking for leads on sunken treasure need look no farther than Old Pete.

M3. Guardhouse

The barred windows on this building mark it as the home of the local watch. A force of thirty guardsmen operates out of here, protecting the warehouses and keeping the peace on Main Street. Each month, half of the guardsmen are rotated back into the compound to prevent them from becoming too corrupt. Davis is too street smart to expect his men to be immune to bribery, but he does what he can to minimize the problem.

The captain of the guards is a former mercenary named Halfdan. He was a sergeant in the town before the invasion, and he earned a promotion by swearing allegiance to Davis the Reaver. Davis was only too happy to have a local in charge of the watch, and Halfdan has done an excellent job of keeping the inhabitants under control.

A typical patrol is made up of one sergeant and four guardsmen. Halfdan usually spends each evening cruising up and down Main Street, stopping at each establishment in turn, just to have a look around. Halfdan uses a small squad of orogs to police Greentown so his human troops don't have to. The orogs knock heads together and occasionally kill someone they are trying to subdue.

Halfdan, male human F7: AC 4 (leather armor, cloak of protection +3, Dex bonus); MV 12; hp 45; THACO 14 (11 with longsword +2) #AT 3/2 (2 with longsword, specialization); Dmg 1d8+4 (longsword +2, specialization); SZ M (5'11" tall); ML elite (14); Str 13, Dex 15, Con 16, Int 11, Wis 11, Cha 14; AL NE; XP 975.

Notes: Halfdan wears leather armor for his duties. In the event of an attack on Elredd, he dons chainmail and takes a shield (giving him AC 0).

Sergeants, male humans F3: AC 4 (chainmail, shield); MV 12; hp 22; THACO 18 (17 with longsword); #AT 1 (3/2 with longsword, specialization); Dmg 1d8+2 (longsword, specialization); SZ M; ML steady (12); Int 9; AL LE; XP 120.

Guardsmen, male humans F1: AC 6 (studded leather, shield); MV 12; hp 7; THACO 20 (19 with spear); #AT 1 (3/2 with spear, specialization); Dmg 1d6 (short sword) or 1d6+2 (spear, specialization); SZ M; ML steady (11); Int 10; AL LE; XP 35.

Orc leader: AC 4 (banded mail); MV 9; HD 2; hp 11; THACO 19; #AT 1; Dmg 1d8+1 (battle-ax, Str bonus); SZ M; ML steady (12); Int 9; AL LE; XP 35.

Orogs (1–10): AC 3 (banded mail); MV 6; HD 3; hp 17 each; THACO 17; #AT 1; Dmg 1d10+1 (two-handed sword, Str bonus); SZ M (7' tall); ML elite (14); Int very (12); AL LE; XP 65.

M4. Sailor's Mate

A two-story brothel, the Sailor's Mate has a reputation for excellence (as much as can be expected in a town like this, at least). Many of the workers here are slaves bought at the docks. Their lives are miserable and full of fear, especially the two unlucky elves who suffer from excessive attention from the crew.

Run by a pair of siblings best described as snake-oil merchants, the Sailor's Mate makes a terrific profit. The two brothers, Vlad and Igor, have big, bushy beards and a penchant for flashy jewelry and large fur hats. Each brother has a well-paid bodyguard constantly at his side.

Igor & Vlad, male humans F5: AC 5 (chainmail); MV 9; hp 26, 25; THACO 16; #AT 1; Dmg 1d6 (short sword); SZ M; ML steady (12); Str 13, Dex 10, Con 8, Int 9, Wis 9, Cha 13; AL N; XP 175.

Bodyguards, F4 (2): AC 5 (chainmail); MV 12; hp 20 each; THACO 17; #AT 1; Dmg 2d4 (broadsword); SZ M; ML elite (14); Int 9, Wis 9; AL LN; XP 120.

M5. Ernest's Big Chance

Ernest's Big Chance is the premier gambling house on Main Street. Sailors looking to lose a few coppers playing dice are "encouraged" by the staff to find a game at Otto's Place. Ernest's is a place for serious gaming, and is frequented by ship captains, visiting merchants, and well-to-do citizens.

Ernest Miller, the proprietor, is instantly recognizable by his outrageous pinstripe costumes. Ernest is an amiable host, and he tries to make sure his guests enjoy the facilities to the utmost. Many challenge

him to a game, but he only plays with the best of his clientele. A private game with Ernest Miller is likely to cost the challenger a great deal of money; such is his skill at games of chance that his Gaming proficiency score is 20, and you should reroll his proficiency check once if you don't like the first result. He also holds a unique item called the *lucky ring of the Wild Coast* (see the New Magic Items appendix) but will only use it if he suspects another player is cheating.

Ernest Miller, male human T6: AC 7 (leather, Dex bonus); MV 12; hp 23; THAC0 18; #AT 1; Dmg 1d6+1 (mace) or 1d4 (dagger); SA backstab for $\times 3$ damage; SZ M (5'6" tall); ML average (9); Int 12, Wis 8; AL N; XP 1,400.

Thief Abilities: PP 35, OL 30, F/RT 55, MS 50, HS 55, DN 25, CW 80, RL 0.

Enforcers, male humans F5: AC 6 (scalemail); MV 12; hp 30; THAC0 16; #AT 1; Dmg 1d8 (longsword); SZ M; ML steady (12); Int 9, Wis 10; AL LN; XP 175.

M6. Hookah Parlor

This narrow building offers exotic drugs from the west, as well as strange potions created by the aspis near Cantona. The interior is a haze of smoke, where lethargic patrons puff on serpentine hookahs until the wee hours of the morning. Everything from cheap tobacco to exotic hallucinogens is available. The alleys next to the Hookah Parlor are usually full of addicts who have run out of money and are anxious for their next fix. When the guardsmen aren't around, the junkies mob would-be clients and beg for money. They are usually so desperate that they can easily be bribed into telling what they know about the town, and usually in a more coherent fashion than the town drunks.

M7. Rest In Peace

Rest In Peace is an inn that caters to those slightly better off than the sailors who patronize the Lady of the Sea. A bed in the common room can be had for 5 cp, while private rooms are available for 4 sp per person. Rooms that house two to six patrons are also available. Those sleeping in the common room are kicked out in the morning. Breakfast costs another 1 sp.

Rest In Peace is run by a no-nonsense woman named Elka. She takes no muss from her clients, and her heavy ladle has sent more than one rude customer packing.

M8. Captain's Haven

The Captain's Haven is set back a bit from Main Street, and for good reason, since it caters to visiting merchants and sea captains—in other words, those with money. It's a full-service inn, with private rooms, breakfast, and dinner provided. The rooms are well appointed and decorated with a nautical motif. A room is 1 gp, breakfast is 3 sp, and dinner 6 sp. Hot baths are available for 1 sp.

The proprietor is Wellford, a retired sea captain. Along with his wife Marian and daughter Lillian, Captain Wellford keeps the inn humming. He is distressed to be in Despot Mak's empire, but he is not willing to leave his beloved inn. He considers Davis a thug of the first order, but admits the man keeps the orcs out and the brawling down the street.

The Rumor Mill

Elredd, like any port, has rumormongers. The establishments along Main Street are full of drunken patrons only too willing to swap gossip with newcomers. Below are the most common rumors circulating through the town, with notes on their veracity. DMs should feel free to add others appropriate to their campaigns. Note that the folks in Elredd don't gossip about slavery. They know it's a topic best left alone, and few folks will give straight answers if asked about it.

1. "I hear there are two elves working at the Sailor's Mate. They've been there a while, but I bet they are still worth the price." (True)

2. "A priest of St. Cuthbert once told me that Ernest Miller is a changeling. He said those pinstripes he wears protect him from detection." (False)

3. "I hear Old Pete knows where a sunken treasure ship is, but he won't talk. They say he's got a map hidden in the bar that'll take you right to it." (False, though it could easily be true if an easy adventure hook is needed).

4. "Have you seen that priestess of the Earth Dragon? A rare beauty she is, though I hear she's as cold as ice." (True)

5. "Come summer, Turrosh Mak's gonna invade the north. Word is he lost kin in Safeton during the purge and he wants to make them pay." (False)

6. "Can you believe that Davis is living in Lord Rexor's mansion? He doesn't even drink, and he's sitting on the best wine cellar in the Wild Coast!" (True)

7. "I hear Galbazz sent a messenger to his kin in the Pomarj. Seems he don't like the way Davis treats his boys and he wants help from the south so he can change that. Filthy orcs should know their place." (False)

8. "Davis has got these kids in the compound and they are drilling with weapons! What's he going to do with an army of boys?" (True)

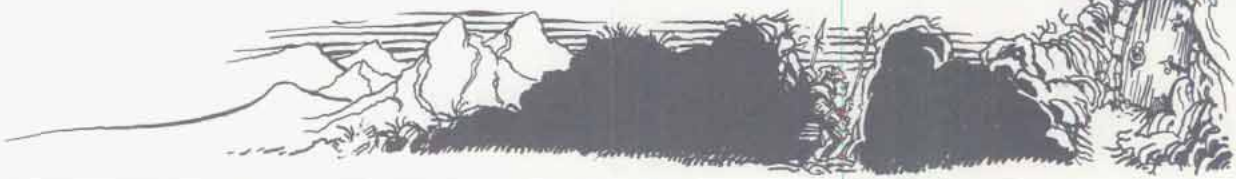
9. "It's only a matter of time before the Hardby Marines attack Elredd. Those bashers ain't afraid of nothing." (False)

10. "I hear the Circle of Eight is back in Greyhawk. Turrosh Mak could be in trouble now." (True; see TSR9576, *Return of the Eight*, for details)

MARKET STREET

Market Street runs southwest from Warehouse Row. Although it takes its name from the open-air market near Fisherman's Nook, most of Market Street is residential. Those ordinary folk who elected to stay in Elredd after its capture live in this area. This includes shipwrights, dockworkers, and the support staff from all the taverns and gambling houses. While the map shows only a few homes, Market Street continues off the map, and many other homes cluster about its length.

Although the neighborhood has a kind of normalcy, the nearby presence of humanoids makes most of the populace nervous. All the houses here have reinforced doors and locked shutters on windows.





M9. Marketplace

Elredd still relies on a daily market for the exchange of goods. This open-air affair begins at sunrise and lasts until mid-afternoon. With the market's proximity to Fisherman's Nook, fresh and salted fish are standard fare. Those farmers who weren't driven off by Mak's forces still come to town to sell their crops. When caravans pass through, merchants set up here to sell their goods.

Due to the pirate activity of Davis's fleet, a great deal of booty flows through the marketplace. Anything a sailor can loot may sometimes be found here, including occasional magic items.

THE PIERS

Elredd has six large piers, which are used for Davis's fleet and the slave ships coming from the north. Fisherman's Nook has four smaller piers that serve the community's fishing boats. Of the larger piers, P1 and P2 are used by the orc cogs under Galbazz, P3 and P4 are used by the human cogs, P5 by the slave galleys, and P6 by visiting ships. While there is enough space for all of Davis's ships to dock at the same time, they are almost never all in port at the same time. This provides additional space for merchant and slave ships passing through.

WAREHOUSE ROW

Warehouse Row runs right along the coast, past the piers and into Fisherman's Nook. This road is heavily traveled during the day, when ships load and unload. At night, this area becomes unsafe; only ruffians and sailors heading back to their boats will usually be encountered.

Fisherman's Nook is a village unto itself. It actually predates Elredd by several centuries, as evidenced by the conical stone huts the villagers dwell in. While the port grew up around the village, life in Fisherman's Nook remained the same. The village is placed advantageously by the marketplace, so the fishermen have a very short distance to go to sell their catches. Like the Market Street neighborhood, Fisherman's Nook extends off the map.

The village folk are insular and tend to keep to themselves. They are afraid of the orcs and the other humanoid in the area and hope that they'll just go away. Davis has pretty much left the village alone, because the fishermen keep the port fed.

W1. The Reaver's Ransom

Davis's crew uses this warehouse for booth booty and sea rations. Most of the place is filled with kegs of wine and water, and preserved foodstuffs (primarily dried fish). A back room with a locked door (~20% to Open Locks attempts) has three locked chests in it. The contents of these chest change so frequently (with old booty getting sold off and new booty coming in) that the DM should roll for Treasure Type D every few days to see what's in the chests. The pirates keep two men on guard here around the clock.

W2. The Scepter and Crown

This warehouse belonged to the Scepter and Crown Merchant Company before the invasion of the Wild Coast. No one has bothered to paint over the sign. This is the largest warehouse in the port, and it's the place where slaves are offloaded and organized. On a day that a slave ship comes to port, the Scepter and Crown is bustling with activi-

ty. The guardsmen cordon off the street and drive away unwelcome spectators. Then the slaves disembark and are taken into the warehouse, where Davis and his officers separate them out and decide their fates.

After recruits have been marched off to the compound and other workers purchased by the businesses, the remaining slaves are fed and locked into the warehouse for the night. Ten guardsmen watch the warehouse all night, ignoring the pitiful cries coming from inside. Once the slaves are gone, the place is locked up again. The only evidence of their passing is the ratty blankets that are piled in the corners and the filth that must be cleaned out before the next batch arrives.

W3. The Red Wolf

This warehouse is divided into four sections, which are rented out by Davis to merchants on a weekly basis. The contents change constantly, but goods such as pig iron and clothing are common. The rental fee includes the services of one night watchman, though many merchants prefer to use their own guards.

W4. Dockyards

Behind a 10-foot wooden fence sits Davis's pride and joy: the dockyards. He has assembled a crack crew of shipwrights and workmen to produce the new slave galleys of his pirate fleet. Davis hopes to build enough of these galleys to replace the cogs currently in use.

At the moment, two slave galleys are under construction. One will be ready for launch in about two weeks. The other is just getting started; the keel has been laid, but no other work has been done.

During the day, a crew of a dozen men labors under the watchful eye of Mackie, the shipwright in charge of the yards. He's a cranky old fellow who has a deep love of the sea and an ignorance of current events. He doesn't realize that his galleys are partially crewed with slaves; he just thinks that Davis has been recruiting more men for his navy.

At night, one watchman is stationed inside the shipwright's office, and the guard passes by about every half hour.

W5. Carriage House

Visiting caravans can park their wagons and carriages here if they have the money; otherwise they leave them on the outskirts of town. The carriage house doesn't get much business these days, because most caravans don't want to spend much time inside the town. They'll draw up their wagons outside town, sell their goods at the market, and move on as quickly as possible.

PRIMARY NPCs

Davis the Reaver

Davis grew up in the city of Suderham, former haven of the Slavelords. He was raised as a member of the Earth Dragon Cult, and while not devout, he has always maintained a healthy respect for his patron god. Having seen the terrible wrath of the Earth Dragon at the destruction of Suderham, Davis knows only too well the penalty for crossing the ancient deity.

In his early years, Davis was a bully. He used to frequent a tavern called the Fighting Man's Haven and provoke endless brawls. When the tavern was destroyed along with Suderham, Davis was cast adrift in the

hostile Pomarj. Tough and bull-headed, Davis made his way to the coast and fell in with a pirate gang operating out of the city of Blue. He learned the trade well, murdering his captain only a year later and taking over command of the ship. Shortly thereafter, Turrosh Mak began his rise to power. Recognizing a man of destiny when he saw one, Davis threw his lot in with the half-orc and provided invaluable assistance to the emerging tyrant. During the invasion of the Wild Coast, Davis led Turrosh Mak's small navy and scored several impressive victories. He was the natural choice to lead the Elredd operation, and has overseen the renewed piracy of Woolly Bay with frightening enthusiasm.

At heart Davis is still a bully, though he hides it under a swashbuckling demeanor. Instead of beating up taverngoers, now he commands a fleet of pirates and Slavers. The thrill is the same, though, and Davis loves nothing more than exerting his power over someone weaker. He does make a good first impression, however. His stylish clothing, closely cropped beard, and exaggerated manners only add to his natural charm. Many have made the mistake of trusting Davis the Reaver, only to be found floating facedown in Woolly Bay.

Note: Davis the Reaver uses the Swashbuckler kit from *The Complete Fighter's Handbook*.

Davis the Reaver, male human F10 (Swashbuckler): AC 0 (*leather armor +3, dagger of parrying, +2 swashbuckler bonus*); MV 12; hp 95; THACO 11 (7 with *sabre of storms*); #AT 3/2 (2 with *sabre, specialization*); Dmg 1d6+7 (*sabre of storms, specialization*); SA *call lightning*; SD *water breathing*; SZ M (6' tall); ML champion (16); Str 16, Dex 13, Con 16, Int 12, Wis 10, Cha 14; AL NE; XP 3,000.

Special Abilities: Tumbling proficiency, +2 reaction adjustment from sexually compatible characters.

Special Equipment: *dagger of parrying* (see the New Magic Items appendix), *horn of fog, ring of blinking, sabre of storms* (see the New Magic Items appendix).

Notes: Davis often hunts ships during storms and disables them with his *sabre's call lightning* ability. When a battle goes against him, he uses the *horn of fog* to cover his escape.

Piera, Child of the Dragon

Piera is a powerful priestess of the Earth Dragon Cult. She came to Elredd at Stalman Klim's behest to oversee the religious aspects of Davis's operation. She was chosen for this mission because she had more experience with the outside world than most priests from the temple of the Earth Dragon; unlike many of her brethren, Piera left the temple early and attempted to spread the faith in other parts of the world. She lived in the city of Greyhawk for many years but did not enjoy much success in converting its citizens to her patron deity; they dismissed her as just another charlatan.

She returned to the temple two years ago, determined to focus the efforts of the priesthood outward for the glory of the Earth Dragon. Her efforts laid the groundwork for Stalman Klim's return, although she did not realize this at the time. When the High Priest came back to the temple, he quickly recognized the value of the energetic Piera, and she became a key player in his plan for the revival of the Slavelords, which ties directly to her current responsibility.

Unbeknownst to Klim, Piera harbors a secret grudge against him.



The High Priest was missing for ten years, during which time she faithfully served the Earth Dragon. He then returned and took the position that should rightfully have been hers, and for that she cannot forgive him. She has been seeking a subtle way to orchestrate Klim's downfall, but has not come up with a satisfactory plan. She has, however, been sure to train her slave warriors to be loyal to the Earth Dragon and to her in particular. Her army of devout slave warriors is sure to play a key part in her unfolding schemes.

Piera is a stunning woman with wild red hair, ivory skin, and smoldering eyes. She has rebuffed the advances of many men over the years, preferring to devote herself to the Earth Dragon.

Piera, female human P10 of Earth Dragon: AC -1 (*scalesmail +3, shield +2, Earth Dragon helm +1*); MV 12; hp 59; THACO 14 (12 with *footman's pick +2*); #AT 1 (3/2 with *pick, Earth Dragon bonus*); Dmg 1d6+6 (*footman's pick +2, Earth Dragon bonus*) or 1d4+1 (*sling*); SA *breath weapon*; SZ M (5'2" tall); ML fanatic (17); Str 13, Dex 13, Con 15, Int 11, Wis 17, Cha 16; AL LE; XP 5,000.

Special Abilities: *Light or magical stone* once per day; as long as she's in contact with the earth, she casts spells as if she were 11th level (not changing the number of spells, just increasing the effectiveness of her spells).

Special Equipment: *Earth Dragon helm* (from bronze dragon); -1 to AC, immunity to *fear*, *lightning breath weapon* once a day for 4d8+2






damage—see the New Magic Items appendix), *Raty's ring of memories*, *smoke of little death* (see the New Magic Items appendix), *stone of controlling earth elementals*.

Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized (6/6/4/3/2): 1st—*bless*, *cure light wounds* (x2), *detect good*, *protection from good*, *sacred guardian*; 2nd—*augury*, *chant*, *obscurement*, *silence* 15' radius, *spiritual hammer*, *withdraw*; 3rd—*dispel magic*, *meld into stone*, *prayer*, *thief's lament*; 4th—*cure serious wounds*, *divination*, *protection from good* 10' radius; 5th—*flame strike*, *transmute rock to mud*.

Rurik the Taskmaster



Rurik is in charge of training the slave warriors of Piera's fledgling army. Unlike Davis and the priestess, he is not a worshiper of the Earth Dragon; Rurik is a survivor of the sack of the city of Elredd. He had lived in that ill-fated city for many years, working as a mercenary in his younger days and later as a drill instructor. He had an excellent reputation as a trainer of men, and he worked for many mercenary companies in his day. He never allowed sentiment to interfere with his work, and always worked for whoever was willing to pay him the best fee.

During the sack of the city, he was lucky enough to be captured by some of Turrosh Mak's human troops. Orcs would have slain him straight away, but the commander of the human troops recognized Rurik and spared his life. Within a week, Rurik found himself back on the job, this time training troops for Despot Mak. As always, he performed his duties exceptionally, so he was chosen to whip the slave army into shape.

Rurik is fairly content in Elredd. Davis pays him well for his services, and the taverns and brothels give him a place to spend his money. He is no believer in causes, though, and he would abandon Davis if the situation changed for the worse. Late at night, when he is drunk and alone, he questions the training of children so young. In the harsh light of day, however, he knows that it's a far better fate than the children would meet in the Pomarj.

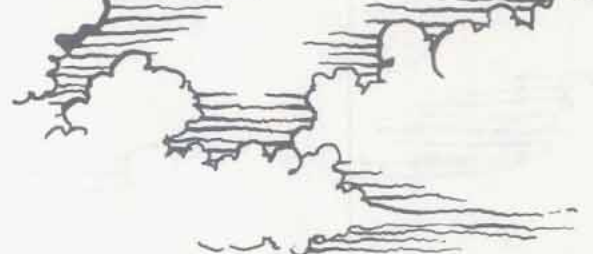
Note: Rurik uses the Myrmidon kit from *The Complete Fighter's Handbook*.

Rurik the Taskmaster, male human F7 (Myrmidon): AC 1 (*chainmail* +2, Dex bonus); MV 12; hp 53; THACO 14 (10 with *spear of impaling* +3); #AT 3/2 (2/1 with spear, specialization); Dmg 1d8+6 (*spear of impaling* +3, two-handed), or 1d6+5 (*spear of impaling* +3, one-handed); SZ M (5'7" tall); ML champion (15); Str 14, Dex 16, Con 15, Int 14, Wis 11, Cha 15; AL N; XP 2,000.

Special Abilities: When he fights one-handed, his AC is -1. When he fights in the two-handed style, the speed of his spear is 3. Style specialization is detailed in the *Complete Fighter's Handbook*.

Special Equipment: *periapt of wound closure*, *potion of extra-healing*, *spear of impaling* (see the New Magic Items appendix).

Notes: Rurik is a great proponent of the spear, and it is the first weapon he trains his troops with. His expertise with his weapon of choice is well-known throughout the Wild Coast. Rurik doesn't like shirkers and is quick to thump the butt of his spear on a slacker's head or backside. He fights with the spear as both a thrusting weapon and as a staff.



Rurik's goal in life is to carve out his own fiefdom one day, and he is always looking for mercenaries who display weapon expertise, common sense, and complete loyalty to him.

REXOR'S MANSION

The center of Davis's operation is the mansion of Lord Rexor, former ruler of the port. Rexor was killed during the invasion, and Davis found his home the perfect place to build his compound around. The opulence of the mansion stands in stark contrast to the unadorned wooden barracks that house the troops and slaves. Davis thinks it makes a good reminder; one look at the mansion tells you who's in charge.

The mansion is two stories tall and made of brick. Ornate window frames, painted white, break up the red brickwork nicely, and a long marble staircase leads up to the reinforced double doors (Davis's nod to security). The roof is peaked and covered in black shingles, which is aesthetically pleasing if not ideal for defense. A back door leads into the kitchen, but this is usually bolted shut.

A. The Foyer

The foyer of the mansion immediately takes one's breath away. A long red rug leads up to a staircase, which bisects at the landing and curves up to a surrounding gallery on the second floor. The walls to the right and left are lined with the busts of famous sea captains that sailed out of Elredd, including a new one of Davis the Reaver. There are oak doors on the right and left.

B. Hallway

This 60-foot-long hall connects the foyer to the kitchen and the trophy room (room C). It is decorated with several tapestries with maritime motifs. None of the doors in the hallway are locked.

C. Trophy Room

Lord Rexor held dress balls in this room. There's even a low stage on the south end of the room. Davis does not have time for such things, so he transformed this place into a trophy room. The walls are now lined with the smoke-blackened flags of ships he has sunk, weapons taken from fallen foes, and shields with the crests of Greyhawk, Hardby, and other cities. Heroes in a pinch could liberate several cutlasses, short swords, battle-axes, and shields. The room has seen little use since Davis has moved in, though he occasionally meets with his subordinates here. The hardwood floor is well polished and shows nary a scuff.

D. Kitchen

This is the domain of Davis's personal chef, Rollo. Davis spared Rollo's life during a raid, and in gratitude the man swore loyalty to the Reaver. Rollo has been working for Davis for many years, and Davis trusts him implicitly. Rollo has had every chance to poison Davis food, but has refrained. Now he works in the well-stocked kitchen, and he is a happy soul. If intruders enter his kitchen, Rollo sounds an alarm.

The kitchen has a brick oven built into the northwest corner and a long table that runs east to west. Pots and pans hang from ceiling racks, and bins are full of fresh and preserved food. A stairway leads down to the basement, and a locked door leads out the back. Rollo is a chef, not a fighter. He may wave around a carving knife, but he's no real threat.

Rollo, human male 0-lvl; AC 10; MV 12; hp 3; THACO 21; #AT 1; Dmg 1d3 (knife); SA stun with frying pan (save vs. paralyzation); SZ M; ML steady (11); Str 11, Dex 13, Con 15, Int 13, Wis 10, Cha 8; AL N; XP 7.

DI. Wine Cellar

The rumor about Lord Rexor's wine cellar is indeed true; this room is lined from floor to ceiling with wine racks, all of which are packed with fine wines of every imaginable vintage. The full collection is easily worth 20,000 gp, but transporting it would be quite difficult.

E. Study

Lord Rexor was an educated man, as his study attests. This room has a comfortable leather chair at its center, flanked by a small table. The north and south walls are lined with books. As befits the ruler of a coastal town, Lord Rexor maintained a great interest in the sea, and half of his books deal with nautical topics. The rest are a mix of history, folklore, and philosophy. The collection is worth several thousand gold pieces to the right buyer. Davis kept the study as Lord Rexor left it. He uses it as a place of solitude, though he isn't much of a reader.

F. Map Room

This room was Lord Rexor's showpiece. He commissioned a famed cartographer to paint a map of the Flanaess across its walls. The map is beautifully rendered, but it was done before the Greyhawk Wars and is now sadly inaccurate. Other than the maps, this room contains two chairs for more relaxed viewing.

G. The Haunt

The door to this room is spiked shut. Closer inspection shows that the tarnished spike is made of silver. The room beyond was originally the servant's quarters but was used by Davis as a torture chamber for a brief time. The room is empty now, but old bloodstains are visible on the floor.

Lord Rexor was tortured and killed here, and his body was buried in the cellar right beneath here. His spirit (a haunt) lingers on, hoping for vengeance against Davis. Piera contrived the silver spike to keep others out of the room and in the hope of binding Rexor there as well. This has prevented him from causing havoc in the mansion. Should the heroes remove the spike and open the door, the haunt will immediately try to possess the nearest character. Those possessed would try their utmost to find and kill Davis the Reaver. If Davis is slain, Lord Rexor leaves his host and passes on to the afterlife.

Rexor appears as a translucent image of his former self. His fine clothing is torn and bloody.

Lord Rexor, haunt: AC 0/victim's; MV 6/victim's; HD 5; hp 32/victim's; THACO 15; #AT 1; Dmg 2 pts. of Dex/victim's; strangle 1 pt—doubles each round; SD hit only by fire, silver or magic weapons; SZ M (5'10" tall); ML champion (16); Int 13, Wis 9; AL NG; XP 2,000.

Notes: Must remain within 60 feet of his body; appears as a will o'wisp or ghost. Can't be turned. Fire and weapons inflict only 1 point of damage, plus magical bonuses; damage causes temporary dissolution. Possesses victim when he or she drops to 0 Dexterity. May be expelled from host with a *hold person* spell.

H. Parlor

The parlor is an L-shaped room used by Davis, and Rexor before him, to entertain guests and have informal meetings. The eastern part of the L has a table and four chairs, while the northern part has two couches and several stools. The walls originally held portraits of Rexor's family, but these have been replaced with pieces of dubious quality.

I. Hallway

This hallway has doors to the east, west, and north. The walls are paneled with lacquered wood but are otherwise unadorned.

J. Guard Room

This room used to be a guest bedroom, but now it's a post for the watch. Davis isn't the most paranoid of men, but he's found that it's good to have some loyal cutters close by his side. The room now contains a large round table and four chairs. At least two guards are here around the clock. For each round that a hero is on the front staircase, there is a 10% cumulative chance that a guard will look out the window. If the guards detect an intruder, they will ring their warning bell and rush to the front door.

Guards, male humans F2: AC 6 (studded leather, shield); MV 12; hp 12; THACO 19 (18 with cutlass); #AT 1 (3/2 with cutlass, specialization) or 2; Dmg 1d6+2 (cutlass, specialization) or 1d6/1d6 (shortbow); SZ M; ML steady (11); Int 8; AL NE; XP 65.

K. Gallery

A railed gallery overlooks the foyer, allowing for easy defense of the upper floor. Missile attacks on those in the gallery are at -2 due to the cover the railing provides. Three doors are on the east side of the gallery and one on the west.

L. Bedroom

Davis's three mistresses live in this large bedroom. He keeps his women in luxury, so the room is bedecked in stolen silk. Each mistress has a bed, a wardrobe, and a chest. They have extensive wardrobes and roughly 200 gp worth of jewelry each. If there's fighting in the mansion, they'll lock themselves in their room and move one of the wardrobes in front of the door.

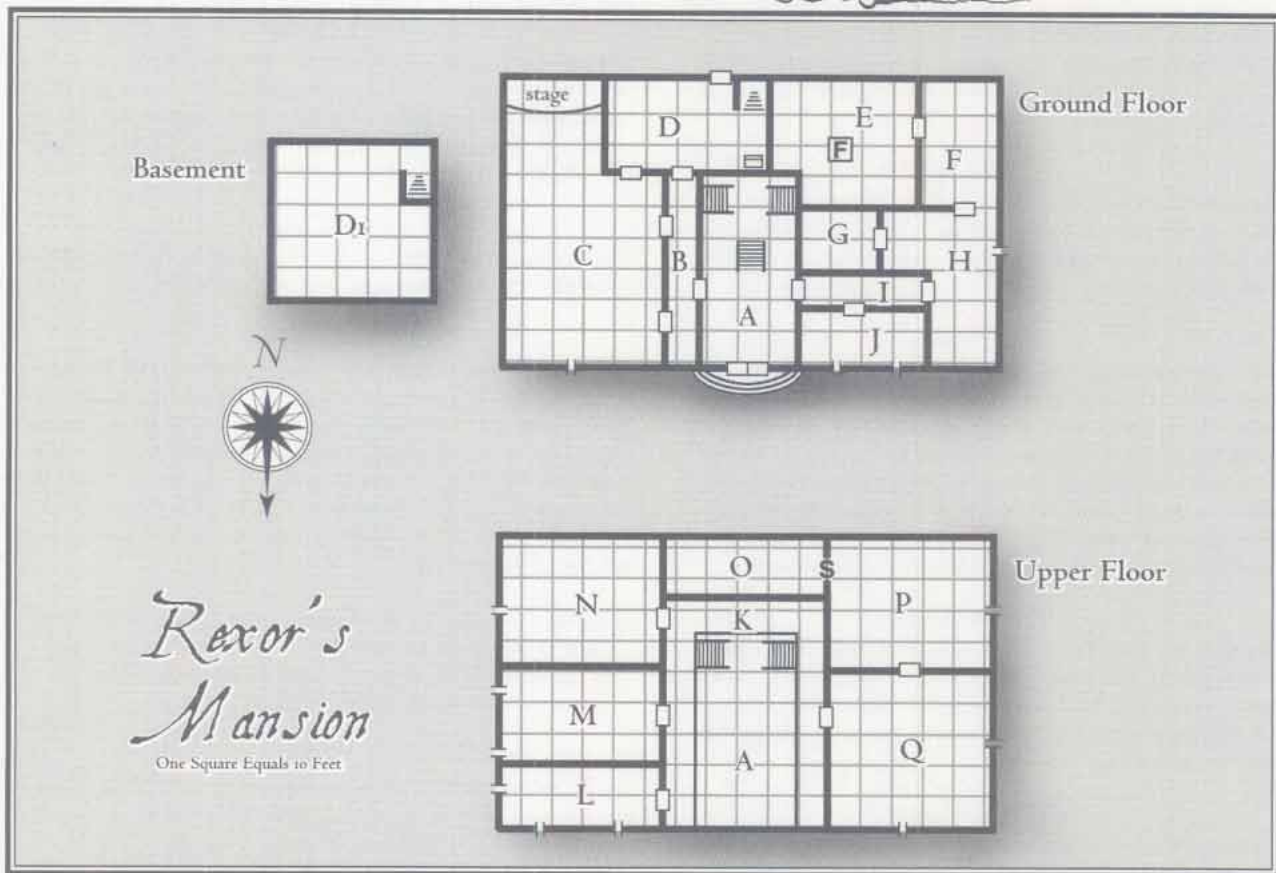
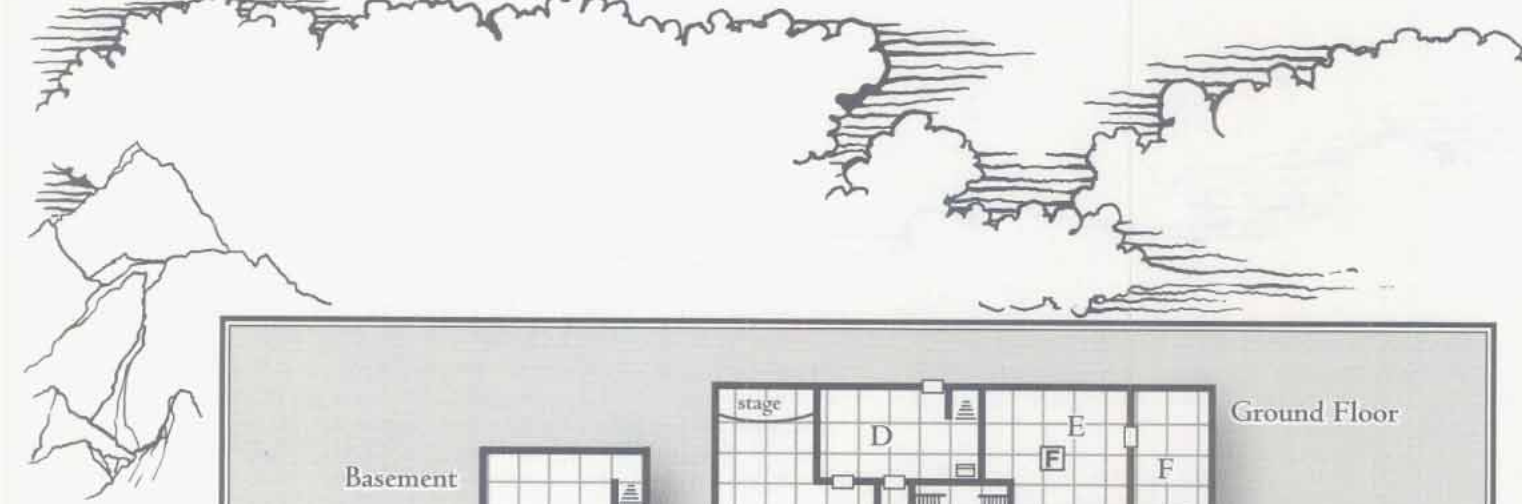
M. Bodyguards' Quarters

Davis's four bodyguards live in this room. They sleep in two bunk beds and keep a small table here for playing cards and draughts. During the day, two stay with Davis at all times, and the other two oversee the security of the mansion.

The bodyguards keep their personal effects in two chests of drawers. This mostly consists of clothing, bits of armor, and trinkets taken from raided ships. A wicker basket stuffed full of arrows (fifty-two in total) is in the southwest corner.

Bodyguards, male humans F3: AC 4 (chainmail, shield); MV 9; hp 19; THACO 18 (17 with longsword); #AT 1 (3/2 with longsword, specialization) or 2; Dmg 1d8+2 (longsword, specialization) or 1d6/1d6 (shortbow); SZ M; ML elite (13); Int 9, Wis 7; AL NE; XP 175.





N. Gulthug's Quarters

Gulthug the Bastard is Davis's chief lieutenant. A half-ogre and proud of it, Gulthug took to calling himself "the bastard" in defiance of his detractors. He's sailed with Davis for many years and his strength and ferocity have won many a boarding action for the Reaver.

Davis installed him in a grand bedroom in the mansion. Gulthug has since remodeled, to make it more to his liking. Now the room is a sea of empty wine jugs, animal bones, and pirate booty. Gulthug had to make his own bed by piling up plundered furs, and he can often be found snoozing away there. If the alarm is sounded, Gulthug rushes to the gallery and plants himself at the top of the stairs.

Those who take a few turns to rummage through Gulthug's quarters will find 135 gp, 200 sp, a *dagger* +2 (Gulthug uses this to eat with), and a *jewel of attacks*.

Gulthug, male half-ogre F5: AC 3 (chainmail and ring of protection +3); MV 12; hp 57; THAC0 13 (10 with morning star +2); #AT 1 (3/2 with morning star, specialization); Dmg 2d4+10 (morning star +2, Str bonus, specialization) or 1d8+6 (bastard sword, Str bonus); SZ L (8' tall); ML champion (16); Str 18/00, Dex 10, Con 18, Int 8, Wis 5, Cha 8 (16 to humanoids); AL CE; XP 975.


O. Treasury

This secret room contains the treasure Davis has accumulated for the Slavelords. The secret door leading in is, of course, trapped. If the door opened without the proper command word being spoken first, a *vacancy* spell is activated immediately. This makes the room appear to be a forgotten place full of dust and cobwebs and little else. In fact, chests of treasure line the walls, and characters will run into them if they explore the room thoroughly.

The eight treasure chests are all locked. Chests #2 and #8 are trapped with poison needles. Victims must save vs. poison or take 2d10 damage (half if save is made). Chest #1: 456 gp. Chest #2: jewelry worth 1,500 gp. Chest #3: 504 sp. Chest #4: 345 pp, 104 gp. Chest #5: gems worth 1,000 gp. Chest #6: pearls worth 2,500 gp. Chest #7: 503 gp. Chest #8: *potion of extra-healing*, *potion of giant stone giant strength*, *bag of transmuting*, purse with 55 pp.

P. The Reaver's Bedroom

This expansive room is Davis's place of rest. His bed lies in the southwest corner of the room, and a nightstand flanks it. There is a closet along the east wall, at the back of which is a secret door to the treasury (room O). Much of his fine clothing is kept in a wardrobe located in the northeast corner.



There is a small, locked chest inside the wardrobe that contains Davis's ready cash. At the moment, the chest contains 230 gp and 134 sp.

Q. Office

This 50-by-50-foot room is Davis's office and meeting room. It's large enough that he can meet with all of his captains at once, and private enough that they cannot be overheard. A long table dominates the room, with twelve chairs arranged around it. Maps of the Wild Coast and Woolly Bay are spread all over the table, some with miniature ships to denote position. Anyone who looks through the maps carefully will find a route map underneath the map of the Wild Coast. This map shows the route the slaves follow from up north down to the Pomarj. The final destination is an X in the Drachensgrab Hills labeled "temple."

A desk is set along the north wall, underneath a window facing the compound. Davis often sits here during the day, watching Rurik drill the troops. The desk has many shipping manifests, though none of them list slaves. The most frequent entry on the manifests is "meat," a code word for "slaves" used as a security precaution.

ADDITIONAL ADVENTURE IDEAS

Black Kerr

One of the people spotted fleeing Elredd during the siege was Black Kerr, an alchemist who lived in the town for many years. She rarely spoke except to unseen beings (which apparently answered her back), and she was very eccentric. She always wore black and red, and was known for the strange experiments she performed as well as for her complete hatred of clergy of all sorts. She could be introduced into this adventure in many ways: Her old laboratory could begin giving off fumes or simply explode. She could show up again and demand compensation for damages. She might hire adventurers to dig through the remains of her laboratory in search of rare ingredients. And she might even be found working with the Slavers, making potions for the troops, if the price was right.

Black Kerr, human female M5 (alchemist): AC 10; MV 12; hp 14; THACO 19; #AT 1; Dmg 1d6 (quarterstaff); SZ M; ML elite (13); Str 11, Dex 15, Con 15, Int 15, Wis 8, Cha 14; AL N; XP 270.

Special Equipment: potions of *delusion*, *diminution*, *fire breath*, *healing*, *invisibility*, *poison*, and *speed*; *elixir of health*, *oil of fiery burning*.

Spells Memorized (4/2/1): 1st—*burning hands*, *chill touch*, *grease*, *shocking grasp*; 2nd—*Melf's acid arrow*, *stinking cloud*; 3rd—*slow*.

The Prophet

An earnest but enigmatic man called Joseph of the Light was known to wander the Pomarj, working miracles and making true prophecies, although he claimed no affinity to any particular god. He was always believed, but was also feared at the same time; yet none who feared him were able to cause him any harm. He has been missing for some time, but, given his strange abilities and protections, it is quite likely that he has survived somehow, somewhere, and may return to cause discord and confusion in the minds of the superstitious humanoids. Alternatively, he

could be captured by the Slavers and used to give prophecies about their plans, which would make matters more difficult for those opposing them.

Joseph of the Light, male human C9: AC 4 (chainmail, shield); MV 12; hp 49; THACO 14 (11 with *rod of smiting*); #AT 1; Dmg 1d8+3 (*rod of smiting*); SA spells; SZ M (7'1" tall); ML fanatic (18); Str 10; Dex 11, Con 12, Int 13, Wis 15, Cha 14; AL NG; XP 1,400.

Special Equipment: *ring of protection vs. missiles*.

Spells Memorized (6/5/3/2/1): DM's choice.

Missing Markessa

The slavelord Markessa created another duplicate of herself to look over the operations in Elredd, this time using a sylvan elf named Mikelann. Everything in the procedure seemed to go well; the surgical alterations worked perfectly, and the brainwashing drugs and spells suppressed the victim's mentality in favor of a duplicate of the evil elf's. The duplicate was given new elf garb and dubbed Markessa the Green for the *cloak of elvenkind* she wore. However, while she went northward as scheduled, and was seen leaving the ship at the Port of Elredd, she has not been seen since. Divination spells have been unable to find her, and her current location is a mystery. It is possible that she regained her original memories and is spying upon the Slavers, or is suffering some sort of madness from conflicting personalities and has fled the area.

Markessa the Green is a short female elf with fair skin, brown hair, and a gentle look in her eyes. She wears green studded leather armor and a dark green cloak and carries a *staff of the woodlands* and wears a *ring of protection +3*.

In addition to her magic items, Markessa the Green has her spellbook, 10d20 sp, and 3d10 emeralds worth 50 gp each.

Markessa the Green, female elf F6/M6: AC 1 (*studded leather +2, ring +3, Dex bonus*); MV 12; hp 39; THACO 3; #AT 1 or 2; Dmg 1d6+2 (*staff of woodlands +2*) or 1d6/1d6 (*shortbow*); SD 90% resistance to *sleep* and *charm*; SZ M (4'9" tall); ML champion (15); Int 14, Wis 15; AL NG; XP 2,000.

Special Abilities: *infravision* 60'.

Special Equipment: *cloak of elvenkind*, *ring of protection +3*, *staff of the woodlands +2* (62 charges; *animal friendship*, *animate tree*, *barkskin*, *pass without trace*, *speak with animals*, *wall of thorns*).

Spellbook (4/2/2): 1st—*alarm*, *burning hands**, *comprehend languages*, *detect magic*, *find familiar*, *identify*, *light*, *magic missile**, *phantasmal force**, *protection from evil*, *read magic*, *sleep**, *wall of fog*. 2nd—*alter self*, *blur*, *continual light 15' radius**, *invisibility**, *knock*, *pyrotechnics*; 3rd—*lightning bolt**, *melf's minute meteors**.

* Indicates memorized spell.

Bird, hawk (familiar): AC 6; MV 1 fly 33 (B); HD 1; hp 7; THACO 19; #AT 3; Dmg 1d2/1d2/1; SA *dive* (+2 to hit, damage $\times 2$); SZ S (4' wingspan); ML average (9); Int semi (2); AL N; XP 65.

Special Abilities: target eyes 25%, victim blinded for 1d10 rounds with 10% chance to lose eye. Never surprised.



THE POMARJ

From the Port of Elredd, all roads lead south—at least, the ones that the Slavers took. And the heroes must head south as well if they are to bring an end to the Slavers' reign of terror. This is enemy territory, and the best way for a hero to pass through these lands with a minimum of trouble is to adopt the role of an unscrupulous merchant or an uncaring, self-centered mercenary. The end of the adventure lies ahead and deep in the heart and earth of the Drachensgrab Mountains.

LOCAL TRIBES

Hundreds of humanoid tribes call the Pomarj home. All are under the thumb of the "Emperor of the Pomarj," Despot Turrosh Mak, and through him, the Slavelords. Under the watchful eye of the crafty half-orc emperor, the most rebellious tribes were expended against the human and demihuman forces to the north and west, while the ones that were more accepting of the Despot's rule were rewarded with loot, land, and slaves. As it stands now, despite their differences, the various races and tribes of the Pomarj enjoy their current status and the security gained by their informal alliance, and it is likely that any tribe that rebels against the group will quickly be devoured by its neighbors, and not necessarily in a figurative manner. The Slavelords have been successful in promoting the Earth Dragon over the humanoid gods. While faith in these other religions remains, any priest of the humanoid gods who starts getting ideas about leadership is quickly eliminated, leaving secular leaders or humanoid priests of the Earth Dragon to take charge.

Major Humanoid Tribes

Twenty-eight major humanoid tribes live in the Pomarj. Each has a permanent home (usually an old fortress or mine) and many females, young, and slaves as well as the active warriors (which number at least two hundred). The major tribes are led by exceptional individuals. It is these large tribes that make up the majority of Turrosh Mak's humanoid armies. They are better disciplined and carry better equipment than most of their ilk, and are used to fighting as part of a large force. All have a well-established food supply, whether subterranean mushrooms, herd animals (surface or subterranean), simple crops, or access to good fishing. They conduct trade with one another for different foods and other goods, with the Slavelords (through Turrosh's administrators) intervening before tempers escalate beyond anything more than normal brawls. It is to the Slavelords' credit that the many tribes of the Pomarj have not gone to war with each other even once since the rise of Turrosh Mak, although an outbreak has been near on more than one occasion.

In the following descriptions, the items in parentheses refer to the

approximate number of warriors and the tribe's general location in the Pomarj. The adjoining text gives information on the tribe's standard, leader (of the same race as the tribe unless otherwise noted), and any distinguishing or unusual information. There are usually 100% as many females, 150% as many young, and 1d20% as many slaves as the number of warriors given, although some tribes (and races) may differ by up to half of these numbers.

Gnolls

Black Tongue (600, central): The gnolls of this tribe have black tongues and dark hair. Their standard is a silhouette of a gnoll's head with a lolling black tongue. A number of hyenas in their lair serve as guard animals as well as cart-pullers. The leader is Wurresh, a 5 HD flind.

Bleeding Moon (850, west): These gnolls have a high proportion of vivid red manes. Their flag has a white moon that drips red blood. Their leader is Hattek, P4 of Earth Dragon.

Bloody Ax (700, east): These gnolls live on the northern coast and make decent sailors; their hands and feet are very slightly webbed. Their banner is a double-bladed battle-ax covered in blood. Their leader is Ruttof, F4; a skilled mariner.

Blue Eye (900, central): This tribe is of lighter coloration, and all have ice-blue eyes. Their banner is a field of white with a vivid blue eye. The chief is Lorrosh, a 6 HD albino gnoll that is greatly feared by his neighboring tribes for his ferocity and appearance.

Dark Curse (650, central): This tribe has a habit of howling itself into a frenzy before a battle, giving them the abilities of berserkers (+2 to hit, +2 penalty to AC, never checking morale). Their standard is an eight-pointed black star on a red background. Holoon, a 5 HD gnoll, leads the tribe from their stronghold in one of the peaks of the mountains.

Red Nails (800, south): These gnolls coat their claws and weapons with a red venom (type A poison; Dmg 15/0) taken from a strange marine plant that grows near their lair (an abandoned human walled town). Their banner is a red claw on gray. Their leader Chefan, a 4 HD gnoll, has the tracking ability of a 4th-level ranger. Others in the tribe have less skill.

Hobgoblins

Bluebottle (500, east): This tribe captures and leashes giant bluebottle flies after pulling off their wings. The insects feed on the tribe's refuse and are kicked into battle as a first rank. Their standard is a black insect

on a field of brown. Zuggot, their leader, is 4 HD and gets along reasonably well with the koalirith tribe that lives offshore.

Dripping Eye (700, west): One of the rowdier tribes, this group was brought under control when a wizard ally of the Despot killed the former leader and took over. Anasiros the Elfbane (NE hm Enc7, Cha 16, *cloak of protection +4*) uses *charm* spells to control the more influential members of the tribe and keep his hold on the humanoids secure. The tribe's standard is a red eye dripping blood.

Kraken (700, north): Another shore-dwelling tribe, the Kraken build most of the Empire's siege weaponry. They have moderate skill at sailing and boat-making. Their leader is Vatek (4 HD), and their heraldic symbol is a black kraken reaching upward with its tentacles on a field of blue.

Meat Eater (550, central): All of these hobgoblins have dark red skin and wear nothing but red. They eat the flesh of their enemies, and are not above eating their own fallen kin. Their flag is a fanged cow skull on red, and their chief is a grossly fat hobgoblin named Burk (4 HD).

Pus Dropper (750, central): This tribe lives in an old dwarf gold mine and wears a lot of simple gold jewelry. Their leader Fredek (4 HD) has taken a daughter of Chief Burk of the Meat Eater tribe as one of his wives, although this doesn't seem to make him any friendlier toward that tribe. Their flag is dark yellow with a single mountain peak.

Squid (700, south): This coastal tribe builds remarkably hardy ships and makes seasonal forays into the Azure Sea to hunt whales and other large creatures. Their chief is Chobot, an orge-hobgoblin crossbreed of exceptional intelligence (LE F6/T7, *giant slayer longsword +2*). Their symbol is the forepart of a purple squid, with a white eye, on a yellow background.

Orcs

Cracked Skull (800, central): These orcs are fiercely loyal to Turrosh Mak and the Earth Dragon, almost to the point of being fanatics (ML 17). Their chief is Daktak, a half-orc (F5/PS, Earth Dragon). Their flag is a cracked white skull on a black field, the symbol of the slain King Olarek. They possess the *skull of Olarek*, which has gained magical power and is considered a relic by the tribe (see the New Magic Items appendix).

Crooked Claw (700, north/central): This tribe is heavily interbred with a large family of ogres, and so their population is 20% orog. The chief is Nursh (3 HD); he helps retain power over his tribe with the help of Tava, his ogre wife. The tribe's standard is a single curved claw on gray.

Flaming Skull (900, north/west): These orcs long ago discovered a type of nut that produced a fine, burnable oil. They use this oil in their battles—each orc normally carries at least one skin of oil to use as a missile weapon. Their primitive siege engines rely on fire attacks. Their symbol is a black skull surrounded by red flames, and their chief is a burn-scarred orc named Jagesh (4 HD).

Jagged Blade (750, south/central): Fully half of this tribe's warriors are the equivalent of 1st-level thieves (PP 15, OL 10, F/RT 5, MS 40, HS 45, DN 15, CW 60). They use their backstab (x2) ability whenever they can and have developed advanced ambush and flanking techniques. The chief is Bayoa (T6, *ring of protection +1*), a very crafty fellow that plays friendly with the other nearby tribes. Their flag has a



jagged dagger on a brown background.

Red Fang (950, central/south): This tribe is very odd. For the past 20 years, most of its young have been born with a nonfunctional third eye in the middle of their foreheads. The tribe used to kill such freaks but now permits them to live, since the birth proportions favor the three-eyed variety. Their chief is Ving (3 HD). Their standard is red jaws on a black field.

Saltburner (500, north/east): These orcs are notorious for their torture techniques, using both salt and fire to great effect. Their chief has to endure a day of torture to prove his worthiness to lead the tribe. The current chief is Shoshk (half-orc F6), who insisted on a second day of torture to prove himself. Their symbol is a flaming brand.

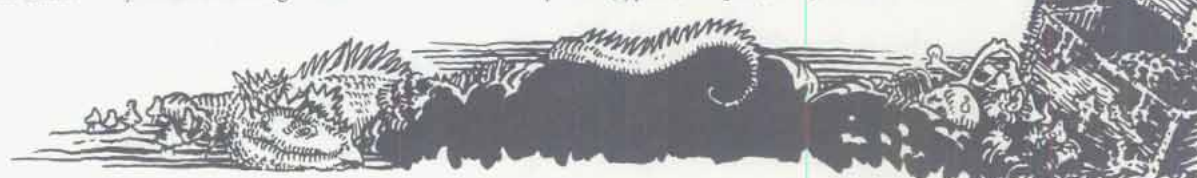
Shadowmoon (250, east): This tribe suffered severe losses in the attacks against the Wild Coast and is only now starting to recover. Members are particularly sensitive to light (-2 in daylight instead of -1), but have *infravision 120'*, making them frequent choices for night scouting missions. Their leader is Ommcht (3 HD), and their flag is a black circle on gray.

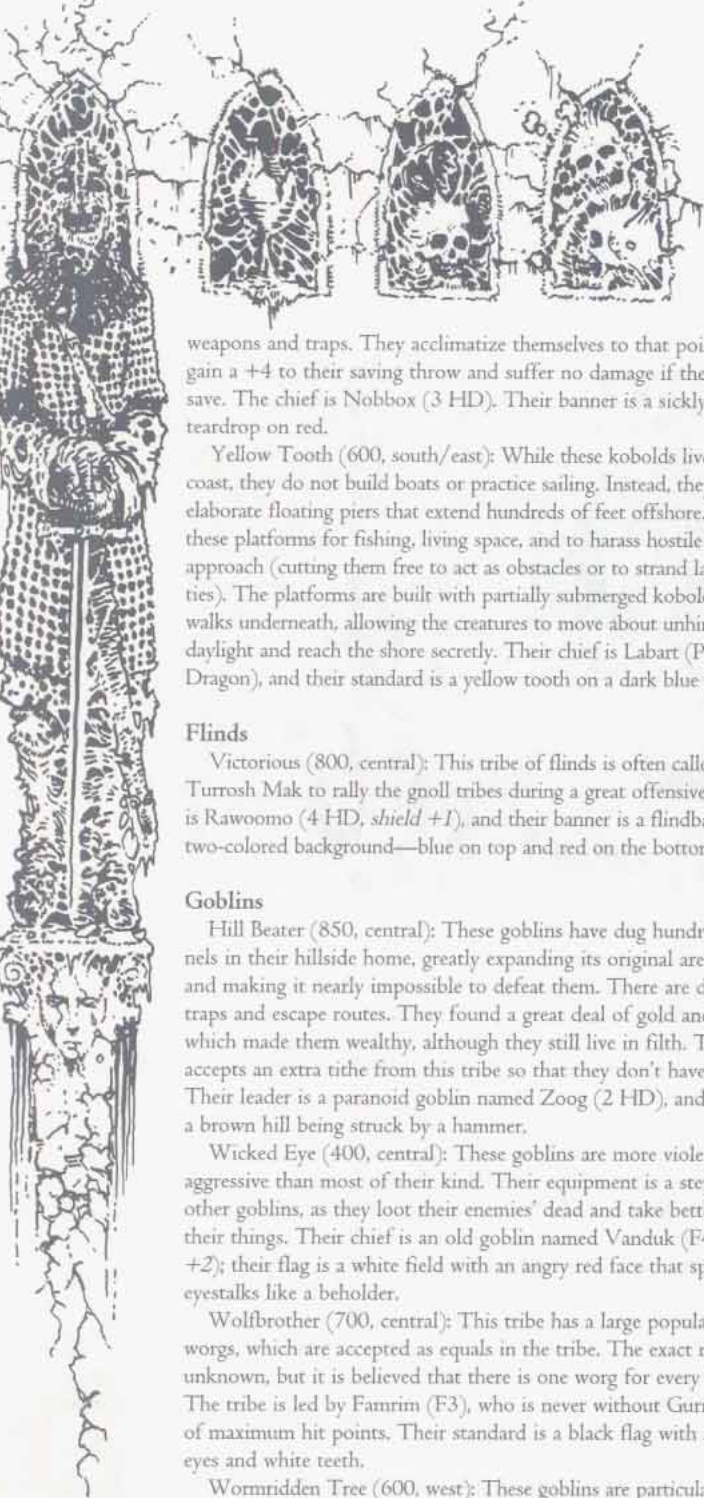
Kobolds

Dead Rat (650, central): This prolific bunch of kobolds trains black rats as pets and scouts, using them as distractions or to steal small items. During rough times, the rats become food. Their chief is Ru-Ot (3 HD), whose family has led the clan for generations. Their flag is a black rat on orange.

Green Meat (350, central): This tribe is a degenerate group of urds that have almost completely lost the ability to fly; their wing-stubs allow them to glide safely from a height of 15 feet or less but are incapable of lifting them above the ground. With the exception of their vestigial wings, they are identical with normal kobolds. Their chief is Kareogat (2 HD), and their flag is a drumstick on a blue background.

Ichor (800, north): These kobolds capture venomous snakes and milk them of their poison (type D, Dmg 30/2d6), which is used on





weapons and traps. They acclimatize themselves to that poison so they gain a +4 to their saving throw and suffer no damage if they make their save. The chief is Nobbox (3 HD). Their banner is a sickly yellow teardrop on red.

Yellow Tooth (600, south/east): While these kobolds live on the coast, they do not build boats or practice sailing. Instead, they construct elaborate floating piers that extend hundreds of feet offshore. They use these platforms for fishing, living space, and to harass hostile ships that approach (cutting them free to act as obstacles or to strand landing parties). The platforms are built with partially submerged kobold-sized catwalks underneath, allowing the creatures to move about unhindered in daylight and reach the shore secretly. Their chief is Labart (P3, Earth Dragon), and their standard is a yellow tooth on a dark blue background.

Flinds

Victorious (800, central): This tribe of flinds is often called upon by Turrosh Mak to rally the gnoll tribes during a great offensive. Their chief is Rawoomo (4 HD, *shield +1*), and their banner is a flindbar over a two-colored background—blue on top and red on the bottom.

Goblins

Hill Beater (850, central): These goblins have dug hundreds of tunnels in their hillside home, greatly expanding its original area as a mine and making it nearly impossible to defeat them. There are dozens of traps and escape routes. They found a great deal of gold and silver ore, which made them wealthy, although they still live in filth. Turrosh Mak accepts an extra tithe from this tribe so that they don't have to fight. Their leader is a paranoid goblin named Zoog (2 HD), and their flag is a brown hill being struck by a hammer.

Wicked Eye (400, central): These goblins are more violent and aggressive than most of their kind. Their equipment is a step above other goblins, as they loot their enemies' dead and take better care of their things. Their chief is an old goblin named Vanduk (F4, *dagger +2*); their flag is a white field with an angry red face that sprouts many eyestalks like a beholder.

Wolfbrother (700, central): This tribe has a large population of worgs, which are accepted as equals in the tribe. The exact numbers are unknown, but it is believed that there is one worg for every five goblins. The tribe is led by Famrim (F3), who is never without Gurrag, a worg of maximum hit points. Their standard is a black flag with amber wolf eyes and white teeth.

Wormridden Tree (600, west): These goblins are particularly superstitious, seeing omens in any event and consulting their shamans before any major undertaking. They are wise to the terrors of the Suss Forest and sometimes lead those that invade the Pomarj into the more dangerous places in the wood where their knowledge puts them at an advantage. Their leader is the shaman Vartuk Moon-Scar (P6, Pyremius). Their flag is a tree stump with a toothed worm crawling from it.

Minor Humanoid Tribes

In addition to the major tribes, nearly three hundred minor tribes populate the Pomarj region. These smaller tribes number only 10d10 warriors plus females and young in the same proportions as the major tribes (with about half the normal amount of slaves). They are seminomadic, settling

in one place for a few years before picking up and moving on. Their stays usually are at small forts or sometimes in crude camps surrounded by simple palisades. Many pay tribute to the larger tribes with treasure, slaves, and food in order to be left alone. This leaves them much poorer than the major tribes. This poverty means that small tribes tend to fight with each other, so Turrosh Mak draws on them more heavily when he has risky missions. If the troublemakers do not survive, their tribe ceases to exist, and their females and young are given to another tribe.

Included in the ranks of minor tribes are the ogre tribes, which are also nomadic and much smaller than any of the other tribes (having 2d10 warriors each). They tend to hook up with a bigger tribe and act as paid muscle, leaving when they get sick of the location or their employers. These associations produce orogs and ogrillons, many of which rise to positions of power in the tribes or among the human population of the Pomarj. There are also a few scattered bands of bugbears, xvarts, norkers, and trolls, but their numbers are insignificant.

The numbers of minor tribes are: flinds twenty, gnolls forty, goblins eighty, hobgoblins thirty-five, kobolds seventy, ogres twenty, orcs fifty, and all others thirty-two. (Source: "See the Pomarj—and Die!" by Joseph Bloch in *DRAGON® Magazine* #167.)

Bugbears: AC 5; MV 9; HD 3+1; hp 16; THACO 17; #AT 1; Dmg 2d4+2 or weapon +2; SZ L; ML steady (11); Int low (7); AL CE; XP 120.

Special Abilities: *infravision 60'*; Move Silently 80%, -3 to surprise.

Notes: Bugbears employ intelligent tactics, preferring to ambush prey. They hurl weapons (hammers, maces, or spears) before closing to attack. They are very agile and nimble and possess an acute sense of smell. Bugbears are extremely greedy. Their goals in life are survival and treasure. Females fight as hobgoblins, and young fight as kobolds.

Bugbear champion (1 per 12): AC 4; MV 9; HD 4+1; hp 25; THACO 17; #AT 1; Dmg 2d4+3 or weapon +3; SZ L; ML steady (12); Int average (9); AL CE; XP 175.



Bugbear chieftain (1 per 24): AC 3; MV 9; HD 4+1; hp 30; THACO 15; #AT 1; Dmg 2d4+4 or weapon +4; SZ L; ML elite (13); Int very (11); AL CE; XP 175.

Bugbear shaman, P5 of Nerull (1 per 36): AC 4; MV 9; HD 4+1; hp 22; THACO 17; #AT 1; Dmg 2d4+2 or weapon +2; SZ L; ML elite (13); Int 8; Wis 12; AL CE; XP 120.

Spheres: Major—All, Astral, Divination, Necromantic, Thought, Time; *Minor*—Charm, Guardian, Healing, Numbers, Protection.

Spells Memorized (3/3/1): 1st—*cause light wounds, darkness, magical stone*; 2nd—*hold person, silence 15'*; 3rd—*cause blindness*.

Flies, Bluebottle (1–10): AC 6; MV 9; fly 30 (D); HD 3; hp 17; THACO 19; #AT 1; Dmg 1d8; SZ L; ML unsteady (5); Int non- (0); AL N; XP 65.

Flinds: AC 5; MV 12; HD 2+3; hp 13; THACO 17; #AT 1 or 2; Dmg 1d6 (club) or 1d4/1d4 (flindbar); SA disarm; SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 120.

Special Abilities: These leonine humanoids are strong and use a weapon of their own design, flindbars (nunchuks), to disarm foes (save vs. wand).

Notes: Females fight as gnolls; young fight as orcs.

Flind champion (1 per 10): AC 4; MV 12; HD 3+3; hp 18; THACO 14; #AT 2; Dmg 1d4/1d4; A disarm; SZ M (6' tall); ML steady (12); Int high (13); AL LE; XP 120.

Gnolls: AC 5; MV 9; HD 2; hp 11; THACO 19; #AT 1; Dmg 2d4 (broadsword); SZ L (7' tall); ML steady (11); Int low (6); AL CE; XP 35.

Notes: Gnolls are large, hyenalike humanoids that run in packs. They prefer to ambush or attack from a flank. They favor swords, polearms, and bows. Females fight as bugbears, and young fight as hobgoblins.

Gnoll chieftain (1 per 100): AC 3; MV 9; HD 4; hp 22; THACO 17; #AT 1; Dmg 2d4+3 (bardiche); SZ L; ML steady (11); Int average (10); XP 120.

Gnoll leader/guards (1 per 20): AC 4; MV 9; HD 3; hp 17; THACO 17; #AT 1; Dmg 2d4+2 (broadsword); SZ L; ML steady (11); Int average (8); XP 120.

Gnoll shaman, P5 of Hextor (1 per 50): AC 3; MV 9; HD 4; hp 22; THACO 17; #AT 1; Dmg 2d4+3 (morning star); SZ L; ML steady (11); Int 10; Wis 14; XP 120.

Spheres: Major—All, Combat, Elemental (Fire), Healing (reversed), Law, Necromantic (reversed), War; *Minor*—Summoning, Sun (reversed).

Spells Memorized (3/3/1): 1st—*command, shillelagh, protection from good*; 2nd—*barkskin, flame blade, spiritual hammer*; 3rd—*dispel magic*.

Hyenas/hyenadons: AC 7; MV 12; HD 3/5; hp 15/25; THACO 17/15; #AT 1; Dmg 2d4/3d4; SZ M/L; ML average (8); Int semi (2); AL N; XP 65/175.

Goblins: AC 6; MV 6; HD 1–1; hp 4; THACO 20; #AT 1; Dmg 1d6 (short sword); SW fight at –1 in bright light; SZ S (4' tall); ML average (10); Int low (5); AL LE; XP 15.

Special Abilities: *infravision 60'*.

Notes: Females fight as kobolds, and young don't fight.

Goblin chief (1): AC 4; MV 6; HD 2; hp 11; THACO 20; #AT 1; Dmg 1d6 (short sword) or 2d4 (broadsword); SZ S; ML average (10); Int average (8); XP 35.

Goblin shaman, P4 of Pyrcmius (1 per 150): AC 6; MV 6; HD 1–1; hp 4; THACO 20; #AT 1; Dmg 1d6+1 (flail); SZ S; ML average (10); Int 5; Wis 5; XP 65.

Spheres: Major—All, Combat, Creation, Elemental (Fire), Guardian, Summoning; *Minor*—Divination, Healing, Necromantic, Plant, Protection.

Spells Memorized (3/2): 1st—*cause light wounds, darkness, detect snares*; 2nd—*flame blade, heat metal*.

Hobgoblins: AC 5; MV 9; HD 1+1; hp 6; THACO 19; #AT 1; Dmg 1d8 (longsword); SZ M (6' tall); ML steady (11); Int average (8); AL LE; XP 35.

Notes: Hobgoblins hate elves and always attack them first. They value war. Females fight as goblins, and young fight as kobolds.

Hobgoblin chief (1): AC 2; MV 9; HD 4+1; hp 22; THACO 15; #AT 1; Dmg 1d8+3 (longsword) or 1d4+3 (dagger); SZ M; ML steady (11); Int average (8); XP 120.

Hobgoblin subchief (1 per 100): AC 3; MV 9; HD 3+1; hp 17; THACO 17; #AT 1; Dmg 1d8+2 (longsword) or 1d4+2 (dagger); SZ M; ML steady (11); Int average (8); XP 65.

Hobgoblin shaman, P6 of Earth Dragon (1 per 100): AC 5; MV 9; HD 1+1; hp 21; THACO 18; #AT 1; Dmg 1d6+4 (pick, Earth Dragon bonus); SD +1 to saves vs. physical damage; SZ M (6' tall); ML steady (11); Int 10; Wis 15; XP 35.

Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; *Minor*—Divination, Guardian, Travelers, Wards.

Spells Memorized (4/3/2): 1st—*cause light wounds, darkness, detect evil, magical stone*; 2nd—*obscurement, resist fire, spiritual hammer*; 3rd—*meld into stone, stone shape*.

Kobolds: AC 7; MV 6; HD ½; hp 3; THACO 20; #AT 1; Dmg 1d4 (dagger); SZ S (3' tall); ML average (8); Int average (8); AL LE; XP 7.

Special Abilities: *infravision 60'*.

Notes: Kobolds are a cowardly lot. They use force of numbers and trickery to overcome foes.

Rats: AC 7; MV 15; swim 6; HD ½; hp 2; THACO 20; #AT 1; Dmg 1; SA disease; SZ T; ML unreliable (3); Int 1; AL N; XP 7.

Ogres: AC 5; MV 9; HD 4+1; hp 28; THACO 17; #AT 1; Dmg 1d10+2; SZ L (9' tall); ML steady (11); Int average (8); AL CE;





XP 270.

Notes: Ogres are big brutes who live by raiding others. Ill-tempered and nasty, they are often mercenaries. Females fight as flinds, and young fight as hobgoblins.

Ogre mage (1 per 24): AC 4; MV 9, fly 15 (B); HD 5+2; hp 27; THAC0 15; #AT 1; Dmg 1d12; SZ L (10' tall); ML elite (13); Int exceptional (15); XP 650.

Special Abilities: An ogre mage can use the following, each once per day: *darkness* 10' radius, *fly* (12 turns), *invisibility*, *polymorph self* (to human), and *regenerate* (1 pt/rd). Once per day he can assume *gaseous form*, *charm person*, *cone of cold* (range 60', Dmg 8d8), and *sleep*.

Orcs: AC 6; MV 9; HD 1; hp 5; THAC0 19; #AT 1; Dmg 1d8 (longsword); SW fight at -1 in sunlight; SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15.

Special Abilities: *infravision* 60'.

Notes: Orcs use sniping and ambush attacks. They hate dwarves and elves and will fight them first. Females fight as hobgoblins, and young fight as goblins.

Orc chieftain (1): AC 3; MV 9; HD 3; hp 16; THAC0 17; #AT 1; Dmg 1d8+3 (longsword); SZ M; ML elite (13); Int very (12); XP 65.

Orc shaman P5 of Earth Dragon (1 per 100): AC 6; MV 9; HD 1; hp 5; THAC0 19; #AT 1; Dmg 1d8; SZ M; ML steady (12); Int 10; Wis 13; XP 650.

Spheres: *Major*—All, Combat, Elemental (Earth), Healing, Protection, Weather; *Minor*—Divination, Guardian, Travelers, Wards.

Spells Memorized (4/3/1): 1st—*cause light wounds*, *darkness*, *detect evil*, *magical stone*; 2nd—*obscurement*, *resist fire*, *spiritual hammer*, 3rd—*stone shape*.

Orc subchief & guards (1 +12 per 150): AC 4; MV 9; HD 2; hp 11; THAC0 18; #AT 1; Dmg 1d8+1 (longsword); SZ M; ML steady (12); Int average (10); XP 15.

Orc witch doctor, M4 (1 per 100): AC 6; MV 9; HD 1; hp 5; THAC0 19; #AT 1; Dmg 1d6 (quarterstaff); SZ M; ML steady (12); Int high (13); XP 450.

Spells Memorized (3/2): 1st—*grease*, *magic missile*, *sleep*; 2nd—*ESP*, *web*.

Orogs (1-10): AC 4; MV 6; HD 3; hp 17; THAC0 17; #AT 1; Dmg 1d10 (two-handed sword); SZ M (7' tall); ML elite (14); Int very (12); AL LE; XP 65.

Special Abilities: *infravision* 60'.

Orog chief: AC 3; MV 6; HD 5; hp 21; THAC0 15; #AT 1; Dmg 1d10+3 (two-handed sword); SZ M; ML elite (14); Int very (12); XP 120.

Worgs: AC 6; MV 18; HD 3+3; hp 18; THAC0 17; #AT 1; Dmg 2d4; SZ M (5' long); ML steady (11); Int low (6); AL NE; XP 120.

INTO THE POMARJ

The lands of the Pomarj are divided into five sections related to the prevalent type of terrain. The heroes will most likely begin their incursion into the Pomarj by crossing the Wild Coast Buffer Zone, often called the "Killing Zone," and thence through the southern Wild Coast claimed by the Orcish Empire. Or they may sail down Woolly Bay and attempt to make the first port of call in the Pomarj. Either way, this leads the heroes back to where the original Freedom Fighters began their quest to destroy the Slavelords and rescue their kidnapped kin.

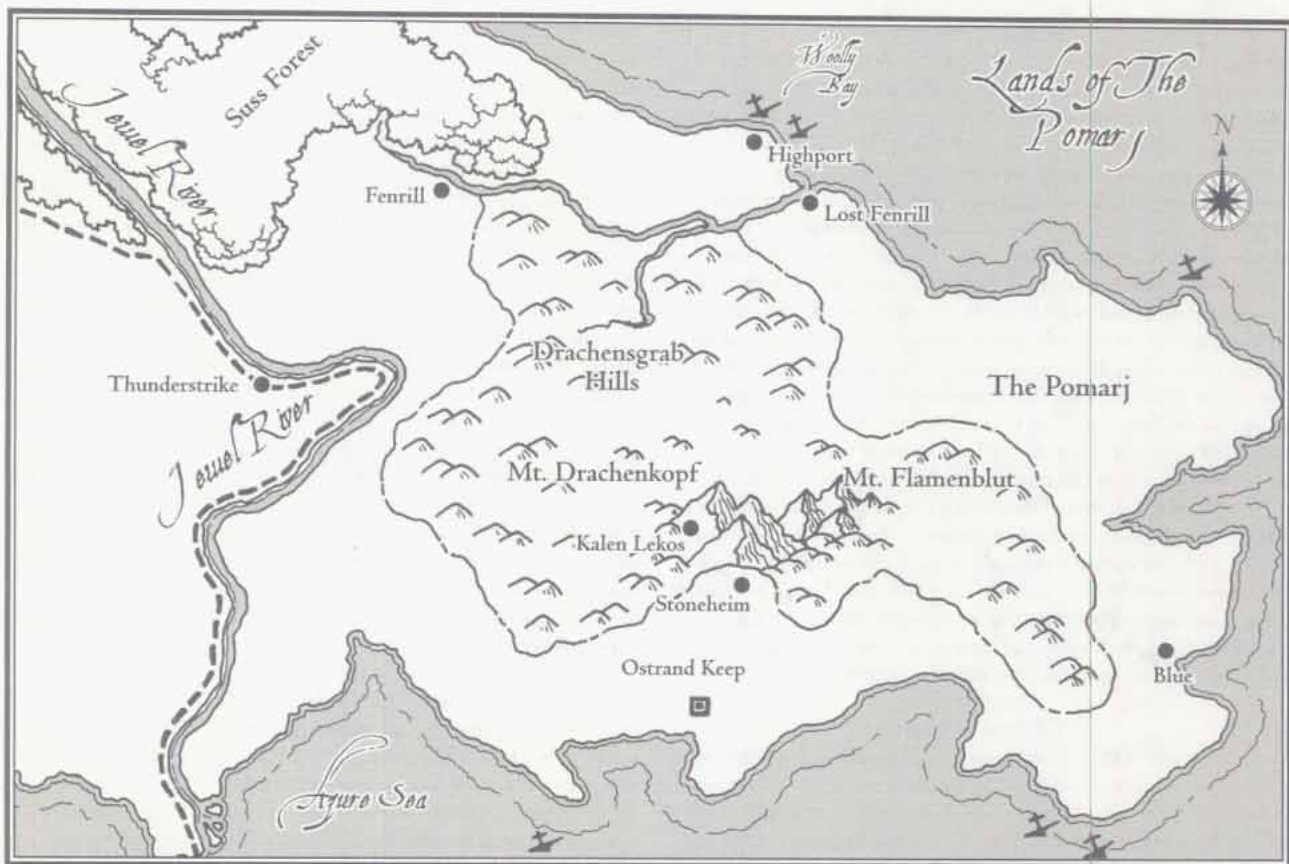
Northern Pomarj

The northern Pomarj includes the plains to the north of the Drachensgrab Hills and the Suss Forest. The center of civilization in the northern Pomarj is the city of Highport; many of the other villages scattered about the landscape have been razed by humanoid and now are only occasionally used by nomadic tribes as places to camp. The land is fairly fertile and has a large population of deer. The deer population has risen since the human farmlands have once again become overgrown. The locals are well supplied with meat. The northern Pomarj has many small coves or beaches that are favored as stopping points for the more independent pirates of Woolly Bay. These pirates make sure to identify themselves and pay a toll to local humanoid tribes, so they aren't attacked as invaders.

The road leading from Highport into the Drachensgrabs is paved with bricks—built with slave labor—and eventually leads to the city of Kalen Lekos, the site of the great temple of the Earth Dragon. Patrols are more frequent along the road, and shelters appear at intervals of half-day marches. In addition to the slave caravans that cross the peninsula via this road, many mercenary groups walk the Slave Road to report to their Slavelord commanders in the hidden city.

Eastern Pomarj

The eastern part of the Pomarj includes the entire peninsula from the eastern foothills onward. The coastland is mostly flat, and the shore alternates between long expanses of beaches and cliffsides riddled with caves. These caves are home to humanoid tribes, and some of the caves are partially or completely submerged and are used by kapoacynth (aquatic gargoyles) or koalinh (aquatic hobgoblins). The latter creatures are sometime allies of the Orcish Empire. They do no fighting on land but can be called to attack enemy ships that attempt to land on Pomarjian shores. The skeletons of such vessels litter the bottom of the Strait of Gearnat, and many have become even more hazardous as their dead crews have become drowned ones (sea zombies). The drowned ones and the aquatic gargoyles and hobgoblins battle frequently, with the undead sometimes spilling onto the land only to be chased back by the surface-dwelling humanoids. In addition to the humanoid and undead threats, this coastline sometimes suffers from sahuagin attacks. Turrosh Mak has tried many times to convince the sea devils to ally with his forces and attack only his enemies, but the extremely xenophobic nature of the sahuagin has prevented any sort of collusion. Towns and camps in areas plagued by sahuagin attacks carry additional supplies of incendiaries to even the odds. The sahuagin occasionally battle with the sea gargoyles and hobgoblins, but their keen sense of smell allows them to detect the drowned ones from far away and avoid the undead.



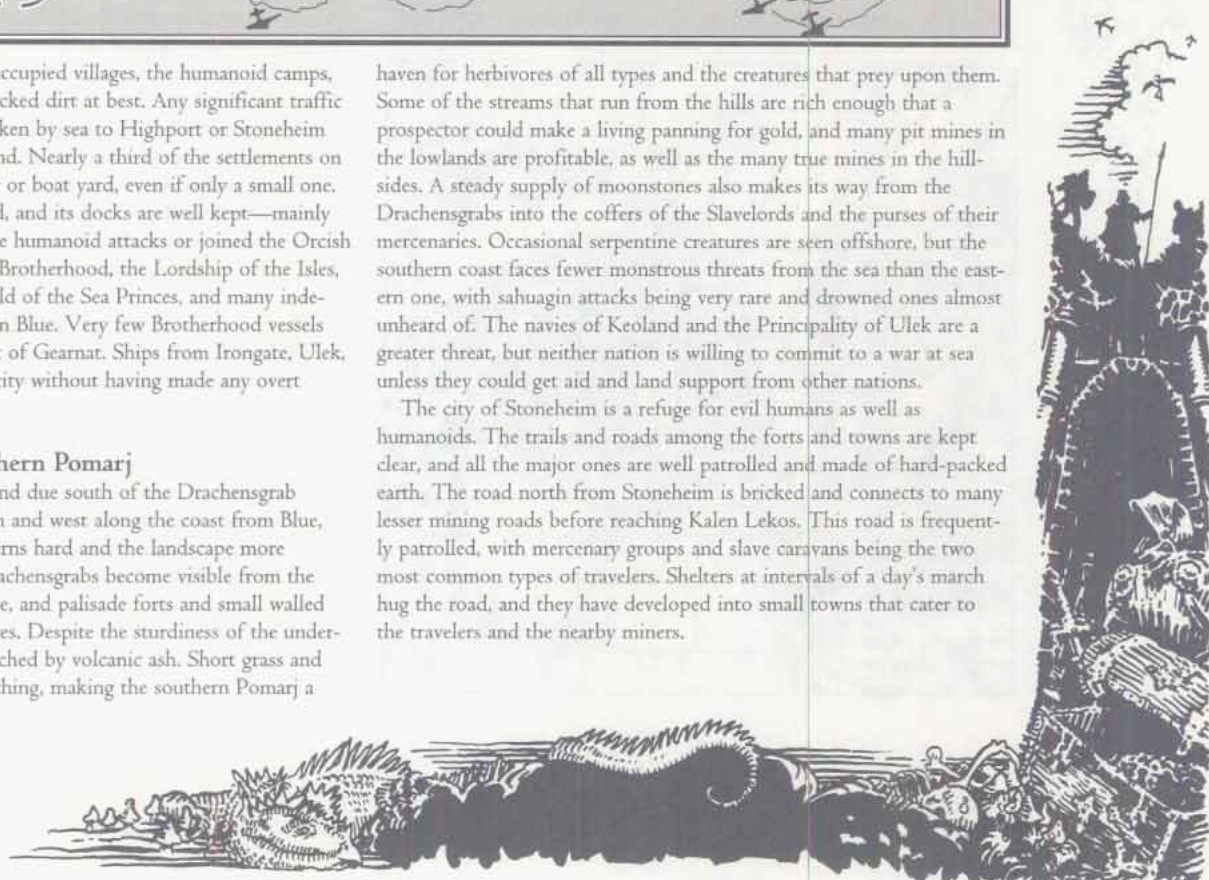
The roads that connect the occupied villages, the humanoid camps, and the city of Blue are hard-packed dirt at best. Any significant traffic (especially cargo) is normally taken by sea to Highport or Stoneheim before being transported overland. Nearly a third of the settlements on the coast have some sort of pier or boat yard, even if only a small one. The city of Blue is well fortified, and its docks are well kept—mainly by evil humans who survived the humanoid attacks or joined the Orcish Empire. Ships from the Scarlet Brotherhood, the Lordship of the Isles, the Brotherhood-controlled Hold of the Sea Princes, and many independent pirates make landings in Blue. Very few Brotherhood vessels sail farther north than the Strait of Gearnat. Ships from Irongate, Ulek, and Keoland threaten the port city without having made any overt attacks so far.

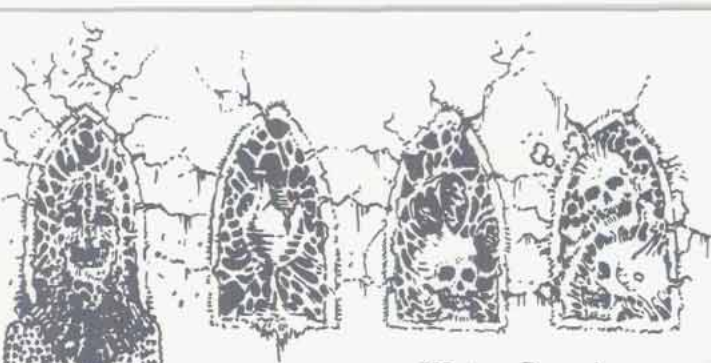
Southern Pomarj

This region comprises all the land due south of the Drachensgrab Mountains. As one travels south and west along the coast from Blue, the softer rock of that region turns hard and the landscape more rugged. The foothills of the Drachensgrabs become visible from the rocky beaches of the south shore, and palisade forts and small walled towns replace the numerous caves. Despite the sturdiness of the underlying ground, the topsoil is enriched by volcanic ash. Short grass and scrub plants cover almost everything, making the southern Pomarj a

haven for herbivores of all types and the creatures that prey upon them. Some of the streams that run from the hills are rich enough that a prospector could make a living panning for gold, and many pit mines in the lowlands are profitable, as well as the many true mines in the hillsides. A steady supply of moonstones also makes its way from the Drachensgrabs into the coffers of the Slavelords and the purses of their mercenaries. Occasional serpentine creatures are seen offshore, but the southern coast faces fewer monstrous threats from the sea than the eastern one, with sahuagin attacks being very rare and drowned ones almost unheard of. The navies of Keoland and the Principality of Ulek are a greater threat, but neither nation is willing to commit to a war at sea unless they could get aid and land support from other nations.

The city of Stoneheim is a refuge for evil humans as well as humanoids. The trails and roads among the forts and towns are kept clear, and all the major ones are well patrolled and made of hard-packed earth. The road north from Stoneheim is bricked and connects to many lesser mining roads before reaching Kalen Lekos. This road is frequently patrolled, with mercenary groups and slave caravans being the two most common types of travelers. Shelters at intervals of a day's march hug the road, and they have developed into small towns that cater to the travelers and the nearby miners.





Western Pomarj

This area was originally just the piece of land defined by the edges of the Suss Forest, the Jewel River, and the Drachensgrab Hills and the small territory southwest of the hills and east of the Jewel. Most people consider the western Pomarj to be all the land south of the Suss from the western part of the Drachensgrabs to the eastern edge of the Lortmils, which includes the conquered portion of the Principality of Ulek. The former Ulek land was once plentiful farmland, but has become wild and overgrown since it was taken over by the humanoids. The dwarven prince Olinstaad of the Principality has built a chain of citadels extending northward from the city of Havenhill in an effort to prevent any more losses to the Orcish Empire, and the attitude of his people (which count dwarves, gnomes, and humans among their numbers) is one of hatred toward the humanoids and a desire to take revenge on the despoilers. The Suss Forest is a favorite place of the humanoids (especially many of the small tribes of kobolds, orcs, and gnolls), making it even more dangerous than its northern reaches.

Like the other flat parts of the Pomarj, the place is dotted with remnants of villages, with occasional settlements of humanoids. The former croplands of Ulek became a place of grazing for larger herbivores such as deer, as well as smaller sorts such as rabbits and mice. A large population of feral cats has developed from this abundant food source. Local humanoids don't care what sort of animals they catch, and some of the weaker tribes get by on mouse stew and other strange fare.

Central Pomarj

The central part of the Pomarj is the Drachensgrab Hills. Built long ago by slow volcanic action, they are covered in rich topsoil that supports a thriving ecology of plant- and meat-eaters. Surrounded on all sides by bays, the hilly center of the Pomarj has frequent rains (strong

on the fringes but gentle toward the interior), and as a result the place is covered in small streams and lakes, with a few lakes that are little more than standing water over a layer of thick mud. The irregular configuration of the hills (there are many regions in the interior of the hills that are flat or completely surrounded by higher ground) means that most of these lakes are permanent, although few are larger than a mile across. The permanent ones have their own populations of fish, aquatic plants, and so forth, and a few even have a resident monster or monsters, usually a prehistoric reptile or two, but sometimes a family of freshwater trolls, giant frogs, or lizard men claim a lake as their home. One lake in the northwest portion has recently been staked out by a young adult amethyst dragon, Mafristex, who has persuaded or driven away intelligent or hostile creatures but has otherwise remained detached from the turmoil of the region.

The Drachensgrabs are moderately rich in gold and electrum, as well as gemstones of low value but high quality (particularly moonstones). Occasional earthquakes beset the place, although few are large enough to cause any major damage, and their frequency decreases when the Earth Dragon is pleased. The hills are said to be the seat of some terrible curse, with legends claiming that one or more powerful beings will arise in anger if their resting place is ever disturbed. It is unknown if this is just a corrupted tale of the Earth Dragon, or if other entities are imprisoned or slumbering here.

At the center of the Drachensgrabs are three larger mountains that jut violently upward, towering over the nearby hills. The largest is Drachenkopf, upon which is built the hidden city of Kalen Lekos, the seat of power for the Slavelords and the Earth Dragon Cult. To the west (and much more famous in song and tale) is Mount Flamenblut, the once-sleeping volcano that destroyed the city of Suderham. South of this is the small smoking mountain called Drach Aloos. The smallest is Hakentos, which stands in the shadow of Drachenkopf and is considered a taboo place by the human tribes that worship the Earth Dragon, although the reason for this belief has been lost in antiquity.

As stated before, the Drachensgrabs are bisected by a brick road leading from Highport past Kalen Lekos to Stoneheim. Lesser trails lead off to smaller farms and mines, but the main road sees the most traffic and is patrolled regularly. In the steeper portions of the hills are frequent turnoffs to allow rests in between climbs, which has saved many overworked beasts of burden from collapsing from exhaustion.

Landmarks

The Pomarj is a vast territory, and crossing it will take some time. The DM may speed the heroes along or prolong the heroes' journey to the Slavelords' secret citadel by creating his own side adventures or by having the heroes meet wandering monsters. One way to make the trip pass swiftly is for the DM to mark the heroes' progress with a series of landmarks. Below are some examples of landmarks that might be encountered and the challenges they present the heroes. Along with occasional random encounters or the sighting of a patrol, encounters with landmarks should keep the trip exciting.



Bridge

This old stone bridge crosses a 30-foot-deep defile. The spray of thundering water slicks the stone, and crumbled railings make it hazardous to walk close to the edge. The ancient arch shudders beneath the weight of those who cross it. Once an accessway to a mighty tower, only this bridge remains as a memorial to a great battle fought 300 years ago to turn back a marauding horde of hobgoblins. Local humanoids fear the spirits of those ancient defenders, and will cross the gorge miles downstream to avoid crossing here! A Dexterity check is required to cross safely.

Cleft Pine

A lone pine has been split in two, as if by some mighty woodsman's ax, yet still it lives. The sandy earth is fused into a gray, coarse mass, and the air prickles with life. This tree was struck by lightning and is a lightning rod for future storms. The air is charged and creates an uneasy feeling in all who visit. In a hollow beneath the tree is a haunt, the wicked spirit of a hobgoblin shaman who seeks to possess a victim to lead friends into an ambush with his former tribe. The haunt is able to use spells once it possesses a host.

Dusty Hills

This land is baked and barren. Lonely clumps of grass are buried by sifting dust stirred by the restless winds. Gritty clouds choke visitors, and their journeys are slowed by drifts. The land has turned to dust and become the toy of playful winds. These lands are difficult to travel due to the blowing dust and dangers hidden by drifts. Travel speed is halved, and there is the danger of falling into a dust pocket that swallows the traveler (save vs. petrification or suffer 1d6 damage per round until rescued). Travelers have become lost and wandered for hours in the dust storms, some even choking to death (save vs. poison), as the bleached bones of previous victims of this wasteland attest.

Edge of the World

From this ridge the valley below appears filled with the sky, as if a traveler stood at the very edge of the world. This reflection of the sky is due to heat waves forming a mirrorlike field that conceals whatever chance encounter lies in the valley below. At the heart of the valley is a pool of brackish water. Those who drink from it must save vs. poison or suffer from delusions of well-being even as any wounds they suffer are actually doubled in severity.

Summer's Candle

This 60-foot-tall spire of rock has a shape resembling a melted candle. A shiny deposit at its pinnacle captures and reflects the sun's light like a guttering flame. According to local lore, at a certain time of year the light from Summer's Candle will shine the way to a vast treasure hoard. While this spire may be climbed, it is difficult (Climb Walls -10%; Dex checks at -2). Those who stare into the focused rays of the spire must make an Intelligence check at half score or be blinded for 2d6 hours. The focused light can cause grass fires.

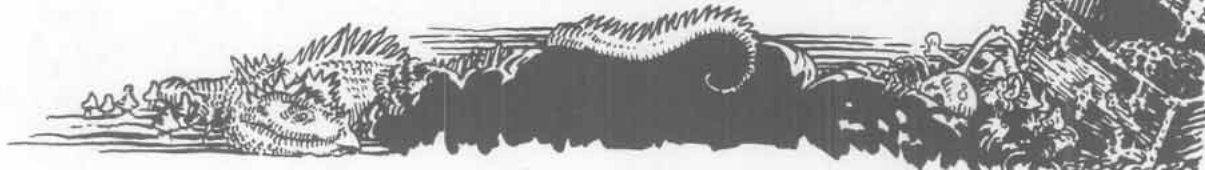
HIGHPORT

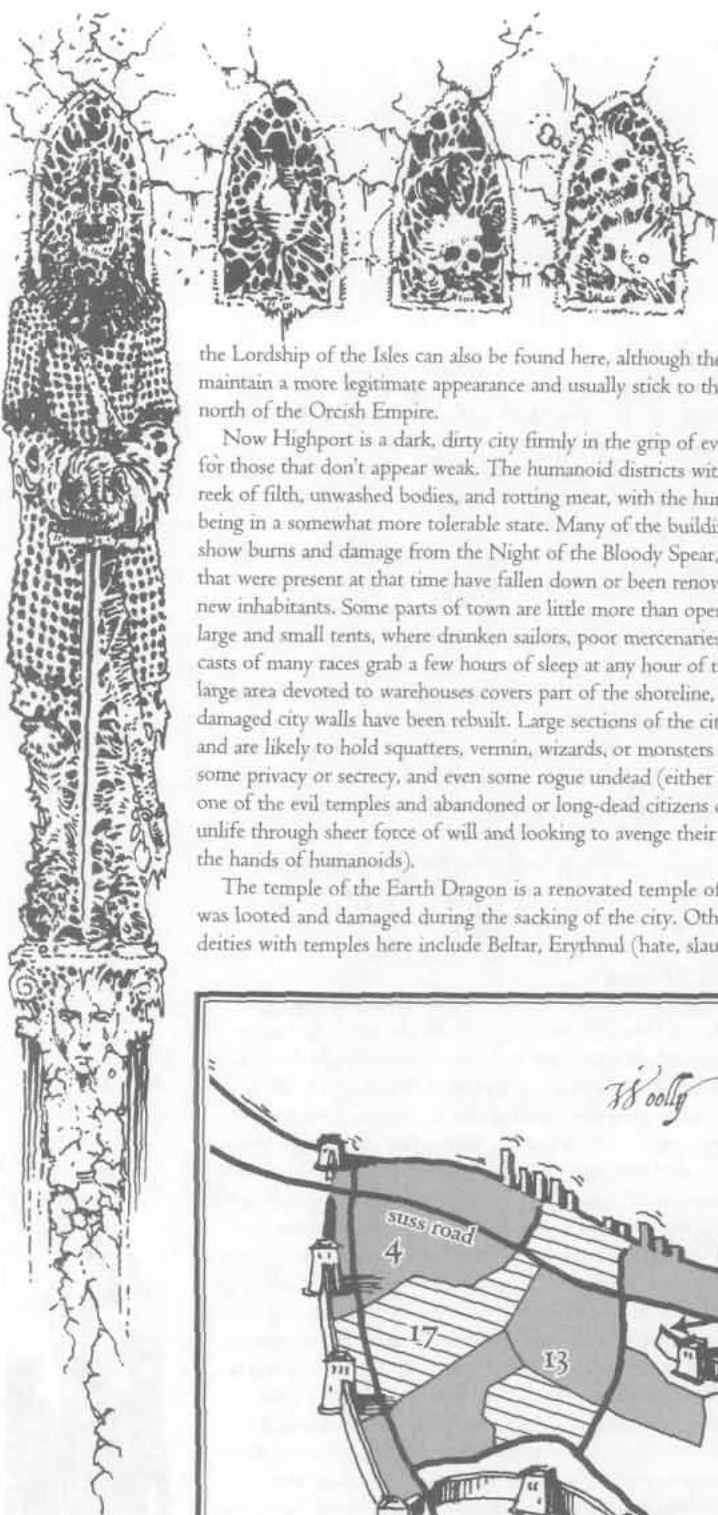
Highport was once the center of a bustling shipping and trade industry that moved goods up and down the Wild Coast and to and from the southwestern and southeastern portions of the Flanaess. For a time the population had a seasonal high of nearly 10,000, with additional numbers coming from the many sailors, marines, and merchants who made Highport their temporary home.

This all changed in 513 CY. Having been driven from the Lortmils in the Hateful Wars just a few years before by the combined armies of the Ulek states, Veluna, and the demihumans of the Kron Hills, many of the humanoids fled southward into the Pomarj. On the 11th of Planting that year, the humanoids attacked Highport. While the other towns in the Pomarj were full of men gone soft, the people of Highport were hard workers and supported by sailors with years of experience fighting pirates, savages, and strange monsters from the deep. Five times the orcish armies were repulsed from the city, but on the sixth assault the gates were sundered as the hour approached midnight and the invaders entered the city. Large portions were set afire, and any defenders who were caught were slaughtered, their bodies impaled on any sharp objects available and left on the city wall. Those who escaped dubbed it the Night of the Bloody Spear, and the tale they tell has remained a testimonial to the savagery and determination of the humanoids of the Pomarj.

Much of Highport was left in ruins. The orcs rebuilt enough to make it livable and eventually reopened the city for trade. At first everyone avoided the port, but some of the bravest pirates finally decided to try a stay and found the new owners reasonably tolerant. The word spread, and in a few years the shattered city of Highport was again a common stopping place for naval trade, although those captains who chose to put to port here kept their hands on their swords and several deck hands awake at all times. Evil men of many nations began to settle in the city, accepting the orcs as ugly brothers with the same black hearts as their own. Half-breeds of all sorts became common. Evil temples of the vilest sort sprang up everywhere and waged subtle and gruesome wars with each other. The town was ruled by a coalition of tribes, split by factional disagreements and blood feuds, with fighting breaking out between rival groups at least once a month. Justice was unknown, as right was determined by whoever had the faster sword arm. Pirates based here harried shipping all along Woolly Bay and even into the Azure Sea. This corrupt condition lasted for over 50 years, with different tribes gaining ascendancy at different points and at least two human- and half-orc-controlled governments taking control during this time.

With the rise of Turrosh Mak, some semblance of order returned to Highport. Differences between rival tribes were crushed by the Despot, using his own troops, transfer of members between tribes, and the power of his wizard and priest allies. A government loyal to Turrosh Mak was put in place and established a reasonable (if harsh) system of laws to prevent the most grievous offenses and punish troublemakers. A temple of the Earth Dragon was consecrated to foster religious unity, and other temples (especially ones of the more destructive gods) were warned that any mass slayings, plagues, or other great ills that befell the city would be blamed on them. Ship from the Scarlet Brotherhood occasionally stop here, although they fly other countries' flags or no flag at all. Ships from





the Lordship of the Isles can also be found here, although they prefer to maintain a more legitimate appearance and usually stick to the ports north of the Orcish Empire.

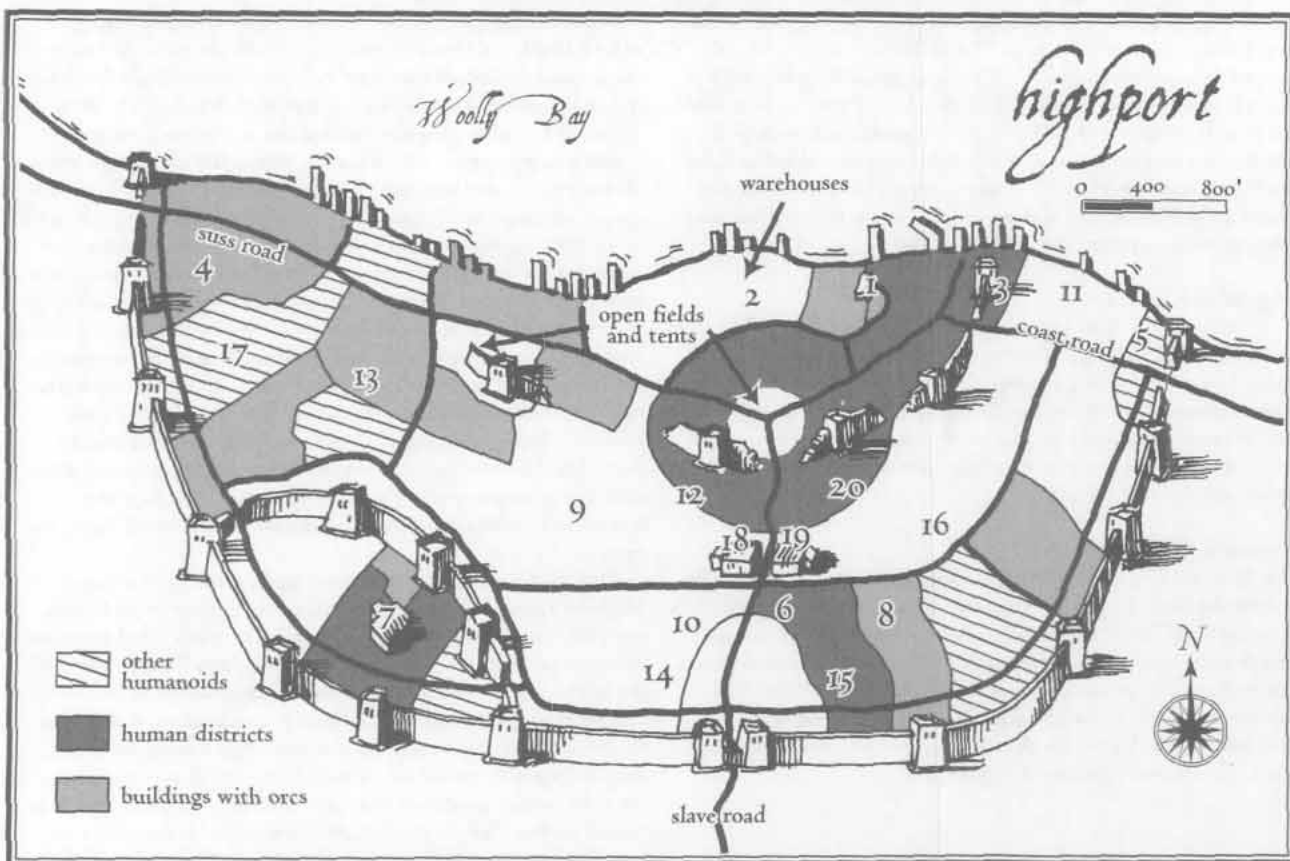
Now Highport is a dark, dirty city firmly in the grip of evil, but safe for those that don't appear weak. The humanoid districts within the city reek of filth, unwashed bodies, and rotting meat, with the human districts being in a somewhat more tolerable state. Many of the buildings still show burns and damage from the Night of the Bloody Spear, but most that were present at that time have fallen down or been renovated by the new inhabitants. Some parts of town are little more than open fields with large and small tents, where drunken sailors, poor mercenaries, and outcasts of many races grab a few hours of sleep at any hour of the day. A large area devoted to warehouses covers part of the shoreline, and the damaged city walls have been rebuilt. Large sections of the city are unused and are likely to hold squatters, vermin, wizards, or monsters seeking some privacy or secrecy, and even some rogue undead (either animated by one of the evil temples and abandoned or long-dead citizens clinging to unlife through sheer force of will and looking to avenge their deaths at the hands of humanoids).

The temple of the Earth Dragon is a renovated temple of Xerbo that was looted and damaged during the sacking of the city. Other dark deities with temples here include Beltar, Erythnul (hate, slaughter),

Incubulos (plagues, famine, disasters), Hextor (war, discord, tyranny), Iuz, Mictlantecuhli (an Olman death god), Nerull (death, murder), Pyremius (poison, murder), the cult of Vecna (destructive and evil secrets), and various humanoid gods.

Of course, not everyone in Highport is a monomaniacal cutthroat; many are merchants and other people (not necessarily humans) just looking to do business, and are just less concerned with the sort of person who pays them for their goods. A wide variety of shops, inns, and taverns exist in Highport, serving the rough-and-tumble clientele and providing the basic services that are necessary to all: equipment, food, clothing, and so on. It is quite possible for adventurers to make their way into the town in the guise of mercenaries and survive for quite some time as they investigate the Slavelord operation here. Heroes who indiscriminately attack people in the town just because they live here should quickly discover that most of the common people in town aren't evil. Even some of the humanoids—many of which have grown up here and have become more civilized than their nomadic counterparts—are good or neutral.

Should the heroes spend time in Highport, they can undertake many sorts of jobs to provide a cover for their existence in the city. Just like anywhere else, inns and other businesses are in need of freemen employees. Freemen tend to have a better spirit and work ethic, and they aren't



likely to run away like a slave would. The less gentle members of the group can join the city guard, answering disturbance calls and locking rowdies in the jail (although they might hesitate when a person's offenses require him or her to be sold on the block). The tent fields are in need of guards to keep those areas safe at all times. The lands around Highport still contain some interesting ruins, which may be of interest to the more influential people in town, requiring the employment of adventurers who can be trusted more than your average dirty soldier.

The city has some strange allies and some unusual vermin. A flock of harpies nests in a pair of the unused watchtowers. They scout the near part of the bay in exchange for food and pretty trinkets. Some of the braver people in town have tamed giant weasels as pets or guard animals, while wild ones run free in the abandoned parts of town. A mated pair of hill giants hire themselves out to different groups as bodyguards or laborers, and they compete for work with a single pack of trolls that lives in town. An extended family of ogres works as a mercenary group (either on land or on a pirate ship), and the temple of Nerull has an agreement with a pack of ghouls that lives outside the city. Many parts of town are prone to hordes of giant rats sweeping through an entire neighborhood, and casks of oil are kept ready for lighting to act as barricades for the rodents. The local stirge population helps keep the number of giant rats relatively low, but they themselves are dangerous enough that the harpies have been hired to kill them off (an effort that has so far been unsuccessful).

Ghouls (1–12): AC 6; MV 9; HD 2; hp 9; THACO 19; #AT 3; Dmg 1d3/1d3/1d6; SA paralysis, d6+2 rds; SD immune to *charm* and *sleep*; SZ M (5' tall); ML steady (11); Int low (5); AL CE; XP 175.

Notes: Those slain by a ghoul will rise within a day as a ghoul.

Giants, hill (1–2): AC 3; MV 12; HD 12+2; hp 62; THACO 9; #AT 1; Dmg 2d6+7; SA hurl rocks (Rg 200 yds, Dmg 2d8); SZ H (16' tall); ML elite (13); Int low (5); AL CE; XP 3,000.

Special Abilities: Hill giants prefer to attack from high ground. They can catch catapult missiles (30%).

Notes: Females fight at –3; young fight as ogres.

Harpies (1–6): AC 7; MV 6, fly 15 (C); HD 7; hp 35; THACO 13; #AT 3; Dmg 1d3/1d3/1d6; SA singing, charm; SZ M (6' tall); ML elite (13); Int average (8); AL CE; XP 975.

Special Abilities: A harpy's song has the ability to charm. Charmed victims touched by a harpy are stunned for 20+1d10 hours.

Ogres (16): AC 5; MV 9; HD 4+1; hp 28; THACO 17; #AT 1; Dmg 1d10+2; SZ L (9' tall); ML steady (11); Int average (8); AL CE; XP 270.

Notes: Ogres are big brutes who live by raiding others. Ill-tempered and nasty, they are often mercenaries. Females fight as flinds, and young fight as hobgoblins.

Ogre chieftain (1 per 16): AC 3; MV 9; HD 7+1; hp 37; THACO 13; #AT 1; Dmg 2d6+6; SZ L; ML steady (11); Int average (8); XP 975.

Rats (2–24): AC 7; MV 15, swim 6; HD %; hp 2; THACO 20; #AT 1;

Dmg 1; SA disease; SZ T (1' long); ML unreliable (3); Int animal (1); AL N; XP 7.

Stirges (3–30): AC 8; MV 3, fly 19 (C); HD 1+1; hp 6; THACO 19; #AT 1; Dmg 1d3; SA blood drain (1d4); SZ S (2' wingspan); ML average (8); Int animal (1); AL N; XP 175.

Notes: A stirge becomes gorged on 12 hp of blood.

Trolls (1–2): AC 4; MV 9; HD 6+6; hp 36; THACO 13; #AT 3; Dmg 1d4+4 ×2/1d8+4; SA +8 to damage with weapon; SD regenerates 3hp/rd; SZ L (7' tall); ML elite (14); Int semi (4); AL CE; XP 1,400.

Special Abilities: Severed limbs continue to fight. Trolls don't fear death. They can throw stones (Range 20 yds, Dmg 1d8).

Weasels, giant (1–8): AC 6; MV 15; HD 4+4; hp 24; THACO 15; #AT 1; Dmg 2d6; SA blood drain (2d6); SZ M (5' long); ML average (9); Int animal (1); AL N; XP 175.

I. Temple of the Earth Dragon

This building was once dedicated to the Suel god Xerbo, but was desecrated on the Night of the Bloody Spear. With the ascendancy of the new Slavelords, the damaged temple was stripped of its old religious icons, rebuilt, redecorated, and consecrated to the Earth Dragon. Its view of the harbor is unrestricted, and it is a frequent stop for visitors of all races, because the priests there charge the lowest rates for *cure* spells. They are subsidized by the Slavelords, so they can afford it, and merely require a small payment and a prayer to the Earth Dragon from anyone seeking healing. The temple also sees a lot of traffic compared to other churches in town because it is dedicated to one of the few protective gods in the city. The high priest here is Nofosh, a half-orc. He is assisted by twenty lesser priests and ten acolytes.

Nofosh, half-orc P9 of Earth Dragon: AC 6 (scalemail); MV 12; hp 45; THACO 16; #AT 1; Dmg 1d6+4 (pick, Earth Dragon bonus); SZ M; ML steady (12); Str 12, Dex 10, Con 14, Int 11, Wis 15, Cha 10; AL LE; XP 650.

Special Equipment: *potion of extra-healing.*

Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

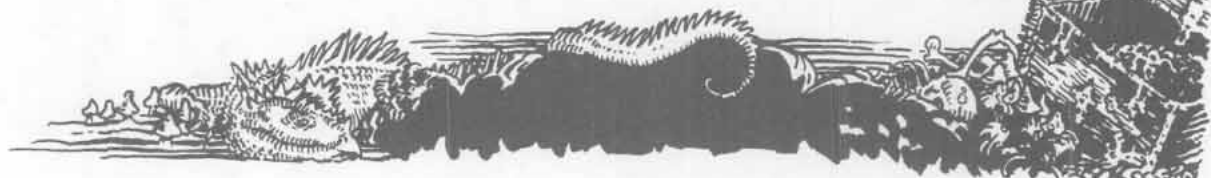
Spells Memorized (5/5/3/1): 1st—*blight, cure light wounds, darkness, magical stone, shillelagh*; 2nd—*augury, fire blade, heat metal, obscurement, spiritual hammer*; 3rd—*call lightning (×2), dispel magic*; 4th—*cure serious wounds.*

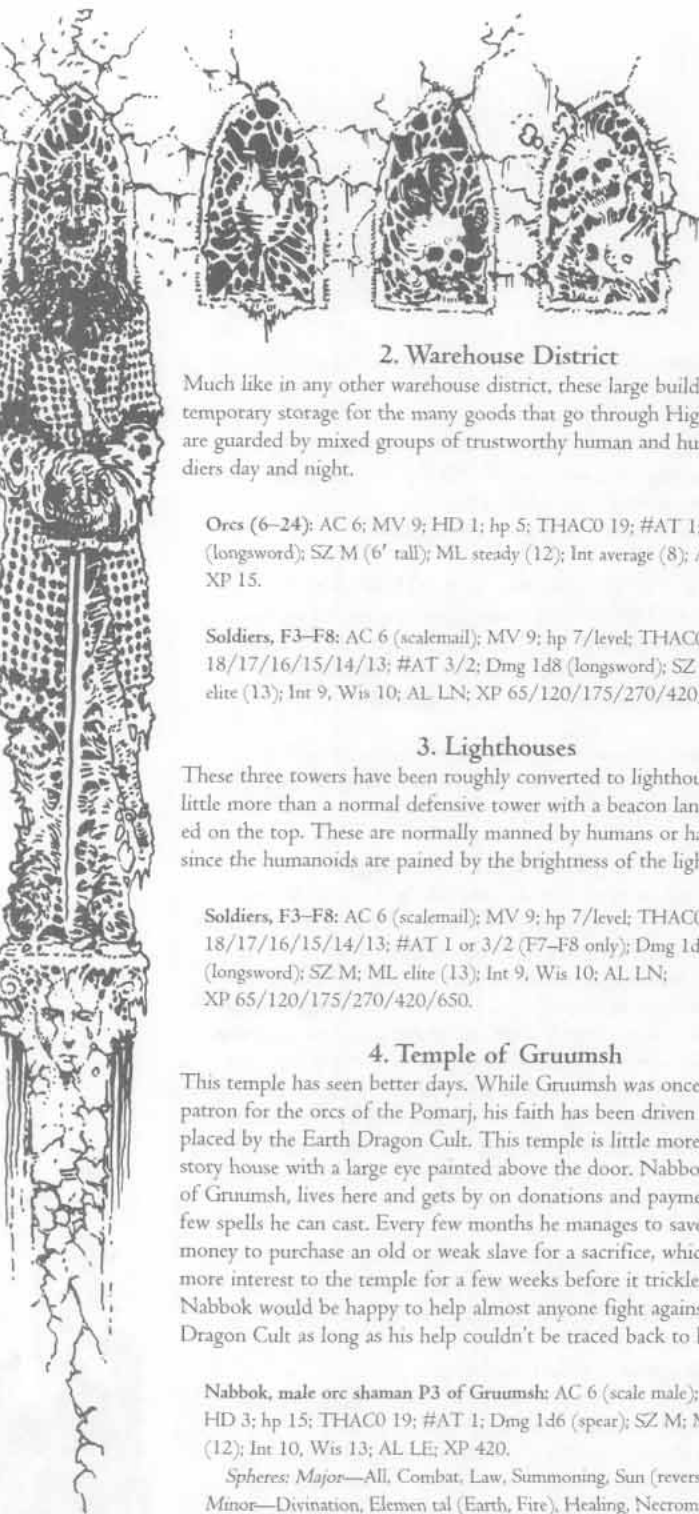
Earth Dragon priests, P2–P5: AC 6 (scalemail); MV 9; hp 6/level; THACO 20 (P2–P3) or 18 (P4–P5); #AT 1; Dmg 1d6+1 (pick); SZ M; ML champion (15); Str 11, Dex 13, Con 13, Int 9, Wis 14, Cha 7; AL N; XP 65/120/175/270.

Special Abilities: Once per day: *light* or *magical stone*; +1 to saves vs. physical damage while touching ground.

Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized: DM's choice.





2. Warehouse District

Much like in any other warehouse district, these large buildings provide temporary storage for the many goods that go through Highport. They are guarded by mixed groups of trustworthy human and humanoid soldiers day and night.

Orcs (6–24): AC 6; MV 9; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d8 (longsword); SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15.

Soldiers, F3–F8: AC 6 (scalemail); MV 9; hp 7/level; THACO 18/17/16/15/14/13; #AT 3/2; Dmg 1d8 (longsword); SZ M; ML elite (13); Int 9, Wis 10; AL LN; XP 65/120/175/270/420/650.

3. Lighthouses

These three towers have been roughly converted to lighthouses; each is little more than a normal defensive tower with a beacon lantern mounted on the top. These are normally manned by humans or half-orcs, since the humanoids are pained by the brightness of the lights.

Soldiers, F3–F8: AC 6 (scalemail); MV 9; hp 7/level; THACO 18/17/16/15/14/13; #AT 1 or 3/2 (F7–F8 only); Dmg 1d8 (longsword); SZ M; ML elite (13); Int 9, Wis 10; AL LN; XP 65/120/175/270/420/650.

4. Temple of Gruumsh

This temple has seen better days. While Gruumsh was once a great patron for the orcs of the Pomarj, his faith has been driven out and displaced by the Earth Dragon Cult. This temple is little more than a one-story house with a large eye painted above the door. Nabbok, a priest of Gruumsh, lives here and gets by on donations and payments for the few spells he can cast. Every few months he manages to save enough money to purchase an old or weak slave for a sacrifice, which draws more interest to the temple for a few weeks before it trickles off again. Nabbok would be happy to help almost anyone fight against the Earth Dragon Cult as long as his help couldn't be traced back to him.

Nabbok, male orc shaman P3 of Gruumsh: AC 6 (scale mail); MV 9; HD 3; hp 15; THACO 19; #AT 1; Dmg 1d6 (spear); SZ M; ML steady (12); Int 10, Wis 13; AL LE; XP 420.

Spheres: Major—All, Combat, Law, Summoning, Sun (reversed), War; Minor—Divination, Elemental (Earth, Fire), Healing, Necromantic, Protection, Wards.

Spells Memorized (2/1): 1st—*blight, shillelagh*; 2nd—*spiritual hammer*.

5. Temple of Yeenoghu

Most gnolls of the city that live on the east side pay homage to Yeenoghu, demon prince. Rafguraat the gnoll is the brother of Lorrosh, leader of the Blue Eye tribe. The two get along well and meet at least once a season to exchange news and mates.

Rafguraat, gnoll shaman P4 of Yeenoghu: AC 3; MV 9; HD 4; hp 23; THACO 17; #AT 1; Dmg 1d6+1 (flail); SZ L; ML steady (11); Int 10, Wis 14; AL CE; XP 120.

Spheres: Major—All, Chaos, Combat, Protection, Summoning;

Minor—Guardian, Healing, Sun (reversed).

Spells Memorized (3/2): DM's choice.

6. Temple of Mictlantecuhtli

This temple is an oddity; the Olman gods are normally only worshiped in the jungles of the Amedio and Hepmonaland to the southwest and southeast. However, this particular temple was established by former Olman slaves from the Hold of the Sea Princes (which long conducted slaving operations in the Amedio and was taken over by the Scarlet Brotherhood). The leader of this minor cult is Lipacatihli, a worshiper of the death god who became a priest when he and his fellows reached the Pomarj. Lipacatihli hates the Scarlet Brotherhood and would flee the city or attack in a mad rage if he were to learn that the Brotherhood was behind the Slavelords. His followers have to restrain him when he hears that a Brotherhood ship is in port.

Lipacatihli, male human F3/P2 of Mictlantecuhtli: AC 4; MV 9; hp 16; THACO 18; #AT 1; Dmg 1d6 (quarterstaff); SZ M; ML champion (15); Str 13, Dex 12, Con 15, Int 8, Wis 14, Cha 7; AL NE; XP 65.

Special Abilities: Once per day: *light or magical stone*; +1 to saves vs. physical damage while touching ground.

Spheres: Major—All, Astral, Combat, Elemental, Necromantic, War;

Minor—Charm, Divination, Healing, Law.

Spells Memorized (2): DM's choice.

7. Lord's Palace

This large building was once the residence of the lord of the city, Prince Kevram Bilarro. (The Bilarro line is an offshoot of Prince Erkin, the human that united the Drachensgrab territories in the middle fifth century CY.) It resisted the attacks of the orcs long after they had taken the rest of the city, since the wizard Bilarro had built his castle with several strange enchantments that allowed it to repel or consume those who would see it fall. When the city fell, the remaining palace staff fled, and the palace itself lay abandoned for many years; the moans of those that it had consumed could be heard nightly. When the Slavelords took over, the wizard Markessa was able to decipher the enchantments on the palace and enter. It was then set up as the base of operations for the new leaders of Highport.

The palace district is surrounded by a smaller wall of similar construction to the city wall. Because of this defensive structure, the humanoids were delayed in entering this area and had spent much of their rioting on other parts of the city, and so the buildings here are almost intact. The palace itself still retains its enchantments against besiegers, although the current inhabitants do not know how to reactivate them, and so it is not as effective in the hands of the Slavelords as it was during the human reign in Highport.

In addition to the mundane staff and the five dozen human and half-orc guards, the palace is inhabited by the two leaders of Highport—one a duplicate of Markessa, the other a half-orc fighter. The two loathe each other, and it is only their loyalty to the Slavelords that has kept them from killing each other.

Markessa takes great pride in this particular duplicate, which Slavelord Brother Kerin nicknamed "Tanva" (the Suel word for gold).



Braks is a brutish half-orc, looking more orc than human. He is very strong (18/45 Strength) and commands automatic respect from orcs (Charisma 18 to orcs). He was hand-picked and trained by Theg Narlot as a youth and may take his mentor's place in the Savelords when Theg decides to retire.

Braks, half-orc male F8: AC 2 (*chainmail +2, shield*); MV 9; hp 58; THACO 12 (9 with *longsword +2, Str bonus*); #AT 3/2 (2 with *longsword, specialization*); Dmg 1d8+5 (*longsword +2, specialization, Str bonus*); SZ M (6'1" tall); ML elite (13); Int 13; AL LE; XP 3,000.

Special Abilities: *infravision 60'*.

Special Equipment: *ring of vampiric regeneration, pale lavender ioun stone* (absorbs spells up to 4th level).

8. Temple of Beltar

Rather than being a normal building on the surface, this spot has a wide-mouthed tunnel leading downward, finally terminating in a small subterranean area. The altar is on the far end of the cave, and the priests live in small alcoves dug in the sides of the main cave. The high priest of this temple is the female orc, Kurrsh. The temple is strongly supported by the Scarlet Brotherhood, and the priests make weekly sacrifices to this foul goddess. Two zombies guard the temple at all times.

Kurrsh, female orc shaman P6 of Beltar: AC 6; MV 9; hp 30; THACO 18; #AT 1; Dmg 1d8 (*longsword*); SZ M; ML steady (12); Int 10, Wis 13; AL LE; XP 650.

Spheres: *Major*—All, Charm, Combat, Elemental (Earth), Summoning; *Minor*—Divination, Healing, Necromantic, Sun (reversed).

Spells Memorized (3/3/2): DM's choice.

9. House of Quiet

This odd business is a restaurant set in one of the less used parts of Highport. Its owner, a mind flayer called "Quiet" by the locals (his illithid name is unpronounceable, and he prefers silence over conversation), runs a well-kept establishment catering to those in town who prefer a less rowdy environment to dine. The employees are all slaves who have been *charmed* by Quiet and happily serve their new friend and master. The primary rule here is that silence is of the utmost importance; any conversation above the level of a whisper is forbidden. Those who cause trouble here suffer a *mind blast* from the illithid and are usually *charmed* before being turned over to guardsmen. The normal procedure is to interrogate the offender and, if found guilty, return him or her to Quiet. The mind flayer either keeps the person on staff as a slave and as an example to those who break his rules, or uses him or her as food. It might seem unusual that the residents would tolerate a mind flayer, but since they spend their days with people who buy and sell other intelligent beings as a matter of course, a creature that eats them doesn't seem outrageous, especially given the appetites of some of the humanoids.

Quiet, mind flayer: AC 5; MV 12; HD 8+4; hp 44; THACO 11; #AT 4; Dmg 2; SA *mind blast*; SZ M; ML champion (15); Int genius (18); AL LE; XP 9,000.

Of all of the Markessa duplicates, this one looks the most like the original, even to the golden hair. However, this one makes herself look slightly different by putting broad stripes of metallic gold makeup across her cheeks, giving her a strangely savage yet attractive look.

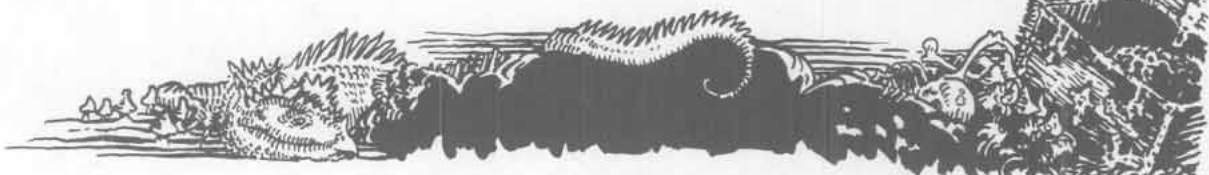
Markessa the Gold (aka Tanva), female elf Enc8: AC 4 (*ring of protection +2, Dex bonus*); MV 12; hp 22; THACO 18 (15 with darts); #AT 1 or 3; Dmg 1d4 (*dagger*) or 1d4/1d4/1d4 (*darts*); SA targets of her *Enchantment/Charm* spells have a -1 on their saving throws; SD 90% resistance to *sleep* and *charm*; SZ M (4'6" tall); ML elite (13); Int 13, Wis 13; AL NE; XP 5,000.

Special Abilities: *infravision 60'*.

Special Equipment: *philter of persuasiveness, ring of protection +2, wand of fear* (52 charges).

Spellbook (4/3/3/2): 1st—*burning hands**, *change self, charm person**, *color spray, detect magic, detect undead, friends, hypnotism**, *message, read magic, sleep**, *unseen servant*; 2nd—*continual light, ESP, invisibility, knock, mirror image, ray of enfeeblement**, *scare**, *Tasha's uncontrollable hideous laughter**, *whispering wind*; 3rd—*hold person**, *protection from normal missiles, slow, suggestion**, *tongues**, *water breathing*; 4th—*charm monster**, *fire charm**, *minor globe of invulnerability*.

* Indicates memorized spell.





Special Abilities: Infravision 60', telepathy, mind blast (save vs. wands or be stunned for 3d4 rounds). At will (7th level)—charm person, charm monster, suggestion, ESP, levitate, astral projection, plane shift. Causes a -4 penalty to saves against its powers.

10. Temple of Erythnul

This temple is a converted butcher shop. The single priest is an odd-looking human who has very feral features, as if he were part gnoll. This man, Renchen, is a priest of Erythnul. He preaches to the people sleeping in the nearby tent district, sometimes during the day and sometimes in the dead of night. This hardly makes him popular, and it is only his power as a priest that keeps people from trying to use force to shut him up. Still, many pirates and humanoids pay him for a blessing before they go raiding.

Renchen, male human P8 of Erythnul: AC 7 (*leather +1*); MV 9; hp 48; THACO 16 (14 with *mace +1*, Str bonus); #AT 1; Dmg 1d6+3 (*mace +1*, Str bonus); SZ M (6'8" tall); ML elite (13); Str 17, Dex 9, Con 9, Int 13, Wis 14, Cha 6; AL CN; XP 975.

Spheres: Major—All, Combat, Healing (reversed), Necromantic (reversed), Summoning; Minor—Creation, Protection, Sun (reversed), War.
Spells Memorized (5/4/3/2); DM's choice.

11. Temple of Incubulos

The priest of this temple is, to put it bluntly, a madman. He screams at any hour of the day or night, calls out prayers to his god and curses on unseen enemies, casts money and rocks into the bay, and burns black candles whenever a ship enters or leaves port. So far, the Mad One has not harmed anyone in the three years that he has lived here, and the town has been free of plagues during that time, so the authorities let him stay. The temple is just an abandoned house with a bar of bronze twisted into the shape of a possession rune nailed to the door. People leave coins in front of the door to ward off sickness.

The Mad One, male human P7 of Incubulos: AC 6 (*scalemail*); MV 12; hp 30; THACO 16 (15 with *staff of the serpent*); #AT 1; Dmg 2d2 (*staff of the serpent*); SA poison attack; SZ M (4'11" tall); ML elite (13); Str 10, Dex 9, Con 9, Int 15, Wis 13, Cha 14; AL LN; XP 1,400.

Special Abilities: resistant to disease and slimes (20%), hypnotism, disguise.

Special Equipment: *staff of the serpent* (*adder*).

Spheres: Major—All, Astral, Healing (reversed), Necromantic (reversed), Summoning, Sun (reversed); Minor—Divination.

Spells Memorized (4/3/2/1); DM's choice.

12. Temple of Hextor

The temple of Hextor is more of a training facility than a temple. Once a small warehouse, it was stripped of its furnishings and filled to capacity with slaves and prisoners of war, who were then slaughtered to a man. Now the five priests of the Scourge of Battle hold worship services here, as well as training the devout in war. The high priest is Satran, a grim man with gray hair and a lust for war.

Satran, male human P6 of Hextor: AC -2 (*plate mail of etherealness*); MV 9; hp 42; THACO 18 (17 with *morning star*); #AT 1; Dmg 2d4+1 (*morningstar*, Str bonus); SZ L; ML steady (11); Int 10, Wis 14; AL CE; XP 120.

Special Equipment: *plate mail of etherealness* (5 charges remaining).

Spheres: Major—All, Combat, Elemental (Fire), Healing (reversed), Law, Necromantic (reversed), War; Minor—Summoning, Sun (reversed).

Spells Memorized (3/3/2): 1st—*command*, *shillelagh*, *protection from good*; 2nd—*barkskin*, *flame blade*, *spiritual hammer*; 3rd—*cause disease*, *dispel magic*.

13. Temple of Nerull

When Torish sought to make a temple to his god in this city, he was drawn to this location—an orphanage where humanoids murdered all the young residents in their hiding places. Torish had the windows boarded up and the building painted black. He and his two assistants hold services every week to the Hater of Life, sometimes attended by murderers-to-be or especially nasty humanoids.

Torish himself is a normal-appearing man in his early thirties. When he is encountered outside the temple, it is hard to believe that this man is a heartless killer.

Torish, male human P6 of Nerull: AC 4 (*banded mail*); MV 9; hp 25; THACO 18; #AT 1; Dmg 1d6 (*staff*); SZ M; ML elite (13); Int 8, Wis 12; AL CE; XP 120.

Spheres: Major—All, Astral, Combat, Guardian, Healing (reversed), Necromantic (reversed), Sun (reversed); Minor—Charm, Divination.

Spells Memorized (3/3/2): 1st—*cause light wounds*, *darkness*, *magical stone*; 2nd—*hold person*, *silence 15'* radius, *spiritual hammer*; 3rd—*cause blindness*, *cause disease*.

14. Temple of Pyremius

This place is a mixture of temple and storefront. Malav and her acolytes spend most of their time between services preparing poisons and flavorful sauces, which they sell to anyone interested. While

Pyremius is also a fire deity, pressure from the Slavelords has caused the priests to limit their preaching of that aspect of the god.

Malav, female human P6 of Pyremius: AC 6 (scalemail); MV 9; THACO 18 (15 with crossbow of accuracy); #AT 1; Dmg 1d6 (quarterstaff) or 1d4+1 (crossbow of accuracy); SZ M; ML average (10); Int 10, Wis 12; AL NE; XP 420.

Spheres: Major—All, Combat, Creation, Elemental (Fire), Guardian, Summoning; Minor—Divination, Healing, Necromantic, Plant, Protection.

Spells Memorized (3/3/2): 1st—cause light wounds, darkness, detect snares; 2nd—flame blade, heat metal, resist fire; 3rd—protection from fire, pyrotechnics.

15. Temple of Iuz

Marten is a very unpopular person in the city. He constantly complains about the Slavelords, how he should be in charge of Highport, the living conditions in the city, the lack of reverence for the great Iuz, and anything else that happens to have earned his ire that day. The Slavelords tolerate him because he irritates just about everyone and acts as a lightning rod for peoples' anger. The priest seems to know just when to get quiet, for the Slavelords will eliminate him if he goes too far.

Marten, male human P4 of Iuz: AC 7 (studded leather); MV 12; hp 20; THACO 18 (15 with staff of striking); #AT 1; Dmg 1d6+3 (staff of striking); SZ M; ML champion (16); Int 9, Wis 15; AL CE; XP 175.

Special Abilities: change self (1/day).

Special Equipment: staff of striking (13 charges).

Spheres: Major—All, Chaos, Charm, Combat, Healing (reversed), Necromantic (reversed), Summoning, Sun (reversed); Minor—Divination.

Spells Memorized (5/3): 1st—cause light wounds, command, darkness, detect good, detect snares; 2nd—flame blade, heat metal, resist fire.

16. Temple of Vecna

The cult of Vecna in Highport has only a handful of low-level priests, led by a necromancer named Gotto. To supplement Gotto's dozen skeleton servants, the cult has tamed a young basilisk, which is used to guard the temple in the off hours (the basilisk normally wears a gauze head-dress that prevents it from inadvertently using its stony gaze). The priests are allowed to keep such a dangerous creature because they have sworn to employ it in the defense of the city if necessary.

Gotto, male human Nec7: AC 7 (Dex bonus); MV 12; hp 23; THACO 18; #AT 1; Dmg 1d6 (quarterstaff); SZ M; ML champion (16); Int 15, Wis 9; AL CE; XP 175.

Special Equipment: dust of sneezing and choking (13 packets); potions of stone to flesh, giant control, and undead control.

Spells Memorized (4/3/2): DM's choice.

Basilisk (1): AC 4; MV 6; HD 6+1; hp 31; THACO 15; #AT 1; Dmg 1d10; SA petrify; SZ M; ML steady (12); Int animal (1); AL N; XP 1,400.

Skeletons (12): AC 7; MV 12; HD 1; hp 5; THACO 19; #AT 1; Dmg

1d6; SD half damage from bladed weapons, immune to mind-affecting spells; SZ M (6' tall); ML fearless (20); Int non- (0); AL N; XP 65.

17. Temple of Maglubiyet

Maglubiyet, the head of the goblin and hobgoblin pantheon, requires sacrifices every new moon of creatures with souls, and the priests of this temple (both goblin and hobgoblin) are happy to oblige with fresh slaves. The high priest is a hobgoblin shaman named Jukko, the spiritual leader of the goblins and hobgoblins of the city (while most pay homage to the Earth Dragon, they retain loyalty to their racial patron).

Jukko, hobgoblin shaman P4 of Maglubiyet: AC 5 (chainmail); MV 9; hp 21; THACO 18; #AT 1; Dmg 1d8 (battle-ax); SZ M (6' tall); ML steady (11); Int 10, Wis 15; AL LE; XP 35.

Spheres: Major—All, Combat, Divination, Healing, Necromantic (reversed), Sun (reversed), War; Minor—Charm, Creation, Guardian, Protection, Summoning, Wards.

Spells Memorized (5/3): DM's choice.

18. Stockade

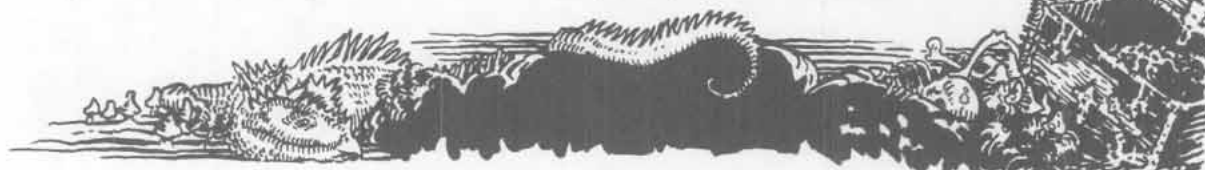
This fenced-in area is guarded by warriors with crossbows loaded with sleep-poisoned bolts. It contains a large open yard in front of a raised platform from which slaves are auctioned, a small smithy for making chains and collars, and a big building with many smaller rooms in which the slaves are sorted and detained. Normal procedure is to bring new slaves in from the docks, sort out the healthiest ones, and send them into the building with the goal of preparing them for the weekly trip to Kalen Lekos in the Drachensgrab Hills. The inferior slaves are washed up, given some gruel, locked in some of the rooms overnight, and then sold on the block the next day. The opening price for a typical human slave starts at about 5 gp here, with demihumans (especially dwarves and elves) starting at up to three times as much. At the end of the day, any unsold slaves (particularly ones that weren't accepted at the opening bid) are auctioned singly at a discount or in lots at the single-slave rate. This is normally where the temples pick up their sacrificial victims; they aren't too picky unless a special ceremony calls for a quality sacrifice.

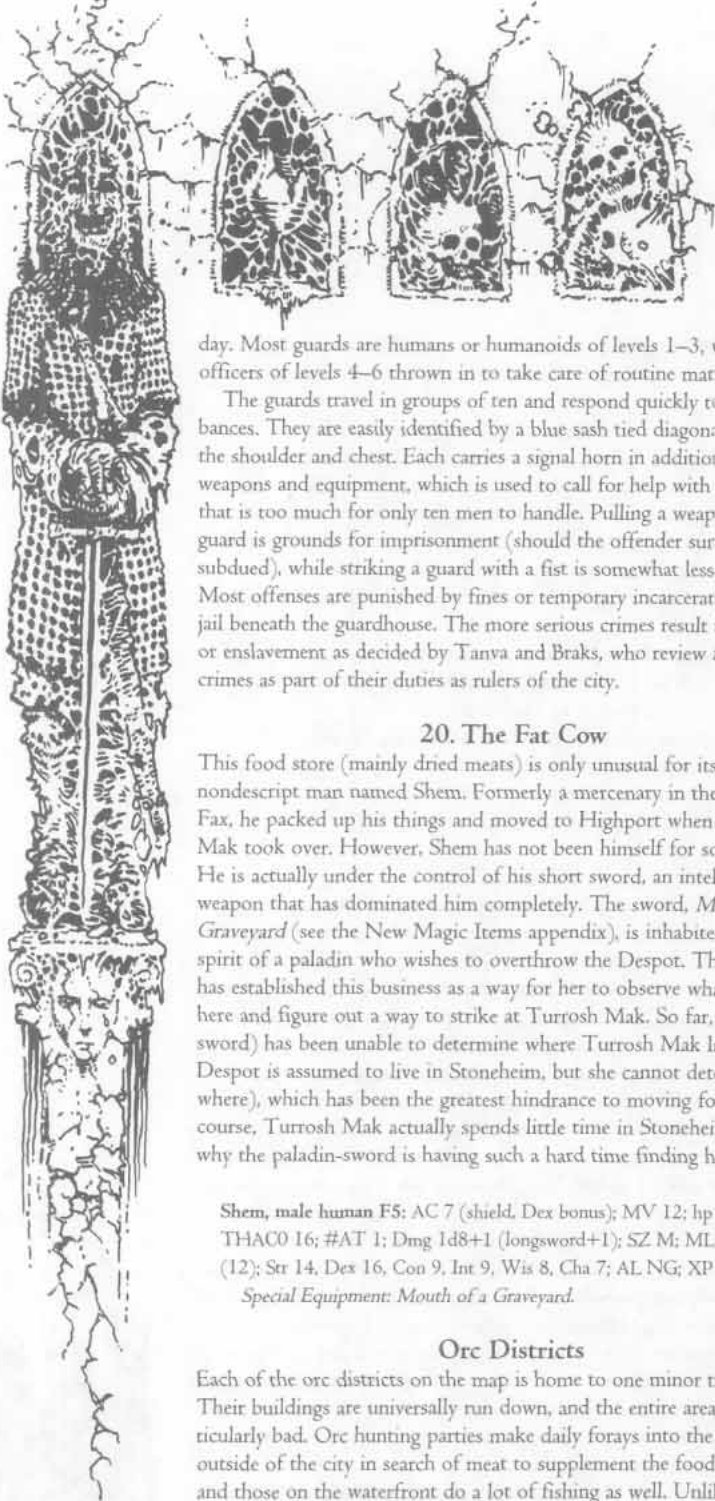
The auctions are open to anyone within the fenced area, and bids must be in increments of 1 sp. Chains on a slave cost an extra 3 gp, but a buyer can provide his own chains or ropes and not pay this extra fee (city law requires that newly bought slaves cannot be removed from the stockade unless they are in restraints).

Much of the menial labor in town is provided by slaves, and with the numbers of humanoids around, the rate of attrition for some types of slaves tends to be high, especially since the humanoids tend to be very cruel to slaves, shortening their miserable life spans considerably. Some of the wealthier (and evil) warriors sometimes buy slaves, set them free outside the city, and then hunt them down like animals. Stories of this hunt circulate among the slaves in the stockade, and so they will be fearful and untrusting of any "benefactor" who chooses to "free" them outside of the city unless exceptional measures are taken to prove good intentions.

19. Guardhouse

Braks houses the city guard here. The guard usually numbers about one hundred, but he can easily conscript another two hundred in less than a





day. Most guards are humans or humanoids of levels 1–3, with a few officers of levels 4–6 thrown in to take care of routine matters.

The guards travel in groups of ten and respond quickly to any disturbances. They are easily identified by a blue sash tied diagonally across the shoulder and chest. Each carries a signal horn in addition to his own weapons and equipment, which is used to call for help with something that is too much for only ten men to handle. Pulling a weapon on a guard is grounds for imprisonment (should the offender survive being subdued), while striking a guard with a fist is somewhat less serious. Most offenses are punished by fines or temporary incarceration in the jail beneath the guardhouse. The more serious crimes result in execution or enslavement as decided by Tanva and Braks, who review all records of crimes as part of their duties as rulers of the city.

20. The Fat Cow

This food store (mainly dried meats) is only unusual for its patron, a nondescript man named Shem. Formerly a mercenary in the town of Fax, he packed up his things and moved to Highport when Turrosh Mak took over. However, Shem has not been himself for some time. He is actually under the control of his short sword, an intelligent weapon that has dominated him completely. The sword, *Mouth of a Graveyard* (see the New Magic Items appendix), is inhabited by the spirit of a paladin who wishes to overthrow the Despot. The paladin has established this business as a way for her to observe what goes on here and figure out a way to strike at Turrosh Mak. So far, she (the sword) has been unable to determine where Turrosh Mak lives (the Despot is assumed to live in Stoneheim, but she cannot determine where), which has been the greatest hindrance to moving forward. (Of course, Turrosh Mak actually spends little time in Stoneheim, which is why the paladin-sword is having such a hard time finding him.)

Shem, male human F5: AC 7 (shield, Dex bonus); MV 12; hp 32; THACO 16; #AT 1; Dmg 1d8+1 (longsword+1); SZ M; ML steady (12); Str 14, Dex 16, Con 9, Int 9, Wis 8, Cha 7; AL NG; XP 65.

Special Equipment: *Mouth of a Graveyard.*

Orc Districts

Each of the orc districts on the map is home to one minor tribe of orcs. Their buildings are universally run down, and the entire area smells particularly bad. Orc hunting parties make daily forays into the grassland outside of the city in search of meat to supplement the food they buy, and those on the waterfront do a lot of fishing as well. Unlike in Elredd, there is very little territorialism between the districts. Orcs can enter the human areas, and vice versa, but there is little incentive to do so other than as a means to get to another part of town.

Orcs (6–24): AC 6; MV 9; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d8 (longsword); SW fight at –1 in sunlight; SZ M (6' tall); ML steady (12); Int average (8); AL LE; XP 15.

Special Abilities: *infravision 60'.*

Notes: Orcs use sniping and ambush attacks. They hate dwarves and elves and will fight them first. Females fight as hobgoblins, and young fight as goblins.

Orc chieftain (1): AC 3; MV 9; HD 3; hp 16; THACO 17; #AT 1; Dmg 1d8+3 (longsword); SZ M; ML elite (13); Int very (12); XP 65.

Orc shaman P5 of Earth Dragon: AC 6 (scalemail); MV 9; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d6+4 (pick, Earth Dragon bonus); SZ M; ML steady (12); Int 10, Wis 13; XP 650.

Spheres: All, Combat, Elemental (Earth), Healing, Protection, Weather, Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized (4/3/1): 1st—*cause light wounds, darkness, detect evil, magical stone*; 2nd—*obscurement, resist fire, spiritual hammer*, 3rd—*stone shape*.

Orc witch doctor, M4 (1): AC 6 (ring of protection+2, Dex bonus); MV 9; HD 1; hp 5; THACO 19; #AT 1; Dmg 1d6 (quarterstaff); SZ M; ML steady (12); Int high (13); XP 450.

Spells Memorized (3/2): 1st—*grease, magic missile, sleep*; 2nd—*ESP, web*.

Humanoid Districts

Each of the humanoid districts in the city tends to be exclusive to one sort of humanoid. The eastern part of town has gnolls; the western part has hobgoblins, goblins, and small groups of norkers. The southwestern humanoid district is another goblin haven, and the small group near the Lord's Palace is entirely composed of orogs. Like in the orc parts of town, the buildings in these regions are in a state of disrepair and smell foul. The only exception to this pattern is the orog tribe, which is nearly indistinguishable from a human district except for the decorations they use.

Bugbears (6–24): AC 5; MV 9; HD 3+1; hp 16; THACO 17; #AT 1; Dmg 2d4+2 or weapon +2; SZ L; ML steady (11); Int low (7); AL CE; XP 120.

Special Abilities: *infravision 60'*; Move Silently 80%; –3 to surprise.

Gnolls (2–12): AC 5; MV 9; HD 2; hp 11; THACO 19; #AT 1; Dmg 2d4 (broadsword); SZ L (7' tall); ML steady (11); Int low (6); AL CE; XP 35.

Goblins (4–24): AC 6; MV 6; HD 1–1; hp 4; THACO 20; #AT 1; Dmg 1d6 (short sword); SZ S (4' tall); ML average (10); Int low (5); AL LE; XP 15.

Hobgoblins (2–20): AC 5; MV 9; HD 1+1; hp 6; THACO 19; #AT 1; Dmg 1d8 (battle-ax); SZ M (6' tall); ML steady (11); Int average (8); AL LE; XP 35.

Ogres (1–8): AC 5; MV 9; HD 4+1; hp 28; THACO 17; #AT 1; Dmg 1d10+2; SZ L (9' tall); ML steady (11); Int average (8); AL CE; XP 270.

Human Districts

The human parts of town show the highest degree of attention to preserving existing buildings and the most new construction. In addition to homes, the human district has more shops than other parts of town,

and these shops are patronized by all inhabitants of the town, regardless of race. The slaves in the human districts are better treated than elsewhere, and some have a remarkable degree of independence, given their circumstances (although almost all still are chained or wear some sort of collar).

Guardsmen, F2: AC 7 (studded leather); MV 12; hp 12; THACO 19; #AT 1; Dmg 1d6 (short sword); SZ M; ML average (10); Int 8, Wis 9; AL LN; XP 35.

Slaves: AC 10; MV 12; HD 1; hp 3; THACO 20; #AT 1; Dmg 1d3 (knife); SZ M; ML average (10); Int 9, Wis 10; AL N; XP 7.

Tent Fields

These are the poorer parts of town, little more than areas of clear rubble dotted with tents or lean-tos and inhabited by the most wretched of the free populace. Some crafty folks earn a small amount of money renting sleeping space for 1 sp a month. They justify the price by having guards watch over their lots to scare off thieves and assassins. There is usually one guard of level 1 or 2 per 100-foot-square area.

The Piers

About half of Highport's original piers are completely ruined. The local authorities have towed derelict ships into place on these piers to use as additional storage space, as well as to confuse would-be attackers about which piers are actually viable. The remaining piers either survived the Night of the Bloody Spear or have been rebuilt since that time. The piers are almost exclusively used for trade, with only one near the eastern part of town having facilities for making repairs. Ships are not built at Highport, since the Port of Elredd can do a much better job of it. As many as 1d10+2 ships (pirates, slaving vessels, or warships) are in port on any particular day.

Cog: Dm 90x20x4.5; MV 9 sail; Manv. 1d6; Crew 4-20; AC 7; SP 51; Arm up to 2 hv artillery and 1 lt artillery; Ram 0; Cover +5 AC; Saves 16; SZ L; Cargo 150 tn; Pass 5.

Cog captain, male human, F4: AC 3 (studded leather, shield, Dex bonus); MV 12; hp 27; THACO 17 (15 with cutlass +1, 16 with longbow); #AT 1 (3/2 with cutlass, specialization) or 2; Dmg 1d6+4 (cutlass+1, Str bonus, specialization) or 1d6/1d6 (longbow); SZ M; ML champion (15); Str 16, Dex 16, Con 14, Int 13, Wis 12, Cha 14; AL NE; XP 650.

Cog pirate, male human F1: AC 7 (leather, shield); MV 12; hp 5; THACO 20 (19 with cutlass); #AT 1 (3/2 with cutlass, specialization) or 2; Dmg 1d6+2 (cutlass, specialization) or 1d6/1d6 (shortbow); SZ M; ML elite (13); Int 9; AL NE; XP 35.

Cog captain, male orc F3: AC 4 (chainmail, shield); MV 9; hp 24; THACO 18 (16 with battle-ax); #AT 1 (3/2 with battle-ax, specialization); Dmg 1d8+3 (battle-ax, specialization) or 1d4 (light crossbow); SZ M (5'7" tall); ML elite (14); Str 17, Dex 12, Con 15, Int 11, Wis 8, Cha 12; AL LE; XP 120.

Cog pirate, male orc: AC 6 (studded leather, shield); MV 9; hp 6; THACO 19; #AT 1 or 2; Dmg 1d8 (battle-ax) or 1d6/1d6 (shortbow); SZ M; ML steady (12); Int 8; AL LE; XP 15.

Coast Road

This dirt road peters out into little more than a trail after a few miles, since most traffic to the east is carried by ships. The trail wanders past many abandoned and humanoid-occupied villages, including the forts owned by the Bloody Ax gnolls, the Saltburner orcs, and the Ichor kobolds.

Suss Road

This dirt road is in somewhat better shape than the coast road; most of the tribes passing through this area follow it into the Wild Coast. The road passes through the edges of the territories of the Bleeding Moon gnolls and Kraken hobgoblins, skirts the Suss for a short time, and then follows the coast to Elredd.

Slave Road

The Slave Road is named for the numbers of slaves who walk it going to or from Kalen Lekos. It is paved with bricks, and in the lowlands it is wide enough for two carts to pass each other, while in the mountains it narrows to the width of one cart (paved turnouts in the mountains allow carts to pass).

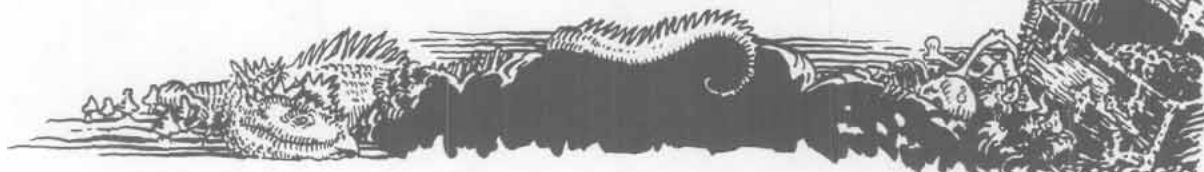
SLAVES TO THE MOUNTAIN

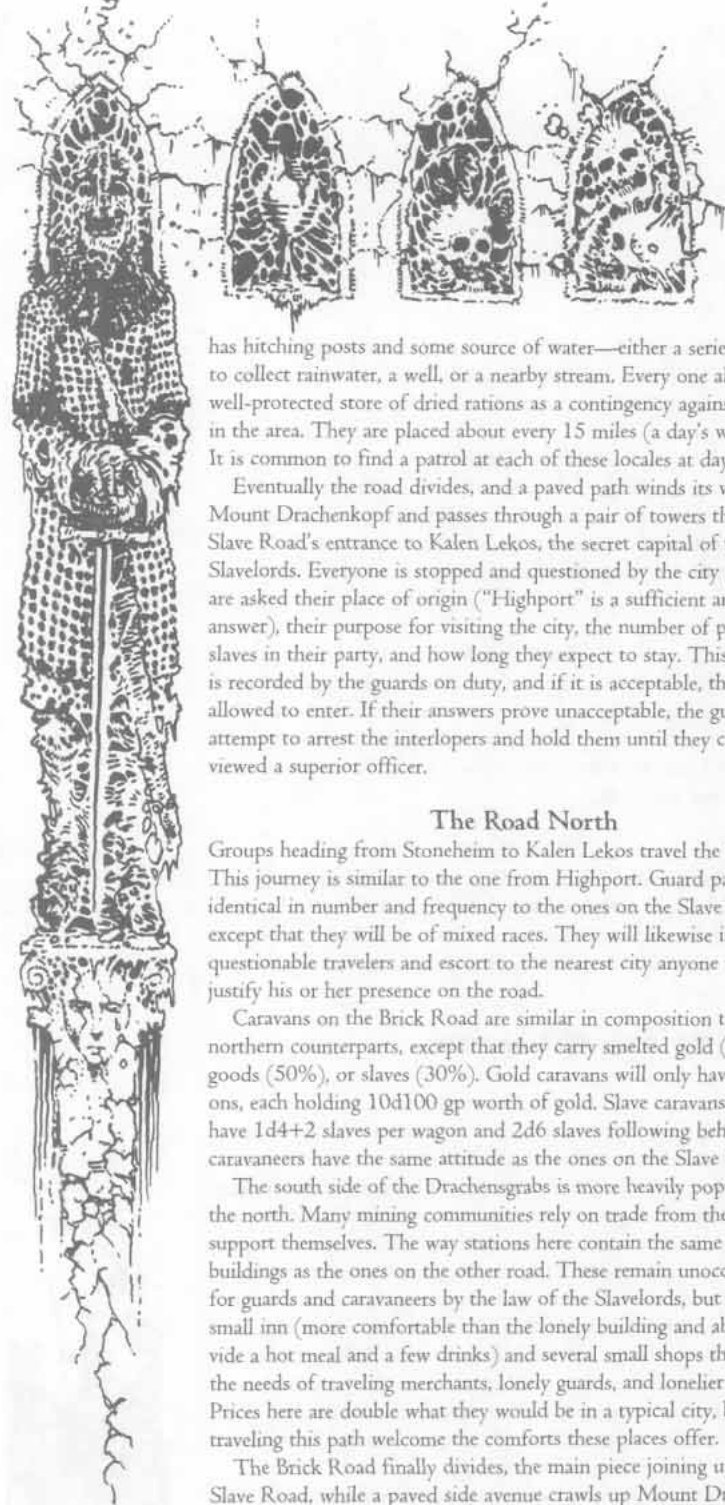
The Road South

Groups heading from Highport to Kalen Lekos travel the Slave Road. The entire length of the road is patrolled by mounted squads from the city (1d6+6 human, orc, or half-orc soldiers of levels 1-3 plus a captain of the same race and level 4-6), who range back and forth from the two ends of the road. On any given day, a squad will be encountered by anyone traveling at a walking rate. Those traveling by horse or carriage are likely to meet two or more squads. The presence of these patrols keeps the threat of dangerous encounters low (5% chance per day of encountering an aggressive hunting party of humans, orcs, or half-orcs numbering 1d4+5), although the soldiers will stop and interrogate anyone they deem suspicious (such as people wearing obvious holy symbols or insignia of good religions or nations). They escort strangers to the closest city if their suspicions cannot be allayed.

The other common sort of encounter along the road is a caravan with either slaves (40%) or trade goods (60%) heading in either direction. A caravan has 1d4+1 wagons, 3d4 guards (fighters of levels 1-3), 2d4 teamsters (classed or unclassed persons of levels 0-1, typically fighters or thieves), and one leader (any nongood class of level 1d4+3). A caravan with goods will have 1d4x100 gp worth of goods per wagon and 10d20 gp worth of coins and gems on hand. A slave caravan will have 1d4+4 slaves per wagon, an additional 2d10 slaves chained or roped behind the last wagon, and 10d10 gp worth of coins and gems. Caravaneers don't want any trouble and speak little to those they see on the road unless they wear the colors of a soldier from Highport or Kalen Lekos.

The way stations along the road are wooden or stone buildings with fireplaces, capable of holding ten people comfortably. Each way station





has hitching posts and some source of water—either a series of barrels to collect rainwater, a well, or a nearby stream. Every one also has a well-protected store of dried rations as a contingency against a disaster in the area. They are placed about every 15 miles (a day's walk) apart. It is common to find a patrol at each of these locales at day's end.

Eventually the road divides, and a paved path winds its way up Mount Drachenkopf and passes through a pair of towers that flank the Slave Road's entrance to Kalen Lekos, the secret capital of the Slavelords. Everyone is stopped and questioned by the city guards. They are asked their place of origin ("Highport" is a sufficient and standard answer), their purpose for visiting the city, the number of people and slaves in their party, and how long they expect to stay. This information is recorded by the guards on duty, and if it is acceptable, the group is allowed to enter. If their answers prove unacceptable, the guards will attempt to arrest the interlopers and hold them until they can be interviewed a superior officer.

The Road North

Groups heading from Stoneheim to Kalen Lekos travel the Brick Road. This journey is similar to the one from Highport. Guard patrols will be identical in number and frequency to the ones on the Slave Road, except that they will be of mixed races. They will likewise interrogate questionable travelers and escort to the nearest city anyone who can't justify his or her presence on the road.

Caravans on the Brick Road are similar in composition to their northern counterparts, except that they carry smelted gold (20%), goods (50%), or slaves (30%). Gold caravans will only have 1d2 wagons, each holding 10d100 gp worth of gold. Slave caravans will only have 1d4+2 slaves per wagon and 2d6 slaves following behind. The caravaners have the same attitude as the ones on the Slave Road.

The south side of the Drachensgrabs is more heavily populated than the north. Many mining communities rely on trade from the cities to support themselves. The way stations here contain the same sorts of buildings as the ones on the other road. These remain unoccupied except for guards and caravaners by the law of the Slavelords, but each has a small inn (more comfortable than the lonely building and able to provide a hot meal and a few drinks) and several small shops that cater to the needs of traveling merchants, lonely guards, and lonelier miners. Prices here are double what they would be in a typical city, but those traveling this path welcome the comforts these places offer.

The Brick Road finally divides, the main piece joining up with the Slave Road, while a paved side avenue crawls up Mount Drachenkopf, through a mercenary camp in the employ of the Slavelord city, and to a pair of towers like those that guard the Slave Road. Visitors here are questioned in a like manner before being allowed into Kalen Lekos.

The Broken Ones

Markessa the Slavelord is notorious for her experiments to reshape the living through surgery without anesthesia. Many are failures, and those who manage to live are turned out to be exposed to the biting winds and icy nights. Despite the overwhelming odds, some survive by finding shelter in shallow caves and rude hollows and foraging for food on the rocky mountainside. If the heroes thought that humanoids were ugly, wait until they encounter the horror of the Broken Ones.

Broken ones, lesser/greater (3–12/1–4): AC 7/5; MV 9; HD 3/5; hp 17/26; THACO 17/15; #AT 1; Dmg 1d6 or 1d8+4; SD regeneration 1 pt/rd; SZ M; ML unsteady (7)/steady (11); Int 7/13; AL NE; XP 175/650.

Notes: The horribly malformed survivors of Markessa's experiments may possess animal features or other abilities (night vision, keen hearing, surgically attached natural weapons, Climb Walls ability, *speak with animals*, and more). They congregate with their own kind, attacking villages and travelers to steal supplies. The Broken Ones believe that Markessa is their god and creator, and they worship her with the same terror and fervor as the faithful followers of the Earth Dragon.

Blue

Unlike Highport, which fought valiantly to protect itself against the humanoid hordes, almost everyone in Blue with any military or combat skill fled to the seas when the orcs attacked, leaving the weak, the old, the defenseless, and children to hold back an army. The city surrendered almost instantly, and the surprised attackers found themselves in charge of a large population of humans, which they promptly enslaved, putting any who resisted to the sword. The humanoids fought over the spoils of the city and ate its stockpiles of food while the humans got used to their new status. When food supplies began running low, the orcs turned to the human population for their next meal. Fortunately, some of the smarter slaves were able to convince the orcs that many of the slaves were fishermen by trade, or at least had a familiarity with boats, and could do more than just menial labor for their masters. The orc leaders saw the brilliance of this plan and began sending groups of human fishermen out into the strait of Gearmat to collect fish. Each ship was garrisoned with well-armed orcs in case the slaves were of a mind to mutiny or escape. In addition to fishing, the orcs hunted the farm animals that had gone wild since the invasion and began trading with some of the more amiable tribes.

As the years passed, the older humans died off or were killed by the orcs when they became useless. The human children raised in this environment gained an appreciation of strength giving the right to rule and violence as an accepted means to solve conflicts. In short, they may have been human by birth, but they were being raised as orcs. Many turned traitor to their own kind and embraced their orcish neighbors, earning superior jobs as most collaborators with oppressors do. Some of these humans even earned their freedom due to exceptional service or in honor-battles with champions of other orc tribes. These humans (and other evil-minded folk that migrated to the city) became a significant part of the population. Meanwhile, a generation of half-orcs was being born, some of them slaves, some of them free, further mixing the population of the city. Two generations after the fall of the city, it was inhabited by a mixture of races and social classes with blurred boundaries; entirely evil, but functional and united against any opposition.

This state continued until the rise of Turrosh Mak. The half-orc champion won over the leaders of the city with praise, gifts, and promises of glory in the new era of the Orcish Empire. Within a few weeks, the entire city had begun a transformation from a home of fishermen and pirates to a fortified base of operations for piracy, trade, slaving, and naval warfare. Large earthworks were built around the city walls and squat defensive mounds built upon them. Aquatic humanoids and

gargoyles have been recruited to establish camps in the nearby caves. Additional piers were built, and a large section of the port was converted to repair and upgrade ships to military standards. Now ships from many allied nations of the Pomarj and Slavelords stop at Blue, and the increasing number of Pomarj warships (supplemented by flagless vessels from the Brotherhood) in this area keeps the threat from Irongate, Ulek, and Keoland at bay. It is not known who would win if the two groups engaged in a full-scale naval combat, but the results would surely involve a great loss of life on both sides.

In addition to the threats from other nations, Blue seems to be a choice target for sahuagin attacks. Even more so than the rest of the eastern coast of the Pomarj, the city suffers regular attacks from the sea devils, occurring at least once a season in great numbers for the past two years. This attention has warranted the building of a defensive wall along the docks; 20 feet high and steeply canted, it has numerous holes that allow boiling or burning oil to be poured from its top surface and out the side through numerous smaller openings, creating an inferno of death against any invaders from the sea. The Dock Wall (as it is called) has large gates made of bronzewood and covered in a thick grease that is difficult to burn, which allows the incendiary attacks to be used without risking a breach in security. The gates are usually left open but can be held shut with iron bars.

Blue is an unremarkable city, looking much like Dyvers or Highport except for the Dock Wall and the 20-foot-thick earthworks outside the outer wall. Its population has become so homogenized in the past half-century that there are no true racial districts anymore; orc lives next to half-orc who lives next to human, all of them owning slaves of various races. Even the ties of an orcish tribe have weakened. An orc of Blue is more likely to consider his allegiance to the city before a tribe association (assuming the orc has any ties to a tribe at all, since many have interbred among tribes or have human ancestors).

Slaves in Blue are normally branded or tattooed with the rune meaning "thrall" on the forehead or right hand. Those rare slaves who earn their freedom have the "opposition" rune branded or tattooed over it. Most of the fisherfolk of the city are still slaves, but only nominally so. As in Highport, crime here is punished by imprisonment, enslavement, or execution, although recently floggings have become popular, with bets being made on the number of lashes a criminal can take before crying out in pain. However, most of the acts considered crimes in a civilized city go unnoticed here. Only theft and attacks that result in death or great bodily harm result in the intervention of the law. As such, all free people in town are proficient with some weapon, and most slaves are allowed to carry knives to defend themselves against anyone but their owners.

Blue is ruled by a council of three, appointed by the Slavelords for life. Their main duty is to see that the trade goods are not hindered, rogue pirates are dealt with, and crime is kept to a minimum. Currently the council is an even mix of an orc, a human, and a half-orc, all very loyal to the Slavelords and very rich even before they got their current positions.

Orc chieftain, F7: AC 3; MV 9; HD 3; hp 16; THACO 17; #AT 1; Dmg 1d8+3 (longsword); SZ M; ML elite (13); Int average (10); AL LE; XP 65.

Half-orc chieftain, F7: AC 4; MV 9; hp 42; THACO 14; #AT 3/2; Dmg 1d8+1 (battle-ax); SZ M; ML champion (15); Int 12, Wis 9; AL LE; XP 65.

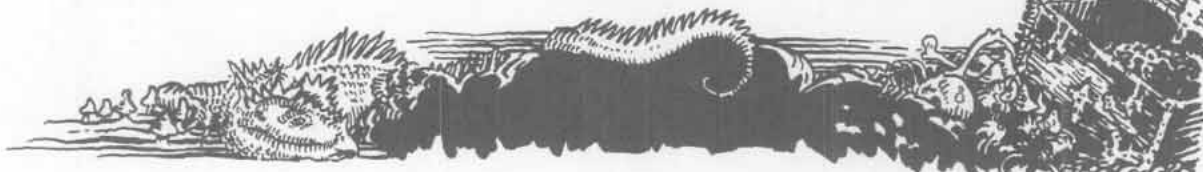
Human warrior, F5: AC 7 (studded leather); MV 12; hp 32; THACO 16; #AT 1; Dmg 1d8 (bastard sword); SZ M; ML steady (12); Str 15, Dex 12, Con 10, Int 9, Wis 8, Cha 7; AL NG; XP 65.

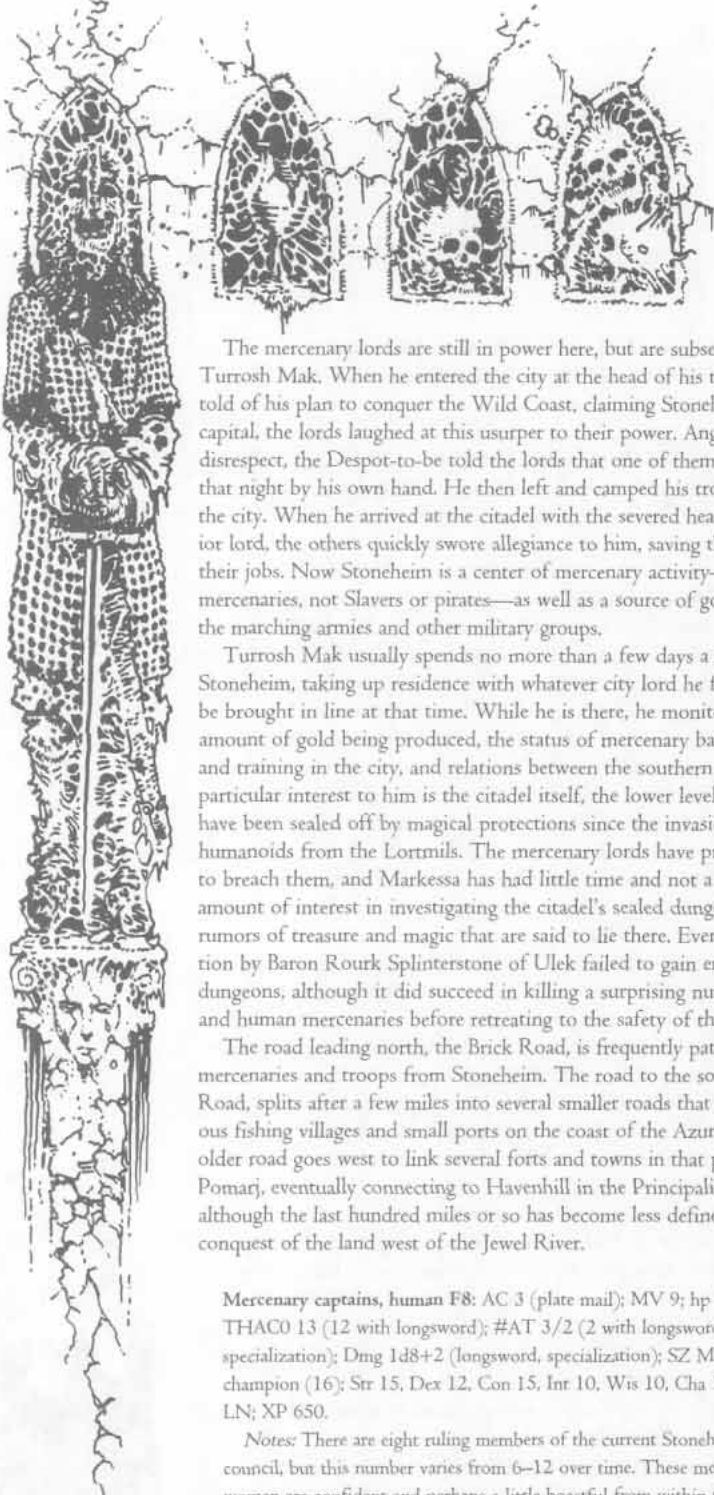
Stoneheim

The capital city of the Pomarj is a small but well-built city that suffered little at the hands of the humanoids. Following the Hateful Wars, the humanoids attacked the cities of the Pomarj and found Stoneheim to be a rich target, full of gold from its mines and led by people grown fat and lazy on their wealth, relying on mercenary bands to guard them. Upon seeing the armies of orcs pouring over the horizon, most of the mercenaries wisely fled, with a few turning on their employers and seizing the most portable riches before following suit. The orcs crashed into the city, killing those who stayed and causing the rest to scatter into the hills. Amazed at the amount of gold in the city but under pressure from other tribes behind them, the orcs picked up whatever loot they could, spent the night in the city, and left the next day to pillage the nearby towns and villages.

As the survivors trickled back into the city, several of the more powerful mercenary bands returned to Stoneheim and seized power, proclaiming themselves the new lords of the city. The citizens were too weak and scared to resist, and agreed to the rulership of the mercenaries in the hope that the lure of wealth would convince them to stay and protect the city. In a way, it did. The mercenaries closed the city to outsiders and trained all able-bodied people in the use of simple weapons such as the crossbow, spear, and sling, then set them to guard the walls whenever a threat approached.

When another small army of orcs came near, the new lords called over the wall to the orc leaders, proposing an arrangement: The city would give them some gold, and the orcs would leave. This agreement would save lives—mainly orc lives, as the city walls would delay any attackers. The leader of this tribe, a cunning half-orc named Narth, agreed to the offer, took the money, and left. That same tribe later suffered severe losses from unexpected resistance at one of the mining towns in the Drachensgrab Hills and was forced to retreat past Stoneheim again. This time it was Narth who called out to the city, offering some of their gold back in exchange for food and other supplies. Seeing little harm in aiding the haggard army, the lords agreed. At nearly the same time, the leaders of the two groups came upon the idea of an alliance: The humans were too isolated in the middle of a land now occupied by orcs, and the orcs were weakened from the attacks and in need of a base of operations. Within three days they had agreed to a peace treaty, paying the orcs a small yearly wage and allowing them to live outside Stoneheim's walls in exchange for diverting other tribes away from the city. Over time the arrangement became less formal, and people began to cross into each other's turf to barter and socialize. The town has become fairly well mixed between humans, orcs, and half-breeds. It is for this reason that Turrosh Mak chose this place as the capital of his new empire, for he saw this as the best place for him to coordinate his orc armies and his human mercenaries.





The mercenary lords are still in power here, but are subservient to Turrosh Mak. When he entered the city at the head of his troops and told of his plan to conquer the Wild Coast, claiming Stoneheim as his capital, the lords laughed at this usurper to their power. Angered by their disrespect, the Despot-to-be told the lords that one of them would die that night by his own hand. He then left and camped his troops outside the city. When he arrived at the citadel with the severed head of the senior lord, the others quickly swore allegiance to him, saving their lives and their jobs. Now Stoneheim is a center of mercenary activity—military mercenaries, not Slavers or pirates—as well as a source of gold to pay the marching armies and other military groups.

Turrosh Mak usually spends no more than a few days a month in Stoneheim, taking up residence with whatever city lord he feels needs to be brought in line at that time. While he is there, he monitors the amount of gold being produced, the status of mercenary bands entering and training in the city, and relations between the southern tribes. Of particular interest to him is the citadel itself, the lower levels of which have been sealed off by magical protections since the invasion of humanoids from the Lortmils. The mercenary lords have proven unable to breach them, and Markessa has had little time and not a great amount of interest in investigating the citadel's sealed dungeons, despite rumors of treasure and magic that are said to lie there. Even an expedition by Baron Rourk Splinterstone of Ulek failed to gain entry to the dungeons, although it did succeed in killing a surprising number of orcs and human mercenaries before retreating to the safety of the Ulek state.

The road leading north, the Brick Road, is frequently patrolled by mercenaries and troops from Stoneheim. The road to the south, the Sea Road, splits after a few miles into several smaller roads that lead to various fishing villages and small ports on the coast of the Azure Sea. An older road goes west to link several forts and towns in that part of the Pomarj, eventually connecting to Havenhill in the Principality of Ulek, although the last hundred miles or so has become less defined since the conquest of the land west of the Jewel River.

Mercenary captains, human F8: AC 3 (plate mail); MV 9; hp 48; THACO 13 (12 with longsword); #AT 3/2 (2 with longsword, specialization); Dmg 1d8+2 (longsword, specialization); SZ M; ML champion (16); Str 15, Dex 12, Con 15, Int 10, Wis 10, Cha 11; AL LN; XP 650.

Notes: There are eight ruling members of the current Stoneheim council, but this number varies from 6–12 over time. These men and women are confident and perhaps a little boastful from within the safety of the city's walls.

Sergeants, F5: AC 6 (scalemail); MV 12; hp 30; THACO 16; #AT 1; Dmg 1d8 (longsword); SZ M; ML steady (12); Int 9, Wis 10; AL LN; XP 175.

Notes: Unlike their captains, these soldiers don't mind cracking a few skulls or breaking a few bones.

Soldiers, F3–F8: AC 6 (scalemail); MV 9; hp 7/level; THACO 18/17/16/15/14/13; #AT 1 (F3–F6) or 3/2 (F7–F8); Dmg 1d8 (longsword); SZ M; ML elite (13); Int 9, Wis 10; AL LN; XP 65/120/175/270/420/650.

Mages, M5: AC 10; MV 12; hp 14; THACO 19; #AT 1; Dmg 1d6 (quarterstaff); SZ M; ML elite (13); Str 9, Dex 11, Con 9, Int 15, Wis 9, Cha 8; AL NE; XP 270.

Spells Memorized (4/2/1): 1st—armor, color spray, magic missile, sleep; 2nd—stinking cloud, web; 3rd—fireball.

MOUNT DRACHENKOPF

Mount Drachenkopf is one of the peaks in the central range of the Drachensgrab Mountains of the Pomarj. It was long the occasional home of various clans of humans that lived in the region and worshiped the Earth Dragon. Since the conquests of Turrosh Mak, human tribesmen have taken to hiding or fled to one of the lowland cities and are now a minor part of the population found here. However, the mountain is still an important place, for the Earth Dragon's main temple is here, built on a shaft that reaches down to the Earth Dragon itself.

The mountain is mostly uninhabited by sentient creatures except for the occasional wandering monster or orcish patrol. Dotted with shrubs, trees, and other plant life, it makes a good home for the numerous wild mountain goats that bound up and down its heights. The goats are adept at maneuvering along the rockier portions of the mountain and can usually escape from anything that would prey upon them (except for flying creatures, which aren't hindered by the landscape). A few independent miners (orcish, human, and otherwise) are trying to strike it rich in the many small caves on the mountainside, but these are usually chased off by the patrols or give up out of boredom.

Goats, mountain (15–20): AC 7; MV 15; HD 1+2; hp 7; THACO 19; #AT 1; Dmg 1d3; SA charge (+2 to hit and damage); SZ S (3' tall); ML average (9); Int animal (1); AL N; XP 35.

The only significant place of civilization on the mountain is halfway up its eastern face. Since Turrosh Mak and the Earth Dragon Cult joined forces, members of the small tribes have united to form a larger community. This community has grown around the main temple and is now known as Kalen Lekos, the "City on the Mountain." This small city is the true headquarters of the Slavelords, funded by prosperous farms, mines, and trade.

KALEN LEKOS

This city is well designed, having been built by disciplined soldiers and ardent religious fanatics, but lightly populated, having only about five hundred civilian residents. The buildings are all of stone blocks or mortared stone unless the architect had a specific reason to use wood. Since the slopes of the mountain make land usage less efficient than in a lowland city, sections of land within the immediate territory of Kalen Lekos have been left untouched, either due to the hardness of the stone, steep angles, or directives from the Earth Dragon. The result is a small town that is spread out over a large area on a series of artificial terraces, dotted with buildings, gardens, small herds of domesticated goats, and a few guard towers. The population is mostly human, with a few well-known half-orcs, elves, dwarves, and gnomes living here as well. The general alignment is neutral or lawful neutral, with the priests, most of

the guards, and many of the mercenaries being lawful evil.

Two brick roads connect Kalen Lekos to the outside world, leading to the north or south side of the Drachensgrab Hills. The north road joins with the Slave Road from Highport and other trails made by the humanoid armies. The south road makes its way toward Stoneheim and joins the Brick Road. Within the town, the wide, paved city streets are kept clean by slaves. The stairs and ramps connecting the terraces are designed for easy defense; most are only wide enough for a single person to pass and are vulnerable to attacks from the terrace above. The defenders' tactics are to always seek higher ground.

Most everyone in this city is a worshiper of the Earth Dragon. There are exceptions, mostly slaves and some of the mercenaries. Worship services are held every Godsdag, with public sacrifices of goods and animals—only rarely people—taking place during these services. Pleased with the worship and attention, the Earth Dragon has made sure that the land around Kalen Lekos has been especially enriched for plants, even more so than the volcanic soil elsewhere in the hills.

The city is bordered on the north and south side by two large streams. The gardens receive water through limited irrigation from the streams, supplemented by hand-drawn carts with barrels of water. The goat pens abut the streams, with the far side of the stream being fenced off to prevent goats from crossing into the main part of town. Organic wastes from the town are dumped into the streams, downstream of the gardens to prevent contamination and sickness. Other waste materials that can't be burned are discarded in unused parts of mines.

In addition to the people of the city, a few small huts of one or two families are scattered about the mountainside within a day's walk of Kalen Lekos. These people trade goods with the city and are followers of the Earth Dragon, but are independent and rustic enough to want a home away from the noise of the city. They produce only a little more than they need, and come to the city only every month or so, but are still under the general protection of the Slavelords.

Towers

Each of the six towers that guard the city stands 50 feet tall and is built out of large stones mortared together. Each has three interior levels with a number of medium-sized rooms and plenty of supplies. Should the town be attacked, it is possible to fit most of the citizens into the towers, where they can survive for at least a week on stored water and hard rations. A small catapult and ballista are atop each tower, with twenty bolts and enough gravel for ten volleys. Each tower is also equipped with a large gong that is used as an alarm.

Barracks

Each of these barracks houses thirty trained soldiers (mostly humans and half-ores). They defend either the roads or the high part of town against incursions. Ten soldiers from each barracks are on duty at all times (usually guarding the roads into the town as well as being stationed in the towers), with another five patrolling inside and outside town. Each soldier has 10d3 gp worth of valuables, commanders twice that amount. Each barracks receives shipments of food every week from the lowland, and is well stocked with simple armor and weapons should they need to form a militia from civilians.



Barracks soldiers, F2 (28 each barracks): AC 4 (chainmail, shield); MV 9; hp 15 each; THAC0 19; #AT 1; Dmg 1d8 (longsword); SZ M; ML elite (13); Int 9, Wis 8; AL LN; XP 35.

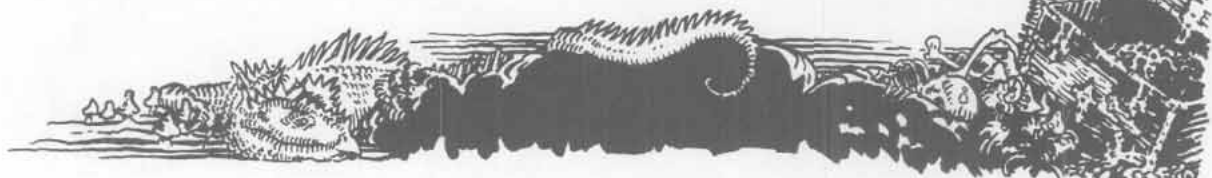
Barracks commanders, F3 (2 each barracks): AC 5 (scalemail, shield); MV 9; hp 21, 20; THAC0 18; #AT 1; Dmg 1d8 (longsword); SZ M; ML elite (13); Int 10, Wis 9; AL LN; XP 65.

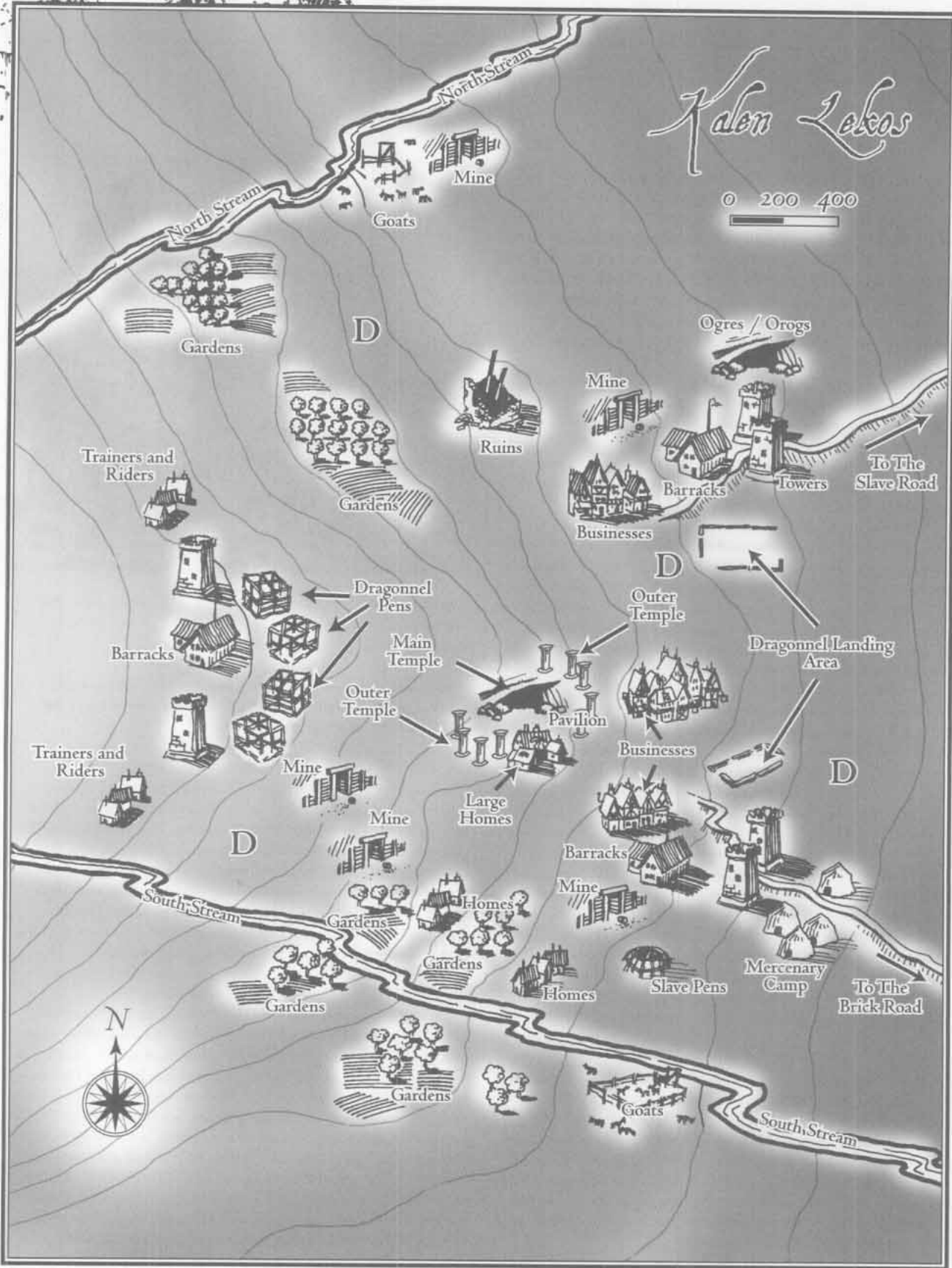
Businesses

This long stretch of land is much like a typical merchant's district, except that there is plenty of room for the shopkeepers to spread out and display their goods without overcrowding. This means that some go to extravagant lengths to attract business, building elaborate dioramas or brightly painted signs, and some even hire entertainers to draw in crowds. The place is often much more like a fair than a merchant center. This terrace otherwise has the sorts of shops that any other town has, except that most of the meat sellers have goat meat and there is an unusually high number of jewelers and fruit stands.

Dragon Stones

These four great stones (marked D on the map) are a gift from the Earth Dragon to its city. Each appears to be nothing more than a large rock placed as a marker, but under the attention of four or more Earth Dragon priests (one of which must be at least 5th level, and the total levels must be at least 14), each one of these rocks can be used as the focus of a *conjure earth elemental* spell (the power of the Earth Dragon provides the spell energy; the priests just pray for a turn to focus its attention on it). The elemental will have 12 Hit Dice and remain for 14 turns (otherwise conforming to the spell, following the commands of any of the priests involved in its summoning). The power of each stone only works once per year, so the priests will only call an elemental in times of great need (such as if the city is going to be attacked).





Dragonnel Pens

This large piece of open land has four 30-foot-square barnlike buildings—home to a like number of dragonnels. Because the reptiles are active at night, they prefer to lie about the yard and sun themselves during the day, sleeping in the barns during cool or inclement weather. In addition to this terrace, there are two areas near the barracks by the roads that are used by the dragonnels to take off and land.

The dragonnels are used as reconnaissance around the city and message carriers to and from the other command sites of the armies and the Slavelords. Only rarely would they be drawn into combat directly; their riders prefer to remain safely in the sky and attack with spells or weapons at a distance.

The dragonnels only require three to four goat-sized animals every month for food; the normal procedure is to turn them loose in shifts once a week to hunt wild goats. The fliers have been trained not to attack people of the city or domestic goats, and they have learned that special treats (such as beef or special meats laced with dream-inducing drugs) await them when they return to their pens, which keeps them from going wild and not returning.

Dragonnels (4): AC 2 (barding); MV 12; fly 18 (C); HD 8+4; THACO 11; #At 3; Dmg 1D6/1D6/4D4; SA tail slap (2d6 damage); SZ H (14' long); ML elite (13); AL N; XP 2,000.

Dragonnel Trainers & Riders

These buildings are the homes of the ten dragonnel riders and twenty trainers and handlers. They are all very attached to their strange charges and are used to dealing with the moodiness and tempers of their flying mounts. Riders have the Animal Handling and Riding, Airborne (dragonnel) nonweapon proficiencies. Trainers have the Animal Handling and Animal Training (dragonnel) nonweapon proficiencies.

Dragonnel riders, male or female humans, F3 (8): AC 6 (leather, Dex bonus); MV 12; hp 17; THACO 18 (17 with lance or shortbow); #AT 1 (3/2 with lance, specialization) or 2; Dmg 1d8+3 (heavy lance, specialization) or 1d6/1d6 (shortbow) or 1d8 (longsword); SA double damage when charging with lance; SZ M; ML elite (14); AL LE; XP 175.

Dragonnel riders, female or male humans, M5 (2): AC 4 (armor, Dex bonus); MV 12; hp 16, 14; THACO 19; #AT 3; Dmg 1d4 (dagger); SZ M; ML elite (14); Int 4/3; AL LE; XP 975.

Special Equipment: The dragonnel wizards have been assigned a wand of paralysis with 35 charges; the two switch off carrying it every day.

Spells Memorized (4/2/1): 1st—armor, charm person, magic missile, sleep; 2nd—Melf's acid arrow, scare, 3rd—fireball.

Dragonnel handlers, male or female humans, F1 (20): AC 8 (leather); MV 12; hp 10; THACO 20; #AT 1 or 2; Dmg 1d8 (longsword) or 1d6/1d6 (shortbow); SZ M; ML steady (12); Int 9; Wis 8; AL LE; XP 35.

Gardens

The gardens are several well-tended small farms along the two streams that define the borders of the city. Each is dedicated to a different crop

(potatoes, yams, carrots, tomatoes, peas, beans, strawberries, wheat, corn, and cucumbers, with some variance due to season), and the types of plants are changed every year (with the exception of one grove of fruit trees, which is carefully treated with fertilizer to assure healthy yields). The gardens are owned and managed by farmers and worked by both laborers and slaves. Tall fences keep the wandering goats out.

Goats

The terraces set aside for goats are left mostly to wild plant growth, and the goats are allowed to range freely within these areas to graze upon whatever they may find (the far ends of the terraces are walled off). Vegetables that have started to go bad are piled in troughs for the hardy goats' consumption. There are roughly twenty goats per enclosed area, and small permanent shelters of stone have been built for them for sleeping and when the weather is bad. The shelters are closed at night to keep out any carnivorous animals. Like the gardens, the herds are owned by wealthy townsmen and tended by young people and slaves.

Homes

Like the other buildings in the city, these are made of stone and usually roofed with thatch or tiles. Each has enough space for a yard, and many have small gardens where spices and other supplemental foods are grown. A typical home in this area has one or two bedrooms, a combined kitchen-dining room, and an outhouse.

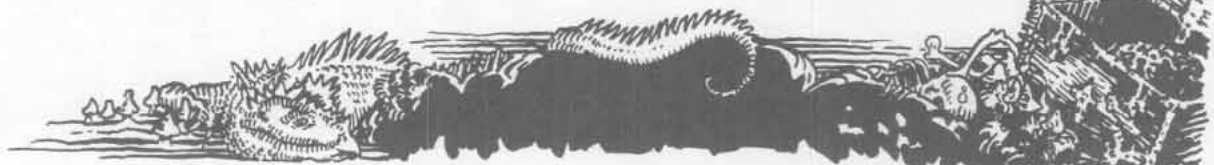
Large Homes


These two areas flank the outer buildings of the Earth Dragon Temple, reflecting the wealth and status of the people who live here. Each of the Slavelords of the inner circle maintains a residence here (even if some rarely use them), with some of the buildings being left locked up for future use and the rest belonging to the richest and most prestigious people of the city. A typical home is surrounded by a manor house wall or hedge and has two to four bedrooms, a small room for servants, kitchen, dining room, sitting room, study, and privy.

The Slavelords hold weekly meetings at one of the homes of the inner circle. It is expected that dinner will be provided at these meetings, which usually start with the meal and sometimes go late into the night. The inner circle otherwise spends its time planning and enacting; each slavelord has a 30% chance of being away for 3–7 days.

Stalman Klim's home has only one bedroom. It is particularly bare, with only the sitting room having any decoration. It is usually empty except for a single acolyte chosen to keep it tidy, as the high priest prefers his private quarters within the temple (see "Earth Dragon Temple" for his game stats). He only uses this place when he calls a meeting with the rest of the inner circle.

Brother Kerin's home has three bedrooms and three full-time servants. In addition to the normal uses of a home, he occasionally entertains emissaries from the Scarlet Brotherhood here; there is a 35% chance for any given week that he has a guest—a monk, assassin, or thief agent of the Scarlet Brotherhood of 7th level or higher.





Brother Kerin, male human Mon10: AC 1 (monk skill, Dex bonus); MV 21 (monk skill); hp 62; THACO 14 (11 with *staff of striking*); #AT 1 (*staff of striking* or 5/2 (martial arts); Dmg 1d6+8 (*staff of striking*) or 1d8 (martial arts); SA monk skills, stunning attack, deflect missiles, effect evasion, magical abilities; SD resist ESP, fall safely, immune to disease/*haste/slow*, heal self, resistance to charms; SZ M (5'9" tall); ML champion (15); Str 15, Dex 17, Con 16, Int 12, Wis 16, Cha 10; AL LE; XP 8,000.

Special Abilities: Armor class bonus (+6, included in the above listing), weapon damage bonus against living creatures (+5, included in the above listing), can attempt to stun an opponent (10/day) with a martial arts attack (declare stun attempt, target saves vs. paralysis or be unable to attack and lose all Dex adjustments for 1 round), deflect incoming missile weapons (forsake an action and make a save vs. petrification to avoid the attack), evade damaging effects (if the save is successful, the monk suffers no damage), can make killing attack (a stunned opponent must make a save vs. paralysis at +4 or drop to 0 hp), resists ESP or thought-reading attempts by making a save vs. death magic at +2, can fall up to 60 feet safely if within 6 feet of a wall, immune to disease and *haste* or *slow* spells, can self-heal up to 20 points of damage per day, -1 bonus to initiative rolls, gets a save vs. wands to avoid charm-type spells (in addition to the normal saving throw), hands and feet are considered +1 weapons for the purpose of hitting creatures only hit by magical weapons, +2 on saving throws vs. mind-affecting attacks (from Wisdom).

Special Equipment: *staff of striking* (13 charges), *figurine of wondrous power* (serpentine owl), *brooch of shielding* (55 points).

Thief Abilities: Climb Walls 90%, Find (but not remove) Traps 5%, Hear Noise 20%, Hide in Shadows 70%, Move Silently 70%

Notes: The monk's unarmed attacks do not provoke attacks of opportunity when Brother Kerin fights opponents with weapons.

This Scarlet Brotherhood agent is a man in his mid-thirties, average height, and wiry-strong. His hair is blond, his eyes gray, and his skin fair. He dresses in a loose blouse and pantaloons of red cloth, tucked into soft black calf-high boots. Pinned to his shirt is a *brooch of shielding* made of white gold; it depicts his family crest (a lightning bolt striking a mountain) and is worth 300 gp (or more to a member of the Scarlet Brotherhood, who will wonder how the heroes got their hands on it). He wears a neutral expression on his face at all times. He keeps very little money on his person (no more than 6d6 gp), which he uses to reward servants and guards who perform their duties well.

Markessa's home is the residence of the true Markessa. Two of the three bedrooms in her home have been converted to a workshop and a laboratory. Her house also has a basement, which is where she conducts her brainwashing and body-shaping experiments. There is a 20% chance that she has some poor victim tied down in the basement undergoing some procedure that alters his or her physical or mental state. The unsuccessful experiments (meaning that she isn't satisfied with the results) are normally turned out into the hills, where the weather or natural predators get them, although some of the hardier ones might survive in caves or the more pleasant spots in the Drachensgrabs. The successful ones are usually sold or given to other people, depending upon the effect she was looking for.



When out of her house, Markessa is accompanied at all times by her bodyguard and lover, a man named Devon who was once horribly scarred but now looks quite attractive because of the work she has done. He would sacrifice himself to protect her.

Markessa, female elf F12/M13: AC -2 (bracers AC 2, Dex bonus); MV 12; hp 83; THACO 9 (6 with *short sword of speed*); #AT 3/2 (5/2 with *short sword of speed*) or 3; Dmg 1d6+4 (*short sword of speed*, specialization) or 1d4/1d4/1d4 (dart); SD 90% resistance to *sleep* and *charm*, +1 to all saving throws; MR 5%; SZ M (4'4" tall); ML champion (16); Str 14, Dex 18, Con 17, Int 16, Wis 12, Cha 14; AL NE; XP 10,000.

Special Equipment: *black robe of the archmagi*, *short sword of speed* +1 (as *scimitar of speed*), *wand of frost* (20 charges), *wand of polymorphing* (11 charges), bracers AC 2.

Spellbook (5/5/5/4/4/2): 1st—affect normal fires, armor, burning hands[®], change self[®], charm person[®], color spray[®], comprehend languages, detect magic, detect undead, erase, friends[®], hypnotism, identify, magic missile[®], message, phantasmal force, protection from evil, read magic, shocking grasp, sleep, spook, unseen servant, wall of fog; 2nd—alter self, continual light, darkness 15' radius, darkzone ESP, fog cloud[®], invisibility[®], knock, levitate, magic mouth, Melf's acid arrow[®], mirror image, ray of enfeeblement, rope trick, scare, shatter, stinking cloud[®],

*Tasha's uncontrollable hideous laughter, web, whispering wind**, wizard lock; 3rd—*clairaudience, clairvoyance, dispel magic**, *explosive runes, flame arrow**, *fly**, *haste, hold person**, *lightning bolt, phantom steed, protection from normal missiles**, *slow, suggestion**, *tongues, vampiric touch, water breathing*; 4th—*charm monster**, *dimension door**, *Evard's black tentacles, fire charm, ice storm, magic mirror, minor globe of invulnerability**, *polymorph other**, *polymorph self, solid fog*; 5th—*cloudkill**, *cone of cold, feeblemind**, *seeming**, *summon shadow**, *teleport, wall of force, wall of stone*; 6th—*contingency, death spell**, *enchant an item, eyebite**, *project image*.

* Indicates memorized spell.

Darkzone: continual darkness variant; affects a 10' cube per level.

† Targets of this spell get a -4 on their saving throw because of Markessa's robe of the archmagi.

Notes: Markessa has a *contingency* spell cast upon herself that should she ever be reduced to 10 or fewer hit points, she will be *teleported* to the home of a charmed ally in Furryondy.

Markessa is incredibly intelligent and extremely wicked, and will use her spells to neutralize and humiliate her opponents. If she thinks she's out-classed, she'll use her *project image* spell to harry people from afar (in addition to sending guards after them) and *dimension door* away if things look bad (failing that, her *contingency* spell should save her).

Markessa is a small, beautiful female elf with ivory-white skin, golden hair, and an evil slant to her amber eyes. If the heroes have encountered any of the duplicates she has created, they will recognize the resemblance between this woman and the duplicates immediately. She and Brother Kerin are good friends and are rumored to have been lovers for a time.

Devon, human male F9: AC -1 (plate mail, *shield +1*, Dex bonus); MV 6; hp 72; THAC0 12 (7 with *broadsword +3*, Str bonus, specialization); #AT 3/2 (2 with *broadsword, specialization*); Dmg 1d8+6 (*broadsword +3*, Str bonus, specialization); SZ M; ML fanatic (18); Int 10, Wis 8; AL LE; XP 2,000.

Devon was once the leader of a mercenary company. He was very attractive with a handsome physique and impressive voice, but an encounter with a black dragon scarred him horribly. Markessa repaired his face with her surgical skill, and he has sworn to defend her with his life in repayment.

Other than the equipment kept by Markessa and Devon, they have a treasure chest with 223 pp, 2790 gp, 1100 sp, 700 cp, fifteen 100-gp gems, and thirty-one 50-gp gems. Markessa uses this money to pay for the strange materials she needs for her experiments, as well as to equip her duplicates and pay employees who perform special missions for her.

Theg Narlot's home is more like a fortress than a home. His windows are barred, and his door has three locks on it; two different underground escape routes lead to a lower terrace. Every room has at least one weapon within easy reach (usually hung on a wall), and every room with chairs has at least one chair that allows a view of all exits out of the room. In addition to his human clothes and equipment, Theg

Narlot also has a complete set of heroic orc regalia (which gives him an effective Charisma of 14 when dealing with orcs), which he wears when addressing his orcish armies in the guise of Turrosh Mak. He feels closer to his human half than his orcish one, and while he enjoys the power that has resulted from his role as Turrosh Mak, he prefers to exist as Theg Narlot.

He is an unattractive half-orc who can easily pass for an ugly human. (When presenting himself to his orcish hordes, he normally uses his Disguise ability to make himself look more orcish.) Tall, with a strong body, he is starting to go gray at the temples and probably will be considering retirement in the next few years, as he is middle-aged for a half-orc. Still, he is a ruthless and intelligent warrior, and he will not hesitate to use every dirty trick he knows to keep himself alive. He will try to kill anyone who dares to attack him.

Theg Narlot/Turrosh Mak, male half-orc F10/Ass12: AC 3 (*chainmail +2*); MV 9; hp 80; THAC0 9 (6 with *longsword +1/+3 vs. enchanted creatures*); #AT 3/2 (2 with *longsword*) or 2 or 2; Dmg 1d8+4 (*longsword +1/+3 vs. enchanted creatures, Str bonus, specialization*) or 1d6/1d6 (arrow) or 1d4+1/1d4+1 (thrown daggers); SA assassination, poison, *arrows of slaying*; SZ M (6'3" tall); ML champion (16); Str 17, Dex 12, Con 17, Int 16, Wis 12, Cha 7; AL LE; XP 9,000.

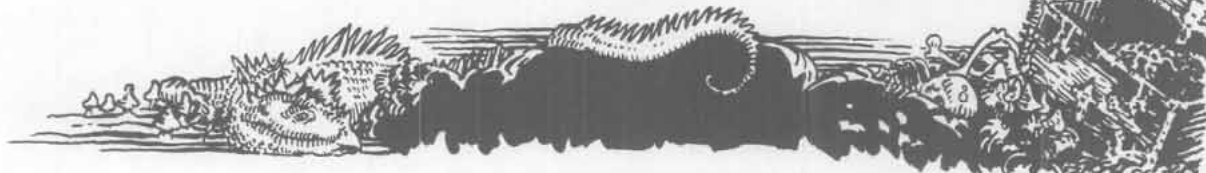
Special Abilities: infravision 60'; poison (type D, 5 doses, used on weapons), assassination.

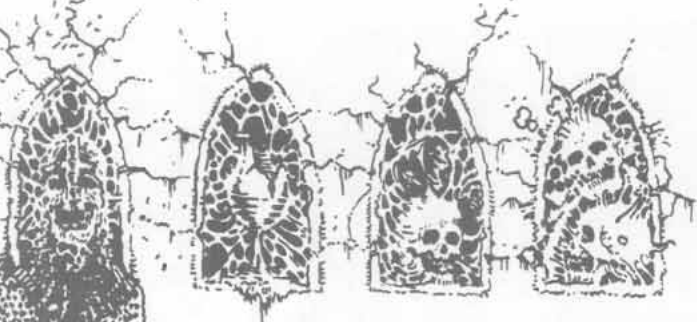
Special Equipment: *chainmail +2, boots of elvenkind, longsword +1/+3 vs. enchanted creatures, arrows +2 (12), arrows of slaying +3, thieves (1), rangers (1), mages (2)*.

Notes: Theg is a multiclassed fighter/assassin; if you don't have access to the assassin class from TSR11374, *The Scarlet Brotherhood*, then consider Theg's assassin levels to be thief levels with the additional ability to study a man-sized person for 3 rounds and (if a backstab is successful on that target) make the target save vs. death at -3 or be slain (this is in addition to the normal backstab damage). Theg also can disguise himself with the Disguise nonweapon proficiency with a +4 bonus. Theg normally wears his magical chainmail, but if he expects that he'll have to sneak about or assassinate someone, he has a set of *leather armor +1* that he will wear.

Theg has a secret stash of loot hidden in his house, just in case he needs to make a quick exit: 150 pp, 90 gp, 30 sp, seventeen 100-gp gems, and twenty-five 50-gp gems.

Unjan's home is an extravagant affair decorated to a tasteless level of excess. Unjan, a former paladin of Mayaheine, was involved in the Great Northern Crusade to reclaim the Shield Lands lost to the evil demigod's armies during the Greyhawk Wars. Shocked by the horrors inflicted upon the land and its people, he somehow acquired a perverse desire to collect trophies and other loot from reclaimed Shield Lands territories. This activity soon began to threaten his paladin vows of charity and poverty, and when he disregarded warnings, he lost his paladinhood and became a normal fighter. Now Unjan is obsessed—almost maniacally so—with collecting riches and displaying them in his home. He is not a thief, for he is more than willing to barter for or purchase items that catch his interest. Other than this quirk, he is a friendly man with field-tested knowledge of naval and infantry tactics.





He was recruited by the Slavelords because of this expertise. He made the alliance because of the treasures he'd be able to obtain through the Slavelords' extensive contacts.

Unjan, male human, F10 (fallen paladin): AC 0 (plate mail +1, shield +1); MV 6; hp 90; THACO 11 (8 with *bastard sword* +2, Str bonus); #AT 3/2; Dmg 1d8+3 (*bastard sword* +2, Str bonus); SZ M (5'10" tall); ML elite (13); Str 17, Dex 12, Con 16, Int 13, Wis 13, Cha 17; AL LN; XP 5,000.

Special Abilities: naval and infantry tactics.

Special Equipment: javelins of lightning (3).

Unjan is a handsome and friendly man with fair skin and neat black hair and beard. His clothes are clean and of average quality, and his armor and shield have been engraved and enameled with symbols of Mayaheine. If involved in combat, he would prefer to direct a group of soldiers rather than attempting to defeat a foe alone. This is not cowardice, only a desire to use his expertise. Markessa has approached him about romantic relations, but he has rebuffed her; his tolerance for his evil allies only goes so far.

He has little normal wealth in his home (5d4 gp, 10d6 gp, 10d6 sp, 1d4 50-gp gems), as he spends most of his gold on the various decorations and trophies that obscure the walls of his house. In all, there is in excess of 15,000 gp worth of items in his home, but most of them are too large to be easily carried off; only about 5,000 gp worth of items (hand-sized sculptures, fancy weapons, small pieces of artwork, and so on) is actually portable.

Ah-Bey's home is a large building with a roof of stone slates. The floors of the house have been dug down to a depth of at least 3 feet, giving the place a slightly larger feel to it. Ah-Bey himself is a half-ogre priest of Beltar, and he represents the religious interests of the

humanoids in the slaving operations. Born of a human mother, he was abandoned to an orphanage and raised under the careful scrutiny of the other orphans and the stern priests of St. Cuthbert. After fleeing their repeated attempts to "knock some sense into him," he lived on the streets of Greyhawk for several years and finally traveled into the Orcish Empire of the Pomarj in an attempt to learn more about his nonhuman heritage. He was taken in by a group of ogres and trained by the tribe's priest. Respected for his intelligence and significant strength (despite his size), he was a natural choice for the Slavelords as a representative of the spiritual life of the humanoid tribes.

Ah-Bey has brown skin, gray-black hair, and orange teeth and nails. He wears a custom-made set of plate mail that accentuates his powerful physique; an image of a red dragon is stamped on the breastplate.

Ah-Bey, male half-ogre F8/P8 of Beltar: AC 3 (plate mail); MV 6; hp 65; THACO 13 (12 with two-handed sword, Str bonus); #AT 3/2 or 2; Dmg 1d10+3 (two-handed sword, Str bonus) or 1d6+3/1d6+3 (claws); SZ L (7' tall); ML champion (15); Str 18/50, Dex 11, Con 16, Int 13, Wis 13, Cha 11; AL CE; XP 3,000.

Special Abilities: *infravision*, *detect snares & pits* once per day, *meld into stone* once per day, *emotion: hate* once per day, *command undead*.

Special Equipment: scroll of two cleric spells (*heal* x2), boots of levitation.

Spheres: Major—All, Charm, Combat, Elemental (Earth), Summoning; Minor—Divination, Healing, Necromantic, Sun (reversed).

Spells Memorized (4/3/3/2): 1st—*bles*, *command*, *cure light wounds* (x2); 2nd—*aid*, *continual darkness*, *hold person*; 3rd—*animate dead*, *prayer*, *stone shape*; 4th—*cloak of fear*, *free action*.

Ah-Bey keeps very little money for himself, instead using it to purchase better weapons and equipment for his adopted tribe. He usually has no more than 5d6 gp, 10d6 sp, and 10d6 cp on his person, with an equal amount in his home.

Kent's home is a cozy-looking domicile with an extra-large kitchen and dining room. Its owner, an unremarkable-looking halfling, is fond of cooking large meals and having guests over for dinner. He also is a cunning schemer and financier, and is responsible for many of the underground and "gray market" contacts the Slavelords use in Dyvers and Hardby. He rarely leaves the city, but sends his agents (such as the halfling Gormadoc in Hardby) to other cities to speak on his behalf and gather news.

Kent is very concerned about preserving his own skin and only enters combat if he has to, usually beginning with a backstab. Should the city be attacked, he will find a dragonnel and feed it the contents of his *philter of love*, which will make the creature obedient to him. He will use the dragonnel to escape to Ulek, taking with him his cache of gems.

Kent, male halfling T10: AC 6 (leather, Dex bonus); MV 6; hp 34; THACO 16 (15 with *dagger* +1, 15 with sling); #AT 1 or 1; Dmg 1d4+1 (*dagger* +1) or 1d4+1 (sling bullet); SA backstab; SD gets a save for all spells, +1 to saves vs. spell, thief skills; SZ S (3'1" tall); ML average (8); Str 8, Dex 16, Con 12, Int 16, Wis 10, Cha 14; AL NE; XP 5,000.



Special Abilities: +3 to saving throws vs. poison, +4 to saves vs. spells, backstab for $\times 4$ damage.

Special Equipment: *philter of love*, *scarab of protection*.

Thief Abilities: PP 80, OL 67, F/RT 65, MS 78, HS 63, HN 30, CW 99, RL 50.

Kent has a large pouch full of gems concealed under his mattress; it has one 1,000-gp gem, two 500-gp gems, seven 100-gp gems, seventeen 50-gp gems, and thirty-five 10-gp gems.

Nadanru's home is as bare as Stalman Klim's, since he has little interest in decoration. He comes from the Lordship of the Isles (a subsidiary state to the Scarlet Brotherhood), and his manservant is also a native of that land. Nadanru is the master of communication for the Slavelords. He relays information to the various leaders of the operation via his magic (mainly using *magic mouth*, *dream*, and *sending* spells). When not working, he is not communicative and prefers to just sleep, avoiding most of the people in town and the other Slavelords. If confronted by a hostile bunch of adventurers, he will surrender if given the choice, explaining that he was only hired to send messages and could not disobey because his family is being held as insurance for his cooperation (mostly true—the Scarlet Brotherhood controls his homeland, and if he refused this assignment, they might threaten his family to get him to agree to work). If forced into a fight, he'll do his best to disable people without killing them and escape when he can. His manservant is a 0-level human and will not fight at all. If the heroes decide to strip Nadanru of his magic items, he will protest, preferring to be tied up or otherwise immobilized until they have dealt with the rest of the Slavelords. He doesn't care if they take the money kept in his house. He will give information on the whereabouts and nature of the other Slavelords if promised his freedom, but knows little about the Earth Dragon Cult other than that their numbers are great within the temple and the priests and soldiers there are fanatics.

Nadanru, male human M14: AC 9 (*cloak of protection +1*); MV 12; hp 30; THACO 16 (15 with *dagger +1*); #AT 1; Dmg 1d4+1 (*dagger +1*); SA spells, magic items; SD spells; SZ M (6'1" tall); ML average (9); Str 9, Dex 11, Con 13, Int 17, Wis 14, Cha 12; AL N; XP 7,000.

Special Equipment: *cloak of protection +1*, *broom of flying*, *ring of wizardry* (doubles 5th-level spells)

Spellbook (5/5/5/4/8/2/1); 1st—*color spray**, *detect magic*, *identify*, *light**, *magic missile**, *message**, *mount*, *read magic*, *shield**, *sleep*; 2nd—*blindness**, *forget*, *hypnotic pattern**, *magic mouth**, *pyrotechnics*, *summon swarm*, *whispering wind**, *wizard lock**; 3rd—*dispel magic**, *fly**, *hold person**, *nondetection*, *protection from normal missiles**, *slow**, *suggestion*; 4th—*dimension door**, *illusionary wall**, *Otiluke's resilient sphere**, *rainbow pattern**, *Rary's mnemonic enhancer*; 5th—*dream****, *hold monster**, *sending****, *shadow door**, *transmute rock to mud*; 6th—*globe of invulnerability**, *Mordenkainen's lucubration**, *true seeing*; 7th—*phase door*, *power word stun**.

* Indicates memorized spell (multiple asterisks indicate multiple memorizations).

Nadanru is a tall, redheaded man with light freckling on his face, green eyes, and a narrow jaw. He normally wears a light blue robe, black

shoes, and a big black hat. He considers himself a mediocre mage and has no interest in adventuring anymore.

Nadanru's treasure is kept in a small locked box. It amounts to 540 gp, 1,205 sp, 380 cp and three 50-gp gems. His servant has 2d6 gp, 5d4 sp, and 6d6 cp.

Main Temple

This cave is the entrance to the main temple of the Earth Dragon (see "Temple of the Earth Dragon" below).

Mercenaries

This group of mercenaries lives in a few small buildings on the fringe of the city. Most of them are skilled woodsmen and mountaineers, and they act as scouts and perimeter guards for the city. Each has the non-weapon proficiencies Direction Sense, Hunting, Mountaineering, and Tracking. Their secondary job is to set ambushes around the city against those who try to sneak in. The commander of the unit is a battle-scarred and unpleasant woman named Nikesh, who tolerates no disobedience in her ranks. The mercenaries are composed of male and female humans, orcs, and half-orcs. They use type O paralysis poison on their weapons when trying to capture someone.

The most unusual member of the company is a lone githyanki fighter/mage named H'call. He has learned enough of the Common tongue to communicate in a limited fashion. He never uses his *plane shift* ability. Rumors abound that he is hiding from his astral kin and fears that crossing the planes in such a manner will be detectable to them. H'call remains silent on this matter.

Mercenaries, F2 (16): AC 6 (*scalemail*); MV 12; hp 15; THACO 19; #AT 1 or 2; Dmg 1d8 (*longsword*) or 1d6/1d6 (*shortbow*); SA poison; SZ M; ML steady (12); Int 10, Wis 9; AL LN, LE, NE; XP 120.

Nikesh, female human F7: AC 4 (*studded leather +2 + Dex*); MV 12; hp 43; THACO 14; #AT 3/2 or 2; Dmg 1d8 (*longsword*) or 1d6/1d6 (*shortbow*); SA poison; SZ M (5'6" tall); ML elite (13); Int 11, Wis 10; AL LN; XP 975.

Special Equipment: *Keoghtom's ointment* (2 jars).

H'call, male githyanki F5: AC 1 (*githyanki armor*); MV 12; hp 40; THACO 16 (15 with *longsword +1*); #AT 1 or 2; Dmg 1d8+1 (*longsword +1*) or 1d6/1d6 (*shortbow*); SA psionics, poison; SZ M (6'2" tall); ML elite (14); Int 15, Wis 14; AL LE; XP 975.

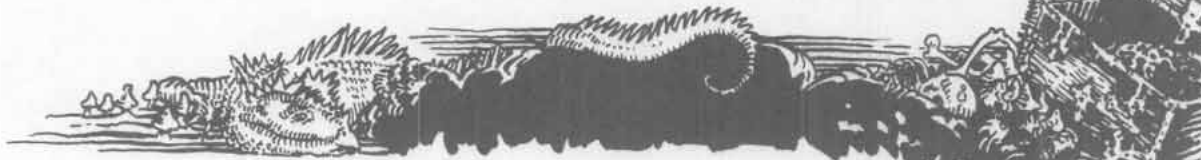
Special Equipment: *ring of fire resistance*.

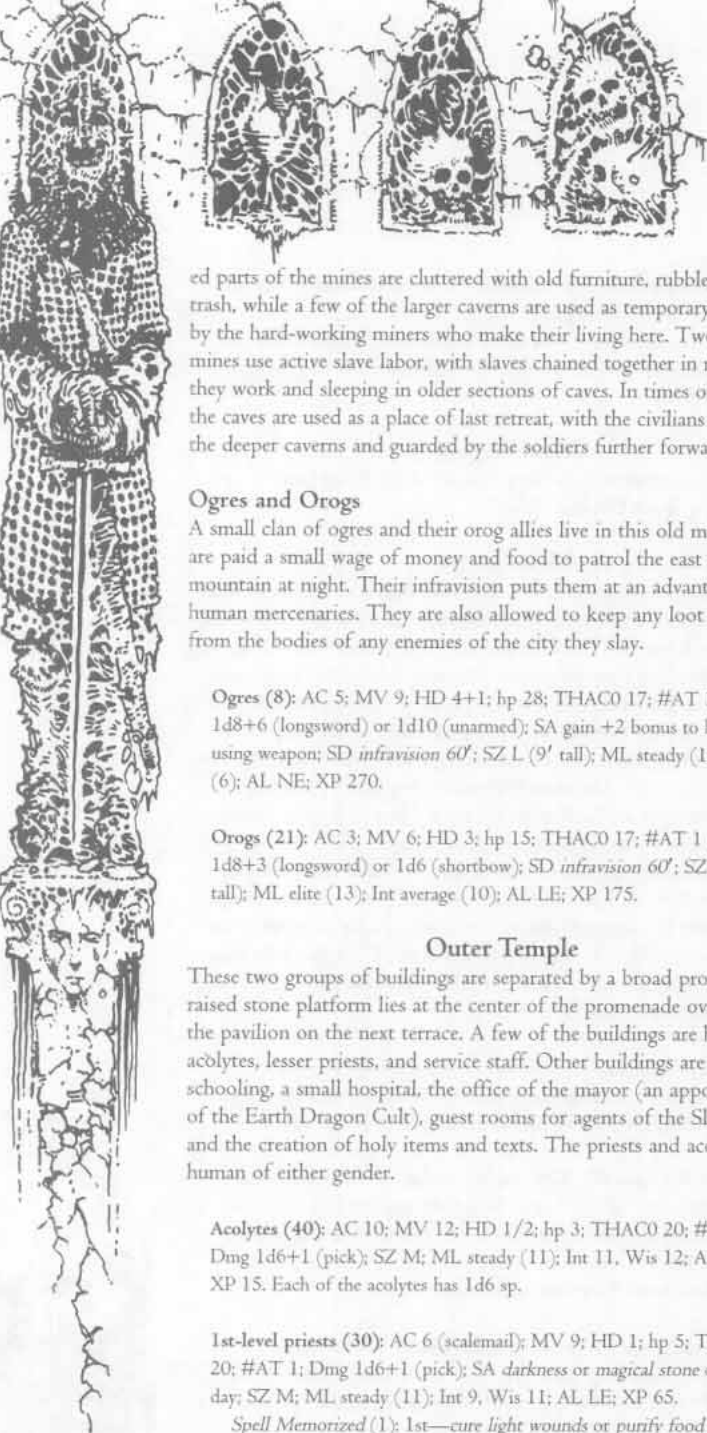
Notes: H'call has normal psionics for a githyanki (if your campaign doesn't use psionics, either ignore these abilities or give H'call limited use of a few Enchantment/Charm effects of level 3 or lower).

The mercenaries have 3d6 gp, 10d6 sp, and 5d6 cp. Nikesh has three times the normal amount, and H'call has one and one-half times the normal amount.

Mines

Each of these mines extends several hundred feet into the mountainside, providing small amounts of silver, electrum, or gold. Some of the deplet-





ed parts of the mines are cluttered with old furniture, rubble, and other trash, while a few of the larger caverns are used as temporary domiciles by the hard-working miners who make their living here. Two of the mines use active slave labor, with slaves chained together in rows while they work and sleeping in older sections of caves. In times of emergency, the caves are used as a place of last retreat, with the civilians protected in the deeper caverns and guarded by the soldiers further forward.

Ogres and Orog

A small clan of ogres and their orog allies live in this old mine. They are paid a small wage of money and food to patrol the east side of the mountain at night. Their infravision puts them at an advantage over the human mercenaries. They are also allowed to keep any loot they take from the bodies of any enemies of the city they slay.

Ogres (8): AC 5; MV 9; HD 4+1; hp 28; THACO 17; #AT 1; Dmg 1d8+6 (longsword) or 1d10 (unarmed); SA gain +2 bonus to hit when using weapon; SD *infravision 60'*; SZ L (9' tall); ML steady (11); Int low (6); AL NE; XP 270.

Orog (21): AC 3; MV 6; HD 3; hp 15; THACO 17; #AT 1 or 2; Dmg 1d8+3 (longsword) or 1d6 (shortbow); SD *infravision 60'*; SZ M (6'6" tall); ML elite (13); Int average (10); AL LE; XP 175.

Outer Temple

These two groups of buildings are separated by a broad processional. A raised stone platform lies at the center of the promenade overlooking the pavilion on the next terrace. A few of the buildings are homes of acolytes, lesser priests, and service staff. Other buildings are used for schooling, a small hospital, the office of the mayor (an appointed priest of the Earth Dragon Cult), guest rooms for agents of the Slavelords, and the creation of holy items and texts. The priests and acolytes are all human of either gender.

Acolytes (40): AC 10; MV 12; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1d6+1 (pick); SZ M; ML steady (11); Int 11, Wis 12; AL LE; XP 15. Each of the acolytes has 1d6 sp.

1st-level priests (30): AC 6 (scalemail); MV 9; HD 1; hp 5; THACO 20; #AT 1; Dmg 1d6+1 (pick); SA *darkness or magical stone* once per day; SZ M; ML steady (11); Int 9, Wis 11; AL LE; XP 65.

Spell Memorized (1): 1st—*cure light wounds* or *purify food and water*.
Notes: Each of these priests has 1d4 gp and 2d6 sp.

2nd-level priests (20): AC 6 (scalemail); MV 9; HD 2; hp 14; THACO 20; #AT 1; Dmg 1d6+1 (pick); SA *darkness or magical stone* once per day; SZ M; ML steady (12); Int 10, Wis 12; AL LE; XP 120.

Spells Memorized (2): 1st—*cure light wounds, bless*.

Notes: Each of these priests has 2d4 gp and 3d6 sp.

3rd-level priests (10): AC 6 (scalemail); MV 9; HD 3+2; hp 23; THACO 20; #AT 1; Dmg 1d6+1 (pick); SA *darkness or magical stone* once per day; SD +1 to saves vs. physical damage; SZ M; ML steady (12); Int 10, Wis 13; AL LE; XP 175.

Spells Memorized (2/1): 1st—*cure light wounds, faerie fire*; 2nd—*chant or slow poison*.

Notes: Each of these priests has 2d6 gp and 4d6 sp.

4th-level priests (5): AC 6 (scalemail); MV 9; HD 4+2; hp 30; THACO 18; #AT 1; Dmg 1d6+1 (pick); SA *darkness or magical stone* once per day; SD +1 to saves vs. physical damage; SZ M; ML steady (12); Int 11, Wis 14; AL LE; XP 270.

Spells Memorized (3/2): 1st—*cure light wounds, endure cold/endure heat, sanctuary*; 2nd—*slow poison, spiritual hammer*.

Notes: Each of these priests has 3d6 gp and 5d6 sp.

5th-level priests (2): AC 6 (scalemail); MV 9; HD 5+2; hp 37; THACO 18; #AT 1; Dmg 1d6+4 (pick, Earth Dragon bonus); SA *darkness or magical stone* once per day; SD +1 to saves vs. physical damage; SZ M; ML elite (13); Int 11, Wis 15; AL LE; XP 650.

Spells Memorized (3/3/1): 1st—*cure light wounds* (×2), *endure cold/endure heat*; 2nd—*augury, obscurement, silence 15' radius*; 3rd—*prayer*.

Notes: Each of these priests has 4d6 gp and 6d6 sp; one has a *philiter of persuasiveness*, the other has a *potion of healing*.

7th-level priest (1): AC 5 (scalemail, Dex bonus); MV 9; HD 7+2; hp 51; THACO 16; #AT 1; Dmg 1d6+4 (pick, Earth Dragon bonus); SA *darkness or magical stone* once per day, cast spells as 8th-level priest when in contact with the earth; SD +1 to saves vs. physical damage; SZ M; ML elite (13); Int 11, Wis 17; AL LE; XP 2,000.

Spells Memorized (3/3/2/1): 1st—*cure light wounds* (×2), *detect magic*; 2nd—*silence 15' radius, withdraw, wyvern watch*; 3rd—*glyph of warding, protection from fire*; 4th—*neutralize poison*.

Notes: This priest has 8d6 gp, 10d6 sp, and a *potion of invisibility*.

Pavilion

This large open area is bordered by several pillars carved with coiled dragons. A set of ropes allows large squares of canvas to be raised above these pillars to provide cover from rain. Worship services on Godsdays take place here, with small benches made available in the front for the wealthy or those who can't sit on the ground for long periods of time. The priests stand on the stone platform on the eastern end of the Outer Temple's processional and preach to the people below. The pavilion is also used for city meetings, feasts, and festivals, with temporary buildings and tents erected here if needed.

Slave Pens

Despite the number of buildings here, these slave pens are mostly empty. Only about fifty slaves live here (with about half that many living in private households or the main temple). Most are members of rival clans of mountain people, working as simple laborers, and have been enslaved for at least a year. A few of the slaves have been acquired recently and are kept isolated. These are foreigners who have found out too much about the slaving operation or who have valuable information the Slavelords wish to acquire. (Having an NPC known to the heroes be one of these slaves would be a good tie-in to past adventures.)

The Mountainside

Beyond the borders of the city, the mountainside is a mottling of vegetation and barren outcroppings of rocks. Small cracks and fault lines form many little caves and canyons, perfect hiding places for spies, but also great homes for a variety of wild creatures, including Markessa's discarded Broken Ones. The shrill hunting cries of predators or the splash of color against the grays of the rock quickly alert the town guard to intruders, who set up an alarm and send a wing of dragonnells.

Entering the City

This city is the secret capital of the Slavelords' empire, and its true nature is known only to its residents, the Slavelords, and certain troops in the Slaver hierarchy. Very few people manage to stumble across it, and the soldiers have had plenty of time to learn the appearance of everyone who lives or visits here. Those who wish to bluff their way in will be detained and locked in one of the rooms in a tower until their intent and identities can be verified. Of course, this can be bypassed by having a citizen escort or a letter of entry bearing the seal of a lesser or greater Slavelord. People allowed into the city are expected to behave themselves and not attack other residents or destroy property. The penalty for the more serious infractions is enslavement.

City under Siege

Anyone who decides to attack the city will face a force of one hundred soldiers, an equal number of acolytes and priests of the Earth Dragon Cult, a band of cutthroat mercenaries, a small clan of ogres and orogs, a handful of dragonnells, and the Slavelords themselves. Given the nightly and daily patrols around the city and the scattered enclaves of isolated farmers, the people of Kalen Lekos are not likely to be caught unawares and will be ready to defend themselves.

Should the attackers prove to be a match for or stronger than the soldiers, the dragonnells and riders will come to their aid by dropping nets full of stones and firing volleys of arrows, while the youngest priests will tend to the wounded and bolster the troops with other magic. Should the defenders still be hard-pressed to keep the city secure, the mercenaries, lesser priests, ogres, and orogs will be directed to intervene. Only if the invaders have actually penetrated the city or if it seems that half or more of the defenders have been eliminated will the Slavelords become directly involved, using their skills in a most brutal manner to eliminate the threat to their survival. Unlike the old group of Slavelords, these ones are willing to abandon their plans in order to save their own lives. What was rebuilt once can be rebuilt again, and their death is too high a price to pay.

A Calculated Bluff

There are several ways for the heroes to enter the city through subterfuge. Magic may be employed to alter the heroes' appearances or make them undetectable. However, once the heroes encounter a gnoll with heightened sense of smell or a dragonnell patrol, they will swiftly be discovered.

The city has fewer defenses to invasion from above, so the heroes might work their way around the mountain and climb its stony cliffs to approach the city from uphill. They will need some disguise to blend in with the mountainside, and they should avoid entering during

the night, when their body heat will reveal them to any creature with infravision.

The heroes may consider swimming up the rapids. The water is icy cold (Dmg 1d4 each turn) and fast, and they will have to battle the current to swim upstream (Strength checks at -6 every turn). The streams flow past the city in rocky gorges, and thus the heroes will face a 10-foot climb up slippery rocks once they reach the city.

The heroes might explore alliances with disgruntled humanoids or the Broken Ones, who have located a series of crevices that lead to the western verge of the city. Of course, there is one last way to reach the city: as a slave or sacrifice.

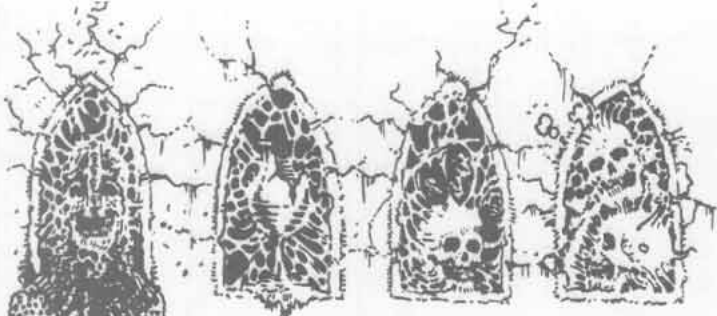
The Slavelords' Plan

The Slavelords have always been after power—power over individual people, power over human and humanoid groups, and power over nations. Stalman Klim built the original Slavelords to destabilize the Wild Coast and bring the worship of the Earth Dragon to new regions. Over time, that plan lost its focus and became simply a well-organized traffic in slaves, although scheming between the priest and the drow agent Edralve played a part in the downfall of the Slavelords. Now Stalman Klim is back and is firm in his faith, determined to remain steadfast in his goal to bring power and worship to the Earth Dragon. His passion for this is fueled by a desire to destroy the city of Greyhawk, home of the upstarts that destroyed his organization when they proved to be more resourceful than he expected.

The Slavelords have been using spies and allies in Dyvers and Hardby to plan attacks on towns along north Woolly Bay and in the Nyr Dyv. Their goal is to bring fear and paranoia to the Domain of Greyhawk. Once word has spread about the raids and public outcry has increased, the Slavelords will start rumors that the Directing Oligarchy is involved in plotting the raids, selling their own citizens in order to increase their own incredible wealth. The hysteria and rioting caused by these rumors should cause enough of a distraction to allow the orc armies of the Pomarj to advance northward into the Domain of Greyhawk and take over the southernmost part of that territory. These attacks will be buttressed by troops from Hardby and Dyvers, two cities that have long-standing rivalries with Greyhawk.

While few of the Slavelords' allies relish the idea of living near a military buffer zone against humanoid troops, Stalman Klim has assured them that he and Turrosh Mak plan to keep the orcs on the west side of Woolly Bay, sending their human soldiers to attack the city. This promise is a true one, as neither man really wants to spend the rest of his life living among smelly orcs and would be happy to see the Slavelords' capital moved to a conquered Greyhawk, with themselves and the other Slavelords assuming positions of power there (although Stalman Klim would still make frequent trips to Mount Drachenkopf to maintain his good standing with the Earth Dragon). The orc nation would control the Wild Coast and the Pomarj, with Turrosh Mak turning control of the nation over to trusted representatives in the Nedla tribe of orcs, presumably under the pretense of ascending to godhood, which would allow him to return occasionally if the tribes got unruly and needed "divine intervention" to remind them of their duties.





TEMPLE OF THE EARTH DRAGON

Layout & Inhabitants

The temple itself is a series of connected caves in Mount Drachenkopf. Coiled dragons are the predominant decorations, whether painted, carved, or made with mosaics of small colored stones. All caves are at least 15 feet tall, with most running to about half the height of their largest diameter. Tunnels have a height of 10 feet or more. Lighting is provided by lanterns, torches, and glowing crystals embedded in the walls. These crystals lose their glow if removed from the temple.

Despite the light and the large rooms, the temple is permeated by a mysterious aura that induces claustrophobia. All but the worshipers of the Earth Dragon suffer a -1 penalty on all actions after spending an hour here unless they are protected against mundane or magical fear. Spells such as *remove fear* negate this penalty, although the fear returns after another hour in the temple, while a *cloak of bravery* spell protects the recipient as long as the spell is in effect (eight hours or until the *cloak of bravery* is used up against an active fear attack).

The air within the temple remains fresh despite the number of enclosed spaces and the people living here. Numerous small openings (no wider than a sword blade) allow air to circulate, with the air moving mainly from the entrance at area 1 to the infinite pit at area 15. This also keeps rooms from becoming full of smoke, but does not affect the duration or area of effect of gas- or fog-related spells.

While most of the temple caverns are natural stones, many artificial mortared walls have been added to close off or define certain areas. Due to the excellent quality of the workmanship, these stone walls are nearly as hard as the natural stone. As most are 1–2 feet thick, breaking through them will take time and strength (at least 1 turn of smashing with a large blunt weapon is required to create a hole in a wall large enough for a man-sized creature to pass through), making a lot of noise in the process. The temple is roughly divided into three zones: the central temple, the north temple, and the south temple. Each zone has guards assigned to patrol it: Brown Scales (3rd-level guards), Black Scales (6th-level guards), and Gold Scales (9th-level guards). Each zone also has its own encounter table:

Entering the Temple

Once the heroes determine that the leader of the Slavelords makes his home in the depths of the temple of the Earth Dragon, they will want to gain entrance. This is not an easy task. There only appears to be one entrance, and it is heavily guarded. Either subterfuge or the aid of a Slavelord will be the easiest way to get into the temple.

A hero could convert to worship of the Earth Dragon and gain entrance as an initiate, or he or she might impersonate a priest or temple guard to get close enough to distract the guards. Of course, the heroes could always let themselves be captured and carried into the temple for sacrifice to the Earth Dragon. Once in, they just need to break free of their shackles and cells before they become food for the coiled dragon.

Sounding the Alarm

Once an alarm is sounded, the temple guards and priests close and bar the entry door and double the guard there. Then they begin a systemat-

ic search using guards and priestly magic to sniff out hidden intruders. If a single intruder is found, the guards are 65% likely to cease further search, because they will find it inconceivable to believe that more than one person penetrated their defenses.

During an alarm situation, all guards are put on active status and at least two guards are posted at each door or corridor. When a room has been thoroughly searched, its door is locked, if possible, and the hunters move on. Once a battle is begun, the leaders of each guard contingent will divide his or her troops to pin and flank their prey. One half of a force will form a shield wall, barricade, or gauntlet to trap intruders or drive them into cul-de-sacs. The other half of the force will attempt to move to a flanking corridor to get behind their quarry. One or two will run to alert other guards and plan a counterassault. If a temple guard captain or a major priest dies, the defenders will retreat to a safer location and regroup.

Priests will aid in the defense of the temple, but the guards will do their best to shield them from harm. The DM should plan how best to use the various magical traps and monstrous guardians in the temple in a defensive strategy. The goal is to challenge the heroes, but not to kill them all; the Earth Dragon prefers live prey.

If the heroes are captured, they will be put in shackles (AC 2; SP 4) and stored in the city's slave pens until their fate is decided. The DM should provide plenty of opportunities for the heroes to break free with some effort. Once free, the heroes will need to either steal weapons and armor or create some makeshift weapons from the materials at hand. Makeshift weapons impose a -3 penalty to hit and a -1 penalty per die of damage they inflict.

The Earth Dragon priests are fairly confident, and this may be a fatal flaw that the heroes may try to exploit.

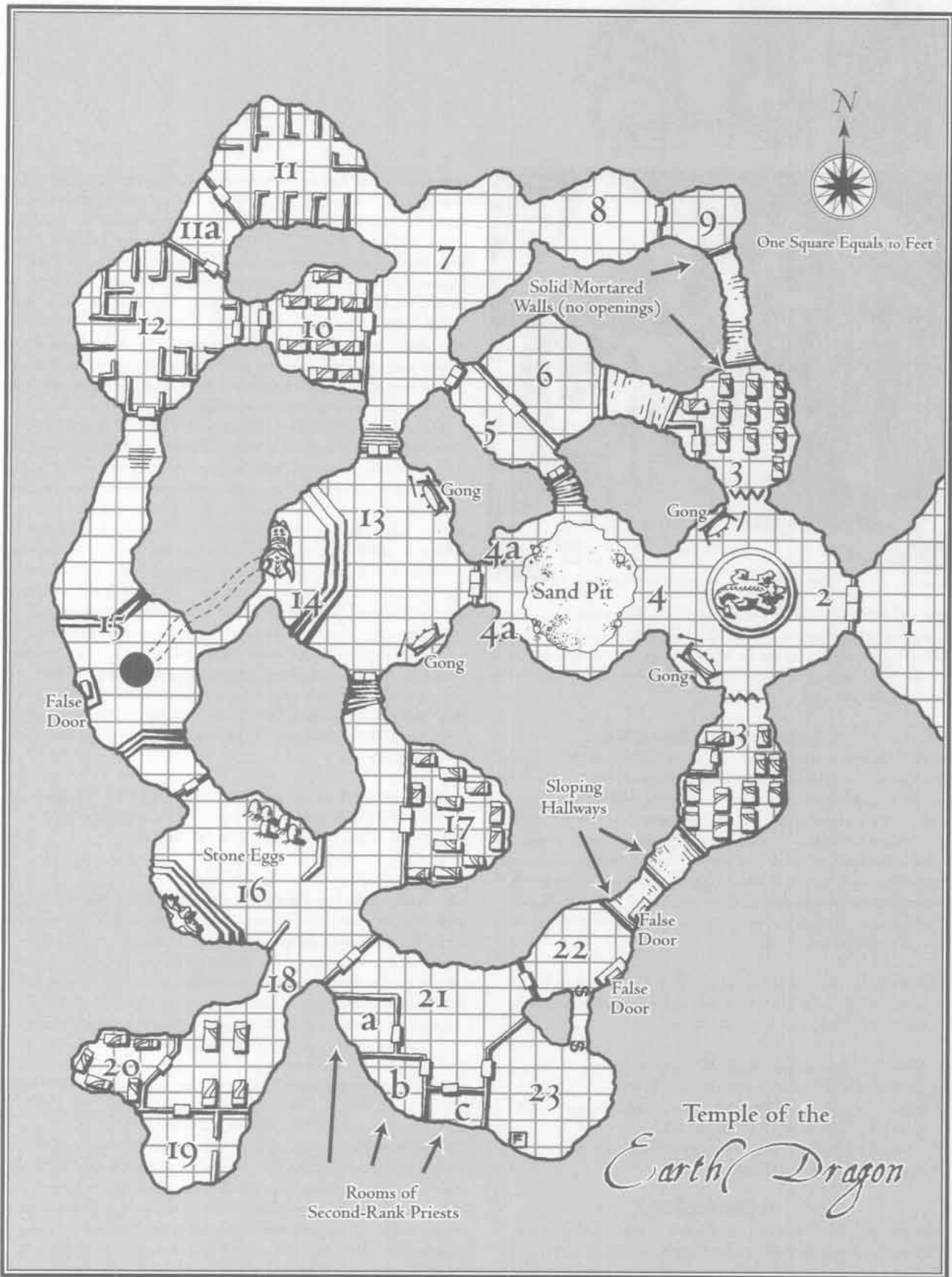
I. Main Doors

These huge stone doors are incredibly well balanced so that a single person can open or close them. A sliding bar on the inside can be used to hold them closed. They are normally kept partway open, with enough of a space to allow a single person to pass through without touching either door. The doors are guarded at all times by a Gold Scale (from room 17) and a Brown Scale (from room 3). If they are attacked, they will fire their heavy crossbows once and then retreat into the temple; one will close and bar the doors while the other moves to sound the gong alarm in area 2. Of course, any aggressive parties approaching the temple will have passed through town, so the guards will probably be alerted.

2. Chamber of the Great Dragon

The center of this room is taken up by a large, two-tiered dais upon which rests an elaborate statue of a dragon coiled around a mountain peak. The dragon is realistically painted but does not appear to be alive. The dragon is very long and snakelike for a dragon, and wingless (being shaped much like a gold dragon, in fact). Its eyes are glowing crystals that resemble those jutting from some of the walls in the temple.

Two 10-foot-diameter ceremonial bronze gongs stand in the far corner of the room, each decorated with the coiled dragon motif. When struck, they can be heard for nearly 150 feet. Striking a gong three times in rapid succession is an alarm signal, drawing guards to investi-





gate and bringing the temple full alert. The decoration on the gongs is a *glyph of warding* that will activate if the gong is touched by a non-believer, shocking him or her for 11d4 damage (save vs. spell for half).

Any noise here will draw the attention of Brown Scales in the nearby barracks (the two areas marked 3).

3. Barracks of the Brown Scales

Each of these two chambers contains eleven beds, small chests, and a small privy area (little more than a chamber pot and washbasin). These are the barracks for the Brown Scales and their commanders (ten guards and one commander in each room). The Brown Scales are devout warriors clad in scalemail with a small shield, wearing a brown tabard decorated with a black coiled dragon over it. They are proficient with the longsword, heavy crossbow, sling, dagger, and mace. The commanders are dressed similarly except that their helmets are shaped like dragon heads; they are proficient with the same weapons as their troops but are specialized in the longsword.

Brown Scales, male and female humans F3 (10): AC 5 (scalemail, shield); MV 9; hp 18; THACO 18; #AT 1; Dmg 1d8 (longsword); SZ M; ML elite (14); Int 10/8; AL LE; XP 65.

Brown Scale Commanders, F6 (2): AC 4 (scalemail, shield, Dex bonus); MV 9; hp 42; THACO 15 (14 with longsword); #AT 1 (3/2 with longsword, specialization); Dmg 1d8+2 (longsword, specialization); SZ M; ML elite (14); Int 10/9; AL LE; XP 270.

Notes: The Brown Scales have 2d6 gp and 3d6 sp each; the commanders have twice that amount.

4. The Sand Pit

The only safe place to stand in this chamber is within 10 feet of the outer walls, because the center of the room is taken up by a large pit of fine-grained sand. The sand should be considered an area affected by

transmute rock to mud for the purpose of what happens to people who walk upon it. The sand pit is a side effect of the occasional attention of the Earth Dragon, and occasionally its surface trembles for no apparent reason. The sand pit is at least 100 feet deep and is also the home of a single *hatori* (sand crocodile), which was summoned here by the Earth Dragon. As long as the Earth Dragon is pleased, the *hatori* remains in the sandpit, but if the god ever becomes angry with his worshipers, the *hatori* (called "Mulok the Grandson" by the devout) crawls out of the pit at night and devours a few people as a warning. The *hatori* otherwise acts as a disposal system, eating whatever refuse the temple residents produce. Since it normally is a carnivore rather than an omnivorous scavenger, it is always happy to consume any creature that falls into the sand pit.

The areas marked 4A are defensive positions, always manned by a Brown Scale. The guards stand ready with a heavy crossbow loaded and cocked. Instead of a normal bolt, however, the weapon is loaded with a barbed bolt that is attached to a long, flexible metal wire, the opposite end of which is tied around a small boulder carefully balanced on top of other stones in front of the guard. After a successful hit (which inflicts normal damage), the guard kicks over the boulder, which causes it to fall into the sand pit and begin dragging down the impaled character. The character must either cut the cord (AC 7, hp 5; only severed by an edged weapon), pull out the barbed bolt (suffering an additional 1d6+1 points of damage), or be pulled into the sand in 3 rounds.

There is a 30% chance that the *hatori* will surface if it hears a fight in this room. It has learned that sinking rocks mean food and that pulling on the rock tends to pull the food into the sand. It will try to help itself get an easy meal (50% chance of pulling the character into the sand; 50% chance of the *hatori's* actions pulling out the barbed bolt, Dmg 1d6 +1).

Hatori: AC 2; MV 15; HD 3; hp 15; THACO 16; #AT 2; Dmg 3d6 (bite), 1d12 (tail slap); SA swallow whole on a roll of 20; SZ H (25' long); ML average (9); Int semi (3); AL CN; XP 420.

5. Hallway

This hallway doesn't appear different from any other section of the passage. The northeast wall is mortared stone, and the door is kept locked at night. The 10-foot-square space in front of the door is actually a flat stone covering on top of a 20-foot-deep, spiked pit. The stone cap has been worked to blend in with the surrounding stone. The covering has been trapped with a *glyph of warding*; any good-aligned creature that steps onto it activates a *stone shape* spell on the cap, causing it to iris open and drop people into the pit (Dmg 2d6 + 1d6). The presence of this trap means that no good-aligned slaves can be kept in this room, which is what the priests prefer, for they want no infidels in their temple.

6. Slave Quarters

This is the sleeping and resting area of forty slaves (hp 3 each). The slaves keep the temple clean and fix meals for all but the Gold Scales and the most powerful priests. They are all humans, halflings, or elves of either gender, dressed in simple brown robes and sandals. They have been slaves for several years (predating the return of the Savelords) and have been broken. They cower if confronted and have given up hope on ever being free again, and so they consider any offer of freedom (no matter the

Random Encounters

(checked once per turn, 25% chance of encounter)

Central Temple (areas 1, 2, 3, 4, 5, 6, 13, 14)

d20	Result
1-5	1d2 Brown Scales (from area 3)
6-8	1d4 Brown Scales
9-11	1d2 Brown Scales and 1d2 3rd-level priests (from area 11)
12-13	1d2 3rd-level priests
14-15	1d3 Brown Scales and 1d2 5th-level priests (from area 12)
16	1d4 Brown Scales and 1d2 7th-level priests (from area 12)
17-20	1d3 slaves (from area 6)

Note: Any encounter with Brown Scales in the central temple has a 40% chance of including a Brown Scale Commander (from area 3).

North Temple (areas 7, 8, 9, 10, 11, 12)

d20	Result
1-8	1d6 slaves
9-10	1d2 Brown Scales and 1d2 3rd-level priests
11-14	1d3 Black Scales (from area 10)
15-17	1d3 Black Scales and 1d2 5th-level priests
18-19	1d4 Black Scales and 1d2 7th-level priests
20	1d4+1 Black Scales and 1 Elder Priest (see area 21)

Note: Any encounter with Brown Scales in the north temple has a 40% chance of including a Brown Scale Commander. Any encounter with Black Scales has a 35% chance of including the Black Scale Commander (from area 10), unless an Elder Priest is present, in which case that chance rises to 75%.

South Temple (areas 15 and higher)

d20	Result
1-7	1d3 servants
8-11	1d4 Black Scales and 1d2 7th-level priests
12-14	1d3 Gold Scales (from area 17)
15-17	1d4 Gold Scales
18-20	1d4 Gold Scales and 1 Elder Priest

Note: Any encounter with Black Scales in the south temple has a 40% chance of including a Black Scale Commander. Any encounter with Gold Scales has a 50% chance of including the Gold Scale Commander (from area 17) unless an Elder Priest is present, in which case that chance rises to 80%.

It is important to note that the guards, servants, and lesser priests are fanatics and will fight to the death (no morale check needed) if defending a greater priest or a holy site in the temple (such locations will be noted in each room's description). They are not stupid, however, and will use clever battle tactics if possible, avoiding obviously suicidal actions.

Should the temple be attacked, the temple populace will use areas 4, 13, 16, and 21 as rallying and fallback points. Priests with appropriate time to prepare will use defensive spells upon themselves, guards, or areas, and anyone with magic items will use them to the best effect.

source) to be some sort of trick being played on them.

This room has no furnishings other than many well-padded pallets and a few chamber pots. The only thing of value that the slaves have is information on the layout of the central and north temple, which they relate to anyone who asks.

7. Dining Room

This room is filled with long wooden tables and many chairs. The tables are painted with the coiled dragon and have suffered a lot of use. The guards and priests of the central and north temple zones eat their meals here, as do the servants from the south temple. All three groups mix freely, all being servants of the Earth Dragon. Other than at mealtimes (sunrise, noon, and sundown), this place is generally empty except for a few slaves cleaning up or preparing for the next meal.

8. Kitchen

This is where the slaves prepare food. A small pump draws water from an underground source and a nearby drain returns excess water to that source. Cooking supplies, cutlery, and utensils abound. There are usually 1d4+2 slaves from area 6 in here from shortly before dawn until the evening, with twice that number during mealtimes.

9. Pantry

Food for meals is stored here. There is only enough at any time to last the temple a few days, but new supplies are brought in from the city every day.

10. Barracks of the Black Scales

The door to this area is adorned with a black coiled dragon. Any nonbeliever touching the door will trigger a *glyph of warding* that shocks for 11d4 electrical damage (save vs. spell for half damage). The room beyond it has nine sets of beds and chests for the eight Black Scales and their commander. The Black Scales are devout warriors who wear scalemail with a shield and have a black tabard with a brown coiled dragon on it. They are specialized with the longsword and are proficient with the heavy crossbow, sling, dagger, and mace. The commander is dressed the same except that he has a helm shaped like a dragon's head. He has the same weapon skills as his troops but is also proficient with a military pick.

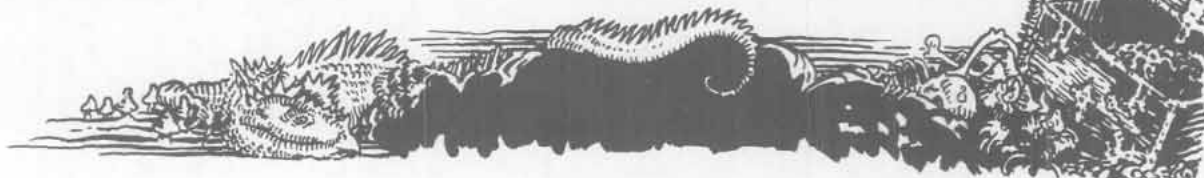
Black Scales, male & female humans F6 (8); AC 4 (chainmail, shield, Dex bonus); MV 9; hp 30; THACO 15 (14 with longsword); #AT 1 (3/2 with longsword, specialization); Dmg 1d8+2 (longsword, specialization); SZ M; ML champion (15); Int 10, Wis 8; AL LE; XP 270.

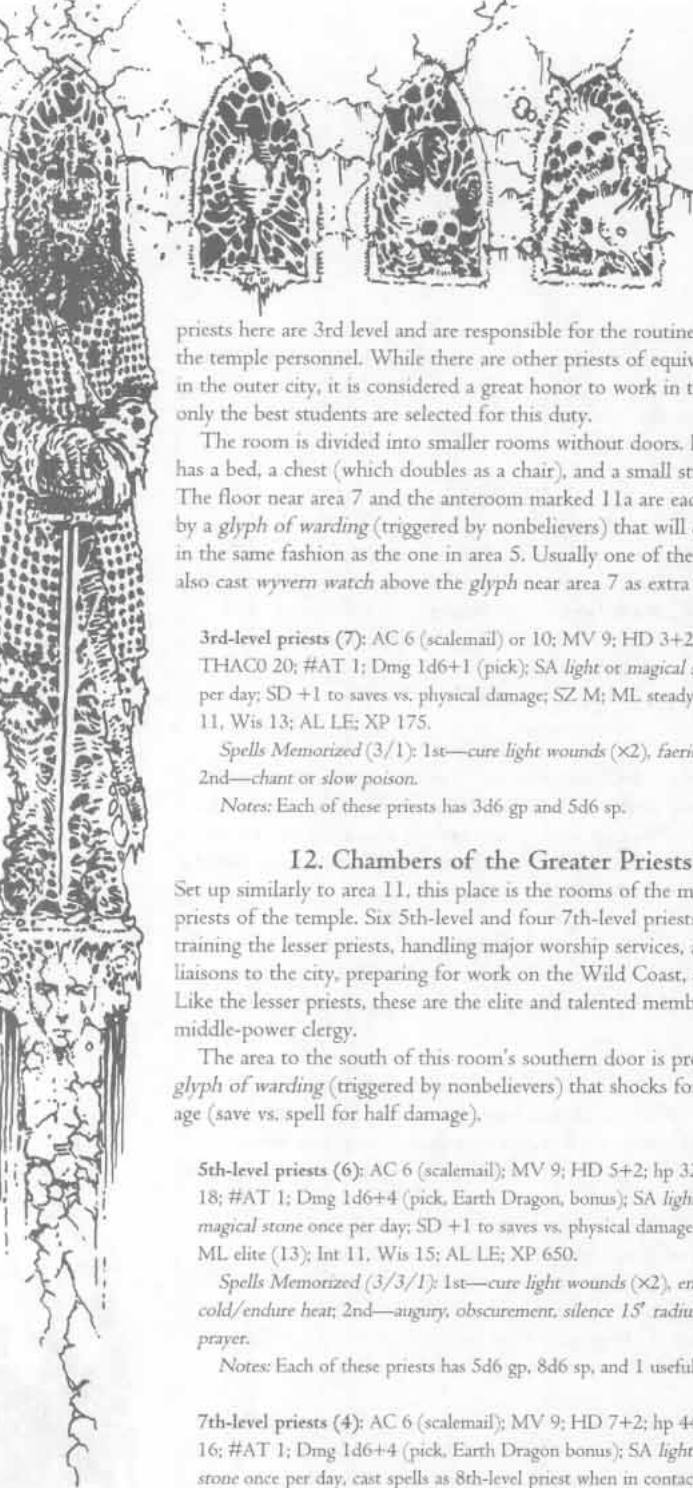
Black Scale Commander, F9; AC 3 (scalemail, shield, Dex bonus); MV 9; hp 60; THACO 12 (11 with longsword); #AT 3/2 (2 with longsword, specialization); Dmg 1d8+2 (longsword, specialization); SZ M; ML champion (15); Int 12, Wis 10; AL LE; XP 975.

Notes: The Black Scales have 3d6 gp and 5d6 sp each; the commander has three times that amount.

11. Chambers of the Lesser Priests

This is the sleeping area of the lesser priests of the temple. All seven





priests here are 3rd level and are responsible for the routine needs of the temple personnel. While there are other priests of equivalent power in the outer city, it is considered a great honor to work in the temple, as only the best students are selected for this duty.

The room is divided into smaller rooms without doors. Each room has a bed, a chest (which doubles as a chair), and a small study table. The floor near area 7 and the anteroom marked 11a are each protected by a *glyph of warding* (triggered by nonbelievers) that will create a pit in the same fashion as the one in area 5. Usually one of the priests will also cast *wyvern watch* above the *glyph* near area 7 as extra security.

3rd-level priests (7): AC 6 (scalemail) or 10; MV 9; HD 3+2; hp 17; THACO 20; #AT 1; Dmg 1d6+1 (pick); SA *light* or *magical stone* once per day; SD +1 to saves vs. physical damage; SZ M; ML steady (12); Int 11, Wis 13; AL LE; XP 175.

Spells Memorized (3/1): 1st—*cure light wounds* (x2), *faerie fire*; 2nd—*chant* or *slow poison*.

Notes: Each of these priests has 3d6 gp and 5d6 sp.

12. Chambers of the Greater Priests

Set up similarly to area 11, this place is the rooms of the mid-level priests of the temple. Six 5th-level and four 7th-level priests live here, training the lesser priests, handling major worship services, acting as liaisons to the city, preparing for work on the Wild Coast, and so on. Like the lesser priests, these are the elite and talented members of the middle-power clergy.

The area to the south of this room's southern door is protected by a *glyph of warding* (triggered by nonbelievers) that shocks for 7d4 damage (save vs. spell for half damage).

5th-level priests (6): AC 6 (scalemail); MV 9; HD 5+2; hp 32; THACO 18; #AT 1; Dmg 1d6+4 (pick, Earth Dragon, bonus); SA *light* or *magical stone* once per day; SD +1 to saves vs. physical damage; SZ M; ML elite (13); Int 11, Wis 15; AL LE; XP 650.

Spells Memorized (3/3/1): 1st—*cure light wounds* (x2), *endure cold/endure heat*; 2nd—*augury*, *obscurement*, *silence 15' radius*; 3rd—*prayer*.

Notes: Each of these priests has 5d6 gp, 8d6 sp, and 1 useful potion.

7th-level priests (4): AC 6 (scalemail); MV 9; HD 7+2; hp 44; THACO 16; #AT 1; Dmg 1d6+4 (pick, Earth Dragon bonus); SA *light* or *magical stone* once per day, cast spells as 8th-level priest when in contact with the earth; SD +1 to saves vs. physical damage; SZ M; ML elite (13); Int 11, Wis 9; AL LE; XP 2,000.

Spells Memorized (3/3/2/1): 1st—*cure light wounds* (x2), *detect magic*; 2nd—*silence 15' radius*, *withdraw*, *wyvern watch*; 3rd—*glyph of warding*, *protection from fire*; 4th—*cure serious wounds* or *neutralize poison*.

Notes: Each of these priests has 10d6 gp, 12d6 sp, and 2 useful potions.

13. Main Temple

This is where the main worship services within the temple take place. The floor here is sand, as the devout wish to be in contact with the

earth during prayer but not be too uncomfortable. A large number of glowing crystals jut from the walls and ceiling, providing illumination here at all hours. The two gongs in this room can be used as alarms like the ones in area 2, and are similarly trapped. The north and south doors are normally kept open, and so sound in this area travels freely to nearby parts of the temple; however, any nonbeliever touching the doors will activate a *glyph of warding* (11d4 electrical damage, save vs. spell for half).

The western end of the room has a series of stone steps that rise from the sand to form area 14. The more powerful priests will not hesitate to use *transmute rock to mud* spells in this area, as the effect can always be reversed later, and they believe anyone buried in mud here will sink to the caverns of the Earth Dragon deep under the surface and be consumed as sacrifices (and they may be right).

This area is considered a holy site by worshippers of the Earth Dragon.

14. Sacrificial Altar

The top of this three-step dais has a carved stone dragon head whose body merges with an exquisitely detailed carving of a coiling dragon body on the floor and wall. The dragon's mouth is open, and its tongue is a horizontal shelf that slopes gently into the dragon's maw. The tongue is the place where sacrifices are made and has a moderate amount of bloodstains. Unlike most forms of creature sacrifice, offerings to the Earth Dragon are only bound and incapacitated (usually by a disabling wound to the abdomen). They then slide into the throat of the stone dragon and through a hidden chute that leads to the pit in area 15, where they fall to the lair of the Earth Dragon and are consumed.

The stone dragon is inlaid with jet and gold (removing it all will take several hours but will net 3,000 gp worth of jet and 1,000 gp worth of gold). Its visible eye (the far side of the head abuts the wall) is a large black sapphire worth 7,000 gp. However, anyone who defiles this statue will suffer a *curse* of always being under the effects of a *slow* spell. This *curse* can only be removed by a priest of 15th or higher level.



This area is considered a holy site by worshipers of the Earth Dragon.

15. Chamber of the Pit

A constant slight breeze moves toward this area. A few short steps lead downward to a lower floor level. In the center of this area is a circular pit almost 15 feet in diameter. A stone door on the west wall is marked with the symbol of the coiled dragon.

The pit is an incredibly deep shaft that leads to the caves of the Earth Dragon. About 20 feet down in the pit is a small side passage that angles up to connect with the stone dragon head in area 14. Sacrifices from that room slide down the secret chute and are dropped into the pit. Similarly, any sacrifices prepared in the inner sanctum (area 16) are brought here to give to the god. Anything thrown into the pit will plummet over a mile to the Earth Dragon's lair, falling at a normal rate but slowing just before impact to land safely. Anything sacrificed to the Earth Dragon should be considered lost forever, as even the most powerful and prepared team would have a difficult time defeating the Earth Dragon in its own lair (it is a demigod, after all). Creatures are sacrificed one at a time.

The door on the west wall is actually a false door. The floor in front of it is protected by a *glyph of warding* that is activated by nonbelievers. The *glyph* triggers a *transmute rock to mud* spell on the wall, causing a 20-foot-wide, 20-foot-high, 10-foot-deep section of the wall to liquefy and spill out into the room. Any characters between this 20-foot-wide area and the pit must save vs. breath weapon or be carried into the pit by the mudslide (unless the characters have access to spells such as *fly*, *feather fall*, or *spider climb*, they are essentially lost to the appetite of the Earth Dragon).

Should people seek to defile this area (either with magic or something as simple as throwing refuse into the pit), the Earth Dragon will become angry and cause a minor earthquake, which will certainly alert the temple to the presence of invaders if they don't know already. Continuing in these efforts, it will cause an *earthquake* spell to be centered on this room. Parts of the ceiling will collapse and bury infidels, and others will be shaken into the pit itself. If it must, the Earth Dragon will completely bury this chamber and whatever is in it, since it can always have the place reopened later.

This area is considered a holy site by worshipers of the Earth Dragon.

16. Inner Sanctum

This room is the private temple of the most powerful priests of the Earth Dragon. Along the southwest wall is a dais that rises in front of a large ornamental carving of the Earth Dragon. Like the sacrificial altar in the main temple (area 13), this one is decorated with precious stones and gold (5,000 gp worth of jet, 3,000 gp worth of brown tourmaline, 2,000 gp worth of gold, and two black sapphires worth 5,000 gp each). It shares the same curse as the other depiction of the god in area 14.

The northeast section of the wall has five egg-shaped rocks, each of a different sort of stone and about 2 feet tall. The Earth Dragon occasionally leaves behind these eggs in the Chamber of the Pit with instructions that they are its "young" and should be guarded. Some of them are moved to other temples, but most are kept here. The priests have not dared to anger their god by attempting to crack the eggs open or perform any other sort of invasive inspection. If a fight

occurs here and the eggs are threatened, any guards and priests present will fight as if under the effects of a *bless* spell (even if they were already in combat before the eggs were in danger).

The area between the two sections of the southeast wall is protected by a *glyph of warding* activated by the presence of a nonbeliever. It activates a *line of destruction* spell (see the *Tome of Magic*), which creates a shimmering, semitransparent field of energy across the opening that lasts 13 rounds and causes 1d3 points of damage to anything that passes through it (1d8 to anything of good alignment). The area in front of the northwest door is also guarded by a *glyph*, this one inflicting 16d4 electrical damage (save vs. spell for half) to any nonbeliever.

This area is considered a holy site by worshipers of the Earth Dragon.

17. Barracks of the Gold Scales

The door to this area is adorned with a gold coiled dragon (painted, not real gold). Any nonbeliever touching the door will trigger a *glyph of warding* that causes 11d4 fire damage (save vs. spell for half damage). The room beyond it has eleven sets of comfortable beds and chests for the ten Gold Scales and their commander. The Gold Scales are elite devout warriors. They wear scale and shield, and their tabard is black with a large coiled dragon in gold on the chest. Each also has a helm shaped like a dragon's head, with the commander's helm having white crystal lenses instead of open eye-holes. They are specialized with the longsword and are proficient with the heavy crossbow, sling, dagger, mace, and pick. The commander is also proficient with the warhammer.

Gold Scales, male & female humans F9 (10): AC 5 (scalemail, shield); MV 9; hp 54; THACO 12 (11 with longsword); #AT 3/2 (2 with longsword, specialization); Dmg 1d8+2 (longsword, specialization); SZ M; ML champion (15); Int 12, Wis 11; AL LE; XP 975.

Gold Scale Commander, F13: AC 1 (scalemail, shield +1, Dex bonus); MV 9; hp 100; THACO 8 (5 with longsword +2); #AT 2 (5/2 with longsword, specialization); Dmg 1d8+4 (longsword +2, specialization); SD magical helm (see below); SZ M; ML fanatic (17); Int 12, Wis 13; AL LE; XP 6,000.

Special Equipment: magical helm that acts like a *ring of spell storing* (holding a *heal* spell) and gives its wearer a +4 on all saving throws vs. light-based attacks (using *light* to blind, *color spray*, *glitterdust*, etc.).

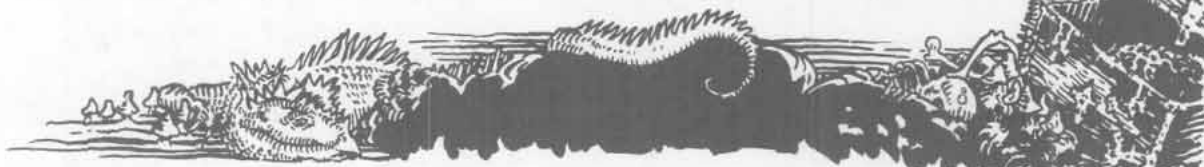
Notes: The Gold Scales possess 10d6 gp and 20d6 sp each; the commander has three times that amount.

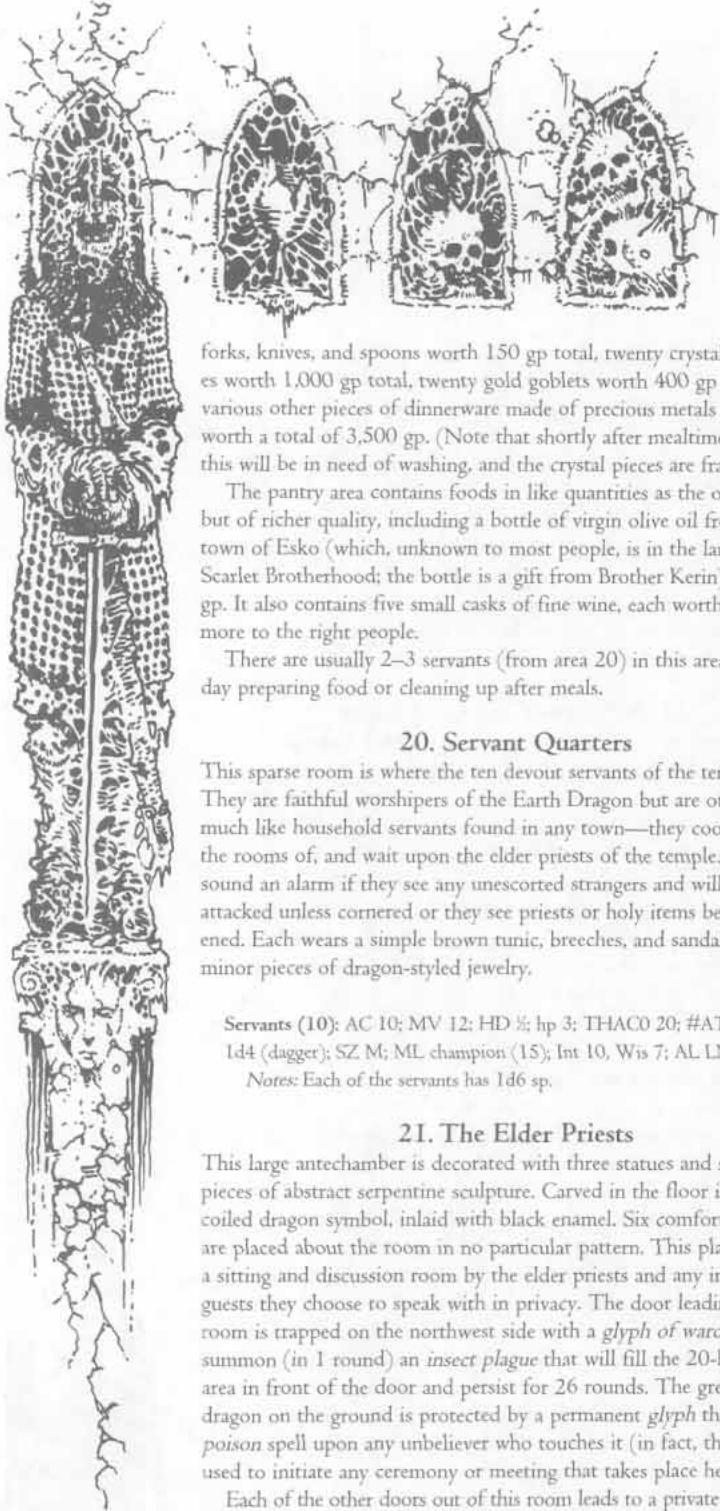
18. Small Dining Room

This is a smaller and fancier dining room than area 7, reserved for the use of the elder priests and the elite guards (the servants eat in the kitchen). Four wooden tables and sixteen chairs are arranged in the room to allow plenty of space and movement. Two large tapestries of stark (but beautiful) mountain scenes adorn the walls. Like the other dining room, this place is busy during mealtimes but otherwise empty except for servants cleaning.

19. Kitchen/Pantry

This combined kitchen and pantry is similar to the one in area 8, except that the tableware is of fine quality: twenty sets of gold-alloy





forks, knives, and spoons worth 150 gp total, twenty crystal wine glasses worth 1,000 gp total, twenty gold goblets worth 400 gp each, and various other pieces of dinnerware made of precious metals or crystal worth a total of 3,500 gp. (Note that shortly after mealtimes most of this will be in need of washing, and the crystal pieces are fragile.)

The pantry area contains foods in like quantities as the other pantry but of richer quality, including a bottle of virgin olive oil from the town of Esko (which, unknown to most people, is in the lands of the Scarlet Brotherhood; the bottle is a gift from Brother Kerin) worth 100 gp. It also contains five small casks of fine wine, each worth 200 gp or more to the right people.

There are usually 2–3 servants (from area 20) in this area during the day preparing food or cleaning up after meals.

20. Servant Quarters

This sparse room is where the ten devout servants of the temple reside. They are faithful worshippers of the Earth Dragon but are otherwise very much like household servants found in any town—they cook for, clean the rooms of, and wait upon the elder priests of the temple. They will sound an alarm if they see any unescorted strangers and will flee if attacked unless cornered or they see priests or holy items being threatened. Each wears a simple brown tunic, breeches, and sandals, with minor pieces of dragon-styled jewelry.

Servants (10): AC 10; MV 12; HD 1/2; hp 3; THACO 20; #AT 1; Dmg 1d4 (dagger); SZ M; ML champion (15); Int 10, Wis 7; AL LN; XP 15.

Notes: Each of the servants has 1d6 sp.

21. The Elder Priests

This large antechamber is decorated with three statues and several pieces of abstract serpentine sculpture. Carved in the floor is a large coiled dragon symbol, inlaid with black enamel. Six comfortable chairs are placed about the room in no particular pattern. This place is used as a sitting and discussion room by the elder priests and any important guests they choose to speak with in privacy. The door leading to this room is trapped on the northwest side with a *glyph of warding* that will summon (in 1 round) an *insect plague* that will fill the 20-by-20-foot area in front of the door and persist for 26 rounds. The great carved dragon on the ground is protected by a permanent *glyph* that inflicts a *poison* spell upon any unbeliever who touches it (in fact, this carving is used to initiate any ceremony or meeting that takes place here).

Each of the other doors out of this room leads to a private room of one of the elder priests or to the private alchemical lab of Stalman Klim, high priest of the cult. Each door is protected by a *glyph of warding* (the effect is described in the section on the appropriate room).

21A. Torwil's Room

Torwil is a powerful priest of the Earth Dragon Cult, second only to Stalman Klim himself. Torwil presents a pleasant exterior and makes friends easily, but is in truth a skillful manipulator, using people for his own purposes and betraying them in such a way that they cannot reveal his duplicity. It is through this method that he became the high priest of the Earth Dragon Cult shortly after Stalman Klim vanished in the destruction of Suderham. A priest named Joran had taken control of

the cult, and Torwil exposed several of his more unusual habits in a very public manner. Shamed, Joran threw himself into the pit, and Torwil took his place as the high priest. He was greatly resentful when Klim returned and took back his old position as the head of the temple, and now he subtly plots to remove his senior.

Torwil is a man in early middle age, small and wiry. His hair is brown but graying at the temples, and his eyes and skin are somewhat dark. He was athletic in his youth and still retains much of his fitness.

The *glyph* on his door activates a *harm* spell upon anyone who touches it (other than Torwil himself). In addition to the usual mundane items, he has a small locked chest within which he keeps various pieces of jewelry and interesting trinkets to be used as bribes and tokens of friendship. Any particular item is worth 1–20 gp, with the entire contents being worth about 1,000 gp.

Torwil, male human P13 of Earth Dragon: AC 4 (*scale mail +1*, magical helm); MV 9; hp 51; THACO 12; #AT 1 (3/2 with pick, Earth Dragon bonus); Dmg 1d6+4 (pick, Earth Dragon bonus); SA casts as 14th level, breath weapon; SD immune to fear, +1 on saving throws vs. damaging effects, can become unmovable; SZ M (5'8" tall); ML champion (15); Str 12, Dex 13, Con 16, Int 13, Wis 16, Cha 13; AL LE; XP 11,000.

Special Abilities: *light* or *magical stone* once per day; as long as he's in contact with the earth, he casts spells as if he were 14th level (not changing the number of spells, just increasing the effectiveness of his spells); likewise, when in contact with the ground he cannot be knocked over or moved against his will by physical or magical means, *earthquake* once per day.

Special Equipment: *Earth Dragon helm* (from silver dragon; +1 to AC, immunity to fear, *gaze reflection*, cold breath weapon once a day for 5d10+2 damage—see the New Magic Items appendix), *figurine of wondrous power (ebony fly)*, *potion of healing*.

Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized (8/8/6/4/2/2): 1st—*bless*, *cure light wounds* (×3), *detect magic*, *endure cold/endure heat*, *protection from good*, *purify food & drink*; 2nd—*augury*, *detect charm*, *silence 15' radius* (×2), *slow poison*, *resist fire*, *withdraw*, *wyvern watch*; 3rd—*prayer*, *locate object*, *dispel magic*, *glyph of warding*, *magical vestment*, *speak with dead*; 4th—*cure serious wounds* (×2), *neutralize poison*, *spell immunity*; 5th—*cure critical wounds*, *spike stones*; 6th—*harm (reverse of heal)*, *heal*.

Notes: Every day Torwil refreshes his *endure cold* spell.

21B. Shav's Room

Shav is a dedicated priestess of the Earth Dragon and a strong supporter of Stalman Klim. She has an aggressive personality but treats underlings fairly, showing her hard side only when crossed. It is she who pushed for educating the ores in the teachings of the Earth Dragon, and she is largely responsible for winning them over despite their natural bias against females. Oddly enough, she is not interested in personal power, only increasing her god's influence. Her support of Klim stems from his progress in spreading the word of the Earth Dragon.

Shav has bronzed skin, black hair, and amber eyes. She is muscular but feminine, and carries herself as if she could move through obstacles by sheer force of will.

The *glyph* on the door to her room triggers a *harm* spell on any unbeliever who touches it. In addition to normal items and treasure (about 700 gp worth of coins and gems), she has three small books about orcish religion (mainly the orcish pantheon, but also other Oerthly deities worshiped by humanoids, such as the Suel goddess Beltar), written in Orcish but with extensive translation notes (in common, penned by Shav) in the margins. Anyone who has access to these books can use the Religion (orcish) nonweapon proficiency without penalty and the Etiquette nonweapon proficiency (in regard to orcish customs) with a +2 penalty.

Shav, female human P11 of Earth Dragon: AC 3 (scalemail, magical helm, *ring of protection* +2); MV 9; hp 61; THAC0 12; #AT 1 (3/2 with pick, Earth Dragon bonus); Dmg 1d6+4 (pick, Earth Dragon bonus); SA casts as 12th level, breath weapon; SD immune to *fear*, +1 on saving throws vs. damaging effects; SZ M (5'9" tall); ML champion (16); Str 15, Dex 14, Con 15, Int 14, Wis 15, Cha 16; AL LE; XP 7,000.

Special Abilities: *light or magical stone* once per day; as long as she's in contact with the earth, she casts spells as if she were 12th level (not changing the number of spells, just increasing the effectiveness of her spells).

Special Equipment: *Earth Dragon helm* (from brass dragon; +1 to AC, immunity to *fear*, *suggestion* once per day, *sleep gas* breath weapon once a day—see the New Magic Items appendix), *phylactery of long years*; *ring of invisibility*

Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized (7/5/4/3/2/1): 1st—*bless*, *cure light wounds* (×2), *detect magic*, *endure cold/endure heat*, *faerie fire*, *sanctuary*; 2nd—*augury*, *silence 15' radius*, *slow poison* (×2), *speak with animals*; 3rd—*magical vestment*, *prayer*, *protection from fire*, *stone shape*; 4th—*cure serious wounds*, *neutralize poison*, *protection from evil 10' radius*; 5th—*commune with nature*, *cure critical wounds*; 6th—*heal*.

Notes: Every day Shav refreshes her *endure cold* and *protection from fire* spells.

21C. Rofa's Room

Rofa is an introspective priestess who feels that she has an especially strong connection with the Earth Dragon. Her visions under the effects of the *smoke of little death* are always very powerful and sometimes prophetic. She works hard at her duties as one of the elder priests and thinks that the role of high priest may be her destiny some time after Stalman Klim has gone to join the Earth Dragon. Until that time, she attempts to serve her god with vigor.

Rofa is relatively young, with brown-black hair, coppery skin, and dark brown eyes. She is stout and rugged from years of living in the mountains, although the tread of her feet is nearly as quiet as an elf's.

The *glyph* on Rofa's door inflicts a *harm* spell on any nonbeliever who touches it. In her room are a number of letters from Markessa (the real one), with whom she is close friends. These letters can be used to provide seeds for other adventures (such as other doubles she has working in other parts of the world) or help clear up the role of all of the duplicates, as the wizard was quite open about her methods and the nature of her false selves.

Rofa's room has little wealth, containing only a small chest with 10d6 gp and 10d6 sp.

Rofa, female human P11 of Earth Dragon: AC 3 (*scalemail* +1, magic helm, Dex bonus); MV 9; hp 72; THAC0 12; #AT 1 (3/2 with pick, Earth Dragon bonus); Dmg 1d6+4 (pick, Earth Dragon bonus); SA casts as 12th level, breath weapon; SD immune to *fear*, +1 on saving throws vs. damaging effects; SZ M (5'4" tall); ML elite (14); Str 14, Dex 15, Con 16, Int 12, Wis 15, Cha 12; AL LE; XP 7,000.

Special Abilities: *light or magical stone* once per day; as long as she's in contact with the earth, she casts spells as if she were 12th level (not changing the number of spells, just increasing the effectiveness of her spells).

Special Equipment: *Earth Dragon helm* (from bronze dragon; +1 to AC, immunity to *fear*, *polymorph self* once per day, *lightning* breath weapon once a day for 3d8+1 damage—see the Magic Items appendix), *gem of seeing*.

Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized (7/5/4/3/2/1): 1st—*bless*, *cure light wounds* (×2), *detect magic*, *detect poison*, *endure cold/endure heat*, *sanctuary*; 2nd—*augury* (×2), *obscurement*, *silence 15' radius*, *slow poison*; 3rd—*glyph of warding*, *locate object*, *meld into stone*, *speak with dead*; 4th—*cure serious wounds*, *neutralize poison*, *repel insects*; 5th—*cure critical wounds*, *transmute rock to mud*; 6th—*heal*.

Notes: Every day Rofa refreshes her *endure cold* spell.

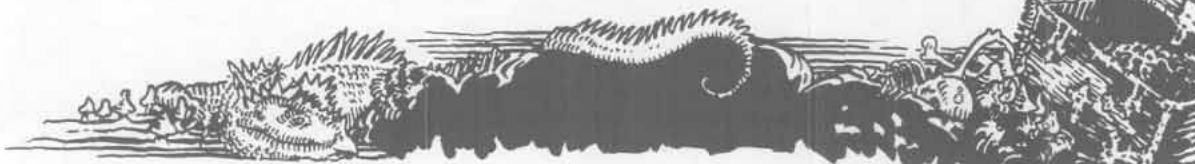
22. Alchemy Room

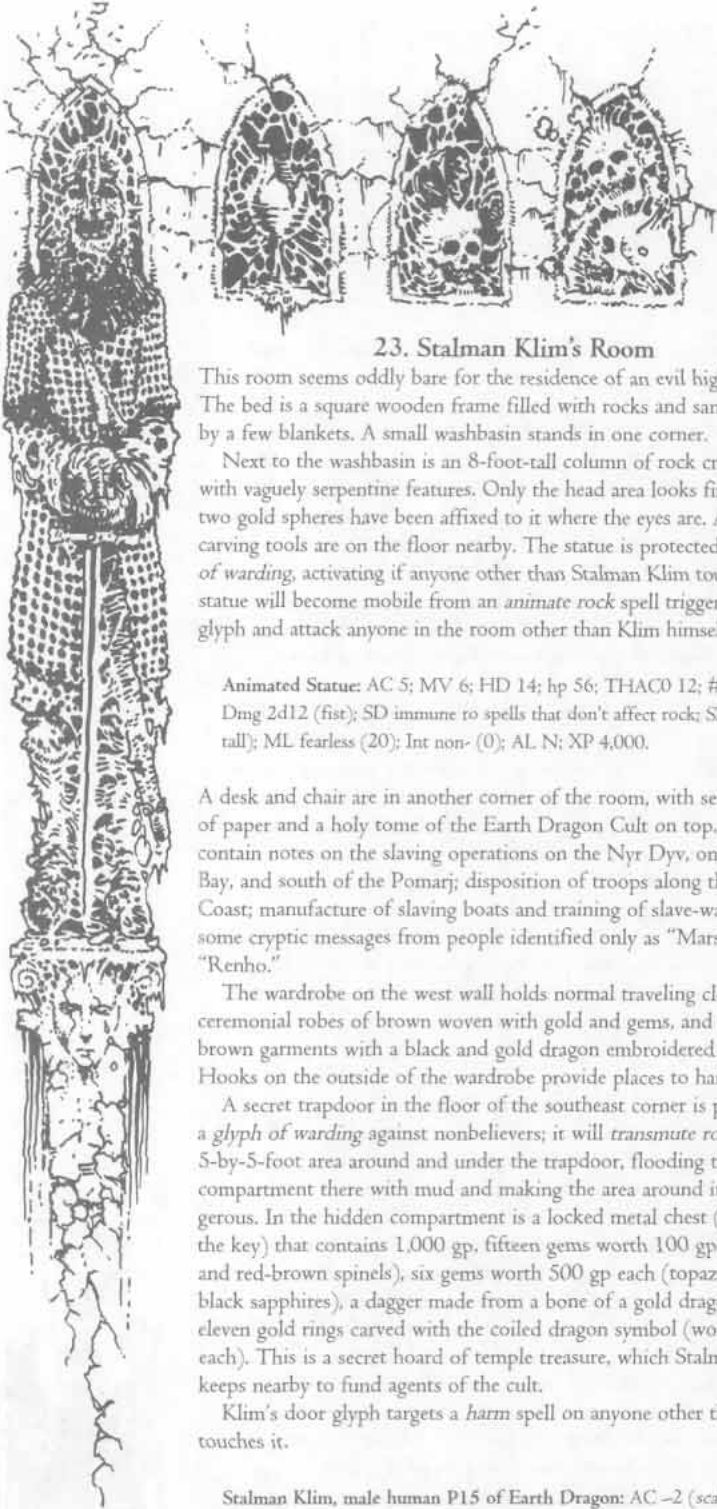
Unlike most alchemy labs, this one lacks the expected shelves of reagents and equipment, instead having all these items placed carefully on the floor. Small cooking pots, candles, vials of liquid, clay pots filled with herbs, and other containers take up about half the floor space, leaving a path leading to a circular region in the center of the room. This is the workspace in which Stalman Klim creates the *smoke of little death*; mixing the proper substances in the right proportions results in a hot, oily material that turns into a volatile smoke when it cools. The oil is poured into flasks while in its liquid form and stored for later usage. Five vials of the completed oil are set aside on a shelf in one far corner.

The door in the southeast wall is a false door trapped with a *glyph of warding* that will transmute a 20-by-10-by-10-foot section of that wall into mud, filling the entire room to a depth of 2 feet. This is enough to completely cover all the alchemical equipment and ingredients, ruining many of them and making it difficult for anyone to recover or reconstruct enough information to be able to create the *smoke of little death* independently. Stalman Klim can always convert the mud back to rock and rebuild the laboratory, since the recipe is in his head.

A small sealed area lies beyond the northeast wall. A false door in that room is trapped by a similar *glyph*, which would fill that room with mud 10 feet deep (of course, it would spill into the adjoining room as well if the hole in the mortared wall were below the 10-foot mark).

The contents of the laboratory are worth about 2,000 gp to an alchemist or potion-creating wizard, although they take up a lot of space and most pieces are quite breakable.





23. Stalman Klim's Room

This room seems oddly bare for the residence of an evil high priest. The bed is a square wooden frame filled with rocks and sand, covered by a few blankets. A small washbasin stands in one corner.

Next to the washbasin is an 8-foot-tall column of rock crudely carved with vaguely serpentine features. Only the head area looks finished, and two gold spheres have been affixed to it where the eyes are. A few stone-carving tools are on the floor nearby. The statue is protected by a *glyph of warding*, activating if anyone other than Stalman Klim touches it. The statue will become mobile from an *animate rock* spell triggered by the glyph and attack anyone in the room other than Klim himself.

Animated Statue: AC 5; MV 6; HD 14; hp 56; THACO 12; #AT 1; Dmg 2d12 (fist); SD immune to spells that don't affect rock; SZ L (8' tall); ML fearless (20); Int non- (0); AL N; XP 4,000.

A desk and chair are in another corner of the room, with several pieces of paper and a holy tome of the Earth Dragon Cult on top. The papers contain notes on the slaving operations on the Nyr Dyv, on Woolly Bay, and south of the Pomarj; disposition of troops along the Wild Coast; manufacture of slaving boats and training of slave-warriors; and some cryptic messages from people identified only as "Marshentref" and "Renho."

The wardrobe on the west wall holds normal traveling clothes, two ceremonial robes of brown woven with gold and gems, and two simple brown garments with a black and gold dragon embroidered on them. Hooks on the outside of the wardrobe provide places to hang weapons.

A secret trapdoor in the floor of the southeast corner is protected by a *glyph of warding* against nonbelievers; it will *transmute rock to mud* a 5-by-5-foot area around and under the trapdoor, flooding the secret compartment there with mud and making the area around it very dangerous. In the hidden compartment is a locked metal chest (Klim has the key) that contains 1,000 gp, fifteen gems worth 100 gp each (jet and red-brown spinels), six gems worth 500 gp each (topaz and small black sapphires), a dagger made from a bone of a gold dragon, and eleven gold rings carved with the coiled dragon symbol (worth 100 gp each). This is a secret hoard of temple treasure, which Stalman Klim keeps nearby to fund agents of the cult.

Klim's door glyph targets a *harm* spell on anyone other than he who touches it.

Stalman Klim, male human P15 of Earth Dragon: AC -2 (*scalemail* +4, magical helm, Dex bonus); MV 9; hp 60; THACO 12 (10 with *footman's pick* +2); #AT 1 (3/2 with pick, Earth Dragon bonus); Dmg 1d6+6 (*footman's pick* +2, Earth Dragon bonus); SA casts as 16th level, breath weapon; SD immune to *fear*, +1 on saving throws vs. damaging effects, +2 on all saving throws (from armor), can become unmovable; SZ M (5'6" tall); ML champion (16); Str 15, Dex 17, Con 14, Int 14, Wis 17, Cha 11; AL LE; XP 14,000.

Special Abilities: *light* or *magical stone* once per day; *earthquake* once per day; as long as he's in contact with the earth, he casts spells as if he were 16th level (not changing the number of spells, just increasing the effectiveness of his spells); when in contact with the ground he cannot be knocked over or moved against his will by physical or magical means.

Special Equipment: *Earth Dragon helm* (from gold dragon; +1 to AC, immunity to fear, water walking, fire or chlorine gas breath weapon once a day for 8d12+4 damage—see the New Magic Items appendix), *the Dragon's scales* (*scalemail* +4, gives +2 on all saving throws, *symbol of persuasion* and *mass suggestion* once per day—see the New Magic Items appendix), 3 vials of the *smoke of little death*, *ring of spell storing* (word of recall).

Spheres: Major—All, Combat, Elemental (Earth), Healing, Protection, Weather; Minor—Divination, Guardian, Travelers, Wards.

Spells Memorized (8/8/7/6/4/2/0):** 1st—*bles*, *cure light wounds* (x3), *detect magic*, *endure cold/endure heat*, *faerie fire*, *sanctuary*; 2nd—*augury*, *aura of comfort*, *obscurement*, *silence 15' radius*, *slow poison*, *wyvern watch*, *zone of truth*; 3rd—*curse* (reverse of *remove curse*), *dispel magic*, *glyph of warding*, *helping hand*, *meld into stone*, *prayer*, *protection from fire*; 4th—*control temperature 10' radius*, *cure serious wounds* (x2), *neutralize poison*, *protection from lightning*, *spell immunity*; 5th—*atonement*, *cure critical wounds*, *flame strike*, *transmute rock to mud*; 6th—*harm* (reverse of *heal*), *heal*; 7th—*conjure earth elemental*.

* The Earth Dragon cannot normally grant 7th-level spells.

**A 15th-level priest of the Earth Dragon can pray for an additional Elemental Earth spell every day of any level (including 7th level).

Spell from TSR2121, *Tome of Magic*.

Notes: Every day the high priest refreshes his daily protective spells: *endure cold*, *aura of comfort*, *protection from fire*, and *protection from lightning*.

The high priest is a man of middle height and broad stature, slightly overweight, with a long, thin moustache and a beard. He has a light brown complexion with dark eyes and hair, and he prefers to wear his ceremonial clothing or armor instead of plainer garb. He has an aura of authority about him that is somewhat countermanded by his attitude of superiority.

If confronted, Stalman Klim uses his magic in the most effective manner. He is very intelligent and confident. If he has foreknowledge of the heroes, he customizes his spell selection to take advantage of their weaknesses and to offset their strengths. His first action in a fight will be to use the *symbol of persuasion* power of his *Dragon's scales* to gain allies among his foes. If those who save against this enchantment decide to attack him, he uses the armor's *mass suggestion* to convince people to defend him. Those affected by the *symbol of persuasion* suffer an additional -2 on their save vs. this *suggestion*. He uses spells such as *silence 15' radius*, *obscurement*, and *transmute rock to mud* to confuse and disable his opponents and uses his helpful spells such as *faerie fire*, *prayer*, and *conjure earth elemental* (if time permits) to protect himself.

A Grand Finale

If Stalman Klim is slain or the temple of the Earth Dragon desecrated, the Earth Dragon awakens filled with anger but blind to the location of its persecutors. The temple fills with the sound of groaning (much like the sound of two mighty blocks of stone rubbing against each other). This sound rises to a deafening crescendo and then abruptly stops. In the following silence, small animals and insects will flee the area as a light snow of rock dust and pebbles flutters down from the ceiling.

Each of the heroes will need to make a Dexterity check at -2, and those who fail will feel dizzy and will either have to sit down abruptly or will fall down. Then the earth begins to groan again and shudder with the start of a massive earthquake that lasts for 1d6 rounds. Anyone underground during the earthquake must make a save vs. petrification each round or be struck by 1d4 blocks of stone for 1d6 points of damage each. The earthquake may cause ceilings to collapse, floors to buckle, or walls to shatter, causing obstacles for those trying to flee (all movement rates halved; anyone aboveground must save vs. petrification or be caught in a cave-in, Dmg 2d6). There are several 2-round aftershocks every 2d10 rounds.

Once the heroes break out into the open, they may come face to face with another Slavelord and an earth elemental.

ADDITIONAL ADVENTURE IDEAS

If the heroes survived this incredible saga, it may be time for them to settle down, build a stronghold, become involved in the politics of their town, and leave the dangerous adventures to the younger ones. Then again, the real adventure may just be starting, for the defeat of the Slavelords is not only an end, it is the beginning of many adventures to come. Here are some story ideas that the Dungeon Master may want to develop to further challenge his courageous heroes and foolhardy players.

Defeat of the Slavelords

Should the Slavelords be defeated, a tremendous power vacuum will form in the Pomarj. Unless a charismatic leader can step forward and take control of the remains of the regime, chaos will reign in the Pomarj and the Wild Coast. Humanoids will war on each other and nearby civilized lands, pirates will attack to kill instead of capture, mercenary bands will grab what power and loot they can before fleeing to safer territory, and so on. Of course, considering the number of Slavelords, it is unlikely that all of them could be killed at once, and so after a period of turmoil the organization could stabilize again, although with slightly different goals. This time they may seek to kidnap influential people and hold them as bargaining chips in exchange for surrender of the Lortmils to the humanoid tribes.

Escaping Slavelords

The eight Slavelords are clever enough not to be easily trapped in their city and are not willing to fight to the death, so any successful attack on Kalen Lekos is likely to result in one or more of them trying to escape, probably with a number of soldiers loyal to them. Chasing down these groups will present quite a task, as will determining which of the fleeing groups is the most important target. The Slavelords are likely to have old friends whom they can run to, even in civilized lands, and the adventurers are likely to have to deal with the fallout of their actions for months or years to come.

Was That the Real Markessa?

Given the number of duplicates that Markessa created for the slaving operations, it is not beyond reason to wonder if the version of her that lived in the City on the Mountain is not in fact just another duplicate. The real Markessa could be living a quiet life in another part of the world, controlling her duplicate in Kalen Lekos through magic. If the

Slavelords are defeated, she could easily pick up the pieces of the old hierarchy and turn it to her own purposes. At the head of a nation—even if it weren't devoted to slaving—she would have plenty of subjects for her sadistic experiments. Another option is to explore the future of Markessa's Broken Ones once their creator is destroyed. Will they seek to worship the slayer of their creator as their new deity or will they be driven into bestiality and turn into cannibalistic trophy hunters?

More Slaves Arrive

Even if the heroes do defeat the Slavelords, the far ends of the chain of command won't hear about it for a while, and new slaves will continue to arrive from different parts of the world. The heroes will have to decide what to do with the Slavers and the displaced slaves. Many will be from savage or primitive parts of the Flanaess that are dangerous to travel through even for those with benign motives.

Vengeance of the Earth Dragon

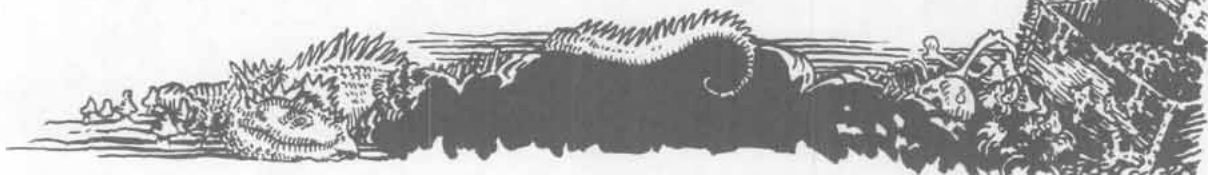
If the temple of the Earth Dragon is attacked and most of its priests killed or captured, there are still many priests of the cult traveling the land. When they hear of the defiling of their great temple, they will return home to commune with the Earth Dragon and repair its place of worship. The people responsible for the death and destruction in the temple will be declared enemies of the faith, and will become the targets of mysterious attacks, curses, and even assassination attempts. And there's still the possibility that the Earth Dragon itself will find a way to take a hand in claiming its vengeance against the heroes.

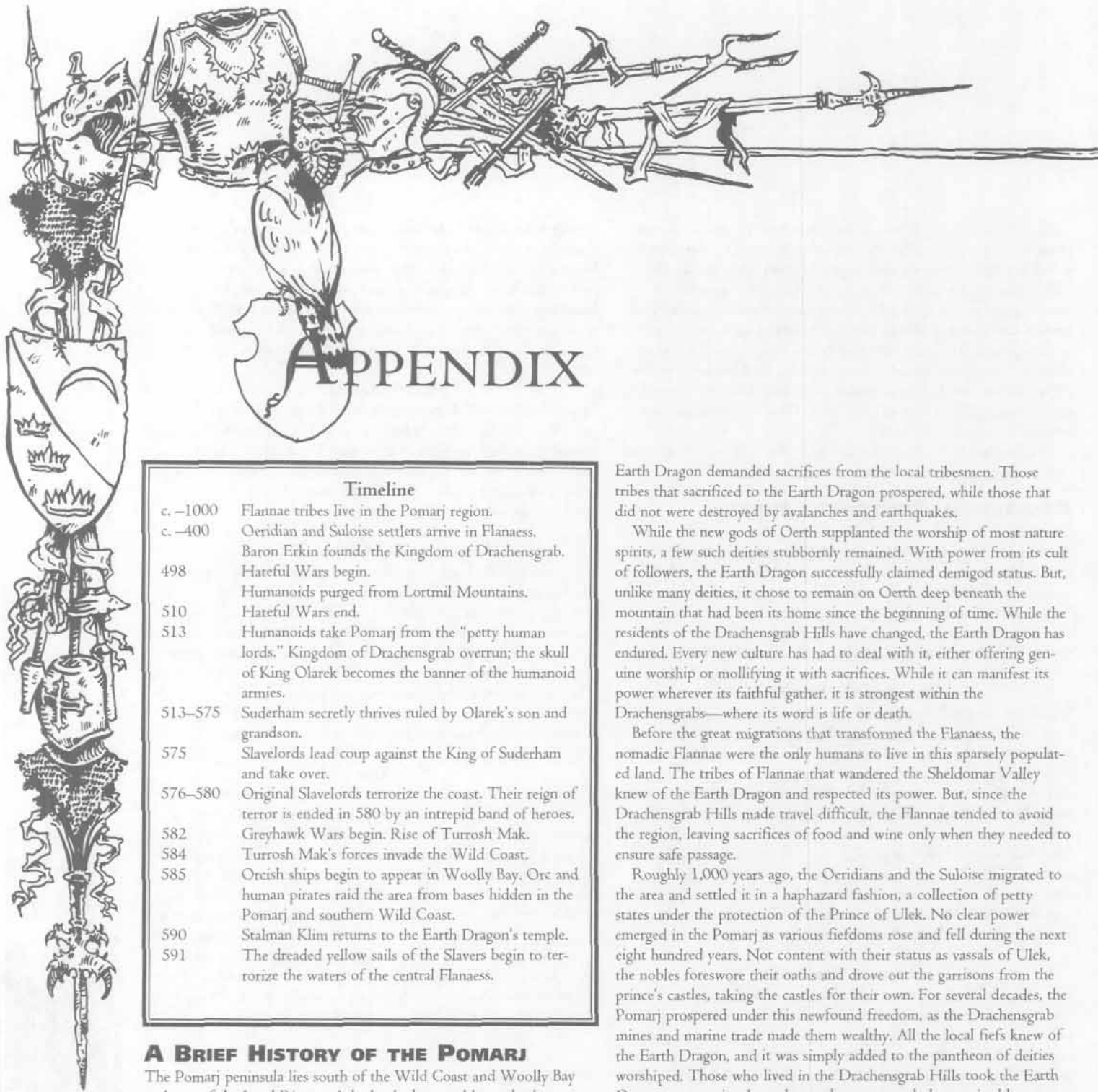
Aid from Ulek

If the heroes manage to locate the Hidden City, they may be daunted by the task of penetrating enemy territory so deeply and the need to take on an entire town. Aid from the Ulek states would be extremely helpful at this point, with the leaders of those places offering military aid to break through the humanoid defenses in the lowlands and other assistance to help the attack on the city itself. A Dungeon Master familiar with large-scale battles might take this as an opportunity to wage a wargaming minicampaign in the Pomarj. Another idea would be to run a campaign based in the Pomarj, with the players controlling one or more humanoid tribes. The goal would be to battle each others' tribes and amass as much territory as possible, eventually earning the favor of Turrosh Mak and possibly taking a seat among the Slavelords.

The Scarlet Brotherhood

The largest outside supporter of the Slavelords is the Scarlet Brotherhood. Their ships arrive in the ports of the Pomarj fairly regularly, and their citizens are used to dealing with humanoid minions. If the balance of power here is upset, a number of Brotherhood vessels are likely to speed home and return with Brotherhood soldiers and battle wizards to take over the contested territories. Should this occur, the Brotherhood will have a subsidiary colony right on the doorstep of the city of Greyhawk and would be in a position to put a chokehold on trade through Woolly Bay just as they control trade passing through the Densac Gulf to the south. Such a course of events would be grim for Greyhawk and the central Flanaess that has come to depend on goods coming through that waterway.





APPENDIX

Timeline

- c. -1000 Flannae tribes live in the Pomarj region.
- c. -400 Oeridian and Suloise settlers arrive in Flanaess.
- Baron Erkin founds the Kingdom of Drachensgrab.
- 498 Hateful Wars begin.
- Humanoids purged from Lortmil Mountains.
- 510 Hateful Wars end.
- 513 Humanoids take Pomarj from the "petty human lords." Kingdom of Drachensgrab overrun; the skull of King Olarek becomes the banner of the humanoid armies.
- 513-575 Suderham secretly thrives ruled by Olarek's son and grandson.
- 575 Slavelords lead coup against the King of Suderham and take over.
- 576-580 Original Slavelords terrorize the coast. Their reign of terror is ended in 580 by an intrepid band of heroes.
- 582 Greyhawk Wars begin. Rise of Turrosh Mak.
- 584 Turrosh Mak's forces invade the Wild Coast.
- 585 Orcish ships begin to appear in Woolly Bay. Orc and human pirates raid the area from bases hidden in the Pomarj and southern Wild Coast.
- 590 Stalman Klim returns to the Earth Dragon's temple.
- 591 The dreaded yellow sails of the Slavers begin to terrorize the waters of the central Flanaess.

A BRIEF HISTORY OF THE POMARJ

The Pomarj peninsula lies south of the Wild Coast and Woolly Bay and east of the Jewel River and the lands that would one day be claimed by the princes of Ulek. Its rugged hills and barren mountains, once considered worthless, hid a bounty of rare gems and metals waiting for the industrious to find them.

Ages ago, before humans laid claim to this mountainous peninsula, an ancient nature spirit, the Earth Dragon, rose to claim this land as its home. In those early days of the Flanaess, the Earth Dragon was but one of many spirits worshiped by the primitive people of the Pomarj. It was the elemental spirit of Mount Drachenkopf, the great mountain lying in the heart of the Drachensgrab Hills, and it was said to dwell deep in the heart of that mountain. Like other spirits of the land, the

Earth Dragon demanded sacrifices from the local tribesmen. Those tribes that sacrificed to the Earth Dragon prospered, while those that did not were destroyed by avalanches and earthquakes.

While the new gods of Oerth supplanted the worship of most nature spirits, a few such deities stubbornly remained. With power from its cult of followers, the Earth Dragon successfully claimed demigod status. But, unlike many deities, it chose to remain on Oerth deep beneath the mountain that had been its home since the beginning of time. While the residents of the Drachensgrab Hills have changed, the Earth Dragon has endured. Every new culture has had to deal with it, either offering genuine worship or mollifying it with sacrifices. While it can manifest its power wherever its faithful gather, it is strongest within the Drachensgrabs—where its word is life or death.

Before the great migrations that transformed the Flanaess, the nomadic Flannae were the only humans to live in this sparsely populated land. The tribes of Flannae that wandered the Sheldomar Valley knew of the Earth Dragon and respected its power. But, since the Drachensgrab Hills made travel difficult, the Flannae tended to avoid the region, leaving sacrifices of food and wine only when they needed to ensure safe passage.

Roughly 1,000 years ago, the Oeridians and the Suloise migrated to the area and settled it in a haphazard fashion, a collection of petty states under the protection of the Prince of Ulek. No clear power emerged in the Pomarj as various fiefdoms rose and fell during the next eight hundred years. Not content with their status as vassals of Ulek, the nobles foreswore their oaths and drove out the garrisons from the prince's castles, taking the castles for their own. For several decades, the Pomarj prospered under this newfound freedom, as the Drachensgrab mines and marine trade made them wealthy. All the local fiefs knew of the Earth Dragon, and it was simply added to the pantheon of deities worshiped. Those who lived in the Drachensgrab Hills took the Earth Dragon most seriously, and several groups regularly practiced human sacrifice to appease their fickle god.

During the mid-400s CY, a small barony catapulted to prominence in the Pomarj. Legends tell that young Baron Erkin journeyed alone to Mount Drachenkopf, home of the Earth Dragon, and made a pact with that deity. In exchange for sacrifices and worship from the baron's people, the Earth Dragon promised miraculous spells and powers and aid in the baron's conquests. Within five years, Baron Erkin had claimed all of the Drachensgrab Hills and named himself king.

King Erkin died after only a brief reign, victim of an assassin's blade. His brother succeeded him and established a dynasty that would last



over 100 years. The new king, Bretwalda, lacked his brother's taste for battle and never attempted to conquer the rest of the Pomarj. Still, he honored the pact with the Earth Dragon, as did his descendants. To celebrate the power that kept his kingdom safe and strong, Bretwalda began two projects that were not completed until the middle of his son's reign. The first task was the erection of a temple on Mount Drachenkopf to become the center of the Earth Dragon Cult's power. The second project was the construction of a hidden city called Suderham, on an island in the crater of an extinct volcano. Suderham was to be the center of the kingdom's power, and it included a citadel for the royal family.

Affairs proceeded smoothly within the Kingdom of Drachensgrab for some 50 years. Trade was renewed with the Ulek states and the fiefdoms of the Pomarj, and the land knew real peace. But this reverie would not last long. It was shattered by the incompetent rule of King Olarek, known later as Olarek the Mad. Olarek never felt secure on his throne, suspecting plotters behind every stone and assassins in every shadow. This paranoia led him to construct a deadly maze beneath the city of Suderham, in which he disposed of political prisoners and all those he believed plotted against him. Some enemies were sacrificed to the Earth Dragon, and public mass sacrifices became quite common. It is likely that King Olarek would have been assassinated eventually, but outside events intruded on the Pomarj.

The Hateful Wars

In 498 CY a series of battles known as the Hateful Wars began. The combined Ulek states, with the cooperation of Veluna and the demihumans of the Kron Hills, attacked the humanoid Euroz and Jebli hordes nesting in the Lortmils. For 12 years, the righteous warriors slew gnolls, orcs, and other humanoids with abandon, eventually driving them out of the mountains. These tribes scattered, some fleeing north toward the Yatils, but most, having wiser leadership, fleeing into the Suss Forest and thence to the rugged highlands of the Pomarj. Finding the native humans there weak and indolent with wealth, the survivors of these war bands gathered together and attacked the fiefdoms of the Pomarj.

The barons of the Pomarj failed to act in unison, and the humanoid tribes quickly overwhelmed the defenders, capturing the enemy's strongholds and setting themselves up as new masters of the land. Then, as the fields lay burning and despite King Olarek's advisers' counsel that he wait in Suderham until the fighting was finished, the king surprised everyone by leading his army forth to meet the invaders. He claimed that it was his destiny to triumph, and he unwisely abandoned the protection of the Drachensgrab highlands. On the plains, his army was outnumbered, quickly flanked by the larger humanoid force, and destroyed. Callously, the victors claimed King Olarek's skull as their banner during their conquest of the rest of the Pomarj. With the exception of Suderham, all of the Pomarj quickly fell under humanoid domination.

Cedric, the son of Olarek the Mad, assumed the throne in Suderham. To his people's relief, he proved to be sane. Cedric chose to concentrate on keeping the remnants of his kingdom safe. Suderham swelled with refugees as the rest of the Pomarj fell, and it took years to sort out problems of supply and defense. While life in Suderham became claustrophobic, most people preferred to remain where they were safe. Those who left the city never returned, and few believed they had reached safe-

ty in the Ulek states. Though human mercenaries and outlaws (whose services were bought and paid for with gold from the Stoneheim mines, as well as moonstones and cairngorms from the high peaks) aided these usurpers, orcs and other humanoid tribes became the true power in the Pomarj.

Rise of the Slavelords

In 569 CY the high priest of the Earth Dragon Cult stunned the inhabitants of Suderham by leaving the city, supposedly at the behest of his great god. This priest, Stalman Klim, was an ambitious man, and he had no intention of staying hidden in Suderham while great events of the world passed him by. He gathered a group of followers and left the city under the cover of darkness. Klim entrusted leadership of the faithful in the hands of King Rodric, grandson to King Olarek. This move would prove important later on.

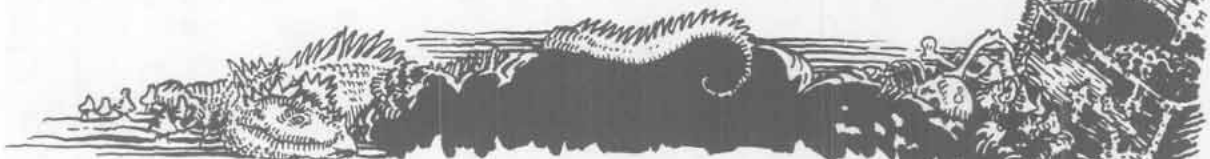
Stalman Klim enjoyed the protection of the Earth Dragon, and he and his comrades escaped from the Pomarj with few losses. The group traveled throughout the Flanaess over the next four years, and Klim gained many allies among the pirates of Woolly Bay, the drow of UnderOerth, and the newly discovered Scarlet Brotherhood. Visions of conquest consumed Klim, and he developed a plan to weaken all the nations surrounding the Pomarj. To implement this plan, he assembled a secret brotherhood, originally named the Nine. Years later, the world would rename this group the Slavelords.

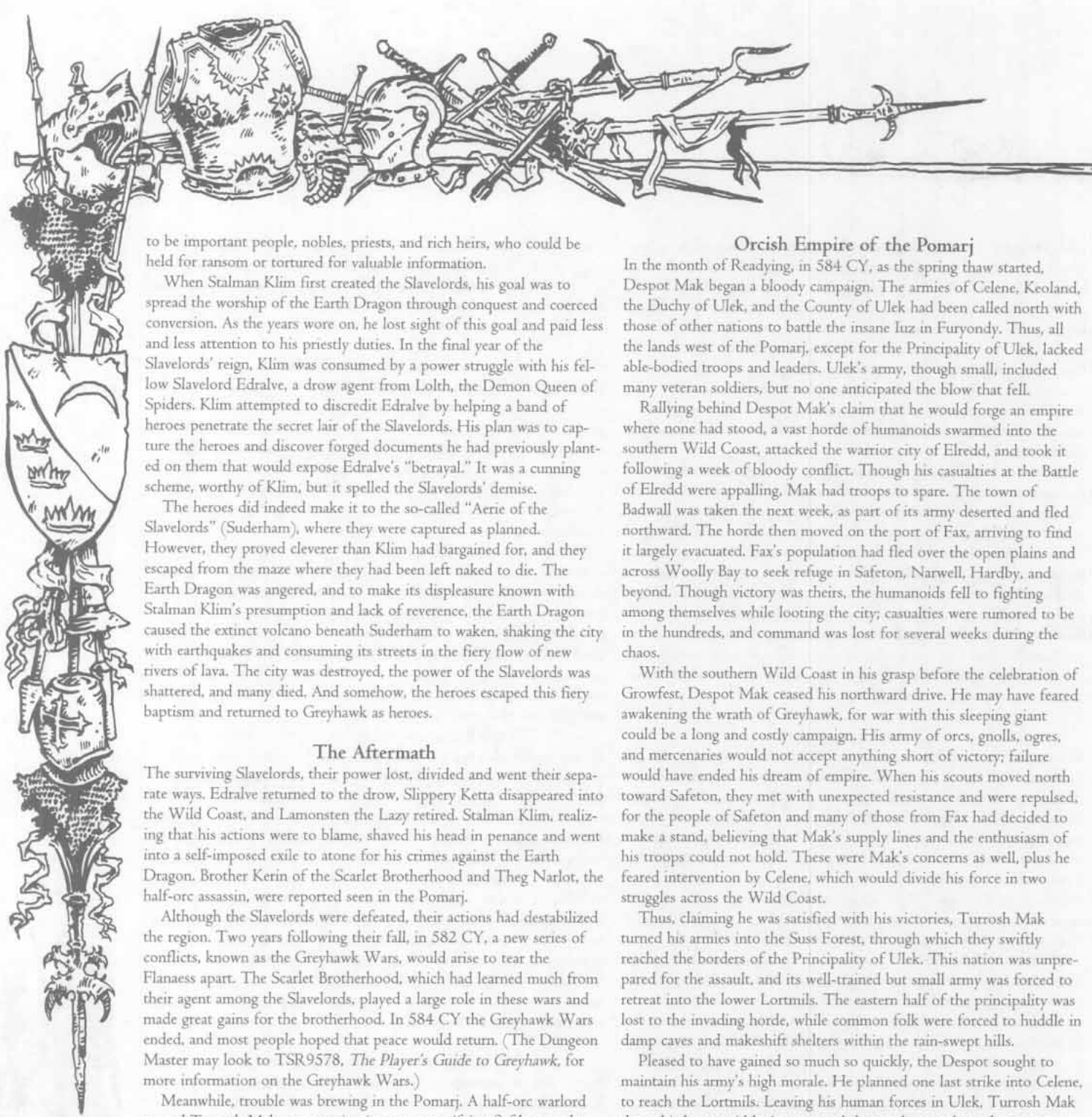
In 574 CY High Priest Klim returned to Suderham with his new allies. King Rodric's joy at Klim's return was short-lived, as the priest tried to involve the king in his schemes. Klim had promised the other members of the Nine that they could use Suderham as a secret base, but King Rodric refused. The young monarch did not want to involve himself or his people in the dark deeds that Klim planned, nor ally himself with creatures as black-souled as the drow. Following King Rodric's rebuff, the outraged high priest organized an assassin's coup. In a matter of hours, Rodric was deposed and the Nine installed in his stead. Stalman Klim addressed the people of Suderham and claimed that King Rodric had committed blasphemy against their god, the Earth Dragon. In righteous vengeance, the deity ordered the king's death, and Klim could only obey. With the help of magical influence, the citizens of Suderham believed the heroic priest. Klim was, after all, the only man in 62 years to return to the city alive.

The Tyranny of the Yellow Sails

After a year of preparation, recruitment, and organization, the Slavelords began their operations in 576 CY. Yellow-sailed pirate ships, under the command of the Slavelord Eanwulf, began raiding the coasts of the Sea of Geamat, from Onnwal to the Wild Coast. In addition to netting slaves, these raids sowed terror throughout the region. The fact that the local militias proved unable to stop the Slavers only heightened the fear spreading across the land.

The Slavelords' operation ran for four years. The raiders brought kidnapped slaves to an old temple in the ruined city of Highport. From there they were taken overland to a stockade in the Drachensgrab Hills. Most of the brainwashed slaves were sold and transported out of the Pomarj by enterprising merchants. A few traveled inland to Suderham, where the Slavelords disposed of them personally. These slaves tended





to be important people, nobles, priests, and rich heirs, who could be held for ransom or tortured for valuable information.

When Stalman Klim first created the Slavelords, his goal was to spread the worship of the Earth Dragon through conquest and coerced conversion. As the years wore on, he lost sight of this goal and paid less and less attention to his priestly duties. In the final year of the Slavelords' reign, Klim was consumed by a power struggle with his fellow Slavelord Edralve, a drow agent from Lolth, the Demon Queen of Spiders. Klim attempted to discredit Edralve by helping a band of heroes penetrate the secret lair of the Slavelords. His plan was to capture the heroes and discover forged documents he had previously planted on them that would expose Edralve's "betrayal." It was a cunning scheme, worthy of Klim, but it spelled the Slavelords' demise.

The heroes did indeed make it to the so-called "Aerie of the Slavelords" (Suderham), where they were captured as planned. However, they proved cleverer than Klim had bargained for, and they escaped from the maze where they had been left naked to die. The Earth Dragon was angered, and to make its displeasure known with Stalman Klim's presumption and lack of reverence, the Earth Dragon caused the extinct volcano beneath Suderham to waken, shaking the city with earthquakes and consuming its streets in the fiery flow of new rivers of lava. The city was destroyed, the power of the Slavelords was shattered, and many died. And somehow, the heroes escaped this fiery baptism and returned to Greyhawk as heroes.

The Aftermath

The surviving Slavelords, their power lost, divided and went their separate ways. Edralve returned to the drow, Slippery Ketta disappeared into the Wild Coast, and Lamosten the Lazy retired. Stalman Klim, realizing that his actions were to blame, shaved his head in penance and went into a self-imposed exile to atone for his crimes against the Earth Dragon. Brother Kerin of the Scarlet Brotherhood and Theg Narlot, the half-orc assassin, were reported seen in the Pomarj.

Although the Slavelords were defeated, their actions had destabilized the region. Two years following their fall, in 582 CY, a new series of conflicts, known as the Greyhawk Wars, would arise to tear the Flanaess apart. The Scarlet Brotherhood, which had learned much from their agent among the Slavelords, played a large role in these wars and made great gains for the brotherhood. In 584 CY the Greyhawk Wars ended, and most people hoped that peace would return. (The Dungeon Master may look to TSR9578, *The Player's Guide to Greyhawk*, for more information on the Greyhawk Wars.)

Meanwhile, trouble was brewing in the Pomarj. A half-orc warlord named Turrosh Mak was growing in power, terrifying fiefdoms as he worked to unify the myriad humanoid tribes of the Pomarj under his leadership. No one had ever succeeded in this task, but Despot Mak proved an exceptional leader. His judicious use of assassination and brute force helped him to forge an enormous army of orcs, gnolls, goblins, and other humanoids from the divided tribes. His professed goal was conquest of the Lortmil Mountains, and a reclamation of the homeland of the humanoid tribes. All the tribes rallied to his banner, and his power grew.

Orcish Empire of the Pomarj

In the month of Readying, in 584 CY, as the spring thaw started, Despot Mak began a bloody campaign. The armies of Celene, Keoland, the Duchy of Ulek, and the County of Ulek had been called north with those of other nations to battle the insane Iuz in Furyondy. Thus, all the lands west of the Pomarj, except for the Principality of Ulek, lacked able-bodied troops and leaders. Ulek's army, though small, included many veteran soldiers, but no one anticipated the blow that fell.

Rallying behind Despot Mak's claim that he would forge an empire where none had stood, a vast horde of humanoids swarmed into the southern Wild Coast, attacked the warrior city of Elredd, and took it following a week of bloody conflict. Though his casualties at the Battle of Elredd were appalling, Mak had troops to spare. The town of Badwall was taken the next week, as part of its army deserted and fled northward. The horde then moved on the port of Fax, arriving to find it largely evacuated. Fax's population had fled over the open plains and across Woolly Bay to seek refuge in Safeton, Narwell, Hardby, and beyond. Though victory was theirs, the humanoids fell to fighting among themselves while looting the city; casualties were rumored to be in the hundreds, and command was lost for several weeks during the chaos.

With the southern Wild Coast in his grasp before the celebration of Growfest, Despot Mak ceased his northward drive. He may have feared awakening the wrath of Greyhawk, for war with this sleeping giant could be a long and costly campaign. His army of orcs, gnolls, ogres, and mercenaries would not accept anything short of victory; failure would have ended his dream of empire. When his scouts moved north toward Safeton, they met with unexpected resistance and were repulsed, for the people of Safeton and many of those from Fax had decided to make a stand, believing that Mak's supply lines and the enthusiasm of his troops could not hold. These were Mak's concerns as well, plus he feared intervention by Celene, which would divide his force in two struggles across the Wild Coast.

Thus, claiming he was satisfied with his victories, Turrosh Mak turned his armies into the Suss Forest, through which they swiftly reached the borders of the Principality of Ulek. This nation was unprepared for the assault, and its well-trained but small army was forced to retreat into the lower Lortmils. The eastern half of the principality was lost to the invading horde, while common folk were forced to huddle in damp caves and makeshift shelters within the rain-swept hills.

Pleased to have gained so much so quickly, the Despot sought to maintain his army's high morale. He planned one last strike into Celene, to reach the Lortmils. Leaving his human forces in Ulek, Turrosh Mak drove his humanoid legions toward the northwest, along the eastern foothills of the lower Lortmils. Surprisingly, the province of Prinzfeld, in the northernmost corner of the Principality of Ulek, the only eastern region of the state to remain free, was able to deflect the horde. It turned to seek greater riches and glory in destroying Celene and reclaiming the Lortmil range. However, here the horde's advance came to a halt. Within the Celene Pass, a trail through the Lortmil Mountains linking the County of Ulek to the lands of Celene, a combined force of the principality's army reservists plus human and demi-human militia stopped the humanoid horde in a battle of shocking ferocity. These defenders, the so-called League of Right, aided only by



a handful of elves from Celene, was nearly annihilated during four days of fighting. But the delay was enough for reinforcements to arrive and turn back the bloody horde.

Despot Mak retreated from the Lortmils in a dark rage. But other troubles called for his attention, and he returned to the Pomarj to put down a rebellion of some orcish chieftains. After their execution, Mak let his troops celebrate their triumphs while he consolidated his gains to the north and west, ordering new forts built and fallen towns turned into humanoid strongholds. His lingering concerns over the possibility of a counterattack from the Ulek states and Celene were put to rest when Queen Yolande of Celene surprised Ulek by publicly refusing to send troops to support the principality, ensuring that any counterstrike by Mak's foes against the Orcish Empire would fail miserably. He, like many others, was amazed when Her Fey Majesty also withdrew all elfen forces under her command from Fuyonyd and closed the borders of her kingdom.

The northern free lands of the Wild Coast were in complete chaos for months, trade and travel disrupted by the flood of northbound refugees crossing the plains for the safety of towns and forests beyond. Refugee camps sprang up everywhere along the roads and huddled outside town walls as far north as Dyvers and Greyhawk. Bandits and brigands extorted and stole everything from those passing through their territory.

The growing anxiety and paranoia quickly led to an intense hatred of all humanoids and the belief that all humanoids in the region were spies or secret troops of the Orcish Empire. While this may have been generally true, it was hardly true of all humanoids. Priests in Safeton proclaimed a holy war against all humanoids in union with many priests in Narwell. On the Night of Terror (the 1st day of Growfest, 584 CY), every orc, half-orc, hobgoblin, goblin, or other humanoid that could be found in those towns was stabbed, hanged, or burned alive by mobs. Elsewhere, humanoid people of all races were reviled and viewed with suspicion and distrust. Other atrocities were performed against the native humanoid populations of Ulek and the lands claimed by the free cities of Dyvers and Greyhawk, as vigilante justice was meted out. Orcs and goblins were found butchered or hung from trees along major highways. Despite the bounties offered for the arrest of those responsible for these crimes, none tried too hard to apprehend the criminals.

In the cities, the paranoia continued to spread. Humanoid servants had to be registered, and a hefty bond paid by their masters. Many could not afford this bond, and their servants were dismissed and cast out on the streets, penniless. Humanoids were not permitted to own wealth, and the cities confiscated their property. Anyone possessing even a hint of humanoid blood became suspect, and some were accused of sympathizing with humanoids by neighbors greedy for their property. Vagrant humanoids without homes or employment were exiled beyond the city walls, and many turned to the life of brigands just to survive.

It was not until a noble patron stepped forward to champion the downtrodden native humanoids that the paranoia began to wane. When the cortege of Lord Walgrim Emirian was attacked by brigands as it returned from the Wild Coast to the city of Dyvers, Sinnthal, a half-orc farmer, rallied his fellow humanoids to their defense and drove off the bandits. Walgrim rewarded the humanoids' efforts by becoming their most public supporter and taking Sinnthal into his employ. The public,

ever eager to follow the example of the nobility, became more willing to accept their humanoid neighbors based on personal actions, and besides, cheaper servants were hard to come by. Slowly, the prejudice and blind distrust of all humanoids has been tempered with reason and common sense. But there remains an undercurrent of hatred for humanoids among the lower class. Today, most humanoids travel in small bands for mutual protection, and few stray far from their homes, lest they be mistaken for marauders from the Pomarj.

The Secrets of Turrosh Mak

Although Turrosh Mak's conquering horde had been checked, his success in creating the Orcish Empire of the Pomarj was still nothing short of amazing. This led many to speculate on the origin of the Despot. It seems unlikely that an unknown half-orc could rise in power so far and so fast. Rumors abound about Mak's history and the secrets of his power over the often feuding humanoid tribes of the Pomarj.

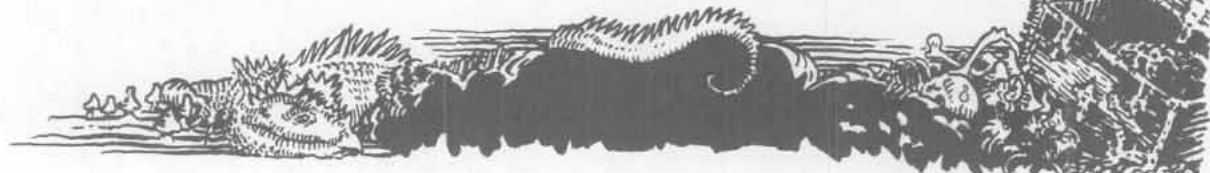
Gossip suggests that Turrosh Mak is more than a lone half-orc. Some propose that he is really a council of orc war chiefs, each sharing the title and authority. Thus, the power of Mak is not easily defeated, for, like the many-headed hydra of the Pomarjian wastes, if one head is cut off, two rise to take its place. Others suggest that Turrosh Mak is but the puppet of a greater power, perhaps some mighty wizard or an agent of dark powers from the UnderOerth. Still, the more fearful suggest that Mak's might derives from some ancient evil power. Some think he possesses a fabled weapon of the Suel, such as the *Devastator of the World*. Others propose that he draws his authority from some dark god or is the living avatar of a deity, such as the Earth Dragon or the roiling chaos called Tharizdun. None of this is true, and yet in each of these tales there lies the shadow of truth. Despot Mak has been seen on occasion with a red-robed stranger, suggesting a possible link to the Scarlet Brotherhood. This clue is even more important than it appears, for it points to Mak's true origin. The half-orc known as Turrosh Mak is none other than Theg Narlot, the former Slavelord.

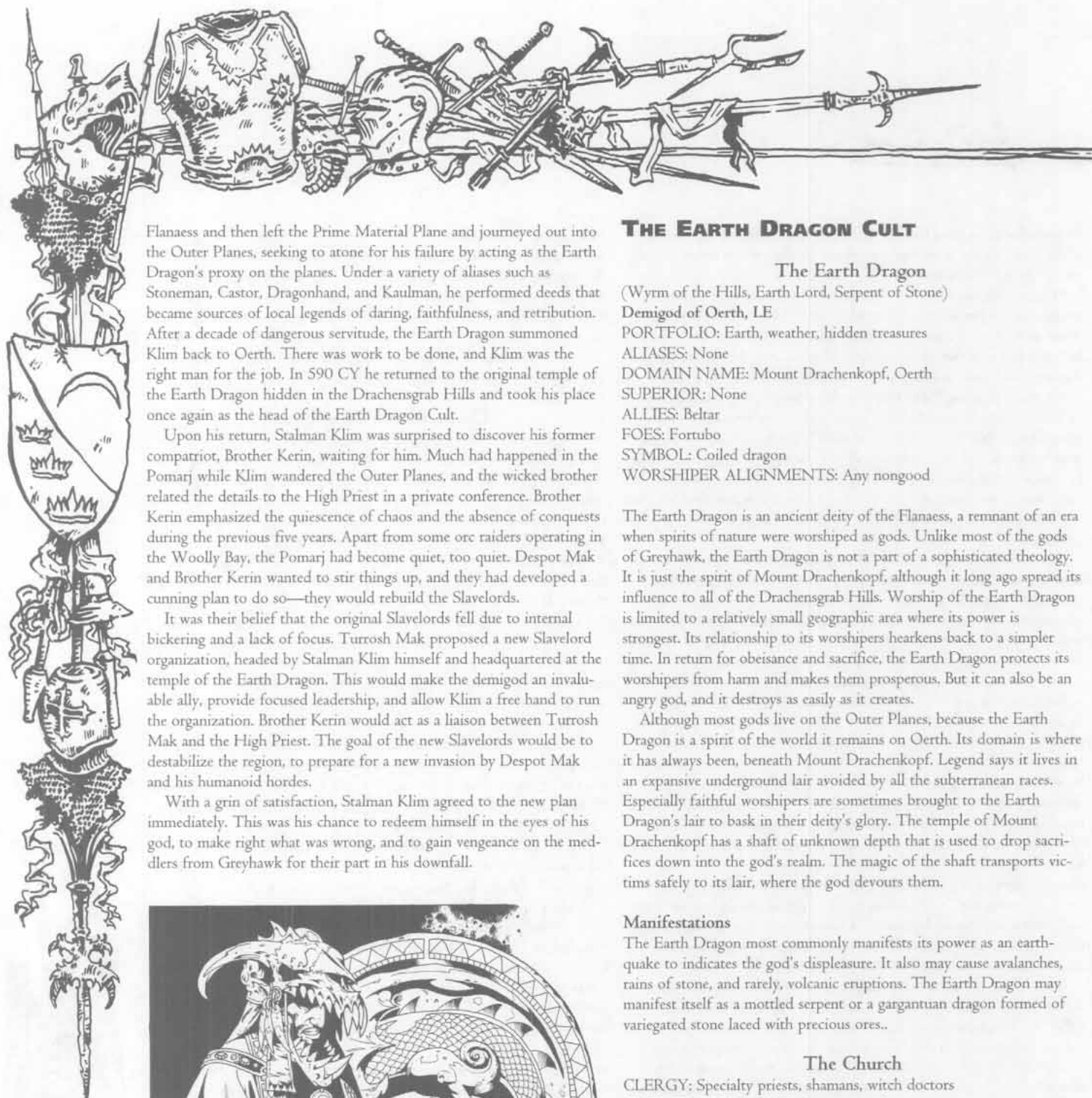
In the wake of the Slavelords' destruction, Theg Narlot and Brother Kerin of the Scarlet Brotherhood remained together. In collusion with other agents of the Scarlet Brotherhood, the two former Slavelords concocted a plan to unite the humanoid tribes of the Pomarj and carve out a new nation. With their experience, and the contacts of the Slavelords, and the resources of the Scarlet Brotherhood, only one thing stood between Theg Narlot and domination: the Earth Dragon.

Narlot and Brother Kerin remembered the Earth Dragon and knew that it was a power best not crossed again. Before his rise to power as Turrosh Mak, Theg Narlot decided to journey to the original temple of the Earth Dragon. There he made a pact with the god-thing, just as Baron Erkin had done so long ago. Narlot promised to spread the worship of the Earth Dragon in the lands he conquered, and to offer mass sacrifices to the god as well. The Earth Dragon was pleased with this offer of obeisance and agreed to help the canny half-orc. The rise of Turrosh Mak was thus assured.

The High Priest Returns

Stalman Klim, high priest of the Earth Dragon Cult, vanished for nearly 10 years. Many presumed that he had died at the hands of his humanoid allies. In truth, he wandered in disguise throughout the





Flanaess and then left the Prime Material Plane and journeyed out into the Outer Planes, seeking to atone for his failure by acting as the Earth Dragon's proxy on the planes. Under a variety of aliases such as Stoneman, Castor, Dragonhand, and Kaulman, he performed deeds that became sources of local legends of daring, faithfulness, and retribution. After a decade of dangerous servitude, the Earth Dragon summoned Klim back to Oerth. There was work to be done, and Klim was the right man for the job. In 590 CY he returned to the original temple of the Earth Dragon hidden in the Drachensgrab Hills and took his place once again as the head of the Earth Dragon Cult.

Upon his return, Stalman Klim was surprised to discover his former compatriot, Brother Kerin, waiting for him. Much had happened in the Pomarj while Klim wandered the Outer Planes, and the wicked brother related the details to the High Priest in a private conference. Brother Kerin emphasized the quiescence of chaos and the absence of conquests during the previous five years. Apart from some orc raiders operating in the Woolly Bay, the Pomarj had become quiet, too quiet. Despot Mak and Brother Kerin wanted to stir things up, and they had developed a cunning plan to do so—they would rebuild the Slavelords.

It was their belief that the original Slavelords fell due to internal bickering and a lack of focus. Turrosh Mak proposed a new Slavelord organization, headed by Stalman Klim himself and headquartered at the temple of the Earth Dragon. This would make the demigod an invaluable ally, provide focused leadership, and allow Klim a free hand to run the organization. Brother Kerin would act as a liaison between Turrosh Mak and the High Priest. The goal of the new Slavelords would be to destabilize the region, to prepare for a new invasion by Despot Mak and his humanoid hordes.

With a grin of satisfaction, Stalman Klim agreed to the new plan immediately. This was his chance to redeem himself in the eyes of his god, to make right what was wrong, and to gain vengeance on the meddlers from Greyhawk for their part in his downfall.



THE EARTH DRAGON CULT

The Earth Dragon

(Wym of the Hills, Earth Lord, Serpent of Stone)

Demigod of Oerth, LE

PORTFOLIO: Earth, weather, hidden treasures

ALIASES: None

DOMAIN NAME: Mount Drachenkopf, Oerth

SUPERIOR: None

ALLIES: Beltar

FOES: Fortubo

SYMBOL: Coiled dragon

WORSHIPER ALIGNMENTS: Any nongood

The Earth Dragon is an ancient deity of the Flanaess, a remnant of an era when spirits of nature were worshiped as gods. Unlike most of the gods of Greyhawk, the Earth Dragon is not a part of a sophisticated theology. It is just the spirit of Mount Drachenkopf, although it long ago spread its influence to all of the Drachensgrab Hills. Worship of the Earth Dragon is limited to a relatively small geographic area where its power is strongest. Its relationship to its worshipers harkens back to a simpler time. In return for obeisance and sacrifice, the Earth Dragon protects its worshipers from harm and makes them prosperous. But it can also be an angry god, and it destroys as easily as it creates.

Although most gods live on the Outer Planes, because the Earth Dragon is a spirit of the world it remains on Oerth. Its domain is where it has always been, beneath Mount Drachenkopf. Legend says it lives in an expansive underground lair avoided by all the subterranean races. Especially faithful worshipers are sometimes brought to the Earth Dragon's lair to bask in their deity's glory. The temple of Mount Drachenkopf has a shaft of unknown depth that is used to drop sacrifices down into the god's realm. The magic of the shaft transports victims safely to its lair, where the god devours them.

Manifestations

The Earth Dragon most commonly manifests its power as an earthquake to indicate the god's displeasure. It also may cause avalanches, rains of stone, and rarely, volcanic eruptions. The Earth Dragon may manifest itself as a mottled serpent or a gargantuan dragon formed of variegated stone laced with precious ores.

The Church

CLERGY: Specialty priests, shamans, witch doctors

CLERGY ALIGNMENT: Any nongood

TURN UNDEAD: No

COMMAND UNDEAD: No

The heart of the Earth Dragon Cult is based in a temple complex beneath Mount Drachenkopf. For years, this was the only temple to the god, but the forces of Turrosh Mak have built many shrines and small temples throughout the Pomarj and the southern Wild Coast. Humanoid worshipers found it a simple matter to add another god to their pantheon, especially one whose power was manifest in the region. Human worshipers were impressed by the clergy's display of power,



and the cult spread among mercenaries serving Turrosh Mak.

The Drachenkopf temple is built into the side of the mountain, most of it hidden underground. New temples follow this model, their altars always located below ground. The humanoid tribes usually build shrines in caves, though these are crude affairs. The larger temples have lately received egg-shaped rocks from the Earth Dragon with instructions to "protect my young." No one is certain if these eggs will hatch, or whether they are purely symbolic.

Only 30% of the Earth Dragon's worshipers are human. The rest are members of humanoid races, such as orcs, gnolls, goblins, hobgoblins, and ogres. Each congregation is served by several shamans and a witch doctor.

Dogma: "The Earth Dragon provides. The great god is the spirit of the earth, and those who worship and obey it will be protected. The Earth Dragon knows all the secrets of the land, and favors its chosen with knowledge and power. Those who worship, sacrifice, and spread the faith please the god."

Day-to-Day Activities: Any activity that involves working with earth and stone, or laboring below the surface, is pleasing to the god. The Earth Dragon is equally popular with farmers, miners, and masons. Common folk embrace the bounty of the earth and fear its destructive fury. Warriors focus on the god's destructive side, which is particularly appealing to humanoid worshipers.

Holy Days/Important Ceremonies: Worship is offered in the temples each Earthday, and important sacrifices are made in the third week of each month. Originally the Earth Dragon had no particular festival, but now it is honored during the week of Growfest. Since the rise of Turrosh Mak, Growfest has featured human sacrifices by the hundreds at the Drachenkopf Temple.

Major Centers of Worship: The temple of the Earth Dragon on the side of Mount Drachenkopf in the Drachensgrab Hills.

Affiliated Orders: The derro know and respect the Earth Dragon. Although they worship no gods, offering their worship to their savants instead, they recognize the power of the Earth Dragon and do not venture into its realm without performing ritual sacrifices to gain permission.

Priestly Vestments: Priests of the Earth Dragon wear brown robes embroidered with cloth of gold and gemstones. During ceremonies, they wear the bronzed skulls of young dragons on their heads. These skulls are gathered during initiation rites to become a high-level priest. Candidates must hunt and slay a young, good-aligned dragon to prove their worthiness.

Adventuring Garb: Priests of the Earth Dragon favor scalemail and shields emblazoned with the coiled dragon symbol of their god. They prefer to wear sturdy, reinforced garb more appropriate for forays into the mines and mountains rather than their ceremonial raiment.

Specialty Priests

REQUIREMENTS: Strength 12, Wisdom 9

PRIME REQUISITE: Wisdom

ALIGNMENT: Any nongood

WEAPONS: Club, dagger, mace, pick, sling, staff, warhammer

ARMOR: Scalemail is favored, but any armor can be used

MAJOR SPHERES: All, Combat, Elemental (Earth), Healing, Protection, Weather

MINOR SPHERES: Divination, Guardian, Travelers, Wards

MAGICAL ITEMS: As clerics

REQUIRED PROFS.: Reading/writing, Religion

BONUS PROFS.: Local history (Drachensgrab Hills), Mountaineering

At 1st level, a priest of the Earth Dragon receives one bonus spell each day, in addition to his or her other spells. This spell must be either *light* or *magical stone*.

At 3rd level, a priest becomes as resilient as stone, gaining +2 hit points and a +1 bonus to saving throws made to avoid physical damage or petrification.

At 5th level, a priest learns to *unleash the dragon's wrath*, and can inflict a bonus of +3 damage when wielding a military pick.

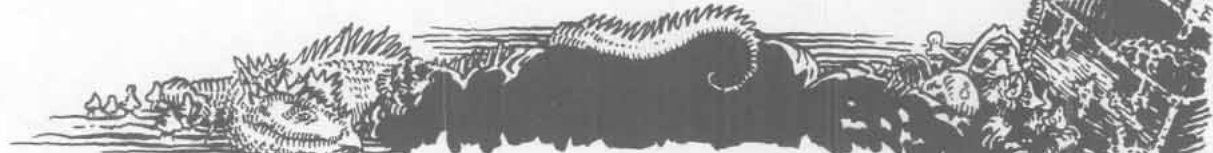
At 7th level, a priest of the Earth Dragon learns to *tap the earth's power*. As long as he or she is in contact with the earth, the priest casts spells as if one level higher. This does not grant the priest more spells, it only increases the effectiveness of the ones already possessed. The DM should use common sense to determine whether the priest is in contact with the earth. Flying characters obviously don't qualify, nor do those inside buildings with wooden floors. The priest must be able to trace a line of continuous contact with the earth; carrying a stone or standing on stonework that does not touch the earth is not contact.

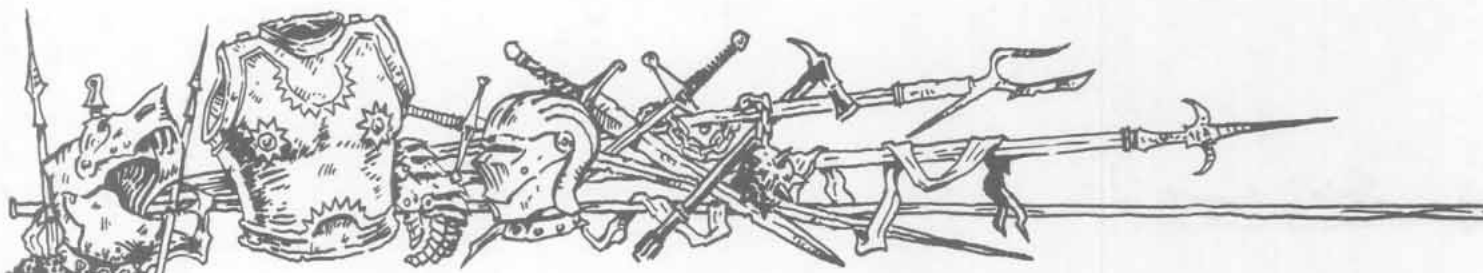
At 9th level, a priest must hunt and slay a young, good-aligned dragon and bring its skull back to the temple at Mount Drachenkopf. This skull is diminished and made into an *Earth Dragon helm* (see the New Magic Items appendix).

At 10th level, a priest is granted the *speed of the dragon*, gaining an extra attack every other round with a military pick.

At 13th level, a priest becomes *immovable as a mountain*. As long as he or she is in contact with the earth, he or she cannot be knocked over or moved against his will, either by magical or mundane means. The priest also receives a bonus *earthquake* spell each day, in addition to other spells.

At 15th level, a priest of the Earth Dragon receives a bonus spell of the Elemental Earth sphere each day, in addition to other spells. This spell can be of any level (including 7th-level spells, which are normally not available to the priests of demigods).





NEW MAGIC ITEMS

Bone Wheel of Nebirkoss: This item is a 3-foot-diameter round of bone, presumably cut from a dragon's skull or spine, carved with the image of hundreds of bones, skulls, and strange faces. There is a 2-inch-wide hole through the center. It is mounted on a pole or axle and spun to invoke its effect. The *bone wheel* enhances the casting of a wizard's *animate dead* spell, doubling the number of undead created if the wheel is present during casting. Further, the user may command any undead created with the aid of the *bone wheel* at a range of up to 1 mile. This item does not grant the power to see through the eyes of the undead, so the caster must use scrying or a lookout point in order to issue precise commands, such as battle tactics. The *bone wheel* can be spun once per day to produce a *fear* effect (as the spell). Once per month, if the caster has access to twenty skeletons that he or she animated, the device can cause the skeletons to fuse together into a larger undead entity called a *bone colossus*. A *bone colossus* is 30 feet tall, with AC 0, HD 10, THACO 11, Dmg 2d6+2, SA regenerates 3 hit points per round, XP value 4,000. Otherwise, it conforms to the statistics for skeletons (immune to *cold*, *fear*, *sleep*, *charm*, and *hold* spells; suffers half damage from edged weapons and 2d4 points of damage from a vial of holy water).

Dagger of Parrying: This is a *dagger +1* and appears to be nothing more than a standard magical dagger. However, in lieu of an attack, the wielder can use it to parry and gain a +3 bonus to Armor Class for that round. The dagger must be in hand to use in this fashion, and the wielder must declare how the weapon is used each combat round (offense or defense).

The Dragon's Scales: This ceremonial suit of scalemail is the personal armor of the high priest of the Earth Dragon Cult. Rumored to be made from the very scales of the Earth Dragon, this armor protects the faithful from harm. The scales vary in color from black to brown to

gold and are arranged to form a crest of the coiled form of the great god. There is no matching helm, since high priests traditionally wear an *Earth Dragon helm* (see below).

The *Dragon's scales* is *scalemail +4* that grants the wearer a +2 bonus on all saving throws. In addition, the wearer can enchant the coiled crest of the armor to become a *symbol of persuasion* and can cast a *mass suggestion* spell at 25th level. Both of these powers can be used once per day.

If any nonbeliever touches this armor, the ground will tremble at his or her feet. Someone of good alignment who handles the armor must make a *save vs. spell* or suffer 3d8 points of damage. The first time anyone dons the *Dragon's scales*, the stone melts beneath the wearer's feet and he or she is sucked into the ground, becoming trapped far beneath the earth as with an *imprisonment* spell. There, in the bowels of the earth, the Earth Dragon judges the creature who dared to put on the *scales*. Those who are found worthy return to the surface to become high priests. Those who are not languish in suspended animation for all time in the bowels of the earth or are consumed, proof that it is not wise to cross the Earth Dragon.

Earth Dragon Helm: When a priest of the Earth Dragon reaches 9th level, he must slay a young, good dragon and bring its skull back to the temple at Mount Drachenkopf. The larger the skull, the more prestigious the priest's new position.

The skulls are *diminished*, bronzed, and crafted into ceremonial helmets. Then they are imbued with power by the Earth Dragon. Each *Dragon helm* has slightly different powers, but a typical helm provides a +1 bonus to AC and immunity to *fear*. In addition, the wearer can use a breath weapon attack once per day. The type of attack corresponds to the dragon skull's species, so the skull of a gold dragon grants either a *cone of fire* or a *chlorine gas* breath weapon. The area of effect and damage are half what they were for the living dragon.

Green Eye of Johydee: This small chrysoberyl has three distinct enchantments. First, it grants a 25% chance to Hide in Shadows as a thief (granting a +25% bonus to thieves or other characters who already possess this ability). Second, the bearer cannot be located with the use of *detect invisibility* spells, whether hiding or *invisible*. Finally, the gem does not radiate magic when held, and will not be discovered if a living bearer is searched, though it can be detected as magic if not on a person. The gem was enchanted through contact with Johydee (a hero-goddess of deception, espionage, and protection) and given to one of her followers.

Lucky Ring of the Wild Coast: This magical ring was created by a wizard who liked to gamble, though his greatest gamble was to use it under the suspicious eyes of the Greyhawk Thieves Guild. He was caught and vanished. Eventually, the ring circulated from thief to thief until it left the Free City.

This ring increases a gambler's chances of winning and is a legend among natives of the Wild Coast. In situations where a character (not the player) must make dice rolls, such as during a game of chance, the ring alters the die roll by an addition or subtraction of 1 from each die to the maximum or minimum score on that die. The player must state





whether this will decrease or increase the score before the character rolls the dice. Thus, if 2d6 are rolled, a result of 2 and 6 can be decreased to 1 and 5, or increased to 3 and 6. This magic ring has no effect on player dice rolls for attacks, damage, or any game effect except when determining the results of an actual game of chance being played by a character.

Recently the ring has developed a quirk; each use there is a 5% chance that the ring will alter a die roll to the worst possible outcome for the gambler. Since this effect requires a certain amount of intelligence to choose the worst result instead of just the opposite result, it is possible that the item has been possessed by a mischievous spirit or possibly a demon (which sought a way to escape the fiend-banishing caused by the *Crook of Rao* mentioned in the History of the Flaness presented in TSR9577, *The Adventure Begins*).

Mouth of a Graveyard: This short sword was created by the evil wizard Ministeer as a tool for his most loyal minion. The Keoish wizard captured and killed a paladin named Brickell and bound her soul to the weapon. However, the paladin was stronger than Ministeer expected, and she was able to retain a certain level of sentience within the weapon. Instead of helping the minion track evil folk and convince them to join with Ministeer, the sword dominated the minion's mind completely. It used the minion to slay the wizard and then forced the minion to carry it eastward until they reached the Sheldomar River. There, the sword had the minion sever his own Achilles tendons and drag himself into the river to die. The sword has changed hands several times since then. It dominates those of evil alignment and those who wish to travel west.

This is a sword +3 with lawful good alignment. It can detect evil at up to a 60-foot radius, turns undead as a 10th-level paladin, and can heal up to 20 points of damage to its wielder as if it were *laying on hands*. The sword communicates with its wielder through a limited form of *telepathy* (by touch only). It possesses a 14 Intelligence and an Ego of 9. When Brickell dominates someone, that person fights as if a 10th-level paladin and can activate any of the sword's powers at will.

Rary's Ring of Memories: This tarnished silver ring was enchanted by the archmage Rary, but lost when his tower was sacked after he attacked the Circle of Eight. The ring gives the wearer the ability to cast *Rary's memory alteration* three times per day. It also grants a +4 bonus to saving throws vs. effects that target memories (such as a *forget* spell) and a +1 bonus to saving throws against any Enchantment/Charm spells. (*Rary's memory alteration* can be found in TSR2175, *Wizard's Spell Compendium Volume 3*.)

Sabre of Storms: This sabre is a sword +3. Its wielder can gain *water breathing* at will and can cast *call lightning* once per day (subject to the restrictions on the spell).

Skull of Olarek: The *skull of Olarek* is a grisly trophy of the orc victory over the former human king of the Pomarj, Olarek the Mad. Once per week the power of the *skull* can be invoked to give the effects of a *bless* spell on up to 1,000 orc warriors; this lasts 24 hours. Alternatively, the skull can be used to *blight* (reverse of *bless*) the next foes the tribe meets in battle in the next 24 hours. The leader of the

tribe can cause the skull to howl once per month, having the effect of a *symbol of insanity* on all nonorcs within 100 feet, but activating this power permanently lowers the leader's Wisdom by 1 point.

Smoke of Little Death: The Earth Dragon Cult developed this oil for use in some of its rituals, although it was soon found to be quite effective in combat as well. The recipe is a secret jealously guarded by the priesthood. Only those held in favor by Stalman Klim have access to the *smoke of little death*.

This oil comes in small vials that shatter when thrown, producing a cloud of noxious gas with a 10-foot radius. Those within the smoke must save vs. spell or fall into a deep sleep for 1d6 turns. During this magical slumber, those who succumb to the oil's effect suffer strange and vivid dreams. Priests of the Earth Dragon say they commune with their god during this sleep, while others report nightmare visions. Dungeon Masters may exploit these dreams in their adventures, since they can be used to drop clues or impart important information with ease.

Spear of Impaling: The *spear of impaling* is a wicked-looking spear +3. When used to charge an opponent, the spear inflicts double its base damage. When set to receive a charge, the spear's base damage is tripled.

HERO-DEITIES

Kelanan

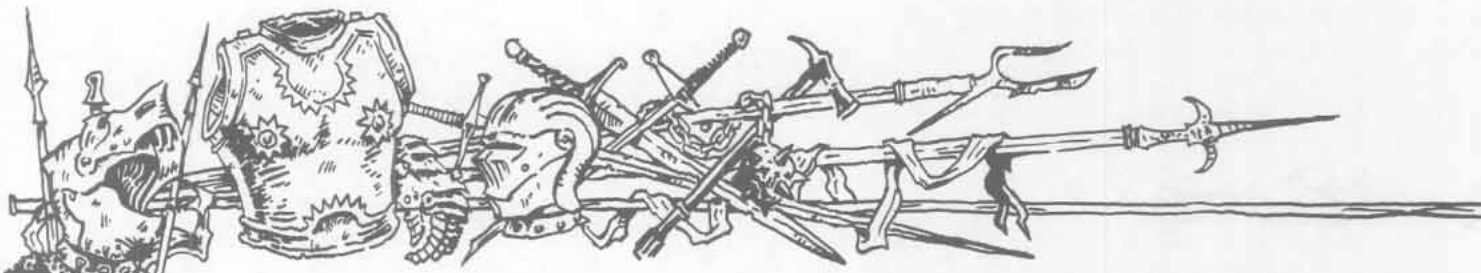
N hero-god of swords, sword skills, and balance

Kelanan only recently crossed the border between the mortal and the divine, having spent decades as a "quasi-deity" with unusual abilities, but unable to grant spells. It is only in the past century that he gained the ability to empower priests, and he has been gathering suitable agents since that time. Kelanan's true form is a handsome slender man with a vertical silvery scar on the right side of his face, though he rarely appears as himself. He can change his form at will to any human, demi-human, or humanoid. His scar manifests in any guise when he becomes angry. He promotes skill with swords and promotes the balance of things in the world, good versus evil and chaos versus law, intervening when he feels things have fallen out of balance for one side or the other.

Kelanan's Priests: Kelanan's priests relentlessly practice their sword skills and spend much of their time training others. They are expected to work to maintain the balance of all things, and they prefer melee combat to the use of missiles. Their advocacy of balance means they often form temporary alliances with people of extreme alignments, breaking the alliance when the balance is restored. They are restricted to the use of all types of swords, daggers, and crossbows, and are not permitted to use any other weapons. They may specialize in the use of one type of sword, and they gain the warrior rate of attacks per round. They may use any priest spell that creates or enhances a weapon, even if from a sphere outside those normally granted.

Requirements: Ability scores: minimum 13 Strength; Alignments: N; Weapons: swords, daggers, and crossbows; Armor: any; Formal raiment: gray or blue-gray clothing, silver or platinum jewelry; Granted





spheres: All, Astral, Combat*, Creation, Divination*, Healing, Protection, Travelers; Additional spells: none; Powers at noted level: 1st, *enchanted weapon* (swords only); 3rd, *alter self*; 5th, *sword dance* (see below); 7th, gain +2 protection (as if wearing a *ring of protection*); 10th, may cause a held weapon to act as a *flame tongue* or *frost brand* for 5 rounds; Turn undead: no.

Notes: An asterisk after a sphere indicates minor access to that sphere. Powers are usable once per day unless stated otherwise. A *spiritual hammer* spell cast by a priest of Kelanen actually creates a sword-shaped force and inflicts slashing or piercing damage instead of bludgeoning damage. The *sword dance* power allows the priest to animate any sword, causing it to attack in melee as if wielded by the priest (similar to a *sword of dancing*, except that the weapon's magical bonus does not change); this lasts 1 round per level.

Murlynd

LG hero-god of magical "technology"
Murlynd is a recent addition to the ranks of godhood, having developed the ability to grant spells only a year ago. His garb is strange, for he wears clothes common to the Wild West era of Earth and carries a "pistol"—a strange hand crossbow with a pipe in place of the bow. The power of guns is not understood on Oerth, where *smoke powder* does not normally function. As a young god of science and technology, Murlynd has few worshipers, for his strange inventions perform erratically at best. He views technology as a tool of the common folk to maintain the balance against those who can wield magic. He appears stern, but is quite friendly and gentle. Murlynd often travels with other young gods, such as Keoghtom (extraplanar heroism) and Zagyg (humor, eccentricity), as well as quasi-deities such as Heward and even the invincible Hieroneous. He was once a paladin, and the principles of truth and justice he learned still influence his and his priests' activities.

Murlynd's Priests: Murlynd's priests are incessant inventors and must learn the Engineering proficiency. They gain Carpentry and Blacksmithing for free.

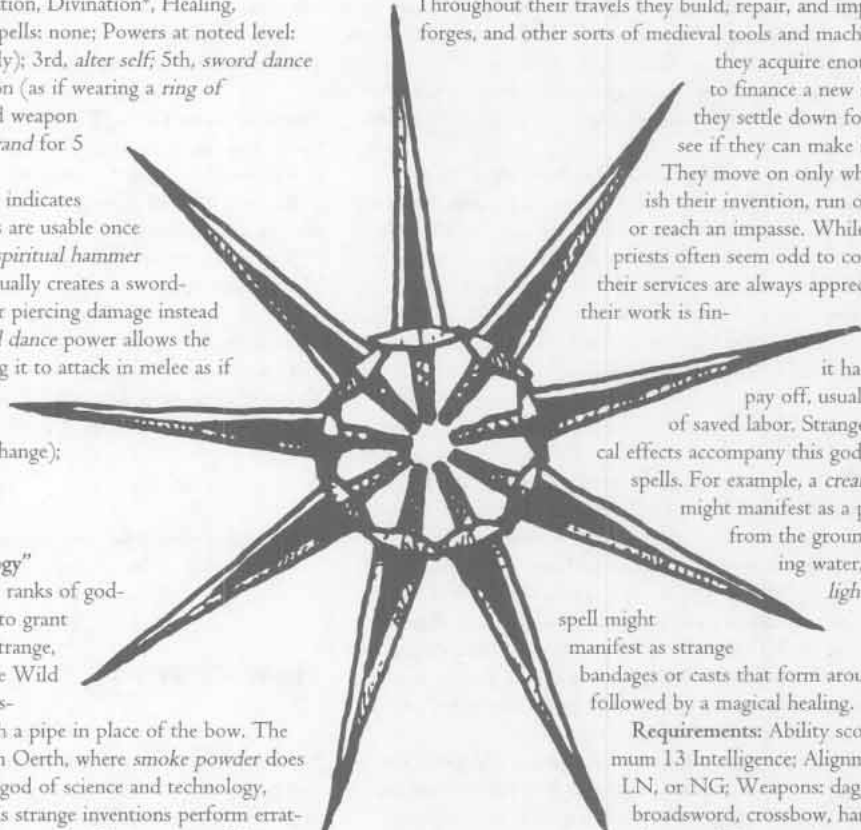
Throughout their travels they build, repair, and improve mills, forges, and other sorts of medieval tools and machinery. When they acquire enough money to finance a new invention, they settle down for a time to see if they can make it work.

They move on only when they finish their invention, run out of funds, or reach an impasse. While Murlynd's priests often seem odd to common folk, their services are always appreciated once their work is finished and it has started to pay off, usually in terms of saved labor. Strange technological effects accompany this god's priest spells. For example, a *create water* spell might manifest as a pipe erupting from the ground and spewing water, or a *cure light wounds*

spell might manifest as strange bandages or casts that form around a wound followed by a magical healing.

Requirements: Ability scores: minimum 13 Intelligence; Alignments: LG, LN, or NG; Weapons: dagger, broadsword, crossbow, handax, shortbow, and firearms; Armor: any non-metal; Formal raiment: white shirt, leggings, and hat, with silver brooch; Granted spheres: All, Astral, Creation*, Elemental, Healing, Necromantic*, Protection, Travelers; Additional spells: none; Powers at noted level: 1st, *protection from evil*; 3rd, *rope trick*; 5th, *protection from normal missiles*; 7th, call for a warhorse (as if the priest were a paladin), *cure serious wounds* or *free action*; 10th, *smoke powder* weapons work for the priest, *major creation*; Turn undead: turns.

Notes: Murlynd's priests are allowed to choose Firearms as a weapon proficiencies. This does not mean they are guaranteed to find a firearm or that it will work. They gain two spell-like powers at 7th level, but only one can be used each day; the priest decides which power to use at the time it is invoked. At 10th level, a priest of Murlynd can use *smoke powder*. This alchemical substance only works when a priest of Murlynd concentrates on it.





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Sean K Reynolds & Chris Pramas
Peril in the Pomarj

It has been a decade since the feared yellow sails of the Slavelords appeared in harbors of Wild Coast towns—ten years since friends, family, and loved ones were carried off in shackles to the inhuman lands of the Pomarj. But since then, new evil has arisen in those dark lands.

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