

BDKR1

FOR DUNGEONS & DRAGONS 3.5

The Unofficial Living Greyhawk

Bandit Kingdoms Summary

by Casey Brown

Contributors: Britt Frey, Austin “Theo” Judd

A SUMMARY OF ADVENTURES FOR CHARACTER LEVELS 1-18



During the eight year run of Living Greyhawk, the world's largest role-playing campaign, the Bandit Kingdoms region produced over 130 unique adventures. For the first time ever, these narrative threads are woven into one cohesive tapestry. For those who helped shape these events, this comprehensive resource memorializes their struggles against Iuz's oppressive rule. For others, this compilation provides both a glimpse into Oerth's most chaotic and deadly region, and ideas for use in home campaigns set in the Bandit Kingdoms.

BDKR1¹

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¹ *BDKR1: The Unofficial Living Greyhawk Bandit Kingdoms Summary* is the first in a three-part series. *BDKR2: Rogues' Gallery of the Bandit Kingdoms* (2012) and *BDKR3: A Mercenary's Guide to the Bandit Kingdoms* (late 2012) will comprise the other parts of the series.

About the Author

Author of numerous RPGA adventures for the Living Greyhawk campaign, Casey first served the Living Greyhawk campaign as meta-organization coordinator of the Fanlareshen Elves under then Bandit Kingdoms Triad (Meta) member Michael Garis. When Michael retired, Casey served as an assistant for Michael's replacement, Tom Brister. During that time, Casey revised the Bandit Kingdoms Meta-campaign Guidebook (BKMG) and began to improve the special mission request, approval, and writing process. When Tom stepped down, Casey was selected to serve his region as a Triad member (Meta first, Plots later) and continued to do so until the end of the campaign. Areas of special interest to him include the Fellreev Forest and the Rift Canyon and he has a real fondness for statting up half-red dragon monsters (the half-red dragon sheep in *BDK6-07 Love Letter* remains a fan favorite to this day).

Casey has bachelor's degrees in both History (Texas A&M University) and Creative Writing (University of Houston), is an army veteran (E-4, 13B, 3HWP/2ACR), and has worked as a Production Editor for *Callaloo*, a prestigious literary journal. Casey is currently holder of a Graduate Dean's Fellowship in Emerson College's Master of Arts program for Publishing and Writing in Boston.

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Addendum to the Third Edition

On May 1, 2012, my publisher, CreateSpace, received a DMCA Notice from a law firm representing Wizards of the Coast (WotC). As a result, CreateSpace (and, their owner, Amazon) removed the hardcopy edition of this book from sale until such time as the dispute was resolved. On May 4, 2012, I replied to WotC's law firm stating why I believed the book did not infringe upon WotC's intellectual property rights. In addition, I attached a PDF proof copy of the work for them to review. On May 9, 2012, the law firm advised me that they had sent the PDF and my arguments to WotC for review. On May 15, 2012, WotC withdrew their DMCA Notice. I want to thank WotC for their quick and amicable solution to this matter. As a graduate student of Publishing & Writing, I support publishers' rights to defend their intellectual property rights and I bear WotC no ill will.

² A detailed timeline of when each Triad and Circle member served can be found at the end of this document.

³ Please visit <http://admundfortgeographer.deviantart.com/gallery/?catpath=/#/d4hatz8> for copies of Eric's map of the Bandit Kingdoms.

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Regional Introduction

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought, or sold, all in the same day and all depending on the situation and the price. The question isn't "What is the right thing to do in a given situation?", but rather, "What are the ramifications of any decisions I make?", "Whose bad side do I not want to be on?", or "When will I need to call in a favor?" Remember, everything's negotiable, and some things are more negotiable than others.⁴



⁴ This introductory "boxed text" (text meant to be read aloud to the players by the judge), first introduced in *BDK1-06 Elven Connection*, was included in nearly every Bandit Kingdoms regional scenario thereafter. As such, it was often the first thing players heard at the commencement of a Bandit Kingdoms scenario and served to remind players, especially those who were new to the campaign or from other regions, of the Bandit Kingdoms' unique flavor.

“I had to save the bad guys from the other PCs.”

When the Living Greyhawk campaign started, the region known in canon as the Combination of Free Lords quickly earned a reputation for high risk/low reward scenarios. To the residents of Texas and Oklahoma, the Bandit Kingdoms quickly became “The BK” and these two letters became synonymous with a style of play that involved Chaotic Neutral player characters that looted and pillaged their way through Living Greyhawk scenarios. “We BK the body” became a term that meant the PCs were “Taking 20” with various skills to search for treasure while cutting the tongues out of any unburned enemy corpses (to prevent later efforts involving *speak with dead*). Whether ransacking a dungeon or a non-player character’s home, if it wasn’t nailed down it was taken and, if it was nailed down, it was still taken (it just took a bit more effort). I believe that the masterwork pry bar was invented in the BK.

More than any other region, the BK encouraged the anti-hero by not forcing the PCs to be altruistic, lawful, good, or overly concerned with any other character’s well-being. The rules of survival in the BK were often simple: “Kill first, *speak with dead* later” and “I don’t have to outrun the monster chasing us, I just have to outrun you!”, philosophies that often worked well during scenarios that pitted PCs against treacherous Iuzians, strange undead monsters, multitudes of demons, and a bizarre array of half-red dragons. However, when their backs were up against the wall, BK PCs were often damn good fighters that had a trick or two up their sleeves to help get themselves out of a jam.

As a result of their often boorish behavior, BK PCs soon garnered a reputation for being disreputable louts who were hard to impress, disregarded authority, and who were not afraid of running away if the day was lost. While the campaign did not allow PCs to have evil alignments, the various iterations of the BK

Triad allowed BK PCs to skirt the edges of right and wrong, good and evil. Doing so was necessary to properly capture the flavor of the BK as the majority of its population, per canon, is Chaotic Neutral or Chaotic Evil in alignment. This moral leeway helped the PCs to enhance the region’s uniquely dark flavor.

Due to its regional system, Living Greyhawk offered a huge number and wide variety of scenarios to its thousands of players. As a result, Living Greyhawk was the single greatest Dungeons and Dragons campaign ever played. While Living Greyhawk did not get everything right, I think it is fair to say that all future “Living” campaigns will be compared to Living Greyhawk’s successes, real or imagined. I have no doubt that the uniqueness of the Bandit Kingdoms’ flavor and scenarios will go down in gaming history as one of the main successes of the campaign. However, without efforts to preserve the events that unfolded in the region, much will be lost. It is for that reason that I have compiled this document. May you find something in it that you can use in your own campaign!

Finally, while I have included some of my favorite quotes from the campaign later in this document, my all-time favorite quote about the BK is the header for this section. Said by a player of a paladin from another region when explaining his character’s travails in the BK to a friend, I think it sums the BK up rather nicely.

Hail, Iuz!

Casey Brown
April 2012
Boston, MA

Behind the Curtain

The Living Greyhawk (LG) campaign's original administrators appear to have had an initial goal for each region⁵ to produce eight rounds⁶ of scenarios⁷ and four rounds of interactives per year; thus, each region was to produce 48 hours of play per year.

While not every region could achieve that level of output each year, some, such as the Bandit Kingdoms, managed to exceed it. During the eight year run of the campaign, the BK's authors produced almost 19 rounds of adventures per year. These adventures were comprised of an astonishing total of 65 rounds of Wizards of the Coast-sanctioned regional adventurers, 51 unique interactives, 15 rounds of intro modules (playable only by 1st level player characters [PCs]), six rounds of IUZ meta-regional adventures set in the BK, three half-round mini-missions, and more than a dozen rounds of unique special missions.⁸ The resource you have in your hands, for the first time ever, summarizes the vast library of content created for the BK during the Living Greyhawk campaign.

⁵ A region consisted of a kingdom or geographic area of the Flanaess paired with a real-world area. Each region was administered by a Triad, each member of which had separate duties (often they were: plot developer/scenario editor, meta-gaming content developer/editor, and a point-of-contact). The Triads in turn answered to a specific member of the Circle of Six, five of whom administrated meta-regions comprised of multiple regions (the sixth was in charge of the Core plot arc and did not oversee a meta-region).

For example, the Bandit Kingdoms was assigned to Texas and Oklahoma and belonged to the Iuz meta-region. Only RPGA members who lived in Texas or Oklahoma could order Bandit Kingdoms scenarios. Each regional Triad, and each Circle member, had different philosophies on how their region(s) should be administered, their scenarios written, etc. Thus, despite Living Greyhawk's international scope, the campaign was very regional in nature.

⁶ A one-round scenario was designed to be played in four hours—the common duration of a “slot” at a convention—by a balanced table of four to six characters.

⁷ While officially known as “scenarios”, they were also called “adventures” and “mods” (short for the older term “modules”) by players and Triads alike. All four terms are used interchangeably in this document.

⁸ While more than a dozen special missions were written for the Bandit Kingdoms, only one is detailed in this document as it is the only one that had an impact on the region's narrative.

Encounter Design Problems

That LG scenarios were designed to be played by parties of five PCs, ranging in even intervals from Average Partly Levels (APLs) 2 to 18,⁹ may have been a fundamental flaw for two different reasons: the encounter and treasure design philosophy of Dungeons & Dragons (D&D) 3.X assumed a four-character party;¹⁰ a six-character party was most common during convention play (and possibly during home play as well). LG tried to split the difference when it should have either required four PCs per table (no more, no less) or designed scenarios for the most common number of characters, six, that would play each scenario.

While trying to use the core¹¹ encounter¹² design guidelines would still have been an issue if adventures had been designed for parties of six characters, these difficulties, and indeed those experienced while designing mods to be played by five characters, could have easily been overcome by implementing an encounter design system based on adventuring party EL instead of APL.¹³ Indeed, from a convention organizer's point of view, allowing tables of six PCs was preferable as it meant that fewer judges were needed during each convention slot.

⁹ Beginning in Year 4, PC retirement was mandatory when the PC reached 18th level (I am not aware of any PCs that managed to reach 19th level in Year 3). Beginning in Year 6, the retirement level was lowered to 16th level. I believe that the retirement level was lowered by the Circle because writing balanced APL 18 scenarios, and then judging the combats during those scenarios, was very difficult.

¹⁰ This in itself is an error of the D&D 3.X designers—adventuring parties' capabilities should have been judged by their Encounter Level (EL), just as monsters' were. By designing encounters based on an adventuring party's EL, it would have been easier for a dungeon master or module author to design appropriate encounters for adventuring parties, regardless of their size.

¹¹ All references to “core” rules or guidelines refer to the D&D 3.X rules set and should not be confused with references to Core adventures which were playable anywhere in the world.

¹² “Encounter” here refers to combat or trap encounters, the defeating of which could earn the PCs experience points. While role-playing encounters could also earn PCs xp in LG, they could only provide up to 25% of the total xp earned by PCs during a scenario.

¹³ e.g., a table of six 4th level PCs would have an EL of 9.

Because LG scenarios were designed for tables of five PCs, but allowed up to six to play, tables of six PCs had to add one to their APL calculations.¹⁴ Although this addition did not always affect what APL the mod was played at (if the final calculated APL was $x.0$ to $x.4$, where x is an odd number, they could just “play down”¹⁵ to the next lowest even-numbered APL), other times it did (if the final calculated APL was $x.5$ to $x.9$, they had to “play up” to the next highest even-numbered APL). As a result, tables of six characters often either had too easy or too difficult of a time with an adventure, especially at higher levels.

Even worse, although tables of six had to add one to their APL, tables of four characters were not allowed to subtract one from theirs. As a result, three different tables which played the same adventure at APL 6, one comprised of four 6th level characters, one by five, and one by six (if they chose to “play down” to APL 6), would each face the same encounters. Naturally, the table with five or six characters should have an easier time with the adventure than the table of four characters. Unfortunately, the tables with four or five characters did NOT earn any more gold or experience per PC than the table with six characters despite overcoming the same challenges with fewer characters. This is because the experience and treasure reward caps for each character were pre-determined based on what APL the adventure was played at and was not affected by the number of characters that played the scenario or those characters’ levels.

Hence, tables of four characters were actually punished by LG’s APL calculation rules. At higher levels, this was sometimes less of an issue because PCs could take the Leadership feat and bring cohorts along on adventures. However, because there was a maximum of six characters allowed per table, at least four of which had to be PCs, cohorts were rarely used. As a result, few characters took the Leadership feat.¹⁶

Scenario Design Problems

While modifying D&D’s core experience and treasure reward systems for a worldwide campaign that relied on a paper trail to track characters’ xp, gold pieces (gp), and equipment was surely a daunting task for the original campaign administrators, Living Greyhawk’s scenario design rules suffered from three major flaws: PCs did not earn enough experience¹⁷ or treasure¹⁸ per encounter; the average encounter was tougher than envisioned by the core rules; there were too many encounters per round.

We know that the average LG encounter was tougher than the core guidelines suggested because LG adventures almost always featured three encounters per round with a total number of ELs equal to $APL * 3 + 6$. Thus, an APL 2 mod featured three encounters totaling 12 ELs while an APL 10 mod included three encounters totaling 36 ELs. This system resulted in an average encounter EL of $APL + 2$. I believe this system was chosen because the

¹⁴ In general, most scenarios were scaled to provide appropriate encounters for a range of three or four APLs. APLs were always even numbers, from APL 2 all the way to APL 18. Various rules regarding experience rewards discouraged characters more than 2 levels away from the APL from playing the scenario at that APL (*i.e.* 5th-level and lower and 11th-level and higher PCs were discouraged from playing an adventure at APL 8; the former should play it at APLs 4 or 6, the latter at APLs 10 or 12).

Parties that found themselves with an odd-numbered average could choose to either “play down” (if they were scared and/or felt that they had a weak table) or “play up” (if they were confident, foolish, and/or greedy), depending on which APLs the scenario supported.

¹⁵ *e.g.*, a table of four 4th level and two 5th level PCs would have an APL of $26 / 6 + 1$, or 5.33. Because 5.33 rounds down to 5, the party could either choose to play the adventure at APL 4 (“playing down”) or they could play it at APL 6 (“playing up”). If instead the table had an APL of 5.5, they were automatically rounded up to APL 6.

¹⁶ I’ve always felt that the D&D 3.X developers made a mistake by not granting the Leadership feat as a bonus feat to all characters upon reaching 9th level. In older editions of the game, 9th level was called “name level” and PCs began attracting followers because it was assumed that the PC was beginning to be known for its exploits.

¹⁷ LG PCs earned 30xp/EL defeated (15xp/EL during interactives), regardless of the PC’s level or how many PCs took part in the encounter. The core guidelines, which assumed a party of four characters facing encounters with ELs equal to APL, awarded approximately 75xp/EL defeated to characters whose level equaled the EL of the encounter. The core guidelines expected a PC to level once for every 13.33 such encounters. See *Dungeon Master’s Guide*, p. 41.

¹⁸ LG PCs earned approximately 37.5gp, at the lower levels, to 183.3gp, at APL 16, worth of treasure per EL defeated. The core guidelines, which assume a party of four characters, give anywhere from 75gp/EL defeated, at the lower levels, to 653gp/EL, at EL 18.

campaign designers expected most tables to consist not of four PCs, but rather of five or six.¹⁹

Because LG PCs received less xp and gp per encounter, they faced more, and usually tougher, encounters per level, with worse equipment, than the core guidelines intended.²⁰

So if LG adventures gave out less experience per encounter than the core guidelines said they should, why did LG PCs seem to level so quickly?²¹ The answer is “52 TUs”. LG PCs were allotted 52 time units (TUs) per calendar year to spend on adventuring and non-adventuring activities (meta-org participation, magic item crafting, etc.). Each adventure had a TU cost: adventures from a PC’s home region or meta-region cost 1 TU per round; adventures from a region or meta-region other than the PC’s home, including all Core adventures, cost 2 TUs per round.

Assuming that there were:

- 20 rounds’ worth of Core adventures written each year
- each region produced 10 rounds of adventures, 2 of which were intro mods playable only by 1st level PCs, each year

¹⁹ e.g., a “challenging” encounter (which should comprise 50% of encounters per the core guidelines) for a party of four 5th level PCs would be EL 5. However, an LG APL 4 adventure would, on average, contain three EL 6 encounters (“very difficult”, expected 15% of the time). Now, consider if the party was comprised of six 5th level PCs; they would be bumped up to APL 6 where their average encounter EL would be 8, an EL twice as difficult as EL 6 even though there were not twice as many PCs in the party. See *Dungeon Master’s Guide*, p. 49, for more information on ELs and encounter designs.

²⁰ LG PCs playing a one-round adventure at APL 2, which featured three EL 4 encounters, could earn a maximum of 450xp (of which 25% would have been earned for non-combat story awards) and 450gp worth of treasure, regardless of party size or character levels. Using the core rules, four 2nd level PCs completing the same adventure would have each earned 337.5xp and 300gp worth of treasure for each encounter; the total for each PC for all three encounters would have been 1,012.5xp (this does not include any bonus role-playing xp a DM might award) and 900gp worth of treasure. Thus, while a 2nd level LG PC would have to complete five such adventures to reach 3rd level, a 2nd level PC in a core rules campaign would only have to complete two such adventures to level.

²¹ Of course “quickly” is a relative term. Some DMs and players may have preferred for PCs to go from level 1 to level 20 in the span of one game year. I am not in that camp; I would have preferred for characters to gain about four levels per year. I feel that this would have made character advancement more meaningful for both the players and the campaign setting.

- each meta-region produced 8 rounds of adventure per year beginning in year 3
- each region produced 4 rounds of interactives per year (each of which gave half the normal amount of experience per round)

a PC created in year 4 or later could play in 18 rounds of regional adventures, 4 rounds of regional interactives, 16 rounds of meta-regional adventures, and 7 rounds of Core adventures during the PC’s first year in the campaign. During that time, the PC could have earned 43 rounds’ worth of experience and, during its second year (and each year after that), 35 rounds’ worth.²²

Using the numbers presented above and knowing how much xp LG adventures gave out per round for each APL,²³ a character that never played up could have reached 8th level by the end of the first year and 12th level by the end of the second. If a PC had continually played up, it could have earned a bit more experience—reaching 9th level during the first year of play and 14th by the end of the second. Compare that to if the non-playing-up example PC received experience as per the core guidelines for 129 EL = APL + 2 encounters. In this case, the PC would have reached 18th level just before the end of the first year and 20th level very early in the second! However, in my opinion, it would have been a very rare core rules campaign indeed which subjected PCs to 129 EL = APL + 2 encounters in one campaign year.

Because LG PCs had to defeat more encounters for less experience and treasure than the D&D guidelines suggested, LG quickly earned a reputation of being a tough and stingy campaign. As a result, LG players felt quite a bit of pressure to “min-max”²⁴ their PCs. Such pressure was even exerted by the campaign administrators when a Circle member publicly chastised players of “pink ninja”²⁵ characters via a blog post. That some of the campaign administrators felt that LG should be a roll-playing

²² I find the idea of an adventurer adventuring this many times per campaign year to strain plausibility (if the word “plausibility” can be used when talking about a fantasy game setting).

²³ APL 2, 450 xp. APL 4, 675 xp. APL 6, 900 xp. APL 8, 1,125 xp. APL 10, 1,350 xp. APL 12, 1,575 xp. APL 14, 1,800 xp. APL 16, 2,025 xp.

²⁴ The practice of designing characters to be maximally efficient for one specific combat role.

²⁵ Comparatively weak PCs, often with unusual multi-classing choices, created by a player more intent on role-playing than combat effectiveness.

campaign instead of a role-playing one was never more clear.

Such a tendency towards roll-playing was reinforced by the fact that three encounters per round often left little time for role-playing due to how long it took to resolve fights in 3.X. Even worse, from a meta-view, players, knowing that a one-round adventure would almost always feature three encounters, could expend or ration their PCs' resources in ways that would not be possible if they did not know whether or not further danger awaited their characters based on the number of encounters already encountered.

Due to the above issues, I feel that Living Greyhawk would have been better served by more closely following the core encounter reward guidelines while at the same time focusing on adventures with fewer combats and limiting PCs to fewer play opportunities per campaign year. By doing so, LG PCs would not have had to have faced as many encounters, with equipment levels below what the core guidelines expected PCs to have, to level. If the PCs didn't have to face as many encounters to level, LG scenarios could have featured fewer encounter ELs per round. This change would have resulted in less pressure on the players to "min-max" their characters, less incentive to metagame and ration their PCs' resources, and more time to role-play with each other and the DM. Finally, with fewer play opportunities per year,²⁶ the PCs would have advanced slower relative to the campaign's calendar—meaning less power creep in the campaign overall.

Perhaps the ultimate solution would have been to allow each scenario author to determine how many encounters he wished to include in the adventure. By removing the well known fact that each one-round scenario would feature ELs equaling $APL * 3 + 6$, players would no longer have been able to metagame how many encounters their PCs would face and authors would have been free to write adventures that featured zero encounters (focused heavily on role-playing) or five encounters (for delves or mass-battle scenarios).

Allowing authors this freedom would have made LG adventures far less predictable and formulaic and

would merely have required that each LG scenario not be locked into awarding a pre-determined maximum amount of gp and xp per round based on the APL. To do this, the campaign would have had to have weaned players off the idea that earning max xp and gp per round was the norm, something that might have been possible had mods been more focused on role-playing and less oriented on hacking and slashing (and their attendant gp and xp rewards).

As it was, far too many players saw the accumulation of xp and gp as a race or assumed right. Indeed, rather than remembering that they had enjoyed themselves, I instead heard many players complain after completing a mod successfully which did not yield the maximum xp and gp values allowed for that APL.

Unfortunately, despite my arguments for such changes to be made, the system was too entrenched for the Circle to budge on and we, the various regional Triad members who campaigned for such changes, did not have the authority to implement these changes ourselves (except during non-sanctioned scenarios, which are discussed below).

Adventure Designations

In the LG campaign, each region and meta-region was assigned a three-letter designation. The Bandit Kingdoms' was "BDK". Along with Furyondy, Highfolk, Perrenland, and the Shield Lands—nations that constitute most of the area known as the Northern Reaches of the Flanaess—the BK belonged to the "Iuz" meta-region. Standard BK regional scenarios, available to any Texas or Oklahoma resident via the RPGA, were identified as *BDKy-xx*, while Iuz meta-regional scenarios, available to any resident in the meta-region, were identified as *IUZy-xx*.

In the identifier, the first number, "y", represented the campaign year, which advanced on January 1st and ended on December 31st.²⁷ The next two digits, "xx", identified the adventure scenario within that year. For instance, BDK1-01 was the first BK

²⁶ It's important to note that LG did not limit the number of PCs each player could have. Thus, this limitation would not have impacted a player's ability to play as much as they wanted to.

²⁷ Campaign year numbers mirrored the real world calendar, e.g. 591 CY was played during 2001, 592 CY was played during 2002, etc.

module of the 591 CY campaign year whereas BDK7-05 was the fifth scenario of the seventh year.²⁸

While most adventure scenarios were set vaguely within a particular season, some, especially interactives, were set during a specific month, week or day of the Greyhawk calendar. Regardless of when scenarios were set, they were, in general, meant to be played in numeric order. Thus, while BDK5-01 might be set in the summer of 595 CY and BDK5-02 might be set in the spring, with regard to continuity, BDK5-01 came first.

Regional and meta-regional scenarios were sanctioned by Wizards of the Coast, meaning that their content was reviewed and approved, in the early years, by RPGA HQ and, in the later years, by the LG Circle of Six (five of whom were responsible for a meta-region while the sixth oversaw the Core²⁹ campaign). In addition to the standard regional and meta-regional scenarios, LG allowed for a limited number of non-sanctioned scenarios. These adventures were not required to be reviewed by anyone other than the local Triad.

Non-sanctioned scenarios consisted of interactives (*BDKIy-xx*), mini-missions (*BDKMy-xx*), intro modules (*BDKAy-xx*), and special missions (*BDKSy-xx*). However, this naming convention proved to be a bit inconsistent and inefficient in some circumstances; therefore (at the urging of Britt Frey, former BK Triad and IUZ Circle member), I am going to change the naming convention to be *BDKxz-yy* where “z” is the interactive, mini-mission, introductory module (often called intro mod), or special mission designator (“i”, “m”, “a” or “s”). Therefore, the BK’s first interactive, previously referred to as *BDKI1-01*, is now *BDKIi-01*.

Interactives were regional adventures³⁰ run exclusively at conventions. Typically, they were one-time only events, although they were, rarely, run at two different conventions, sometimes simultaneously. Some regions (such as the BK) chose to use interactives as major events, the results of

which often advanced their plots, and thus rewarded convention attendees with more direct input into the regional storyline.

Ranging in variety, interactives could include massive battles (*e.g.*, over one hundred PCs vs. a small Iuzian army), live-action costume balls, or intrigue-based mysteries. Interactives were often tied to a scenario that was premiering at that same convention although this was not a hard rule.

Interactive adventures had the unique ability to be designed to be played at the same time, in the same continuity, by multiple tables (*i.e.* each table was part of a larger story, the results from each possibly affecting the others’ challenges). Indeed, some interactives sat multiple tables together to allow for epic battles. Hence, interactives are the only LG adventures which defied the Theory of Six Bozos.³¹ As a result, interactives were the highlight of most conventions because nowhere else could more than six (and in many cases, over one hundred) PCs get together at the same time to share stories, solve an intrigue, slay a dragon, or fight the Iuzians.

In addition, interactives often allowed the characters, regardless of their levels, to mingle freely with each other and with major NPCs. Indeed, it was only during interactives that a PC could leave one table and join another. Such fluidity allowed low-level PCs to attempt to help higher level characters and vice versa. Although it was often considered “fool-hardy” for a lower level PC to join a higher APL table due to the increased risk of character death, it should be noted that some of the region’s most heroic role-playing came from such brave (or foolish) decisions.

Mini-missions were a subset of interactives and were each designed to take less than two hours to play. For instance, *BDKIi-01 A Night in Rookroost* featured five mini-missions. Based on a PC’s decisions, that character could participate in one or more of the mini-missions. Mini-missions offered as part of an interactive, as in the above example, were

²⁸ It should be noted that sometimes modules were released late and/or out of order due to a variety of reasons (for instance, *BDK5-08 Hirelings* was actually released early in 2006 but was still set in late 595 CY).

²⁹ Core scenarios could be set anywhere in the Flanaess but were often set in areas outside of the regional Triads’ control. *e.g.*, the Free City of Greyhawk. Core scenarios were playable by all RPGA members regardless of where they lived.

³⁰ Three BK interactives were “cross-regional” events co-written with another region’s Triad.

³¹ This term was coined by Thomas Brister, former BK Triad member, to explain the theory that each scenario is only experienced in the game world’s continuity by a maximum of six PCs. *i.e.*, only one PC could have possibly killed Torrock the ogre, not dozens, as only one Torrock existed on Oerth. As a result, there were not really hundreds of powerful adventurers running around the region; rather, each adventuring party inhabited their own alternate reality of the multiverse.



than standard APL 2 scenarios. Because they were designed to take less than two hours to play, a table of new players had enough time to create PCs and finish the mod while learning the 3.X rule set. These simple stories turned out to be great ways to introduce new players to elements of the region's flavor right away.

Special missions, unique events typically run only at conventions by a Triad member, were introduced to allow regional Triads to respond to reasonable

really just encounters specific to that event and were retired after the convention.

However, not all mini-missions were part of interactives. Due to the increasing demand for LG content by convention coordinators, Triads were unable to supply every convention with a unique interactive. Mini-missions were, instead, offered to conventions that did not have their own interactive and were playable by everyone who had not already played the mission at a previous convention. In essence, these mini-missions were similar to miniature regional scenarios except that they could only be played at conventions. Mini-missions often focused on meta-organizations, causing them sometimes to be referred to as “meta-missions”.

Intro mods, introduced in Year 3, were intended to initiate new players to LG and, just as importantly, their home region.³² These adventures were playable only by 1st level characters and were written with simpler stories and less complex combat situations

player requests for specialized attention. Such requests often included access to a specific rules item or fulfillment of role-playing desires. The most flexible, focused, and often deadly of LG events in the BK, each special mission was typically written by the Triad for specific PCs. Special missions were not supposed to allow the PCs to significantly alter a region's plots for fear of Triad favoritism (if the Triad had six buddies, what was to stop them from allowing their friends to alter the regional plot line, leaving the other players in the region as mere observers?). Because each special mission was played by only a handful of people, yet required almost as much time to write as a standard adventure played by hundreds, some regions did not offer special missions at all—much to their players' disappointment. A player could only play in one special mission per year, regardless of how many PCs he had or to which regions he traveled.

³² As the campaign progressed, the average levels of the PCs increased. As a result, adventures in years 3 and beyond had to be written for higher APL ranges. In addition, all LG adventures retired at the end of the next campaign year following their release. Thus, in 2003, there were fewer APL 2 adventures available. Intro mods were devised to ensure that new characters had an APL-appropriate route into the campaign.

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Living Greyhawk Bandit Kingdoms' Scenario Summaries

Below is a nearly complete list of all Living Greyhawk scenarios produced by the Bandit Kingdoms region. The only scenarios that are missing are special missions as these generally served no narrative purpose other than to give PCs access to a feat, spell, prestige class, or other rules item.

The list is organized in the following manner: intro mods and meta-missions are listed first; regional mods, Iuz meta-regional scenarios, and interactives (which combined to comprise the main narrative) are then listed in order of their **intended** release. By organizing the regional scenarios, Iuz meta-regional mods and interactives in this manner, a better picture of what the BK players and judges experienced, as far as play schedule and plot continuity, can be obtained.

The adventures are presented in the following format:

BDKxz-yy Name of Mod by Author Name³³

Adventure Path: If the adventure belonged to a plot arc, the name of that arc (and what part of that series it was) will be listed here. In this listing, interactives generally use the terms “prelude” (if the interactive served as a precursor to the plot arc) or “interlude” (if the interactive occurred in the middle of a plot arc) instead of a part number.³⁴

Setting: Locations, such as fiefdoms, geographical areas, and towns, where the adventure occurred will be listed here.

Summary: A brief summary of the mod's premise and plot will be provided here. When relevant, the summary will include the adventure's “official” results.³⁵

³³ Interactives, intro mods, meta-regionals, and adventures from other regions will have their titles in bold to help distinguishing them from the standard BK regional adventures. In addition, interactives will have the name of the convention they were played at listed in parenthesis as well as a brief descriptor of what type of interactive they were.

³⁴ I chose to label interactives this way because not everyone in the region could attend the convention at which an interactive was played. Therefore, a PC's participation in an interactive could never be assumed by a later author.

³⁵ Not every adventure's results were important to the overall regional narrative. Combined with the fact that early Triads often kept poor records, it is difficult to ascribe an “official” result to many BK mods. My own interpretations of the

Commentary: My own commentary will be given here when I feel that the adventure warrants it. Such opinions are solely mine and should not be construed as being anyone else's who contributed to this project or to the BK.

Year 1/591 CY

BDK1-01 The Package by Clayton F. Hinton

Adventure Path: Hiring Trouble (1).

Setting: Rookroost, Midlands.

Summary: An out-of-favor advisor to Graf Demmel Tadorinal (Iuzian priest and ruler of the Midlands), Nandris Leshite had grown fearful for his life after the Graf announced he was to be sent to Dorakaa. Gaiyle Markhalla, acting as a fixer for parties unknown who were interested in helping the advisor flee the Graf's clutches, hired the PCs to “kidnap” Nandris while he was being transported to Dorakaa.

Commentary: The first Bandit Kingdoms regional adventure, this scenario helped to set the tone that the PCs would be hired to interfere with Iuzian operations by various factions within the region. The NPC known as Gaiyle Markhalla would become a fixture of many BK adventures.

BDK1-02 Bleeding Moon by Tom Harrison

Adventure Path: Steelbone Meadows (1).

Setting: Hallorn.

Summary: While taking their ease in a tavern in Hallorn, the PCs became embroiled in a murder mystery. During the investigation, they encountered the Death Cultists, spellcasters dedicated to Nerull who fought Lesser Boneheart Aundurach by taking over the city's undead and setting them against their former Iuzian masters. The Nerullites, eager for new allies in their fight against Lesser Boneheart Aundurach, attempted to recruit the PCs to their cause.

Commentary: The theme of evil fighting evil, with the PCs having to decide which was the lesser, would be a common one for the region and was part of the BK's unique flavor.

consequences of Living Greyhawk's BK results will be given in *BDKR3: A Mercenary's Guide to the Bandit Kingdoms*.

BDK1-03 The Fortress (2 rounds) by Clayton F. Hinton

Adventure Path: Hiring Trouble (2).

Setting: Ethelmere, Stonehill Fortress (both Johrase).

Summary: Gaiyle Markhalla hired the PCs to infiltrate Stonehill Fortress, a former Johrase castle controlled by Iuzians. Once inside, the PCs were to steal important military documents from the garrison commander while attempting to free any prisoners they found.

Commentary: The BK Triad wanted the players to understand early in the campaign that their PCs' actions could sometimes have disastrous (untiered) consequences (after all, the PCs were attempting to infiltrate a well-defended castle). Quite a few PCs (mine own included!) were captured during this scenario, the result of which was the loss of valuable gear and play opportunities (TUs) as well as the gaining of certed "Whip Scars". Many players were upset when their PCs were captured and lost their gear but many others felt that the threat of untiered encounters forced players to respect the region's dangerous setting.

BDK1-04 Angry Bones by Tom Harrison

Adventure Path: Steelbone Meadows (2).

Setting: Briar's End (Warfields), Steelbone Meadows (Wormhall).

Summary: The PCs, after ambushing an Iuzian supply train from Riftcrag, learned that Boneheart Cranzer of Riftcrag was interested in the talents of a fortune-telling child from the hamlet of Briar's End. When the PCs arrived in the village to investigate/protect the child-seer, the child's dreams led him to run away to an old temple of Celestian in the area of Steelbone Meadows. Once there, the child's presence called to an extradimensionally imprisoned monster of ancient and immense power known only as That Which Sleeps. When the monster attempted to drain the child's life force, the PCs saved the child, preventing the monster from escaping.

Commentary: This was the first adventure during which the release of That Which Sleeps, a creature bound away in an extraplanar prison ages ago, would be possible.

BDK1i-01 A Night in Rookroost (A-KON 2001 role-playing interactive) by the BK Triad

Adventure Path: Unknown.

Setting: Rookroost.

Summary: This event had four 1-round mini-missions and one 2-round mini-mission. Their names were: "What's a Girl to Do?", "Mean Streets", "Crazy People", "Nobody Likes a Snitch", and the 2-rounder was "Den of Dreams". Details of this event are scarce.

Commentary: This event was the BK's first interactive and involved low-level adventures in the city of Rookroost.

BDK1-05 Peiper's Ferry by Gerald Blakemore

Adventure Path: Thorn in the Eye (1).

Setting: Rookroost, Artonsbrueck (Rookroost).

Summary: Rhaedrick Avenfear, a prominent Rookroostian merchant, set the PCs up to need a quick respite from Rookroost and then, without telling them that he was the cause of their recent woes, hired them to guard a caravan during its trip to the river town of Artonsbrueck. On the way to the river town, the PCs came across evidence that someone named The Talon was behind attacks on Rhaedrick's wagons. Once in Artonsbrueck, the PCs helped the locals defend the town against an attack by The Talon's goblinoid minions. Upon their return to Rookroost, the PCs told Rhaedrick what they had learned and earned his trust and thanks.

Commentary: Rhaedrick Avenfear would become a main protagonist in many future BK adventures.

BDK1-06 Elven Connection by Rob Little and Chuck Walbourn

Adventure Path: Hiring Trouble (3); Fellreev Factions (1).

Setting: Charging Boar Inn (Abbarra), Fellreev Forest.

Summary: Gaiyle Markhalla hired the PCs to escort a grugach diplomat from the Vesve to the Fanlareshen sylvan elves³⁶ of the eastern Fellreev Forest during the final leg of his trip from Abbarra. After the diplomat was delivered, a spy for Graf Tadorinal Demmel managed to infiltrate the elves'

³⁶ See *Iuz the Evil*.

camp and kidnap him. The PCs were then asked by the Fanlareshen elders to help rescue the diplomat.

BDK1i-02 *In Desperate Need* (MilleniumCon 2001 battle interactive) by Jason Covitz

Adventure Path: Fellreev Factions (interlude).

Setting: Fellreev Forest.

Summary: The elves of Clan Fanlareshen, having learned via divinations that an Iuzian attack against them was imminent, sent out a call for aid. A large group of PCs traveled into the Fellreev Forest to help the elves fend off the attack. Due to the adventurers' help, casualties were light and the Iuzians were driven back out of the forest.

Commentary: This event was the BK's first battle interactive.

BDK1-07 *Torrock's Lair* by Jimmy B. Ellis

Adventure Path: Bluff Hill's Silver (1).

Setting: Little Hills Fort, Synford, Black Rock Tower (all Bluff Hills).

Summary: After being attacked by ogres while traveling through the Bluff Hills, the PCs took

shelter at Little Hills Fort, home to an Iuzian garrison. While recovering from their wounds, they were given awards for fighting the monsters and "promoted" within Lady Xavendra of Groucester's forces by Captain Blaine (*i.e.*, they were conscripted into the Iuzian army). The PCs were then given the mission of finding out where the ogre leader, a brute named Torrock, was getting his information and weapons from, and, more importantly, where his base of operations was. When the PCs succeeded, they earned the trust of Captain Blaine.

BDK1-08 "*X*" Marks the Spot by Tom Thowe

Adventure Path: Legacy of the Highwayman (1).

Setting: Edge Tower (Rift Barrens), Tangles Forest.

Summary: The PCs searched for a deceased bandit leader's stash of loot in the Tangles Forest.

Commentary: This scenario provided the PCs with their first clue that a dragon lived in the Tangles Forest.



BDK1i-03 The Great Hunt (ItzaCon 2001 forest-crawl interactive) by Jason Covitz

Adventure Path: The Great Hunt (1).

Setting: Borjed's Lodge (Tangles Forest).

Summary: PCs attended the annual Great Hunt in the Tangles Forest hosted by the woodsman Borjed. Vying for the title of the greatest huntsmen in the region, each party set out to slay various strange creatures and collect their pelts. During the night's festivities, cries of foul play arose after it had been determined that several teams' pelts had gone missing but a culprit was never caught.

Commentary: This interactive introduced the Great Hunt, an event which would become a setting for an interactive during most years of the campaign. In addition, the BK Triad held an in-character auction for a certed piece of property in Rookroost. The house, purchased by a collection of halfling characters led by Mysta Gonagin,³⁷ would become The Gonagin House, home to many of the BK's most notorious halfling characters.

BDK1-09 The Bender by Chris Gorsuch

Adventure Path: Iuz's Madman (1).

Setting: Zelosus (Midlands).

Summary: While the PCs were spending the night in Zelosus, an innocent man was accused of murder. As the PCs attempted to determine who was framing him and why (to prevent his execution by the Iuzian magistrate), a cursed sword, the *Sword of Kurell*, wreaked havoc. By causing all who saw it to feel an irrational desire to possess it, the cursed blade caused many casualties before the PCs were able to control the sword. With the sword controlled, the PCs were able to prove the man's innocence.

Commentary: This event introduced Partinius (secretly, and unbeknownst to himself, he was actually Bernel of Hallorn, orchestrator of the Steelbone Meadows³⁸ massacre) as the town magistrate. Bernel was the first major canon villain that BK PCs got to interact with.

BDK1-10 Up Close and Personal by Jason Covitz

³⁷ Played by Susan Threadgill (who, years later, would become a member of the BK Triad), Mysta Gonagin was one of the region's most well-known PCs due to Susan's superb role-playing.

³⁸ See *Iuz the Evil*.

Adventure Path: To Hell and Highwater (1).

Setting: Stoink, Pholtan Burial Tower (Nurtherwoods).

Summary: A priest of Pholtus hired the PCs to search for and investigate a Pholtan burial tower he believed to contain clues to planar travel experiments his order had conducted in the past. The PCs discovered that a necromancer, who was not present, inhabited the supposedly abandoned tower and they had to decide whether they would risk the necromancer's ire by looting the tower.

BDK1i-04 A Marriage Made in Hell (BKConQueso 2001 role-playing interactive) by Jason Covitz and Tom Harrison

Adventure Path: Breaking Up is Hard to Do (prelude).

Setting: Redhand.

Summary: PCs attended and participated in a jousting tournament to celebrate Prince Zeech of Redhand's marriage to the daughter of a powerful Johrase noble. Ulik of Ralishaz won the joust (under shady and disputed circumstances) and became Baron Morannon, vassal to Prince Zeech of Redhand.

Commentary: Ulik, played by Patrick Brown, was given a noble title, lands, a dilapidated keep and was made a vassal of Prince Zeech, an evil canonical NPC.³⁹

BDK1-11 The Evil From Beyond by John F. Petty

Adventure Path: None.

Setting: Rookroost.

Summary: This mod was retconned by the BK Triad years after it was released.

Commentary: This mod appears to have been originally written for the Living City campaign and then shoehorned into Living Greyhawk instead.

Several years later, the BK Triad agreed amongst themselves to retcon this mod so that the events detailed in it never happened in the Living Greyhawk campaign.

³⁹ Ulik would go on to become one of the most recognizable PCs in the region due to Patrick's exceptional role-playing. When Ulik was retired from the campaign upon reaching 18th level, the character was turned into an NPC by the Triad.

Year 2/592 CY

BDK2-01 The Gauntlet by Jonathan Cary

Adventure Path: Cranzer's Thorn (1).

Setting: Riftcrag, Rift Barrens, Tangles Forest.

Summary: The PCs were hired to rescue an ambassador from the Shield Lands who had been captured as he attempted to reach the resistance force in the Tangles known as Moskol's Legion. After the successful rescue, the PCs were forced to fend off several groups who were interested in capturing the ambassador for their own reasons.

BDK2i-01 Blood and Silver (OwlCon 2002 battle interactive) by Keith McAleer

Adventure Path: Cranzer's Thorn (interlude).

Setting: Rift Canyon.

Summary: A leader of a faction of the Men of the Rift organized a raid on Cranzer's silver shipments and invited the PCs to participate in the attack.

BDK2-02 Trouble at Ankheg Springs by Keith Symcox

Adventure Path: Finding Trouble (1).

Setting: Ankheg Springs (Rift Barrens).

Summary: The PCs were caught up in small-town politics when Arvad and Ilyena Michelson, the son and daughter of the town's previous ruler, vied for control of the town's fresh-water spring. After Arvad, a powerful blackguard dedicated to Iuz, had Ilyena kidnapped, her fiancé asked the PCs for help. When the PCs discovered that Arvad was sought by Iuzian authorities in Stoink, he was forced to leave town before the PCs could summon help from that city. The PCs then rescued Ilyena and returned her to her fiancé.

Commentary: This mod introduced the Rift Barrens town of Ankheg Springs, a location that would be visited somewhat frequently during future BK events. It was also the first in the "Trouble at" series of mods that became famous in the BK due to their catchy titles, well-developed NPCs, and convoluted plots.

BDK2i-02 Founding Day (SteelCon 2002 role-playing interactive) by Michael Dean and Jason Covitz

Adventure Path: Thorn in the Eye (interlude).

Setting: Rookroost.

Summary: The Eye, head of the Rookroost Thieves Guild, arranged for an archery tournament to be hosted during Rookroost's annual "Founding Day" celebrations. The Eye then hired various tourney participants (the PCs) to infiltrate the home of a prisoner being held by Lord Marshall Arus Mortoth, ruler of Rookroost, and recover various documents before Mortoth's minions searched the house.

BDK2-03 Body and Soul by Chris Gorsuch

Adventure Path: Iuz's Madman (2).

Setting: Rookroost, Zelosus (Midlands).

Summary: When Bonehearts suddenly arrived in Rookroost, the PCs attempted to find out why they could be in town. Clues led the PCs to a mad man named Partinius in Rookroost's Insane Asylum and rumors that Zelosus, the town Partinius had been the magistrate of, was now a ghost town. The PCs returned to Zelosus, which they had visited the previous year, to investigate the rumors and to search for the secret of the cursed *Sword of Kurell*. When they arrived, they discovered that Partinius had gone mad and slaughtered the town's inhabitants, raising them as undead and setting them to some task before he was captured by soldiers from Rookroost.

As the PCs fought off the undead, they realized that the undead were searching for something and discovered that there was a small *gate* to Limbo under the town guarded by a vengeful slaad. The PCs defeated the slaad and hid the passages which led to the *gate* in order to prevent the forces of Iuz from discovering it.

BDK2-04 Rising Shadow by Tom Harrison

Adventure Path: Steelbone Meadows (3).

Setting: Alhaster (Redhand).

Summary: The PCs were forced by Elhilbor, Prince Zeech's right-hand man, to guard Prince Zeech's idiot sister Nadalie from attacks by strange cultists. The cultists' true motivation was to free That Which Sleeps from its planar prison by destroying a strange tree located near Nadalie's estate because the tree was somehow tied to one of the mystical anchors binding the monster to its planar prison. The PCs defended Nadalie and thwarted the cultists' plans.

Commentary: This was the first BK adventure to feature lycanthropes (wererats) as adversaries.

Lycanthropes were almost never used in BK adventures as the rules for dealing with PCs infected with lycanthropy were complex.

BDK2i-03 *Evil, Most Foul (Southern Plains Gaming Expo 2002 Master Maze dungeon-crawl interactive)* by Jason Covitz

Adventure Path: To Hell or Highwater (interlude).

Setting: Rift Canyon.

Summary: The PCs investigated claims that people had gone missing near the northwestern edge of the Rift Canyon. The PCs found the entrance to a large dungeon complex and explored it, braving the dangers within.

Commentary: This was the first BK interactive which featured the use of Master Maze dungeon tiles by Dwarven Forge.⁴⁰

BDK2-05 *Retribution* by Tom Thowe

Adventure Path: Legacy of the Highwayman (2).

Setting: Lookout Point Trading Post (Rift Canyon), Rifterag.

Summary: While shopping at Lookout Point Trading Post near the edge of the Rift Canyon, the PCs prevented the owner from being hassled by hobgoblins. The shopkeeper, grateful for their help, asked the PCs to take a message to a friend of his in Rifterag. The friend turned out to be a bandit leader who was wanted by both Cranzer's forces and a cult of Nerullites. When the PCs smuggled the bandit leader out of the city and back to the trading post, an assassin disguised as his daughter, who was waiting at the trading post, killed him and fled into the Rift Canyon.

BDK2i-04 *Evil Tidings (ProtoCon 2002 role-playing interactive)* by Ed Wetterman

Adventure Path: Thorn in the Eye (interlude).

Setting: Rookroost.

Summary: Rhaedrick Avenfear enlisted the PCs' aid in finding out who was responsible for

recent attacks against Rookroostian merchant caravans. The PCs discovered that the attacks had been arranged by Rhaedrick's lover, Lorian, who also turned out to be The Thorn. Lorian, in an effort to rise to prominence in the RTG, had set Rhaedrick up so that she could replace him and get closer to The Eye. When the PCs backed Rhaedrick, Lorian and her followers were driven from the city.

BDK2-06 *Fifty Silver Ingots* by Jerry Blakemore

Adventure Path: Thorn in the Eye (2).

Setting: Rookroost.

Summary: Rhaedrick Avenfear asked for the PCs' help in fighting The Thorn. When agents of The Thorn placed stolen Iuzian-mined silver from the Rift Canyon in one of Rhaedrick's warehouses and then alerted the Iuzians to the location of the stolen property, it was up to the PCs to stop the frame job. Unfortunately, the PCs failed and Rhaedrick was forced to flee the city.

Commentary: The results of this adventure had a very real impact on the plots set in Rookroost for years to come. Without Rhaedrick, the city (and PCs) lacked a leader who could coordinate a fight against the Iuzians.

BDK2i-05 *The Great Hunt, 592 CY (MilleniumCon 2002 forest-crawl interactive)* by BK Triad

Adventure Path: The Great Hunt, part 2.

Setting: Borjed's Lodge (Tangles Forest).

Summary: Once again, Borjed invited the region's finest (and not-so-finest) hunters to the northern Tangles for a Great Hunt. However, as the PCs were hunting large forest game, they were attacked by a group of strange insect-like creatures from another plane.⁴¹

That night, while resting in the lodge after the battle with the strange creatures, Borjed and the PCs were attacked by undead sent by Nerullites from Hallorn. Borjed was slain as the PCs fought and ran for their lives, abandoning the hunting lodge.

Commentary: The BK Triad requested and received special permission from the Circle of Six to use the Ether creatures in this event.

⁴⁰ I believe the Master Maze tiles were donated to the BK Triad by Dwarven Forge; therefore, I'd like to thank Dwarven Forge for their donations. The BK used its Master Maze collection various times throughout the years and these events were highly enjoyed by the players.

In addition, Reaper Miniatures donated miniatures for this event so I'd like to thank them as well.

⁴¹ The monsters were "Ether creatures" from the Core "Ether Threat" series which was set in Tenh.

BDK2-07 Spirits of Vengeance by Chris Gorsuch

Adventure Path: Iuz's Madman (3).

Setting: Rookroost.

Summary: After people began to go missing in Rookroost, the ghost of a bandit who was slain at Steelbone Meadows led the PCs to the Rookroost Insane Asylum. There, they discovered that an inmate named Partinius, the former magistrate of Zelosus, was actually Bernel of Hallorn, the mad Iuzian priest who orchestrated the Steelbone Meadows massacre. Worse, the PCs discovered that Bernel, now worshipping the Demon Lord of Madness, SocothBenoth, had taken over the asylum and had been kidnapping people to sacrifice in ghastly rituals. The PCs braved the horrors of the asylum and defeated the mad priest before he could unleash a demonic massacre upon the city.

Commentary: Bernel of Hallorn, instigator of the Steelbone Meadows massacre and a canonical villain, was slain by PCs. When this adventure was run for players from other regions at GenCon 2003,⁴² it was dubbed by many of them as the scariest LG scenario they had ever played.

BDK2-08 The Quick and the Dead by Jason Covitz

Adventure Path: To Hell and Highwater (2).

Setting: Warfields, Tangles Forest, Hallorn.

Summary: Veth, vampire cleric of Nerull and consort to Lady Xavendra of Groucester, concocted a convoluted plot to get the PCs to clear some monsters out of the tunnels below Hallorn. During their explorations, the PCs discovered both a *gate* to Baator and Veth arranging a pact with a devil. When Veth realized the PCs were eavesdropping, the vampire offered them as a sacrifice for several devils and the PCs were forced to fight for their lives.

Commentary: This adventure introduced Veth, Lady Xavendra's vampire cohort. Veth's backstory and relationship with Xavendra would be more fully explored in the years to come.⁴³

⁴² This occurred during a special convention slot that allowed regional adventures to be played outside their region's real-world borders.

⁴³ Veth's story will be detailed in *BDKR2: Rogues' Gallery of the Bandit Kingdoms*.

BDK2i-06 The Return... (BKConQueso 2002 Master Maze dungeon-crawl interactive) by Jason Covitz

Adventure Path: Hok's Machinations (prelude).

Setting: Hallorn.

Summary: The PCs were hired to search the catacombs and tunnels below Hallorn in an effort to retrieve some minor heirlooms thought buried long ago. The PCs battled past the various horrors that lived underneath the city and recovered the heirlooms. During their explorations, they also discovered a fancy catafalque bearing the Warfields' heraldry. One of the PCs, a chaotic and wealthy cleric, decided to attempt to cast *raise dead* on the corpse found within on the assumption that he must have been important to have been afforded such a lavish resting place. When the cleric was successful in raising the man back to life, it was revealed that the catafalque housed the remains of Guardian General Hok, former ruler of the Warfields. Hok, now returned to life, revealed that he had died during the Steelbone Meadows massacre and that he wanted to raise an army to help fight the Iuzians.

Commentary: Guardian General Hok of the Warfields, a canonical bandit leader, was introduced to the region. Hok was the first NPC actively engaged in building an army, which the PCs could join, with the intent of fighting the Iuzians.

Year 3/593 CY

BDK3a-01 The Artonsamay Falcon by Keith Symcox

Adventure Path: Missing Regent (prelude).

Setting: Trallant.

Summary: After watching a cleric of Iuz execute a paladin, the PCs were asked for help by an escaped prisoner. The escaped prisoner, a halfling, needed a business associate escorted to his hideout. The PCs escorted the business associate, the daughter of a local trader, to the hideout and then back to her father's shop. There, the PCs watched helplessly as a team of Iuzian soldiers tore the shop apart. Once they Iuzians were gone, the PCs and the trader's daughter searched the shop's remains, hoping to find her father alive. Instead,

the PCs discovered a hidey-hole that led to tunnels under the town and signs that something had taken the trader into them. In the tunnels, the PCs discovered a group of kobolds holding the trader hostage and rescued him.

Commentary: This was the BK's first intro mod. The intro mod concept was one of the best additions to Living Greyhawk as it helped new characters enter the campaign.

BDK3a-02 Johrase Jailbreak by Benjamin J. Krauter and Leslie A. Maynard

Adventure Path: The March to War (prelude).

Setting: Kingdom of Johrase, just north of the Tangles.

Summary: The PCs stumbled across a severely wounded Johrase soldier as they were traveling from Kinemeet to Hallorn. The soldier used his dying breath to beg the PCs to rescue one of his men who had been captured during a failed raid on an orcish supply train. The PCs tracked the orcs to their encampment and rescued the Johrase soldier from the drunk orcs.

Commentary: The first iteration of this intro mod, released at Protocon 2003, proved to be far too dangerous for parties composed of 1st level characters as it included an ogre. After evaluating table results from the convention, revisions were made—the ogre was de-advanced to be medium-sized (*i.e.* a juvenile)—and the mod soon became known for its tough, but fun, fight against the young ogre and drunk orcs.

BDK3a-03 You've Got Missive by Casey Brown

Adventure Path: Fellreev Factions (interlude).

Setting: Rookroost, Fellreev Forest.

Summary: Sylvia, the elven serving wench at the Dirty Dog Tavern in Rookroost, hired the PCs to deliver a letter to her kin in the Fellreev Forest. After having drawn the attention of a local Iuzian priest, the PCs were attacked at night while on the road by the priest and his undead minions. After defeating the Iuzian, the PCs delivered Sylvia's letter.

Commentary: This is the first mod that featured the Dirty Dog Tavern—the setting of the BK's official online in-character Yahoo Group—

and its staff of Barkeep,⁴⁴ Gummy the Bouncer, and Sylvia.

BDK3a-04 Disappearance of Innocence by Jono Hinkle

Setting: The Great Effluvial Swamp.

Summary: The PCs were traveling through a hamlet near the edge of the Great Effluvial Swamp when they learned that a young girl was missing. Tracking her into the swamp, the PCs came upon a small village of lizardfolk who had also lost one of their young. During their continued searching, the PCs found a cave inhabited by a ghostly minstrel. Unfortunately, the girl from the village had been transformed into some sort of undead by the ghost and the PCs were forced to destroy her in order to rescue the lizardfolk child.

BDK3-01 Pawn by Rob Little

Adventure Path: Hiring Trouble (4); Hok's Machinations (1).

Setting: Rookroost.

Summary: When the Bonefist Legion arrived in Rookroost, it soon became clear that they were looking for someone. Gaiyle Markhalla enlisted the PCs aid in rescuing a boy believed to be Guardian General Hok's nephew. However, as they were doing so, Kargus, commander of the Bonefist Legion, was able to capture Gaiyle. As the PCs fled the city with Hok's nephew, they heard that Gaiyle had been publicly executed for treason.

Commentary: At the end of this adventure, the NPC Gaiyle Markhalla was slain off-screen by Iuzians. I believe that this plot point was devised by the Triad after the PCs' failure to prevent Rhaedrick from being framed in *BDK2-06 Fifty Silver Ingots*. While Rhaedrick and Gaiyle had not worked together, they were the two most powerful NPCs working with the PCs in the city of Rookroost. I believe that the Triad killed Gaiyle so that the region's players would realize that, with Rhaedrick and Gaiyle both gone, their PCs would have to take the fight to the Iuzians instead of relying on NPCs to tell them what to do. I believe that the timing of this message was no coincidence—*BDK3i-01 Rebellion!?!?*, an

⁴⁴ Although it was never revealed during the campaign, I always envisioned Barkeep to be a steel, a.k.a. Greyhawk, dragon.

interactive set in Rookroost, was played at the same convention *BDK3-01 Pawn* premiered at.

***BDK3i-01 Rebellion?!?* (OwlCon 2003 role-playing interactive)** by Jason Covitz

Adventure Path: Hiring Trouble (interlude).

Setting: Rookroost.

Summary: After recent battles within the RTG and the public execution of Gaiyle Markhalla, the city of Rookroost was in a near state of chaos and rebellion. In response, the Iuzians sent additional troops into the city from nearby Fort Skagund to quell any possible uprisings. The PCs, fearing that an uprising would lead to the mass slaughter of many innocents by the Iuzians, used their influence to urge patience and peace. However, in doing so, they passed up the opportunity to attempt to free Rookroost from Iuzian control.

Commentary: This was the first BK interactive during which the players of the region had a chance to free a major city from Iuzian control. However, the PCs' (players'?) cowardice led to Rookroost remaining firmly under Iuzian control.

***BDK3i-02 Shadow Keep* (AggieCon and SteelCon 2003 role-play/dungeon-delve interactive)** by Patrick Brown

Adventure Path: Unknown.

Setting: A small island in the Nyr Dyv, just off the coast of Redhand.

Summary: The PCs gathered in a small coastal village to plan an assault on an orc-controlled keep in order to rescue some prisoners. On the eve of the attack, a small group of Iuzian clerics stumbled upon the gathering. Despite vastly outnumbering the Iuzians, the PCs failed to take the chance to rid the world of them and the clerics left the PCs to their revels.

The following day during the attack, the PCs discovered that the orcs in the keep had a strange connection with the Plane of Shadow. After getting past the shadow-orc and chain golem guards and rescuing the prisoners, and while fleeing the area, the PCs were ambushed by the Iuzian clerics and their reinforcements. Many PCs were slain or captured and the phrase, "Three clerics of the Old

One walk into a bar..." becomes a catchphrase for missed opportunities.

Commentary: This is the first interactive during which the "Wanted by the Church of Iuz" meta-mechanic was used. Tables that contained Wanted PCs were subjected to the extra Iuzian encounter immediately on the heels of the dungeon delve. As a result of having their resources depleted during the delve, many tables had PCs that were captured or killed by the Iuzian hit squad. The lesson here again reinforced that the players needed to be proactive in taking the fight to the Iuzians—by not attacking the Iuzians in the bar the night prior to the delve, the PCs allowed the Iuzians to gather reinforcements and plan their attacks. It should be noted that while many players were not happy with what they felt to be an unfair encounter, the BK Triad would continue to come up with ways to "reward" notorious PCs with extra Iuzian attention during adventures and interactives. By doing so, they reinforced the idea that a PC's actions would have consequences.

BDK3-02 Alhaster Fog by Jonathan Cary

Adventure Path: Hok's Machinations (2); Breaking Up is Hard to Do (unofficial prelude).

Setting: Alhaster.

Summary: After Hok's return to life, weapons and supplies destined for his army in the Warfields were being moved through Alhaster's port. When word of this traffic reached the Iuzians, Prince Zeech was ordered to contain it. However, Zeech did not wish to obey as he hoped that Hok could cause problems for Iuz's forces in the region—but he knew that he had to *appear* to obey. Therefore, Elhilbor, captain of Zeech's Secret Police, conscripted the PCs to investigate the smuggling operation and directed them towards some innocent Rhennee via planted evidence. However, the PCs were too diligent and uncovered the real smugglers. Working with the real smugglers, for they wished to protect Hok's supply chain, the PCs fabricated evidence that they had killed the Rhennee so that Zeech could present their deaths as proof that the situation was resolved to his Iuzian handlers.

IUZ3-02 Experimentation
by Brian Nowak

Adventure Path: The Abyssal War (1).

Setting: Needlebough (Fellreev Forest).

Summary: The PCs arrived with a merchant wagon at the small town of Needlebough only to discover that the town was deserted, its inhabitants having been murdered. After the PCs discovered that an Iuzian priest recently led a raid on the village to test a new undead/demon crossbreed, the PCs were attacked by the Iuzian and his monsters.

Commentary: This adventure introduced a new demon/undead hybrid monster (called “demundead”) and a secretive organization dedicated to fighting Iuz known as The Drinkers of the Cup of Midnight.

BDK3-03 Trouble at Baco Canyon by Keith Symcox

Adventure Path: Finding Trouble (2); Dragons’ Desires (1).

Setting: Rift Barrens, Rift Canyon.

Summary: The PCs escorted Ilyena Brighteagle nee Michelson to an annual Rift Barrens Nomads conclave to bury her recently murdered husband in the nomads’ ancestral burial grounds deep in the Rift Canyon. Unbeknownst to them, Iuzians from Temple Grimacing in Stoink, who had assassinated Ilyena’s husband so that she would lead them to the ancient burial grounds (which they hoped to loot), had formed a pact with Morginstaler, Red Dragon of the Rift, to drive off the nomads. After the dragon attacked the nomads’ encampment, which left the burial grounds undefended, Ilyena asked the PCs to make their way past the tomb’s various traps and guardians to secure an item of power important to her family before the Iuzians could find it.

Commentary: Morginstaler, Red Dragon of the Rift, made his first appearance in this adventure.



When this adventure was written, Living Greyhawk was using D&D 3.0 rules and Morginstaler was “merely” a CR 14 adult red dragon. As this adventure supported APL 12, Morginstaler would have been a fair fight for APL 12 tables (and a very difficult one for APL 10 tables). However, there is only one reported instance in which a PC⁴⁵ attacked Morginstaler (all other players elected to have their PCs flee from the dragon or negotiate with it instead of facing it in combat). As a result, the dragon would go on to become a major antagonist

in future adventures.⁴⁶

IUZ3-03 Fractures by Rob Little

Adventure Path: Fellreev Factions (2).

Setting: Hallorn, Charging Boar Inn (Abbarra).

Summary: The PCs chased a murderer from Stahzer to Hallorn and beyond. When they caught up to his caravan, they found him already dead, the victim of an orc raiding party. Clues indicated that the orcs were looking for a lost mystical spear, *Sunblight*, that the orcs thought would unite all of the northern orc tribes under one banner. Having tracked the orcs to their camp, the PCs discovered that the orcs had found *Sunblight* and intended to use it to sacrifice several elven prisoners. The PCs rescued the prisoners and absconded with *Sunblight* and delivered both into the care of Clan Fanlareshen in the Fellreev Forest.

⁴⁵ The PC in question belonged to Britt Frey. His tank PC critted the dragon with a lance during a charge and the dragon failed its massive damage save. As Britt loved to remind me over the years, his PC was the only one to ever have killed the mighty dragon.

⁴⁶ After receiving several “upgrades” by me when I became a member of the Triad, Morginstaler’s final CR in D&D 3.5 was 21. I advanced the dragon because I wanted the region to have a truly epic dragon—one that could give APL 16 tables a scary fight.

BDK3-04 Torrock's Bane by Jimmy B. Ellis

Adventure Path: Bluff Hill's Silver (2).

Setting: Fellreev Forest, Perdition Silver Mines (Bluff Hills).

Summary: When Torrock's force of ogres once again terrorized the western Bluff Hills, the PCs were chased into the Fellreev Forest while traveling through the area. There, they encountered a wizard who used to rule the Perdition Mines along with a group of Fanlareshen elves and Reyhu men from Fort Hendricks. Due to Torrock's raids, Major Blaine of Little Hills Fort had been conscripting able-bodied adult males from the edges of the forest to help fight the ogre's army. The men from Fort Hendricks asked the PCs to help Blaine kill Torrock so that their men would stop being conscripted. The PCs agreed and helped Blaine locate Torrock's lair, slaying the demonic ogre in the process.

Commentary: This scenario introduced Trafalgar, ruler of the Perdition Silver Mines.⁴⁷

Parts of this mod were later retconned by the BK Triad as the Fanlareshen elves and Reyhu do not live east of the Cold Run River in the Fellreev (that area is controlled by the Iuzian forces at Fort Skagund). Thus, Torrock's raids of the Fellreev and Blaine's conscription of men from that area would not have concerned them.

BD3-05 High Ho Silver by Dan Deasy and Jeff Moore

Adventure Path: Cranzer's Thorn (2).

Setting: Rookroost, Rift Barrens.

Summary: The PCs were hired, unbeknownst to them by Lord Marshall Arus Mortoth of Rookroost, to raid one of Boneheart Cranzer's silver shipments from Riftcrag to Dorakaa.

BDK3i-03 The Road to Perdition (ProtoCon 2003 dungeon-crawl interactive) by Patrick Brown

Adventure Path: Bluff Hills Silver (interlude).

Setting: Perdition Silver Mines (Bluff Hills).

Summary: The PCs explored the Perdition Silver Mines, former home of Torrock, and saved the local gnomes, Torrock's former slaves, from various monsters which were lurking in the tunnels.

BDK3-06 Quick 'n' Easy by Jerry Blakemore

Adventure Path: Thorn in the Eye (3).

Setting: Rookroost.

Summary: The PCs were hired to sneak into the house of the former Guildmother of the Rookroost Thieves Guild, Elara Mornstar⁴⁸ (who has long been presumed dead at the hands of current Guildmaster, The Eye). The person who hired the PCs, who was secretly a doppelganger working for The Thorn, wanted the PCs to find and steal a particular book from the house.

BDK3-07 The Pale Lady by Micah Mogle and Cray Crouse

Adventure Path: Cold Dead Hands (unofficial prelude).

Setting: Rookroost, Fellreev Forest.

Summary: An intercepted missive meant for Boneheart Cranzer revealed that Lady Xavendra had almost found Nerull's Bane in the Fellreev Forest. The PCs hurried to Fort Hendricks where they were enlisted to help stop Xavendra's scouting team. Although the PCs were able to locate and defeat the scouting team, an Iuzian was able to escape and relay Nerull's Bane location to Xavendra.

BDK3i-04 The Great Hunt, 593 CY (MilleniumCon 2003 forest-crawl/battle interactive) by Thomas Brister, Karl Johnson, and Carlos Ovalle

Adventure Path: The Great Hunt (3); Hok's Machinations (interlude).

Setting: Borjed's Lodge (Tangles Forest).

Summary: Abandoned after Borjed's death the year before, the lodge had been claimed by Guardian General Hok who sought to revive the tradition of the Great Hunt to recruit officers for his new army. However, Hok's plans drew the ire of Gerland, a powerful elven druid who lives in the Tangles. Gerland attacked Hok and the huntsmen, disrupting the hunt and injuring dozens of soldiers and adventurers.

Commentary: Gerland, a powerful elven druid, made his first appearance during this event. Played by BK Triad member Tom Brister (who was in an

⁴⁷ See *Iuz the Evil*.

⁴⁸ See *Fate of Istus*.

awesome costume⁴⁹ for the role), Gerland would engage a different table each round of the interactive with an APL appropriate spell. The highlight of the interactive for me came when Tom engaged an APL 2 table with a *waterball* spell (essentially a non-lethal, watery version of *fireball*). After the players had tallied the damage to their characters, and as Tom was walking away to the next table, one player, whose character was the only one still conscious (nat 20, rogue with evasion), shouted, "I'm still alive!" in pure relief. Without missing a step, Tom turned around, pointed at the player, said, "**Quickened waterball**," and kept walking, confident that the pesky PC was dealt with. Sure, it was an 8th level spell wasted on a 2nd level character, but the look on the player's face as the DM rolled the spell's damage dice, which did indeed knock the PC unconscious this time, was priceless.

BDK3-08 Change in the Air Jerry Blakemore

Adventure Path: Hok's Machinations (3).

Setting: Warfields.

Summary: While the PCs were attending a celebration with the newly reformed Army of the Warfields, an assassin brazenly attacked Guardian General Hok. Disguised as a member of the Horned Society, the Iuzian assassin almost killed the general. Hok, seeking to be free of Horned Society control, used the assassination attempt as an excuse to launch an attack against some nearby Horned Society cultists. Hok asked the PCs to kill the cultists and recover their ritual relics. As the PCs were successfully returning, they were accosted by a unit of soldiers sent by Prince Zeech to secure the Horned Society relics. The PCs, who did not want to anger Hok by failing him, asked the Redhanders to accompany them back to Hok's camp to plead their Prince's case before the Guardian General. Surprisingly, the Redhanders agreed and Hok and the Redhander captain were able to come to mutually beneficial terms.

⁴⁹ Many players and judges were wearing costumes as the interactive included a costume contest. I went as my female elf PC and, thanks to Tom's wife and her judicious use of make-up, I placed third (I was robbed, I deserved second!). For the sake of everyone's eyes, may those photos forever remain missing.

BDK3i-05 Coming of the Road (BKConQueso 2003 battle interactive) by Chris Gorsuch, Tom Thowe, and Jon Cary

Adventure Path: Sequel to *BDK1-03 The Fortress*.

Setting: Ethelmere (Johrase), Stonehill Fortress (Johrase).

Summary: The Iuzian magistrate of Ethelmere, intending to celebrate the Festival of the Blood Moon in style (by starting to build a miniature Road of Skulls from Ethelmere to Rookroost), decided to invite various powerful Iuzians to the village for the ground-break ceremony and celebration. However, the magistrate's assistant, who was secretly a cleric of Ralishaz, decided that inviting a different sort of crowd would be more entertaining and instead invited adventurers. When the invited adventurers gathered in Ethelmere, a Johrase officer hiding in the town convinced them that they should attack Stonehill Fortress and take it back from the Iuzians for the Johrase. The attack was a success and the Iuzians were driven from both the fortress and the town.

Commentary: This was the first event during which the PCs successfully reclaimed a major fortification from Iuzian control.

Year 4/594 CY

BDK4a-01 Swamped by Austin "Theo" Judd

Adventure Path: Darkness and Light (prelude).

Setting: Dimre, Phostwood Forest.

Summary: The PCs, having answered a Dimrite call for bounty hunters, hunted down a lizardfolk druid in the Phostwood Forest. During the hunt, the PCs learned that the Dimrites had been forcibly converting a tribe of lizardfolk to the worship of Pholtus and that the druid was attempting to convert her people back to their natural faith. In doing so, she had riled up the local lizardfolk into attacking Dimrite settlements near the forest. The PCs had to decide whether or not to kill the lizardfolk druid or to leave her free to resist the Dimrite priests.

BDK4m-01 The Rules of Impoundment by Keith Symcox

Setting: Trallant.

Summary: After a Rhennee vessel was impounded in Trallant, a Rhennee merchant asked the PCs for help in rescuing the crew and getting the cargo to a secret warehouse before the town's leader, a vicious Iuzian officer, killed the crew and confiscated the cargo.

Commentary: This was a mini-mission primarily intended for PCs that belonged to the Red Planks meta-org.

BDK4m-02 On Kobold Farms by Dan Hass

Setting: Flanhome (Rookroost).

Summary: The PCs were hired to find a local farmer who had gone missing and discovered that the farmer had been kidnapped by a band of kobolds that were intent upon learning how to farm. The kobolds, wishing to live in peace, were confronted by other kobolds from their clan who wished to raid the human farmer's village. The PCs defended the peaceful kobolds from the violent kobolds.

Commentary: This was a mini-mission primarily intended for PCs that belonged to the Johrase Mercenary meta-org.

BDK4m-03 A Stroll in the Woods by Casey Brown

Setting: Fellreev Forest.

Summary: The PCs patrolled the Fellreev Forest, meeting various inhabitants and fighting various monsters in an effort to make the forest safer.

Commentary: This was a mini-mission primarily intended for PCs that belonged to the Fanlareshen Elf meta-org.

BDK4-01 Let Loose the Hounds (2 rounds) by Rob Little

Adventure Path: Cranzer's Thorn (2).

Setting: Pomfrey (Redhand), Hallorn, Tangles Forest, Riftcrag, Garusk'ka Silver Mines (Rift Canyon).

Summary: A Trithereonite on his way to help others of his order who were aiding bandits in the Tangles was captured by Iuzians and sent to a silver mine near the Rift Canyon. While traveling through the hamlet of Pomfrey, the PCs encountered and befriended the Trithereonite's exceptional (celestial) dog. The dog, anxious for help finding his master, led them to the Trithereonite's comrades in the Tangles.

After the other Trithereonites used magic to determine that their missing comrade had been taken to the Garusk'ka Silver Mine near the Rift Canyon, they asked the PCs to go to Riftcrag and locate a gladiator who they believed to have escaped from this particular silver mine so that a rescue mission could be planned. To find the escaped slave, the PCs braved the dangers of Riftcrag, home to orcs, demons, and Lesser Boneheart Cranzer. When the PCs brought the escaped slave to the Trithereonites in the Tangles, a rescue mission was planned.

Commentary: This 2-round adventure premiered at OwlCon and was the prequel for *BDK4i-01 Dogs of War*.

BDK4i-01 Dogs of War (OwlCon 2004 battle interactive) by Rob Little and Britt Frey

Adventure Path: Cranzer's Thorn (interlude).

Setting: Garusk'ka Silver Mines (Rift Canyon), Rift Barrens.

Summary: After helping the Trithereonites rescue the prisoners of the Garusk'ka Silver Mines, the PCs fled before Cranzer's army arrived.

Commentary: I believe this was the first BK adventure during which one of Morginstaler's children, in this case a half-red dragon bulette, made an appearance. The appearance of half-red dragon monsters would go on to become an occurrence in many future BK adventures.⁵⁰

BDK4i-02 The Siege of Hallorn (AggieCon and SteelCon 2004 battle interactive) by Britt Frey

Adventure Path: Hok's Machinations (interlude).

Setting: Hallorn, Tangles Forest.

Summary: After a lengthy recruiting campaign during which he convinced many of the region's adventurers to join his cause, Guardian General Hok of the Warfields launched an attack upon Lesser Boneheart Aundurach of Hallorn. When Gerland the Druid threatened to attack Hok's army for cutting down many old trees to build siege engines, Ulik, Baron Morannon and vassal to Prince Zeech of Redhand, brokered a truce

⁵⁰ Quite frankly, I really enjoyed statting up these half-red dragons once I became a Triad member. My two favorites were the half-red dragon umber hulks in *IUZ6-02 Blue Scales*, *Red Secrets* and the half-red dragon sheep in *BDK6-07 Love Letter*.

between the druid and the general. With Hok's flanks secured, the attack went off as planned and Aundurach was driven from Hallorn. Hallorn became the capital city of the Warfields.

Commentary: *BDK4i-02* is unique because it is the only BK interactive ever to be run simultaneously in two different cities (College Station, TX, and Stillwater, OK). Luckily, Britt, who was the event's head judge, proved to be up to the task when it came to coordinating and communicating with his judges and the event ran smoothly at each convention.

BDK4-02 Trouble at Centaur Mesa by Keith Symcox

Adventure Path: Finding Trouble (3).

Setting: Ankheg Springs, Centaur Mesa (Rift Barrens).

Summary: After having saved a Rift Barrens nomad from a worg-riding goblin patrol, the PCs were asked to go to Centaur Mesa and look for a missing group of nomads. The PCs were asked to go because the nomads were superstitious about the area and would not venture into it. Once on the mesa, the PCs discovered that the missing nomads were all dying of a mysterious wasting sickness. The PCs also discovered that a small demon was tormenting an ancient pond-bound treant. After vanquishing the demon, they learned that a mystical pool of water located in a cavern below the pond was being used by the treant to contain a demonic plague, the cause of the nomad's sickness, from spreading unchecked. The PCs worked with the treant to permanently stop the spread of the plague and helped bring the sick nomads back to health.

BDK4-03 A Hin of Trouble by Jeff Moore

Setting: Rookroost, Mercy's Bluff (Reyhu).

Summary: The PCs encountered a confused/senile Grandpa Gonagin on the streets of Rookroost and safely guided him home to the Gonagin House on Cheap Street. The Gonagins hoped that an item from Grandpa's past would help him recover his wits and asked the PCs to go to Mercy's Bluff, Grandpa's hometown, and search for a lost "gazelle" that Grandpa had been mumbling about.

When the PCs arrived at Mercy's Bluff, they discovered that the ghost of a female halfling

named Giselle lived there. A remnant of a halfling who used to be very close to Grandpa, Giselle had been slaughtered during the Iuzian attack which destroyed the village during the Greyhawk Wars and her soul could not rest for reasons unknown. When a loving note, written by Grandpa Gonagin after her mortal demise, found in the town's shrine to Urogalan was read to her, Giselle's soul was put to rest. When the PCs returned to Rookroost and told Grandpa that Giselle had at last found peace, Grandpa Gonagin's condition improved.

BDK4-04 Emissary by David Finan and Tom Thowe

Adventure Path: Fellreev Factions (3).

Setting: Fellreev Forest.

Summary: While traveling along the southern edge of the Fellreev, the PCs discovered a small Iuzian army camped in the area. Seeking to avoid the Iuzians, the PCs followed wagon tracks deeper into the forest and stumbled upon a gathering of the Defenders of the Greenkeep. There, they found that a charismatic priest of Iuz from Groucester was actually aiding the Defenders and attempting to win them over in Xavendra's name so that the Defenders would turn against the Reyhu-Elf alliance to the north.

After a counsel meeting was held by the Defenders to discuss whether or not they should accept Iuzian aid, during which it was decided that they would not, traitors in their midst slowly begin killing guards and ruining supplies before fleeing to join the Iuzian army. When the main Iuzian army arrived, the loyalist Defenders and PCs fought for their lives before fleeing deeper into the forest.

BDK4i-04 It Came From the Deep (ProtoCon 2004 Master Maze dungeon-crawl interactive) by Tom Brister, Casey Brown, Keith McAleer, Don Wolf, Rob Little, and Patrick Brown

Setting: Screaming Reach Manor (Rift Barrens), Wormcrawl Fissure.

Summary: When a series of tunnels opened up under Screaming Reach Manor near the edge of Wormcrawl Fissure, the PCs investigated and discovered a variety of abominations being led by an illithid. Although the monsters were driven off and the tunnels sealed, the illithid escaped deeper into the UnderOerth.

BDK4-05 Torrock's Legacy by Jimmy B. Ellis and Patrick Brown

Adventure Path: Bluff Hill's Silver (3).

Setting: Groucester (Fellands), Little Hills Fort (Bluff Hills).

Summary: The PCs unexpectedly stumbled upon a spy who was wanted by Major Blaine of Little Hills Fort. Despite the major being in the service of Xavendra, the PCs took the spy to him for the reward. Blaine learned two things from the spy: 1) the spy had some secret information about Xavendra stashed away in Groucester, 2) the location where Xavendra was keeping Blaine's wife and children hostage (to ensure his continued loyalty). Blaine asked the PCs to recover the information about Xavendra and rescue his family. The PCs found the documents the spy had hidden in Groucester and were attacked by a powerful vampire minion of Xavendra's named Viola. After driving Viola off, the PCs rescued Blaine's family just in time for one of his daughters was about to run off with a charming half-fiend. With his family safe, Blaine left his post and fled to the south.

BDK4i-03 Old Enemies, New Friends (ShadowCon 2004 role-playing interactive) by Patrick Brown

Adventure Path: Fellreev Factions (interlude).

Setting: Fellreev Forest.

Summary: Just as the PCs came upon a Uroz war band they had been tracking in the Fellreev, the orcs were attacked simultaneously by a group of Dazark orcs and a group of Fanlareshen elves. The two groups, who did not appear to be working together, decimated the Uroz before they turned to face each other. The PCs negotiated a temporary truce between the Dazark orcs and the Fanlareshen elves and more bloodshed was avoided.

Commentary: The temporary truce negotiated by the PCs paved the way for future peaceful contact between the two Fellreev-dwelling groups.

BDK4i-05 Where Angels Fear to Tread (MilleniumCon 2004 role-playing/battle interactive and costume ball) by Thomas Brister, Carlos Ovalle, and Karl Johnson

Adventure Path: Thorn in the Eye (interlude).

Setting: Rookroost.

Summary: When Lord Marshall Arus Mortoth announced plans to host a Grand Ball in the fall of 594 CY, groups across the Combination scrambled to secure invitations in the hopes of sneaking spies and saboteurs into Mortoth's palace. The PCs, enlisted by Rhaedrick Avenfear to help in the assassination of Mortoth, gained entrance to the Grand Ball and learned that Mortoth and Xavendra had officially declared themselves as allies. The PCs also learned that other Iuzians, including Graf Demmel Tadorinal, felt threatened by this new alliance; thus, they were not surprised when Tadorinal, greatsword in hand, openly challenged and attacked Mortoth. As Tadorinal and Mortoth fought, they disappeared behind a *prismatic wall* erected by Mortoth's throne.

At that moment, Greater Boneheart Jumper,⁵¹ having attended the gala disguised as a merchant, made his presence known when he opened a *gate* to an abyssal layer. Dozens of demons swarmed the palace and forced the PCs to run for their lives. After Jumper had a good laugh enjoying the chaos, he left the adventurers to their fates. The city later learned that Tadorinal had slain Mortoth and had claimed the title of "High Lord" of Rookroost, apparently with Jumper's blessing.

During the gala, a PC recovered a piece of Gaiyle Markhalla's body from the iron maiden in which it was still hanging. That piece was then delivered to Guardian General Hok who arranged for Gaiyle's resurrection.

Commentary: Perhaps the BK's greatest interactive, many judges and players were in costume for this event. One player, whose character had been turned to stone by a basilisk, stood in a hallway, still as a statue, for two hours. The Triad was so impressed with the player's dedication to role-playing that they granted his PC the benefit of a free *break enchantment* spell.

BDK4-06 Scales and Secrets by Tom Thowe

Adventure Path: Legacy of the Highwayman (3).

Setting: Rift Barrens, Tangles Forest, Hallorn (Warfields).

Summary: The PCs were hired to deliver a scroll from Riftcrag to a Druid of the Northern Reaches who resides in the Tangles. When they

⁵¹ Jumper was played by Circle member Chris Tulach.

found her, they discovered that a dragon had been feeding on a group of orcs near the eastern edge of the Tangles. The druid, fearing that the dragon lived in the Tangles, convened a meeting of the local druids to discuss the matter. During the meeting, it was revealed that Gerland, a powerful elven druid, had hidden a green dragon in the Tangles Forest for the purpose of allying with it against the Iuzians. Despite the fact that Gerland was not a member of the Old Faith, his voice was still powerful in their council due to his age and power. However, he was outvoted and the druids decided that the green dragon was too great of a threat to the forest's natural balance and therefore enlisted the PCs as dragon slayers.

As the PCs were traveling towards the dragon's lair, Gerland attempted to convince them that he had the dragon under control and that there was something more important they could be investigating under the city of Hallorn. Gerland was not sure what was beneath the city, only that it was something monstrously evil and unnatural. Gerland gave the PCs the choice of either investigating Hallorn or fighting his minions if they wished to attempt to slay the dragon. The PCs, daunted by Gerland's reputation, chose instead to investigate Hallorn's tunnels and left the dragon in the druid's care.

Commentary: This adventure confirmed that a green dragon was living in the Tangles Forest. While several tables did indeed choose to face the dragon, few, if any, succeeded in slaying the monster. As a result, the dragon would go on to become a part of the region's plots for years to come.

BDK4-07 Of Friends, Friars, and Foes by Theo Judd

Adventure Path: Darkness and Light (1); Fate of the Avenger (1).

Setting: Stoink.

Summary: The PCs were hired by Arryn Alcor to infiltrate a wizard's tower to ascertain what happened to the missing wizard. As they approached the tower, a group of Dimrites demanded that the PCs give them any information or items they might find in the tower as the wizard was related to a now-deceased Dimrite priest. Also, unbeknownst to everyone else, a group of Iuzian wizards from Riftcrag had been sent by Cranzer to

retrieve any arcane items of power the wizard had left behind.

Just before the PCs exited the tower, in which they had learned that the *Knight's Herald*, a powerful and holy sword sought by Arryn Alcor, was in a tomb in a cemetery in Rookroost, they saw that the tower was surrounded by both the Dimrites and the Iuzians. Wisely, the PCs choose to avoid a fight and *teleported* from the tower and fled the city.

BDK4i-06 Into Riftcrag (BKConQueso 2004 interactive) by Britt Frey

Adventure Path: The March to War (interlude).

Setting: Riftcrag.

Summary: The Johrase asked for the PCs help in covering their tracks when things went wrong during a secret mission in Riftcrag.

Year 5/595 CY

BDK5a-01 Voice in the Dark by Patrick Brown

Adventure Path: Hiring Trouble (interlude).

Setting: Artonsbrueck (Rookroost), Rookroost.

Summary: The PCs were hired by a disguised Gaiyle Markhalla (herself recently raised from the dead) to ambush and capture a group of rogues who had been operating in Rookroost without the RTG's permission.

BDK5a-02 Of Men and Beasts by Tom Thowe

Setting: Fellreev Forest.

Summary: The PCs were hired by a scholar to escort him to Lake Aqal in the Fellreev Forest so that he could collect a sample of the lake's mystical water. The PCs braved the dangers of the forest and fetched the sample. Upon exiting the forest, the scholar was accosted by Iuzians who had previously kidnapped his familiar in order to force him to share his research. The PCs defended the scholar from the Iuzians and rescued the familiar.

BDK5a-03 The Mad Mage (2 rounds) by Theo Judd

Setting: Hallorn (Warfields), Dora Kaa (Fellreev Forest).

Summary: The PCs were hired to recover a minor magical item from the town of Dora Kaa in

the Fellreev by a mortician from Hallorn (secretly a member of the Horned Society). When the PCs reached Dora Kaa, they were shocked to discover that it was a ghost town and that the sole surviving resident was an insane worshipper of Iuz who believed himself to be the last worshipper of Iuz alive on Oerth.⁵² The crazy man forced the PCs through a series of tests but eventually allowed them to retrieve the magic item.

BDK5-01 The Body by Jason Lauer and John Williams

Adventure Path: Cold Dead Hands (1).

Setting: Groucester (Fellands).

Summary: After a cleaning maid discovered a mummified corpse in her missing master's basement in Groucester, she stumbled to the nearest inn and died. The PCs hurried to investigate the house before Xavendra's soldiers could get there and discovered that the house belonged to a local wizard who had gone on an expedition searching for Nerull's Bane. The PCs, intrigued by the unusual corpse, took the body and fled the manor. Oytens, Bard of the North, discovered that the PCs had the body and warned them to keep it from the Iuzians for she had surmised that it must have come from Nerull's Bane. The PCs fled Groucester with the body before it fell into Xavendra's clutches.

Commentary: This mod introduced Oytens, Bard of the North, to the region. Oytens was a bard of the Old Lore, a canon meta-org.⁵³

BDK5-02 Trouble at Dragon Rift by Keith Symcox

Adventure Path: Finding Trouble (4).

Setting: Sarresh (Reyhu), Rift Barrens, Dragon Rift (Rift Canyon).

Summary: The PCs were hired by a Rhennee trading family to initiate contact with a peaceful ogre tribe in the Rift Canyon. This tribe, ruled by an ogre that the PCs had met in *BDK3-03 Trouble at Baco Canyon*, had access to a secret silver and adamantine mine that Cranzer was not aware of. However, the peaceful ogre leader had been captured by other evil ogres so the Rhennee needed the PCs to rescue him.

When the PCs reached the enemy ogre's cave in the Rift Canyon, they came upon a battle between the evil ogres and the Men of the Rift. During the confusion of the battle, the PCs snuck into the cave, rescued their ogre contact and escaped into the Rift Canyon. However, the enemy ogre leader, who had survived the battle, contacted Morginstaler and told the dragon that the PCs had killed one of the dragon's children. Soon the pair were chasing the PCs through the Rift and the PCs had to hide to avoid a confrontation with the dragon.

IUZ5-02 Playing Both Sides by Britt Frey

Adventure Path: Breaking Up is Hard to Do (prelude); The Abyssal War (2).

Setting: Morannon Keep (Redhand), Bright Sentry (Shield Lands).

Summary: The PCs were sent to Morannon Keep by the Drinkers of the Cup of Midnight to stop an Iuzian experiment and to help Prince Zeech subvert Iuz's plans. The Iuzians planned to test their new demundead in a field trial against a group of nabassu that they had unleashed in Redhand's countryside. Zeech, through his odd but trusted vassal, Ulik, Baron Morannon, enlisted the PCs to slay the nabassu, Iuzians, and demundead. Once the PCs had done so and earned his trust, Zeech asked them to take a message to a Shield Lander noble in Bright Sentry.

Commentary: This mod introduced Ulik, Baron Morannon, a former PC, as an NPC and revealed that Iuz was planning an attack on an Abyssal layer.

BDK5-03 The Secret Ingredient by Jeff Moore

Adventure Path: Breaking Up is Hard to Do (1).

Setting: Alhaster (Redhand).

Summary: The PCs were hired to recover a box from a boat impounded in Alhaster's port. After managing to get to the docks with forged papers, the PCs searched the impounded boat and found the box. However, they discovered that their client was not the real owner of the vessel. Even worse, the real captain's notes indicated that his daughter was very ill and would soon die without continued doses of her medication (which the PCs had also found on the vessel).

⁵² See *Iuz the Evil*.

⁵³ See *Living Greyhawk Gazetteer*.

When the PCs confronted their client, he told them that the real boat captain and his daughter had been imprisoned in a warehouse near the docks by Prince Zeech's men and he offered to pay them the captain's delivery fee. However, in a brilliant bit of skullduggery, he *teleported* away with the box (which contained greenstar metal) before paying the PCs. Not wanting to be responsible for the girl's death, the PCs then scoured the city to learn where the captain and his daughter were being held. To their surprise, Elhilbor, captain of Prince Zeech's Secret Police, subtly helped them rescue the pair.

Commentary: The villain of this adventure, a mage named Malthos, quickly became one of the region's most hated NPCs after he successfully absconded with the box despite various precautions the PCs used to avoid being double-crossed.⁵⁴

BDK5i-01 A Weird Experience (AggieCon 2005 dungeon-crawl interactive) by Theo Judd

Adventure Path: Breaking Up is Hard to Do (interlude); Dragons' Desires (2).

Setting: Redhand's coast and coastal waters.

Summary: The PCs were hired by the Veth of the Red Planks to lead a strike mission into underwater caverns known to belong to an ancient topaz dragon. Inside the caves, the Red Planks hoped to make contact with a captive water weird to ask it questions relating to their feud with Prince Zeech. The PCs successfully drove off the dragon, allowing the Veth to speak with the weird. During the conversation, the weird revealed a cryptic message that the Rhennee interpreted to mean that Zeech was not their true enemy and that Guardian General Hok would lead the fight against the Old One's minions.

Commentary: During the APL 16 portion of the interactive, we allowed two tables of PCs to attack the CR 23 dragon (to be fair to the players, Theo, who had statted up the dragon, had not min-maxed it for combat). This made for a long, epic battle that was enjoyed by the players. Although the players had the dragon on the ropes, the convention slot ended right before they could kill it. Thus, there is still an angry topaz dragon living in the Artonsamay's river delta. I always wanted to

do more with this dragon (such as have it attack shipping near Alhaster) but never got the chance to.

BDK5-04 Leather Bound Tome by Jason Covitz

Adventure Path: Steelbone Meadows (4); Cold Dead Hands (2).

Setting: Charging Boar Inn (Abbarra), Wormhall, Steelbone Meadows (Wormhall).

Summary: Oytens the Bard asked the PCs for help in procuring a book in the possession of Horrace, Baron Wormhall. Oytens hoped that the book contained information about the body that the PCs had discovered in *BDK5-01 The Body*. The PCs journeyed to Wormhall and met with the mad Horrace, who offered them a trade: if the PCs traveled to the abandoned temple of Celestian near Steelbone Meadows and dealt with the monster lurking there, he would give the PCs the book. When the PCs agreed and swore to do as he bid, he gave them the book as a sign of good faith.

As the PCs traveled to the temple, they were confronted by representatives of the Horned Society and Fellreev Druids. Both groups were seeking to stop the PCs from reaching the temple and a three-way battle broke out. However, during the confusion, the PCs fled towards Steelbone Meadows and the abandoned temple.

Once in the ruined temple, the PCs followed Horrace's instructions, hoping to destroy the strange creature imprisoned there. However, Horrace had tricked them because, for unknown reasons, he wanted the monster freed. As a result, the PCs accidentally unleashed an ancient evil upon the region. That Which Sleeps became That Which Slept when it escaped from its prison.

Commentary: As far as I know, every single table of PCs to play this adventure at the convention it premiered at foolishly trusted Horrace and completed the rituals necessary to release That Which Sleeps. During Year 6, when That Which Slept devastated parts of the region, players would often bemoan the fact that their PC had unleashed the beast upon the region.

BDK5i-02 Closure (A-KON 2005 role-playing interactive) by Chris Gorsuch and Beth McCullers

Adventure Path: Iuz's Madman (interlude).

Setting: Zelosus (Midlands), The Plane of Limbo.

⁵⁴ His secret? A **silent** dimension door.

Summary: As the PCs were traveling past the ruined town of Zelosus, they saw it disappear into a massive sinkhole. Investigating, they discovered a portal to Limbo that had been previously hidden. Upon passing through it, the PCs discovered the remnants of a clan of dwarves who had been trapped on the chaotic plane hundreds of years before. Their descendants were feverishly looking for a magical short sword that had been stolen from them years before by a slaad (the *Sword of Kurell*). When the PCs delivered the sword to them, the dwarves were freed of their curse and were able to return to the Prime Material plane before the *gate* closed.

BDK5i-03 *The Battle of the Bazaar* (SanCon 2005 battle interactive) by Casey Brown, Brian Chalmers, Robert Love, and Chuck Willis

Adventure Path: Fellreev Factions (interlude).

Setting: Fellreev Forest.

Summary: To help encourage peaceful relations with the Dazark orcs, the Fanlareshen elves and Reyhu humans of Fort Hendricks invited the orcs to a trading bazaar. With the orcs and elves behaving themselves, the bazaar went peacefully until a three-pronged attack orchestrated by Xavendra swept through the forest in an effort to wipe out all of her enemies at the same time. As the Dazark held off the forces from Fleischshriver, the Defenders of the Greenkeep held off the forces from Zelosus, and the elves and Reyhu held off the forces from Fort Skagund, the PCs cleared a path north through the forest for the fleeing women and children. By the time the battle was over, the Defenders had been decimated, their remnants joining the Fanlareshen elves and Reyhu humans.

After fighting together, a new peace was forged between the Dazark and the Fanlareshen/Reyhu alliance.

BDK5i-04 *New Beginnings* (Brokon 2005 cross-regional Bandit Kingdoms/Yeomanry role-playing interactive) by Chris Gorsuch and Beth McCullers

Adventure Path: Iuz's Madman (interlude).

Setting: Longspear (Yeomanry).

Summary: The PCs, having tracked a mysterious denizen of Limbo from the ruined village of Zelosus to Longspear in the Yeomanry, discovered a plot by a worshipper of Kurell to

assassinate several prominent townspeople. The PCs foiled the attacks and captured the Kurellite and turned him over to the Yeoman authorities.

Commentary: This was the first cross-regional interactive for the Bandit Kingdoms.

BDK5-05 *The Art of Deception* by Theo Judd

Adventure Path: Darkness and Light (2).

Setting: Stoink, Krostenburg (Dimre), Falscheit (Dimre).

Summary: The PCs were hired by Boss Renfus the Mottled of Stoink to guard a trade envoy journeying to Dimre. Once in Dimre, the PCs were falsely accused of aiding a Palish spy but they were quickly exonerated by the Dimrite legal system. Osilin Danris, a high-ranking Dimrite priest who actually was a Palish spy intent on moving up the Dimrite ranks, asked the PCs to investigate a man he believed to be leading a diabolic cult. When the PCs investigated, they discovered that the man in question, a high-ranking Dimrite who had the ear of the Szek, was the leader of a small devil-worshipping cult. The PCs helped Osilin defeat the man, an accomplishment which resulted in Osilin's promotion within the Ebongleam hierarchy.

Commentary: This adventure introduced the canonical rulers Szek Winvid of Dimre and Boss Renfus of Stoink to the region.

BDK5i-05 *All for Hok?* (ProtoCon 2005 Master Maze dungeon-crawl interactive) by Jason Covitz

Adventure Path: Hok's Machinations (interlude).

Setting: Hallorn (Warfields).

Summary: Guardian General Hok, having renovated Hallorn and repaired its defenses, invited adventurers to explore various tunnels and catacombs which had long been a source of danger to Hallorn. After clearing out numerous tunnels and battling many monsters (including an illithid that managed to flee), the PCs returned to the surface only to be ambushed by a well-armed group of Iuzians who had disguised themselves as Warfields' soldiers.

BDK5-06 *Necropolis of the Endless Dawn* by Tom Thowe

Adventure Path: Cold Dead Hands (3).

Setting: Sable Watch (Fellreev Forest), Nerull's Bane (Fellreev Forest).

Summary: At the urging of Oytens the Bard, the PCs hurried to Nerull's Bane to help defend it from those who would use its power for evil. Once in the extra-planar city, the PCs discovered that a huge battle was taking place between the mystical defenders of the city and minions of the Horned Society commanded by the lich Dahlvier. The PCs convinced the city's guardians that they were there to help seal the city away by giving them the mysterious body from *BDK5-01 The Body* and using the magic of the tome from *BDK5-04 Leather Bound Tome*. With the PCs' help, the guardians were able to once again hide the extra-planar city from those who sought its vast collection of mystically preserved dead bodies for ill purposes.

BDK5i-07 Dawn's End (BKConQueso 2005 battle interactive) by Britt Frey

Adventure Path: Cold Dead Hands (interlude); Risen Hero (prelude).

Setting: Ethelmere (Johrase), Nerull's Bane (Fellreev Forest).

Summary: The PCs were summoned to Ethelmere by Gaiyle Markhalla at Dahlvier's request. The mysterious lich had convinced her to help him hide Nerull's Bane once and for all from Xavendra after the PCs caused his previous plans to do so to go awry. Dahlvier led the PCs to Nerull's Bane so that they could distract the city's guardians while he disrupted the city's magicks that kept it connected to the Multiverse. When the PCs were successful, Dahlvier, himself staying behind to help guard the city from future invaders, was able to secure the city inside a pocket dimension. This act severed the city's connections from the rest of the Multiverse and ensured that it would remain undisturbed. In his final act, Dahlvier bequeathed his lands to Molaho Khem, the Risen Hero, a powerful giant-sized fighter whom the PCs had accidentally awakened and whom Dahlvier apparently recognized.⁵⁵

⁵⁵ Dahlvier's Living Greyhawk backstory is very complicated and is best explained in person by Britt. The short version, and I use that term loosely here, is that Nerull's Bane was the remains of a former Mage-Priest settlement known as Dar-Kesh Anam. Dar-Kesh Anam was first mentioned in *Living Greyhawk Journal #2* in an article written by Erik Mona (it should be

Commentary: Molaho Khem, Oerth's newest *apparent*⁵⁶ hero-god, was introduced.

BDK5-07 Ebongleam by Chris Gorsuch

Adventure Path: Darkness and Light (3).

Setting: Stoink.

Summary: While taking their ease in Stoink, the PCs discovered that something strange was going on in a nearby house. When they investigated, they found that the mistress of the house was very old and decrepit, much like the house itself. When she prophesied that the local children were going to turn into demons and slaughter everyone in the city, things started to get weird.

After the old woman disappeared mysteriously, various locals began to think that the PCs had done away with her. While searching her house to prove their innocence, the PCs discovered that the house was riddled with traps and that a magical artifact, the woman's favorite chair, had been tampering with the old woman's mind. The PCs destroyed the chair to prevent it from falling into the wrong hands.

Commentary: For reasons unknown to me, this mod veered away from its original plot that the magic chair would have something to do with Stoink's ruler (surmised from the mod's blurb: "... To understand the glory of Light, one must first walk hand-in-hand with Darkness. Dimre and Stoink have begun a new era of cooperation, and

noted that in that article, Dar-Kesh Anam does not appear to have had anything to do with the Mage-Priests). In that article, a warrior named Molaho Khem was also mentioned. Molaho Khem and the city of Dar-Kesh Aham were also mentioned in *COR1-03 River of Blood* by Erik Mona. When Erik ceased to write for the Living Greyhawk campaign, his ideas for Dar-Kesh Anam and Molaho Khem were left unrealized.

For reasons I don't understand, Britt equated Dar-Kesh Anam with Nerull's Bane. He then decided that Dahlvier had been the Mage-Priest ruler of Dar-Kesh Anam. For more details of Dahlvier's backstory, see the summary and footnote for *BDK6i-08 The Count of Dahlvier* later in this document.
⁵⁶ I say "apparent" because, during the campaign, it was never fully resolved, from a meta-game standpoint, whether or not Molaho Khem was actually a new hero-god. There were theories amongst the Triad and Circle that Moloaho Khem was being sponsored for deityhood by another god(s?) but was not yet himself a hero-god. As such, the sponsoring god(s?) would have been granting spells in Molaho Khem's name. From a rules stand point, PCs *were* allowed to worship the new apparent hero-god as normal. Whether this new god ever makes it into any future official Greyhawk products remains to be seen.

through this the glory of the Blinding Light shall purge these lands of evil! But who will be the true power behind the throne?). As a result, I am not sure why this adventure was still classified as part of the Darkness and Light adventure path or why it was still named “Ebongleam”.

BDK5i-06 *Scratch My Back* (MilleniumCon 2005 role-playing/battle interactive) by Bill Oppenlander, Susan Threadgill, and Tim Harr

Adventure Path: Fellreev Factions.

Setting: Groucester (Fellands).

Summary: High Lady Xavendra offered the PCs amnesty if they helped her fight off an attack by her rival, Lesser Boneheart Cranzer. Xavendra, a cunning liar, hoped to use the ruse to get adventurers to defend Groucester from an attack by elves and humans from the Fellreev. After initially defending the town, the PCs realized they were being duped. When the PCs turned on Xavendra, they discovered that they were outnumbered and overmatched; thus, they retreated.

BDK5-08 *Hirelings* by Britt Frey

Adventure Path: Breaking Up is Hard to Do (2).

Setting: Alhaster (Redhand), Hallorn (Warfields), Rookroost.

Summary: The PCs were hired by Prince Zeech to escort his aide-de-camp (who was secretly Elhilbor, captain of Zeech’s Secret Police) and an emissary first to Hallorn and then to Rookroost. On the road to Hallorn, the PCs and their wards were attacked by strange travelers moving north who wore the sign of Tharizdun.

Once in Rookroost, Iuzians attempted to arrest the Redhanders and the PCs. To avoid being captured, the PCs and Redhanders fled the city.

Commentary: For reasons I no longer remember (possibly related to Triad turnover), this adventure was behind schedule and premiered early in Year 6. If I recall correctly, Britt wrote it in three hours while visiting me.

Year 6/596 CY⁵⁷

BDK6a-01 *Badgered by Problems* by Patrick Walsh, Eric Cooley, and Holly Feray

Setting: Salfrayfields (Stoink).

Summary: The PCs were coerced by the town’s boss into hunting down a dire badger that had been causing problems. The PCs found the badger’s lair only to discover that a group of kobolds was actually behind the town’s problems.

BDK6a-02 *Two Sides to Every Story* by Joe Aker

Setting: Rookroost.

Summary: The PCs were recruited by the Rookroost Thieves Guild to transport stolen Iuzian documents out of the city.

BDK6a-03 *The Final Sundering* by Robert Watson (NEVER WRITTEN)

Setting: n/a.

Summary: n/a.

BDK6a-04 *A General Errand* by Bill Oppenlander

Setting: Wormhall.

Summary: The PCs were hired by an agent of Guardian General Hok’s to steal a journal from a mystic serving Horrace, Baron Wormhall.

BDK6-01 *That Which Slept* by Britt Frey

Adventure Path: Dragons’ Desires (3); Hiring Trouble (5); Steelbone Meadows (5).

Setting: Rookroost, Hommel (Rookroost), Groucester (Fellands).

Summary: Gaiyle Markhalla hired the PCs to rescue a spy captured by Xavendra. The PCs arrived in Groucester during the Festival of the Blood Moon, intending to use it for cover. Unfortunately for their plans, all hell broke loose when That Which Slept, a giant, shadowy dragon of immense power, and its ogre minions attacked Groucester, destroying much of the town and nearly killing the PCs. Using the chaos of the battle for cover, the PCs broke into Groucester’s prison

⁵⁷ 2006 was designated “Year of the Dragon” by Wizards of the Coast. As a result, you will notice that many of the adventures in Year 6 featured the region’s various dragons. I believe that Year 6 was the pinnacle of Living Greyhawk for the Bandit Kingdoms. We produced more content during Year 6 than in any other year and attendance at conventions was at an all-time high.

only to discover that the spy they were to rescue had already been executed and turned into an undead. The PCs defeated the creature, recovered its body, and fled the city.

Commentary: This may well be my favorite BK adventure of all time as it really tested the players' resolve. At the beginning of the adventure, the PCs are hit with a plot device in the form of That Which Slept's level-draining breath weapon (10 negative levels, DC 54 Reflex!) which was offset by a positive energy charm previously given to the PCs that kept the PCs alive (but they were still left seriously weakened). The intent was not to kill the PCs but rather to scare the crap out of them and to separate the cowardly players from those with more heart. Unable to remove the negative levels during the scenario for various in-game reasons, the PCs were faced with the options of continuing forward with the adventure while significantly

weakened or tucking tail and running. Those who continued the adventure had their bravery rewarded by experiencing encounters that, while they may have appeared initially overpowering and deadly, were designed with the fact that the PCs would be significantly weakened in mind. Such parties experienced a grand triumph indeed when they successfully finished the adventure.



Summary: After a lapse in the tradition during years 594 and 595 (as Hok did not want to further anger the elven druid Gerland), Hok coordinated the Great Hunt of 596 CY with the druid's blessing. Due to an unusually large pack of dire wolves in the area, which had been causing problems for the farmers near Hallorn as well as other creatures in the forest, Gerland agreed to lead the hunt against the dire animals.

However, what Gerland, Hok, and the PCs did not know was that the wolves had been driven from the heart of the forest by newly arrived evil fey known as redcaps. The Unseelie fey, having built portals into the forest from their fey lands, had allied with Lesser Boneheart Cranzer.

After the first day of the hunt, just as everyone was relaxing near the lodge, and after Guardian General Hok had given the deed of the lodge to a half-orc huntsman named Thunk⁵⁸ for his daring

and prowess, Lesser Boneheart Cranzer triggered his carefully planned attack. The redcaps drove the creatures of the forest before them in a stampede that swept through the PCs' encampments before moving in to attack. As the PCs rushed to respond, they saw Morginstaler, Red Dragon of the Rift, flying above the forest, moving in to attack. The reason why the PCs could even see the dragon through the dense forest canopy was that a flight of vrocks

BDK6i-01 The Great Hunt, 596 CY (OwlCon 2006 forest-crawl/battle interactive) by Theo Judd

Adventure Path: Dragons' Desires (4); The Great Hunt (4); Hok's Machinations (interlude).

Setting: Borjed's Lodge (Tangles Forest).

⁵⁸ The interactive included a contest with the winner's PC gaining certified ownership of the hunting lodge. Each table could nominate a PC to recount their table's exploits to Guardian General Hok and the character that most impressed Hok would win ownership of the lodge. David "Keyoke" Polansky, player of Thunk, a half-orc archer, had the crowd in stitches as, in-character, he recounted the day's hunt from Thunk's dim point of view.

had dropped some sort of poison on the forest which instantly killed all the plant life that it touched. The Tangles Forest was almost entirely denuded by Cranzer's alchemical attack.

In the midst of all the chaos, Cranzer himself killed Gerland and Hok and began to toy with the most powerful adventurers still alive as the redcaps and vrocks moved to attack the remaining huntsmen.

Luckily for the PCs, just before Morginstaler joined the attack, the dragon noticed Maurgoroothyx, a female green dragon, fleeing the now-dying forest and the vrocks that were attacking her. Enraged, Morginstaler left the battle and flew to the green dragon's defense and killed many of Cranzer's vrocks as Maurgoroothyx fled back to the Fellreev Forest. This reprieve gave the PCs time to recover the bodies of their comrades and flee. With Hok and Gerland's body also secured, the field of battle was left empty save for a lone dwarf who was left behind by his friends after he attempted to rescue some injured huntsmen. Surrounded by angry vrocks and facing certain death, Ulfar the dwarf went down swinging and a legend was born.

Gerland was raised back to life by a PC while Hok's body was given to Colonel-Mayor Marwald of Hallorn, Hok's second-in-command. After the fey and demons were gone, Thunk the half-orc took possession of Borjed's Lodge.

Commentary: After having built up Cranzer's return during the previous year via various hints in adventures, this was the first LG BK event in which the PCs were actually able to engage Cranzer in combat. The results of this interactive paved the way for Cranzer to serve as the BK's main foil for the final years of the campaign.

Ulfar's Last Stand went down in BK legend and helped inspire the rest of the region's players to have their PCs engage in greater acts of courage and selfless sacrifice. The players of dwarven PCs in particular had their PCs rally behind Ulfar's memory in a manner which inspired the Triad to begin the process of creating a meta-org for dwarven PCs in the region.

BDK6-02 Of Gauntlets, Gambits, and Graves by Theo Judd

Adventure Path: Darkness and Light (4); Fate of the Avenger (2).

Setting: Edge Tower (Rift Barrens), Rookroost, Dimre.

Summary: Arryn Alcor asked the PCs to retrieve a holy sword named *Knight's Herald* from a cemetery in Rookroost. With Rhaedrick Avenfear's help, the PCs discovered that the sword was not in the cemetery and returned to tell Arryn the bad news. When they did, Lord Bloodhand of Temple Grimacing in Stoink unexpectedly arrived and told Arryn that the sword had been taken by Xavendra to Marsakeer. There, she intended to use it to help fight That Which Slept. Bloodhand, fearing Xavendra's growing power despite the recent devastation of Groucester, offered to help Arryn recover the sword.

BDK6i-02 Of Weapons, War, and Woe (AggieCon 2006 battle interactive) by Joe Aker and Theo Judd

Adventure Path: Darkness and Light (interlude); Fate of the Avenger (interlude).

Setting: Marsakeer (Rookroost).

Summary: Arryn Alcor and the leaders of Dimre asked for the PCs' help in conducting an attack on Marsakeer as they believed that High Lady Xavendra of Groucester had started a ritual there that would defile the holy sword *Knights Herald*. Many of the PCs led Dimrite troops into battle against Xavendra's forces while another strike force of a dozen PCs, led by the aasimar paladin Arryn Alcor, attempted to recover the sword before the ritual could be completed. Unfortunately, the sword was in a well-defended tower.

While the Dimrite army successfully distracted Xavendra's forces, the infiltration team discovered that they had entered a trap. As they moved through the tower, a powerful spellcaster, whom the PCs later learned to be Boneshadow Keak, turned the party's most powerful mage, an arrogant elf who called himself "The Sage of Rookroost" (and who had previously taunted⁵⁹ the Bonehearts), into glass and shattered him. Disheartened but knowing that their mission was too important to

⁵⁹ See Letter from "The Sage of Rookroost" to Greater Boneheart Jumper, 596 CY later in this document. Bill Oppenlander, player of "The Sage of Rookroost", posted this letter on the BK's official in-character message board. We, the Triad, took notice and once again reminded the players in the region that a PC's actions could have dire consequences.

quit over the loss of one person, Arryn Alcor and the remaining PCs negotiated their own safe passage after Keak revealed that all he had been interested in was capturing the mage for the Bonehearts.

As Keak left with the shattered PC's remains, Arryn and the remaining PCs headed deeper into the tower. There, they came upon Xavendra, Veth, and Viola finishing the ceremony that would sunder the holy sword. Unfortunately, due to abandoning a comrade to evil (he let Keak take the elf's shattered remains), Arryn had lost his paladinhood. Worse, he was betrayed by Lord Bloodhand, whom he had forged an alliance with in *BDK6-02 Of Gauntlets, Gambits, and Graves*, and was slain by the lord of assassins. While the PCs were able to hold off Xavendra, Veth, and Viola long enough to save the sword and flee, Arryn's body was lost to them as an evil black mist enveloped it.⁶⁰

Commentary: For all tables but two APL 16 tables, the PCs were converted to match D&D Minis' rules and led troops using D&D Minis' mass combat rules. This was the first and only time that I am aware of that LG PCs were converted to use Minis rules. Thanks to Theo's expert knowledge of D&D Minis' rules and the training he had provided the judges, this portion of the event was well run and well received by the players.

After losing his paladinhood and being betrayed and murdered, Arryn Alcor was turned into a death knight by Iuz. The Sage of Rookroost, a PC, was removed from the campaign by an NPC as a lesson of what happens to PCs who taunt the Bonehearts (no matter how powerful they think themselves to be).

BDK6s-02 To Honor a Friend by Casey Brown

Setting: Borjed's (Thunk's) Lodge (Tangles Forest), various caverns and tunnels beneath the Tangles Forest (Morak'duum).

Summary: After the dwarven warrior Ulfar's death during the Battle of the Tangles, dwarves and other heroes throughout the Combination undertook a collection to raise a statue in his honor on the spot upon which he died. The PCs of the BK

donated over ten thousand gold pieces of their own money towards this endeavor.

The result was a beautiful masterwork white marble statue that rests on a sturdy granite plinth mere yards from Borjed's (now Thunk's) Hunting Lodge. The statue is a life-sized image of the dwarven hero Ulfar depicting his final fight with the vlocks. With axe held high and a look of grim determination on his face, the sight is awe-inspiring. There is an inscription on a burnished steel plaque mounted onto the plinth that reads as follows:

Mine is yours and yours is mine
I will sacrifice
In your honor
I would die tonight
For you to feel alive.⁶¹

Remember Ulfar!

In addition, a *hallow* spell (CL 16), with a *dimensional anchor* tied to it (CL 16, hinders Chaotic Evil creatures), has been cast on the statue and is renewed every year by dwarven clerics in a solemn ceremony.

At the end of the statue's dedication ceremony, the ground near the lodge and statue suddenly opened up, revealing a series of passages that went deep underground. When the dedication party, composed entirely of dwarves, entered the tunnels, they discovered a hidden duergar city and considered the opening of the tunnels to be a blessing from Moradin himself. After returning to the surface, they immediately began planning an expedition to drive their hated kin from the tunnels and underground city.

Commentary: This was the most important special mission ever written in the BK because its story was the direct result of one player's actions during a previous interactive and the response those actions generated in the BK players.

⁶⁰ While we couldn't actually have the god Iuz appear during the interactive, the black mist represented Iuz's presence as Arryn was turned into a death knight.

⁶¹ I originally believed this poem to be an original work by Brian Barrington, player of Ulfar, to lament the death of his PC. It wasn't until I was compiling this document that I discovered it was actually a quote from the Foo Fighter's song *In Your Honor*.

BDK6i-03 *Tomb of Thieves* (HoriziCon 2006 Master Maze dungeon-crawl interactive) by Theo Judd

Adventure Path: Hiring Trouble (interlude); Thorn in the Eye (interlude).

Setting: Midlands.

Summary: Rhaedrick Avenfear and Gaiyle Markhalla, who had become close friends since her resurrection earlier in the year, had recently discovered the location of Latavius' tomb. Latavius, master thief, bandit and founder of Rookroost, was rumored to have hidden all of his wealth before his death, including the *ravenstaff*, a magic item tied to the birds the city is named after. However, because the tomb resides in a massive underground cavern complex too large for the pair of them to explore unaided, they contacted adventurers for help. The PCs successfully braved the tomb, located the staff, and turned it over to Rhaedrick and Gaiyle.

BDK6i-04 *Master of Rooks* (HoriziCon 2006 role-playing interactive) by David "Keyoke" Polansky

Adventure Path: Hiring Trouble (interlude); Thorn in the Eye (interlude).

Setting: Rookroost.

Summary: A few days after adventurers recovered the *ravenstaff* and gave it to him, Rhaedrick Avenfear snuck into Rookroost and used the staff's power to summon rooks back to Rookroost (they had fled when the Iuzians invaded in 583 CY) as the PCs kept the city's Iuzians occupied. With the power of the staff at his disposal, Rhaedrick hoped that he would be able to use the birds against the Iuzians when the time was right.

BDK6-03 *Trouble at the Gul Bortha* by Keith Symcox

Adventure Path: Finding Trouble (5).

Setting: Stoink.

Summary: A Holy Liberator who had infiltrated Temple Grimacing asked the PCs to either rescue or kill a prisoner who was being transported to the Gul Bortha prison in Stoink before the prisoner could be forced to reveal various secrets. The PCs ambushed the crew transporting the prisoner only to discover that the prisoner had already been moved to the prison. The

PCs then discovered a back way into the prison via their Rhennee contacts and rescued the prisoner before he was tortured.

IUZ6-02 *Blue Scales, Red Secrets*⁶² by Casey Brown⁶³

Adventure Path: Dragons' Desires (5); Seeker of the Flesh (meta-regional plot arc).

Setting: Dragon Rift (Rift Canyon), Rift Canyon.

Summary: As the PCs were escorting a merchant while traveling near the Rift Canyon, they were coerced into a mission by Morginstaler, Red Dragon of the Rift. Morginstaler "asked" the PCs to investigate the scene of a battle he recently had with some strange kobolds while he held the merchant hostage.⁶⁴ While moving through the Rift Canyon, the PCs met Renfi Mauveen, Mage of the Rift,⁶⁵ and befriended him after learning that he was no friend of the dragon's.

⁶² This mod's title was an intentional homage to *BDK4-06 Scales and Secrets*.

⁶³ This event featured six different introductions, one for each region in the meta-region and one for Dyvers (I believe I had been told that a bunch of players from Dyvers would be attending the convention that this mod was scheduled to premiere at so I wrote an introduction to help get their PCs hooked into the plot). The Triads for the other Iuz meta-region regions collaborated with me to write the introductions for their respective regions. This was a practice I repeated for *IUZ7-04 Blue With Envy* and one I felt that was not done often enough by the other authors of Iuz meta-regional adventures. This kind of cross-regional collaborative effort was, I felt, noticeably missing from the campaign (the lack of cross-regional meta-organizational particularly annoyed me).

⁶⁴ During this mod, Morginstaler's flirty streak was on display as he invited comely female PCs to join him for a tour of the Rift Canyon. Perhaps not surprisingly, several comely female PCs of CN alignment willingly opted to remain behind as the dragon's hostage. The possibility of this had even been predicted by me and the scenario's adventure record included various benefits for those who had chosen to accompany the dragon on a romantic moonlit tour of the Rift Canyon. However, while these rewards were interesting, they were nowhere near as interesting as my original plan for PCs who had consorted with Morginstaler had been—I envisioned those PCs becoming pregnant with a half-dragon child! Unfortunately, the LG Circle thought the implication that the dragon had raped the PC was a bit too much for a family-friendly campaign so this option was never allowed. I even asked that the pregnancy choice be given to the player—with those who said "yes" having their PCs removed from the campaign for one year and gaining a cert that allowed them to play a half-red dragon PC in 15 years (if LG was still around then)—but this option was also denied.

⁶⁵ See *Iuz the Evil*.

When the PCs investigated the battlefield, they discovered that the strange kobolds were worshipping a powerful blue dragon as a god. When the PCs returned to tell Morginstaler what they had learned in the hopes of rescuing the merchant, the dragon thanked them by having some of his children attack them. Luckily for the PCs, just as Morginstaler had grown bored with the entertainment and was about to kill them himself, Menfri



Rauveen distracted the dragon long enough for the PCs to escape with the merchant.

BDK6i-05 A Heroic Return (AbisCon 2006 role-playing interactive) by Casey Brown and Theo Judd

Adventure Path: The March to War (prelude).

Setting: Kinemeet (Johrase).

Summary: After much planning, the Johrase were finally ready to march on Kinemeet to retake their capital from the orcs who had occupied it since the end of the Greyhawk Wars. However, as they marched upon the city, they were shocked to find it abandoned. Signs of an epic struggle and stories told by travelers from the south indicated that a strange giant-sized man in purple armor (Molaho Khem), had single-handedly decimated the orcs and their defenses before heading towards Riftcrag. After the Johrase rejoiced, they held a Tournament of Crowning to determine who their next king would be.

After a day long tournament that pitted the Johrase's best fighting men against each other in a double-elimination tournament featuring jousting and dismounted melee contests, the field of contestants was narrowed down to four: Lord Calmert Hind (NPC, acting Regent of the Johrase), Knight-Captain Briston (NPC), Sir Derf (PC), and Sir Ramiki Klowentz (PC). Knight-Captain Briston

was the first of the four eliminated as he was defeated in the joust by Lord Hind and in the melee by Sir Derf. Lord Hind was then eliminated when he was defeated in the joust by Sir Klowentz and in the melee by Sir Derf. The final dismounted melee match between Sir Derf and Sir Klowentz was an epic back-and-forth affair that was as thrilling a match as had ever been held for the Platinum Crown of the Johrase. In the end, Sir Derf stood victoriously over Sir Klowentz's

unconscious body. Barely able to walk himself, Sir Derf was helped off the field and given time to rest before the final crowning ceremony.

Several hours later, Sir Derf knelt before Lord Hind to be presented the Platinum Crown of the Johrase (the crown having been recovered from King Selnon's corpse during the Greyhawk Wars and kept by Lord Hind until such a time as the Johrase had a new king to crown). However, in a move that stunned the crowd, Sir Derf stood before being crowned and declared himself unworthy of being king and insisted that the Johrase nobles accept Sir Klowentz as their rightful king. Stunned, Lord Hind questioned Sir Derf to ensure that Sir Derf was in his right mind.

Convinced that Sir Derf was acting of his own volition, Lord Hind offered the crown to Sir Klowentz. The young knight knelt before the regent and was crowned as the new King of the Johrase. However, to the crowd's shock, as soon as Lord Hind had placed the crown upon King Klowentz's head, the young king disappeared—all that remained were the king's possessions and clothes, including the crown.

At the same time, the crowd was surprised by the appearance of Boneheart Cranzer flying above those assembled. In his hand, Cranzer held a large, pulsating diamond. Laughing victoriously, the Boneheart taunted the crowd and teleported away

before anyone could react, the soul of the young king apparently trapped in the diamond *soul gem*.

After several minutes of divinations (which cleared Sir Derf of any treacherous intentions) and the bandying about of ideas on how to recover King Klowentz's *soul gem*, the Johrase nobles begrudgingly accepted that nothing could be done at that time to recover their newly crowned monarch from Cranzer. A Council of Lords was convened during which the nobles immediately looked to Lord Hind for leadership as Sir Derf sat stunned. Soon, plans were being drawn up for the restoration of Kinemeet and the march to Riftcrag.

Commentary: Sir Ramiki Klowentz, played by Kevin Symcox,⁶⁶ retired from play as King of the Johrase (the PC reached 16th level during this event, the level at which LG PCs were mandatorally retired from the campaign at this time). The search for Ramiki's *soul gem* would become a central theme of BK events in the final years of the campaign.

BDK6i-06 A Place to Call Home (A-KON 2006 Master Maze dungeon-crawl interactive) by Casey Brown

Adventure Path: Sequel to *BDK6s-02 To Honor a Friend*.

Setting: A duergar city located under the Tangles (Morak'duum).⁶⁷

Summary: After planning an assault upon the duergar city for months, the dwarves of the Combination decided that the time was right to attack during the dwarven holy week of Harnekia. With the help of their friends, the dwarves drove the hard-fighting but oddly silent duergar, and their many aberration allies, from the city.

Commentary: A new home was created in the BK for dwarven PCs as the result of one PC's heroic actions during a previous interactive and one table's determination during a special mission.⁶⁸

⁶⁶ Kevin Symcox, player of Sir Ramiki Klowentz, was a senior in high school at the time of this event. In fact, Kevin attended his senior prom later that night. I hope he did not spend all night telling his date about how his LG PC had become King of the Johrase!

⁶⁷ I came up with the name of the new dwarven city by choosing various dwarven word fragments, as presented in *Races of Stone*, and combining them. Loosely translated, Morak'duum means "Home of the Brave Axe Clan".

⁶⁸ See *BDK6i-01 The Great Hunt* and *BDK6s-02 To Honor a Friend*.

DYV6i-02 Fallen Hero, Risen God (RogueCon 2006 cross-regional Bandit Kingdoms/Dyvers role-playing interactive) by Casey Brown, Kevin Elmore, Britt Frey, Theo Judd, Michael Mockus, Joe Selby, and Susan Threadgill

Adventure Path: Risen Hero (interlude).

Setting: The Free City of Dyvers.

Summary: After Molaho Khem, the mysterious giant-sized humanoid in purple armor who was awakened by PCs in Nerull's Bane, cut a swath through Iuzian forces in the BK during his journey from Rookroost to Alhaster (via Kinemeet), Iuz determined that it was time to react and assigned the task of dealing with the upstart hero-god to Greater Boneheart Halga. Halga determined that the largest cult dedicated to the new hero-god resided in the Free City of Dyvers. Accompanied by her best agents, Halga secretly entered the city and began to kill the cultists, hoping to weaken Molaho Khem's powers. As she did so, she drew the notice of the rebuilding Horned Society.

As the PCs were interrogating a local sage to learn more about the recent deaths, the PCs accidentally and foolishly managed to summon Pazuzu, Demon Prince and Iuz's enemy, to the sage's shop. During a tense show down with the demon lord, one PC, Thunk the half-orc, foolishly asked Pazuzu to grant a *wish*—that The Sage of Rookroost, who had been previously captured by Boneshadow Keak and was now displayed upon the walls of the Bonehearts' tower in Dorakaa, be rescued. Pazuzu, always eager to corrupt good souls, granted the *wish*⁶⁹ and provided proof that the Sage had been rescued and delivered to Thunk's Lodge in the Tangles Forest.⁷⁰

⁶⁹ As per the *Fiendish Codex I: Hordes of the Abyss*, Thunk's alignment shifted irreversibly from Chaotic Good to Chaotic Neutral and we advised the player that, should the PC ask for another boon from the demon lord or commit any grossly evil acts, the Triad would retire the character for becoming Chaotic Evil. Luckily for the PC, neither event ever happened.

⁷⁰ Note that this did not unretire The Sage of Rookroost, a former-PC that had been previously removed from the campaign when captured by Boneshadow Keak. However, we did call the character's player, who was not in attendance at this convention, and updated him of the development. We also bounced an idea off him for how we wanted to use the former-PC as an NPC in the future, an idea which the player heartily approved (the result of which will be revealed later in this document).

Meanwhile, the Horned Society used the local priests of Nerull to contact the PCs and set them on Halga's trail. When the PCs discovered that Commander Marionnen of Trallant was, for reasons unknown, next on Halga's list of victims, the PCs rushed to get to Trallant. Unfortunately, Halga was a step ahead of the PCs and had baited them into a trap. Halga was ready for the PCs when they arrived in Trallant and attacked them. Accompanied by several powerful demons, Halga battled the PCs and easily had them overmatched. When the PCs summoned a solar to the fray, hoping to turn the tide of the battle, they watched in horror as Halga charmed the angel. Halga, content with her new prize, left the battle, charmed angel in tow, leaving her demons to finish the PCs. After defeating the demons, the PCs mourned the fate that awaited the angel at Iuz's hands.

Commentary: This was a very successful cross-regional convention as the BK's and Dyvers' regional flavors were fairly similar (anti-authority, money talks). Thus, the players from each region were able to enjoy playing in adventures from the other region without any growing pains. Also, this interactive featured, for the first time that I am aware of in LG, a fight between PCs and a Greater Boneheart.

BDK6-04 The Last Word by Theo Judd and Susan Threadgill

Adventure Path: Breaking Up is Hard to Do (3).

Setting: Balmund (Reyhu).

Summary: The PCs were hired to guard a warehouse in Balmund for several days. The cargo being protected turned out to belong to a disreputable wizard named Malthos.⁷¹ Despite the PCs' attempts to capture Malthos and pay him back for his previous misdeeds, Malthos once again escaped with his precious cargo. The escape angered a member of Prince Zeech's Secret Police who had come to Balmund to try to capture the mage. When he threatened to arrest the PCs for interfering in his investigation, the PCs agreed to sneak into the local Iuzian temple and look for information as to what the Iuzians in the town were up to for Prince Zeech.

BDK6-05 Grass Roots by John Filipek

Adventure Path: Hiring Trouble (6); Cranzer's Thorn (4).

Setting: Rookroost, Riftcrag.

Summary: Gaiyle Markhalla hired the PCs to infiltrate Boneheart Cranzer's secret labs in Riftcrag in order to help the Johrase search for their missing king. During the infiltration, the PCs discovered that King Klowentz was not being held in Riftcrag but they gained some clues as to other locations where the Boneheart could be hiding the king's *soul gem*.

BDK6i-07 As the Worm Crawls (ProtoCon 2006 Master Maze dungeon-crawl interactive) by Casey Brown and Susan Threadgill

Adventure Path: Hok's Machinations (interlude).

Setting: Wormcrawl Fissure.

Summary: Various forces were looking for the recently rescued, and now-missing, Sage of Rookroost, hoping to learn valuable information about Dorakaa's defenses or to gain a powerful ally in the fight against Iuz. Divinations led search parties to Wormcrawl Fissure and an expedition was soon sponsored by Colonel-Mayor Marwald of Hallorn. Marwald hoped that the Sage's powerful divination magicks could tell him what had become of Guardian General Hok, whom Marwald had not seen since he gave Hok's body to the Horned Society following Hok's death during the Battle of the Tangles.

When a powerful group of PCs reached the bottom of the fissure, they discovered a series of passages that led to a well-defended lair—the new home of The Sage of Rookroost. Before the now-insane Sage could attack, the PCs pleaded for him to hear them out and calmed his fears. When the Sage recognized a former adventuring companion in their midst, he relaxed enough to share with them that he was seeking revenge upon Iuz and that he had completed the rituals necessary to become a lich. He also revealed that he had been contacted by the Horned Society and that he planned on working with them to further his goals. As a result, he knew that Hok was alive and that eventually the Guardian General would return to rule Hallorn and the Army of the Warfields.

⁷¹ See *BDK5-03 The Secret Ingredient*.

BDK6-06 Never Stir the Wasp's Nest by Patrick Walsh

Adventure Path: Darkness and Light (5).

Setting: Stoink.

Summary: Boss Renfus, who was finally fed up with the Iuzians and finally powerful enough to do something about it, had the Iuzians of Temple Grimacing assassinated. However, several escaped, including Lord Bloodhand, causing Renfus to place a bounty on their heads. The PCs were hired by Boss Renfus to track down one of the missing Iuzians in the hopes that he could lead Renfus to Bloodhand.

BDK6-07 Love Letter by Casey Brown

Adventure Path: Dragons' Desires (6).

Setting: Ankheg Springs (Rift Barrens), Kinemeet (Johrase), Midlands, Fellreev Forest.

Summary: While visiting Ankheg Springs to enjoy the annual druidic festival of Lammastide, the PCs are coerced by Morginstaler, Red Dragon of the Rift, into delivering a letter to a Maurgoroothyx, a green dragon in the Fellreev Forest. Failure to do so, the dragon warned, would result in the destruction of the village.

The PCs successfully braved the dangers of the forest and located Maurgoroothyx and delivered Morginstaler's letter to her before she decided to eat them. However, just as Maurgoroothyx was preparing to allow the PCs to carry her response back to Morginstaler, the PCs were set upon by Maurgoroothyx's enormous, and very angry, mother—The Green Dragon of Lake Aqal. As Maurgoroothyx delayed her mother, the PCs made their escape. When they arrived back in Ankheg Springs and relayed Maurgoroothyx's reply to Morginstaler, the dragon was so happy that he spared the village.

Commentary: This adventure featured the now-infamous half-red dragon sheep.⁷²

BDK6i-08 The Count of Dahlvier (BKConQueso 2006 role-playing/forest crawl interactive) by Casey Brown, Theo Judd, and Susan Threadgill

Adventure Path: The Risen Hero (interlude).

Setting: Sable Watch (Fellreev Forest), Dahlvier's County (Fellreev Forest).

Summary: When Molaho Khem returned to the Fellreev Forest a year after having been awakened in Nerull's Bane,⁷³ the sylvan elves native to the western portion of the forest reported that he entered Dahlvier's County. Oytens, Bard of the North, hoped that Molaho Khem knew something of the rituals that had previously been used to bind away That Which Slept and therefore organized an expedition to Dahlvier's County in the hopes of speaking with the new hero-god. To see that she arrived safely, she asked all of her adventuring contacts for help.

When the PCs arrived in Dahlvier's County with Oytens, they were astonished to see that the hero-god had destroyed almost all of Dahlvier's mindless undead and was working on rebuilding Dahlvier's ancient keep. Oytens questioned the hero-god about That Which Slept and learned the following tale:

The mysterious and shadowy dragon used to be an ancient and powerful female silver dragon named Vorelornir. The dragon had been friendly with the Mage-Priests of the ancient city of Dar-Kesh Anam, particularly the city's ruler, Dahlvier. When a Mage-Priest named Yagrax accidentally released a swarm of ether creatures into the city while experimenting with powerful planar magicks, the dragon sacrificed herself to seal away Dark-esh Anam in an extraplanar bubble to prevent the ether creatures from swarming Oerth. In doing so, and for reasons unknown to Molaho Khem, her soul separated from her body but was unable to pass on, and she became an undead dragon of immense power. Luckily for Oerth, she was captured before she could destroy the northern plains and then bound to a prison located on the Plane of Shadow created by Yagrax. Dahlvier, sad at his friend's transformation into a soulless creature of destruction, spent the rest of his life researching ways to reverse the dragon's condition.

When decades of research proved fruitless, and around the time that the Mage-Priest's home islands disappeared, Dahlvier decided to become a lich in order to continue his research. This transformation somehow gave Dahlvier a

⁷² The stats for the half-red dragon sheep will be included in *BDKR3: A Mercenary's Guide to the Bandit Kingdoms*.

⁷³ See *BDK5i-07 Dawn's End*.

greater insight into what had happened to the dragon and soon he had located the dragon's soul and captured it in an *Orb of Dragonkind* which he had crafted for just that purpose. Dahlvier theorized that by reuniting Vorelnir's undead form with her soul, the monster would be destroyed and her soul would be able to move on to its afterlife.

After relating the dragon's tale, Molaho Khem revealed that he, the greatest of the Mage-Priest's warriors, had been put into a magically induced timeless slumber because he had been poisoned by the deadliest of the ether creatures during the battle—a poison for which, at that time, there had been no cure. When Dahlvier returned to the city in 595 CY to seal it away, the lich had used new, powerful magicks to cure him. Cured and with the city he was sworn to protect forever gone, the Risen Hero had walked from the forest to the Nyr Dyv, seeking to learn more of the state of the world. Upon reaching Alhaster, the hero-god decided to go to Dahlvier's County in order to ruminate about what he had learned and to seek clues Dahlvier might have left behind on how That Which Slept could be recaptured.

BDK6-08 Of Ruin, Restitution, and Revival by Theo Judd

Adventure Path: Darkness and Light (6); Fate of the Avenger (3).

Setting: Falscheit (Dimre), Plane of Gehenna.

Summary: The PCs were summoned by Szek Winvid to be at his bedside as he died. Before he passed, the aged leader prophesied a vision granted by Pholtus: To protect innocent lives from That Which Slept, *Knight's Herald* must be bathed in the lava of a volcano on Gehenna. Before the Szek passed, he also named Osilin Danris to be his successor.

The PCs took the holy sword to Gehenna and succeeded in bathing the sword in the lava. Upon their return, they discovered that Arryn Alcor, now a death knight of Iuz in service to Xavendra, was leading a large Iuzian force against Dimre. The PCs hurried to confront the former paladin and, using Arryn's own sword against him, destroyed the death knight and scattered the Iuzian army.

Commentary: Szek Winvid, canonical ruler of Dimre, died a peaceful death. His successor, Osilin

Danris, had originally been a Palish spy before converting to the Ebongleam.

BDK6-09 To Bleed or Die by David "Keyoke" Polansky

Adventure Path: Breaking Up is Hard to Do (4).

Setting: Alhaster (Redhand), Trallant (Redhand).

Summary: Elhilbor, Captain of Prince Zeech's Secret Police, hired the PCs to help him capture Malthos after learning that Malthos was back in Alhaster and was planning to assassinate him. Although the PCs prevented the assassination, they were unable to capture Malthos.

BDK6i-09 Negative Outcome (MilleniumCon 2006 role-playing/battle interactive) by Casey Brown, Britt Frey, Theo Judd and Susan Threadgill

Adventure Path: Dragons' Desires (7); Steelbone Meadows (interlude); Fate of the Avenger (interlude).

Setting: Edge Tower (Rift Barrens), Groucester (Fellands).

Summary: Divinations and prophesies by dying leaders indicated that a disaster of epic proportions would occur soon in the Bluff Hills area, where That Which Slept has laired for the past year. Representatives from various factions from the Combination met under a flag of truce at Edge Tower to discuss the threat That Which Slept presented to the region. The delegates, after much heated debate, decided to defend Groucester from the impending disaster, an immense negative energy explosion, by using the *Knight's Herald* and positive energy-based magic items to create a protective barrier of positive energy around Groucester. In addition, a large group of heroes volunteered to attempt to enter That Which Slept's lair to see what they could learn of the beast and its plans.

With most of That Which Slept's minions attacking Groucester, the strike team was able to make their way into the dragon's lair where they were quickly attacked by strange and powerful creatures of entropy. Unable to stop the cultists of Tharizdun who were using That Which Slept's powers to invigorate their ritual of destruction, the PCs were forced to flee when the dragon arrived.

However, the heroes did recover the bodies of two adventurers who had previously entered the lair.⁷⁴

While Groucester was defended from the ogre and humanoid minions of That Which Slept by Xavendra's troops, Dimrite priests, protected by adventurers and using the *Knight's Herald* as a focus, created a protective barrier of positive energy just before a massive explosion of negative energy occurred thirty miles to the east of the city. The positive energy shield protected the city completely while destroying most of Xavendra's corporeal mindless undead. However, the negative energy blast devastated the surrounding lands, irradiating them with lingering negative energy.⁷⁵ After the blast, neither Xavendra nor her vampire cohorts, Veth and Viola, could be found.

Commentary: This event was the culmination of a very long year of hard work for the Triad and Britt. I remember Britt, Susan, Theo, and I all being exhausted after this interactive had concluded.

Year 7/597 CY

BDK7a-01 Perpetual Motion (3 rounds) by Katie Simpson and Patrick Walsh

Adventure Path: None.

Setting: Rookroost, Kinemeet (Johrase), Ankheg Springs (Rift Barrens), Sarresh (Reyhu), Alhaster (Redhand).

Summary: The PCs began this adventure employed as caravan guards. As the merchant who had hired them was preparing to unload her wares at the Dirty Dog Tavern in Rookroost, she was attacked by goblins.

After the PCs drove off the goblins, a young Rhennee man asked the PCs for protection until he could be smuggled out of the city. When the PCs agreed, he arranged a deal with the merchant to be hidden amongst her cargo when she left town. As the PCs were escorting him through Rookroost to the inn they were staying in for the night, they were attacked by persons seeking to capture the

Rhennee. The PCs foiled the kidnapping attempt, which was apparently done at the request of the Rookroost Thieves Guild, and got their charge to safety.

The next morning, the merchant, accompanied by the PCs and Rhennee, left Rookroost and headed south. After several days on the road, the party was accosted by bandits seeking to capture the Rhennee man. Once again, the PCs foiled the kidnapping attempt.

Once in Kinemeet, the merchant picked up cargo destined for Alhaster. The young Rhennee, after finding evidence that the RTG has a small presence in Kinemeet, decided to continue traveling with the merchant.

After skirting Riftcrag, by going through the Rift Barrens, and Wraithkeep, by traveling along the edge of the Rift Canyon, the party arrived safely in Sarresh. There, the young Rhennee man took his leave of the group in order to start a new life in the County of Urnst.

Once in Alhaster, the group was accosted by hobgoblins posing as soldiers of Redhand. After the bandits were driven off, the merchant hurried to make her final delivery. While doing so, the merchant was confronted by a man expecting a delivery from her. The accoster, who turned out to be a tiefling, had apparently used magic to compel the merchant to deliver something of value to him. When the merchant resisted, the PCs fought the tiefling and his cronies, defeating them.

Commentary: The greatest expression of a BK regional intro mod ever written, this three round event contained enough encounters to get a brand new 1st level PC to 2nd level if things went well. Set throughout the entire region, it featured more locations, plots, and meta-orgs than any other adventure.

BDK7-01 The Halfling by Keith Symcox

Adventure Path: The March to War (1); Missing Regent (1).

Setting: Kinemeet (Johrase), Rift Canyon.

Summary: The PCs learned of a halfling who had escaped from a prison in Riftcrag and was living with the Men of the Rift. The PCs, knowing that the Johrase needed information about Riftcrag for their attempts to recover their missing king's *soul gem*, set out to find the halfling. The PCs negotiated with the Plar of the Rift in order to gain

⁷⁴ The rescued PCs were mine and Susan's, both of whom had previously been retired for reaching 16th level. We wanted to show the region's players that we had been willing for our retired PCs to suffer permanent removal from the campaign if they had failed to recover the bodies.

⁷⁵ We envisioned this effect to be very similar to nuclear radiation fallout.

access to the halfling. When they questioned the halfling, they also learned that Duke Gellor was still alive.

Commentary: This was the first in what was expected to be a long story arc about Duke Gellor's return to the Duchy of the Artonsamay. Alas, the announcement that LG was ending after Year 8 forced us to hurry this plot arc to an early conclusion.



BDK7i-01 Through the Silver Mines (OwlCon 2007 dungeon-crawl/battle interactive) by Dan Hass and Brian Chalmers

Adventure Path: Cranzer's Thorn (interlude); Dragons' Desires (8); The March to War (interlude).

Setting: Kinemeet (Johrase), Garusk'ka Silver Mines (Rift Canyon).

Summary: The Johrase came across information that lead them to believe that Boneheart Cranzer had stored King Klowentz's *soul gem* somewhere within the Garusk'ka Silver Mines. As a result, they orchestrated an attack upon the heavily defended mines. Unfortunately, this was a trap concocted by Boneheart Cranzer to demoralize the Johrase and to kill annoying adventurers at the same time. When the PCs arrived at the mines, they were attacked by Cranzer's monstrous new creations: war trolls.

After fighting off the war trolls and searching many of the tunnels and chambers in the underground complex, the PCs realized that the

soul gem was not there. As the PCs retreated back to the entrance cavern to regroup before leaving, they were shocked to see Morginstaler, Red Dragon of the Rift, waiting for them (oddly, the dragon appeared to be chewing on a demon⁷⁶ of some sort). A furious battle ensued and only the

⁷⁶ During the campaign, the *Spell Compendium* was published by WOTC. In what I believe was an effort to help sales, the RPGA demanded that nearly all of the spells in it be made legal for LG despite objections by many Triad members from various regions. As a result, the spell that I hate the most of all time from any edition, *delay death*, was introduced to the campaign. This spell single-handedly changed the nature of how D&D games were played and how LG mods were written as authors and triads had to assume that balanced tables of APL 10 or higher would have clerics who had this terribly broken spell prepared.

After months of watching this spell being taken advantage of by the players, I decided to show the region how it could really be abused. When the PCs encountered Morginstaler, he was carrying an elite advanced *jovoc* (*Monster Manual II*, p. 58) in his mouth. The demon, which had been captured by a Chaotic Neutral PC during a previous adventure, had been given to the dragon by said PC in hopes of gaining the dragon's favor. Instead of having to worry about attacking the heavily armored and buffed PCs one-at-a-time, because of the *jovoc's aura of retribution* special ability, Morginstaler just had to attack the demon while near the PCs. The players, who recognized the *jovoc's* description from previous BK adventures, to a man said, "Oh, it doesn't have that many hit points and we get a save for half. This should be no big deal." What the player's did not know was that the *jovoc* had previously had the spell *delay death* cast on it.

During the surprise round, the player of the party's wizard played the RPGA Feign Surprise reward card (which allowed his PC to act during the surprise round) and rolled initiative, beating Morgy's roll. That character had the spell *greater arcane sight* active so I rattled off the list of spells active on Morgy. I then casually mentioned that the *jovoc* had the spell *delay death* on it. When I announced that, several of the players left their seats to come shake my hand.

Alas, they never got to see the full brunt of what I had planned for them. On the wizard's turn, he cast a *greater dispel magic* on the demon, dispelling the *jovoc's delay death*. On Morgy's turn, the dragon powerattacked the *jovoc* once and then breathed a **quicken**ed breath weapon on it (a blast which also caught some of the PCs). While a fair amount of damage was shared with the PCs within range of the aura, the dispelling of the *delay death* meant that the demon died as normal. As a result, no where near the full amount of the damage from the dragon's attacks got shared with the nearby PCs. After that, the combat devolved into the usual mess that high APL combats are and the PCs eventually drove the dragon off after suffering several fatalities by using a *candle of invocation* to summon a solar.

To this day, I am a bit sad that I never did get to have Morgy do a full powerattack routine plus a quickened breath weapon on a *delay death* affected *jovoc* while standing near PCs.

arrival of a summoned solar prevented the PCs from being slaughtered. With the solar's help, the dragon was driven off and the PCs escaped before Cranzer arrived.

Commentary: The PCs got to fight Morginstaler for the first time since his conversion from D&D 3.0 to D&D 3.5 rules (during which he aged and gained a few class levels).⁷⁷

***BDK7i-02 The Villainy of the Baron* (AggieCon 2007 interactive)** by Theo Judd

Adventure Path: Steelbone Meadows (interlude).

Setting: Wormhall.

Summary: When the PCs traveled to Wormhall in hopes of overthrowing Baron Horrace, they were surprised to find Xavendra of Groucester and Veth, her vampire consort, already there. The pair, intent upon researching information about That Which Slept, were not happy with the PCs' interference. When one of the PCs, a cleric of Pelor, foolishly attempted to turn Veth, the entire Wormhall began to shake and, not surprisingly, Xavendra and Veth fought back. During the fight, both parties were surprised when Rhelt Kor of Abbarra mortally wounded Xavendra during an assassination attempt. Unfortunately, before the PCs could defeat Veth, the vampire fled with Xavendra's body.

BDK7-02 In a Manor of Seeking by Casey Brown and Susan Threadgill

Adventure Path: Steelbone Meadows (6).

Setting: Rookroost, Sable Watch (Fellreev Forest), Groucester (Fellands).

Summary: Various factions sent the PCs to Groucester to determine what had happened to Xavendra (since her near-death during *BDK7i-02 Villainy of the Baron*) and her people (since the city was cut off by the negative energy burst created by That Which Slept during *BDK6i-09 Negative Outcome*). The journey to the city revealed that parts of the Bluff Hills were "irradiated" with negative energy. As a result, all living things in the area had died.

Once the PCs reached Groucester, they discovered that the city was still protected from the negative energy yet all of its inhabitants were

missing. The PCs investigated Xavendra's empty manor and discovered a secret door that led them down into an underground laboratory. Inside, they discovered two empty coffins and a planar *gate*. In addition, notes found in the lab indicated that High Lord Tadorinal Demmel of Rookroost was really a cambion demon named Baron Kerzinen of Demon Prince Grazz't's Argent Court. The notes further indicated that the cambion was a shapechanger who had impersonated Rookroost's rulers dating back to General Pernevi.

As the PCs were reading the notes, they were surprised by Veth as he exited the *gate* (which led to the Tarterian Depths of Carceri). Instead of attacking, Veth revealed that the city's inhabitants had been taken through the *gate* for their protection and that he wished for the PCs to relay a message to their various faction leaders: Xavendra, having joined the Horned Society, had been made a Heirarch and she would be leading the fight against That Which Slept. Veth advised the PCs that the Combination's only hope was to join the Horned Society. The PCs, shaken by the news, left to relay all they had learned to their various faction leaders.

Commentary: After having spent much time discussing how to rebuild the Horned Society with Britt, it was decided that they would need new, strong Heirarchs. After Xavendra was almost killed during *BDK7i-02 Villainy of the Baron*, Veth turned her into a vampire. As a powerful cleric of Nerull with ties to the Horned Society, Veth was easily able to convert Xavendra to the worship of Nerull. Upon her "rebirth", Xavendra eagerly accepted the role of Heirarch—just as she had always lusted after power and recognition in life, she continued to do so in undeath.

BDK7-03 Return to Steelbone Meadows by Theo Judd

Adventure Path: Steelbone Meadows (7).

Setting: Obresthorpe (Wormhall), Steelbone Meadows (Wormhall).

Summary: A wandering bard hired the PCs to accompany him to the ruined temple of Celestian in Steelbone Meadows. There, the bard hoped to find information that would help in the fight against That Which Slept. When the PCs arrived, they passed a trial of ancient traps and tests and found an ancient and massively powerful scroll that might have held the key to imprisoning That

⁷⁷ Morginstaler's D&D 3.5 stats will be included in *BDKR2: Rogues' Gallery of the Bandit Kingdoms*.

Which Slept. However, their bardic employer, who had previously used his powers of persuasion and suggestion on the PCs, successfully made off with the scroll.

Commentary: I believe Theo envisioned a short plot arc in which the PCs had to track down the bard from this story and recover the epic scroll. Unfortunately, this module was written shortly before the announcement that the campaign would be ending in Year 8. With the pressure to resolve existing plot lines before the end of the campaign, Theo's story could not be further explored.

BDK7i-03 *The Ruins of Stonehill Fortress* (AbisCon 2007 battle interactive) by Casey Brown

Adventure Path: The March to War (interlude).

Setting: Ethelmere (Johrase), Stonehill Fortress (Johrase).

Summary: Strange frog-like monsters had been taking shelter in the ruins of Stonehill Fortress (which was razed by Boneheart Cranzer late in 595 CY as a reminder to the region of his power) and the Johrase needed help removing them. The PCs helped the Johrase army clear out the various slaadi that were infesting the ruins. With the slaadi driven away, the Johrase began to clean and rebuild the fortress.

BDK7-04 *Proof of Loyalty* by Patrick Walsh

Adventure Path: Missing Regent (2).

Setting: Salfrayfields (Stoink), County of Urnst.

Summary: Having followed rumors that they hoped would lead them to Duke Gellor, the PCs arrived in the town of Salfrayfields to speak with the mage Larn.⁷⁸ Larn, who was secretly working for Duke Gellor, tasked the PCs so that they could prove themselves as supporters of the Duke: the PCs were to travel into the County of Urnst and negotiate a treaty between Duke Gellor and the Countess (a treaty that would give Duke Gellor troops to take back the Duchy of the Artonsamay from the Iuzians in exchange for Duke Gellor renouncing all future claims to the County of Urnst's throne). When the PCs were successful in their negotiations, Larn revealed that Duke Gellor

was seeking the *Iron Crown of the Bandit Kingdoms*.⁷⁹

Commentary: This mod was written with input by the CoU Triad and was set in part in the CoU. I feel that the mod would have made more sense if the PCs had to guard a diplomat sent by Gellor to negotiate with the CoU, not do the actual negotiations themselves, as the PCs had no allegiance to Gellor at this time.

BDK7i-04 *The Madness of the Baron* (A-KON 2007 role-playing interactive) by Katie Simpson, Charlie Smith, and Doug Emes

Adventure Path: Breaking Up is Hard to Do (interlude).

Setting: Morannon Keep (Redhand).

Summary: When Prince Zeech of Redhand informed Ulik, Baron Morannon, that the baron would be wedded to the Prince's sister, Ulik told the Prince that he refused to be married. Angered by the baron's refusal, Zeech was about to have Ulik imprisoned when Ulik explained that he wished to abdicate his title. Zeech, who had always considered Ulik to be too unpredictable to make a good vassal, was pleased by this and therefore foolishly agreed to allow Ulik to host a new tournament, the winner of which would be named Baron Morannon, on the condition that the new Baron Morannon married the Princess Nadalie.

Word soon spread that the title of Baron Morannon was up for grabs and Ulik, with the help of his retired adventuring companions, created trials for a tournament the likes of which had never before been seen. In a fit of whimsy, Ulik did not even stick around to see who the winner was and left with his old friends to pursue adventures elsewhere (rumors were that the group went plane hopping). Zeech, wary of a trick, sent Elhilbor to oversee the tournament.

Elhilbor, who at first assumed that the tournament would be a normal jousting and archery competition, was shocked to see just what Ulik had in mind. The tournament consisted of a variety of unusual events; each contestant had to participate in at least three of which to be eligible to be named

⁷⁸ See *Iuz the Evil*.

⁷⁹ See *Greyhawk Adventures*. An update of this item for the D&D 3.5 rules will appear in *BDKR3: A Mercenary's Guide to the Bandit Kingdoms*.

Baron. Points were awarded for how well each contestant did in each event. The events were as follows: swim the wine moat (while avoiding the tentacles of giant octopi), a regatta race around the keep on the wine moat (during which anything went so long as no one was killed and the boats weren't damaged), an obstacle course set up in the keep's topiary garden (the highlight of which was a *prismatic wall* that the higher-level contestants had to brave), a round of Tackle the Stirges in the cellar, Catapult for Distance (the PC was the ammo), an eating contest (in which all the dishes were poisoned), the Fool's Joust (during which the contestants had to use an item not normally considered a weapon, such as a chicken or statue,⁸⁰ as their lance), an archery competition during which the PCs were the targets (points were earned for each arrow or ballista bolt that the PC was hit by), and a wizard's duel during which each contestant could only use a *rod of wonder*.

Once the smoke had cleared, literally, from the fields, the points were tallied up. All of the participants, and Elhilbor, had expected the contestant with the most points (indicating the most successes) to be named the new baron. However, Ulik, a servant of Ralishaz, instead wrote the rules so that the contestant who had fared the worst, but who was still standing at the end, was named baron. As a result, a stout dwarven warrior named Chiu, who had survived extreme bad luck during the tournament, was awarded the title of Baron Morannon. As the confused crowd watched on, many tending to their wounds, Chiu was immediately wed to Prince Zeech's sister, the Princess Nadalie, by a very unhappy Elhilbor.

Commentary: This interactive was unlike any other ever held in the BK (and, quite likely, anywhere else). The participants embraced the insane challenges to the extent that there were far more PC deaths during this event than during any other LG event I had ever seen (including various Core special events, which were particularly known for their dangerousness). My only regret is that Patrick could not attend the event due to prior commitments.⁸¹

⁸⁰ The chicken did not fare too well.

⁸¹ Patrick Brown was the MC for ArcAttack, an Austin-based band that used Tesla coils to perform music. After several years of performing at sci-fi and fantasy conventions, ArcAttack

BDK7i-05 Bandits in the County (Bandits in the County Con 2007 cross-regional Bandit Kingdoms/County of Urnst battle interactive) by Casey Brown and Jean-Philippe 'JP' Chapleau

Adventure Path: Missing Regent (interlude).

Setting: County of Urnst, Sarresh (Reyhu).

Summary: When the daughter of Sir Karl, a County knight, was kidnapped by Iuzian forces from Sarresh, the knight organized a rescue party. With help from adventurers local to both the Bandit Kingdoms and the County of Urnst, the knight attacked Sarresh. While the attack was successful, despite the apparent presence of Morginstaler guarding the garrison's treasury⁸² and the arrival of the Boneheart Cranzer himself, the knight's daughter had already been foully murdered by the Iuzians.

After managing to drive off Cranzer (who some speculated was really not the true Boneheart), the adventurers prepared to enter the treasury and face the dragon. However, they were shocked and thankful to discover that Morginstaler was no longer there.

Just as the County's forces began to celebrate, the knight's father, a major noble and relative to the Countess, was assassinated while crossing the Artonsamay by his guards. The group, who had won the knight's trust by claiming to be Johrase mercenaries, turned out to be Iuzians in disguise led by Arvad Michelson, blackguard of Iuz. Arvad and his crew fled, taking the noble's head to Iuz as a prize.

As the County's forces retreated back across the river, they were shocked to see a regiment from Redhand arrive to take command of the garrison. As a result, Sarresh became part of Redhand.

Commentary: During this event, the PCs did not face the real Morginstaler or Cranzer but rather

appeared on America's Got Talent twice before being eliminated. <http://www.youtube.com/watch?v=pBx2wkg9nhk>

⁸² The PC that actually opened the door to the treasury was the same one which had gifted Morginstaler with a jovoc. The dragon recognized the PC and avoided hitting the PC with its breath weapon. This was the dragon's way of saying, "Thanks!" When the other players realized that the dragon had avoided harming the PC, they realized which PC had given Morginstaler the jovoc seen in *BDK7i-01 Through the Silver Mines*. They were not happy with said player.

their simulacrum⁸³ (which had been created by the real Cranzer).

BDK7-05 The Work of Thieves by David “Keyoke” Polansky

Adventure Path: Thorn in the Eye (4).

Setting: Rookroost.

Summary: The PCs were hired by Rhaedrick Avenfear and Gaiyle Markhalla to raid a warehouse where a RTG traitor was suspected of hiding. Rhaedrick asked the PCs to recover some important documents from the traitor in the hopes that the documents would help him in his fight against The Eye, the mysterious leader of the RTG. The PCs killed the traitor and recovered the papers, bringing them to Rhaedrick and Gaiyle.

The papers detailed how The Eye was really Elara Mornstar, the former Guildmother of the RTG, and how she had collaborated with the shapechanging cambion Baron Kerzinen⁸⁴ to keep Rookroost from rising up against the Iuzian occupiers.

With this information, the RTG sided with Rhaedrick against The Eye/Elara, sending her into hiding. Rhaedrick was promoted to Guildmaster by the guild’s training masters.

IUZ7-04 Blue With Envy by Casey Brown

Adventure Path: Dragons’ Desires (9); Seeker of the Flesh (meta-regional plot arc).

Setting: Kinemeet (Johrase), Tangles Forest.

Summary: The PCs were asked by either Gildor Arcanix (a gold dragon native to Furyondy who worked with the Drinkers of the Cup of Midnight), the Druids of the Old Faith, or Lady Hind of the Johrase, to venture into the dead Tangles Forest, each for their own reasons: Gildor believed that recent divinations indicated something important to dragonkind happening in the forest; the druids wanted samples of the forest’s tainted soil and water to be brought to them for study; the Johrase needed the forest scouted as they prepared for their upcoming assault on Rifterag.

As the PCs moved through the forest, they discovered that strange mushroom rings were serving as portals between the Unseelie Fey Realm

and the Tangles. In addition, they stumbled upon a party of strange kobolds from the Rift Canyon⁸⁵ that were intent on seeking something. The kobolds led the PCs to Green’s Pond where the PCs were shocked to see signs that Murgoroothyx, a green dragon, had returned to her lair.

A few moments later, a group of evil fey, intent upon slaying the dragon, arrived at the pond’s edge. The PCs, having decided that fighting the dragon would not be a wise move, attacked the fey and drove them off. As the PCs were battling the fey, the kobolds attempted to steal one of the dragon’s eggs but the dragon was able to prevent the theft.

After the battle, some of the dragon’s blood washed onto the shore and the PCs noticed that the blood had curative effects upon the dead foliage.

Commentary: This was one of my favorite adventures to write as it featured three possible groups of protagonists and multiple possible results. In addition, unbeknownst to the players, their actions helped cause the dragon’s alignment to shift from Lawful Evil to Lawful Neutral.

BDK7i-06 Celebration in the Caves (ProtoCon 2007 dungeon-crawl interactive) by Joe Aker and Robert Watson

Adventure Path: Sequel to *BDK6i-06 A Place to Call Home*.

Setting: Morak’duum.

Summary: A year after taking the city of Morak’duum from the duergar, the dwarves were once again celebrating the holy week of Harnekia by mounting expeditions to clear out the tunnels. As the dwarves and PCs explored the tunnels near the city, they began to find more and more evidence of illithid activity in the area. When the PCs rushed back to the city, they were horrified to hear that many of the dwarven women and children had been abducted by aberrations that emerged from hidden tunnels once the warriors had left the city to cleanse the tunnels.

Hurrying down these new tunnels, the PCs discovered a small illithid community directly under Morak’duum. The illithid, apparently having controlled the city’s previous duergar occupants to raise as livestock, were not happy about the new

⁸³ Stats for these simulacrum will be provided in *BDKR2: Rogues’ Gallery of the Bandit Kingdoms*.

⁸⁴ See *BDK7-02 In a Manor of Seeking*.

⁸⁵ These kobolds were from the same clan as those featured in *Iuz6-02 Blue Scales, Red Secrets*.

dwarves' arrival last year. After an intense battle, the PCs discovered the illithids' leader, a giant brain. After the giant brain *teleported* away, the PCs were able to defeat the remaining illithid and rescue the missing dwarves.

Commentary: For years, we had envisioned a colony of illithid being under the Tangles Forest. I'm glad that we finally got to visit this idea as I consider illithids to be an iconic D&D monster.

BDK7i-07 *Barren's Secrets* (G-KON⁸⁶ 2007 battle interactive) by Casey Brown

Adventure Path: Loose sequel to *BDK7i-05 Bandits in the County*.

Setting: Ankheg Springs (Rift Barrens).

Summary: As the PCs were visiting Ankheg Springs, goblinoids fleeing Sarresh after the recent battle there invaded the town. The PCs defended the town from the goblinoids.

Commentary: Konrad asked me to whip up a quick interactive to help support this convention. As he expected mostly newbies, the interactive only supported APLs 2-6 and featured simple fights with goblinoids.

BDK7-06 *Trouble at Harpy Hollow* by Keith Symcox

Adventure Path: Finding Trouble (6).

Setting: Ankheg Springs (Rift Barrens).

Summary: After the Battle of Sarresh,⁸⁷ the Johrase hired adventurers to find out the plans of the returned blackguard Arvad Michelson. Knowing his ties to Ankheg Springs, the PCs headed there hoping to discover information about Arvad's whereabouts as well as wanting to make sure that Arvad's sister, Ilyena, was protected. The PCs arrived in Ankheg Springs during the annual Old Faith festival of Lammastide, thankful that Morginstaler was not attending that year, and

⁸⁶ G-KON was actually held twice during 2007: once in January and again in September. This interactive was played at the later event. The first iteration, however, was probably held in the weirdest setting ever for a LG con—a country club. Tables were actually set up in the golf cart barn and in large tents set up outside the country club. Because it was brutally cold that day (by Texas' standards), the country club had put portable heaters in the barn and tents but players could still see their breath steaming as they played. Alas, I never did get to tee up a d20 to see how far I could hit it with a driver, something I meant to do that weekend.

⁸⁷ See *BDK7i-05 Bandits in the County*.

discovered that Arvad's followers had kidnapped Ilyena's children and planned to trick Ilyena into sacrificing them. The PCs foiled Arvad's crew's plan and saved the children before Ilyena was tricked into sacrificing them.

BDK7i-08 *Abyss Bound Soul*⁸⁸ (BKConQueso 2007 planar-crawl interactive) by Casey Brown and Konrad Brandemuhl

Adventure Path: Cranzer's Thorn (interlude); The March to War (interlude); Missing Regent (interlude).

Setting: Kinemeet (Johrase), Riftcrag, Wraithkeep (Duchy of the Artonsamay), Pazunia (1st layer of the Abyss), Azzagrat (45th-47th layers of the Abyss).

Summary: The Johrase were desperate to pinpoint the location of their missing king's *soul gem*. After many divinations, they were ready to search three locations: a secret laboratory in Riftcrag used by some of Cranzer's apprentices; the dreaded Wraithkeep; Cranzer's secret laboratory located in the city of Samora on the plane of Azzagrat in the Abyss. However, to search all three locations at the same time (to avoid Cranzer getting wind of their efforts and moving the *soul gem*), they needed help from their adventuring allies. As a result, three groups of PCs set out to the various locations to search for the gem.

Those that headed to Riftcrag successfully infiltrated the secret lab but did not find any signs of the gem before they were forced to flee by the apparent arrival of Cranzer.⁸⁹

The PCs who decided to assault Wraithkeep organized an attack with Duke Gellor and his County of Urnst allies. With this small army, Duke Gellor and the PCs assaulted Wraithkeep, killing its Iuzian commanders and slaying many of its more powerful undead. However, they found no signs of the gem in the keep.

Finally, a particularly foolhardy group braved the Abyss and traveled from Pazunia to the city of

⁸⁸ This event was originally given the placeholder title of "Soul Train" by me when I must have been drunk. I then forgot to give it a real title later. As a result, I am now renaming it. No way is the BK going to go down in history with an event out there named "Soul Train" being attributed to it.

⁸⁹ This was another instance of the simulacrum of Cranzer making an appearance.

Samora on Azzagrat—a layer that is ruled by the Demon Prince Graz'zt. After bargaining with the city's ruler, a powerful succubus, the PCs were told where Cranzer's tower is located and were given free reign to attempt to enter it. Inside, the PCs battled past several monsters Cranzer was experimenting on, including something that appeared to be a fiendish, but weaker, version of Morginstaler. However, when they searched the tower, they were unable to find the gem.

Once all three parties returned to Kinemeet, it was concluded that the gem was in none of the locations.

Commentary: It may seem cruel that the *soul gem* was not to be found in any of the three adventure locations; I did this on purpose so that the PCs would push the Johrase towards finally attacking Riftcrag.

BDK7-07 The Mausoleum by Bill Oppenlander

Adventure Path: Steelbone Meadows (8); (Hok's Machinations).

Setting: Hallorn (Warfields).

Summary: Lord Mayor Marwald, Colonel of the Army of the Warfields and second-in-command to Guardian General Hok, hired the PCs to search for the missing Guardian General. He assigned them the task of entering the Mausoleum, home to the Death Cultists—a group suspected of being members of the Horned Society and, more importantly, the group to whom he gave Hok's body after the Battle of Borjed's Lodge in 596 CY.⁹⁰

Inside the Mausoleum, the PCs learned that Hok had been taken to Darkpool in the Fellreev by a Heirarch of the Horned Society. In addition, they discovered a *gate* leading to the Tarterian Depths of Carceri where the Horned Society, led by Xavendra, appeared to be constructing some sort of massive prison made out of shadows and force. The PCs then fled the Mausoleum and reported back to Marwald that they had not located Hok.

BDK7-08 Little Bit o' Payback (2 rounds) by John Filipek

Adventure Path: Cranzer's Thorn (5); The March to War (2).

Setting: Hallorn (Warfields), Tangles Forest.

Summary: Gaiyle Markhalla and the Johrase hired the PCs to scout the defenses of Splinter Keep and to kidnap a high-ranking Iuzian officer from that keep to determine if King Klowentz's missing *soul gem* was being kept in Splinter Keep. After capturing and interrogating an Iuzian officer, it was determined that the *soul gem* was not in Splinter Keep. With this information, the Johrase finally put their plans to attack Riftcrag into motion.

BDK7i-09 Decision: Hallorn (MilleniumCon 2007 battle interactive) by Bill Oppenlander and Susan Threadgill

Adventure Path: Hok's Machinations (interlude).

Setting: Hallorn (Warfields).

Summary: Colonel-Mayor Marwald of Hallorn invited the various factions of the region to his city to discuss recent events and to plan a course of action for dealing with That Which Slept and the Iuzians who still controlled much of the region. During Marwald's opening brief, everyone was shocked by the arrival of Guardian General Hok. Even more alarming, Hok appeared to have fiendish eyes and scaly skin and was accompanied by a lich who turned out to be the Sage of Rookroost.

Hok implored the men of the Warfields and the PCs to side with the Horned Society for he believed that only they could stop That Which Slept and drive the Iuzians out of the Combination. The Warfields soldiers responded to his call despite their concerns.

However, as the PCs were debating the issue, a small Iuzian army of demons arrived and attacked the city's population. As the PCs helped to drive them off, the next wave, containing Iuzian soldiers and spell casters, breached Hallorn's walls. As Hok and his men bravely fought the demons, a large group of devils poured out of the Mausoleum and began to fight the demons.

After a night battling Iuzians and demons, the city was secured by Hok's men and the devils returned to the Mausoleum.

Commentary: This interactive was meant to be a reflection of the Blood War between demons and devils. During it, the PCs had to choose the lesser of two evils in order to save the residents of Hallorn.

⁹⁰ See *BDK6i-01 The Great Hunt*, 596 CY.

Year 8/598 CY⁹¹

IUZ8-01 End of the Line by Joshua B. Grace and Chris Hoffman

Adventure Path: Seeker of the Flesh (meta-regional plot arc).

Setting: Furyondy, Molag, Rift Barrens, Rookroost, Shield Lands, Tangles Forest.

Summary: Gildor Arcanix, a gold dragon native to Furyondy, enlisted the PCs' aid in rescuing his children who had been kidnapped by cultists loyal to the dragon Dragotha.⁹² While the PCs were rescuing the wyrmlings, they were tricked into helping Dragotha perform a powerful ritual by Iuz. The ritual was a trap that summoned Falazure, draconic god of death and darkness, whom Iuz captured.

IUZ8-02 Final Words by John du Bois and Andy Perlman with notable contributions by Casey Brown and Britt Frey

Adventure Path: Iuz's Ascension (a Core plot arc).

Setting: Furyondy, Land of Black Ice, Molag, Sable Watch (Fellreev Forest), Shield Lands, Vesve Forest.

Summary: The PCs searched the Northern Reaches for Kelanen's nine Swords of Answering, which they hoped to use against Iuz. During their journeys, the PCs learned that Iuz had begun to trap other gods, such as Kelanen, and collect artifacts, such as Kelanen's nine Swords of Answering, in a bid to increase his divine rank.

Commentary: I wrote the portion of this event that was set in the BK as well as provided guidance on all matters pertaining to Kelanen.⁹³

⁹¹ Living Greyhawk was scheduled to end on June 30, 2008 (although adventures would remain available through the end of the year). As a result, regional Triads were told that they could only produce six rounds of regional adventures and four interactives during Year 8. Unfortunately, we were only able to write three rounds of adventure and three interactives.

Considering our prolific production during earlier years of the campaign (especially during years five to seven), this final shortcoming does not upset me.

⁹² See *Return to White Plume Mountain*.

⁹³ I served as an advisor on Kelanen's canon because that deity was a special interest of mine (my PC was a cleric of Kelanen). In fact, when I was just a player, I had founded the Church of Swords Yahoo! group to bring together players of Kelanite PCs from across LG. I created the group because I felt that LG

URC8i-01 Father of the Bride (County of Urnst battle interactive set in part in the Bandit Kingdoms) by the County of Urnst Triad

Adventure Path: Missing Regent (interlude).

Setting: Wraithkeep.

Summary: Duke Gellor, assisted by a County of Urnst army, attacked Wraithkeep but was forced to retreat by large numbers of incorporeal undead.

URC8i-03 In the End (County of Urnst battle interactive set in part in the Bandit Kingdoms) by the County of Urnst Triad

Adventure Path: Missing Regent (interlude).

Setting: Wraithkeep.

Summary: Duke Gellor, once again assisted by a County of Urnst army, continued his attack against Wraithkeep. During this battle, much of the keep's defensive structures were destroyed before Gellor and his army were forced to retreat.

BDK8-01 The Scourge by Ken Jenks

Adventure Path: Breaking Up is Hard to Do (5).

Setting: Alhaster (Redhand).

Summary: A man whom the PCs rescued from Prince Zeech's dungeons during *BDK6-09 To Bleed or Die* asked them to deliver a letter to a friend of his. The PCs discovered that the friend in question was a confused teenage girl who had taken to worshipping Iuz even though she was not evil. After rescuing her from some demons, the PCs learned that the girl was friends with Princess Nadalie, Prince Zeech's idiot sister.

The next day, Prince Zeech unveiled a newly completed Temple of Hextor and declared Redhand to be independent once again. As the Iuzians in the city attacked Zeech's forces, the teenage girl and the PCs snuck inside Zeech's palace to help protect Princess Nadalie. While protecting the princess, and at the urging of the girl, the PCs were able to use a powerful scroll to heal Nadalie of her madness.

After Redhand's military, led by Elhilbor, Major Blaine and Hextorites allied with devils, drove the Iuzians from the city, the PCs were confronted not only by Elhilbor, but also by Prince Zeech. The

should have had official cross-regional meta-orgs—especially those dedicated to the various gods.



PCs' example of selfless sacrifice in the face of danger to protect Princess Nadalie led the girl to renounce Iuz. When Zeech saw that the PCs had cured Princess Nadalie while protecting her, the combination of the girl's renunciation of Iuz and his sister's recovery led him to have an epiphany. As a result, Zeech renounced Hextor and begged for his sister's and Heironeous' forgiveness. When he did, a powerful devil, angered by the betrayal, attempted to kill Zeech. As Zeech confessed his sins,⁹⁴ he faced the devil in combat. Bolstered by his return to Heironeous' faith and his willingness to die to protect his sister, Zeech was triumphant and the devil was vanquished.

As word of Zeech's conversion spread throughout the city, those few who still worshipped Heironeous took up arms against the devils in the city and subdued the Hextorites. When the dust had settled, Zeech ordered the two factions to cease fighting and decreed that a new Temple of

Heironeous would be built next to the Temple of Hextor.

Commentary: Zeech's redemption had long been an idea that BK Triad wanted to pursue. Combined with the fact that Zeech chafed under Iuz's rule and that the campaign was ending, this adventure proved the perfect time to tell that story.

BDK8i-01 For the Fellreev! (OwlCon⁹⁵ 2008 battle interactive) by Casey Brown and Quad Heinicken

Adventure Path: Fellreev Factions (conclusion).

Setting: Fort Skagund (Fellreev Forest).

Summary: Ever since That Which Slept laid waste to the Bluff Hills and cut Gloucester off from Fort Skagund, the fort's supplies had been depleted. Combined with the increasing chaos of Rookroost, which caused more and more of the fort's troops to be summoned to the city, Fort Skagund was as vulnerable as it was ever going to be. The Fellreev Factions, secure in their alliance of orc, elf, and man, decided that the time was finally right to attack Fort Skagund and to drive the Iuzians out of the forest.

However, the Iuzian commander was not without a few tricks up his sleeve. As the Fellreev forces were resting the night before their attack, dozens of bar-Iguras pounced on the resting army. The demons inflicted heavy losses and snuck away with quite a few prisoners.

The next day, during the battle and when it had seemed that the day had been won for the elves, orcs, and humans of the Fellreev, the Iuzian commander managed to open a *gate* to the abyssal plane of Torremor and a squadron of nabassu swarmed down upon the Fellreev forces.

As the elves, orcs, and Reyhu looked on in horror, a dragon-sized nabassu emerged from the *gate* and the three faction's leaders, along with the PCs, quickly moved to engage it. During the fierce

⁹⁴ Paizo's *Age of Worms* adventure path is not canon as far as Living Greyhawk is concerned. As a result, Zeech's LG backstory will be presented in *BDKR2: Rogues' Gallery of the Bandit Kingdoms*.

⁹⁵ This event was held in a beautiful room on the campus of Rice University—a room that would have looked at home in Hogwarts. Unfortunately, the furniture was not magically sturdy; when I stood on a chair to command the room's attention at the start of the interactive, the chair broke and I tumbled backwards, hitting my head on the floor and giving myself a very mild concussion. Luckily, Britt was able to run the APL 16 super-battle (12 PCs vs. the advanced nabassu) by himself.

battle, Skannar Hendricks, leader of the Reyhu, was slain, his body devoured, and the elven general and orcish warleader were forced to flee for their lives. The PCs helped to hold off the smaller nabassu as a retreat was ordered. The remaining nabassu killed the keep's surviving goblins, humanoids, and Iuzians, turning Fort Skagund into a keep populated by ghouls.

Commentary: The fact that the Iuzian garrison commander had opened a *gate* to the plane of Torremor was meant as a clue that Iuz had defeated Pazuzu.

BDK8-02 Trouble Everywhere You Go by Keith Symcox⁹⁶

Adventure Path: Finding Trouble (7); The March to War (3).

Setting: Hallorn (Warfields), Tangles Forest, Rift Barrens, Wormcrawl Fissure, Riftcrag.

Summary: Various factions asked the PCs to find the missing *Iron Crown of the Bandit Kingdoms* for them. Clues led the PCs to a cave near Wormcrawl Fissure. There, they discovered that a party of Iuzians had beaten them to the prize and were attempting to make off with it. After chasing the Iuzians through a magical portal, the PCs found themselves fighting for their lives, and the crown, inside Boneheart Cranzer's tower in Riftcrag!

After defeating the Iuzians and fleeing back through the portal before Cranzer could arrive, the PCs were confronted by representatives of the various factions that wanted the crown for their respective leaders. During the negotiations, Cranzer sent a group of demons to kill the fools who had dared to invade his tower. With the help of the various factions, the PCs defeated the demons and the portal was closed. After the battle, the PCs decided to give the crown to the Johrase to protect their king should his *soul gem* ever be recovered.

BDK8i-02 Loot Free or Die Hard (AggieCon 2008 battle interactive) by David "Keyoke" Polansky

⁹⁶ In the interest of full disclosure, I should note that this mod, for various reasons, went through significant revisions—changes which the author did not agree with.

Adventure Path: Hiring Trouble (conclusion); Thorn in the Eye (conclusion).

Setting: Rookroost.

Summary: With the city of Rookroost in chaos due to the RTG fighting the Iuzians, Rhaedrick Avenfear and Gaiyle Markhalla decided the time was right to launch an all out attack on Baron Kerzinen, the cambion shapechanging demon that had been posing as Rookroost's various leaders since the end of the Greyhawk Wars.

After summoning all their adventuring allies to help, the pair launched a coordinated strike against the most powerful Iuzians and demons in the city. The swift and brutal attacks left Kerzinen without allies as the PCs and Rhaedrick infiltrated the Lord's Manor on The Peak. After actually applauding his opponent, Kerzinen disappeared, ceding the city to Rhaedrick.

After the city was secured, the city's guild masters unanimously named Rhaedrick as Plar of Rookroost. Rhaedrick then named Gaiyle Marhkalla as his second-in-command and declared the worshipping of Iuz to be a capital crime.

Commentary: After eight years, Rookroost was finally freed by the PCs. An NPC introduced in Year 1 became the new Plar of Rookroost as a result of the PCs' actions.⁹⁷

BDK8-03 Brute Cold Force by Britt Frey (NEVER WRITTEN)

Adventure Path: Steelbone Meadows (9).

Setting: Bluff Hills, Nerull's Bane (Fellreev Forest), Tarterian Depths of Carceri.

Original blurb: Hints of a diabolical scheme all point to one place. Are you willing to journey to a vast prison realm to uncover the truth behind machinations of the purest evil? This adventure will strike fear into the hearts of all but the most lion-hearted adventurers. All powerful heroes who call the Bandit Kingdoms home are encouraged to participate in this adventure. Part three of the Gathering of Fiends series. A two-round Bandit Kingdoms regional adventure set in realms beyond for APLs 10 to 16. Members of the Death Cultists are encouraged to participate in this adventure.

⁹⁷ In a tradition common to Greyhawk, the NPC in question had actually been a PC in Ed Wettermen's and Jerry Blakemore's—authors of various BK events—home campaign.

BDK8i-03 To Save a Soul (2008 role-playing interactive) by Britt Frey (NEVER WRITTEN)

Adventure Path: Steelbone Meadows (conclusion).

Setting: Steelbone Meadows (Wormhall), Tarterian Depths of Carceri.

Original blurb: The greatest evil the region has ever seen MUST be bound away again. Problem is, can you, in good conscience allow the necessary ritual to occur? Are there no other ways? Is this really the answer? Whose soul needs saving, yours or the monster's? A one-round Bandit Kingdoms interactive for APLs 2-14. All PCs who want the Combination of Free Lords to avoid ending up like the Bluff Hills are encouraged to participate in this adventure. Members of the Death Cultists and Worshipers of Molaho Khem are encouraged to play this adventure. This event will feature spectacularly difficult choices.

Commentary for both BDK8-03 and BDK8i-03: These scenarios were never written due to limitations on Britt's time as he was busy finishing the Core finale adventures. After realizing that these two events would not be written, we had hoped to wrap up the That Which Slept plotline in the BK finale interactive but it proved to be too complicated to try to fit in with the existing Johrase vs. Cranzer plot arc. Instead, we chose to leave That Which Slept alive and in the Bluff Hills—threatening Rookroost with destruction—for future writers of Bandit Kingdoms adventures.

A rough plot for these two adventures would probably go something like this: The PCs must travel once more to the mystical city of Nerull's Bane and deliver a scroll (from *BDK7-03 Return to Steelbone Meadows*) to Dahlvier. The scroll, when used with an *orb of dragonkind* that Dahlvier possesses, would allow the lich to re-imprison That Which Slept *if* she could be lured back to the area of the ruined temple to Celestian in Steelbone Meadows (site of her original planar prison) and then to the Tarterian Depths of Carceri. Once she has been lured there, Dahlvier would reveal that the spell to trap her requires two components: the voluntarily selfless sacrifice of an intelligent, powerful, living creature and the involuntary sacrifice of an intelligent, powerful, living creature. The PCs, outmaneuvered by Veth and Xavendra, who are relying on the heroes to do both the right and wrong things, would have to have one of their

number sacrifice themselves in addition to murdering another of their party in order to save the region. Only then could That Which Slept be bound away in a new, stronger, prison.

BDK8-04 For Country, Friends, Kings, and Neighbors by Casey Brown

Adventure Path: The March to War (4); Cranzer's Thorn (6).

Setting: The road from Kinemeet to Riftcrag, Tangles Forest, Rift Canyon, Rift Barrens.

Summary: The PCs were enlisted by the Johrase to help clear the way for their march on Riftcrag. A variety of missions were offered based on the PCs' abilities: blaze a trail through the Tangles and engage any evil fey which attempt to hinder the army's march; take out orcish encampments along the road to Riftcrag; prevent undead reinforcements from Wraithkeep from arriving; enter one of Morginstaler's lairs and kill his children.

Commentary: This was the BK's final regular adventure. The results of this event affected the encounters designed for the BK's finale interactive, *BDK8i-04 All Evil Things...*

BDK8i-04 All Evil Things... (BK Finale Con 2008 battle interactive) by Casey Brown

Adventure Path: Dragons' Desires (10); The March to War (conclusion); Cranzer's Thorn (conclusion).

Setting: The plains outside Riftcrag.

Summary: The final BK interactive pitted the PCs against Cranzer and his army just outside Riftcrag's gates. Cranzer, supported by demons and Morginstaler, proved to be too strong to drive from the city. However, the Johrase, through luck and daring, were able to locate their king's *soul gem* and slay the balor to which Cranzer had given it. With their king recovered and much of Cranzer's army destroyed, the Johrase retreated back to the north, leaving Cranzer and Morginstaler to control Riftcrag and the Rift Canyon.

Commentary: This final interactive was essentially one long battle between the PCs and various Iuzians, demons, and undead. The highlight of the battle for me was the look on the players' faces as we announced that vrocks were dropping jovic demons on them. I like to think that we gave

the players memorable moments all the way through the end of the campaign.

BDK8-05 The Demon That You Know by Casey Brown, Britt Frey, Konrad Brandemuhl, and Susan Threadgill (NEVER WRITTEN)

Adventure Path: Cranzer's Thorn (epilogue).

Setting: Kinemeet (Johrase), Riftcrag.

Original blurb: Did Cranzer survive the Battle of Riftcrag and, if so, who exactly does he work for and why are there two of him? Also, why are there two Morginstalers flying around the Rift Canyon? These are just some of the questions that need to be answered after the Battle of Riftcrag. In order to answer them, brave adventurers will need to infiltrate Riftcrag and enter Cranzer's tower. Luckily, or perhaps unfortunately, Khazibul⁹⁸ the Dwarven Archmage has the perfect disguise to get you there. It is so crazy it just might work. Can you avoid being attacked by demons, fried by traps, seduced by Morginstaler, and soul trapped by Cranzer as you infiltrate the tower? A Bandit Kingdoms regional adventure set in Riftcrag for APLs 8-16. This event is a tower-crawl. The heroes will need to rely on stealth, wits, and caution to survive. Portions of this event will be untiered. Only the most brave and foolhardy of adventurers need apply. This is the final Bandit Kingdoms Living Greyhawk regional adventure.

Commentary: This was to be the final LG BK mod ever but we ran out of time and, quite frankly, desire. The premise was: the PCs would infiltrate Cranzer's Tower in Riftcrag to determine what they could of

Cranzer's plans, allegiances, and experiments. In order to do this, an archmage was going to *shapechange* the PCs into demons. Once in the tower, the PCs would need to wander around without arousing suspicion or getting themselves killed, or even worse, enlisted in a unit destined for the front lines of the Blood War!

The goal of this adventure from the Triad's point of view would have been to fill in all the missing details of various plot arcs that players may not have ever figured out. I really wish that we had written this adventure but such is life (especially in the BK).



⁹⁸ Khazibul was Chris Wise's retired PC.

Adventure Paths

Over the years, the Bandit Kingdoms had quite a few people serving as authors and Triad members. The task of keeping track of what came before and integrating it with what was yet to come was a very difficult one and often served as the biggest headache for a new Triad (Plots) member.

After reviewing the BK's library of scenarios, I discovered that sometimes a mod or interactive that originally was not part of a specific adventure path was later incorporated into that storyline. As a result, I have included those scenarios in the adventure path listings below in parenthesis.

The Abyssal War

The Abyssal War plot arc was a meta-regional story line (of which, two mods were set in the BK) that pitted Iuz against Demon Prince Pazuzu and gave PCs the chance to affect that battle. In order to defeat Pazuzu's forces, Iuz ordered his Bonehearts to create new demon/undead hybrids. The successful results of years of experiments were called "demundead". The demundead proved very effective in fighting demons (and adventurers!). With his new monsters, Iuz launched an attack upon Torremor, eventually capturing Pazuzu's prized prisoner Lamashtu, Queen of Monstrous Births, for himself before driving Pazuzu from Torremor.

IUZ3-02 Experimentation
IUZ5-02 Playing Both Sides

Bluff Hill's Silver (Major Blaine)

The Bluff Hill's Silver story revolved around an ogre named Torrock, who had taken over the Perdition Mines, and Captain Blaine, the commander of Little Hills Fort.

BDK1-07 Torrock's Lair
BDK3-04 Torrock's Bane
(BDK3i-03 *The Road to Perdition* (ProtoCon 2003 interactive))
BDK4-05 Torrock's Legacy

Breaking Up is Hard to Do (Prince Zeech)

This story line details the convoluted plots concocted by Prince Zeech to become free of Iuz's rule.

(BDK1i-04 *A Marriage Made in Hell* (BKConQueso 2001 interactive))
*(BDK3-02 *Alhaster Fog*)*
(IUZ5-02 *Playing Both Sides*)
*BDK5-03 *The Secret Ingredient**
(BDK5i-01 *A Weird Experience* (AggieCon 2005 interactive))
*BDK5-08 *Hirelings**
*BDK6-04 *The Last Word**
*BDK6-09 *To Bleed or Die**
*BDK8-01 *The Scourge**

Cold Dead Hands (Nerull's Bane)

This plot arc deals with Xavendra's attempts to locate and possess the fabled city of Nerull's Bane for Iuz and the PCs' attempts to stop her.

*(BDK3-07 *The Pale Lady*)*
*BDK5-01 *The Body**
*BDK5-04 *A Leather Bound Tome**
*BDK5-06 *Necropolis of the Endless Dawn**
(BDK5i-07 *Dawn's End* (BKConQueso 2005 interactive))

Cranzer's Thorn

These adventures detail the attempts by various groups to disrupt Cranzer's plans and/or rule, usually by attacking silver caravans bound for Dorakaa or the silver mines themselves.

*BDK2-01 *The Gauntlet**
(BDK2i-01 *Blood and Silver* (OwlCon 2002 interactive))
*BDK3-05 *High Ho Silver**
*BDK4-01 *Let Loose the Hounds* (2 rounds)*

BDK4i-01 Dogs of War (OwlCon 2004 interactive)
BDK6-05 Grass Roots
BDK7i-01 Through the Silver Mines (OwlCon 2007 interactive)
BDK7i-08 Abyss Bound Soul (BKConQueso 2007 interactive)
BDK7-08 Little Bit o' Payback (2 rounds)
BDK8-04 For Country, Friends, Kings, and Neighbors
BDK8i-04 All Evil Things... (BK Finale Con 2008 interactive)
BDK8-05 The Demon That You Know (NEVER WRITTEN)

Darkness and Light (Dimre and Stoink)

As neighbors go, Dimre and Stoink could not be any more different. The adventures listed below helped to highlight these differences while at times giving a glimpse into how these two nations sometimes cooperated to survive.

(BDK4a-01 Swamped)
BDK4-07 Of Friends, Friars, and Foes
BDK5-05 The Art of Deception
BDK5-07 Ebongleam
BDK6-02 Of Gauntlets, Gambits, and Graves
BDK6i-02 Of Weapons, War, and Woe (AggieCon 2006 interactive)
BDK6-06 Never Stir the Wasps' Nest
BDK6-08 Of Ruin, Restitution, and Revival

Dragons' Desires

These adventures put the "Dragons" in "Dungeons & Dragons". They are mostly unrelated except for the fact that they highlight the region's dragons.

BDK3-03 Trouble at Baco Canyon
BDK5i-01 A Weird Experience (AggieCon 2005 interactive)
BDK6i-01 The Great Hunt, 596 CY (OwlCon 2006 interactive)
BDK6-01 That Which Slept
IUZ6-02 Blue Scales, Red Secrets
BDK6-07 Love Letter

BDK6i-09 Negative Outcome (MilleniumCon 2006 interactive)
BDK7i-01 Through the Silver Mines (OwlCon 2007 interactive)
IUZ7-04 Blue With Envy
BDK8i-04 All Evil Things... (BK Finale Con 2008 interactive)

Fate of the Avenger

In this series, Arryn Alcor, aasimar paladin of Barachiel and later Death Knight of Iuz, and his missing holy sword, *Knight's Herald*, are the center of attention.

BDK4-07 Of Friends, Friars, and Foes
BDK6-02 Of Gauntlets, Gambits, and Graves
BDK6i-02 Of Weapons, War, and Woe (AggieCon 2006 interactive)
BDK6-08 Of Ruin, Restitution, and Revival
BDK6i-09 Negative Outcome (MilleniumCon 2006 interactive)

Fellreev Factions

These adventures highlight the struggles facing the various factions living inside the Fellreev Forest (the Dazark orcs, Fanlareshen elves, Fellreev druids, and Reyhu humans) as they fight Iuz.

BDK1-06 Elven Connection
BDK1i-02 In Desperate Need (MilleniumCon 2001 interactive)
(BDK3a-03 You've Got Missive)
IUZ3-03 Fractures
BDK4-04 Emissary
BDK4i-03 Old Enemies, New Friends (ShadowCon 2004 interactive)
BDK5i-03 The Battle of the Bazaar (SanCon 2005 interactive)
(BDK5i-06 Scratch My Back (MilleniumCon 2005 interactive))
BDK8i-01 For the Fellreev! (OwlCon 2008 interactive)

Finding Trouble

Perhaps the BK's most widely recognizable series of adventures, the "Trouble at" series generally

focused around the plights of the Rift Barrens nomads and the people of Ankheg Springs. Of special note is the fact that Morginstaler, Red Dragon of the Rift Canyon, makes his first appearance in the second mod in this series. The dragon would go on to become the region's most notorious monster.

BDK2-02 Trouble at Ankheg Springs
BDK3-03 Trouble at Baco Canyon
BDK4-02 Trouble at Centaur Mesa
BDK5-02 Trouble at Dragon Rift
BDK6-03 Trouble at the Gul Bortha
BDK7-06 Trouble at Harpy Hollow
BDK8-02 Trouble Everywhere You Go

The Great Hunt

The Great Hunt series of adventures set in the Tangles and first hosted by a huntsman named Borjed, then later by Guardian General Hok, pitted the PCs against various monsters native to the Tangles.

BDK1i-03 The Great Hunt (ItzaCon 2001 interactive)
BDK2i-05 The Great Hunt, 592 CY (MilleniumCon 2002 interactive)
BDK3i-04 The Great Hunt, 593 CY (MilleniumCon 2003 interactive)
BDK6i-01 The Great Hunt, 596 CY (OwlCon 2006 interactive)

Hiring Trouble (Gaiyle Markhalla)

The Hiring Trouble series revolves around the efforts of Gaiyle Markhalla, a fixer based out of Rookroost, as she helps various factions fight Iuz.

BDK1-01 The Package
BDK1-03 The Fortress
BDK3i-05 Coming of the Road (BKConQueso 2003 interactive)
BDK1-06 Elven Connection
BDK3-01 Pawn
(BDK5a-01 Voice in the Dark)
BDK5i-07 Dawn's End (BKConQueso 2005 interactive)

BDK6-01 That Which Slept
BDK6i-03 Tomb of Thieves (HoriziCon 2006 interactive)
BDK6i-04 Master of Rooks (HoriziCon 2006 interactive)
BDK6-05 Grass Roots
BDK8i-02 Loot Free or Die Hard (AggieCon 2008 interactive)

Hok's Machinations (Guardian General Hok)

When Guardian General Hok was brought back to life in 592 CY, he immediately began to rebuild his Army of the Warfields. These adventures detail Hok's efforts as he rebuilds his army and then uses it to attack Hallorn. After Hok's death and disappearance in 596 CY, the adventures focus on various efforts to discover what has become of Hok.

(BDK2i-06 The Return... (BKConQueso 2002 interactive))
BDK3-01 Pawn
BDK3-02 Alhaster Fog
BDK3i-04 The Great Hunt, 593 CY (MilleniumCon 2003 interactive)
BDK3-08 Change in the Air
BDK4i-02 The Siege of Hallorn (AggieCon and SteelCon 2004 interactive)
BDK5i-05 All for Hok? (ProtoCon 2005 interactive)
BDK6i-01 The Great Hunt, 596 CY (OwlCon 2006 interactive)
BDK6i-07 As the Worm Crawls (ProtoCon 2006 interactive)
(BDK7-07 The Mausoleum)
BDK7i-09 Decision: Hallorn (MilleniumCon 2007 interactive)

Iuz's Madman (Bernel/Partinius)

Bernel of Hallorn, the Iuzian priest responsible for the massacre at Steelbone Meadows, and the cursed *Sword of Kurell*, are the focus of these adventures. During these events, it is revealed that a *gate* to Limbo exists beneath the town of Zelosus.

BDK1-09 The Bender

BDK2-03 Body and Soul
BDK2-07 Spirits of Vengeance
BDK5i-02 Closure (A-KON 2005 interactive)
BDK5i-04 New Beginnings (Brokon 2005 cross-regional Bandit Kingdoms/Yeomanry interactive)

Legacy of the Highwayman

These adventures center on a deceased bandit leader's legacy. In part one, the PCs locate the bandit leader's hidden stash of loot. In part two, the PCs rescue one of the bandit leader's friends only to watch him be assassinated. In part three, the PCs attempt to help the bandit leader's former lover get the bandit leader reincarnated by the Druids of the North only to discover that too much time has passed.

BDK1-08 "X" Marks the Spot
BDK2-05 Retribution
BDK4-06 Scales and Secrets

The March to War (Johrase)

In 596 CY, after the Johrase reclaimed Kinemeet and held their Tournament of Crowning, Cranzer showed up to ruin their celebration. By careful manipulation, Cranzer had snuck a *trap the soul* spell onto the Platinum Crown of the Johrase. Thus, when Ramiki Klowentz put the crown on after Sir Derf, winner of the tournament, renounced his claim, Ramiki's soul was trapped by Cranzer. The remaining scenarios each deal with the Johrase' attempts to locate their missing king's *soul gem* while seeking retribution against Cranzer.

(BDK3a-02 Johrase Jailbreak)
(BDK4i-06 Into Rifterag (BKConQueso 2004 interactive))
BDK6i-05 A Heroic Return (AbisCon 2006 interactive)
BDK7-01 The Halfling
BDK7i-01 Through the Silver Mines (OwlCon 2007 interactive)
BDK7i-03 The Ruins of Stonehill Fortress (AbisCon 2007 interactive)
BDK7i-08 Abyss Bound Soul (BKConQueso 2007 interactive)

BDK7-08 Little Bit o' Payback
BDK8-02 Trouble Everywhere You Go
BDK8-04 For Country, Friends, Kings, and Neighbors
BDK8i-04 All Evil Things... (BK Finale Con 2008 interactive)

Missing Regent (Duke Gellor)

After the Greyhawk Wars, no one knew what had become of Duke Gellor of the Duchy of the Artonsamay. These adventures detail the efforts to locate Gellor and his later efforts to restore his duchy.

(BDK3a-01 Artonsamay Falcon)
BDK7-01 The Halfling
BDK7-04 Proof of Loyalty
BDK7i-05 Bandits in the County (Bandits in the County Con 2007 cross-regional Bandit Kingdoms/County of Urnst interactive)
URC8i-01 Father of the Bride (County of Urnst interactive set in part in the Bandit Kingdoms)
URC8i-03 In the End (County of Urnst battle set in part in the Bandit Kingdoms)

Risen Hero (Molaho Khem)

These adventures feature Molaho Khem, the Risen Hero and Oerth's newest hero-god. Is he truly a new god or is he just another fool being manipulated by true Powers?

BDK5i-07 Dawn's End (BKConQueso 2005 interactive)
(BDK5-08 Hirelings)
DYV6i-02 Fallen Hero, Risen God (RogueCon 2006 cross-regional Bandit Kingdoms/Dyvers interactive)
BDK6i-08 The Count of Dahlvier (BKConQueso 2006 interactive)

Steelbone Meadows (That Which Slept)

Every region should have a monster of epic proportions; for the Bandit Kingdoms, that monster was That Which Slept.

BDK1-02 Bleeding Moon
BDK1-04 Angry Bones
BDK2-04 Rising Shadow
BDK5-04 A Leather Bound Tome
(BDK5-08 Hirelings)
BDK6-01 That Which Slept
BDK6i-09 Negative Outcome (MilleniumCon 2006 interactive)
BDK7i-02 The Villainy of the Baron (AggieCon 2007 interactive)
BDK7-02 In a Manor of Seeking
BDK7-03 Return to Steelbone Meadows
BDK7-07 The Mausoleum
BDK8-03 Brute Cold Force (NEVER WRITTEN)
BDK8i-03 To Save a Soul (2008 interactive)(NEVER WRITTEN)

Thorn in the Eye (Rhaedrick Avenfear/Rookroost Thieves Guild)

This series of adventures focused on the Rookroost Thieves Guild and Rhaedrick Avenfear's fall from favor and eventual redemption as he first becomes Guildmaster and then Plar of Rookroost.

(BDK1i-01 A Night in Rookroost (A-KON 2001 interactive))
BDK1-05 Peiper's Ferry
BDK2i-02 Founding Day (SteelCon 2002 interactive)
BDK2i-04 Evil Tidings (ProtoCon 2002 interactive)
BDK2-06 Fifty Silver Ingots
BDK3-06 Quick 'n' Easy
BDK4i-05 Where Angels Fear to Tread (MilleniumCon 2004 interactive)
(BDK6-02 Of Gambits, Gauntlets, and Graves)
BDK6i-03 Tomb of Thieves (HoriziCon 2006 interactive)
BDK6i-04 Master of Rooks (HoriziCon 2006 interactive)
BDK7-05 The Work of Thieves
BDK8i-02 Loot Free or Die Hard (AggieCon 2008 interactive)

To Hell and Highwater

This early series focused on NPCs who were making deals with infernal beings.

BDK1-10 Up Close and Personal
BDK2i-03 Evil, Most Foul (Southern Plains Gaming Expo 2002 interactive)
BDK2-08 The Quick and the Dead

Adventures by Location

Abbarra

BDK1-06 Elven Connection
IUZ3-03 Fractures
BDK5-04 Leather Bound Tome

Artonsamay, Duchy of

BDK7i-08 Abyss Bound Soul (BKConQueso 2007 interactive)
URC8i-01 Father of the Bride (County of Urnst interactive)
URC8i-03 In the End (County of Urnst interactive)

Azzagrat, Plane of

BDK7i-08 Abyss Bound Soul (BKConQueso 2007 interactive)

Bluff Hills

BDK1-07 Torrock's Lair
BDK3-04 Torrock's Bane
BDK3i-03 The Road to Perdition (ProtoCon 2003 interactive)
BDK4-05 Torrock's Legacy

Dimre, Grand Theocracy of

BDK4a-01 Swamped
BDK5-05 The Art of Deception
BDK6-02 Of Gauntlets, Gambits, and Graves
BDK6-08 Of Ruin, Restitution, and Revival

Dyvers, Free City of

DYV6i-02 Fallen Hero, Risen God (RogueCon 2006 cross-regional Bandit Kingdoms/Dyvers interactive)

Fellreev Forest

BDK1-06 Elven Connection
BDK1i-02 In Desperate Need (MilleniumCon 2001 interactive)
BDK3a-03 You've Got Missive

IUZ3-02 Experimentation

BDK3-04 Torrock's Bane
BDK3-07 The Pale Lady
BDK4m-03 A Stroll in the Woods
BDK4-04 Emissary
BDK4i-03 Old Enemies, New Friends (ShadowCon 2004 interactive)
BDK5a-02 Of Men and Beasts
BDK5a-03 The Mad Mage
BDK5i-03 The Battle of the Bazaar (SanCon 2005 interactive)
BDK5-06 Necropolis of the Endless Dawn
BDK5i-07 Dawn's End (BKConQueso 2005 interactive)
BDK6-07 Love Letter
BDK6i-08 The Count of Dahlvier (BKConQueso 2006 interactive)
BDK7-02 In a Manor of Seeking
IUZ8-02 Final Words
BDK8i-01 For the Fellreev! (OwlCon 2008 interactive)

Gehenna, Plane of

BDK6-08 Of Ruin, Restitution, and Revival

Great Effluvial Swamp

BDK3a-04 Disappearance of Innocence

Groucester

BDK4-05 Torrock's Legacy
BDK5-01 The Body
BDK5i-06 Scratch My Back (MilleniumCon 2005 interactive)
BDK6-01 That Which Slept
BDK6i-09 Negative Outcome (MilleniumCon 2006 interactive)
BDK7-02 In a Manor of Seeking

Hallorn

BDK1-02 Bleeding Moon
BDK2-08 The Quick and the Dead
BDK2i-06 The Return... (BKConQueso 2002 interactive)

IUZ3-03 Fractures

BDK4-01 Let Loose the Hounds

BDK4i-02 The Siege of Hallorn (AggieCon and SteelCon 2004 interactive)

BDK4-06 Scales and Secrets

BDK5a-03 The Mad Mage

BDK5i-05 All for Hok? (ProtoCon 2005 interactive)

BDK5-08 Hirelings

BDK7-07 The Mausoleum

BDK7-08 Little Bit o' Payback

BDK7i-09 Decision: Hallorn (MilleniumCon 2007 interactive)

BDK8-02 Trouble Everywhere You Go

Johrase, Kingdom of

BDK1-03 The Fortress

BDK3a-02 Johrase Jailbreak

BDK3i-05 Coming of the Road (BKConQueso 2003 interactive)

BDK5i-07 Dawn's End (BKConQueso 2005 interactive)

BDK6i-05 A Heroic Return (AbisCon 2006 interactive)

BDK6-07 Love Letter

BDK7a-01 Perpetual Motion

BDK7-01 The Halfling

BDK7i-01 Through the Silver Mines (OwlCon 2007 interactive)

BDK7i-03 The Ruins of Stonehill Fortress (AbisCon 2007 interactive)

IUZ7-04 Blue With Envy

BDK7i-08 Abyss Bound Soul (BKConQueso 2007 interactive)

BDK8-04 For Country, Friends, Kings, and Neighbors

Limbo, Plane of

BDK5i-02 Closure (A-KON 2005 interactive)

Longspear (Yeomanry)

BDK5i-04 New Beginnings (Brokon 2005 cross-regional Bandit Kingdoms/Yeomanry interactive)

Midlands, Stronghold of the

BDK1-01 The Package

BDK1-09 The Bender

BDK2-03 Body and Soul

BDK5i-02 Closure (A-KON 2005 interactive)

BDK6i-03 Tomb of Thieves (HoriziCon 2006 interactive)

BDK6-07 Love Letter

Morak'duum

BDK6s-02 To Honor a Friend

BDK6i-06 A Place to Call Home (A-KON 2006 interactive)

BDK7i-06 Celebration in the Caves (ProtoCon 2007 interactive)

Nerull's Bane

BDK5-06 Necropolis of the Endless Dawn

BDK5i-07 Dawn's End (BKConQueso 2005 interactive)

Pazunia, Plane of

BDK7i-08 Abyss Bound Soul (BKConQueso 2007 interactive)

Phostwood/Nutherwood Forest

BDK1-10 Up Close and Personal

BDK4a-01 Swamped

Redhand, Principality of

BDK1i-04 A Marriage Made in Hell (BKConQueso 2001 interactive)

BDK2-04 Rising Shadow

BDK3a-01 The Artonsamay Falcon

BDK3i-02 Shadow Keep (AggieCon and SteelCon 2003 interactive)

BDK3-02 Alhaster Fog

BDK4m-01 The Rules of Impoundment

BDK4-01 Let Loose the Hounds

BDK5-03 The Secret Ingredient

IUZ5-02 Playing Both Sides

BDK5i-01 A Weird Experience (AggieCon 2005 interactive)

BDK5-08 Hirelings
BDK6-09 To Bleed or Die
BDK7a-01 Perpetual Motion
BDK7i-04 The Madness of the Baron (A-KON 2007 interactive)
BDK8-01 The Scourge

Reyhu, Great Lands of

BDK4-03 A Hin of Trouble
BDK5-02 Trouble at Dragon Rift
BDK6-04 The Last Word
BDK7a-01 Perpetual Motion
BDK7i-05 Bandits in the County (Bandits in the County Con 2007 cross-regional Bandit Kingdoms/County of Urnst interactive)

Rift Barrens

BDK1-08 "X" Marks the Spot
BDK2-01 The Gauntlet
BDK2-02 Trouble at Ankheg Springs
BDK3-03 Trouble at Baco Canyon
BDK3-05 High Ho Silver
BDK4i-01 Dogs of War (OwlCon 2004 interactive)
BDK4-02 Trouble at Centaur Mesa
BDK4i-04 It Came From the Deep (ProtoCon 2004 interactive)
BDK4-06 Scales and Secrets
BDK5-02 Trouble at Dragon Rift
BDK6-02 Of Gauntlets, Gambits, and Graves
BDK6-07 Love Letter
BDK6i-09 Negative Outcome (MilleniumCon 2006 interactive)
BDK7a-01 Perpetual Motion
BDK7i-07 Barren's Secrets (G-KON 2007 interactive)
BDK7-06 Trouble at Harpy Hollow
IUZ8-01 End of the Line
BDK8-02 Trouble Everywhere You Go
BDK8-04 For Country, Friends, Kings, and Neighbors

Rift Canyon

BDK2i-01 Blood and Silver (OwlCon 2002 interactive)
BDK2i-03 Evil, Most Foul (Southern Plains Gaming Expo 2002 interactive)

BDK2-05 Retribution
BDK3-03 Trouble at Baco Canyon
BDK4-01 Let Loose the Hounds
BDK4i-01 Dogs of War (OwlCon 2004 interactive)
BDK5-02 Trouble at Dragon Rift
IUZ6-02 Blue Scales, Red Secrets
BDK7-01 The Halfling
BDK7i-01 Through the Silver Mines (OwlCon 2007 interactive)
BDK8-04 For Country, Friends, Kings, and Neighbors

Riftcrag

BDK2-01 The Gauntlet
BDK2-05 Retribution
BDK4-01 Let Loose the Hounds
BDK4i-06 Into Riftcrag (BKConQueso 2004 interactive)
BDK6-05 Grass Roots
BDK7i-08 Abyss Bound Soul (BKConQueso 2007 interactive)
BDK8-02 Trouble Everywhere You Go
BDK8i-04 All Evil Things... (BK Finale Con 2008 interactive)

Rookroost, Domain of

BDK1-01 The Package
BDK1i-01 A Night in Rookroost (A-KON 2001 interactive)
BDK1-05 Peiper's Ferry
BDK2i-02 Founding Day (SteelCon 2002 interactive)
BDK2-03 Body and Soul
BDK2i-04 Evil Tidings (ProtoCon 2002 interactive)
BDK2-06 Fifty Silver Ingots
BDK2-07 Spirits of Vengeance
BDK3a-03 You've Got Missive
BDK3-01 Pawn
BDK3i-01 Rebellion?!? (OwlCon 2003 interactive)
BDK3-05 High Ho Silver
BDK3-06 Quick 'n' Easy
BDK3-07 The Pale Lady
BDK4m-02 On Kobold Farms
BDK4-03 A Hin of Trouble
BDK4i-05 Where Angels Fear to Tread (MilleniumCon 2004 interactive)
BDK5a-01 Voice in the Dark

BDK5-08 Hirelings
BDKa6-02 Two Sides to Every Story
BDK6-01 That Which Slept
BDK6-02 Of Gauntlets, Gambits, and Graves
BDK6i-02 Of Weapons, War, and Woe (AggieCon 2006 interactive)
BDK6i-04 Master of Rooks (HoriziCon 2006 interactive)
BDK6-05 Grass Roots
BDK7a-01 Perpetual Motion
BDK7-02 In a Manor of Seeking
BDK7-05 The Work of Thieves
IUZ8-01 End of the Line
BDK8i-02 Loot Free or Die Hard (AggieCon 2008 interactive)

Sable Watch

BDK5-06 Necropolis of the Endless Dawn
BDK6i-08 The Count of Dahlvier (BKConQueso 2006 interactive)
BDK7-02 In a Manor of Seeking
IUZ8-02 Final Words

Steelbone Meadows

BDK1-04 Angry Bones
BDK5-04 Leather Bound Tome
BDK7-03 Return to Steelbone Meadows

Stoink, Domain of

BDK1-10 Up Close and Personal
BDK4-07 Of Friends, Friars, and Foes
BDK5-05 The Art of Deception
BDK5-07 Ebongleam
BDK6a-01 Badgered by Problems
BDK6-03 Trouble at the Gul Bortha
BDK6-06 Never Stir the Wasp's Nest
BDK7-04 Proof of Loyalty

Tangles Forest

BDK1-08 "X" Marks the Spot
BDK1i-03 The Great Hunt (ItzaCon 2001 interactive)
BDK2-01 The Gauntlet
BDK2i-05 The Great Hunt, 592 CY (MilleniumCon 2002 interactive)

BDK2-08 The Quick and the Dead
BDK3i-04 The Great Hunt, 593 CY (MilleniumCon 2003 interactive)
BDK4-01 Let Loose the Hounds
BDK4i-02 The Siege of Hallorn (AggieCon and SteelCon 2004 interactive)
BDK4-06 Scales and Secrets
BDK6i-01 The Great Hunt, 596 CY (OwlCon 2006 interactive)
BDK6s-02 To Honor a Friend
IUZ7-04 Blue With Envy
BDK7-08 Little Bit o' Payback
IUZ8-01 End of the Line
BDK8-02 Trouble Everywhere You Go
BDK8-04 For Country, Friends, Kings, and Neighbors

Urnst, County of

BDK7-04 Proof of Loyalty
BDK7i-05 Bandits in the County (Bandits in the County Con 2007 cross-regional Bandit Kingdoms/County of Urnst interactive)
URC8i-01 Father of the Bride (County of Urnst interactive)
URC8i-03 In the End (County of Urnst interactive)

Warfields, Unified Bands of the

BDK1-04 Angry Bones
BDK2-08 The Quick and the Dead
BDK3-08 Change in the Air
BDK4-06 Scales and Secrets
BDK5a-03 The Mad Mage
BDK5i-05 All for Hok? (ProtoCon 2005 interactive)
BDK5-08 Hirelings
BDK7-07 The Mausoleum
BDK7-08 Little Bit o' Payback
BDK7i-09 Decision: Hallorn (MilleniumCon 2007 interactive)
BDK8-02 Trouble Everywhere You Go

Wormcrawl Fissure

BDK4i-04 It Came From the Deep (ProtoCon 2004 interactive)
BDK6i-07 As the Worm Crawls (ProtoCon 2006 interactive)

BDK8-02 Trouble Everywhere You Go

Wormhall, Barony of

BDK1-04 Angry Bones

BDK5-04 Leather Bound Tome

BDKa6-04 A General Errand

BDK7-03 Return to Steelbone Meadows

***BDK7i-02 The Villainy of the Baron (AggieCon
2007 interactive)***

Timeline of Major Bandit Kingdoms Events

576 CY

Patchwall Zered, Baron Trallant and oldest son of the Viscount Alhaster, is slain by bandits from Riftcrag while patrolling near Reyhu. The bandits, fearing reprisal, flee into the Rift Canyon.

Ready'reat The Honorable Zeech, second son of the Viscount Alhaster, leads a retaliatory attack against bandits in the Rift Canyon to avenge the death of his older brother. During the attack, Plar Lintoff of Riftcrag is slain by Zeech.

Sunsebb The Viscount and Viscountess Alhaster are slain as they dine in their castle, apparently by their son, Zeech. Zeech proclaims himself Viscount Alhaster.

577 CY

Readying Knights of the Holy Shielding arrive in Alhaster to arrest Zeech, Viscount Alhaster, on suspicion of murdering his parents. Zeech drives the knights from the city and declares himself Prince of Redhand, ruler of a new independent principality.

578 CY

Coldeven Armies from the Warfields, led by Guardian General Hok, Wormhall, led by Lord Oltagg, Abbarra, led by Rhelt Kor, and Freehold, led by Master Eab Huldor, join the Horned Society to help fight the Rovers of the Barrens.

Reaping In reprisal for past attacks, the Duchy of Tenh crosses the Zumker River, conquering the Barony of Grosskopf and entering the Fellands. Lord Skiven of Grosskopf, Lord Despot Avaerd of the Fellands and Plar Teuod Fent of Rookroost ask the other free lords of the Combination for assistance in driving the Tenha back across the Zumker.

Goodmonth Hok, Oltagg, Kor, and Huldor abandon the Horned Society and lead their armies eastward to help fight the Tenha.

Harvester Horned Society forces cross the Ritensa River in retaliation for the desertions, conquering the Warfields and capturing Wormhall before moving eastward.

Patchwall The Horned Society's advances are halted by a stubborn defense led by the Abbarrish civilian population.

Ready'reat A truce is reached with the Duke of Tenh in which the various bandit lords agree to cease raiding into Tenh. Grosskopf cedes to Tenh the lands between the Griff Mountains and the Zumker River. Hok, Oltagg, Kor, and Huldor march their armies westward and discover that the Horned Society has overrun the Warfields and occupied Wormhall. Horned Society representatives offer peace if Hok and Oltagg agree to lead their forces south into the Shield Lands the following spring. After Hok and Oltagg agree, the Horned Society army returns to Molag.

579 CY

Readying Guardian General Hok of the Warfields and Lord Oltagg of the Barony of Wormhall, at the direction of the Horned Society, lead their forces into the Shield Lands. As their successes mount, mercenaries from other bandit fiefdoms, primarily Abbarra, Freehold and Reyhu, join their army. For over three years, their forces ravage the Shield Lands.

580 CY

Suns'ebb Pernevi, Rookroost's Captain of the Guard, with significant help from Elara Mornstar, Guildmother of the Rookroost Thieves Guild, attempts to assassinate Plar Teuod Fent. Although the attempt fails, Fent is forced to flee the city as Pernevi names himself General of Rookroost.

581 CY

Growfest The Fellands are absorbed by the Barony of Grosskopf when Lord Skiven marries Lord Despot Avaerd's daughter. With troops from the Fellands bolstering its forces, Grosskopf once again begins raiding into Tenh.

Brewfest Boss Dhaelhy of Stoink is assassinated by Renfus the Mottled. Renfus is named Boss of Stoink.

582 CY

Ready'reat The former Plar of Rookroost, Teud Fent, arrives in the Archbarony of Blackmoor and proclaims himself Baron Ramshorn. Bandits, Tenha, and Shield Lander refugees soon begin to flock to Ramshorn after Fent conducts several successful raids on Iuzian slave-trains.

583 CY

Fireseek The cambion Kerzinen, on loan to Iuz by the Demon Lord Graz'zt, arrives in Rookroost and ingratiates himself with General Pernevi, ruler of Rookroost.

Readying Word of Iuz's approaching army reaches Hok and Oltagg in the Shield Lands when the Hierarchs order them to march their armies to Molag to prepare for that city's defense. Instead, the pair lead their men home, abandoning the Horned Society. Soldiers in their armies from other areas of the Bandit Lands flee the Shield Lands and return home to spread word of the coming invasion.

Coldeven Iuz slays most of the Hierarchs of the Horned Society and conquers Molag during the night of the Blood-Moon Festival.

Growfest Leading a combined force from the Warfields, Wormhall, Abbarra, and Freehold, Guardian General Hok attempts to prevent the Iuzian army from crossing the Ritensa. After weeks of desperate fighting, Hok's army is defeated. Hoping to save Warfields' women and children, Hok kneels before Horrace, leader of Iuz's army, pledging the Warfields to Iuz as men from Wormhall, Freehold,

and Abbarra flee. Within a week, Iuz's army is camped outside of Obresthorpe in Wormhall.

As his army terrorizes the countryside, Horrace meets with Lord Oltagg and the secretive Lords of Wormhall. After the negotiations break down, Horrace executes Oltagg and assumes the title Baron Wormhall. Iuz sends a rising star of a priestess named Xavendra, who was renowned for her ambition and beauty, to serve as the army's new commander.

Planting Xavendra marches Iuz's army eastward, encountering stiff resistance from the Abbarrish. After days of bitter fighting, Rhelt Kor and his band of assassins are finally routed. Master Eab Huldor of Freehold, fearing for his people, quits Freehold Keep and leads them into the southern Fellreev Forest. Demons overseen by Lesser Boneheart Cranzer immediately begin transforming the keep into Fleichshriver.

Iuz orders the army to split into two divisions. The cleric Rilstone leads one division to Hallorn, driving Earl Reynard and his men deep into the Tangles Forest. Rilstone then executes everyone in Hallorn and animates them as undead. With Hallorn secured, the division heads south towards the Shield Lands, now led by the Bonehearts Null and Jumper.

Flocktime Xavendra's remaining army marches into the Midlands and is met by stout resistance led by Graf Venholtee and the local clerics and warriors dedicated to Hextor. After a fierce battle during which the Hextorites fight to the death, the Iuzians raze the Hextorite temple.

Kerzinen assassinates General Pernevi, ruler of Rookroost, during the night of the 18th (Walpurgis), and assumes his identity.

Wealsun Xavendra detaches a small portion of her army and leads it to Rookroost. Kerzinen, now disguised as Pernevi, surrenders Rookroost to Xavendra. The Iuzian cleric Demmel Tadorinal is named Graf of the Midlands by Iuz. Xavendra's division marches north, taking Groucester from Lord Despot Avaerd, who had fled to Grosskopf, without a fight. A road into the eastern Fellreev is soon built

and construction begins on Fort Skagund. Xavendra threatens Grosskopf, forcing Lord Skiven to surrender. Many of Grosskopf's raiders relocate to Grossfort in the Barrens to hunt the Rovers for Iuz. Xavendra is stationed in Groucester by Iuz to help ferry supplies and demons to Iuz's forces in the Barrens.

Richfest The eastward moving Iuzian army, now led by a minor cleric named Aundurach, encounters Johrase resistance during a massive thunderstorm on Midsummer's Day. Iuz's demons overwhelm the Johrase cavalry, leaving Kinemeet exposed. The Johrase are forced to flee as orcs capture Kinemeet. King Selnon of the Johrase is killed in the fighting. The Johrase become a landless people, selling themselves as mercenaries to the highest bidders across the northern Flanaess.

Reaping Iuz orders Aundurach to march the army south to Riftcrag. The army discovers a mostly empty city, the inhabitants having already fled into the recesses of the Rift Canyon. Lesser Boneheart Cranzer, having finished overseeing the transformation of Freehold Keep into Fleischshriver, rejoins the army and is ordered to remain in Riftcrag to ensure that silver flows from the Rift Canyon's mines to Dorakaa by Iuz himself. Cranzer orders the construction of a fortified tower for his residence in the city and several hundred humanoids are discharged from the army in order to work the nearby silver mines. Cranzer orders Aundurach back to Hallorn to keep an eye on Rilstone. When the cleric foolishly objects, wishing to continue leading the army eastward, Cranzer imprisons him and nearly drives him mad with a magical attack.

Goodmonth Iuz's eastward moving army, now led by an ambitious, but incompetent, blackguard, invades Dimre. The Dimrites put up a fierce and well-coordinated defense, effectively utilizing holy spells to hold the demons at bay while slaughtering Iuz's humanoids. After several embarrassing defeats, the blackguard is forced to the treaty table. After his return to Dorakaa to share the news of the treaty with Dimre, the blackguard is never heard of again. Cranzer grows bored with torturing the now-mad Aundurach and orders him to serve Rilstone in Hallorn.

Harvester Following the disaster in Dimre, Iuz orders Cranzer to take command of the army. Cranzer leaves a detachment of hobgoblins to build a garrison at Camp Arnsten then drives the rest of the army south to the Duchy of the Artonsamay. During a fierce battle, Cranzer employs magic to destroy Castle Artonsamay despite the efforts of a powerful Rhennee witch. Duke Gellor and his surviving men flee to Stoink or across the river into the County of Urnst. Cranzer divests himself of several annoying clerics of Iuz by ordering them to construct a keep on the castle's ruins to honor Iuz's might. Construction of Wraithkeep begins as the clerics animate those who fell during the battle.

To the south, the people of the Great Lands of the Reyhu flee before Cranzer's army's arrival. One group, led by Skannar Hendricks, flees through the Warfields towards the Fellreev. Another group, led by a cleric of Erythnul, flees into the Rift Canyon and joins the Men of the Rift. The rest flee across the Artonsamay River into the County of Urnst.

Brewfest Boss Renfus of Stoink surrenders to Cranzer. Cranzer leaves Lord Bloodhand behind as Iuz's emissary. Lord Bloodhand immediately begins the construction of Temple Grimacing, a training ground for Iuzian assassins and blackguards. The entire city of Stoink gets drunk.

Skannar Hendricks' Reyhu enter the Fellreev and are attacked by several hundred Dazark orcs.

Patchwall Cranzer orders the army south into the Great Lands of the Reyhu, which they discover are now empty, its fields lying fallow, its bells unrung on the 7th as its people had fled into the Rift Canyon, the Fellreev Forest, or to the County of Urnst. Cranzer orders a detachment of hobgoblins to turn Sarresh into a garrison and sends Urzun orcs to occupy Sheerwatch before divesting himself of four cantankerous mid-level clerics of Iuz in Balmund. None of the clerics are told who is in charge by Cranzer during one of his rare fits of humor.

Skannar Hendrick's Reyhu are attacked by the Fanlareshen elves while crossing the Artonsamay River in the Fellreev Forest. After a day of bloody fighting, Hendricks sues for peace, explaining that his

people are refugees hiding from Iuz's army and convinces the Fanlareshen elders to allow his people to build two strongholds in the forest. Construction on Forts Hendricks and Scorn begins.

Ready'reat Cranzer leads his army south to Redhand. In a grand ceremony incorporating the Turning of the Shebear Stone, Prince Zeech kneels before Cranzer and pledges his nation to Iuz. Cranzer leaves many half-orcs in Alhaster to keep an eye on Zeech and sends a sizeable detachment of hobgoblins to garrison at Trallant before turning the army westward into the Shield Lands where it rejoins the main Iuzian host. Cranzer returns to Riftcrag. Iuz sends the cambion Marionnen, on loan to Iuz by the demon lord Pazuzu, to oversee Trallant's defenses. Iuz sends an ex-lieutenant of the Legion of Black Death with Marionnen to keep an eye on the cambion. Over the course of several years, Zeech manages to have all of the orcish troops stationed in Alhaster sent to Trallant in exchange for Marionnen's hobgoblin soldiers.

Needfest Rookroost experiences its first Mummering celebration led by Iuzians. During the celebration, a masked cleric of Iuz fights and kills a lightly armed paladin of Pelor. During the Feast of Unreason, children are "promoted" to leadership positions and instructed to create silly laws. Children that failed to embrace the chaos were killed. In the future, the denizens of Rookroost hide their children from the Iuzians during the Feast of Unreason leading to the creation of a new game of "Hide and Go Kill" highly enjoyed by the Iuzians.

584 CY

Fireseek Riftcrag, ruled by Lesser Boneheart Cranzer, Rookroost, ruled by Kerzinen (disguised as General Pernevi), and Stoink, ruled by Boss Renfus the Mottled, are all named regional capitals of the Bandit Lands by Iuz. Lord Bloodhand sends a glabrezu to badger Renfus into giving him more power. The glabrezu is later found lying in Stoink's gutters, reeking of brandy and unable to speak. Bloodhand never again tries to bully Renfus into submission.

Readying Cranzer marches on Hellstone Tower in the Rift Barrens and demands that the owner of the tower, a wizard of some power, surrender and agree to make magical weapons for his troops. In response, the wizard destroys Hellstone Tower with an explosion that kills hundreds of Cranzer's troops and nearly kills the Lesser Boneheart.

Coldeven Cranzer, not quite as arrogant as he was before, forges a deal with the mage Gennen of Edge Tower in which Gennen agrees to craft magical weapons for Cranzer's officers in exchange for food and raw materials for his work.

Harvester The Pact of Greyhawk is signed.

Brewfest The Iuzian priest Bernel of Hallorn, Rilstone's second-in-command, orders the western bandits of the Bandit Lands to a gathering in northeastern Wormhall to discuss plans for raids in 585 CY. During the gathering, which over 10,000 bandits attend, the delusional Bernel becomes convinced that the bandit leaders are plotting against him and Iuz. After several nights of drunken revelry, Bernel unleashes demons, orc assassins, and powerful magicks against the drunk and sleeping bandits. Over half of the bandits (including Guardian General Hok of the Warfields and Master Eab Huldor of Freehold) are slain and the rest flee in terror, cursing Iuz's name. When he learns of the incident, Cranzer drags the kicking and screaming Bernel to Dorakaa to face Iuz's punishment. Aundurach becomes Rilstone's second-in-command in Hallorn. The abandoned campgrounds become known as Steelbone Meadows and remain haunted by a variety of undead, all of whom hate Iuz and cannot be rebuked by his clerics, to this day.

Patchwall A large Iuzian force from Fleischshriver invades the Fellreev Forest. It is repelled by a joint effort of the Fanlareshen elves and displaced Reyhu refugees. After the battle, the Fanlareshen and Reyhu formally ally.

585 CY

Fireseek Three powerful Trithereonites from Furyondy arrive in the Tangles Forest and begin to help Earl Reynard and his men survive in the forest.

Readying A mutiny by the hobgoblin soldiers at Camp Arnsten is ruthlessly put down by fiends summoned by Cranzer.

586 CY

Coldeven Canon Hazen of Veluna employs the *Crook of Rao* in a ritual that drives most of the summoned fiends on Oerth back to the outer planes. The event becomes known as the *Flight of Fiends*. Iuzian forces throughout the Bandit Lands become vulnerable as their demonic soldiers and allies disappear.

Growfest Lord Marshall Arus Mortoth attempts to assassinate General Pernevi after Pernevi's fiendish advisors are banished by the *Flight of Fiends*. Unbeknownst to Mortoth, Pernevi is actually the cambion Kerzinen. Kerzinen slays Mortoth and assumes his identity, remaining ruler of Rookroost.

Aundurach assassinates Rilstone, ruler of Hallorn, after Rilstone loses his demonic allies.

Planting King Belvor IV of Furyondy initiates the Great Northern Crusade against Iuz's army. Anti-Iuzian mercenaries from the Bandit Lands flock to his banner.

587 CY

Readying Lady Katarina of Walworth leads the Knights of Holy Shielding, with considerable support from Furyondy, back into the Shield Lands. After a series of ferocious battles, Critwall is reclaimed from Iuz and the Shield Landers began to harass Iuz's forces to the north and east, including those in the Bandit Lands.

589 CY

Flocktime Aundurach's forces manage to capture Earl Reynard of the Tangles. Aundurach executes Reynard and crafts a magical scepter from his bones while declaring himself Earl of the Tangles. Iuz rewards Aundurach by promoting him to Lesser Boneheart status and names Hallorn a regional capital of the Bandit Lands.

590 CY

Planting Census takers in a variety of nations over inflate their population figures by as much as 500 percent in efforts to make their nations appear more populated (and thus better defended) than they really are.

Flocktime A Reyhu child who had disappeared near Lake Aqal two months previously is found wandering in the forest by elves. After resting, the girl calmly tells tales of "long-faced men who walk on air". Two parties of Reyhu scouts enter the area near Lake Aqal seeking new allies. Neither party is ever heard from again.

591 CY

Needfest Prince Zeech of Redhand marries the daughter of a displaced Johrase noble and names Ulik, winner of a jousting competition, as Baron Morannon.

592 CY

Coldeven The town of Zelosus, on the road between Rookroost and Kinemeet, is discovered to be a ghost town by passing merchants.

Growfest Cultists of Tharizdun, for reasons unknown, attempt to assassinate Prince Zeech's sister, Princess Nadalie.

Ready'reat Dozens of people in Rookroost go missing throughout the month.

Suns'ebb While investigating the disappearance of people in Rookroost, a group of adventurers discover that an inmate in the Rookroost Insane Asylum, the former constable of Zelosus, is really Bernel of Hallorn, orchestrator of the Steelbone Meadows massacre of 584 CY. The adventurers slay the deranged cleric before he can unleash a similar fate upon Rookroost.

In catacombs under Hallorn, the final resting place of Guardian General Hok, who was slain at Steelbone

Meadows, is discovered. A cleric friendly to the Warfields raises the general back to life.

593 CY

Readying Guardian General Hok begins recruiting for his new Army of the Warfields.

Coldeven During Iuzian celebrations of the Festival of the Blood-Moon in Ethelmere, a Johrase noble recruits a small army to help him retake Stonehill Fortress from the Iuzians. The attack is successful and the Johrase regain possession of one of their largest castles.

Planting Caravan guards traveling along the northern edge of the Fellreev Forest report encountering an Iuzian cleric accompanied by a monster they describe as an undead demon.

Patchwall Guardian General Hok hosts the Great Hunt in the Tangles Forest as a recruiting tool. During the festivities, he is attacked by Gerland, elven druid of the Tangles Forest, but survives.

Suns'ebb Lesser Boneheart Cranzer is ordered by Iuz to begin creating planar portals in various parts of the Abyss in preparation for Iuz's attack on the demon lord Pazuzu, ruler of the Abyssal layer of Torremor. Cranzer secretly creates a simulacrum of himself and leaves it in charge of Riftcrag while he is gone.

594 CY

Flocktime Guardian General Hok, with the help of several powerful adventurers, successfully lays siege to Hallorn. Lord Ulik, attending the battle as a "neutral" observer for Prince Zeech, brokers a treaty between Hok and the druid Gerland. The battle lasts less than one day with Hok's army forcing Lesser Boneheart Aundurach to flee to parts unknown. Hallorn becomes the capital of the Warfields and home to Hok's rebuilt army.

Reaping Mercenaries guarding a merchant bound from Rookroost to Fort Hendricks are attacked by a group of Uroz orcs. Surprisingly, they are rescued by a group of Dazark orcs. When a group of Fanlareshen

elves and Reyhu arrive at the scene, the caravan guards sue for peace and an uneasy truce is agreed upon by the Dazark, Fanlareshen, and Reyhu.

Patchwall On the 7th, as part of a celebration of the Bellringer's Feast, Lord Marshall Arus Mortoth (Kerzinen) of Rookroost hosts a Grand Ball in his palace. During the festivities, Graf Demmel Tadorinal of the Midlands attempts to assassinate Mortoth while Greater Boneheart Jumper appears and opens a *gate* to the Abyss from which pour dozens of demons. As Tadorinal and Mortoth battle behind a magical curtain of light, the Grand Ball's revelers flee the palace in terror. Later that day, palace workers report that Tadorinal emerged victorious (in reality, Kerzinen, disguised as Mortoth, slew him and faked his own death, assuming Tadorinal's identity and discarding Mortoth's).

Suns'ebb Gerland, druid of the Tangles Forest, reveals to the Druids of the North that he is protecting a green dragon that is living in the forest.

595 CY

Coldeven Adventurers traveling in Redhand report encountering Iuzian clerics accompanied by several creatures that resemble the "demon undead" previously encountered in the Fellreev Forest.

Iuz orders Prince Zeech to close Alhaster's docks to civilian traffic and for construction to begin on new war galleys. For several years, Alhaster suffers economically as trade to the city is reduced.

Planting Horrace, Baron Wormhall, tricks a group looking for information on Nerull's Bane into releasing That Which Slept from its prison near Steelbone Meadows.

Flocktime Travelers moving past the abandoned town of Zelosus report watching the town fall into a sinkhole. Adventurers who explore the area report finding a portal to Limbo hidden under the ruined town.

Wealsun The Fanlareshen elves and their Reyhu allies host a trader's bazaar deep in the Fellreev Forest. To the surprise of many, they invite the

Dazark orcs to attend, which the orcs do. The bazaar, whose time and location Xavendra managed to learn, is attacked in a well-coordinated fashion from three sides by Iuzian forces: undead and demons from Fleischshriver from the west, soldiers from Rookroost move up the Artonsamay River from the south, and orcs from Fort Skagund cross the Cold Run River from the east. Most of the Defenders of the Greenkeep are killed as the Iuzians move enmasse through the forest south of the Artonsamay River. The Dazark orcs distinguish themselves as they hold the forces from Fleischshriver at bay. Afterwards, the Fanlareshen and Reyhu enter into a formal alliance with the Dazark.

Goodmonth Boss Renfus of Stoink and Szek Winvid of Dimre agree to begin normal trade relations under the condition that Dimrites be protected when in Stoink. The increased trade helps both economies.

Ready'reat Acting on a tip that Xavendra's scouts had successfully located and entered Nerull's Bane, adventurers scour the forest to find the mythical city. When they locate it, they discover a battle occurring in the city between forces from the Horned Society and the lich Dahlvier. The adventurers attempt to trap both forces in the mystical city before fleeing.

A week later, Dahlvier recruits adventurers to help defend Nerull's Bane from Xavendra's forces. As a battle rages in the city, the adventurers awaken a large slumbering man named Molaho Khem who leads them from the city. Dahlvier drives the Iuzians from the city and seals it away in a demi-plane, trapping himself inside in the process.

Suns'ebb Mercenaries guarding a Redhand diplomat traveling from Alhaster to Rookroost report being attacked by a group traveling north from the Shield Lands. Evidence found points to the travelers being cultists of Tharizdun.

A large armored figure, purported to be that of Molaho Khem, approaches Rookroost from the west and is attacked by the guards of the Funery Gate when he fails to respond to their questions. The giant warrior slays a good number of orcish guards before he is attacked by the city's hill giant sheriff, whom he

decapitates with one stroke of his sword. The strange figure then begins walking south.

Cranzer returns from the Abyss after having assisted Iuz in the defeat the demon lord Pazuzu and in conquering the Abyssal plane of Torremor. Cranzer visits the Unseelie Realm and strikes a bargain with a powerful fey lord there.

Needfest During the Feast of Unreason, Cranzer appears flying over Stonehill Fortress. Using mighty magicks, Cranzer damages much of the castle, killing many of the Johrase within. While in the area, Cranzer senses the presence of the portal to Limbo under Zelosus.

596 CY

Coldeven As the citizens of Groucester are celebrating the Festival of the Blood-Moon, the monstrous dragon known as That Which Slept attacks, laying waste to much of the city.

Growfest During the Great Hunt of 596 CY in the Tangles Forest, hosted by Guardian General Hok and the druid Gerland, a sizeable force of evil fey and demons, led by Lesser Boneheart Cranzer, attacks the participants. The demons spread an alchemical concoction over the entire forest that kills plant life, denuding the forest. As Morginstaler, Red Dragon of the Rift, arrives to help Cranzer's attack, he is enraged to see demons attacking Maurgoroothyx, Green Dragon of the Tangles. When Morginstaler attacks the demons, Maurgoroothyx flees to the Fellreev Forest. During the fighting, both Hok and Gerland are killed by Cranzer but their bodies are recovered by adventurers loyal to Hok. As the soldiers and huntsmen flee, a lone dwarven warrior named Ulfar, cut off from his retreating friends, makes a final stand. Marwald, Mayor of Hallorn, is later pressured into giving Hok's body to the Horned Society.

Planting Dimre, believing Xavendra to have broken the Dimre/Iuz treaty after several Iuzian raids crossed the border into Dimre, attacks Marsakeer in a reprisal raid.

Several dwarves return to the site of Ulfar's fall, near Borjed's Lodge in the Tangles Forest. While they are consecrating a statue dedicated to Ulfar's sacrifice, the ground opens up, revealing tunnels leading to a hidden duergar city. The dwarves return to the surface and begin planning an attack on their hated kin.

Rhaedrick Avenfear and Gaiyle Markhalla of Rookroost locate and enter Latavius' Tomb.

Cranzer secretly makes a simulacrum of Morginstaler.

Flocktime The strange warrior Molaho Khem is attacked by orcs as he approaches Kinemeet. The giant warrior single handedly drives the orcs from the city, slaying all who attack him. Molaho Khem then reportedly heads south, leaving a nearly empty city behind.

Several days later, the Johrase march on Kinemeet only to discover that it is already deserted of its orcish occupiers. The Johrase nobles immediately hold a Tournament of Crowning to determine who their new king will be. While Sir Derf wins the tourney, he abdicates his right to rule in favor of the runner-up, Sir Ramiki Klowentz. When Ramiki accepts the crown, he disappears, the victim of a *trap the soul* spell previously prepared by Cranzer. The Johrase immediately declare war upon Riftcrag.

During the dwarven holy days of Harnekia, dwarves from all over the Bandit Lands flock to the site of Ulfar's fall and attack the duergar city recently discovered under the Tangles. After days of fierce tunnel fighting, during which the duergar are eerily silent, the duergar are driven from the city. The dwarves name their new city Morak'duum.

Wealsun Greater Boneheart Halga orchestrates a trap that lures several powerful adventurers to the Trallant area. During the battle, the adventurers use a powerful magic item to summon a solar. Halga magically dominates the angel and flees with it to Dorakaa to present as a gift to Iuz.

Brewfest Boss Renfus of Stoinck, angry at Lord Bloodhand's interference with various schemes, has

all of the assassins of Temple Grimacing assassinated by members of the Stoinck Thieves Guild. While Lord Bloodhand manages to escape, the city reverts fully to the control of Boss Renfus. The worship of Iuz is made a capital crime in Stoinck.

Patchwall Morginstaler, Red Dragon of the Rift, peacefully visits the thorp of Ankheg Springs during Lammas tide.

Molaho Khem arrives in Dahlvier's County and begins killing the undead and aggressive plant life left behind by the lich. The native ogres accept him as their new leader after he subdues their chieftain.

Ready'reat Szek Winvid of Dimre dies of a stroke. On his deathbed, he prophesies that a great evil will befall the Bluff Hills area unless the sword *Knight's Herald* is taken to Groucester. In addition, he proclaims Osilin Danris (secretly a Palish spy) to be his successor. Osilin is confirmed as the new Szek after the mourning period is over.

Cranzer travels to the ruined town of Zelosus and locates the portal to Limbo. In Limbo, Cranzer encourages a large pack of slaadi to follow him back to the Combination. Cranzer then steers the slaadi south towards the Johrase.

A red dragon and a green dragon are spotted flying together high above the Midlands by travelers.

Suns'ebb Szek Osilin Danris, new leader of Dimre, and Xavendra of Groucester re-sign the Dimre/Iuz treaty of 583 CY. Xavendra, aware that divinations indicate something devastating will happen in the Bluff Hills soon, invites the Dimrites to Groucester to aid however they can. At the same time, adventurers locate and enter That Which Slept's lair, discovering that the creature is linked to Tharizdun. The adventurers suffer heavy casualties and are forced to flee.

That Which Slept unleashes a massive negative energy burst upon the Bluff Hills. The sword *Knight's Herald* releases a countering positive energy burst that protects Groucester from the negative energy blast (while also destroying most of Xavendra's mindless, corporeal undead). The Bluff

Hills become deadlands. Those who survived the blast outside Groucester flee for Rookroost, Marsakeer, Senningford, and Sable Watch.

597 CY

Fireseek Adventurers report that the Bluff Hills' deadlands are inhabited by grotesque and alien creatures and that Groucester is deserted, its people taken to the plane of Carceri by Xavendra. Evidence is found in Xavendra's empty manor linking her to the Horned Society.

Slaadi begin infesting the ruins of Stonehill Fortress.

Readying A haffling recently escaped from Cranzer's silver mines claims to have seen Duke Gellor alive and well.

Xavendra appears in Wormhall to demand information about That Which Slept from Lord Horrace and the mysterious Lords of Wormhall. While attempting to convince Horrace to help her, she is mortally wounded by Rhelt Kor of Abbarra. Xavendra's vampire consort, Veth, flees with her unconscious body.

The elven founder of the Hallorn Fencing Academy, seeking information about That Which Slept's origins and previous imprisonment, travels into Steelbone Meadows and instead finds *Replier*, one of the nine Final Word swords made by the god Kelanen. She promptly hides *Replier* deep in the Fellreev Forest.

Travel along the road from Rookroost to Kinemeet grows increasingly more dangerous due to the slaadi infesting Stonehill Fortress.

The green dragon Maurgoroothyx returns to her pond in the Tangles Forest where she lays a clutch of eggs.

Coldeven A Johrase noble leads a small army against the slaadi at Stonehill Fortress. After a daylong struggle, most of the slaadi flee north towards Rookroost. The Johrase noble claims Stonehill Fortress as his own and begins cleaning and repairing the castle.

Prince Zeech orders Lord Ulik to marry his sister, Princess Nadalie. Ulik refuses, threatening to quit the Barony of Morannon if Zeech attempts to force the marriage. Zeech accepts Ulik's resignation, ordering Ulik to locate a suitable replacement and husband for his sister before quitting the barony.

Growfest Duke Gellor of the Duchy of the Artonsamay receives assurances of military aid from the County of Urnst in exchange for abdicating any future rights he or his progeny may have to their crown.

Word spreads that Lord Ulik will be quitting his post and that he will be hosting a tournament in the summer to determine whom the new Baron Morannon will be.

Planting Adventurers from all over the Bandit Lands arrive at Morannon Keep to partake in Ulik's tournament only to discover that the mad baron is not even there. However, Ulik had arranged a series of grueling tests and challenges for the contestants. Expecting the most accomplished to win the title of Baron Morannon, the contestants brave the challenges, some suffering grievous bodily harm or even death. At the end of the day, it is announced by Ulik's seneschal that the worst contestant, a dwarven warrior who had suffered horrendous luck during the tourney, is the new Baron Morannon. Much to the dwarf's surprise, he is forced to wed Prince Zeech's sister.

Flocktime Hobgoblin forces from Sarresh cross the Artonsamay River and kidnap the daughter of a local County of Urnst lord. The lord leads a reprisal raid against Sarresh, inflicting heavy casualties upon the garrison. The lord's father is assassinated by a blackguard of Iuz who had pretended to be a Johrase noble returning from Dyvers. After the battle, the lord learns that his daughter was sacrificed to Iuz days before. After the County force retreats back across the river, an army from Redhand appears and occupies the garrison, as if it had been waiting to do so.

Rhaedrick Avenfear of Rookroost discovers evidence that paints Elara Mornstar, Guildmaster of the Rookroost Thieves Guild, as an Iuzian collaborator

and uses it to depose her. The evidence also indicates that Graf Tadorinal is really the shapechanging cambion Kerzinen. Rhaedrick Avenfear, having been named Guildmaster of the Thieves Guild by its Training Masters, immediately orders the guild to start a war against the Iuzians. Rookroost devolves into chaos as fighting rages in the streets.

Slaadi are reportedly seen lurking in Rookroost's sewers.

Gerland the druid discovers that Maurgoroothyx's blood has a healing effect upon the denuded Tangles Forest. The pair begins traveling the forest, attempting to heal it.

During the dwarven holy days of Harnekia, the dwarves of Morak'duum discover a small illithid community directly underneath their city and a fierce battle ensues. After days of intense fighting, the illithid flee deeper into the UnderOerth.

Reaping Duke Gellor leads an attack by County of Urnst forces against Wraithkeep. The attackers are forced to flee that night due to a counter-attack by large numbers of incorporeal undead.

Patchwall Thieves attempting to loot the Mausoleum in Hallorn report finding a portal to Carceri in the edifice along with evidence linking the occupants, clerics of Nerull, to the Horned Society.

Ready'reat Guardian General Hok returns to Hallorn, his form altered by several fiendish grafts. Hok openly allies the Warfields with the Horned Society. Cranzer launches a demonic attack against Hallorn that is only stopped when devils begin streaming from the Mausoleum. Much of Hallorn is reduced to rubble during the fighting.

598 CY

Readying Prince Zeech recalls his sister from Morannon and is relieved to discover that her marriage to the dwarven baron remained unconsummated. The prince annuls the marriage.

Coldeven Prince Zeech unveils a new temple to Hextor in Alhaster, reopens Alhaster's ports for

civilian traffic, and declares Redhand to be independent of Iuz. Iuzians in the city immediately attack, only to be killed by the general populace. When total strangers help save his sister and her friend from danger, Zeech has an epiphany leading him to beg his sister and Heironeous for forgiveness. Zeech orders the construction of a temple dedicated to Heironeous to be built next to the newly finished temple of Hextor.

Duke Gellor leads a second attack by County of Urnst forces against Wraithkeep, retreating before night falls.

Planting An army of Fanlareshen elves, Reyhu humans and Dazark orcs attacks Fort Skagund in the eastern Fellreev Forest. In response, the Iuzian garrison commander opens a *gate* to the Abyssal layer known as Torremor through which fly dozens, if not hundreds, of nabassu. Skannar Hendricks, leader of the Reyhu, is slain by a monstrous nabassu and his body devoured. The demons rout the attacking army, driving them back across the Cold Run River. The nabassu then kill the humanoid soldiers of Fort Skagund, including the garrison commander, and animate those they do not eat as ghouls.

Flocktime A group of adventurers locates the fabled *Iron Crown of the Bandit Kingdoms* near Wormcrawl Fissure. They trade it to the Johrase, who plan to give it to their king if he is recovered, in exchange for noble titles.

Duke Gellor leads a third attack against Wraithkeep. Reinforced by clerics of Lydia from the County of Urnst, the attack is much more successful than the previous two and many of Wraithkeep's undead are destroyed.

Wealsun Rhaedrick Avenfear, Guildmaster of the Rookroost Thieves Guild, launches an attack against Kerzinen. The cambion flees back to the Abyss. Elara Mornstar is spotted in Kerzinen's palace but manages to escape capture. Rhaedrick is named Plar of Rookroost. He immediately makes the worship of Iuz a capital crime.

Richfest Cranzer summons the surviving forces of Wraithkeep to help defend Riftcrag from the impending Johrase attack. Duke Gellor's forces harass the undead as they leave. Wraithkeep is razed, its grounds consecrated by priestesses of Lydia.

Reaping The Johrase, augmented by an infantry regiment from the Warfields, march on Riftcrag and lay siege to that city. During the fighting, Cranzer and Morginstaler keep the main Johrase force at bay despite being engaged by several powerful adventurers. A Johrase strike team discovers that Cranzer had given Ramiki's *soul gem* to a balor in exchange for the demon's help during the battle. Despite suffering heavy casualties, they dispatch the demon and shatter the *soul gem*, restoring the Johrase' missing king. The Johrase return to Kinemeet and present Ramiki with the *Iron Crown of the Bandit Kingdoms*.

Goodmonth Duke Gellor orders construction of a new castle near the Artonsamay River. Rhennee congregating at the Great Northern Bend help the new town to prosper and quickly grow.

Letter from “The Sage of Rookroost” to Greater Boneheart Jumper, 596 CY

Dear Jumper:

My sincerest and most heartfelt appreciation goes out to you for allowing me to tour your fine facility at Gibbering Gate. Though my short visit there was filled with many extraordinary sites, I was indeed sad to discover the lack of security there until I was introduced to some of the fine men and women that make up your Legion of the Deranged. I was there on a rescue mission and me being the goody two-shoes that I am felt obligated to deprive you of one of your guests as his presence was needed elsewhere, and since I was there anyways, I rescued two other souls from becoming members of your esteemed Legion.

I stopped by your tower but you were away on other business and I apologize but I was fresh out of parchment that day but I didn't wish to be rude so I left my calling card written on the side of your tower indicating "The Sage of Rookroost was here!"

Oh, and before I forget, I regret to inform you that my colleagues and I had to send a few of your minions to meet Old Wicked personally, no hard feelings!

My warmest wishes to your future failures, and say hello to Null for me.

Regards,

The Sage of Rookroost

Bandit Kingdoms Quotes

Top 10 things heard at a BK table:⁹⁹

10. Things are different in the Bandit Kingdoms...
9. As a matter of fact, I *do* detect as evil.
8. Do you think that we can sell it?
7. This would get your PC pulled in most regions.
6. You say medusa, I say artist.
5. I AM the lesser evil.
4. Scream once for HELP and twice for RUN AWAY.
3. Don't turn the zombies, they're working.
2. Dead body? I say we shoot it from here.
1. Yes, I shout "Hail, Iuz!"

DM: "You hear a blood curdling scream from down the hallway."

Player of a rogue: "I Take 10 searching the square in front of me."

PC: "If you want my opinion, I'll give it to you outside!" (*indicating a wish to fight*)

Iuzian priest: "That's fine, I have *speak with dead* prepared."

PC 1: "Where are we now?"

PC 2: "Furyondy."

PC 1: "We better duck out back and start burying the heads in our *bags of holding*."

(*Regarding what to do with a fallen party member*)

"Let's cut his head off and turn him in for the reward."

"I'm not brave, just greedy."

"Can't you paladins go move to the Shield Lands or something?"

"Jaded, cynical, amoral, but not bitter. No, never bitter."

"We have two kinds of heroes: dead ones and... we have one kind of hero actually."

"Undead, Demons, and Betrayal. It's nice to be home!"

"Heroes die. I'm still alive."

⁹⁹ From the t-shirt created by Patrick Brown in 2004.

Those Who Served

Bandit Kingdoms Triad Members¹⁰⁰

Kim Moser (BK Meta: start of the campaign - August 14, 2000)
Clayton Hinton (BK POC: start of campaign - Jun 29, 2001)
Tom Harrison (BK Plots: start of campaign - April 30, 2002)
Tim Marling (replaced Kim Moser, BK Meta: Nov. 8, 2000 – July 30, 2002)
Jason Covitz (replaced Clayton Hinton, BK POC: June 29, 2001; BK Plots Apr. 30, 2002 – Dec. 9, 2002)
Doug Cowell (replaced Tom Harrison, BK POC: July 15, 2002 – June 19, 2003)
Michael Garis (replaced Tim Marling, BK Meta: Oct. 9, 2002 – May 12, 2004)
Jade Tinnerman (replaced Jason Covitz, BK Plots: Feb. 10, 2003 – Jan. 22, 2004)
Britt Frey (replaced Doug Cowell, BK POC: Aug. 21, 2003; IUZ Metaregional Rep: Jan. 17, 2006; IUZ Circle: Nov. 22, 2006 – end of campaign)
Rob Little (replaced Jade Tinnerman, BK Plots: Apr. 2, 2004 – Nov. 2, 2004; Metaregional Rep: Dec. 4, 2004 – Dec. 17, 2005)
Thomas Brister (replaced Michael Garis, BK Meta: June 10, 2004 – Mar. 30, 2005)
Ken Ureste (replaced Rob Little, BK Plots, Dec. 4, 2004 – Mar. 8, 2005)
Casey Brown (replaced Thomas Brister, BK Meta: Mar. 31, 2005; BK Plots: May 12, 2007 – end of campaign)
Jason Covitz (replaced Ken Ureste, BK Plots: Mar. 31, 2005 – Sep. 22, 2005)
Austin “Theo” Judd (replaced Jason Covitz, BK Plots: Oct. 26, 2005 - May 12, 2007)
Susan Threadgill (replaced Britt Frey, BK POC Mar. 26, 2006; BK Meta: May 12, 2007 - end of campaign)
Konrad Brandemuhl (replaced Austin “Theo” Judd, BK POC, June 19, 2007 - end of campaign)

Iuz Circle Members

Jason Bulmahn (beginning of campaign – Oct. 1, 2004)
Chris Tulach (replaced Jason Bulmahn, Oct. 2, 2004 – Oct. 30, 2006)
Britt Frey (replaced Chris Tulach, Nov. 22, 2006 – end of campaign)

¹⁰⁰ The dates listed above are, in some cases, approximated due to the lack of official announcements made regarding position changes.

