

The Best of Greyhawk Presents

Best of Greyhawk #4

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THE FOURTH CONTINENT: AN OVERVIEW OF ANAKERI..... 2
By Tamerlain

A HISTORY OF THE BRIGHT DESERT 3
By Psychlops and Tamerlain

**THE GREAT KINGDOM: NOBLE POLITICS IN THE KINGDOM OF
AERDY..... 4**
By QSamantha

**THE GREAT KINGDOM: THE FLANMI RIVER, THE LLY RIVER, AND
COACH ROUTES OF THE KINGDOM OF AERDY 6**
By QSamantha

ST. CUTHBERT, HEIRONEOUS, AND TRITHEREON..... 12
By Chaos28, with additional material by Psychlops

REVISING THE CLERIC: SUGGESTIONS FOR OERTHIAN CLERICS ... 15
By Entlty

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THE FOURTH CONTINENT: AN OVERVIEW OF ANAKERI

By Tamerlain
Re: The Fourth Continent.
Date: 95-05-21 23:05:59 EDT
From: Tamerlain

Okay Sam,

Here's something to ponder. There is a fourth Continent on Oerth. In the Oerth Journal (because of my meddling) this continent is named AnaKeri. It is a large island continent (similar in size to Australia surrounded by several islands in my take on it.) There are two to three major cultures on this land mass and surrounding island which are similar to an amalgamation of Polynesian, African and Australian Aboriginal culture (stone age to early iron age cultures with a strong seafaring tradition in large sailed/paddled large catamarans and platformed outriggers, worship of "tiki" gods and use of mana and taboo, and hoodoo/voodoo type magic. Close connection with the natural world (druidic like but not "druid" per say) and the belief in ancestor worship and a "Dreamtime" like creation. There are some stone walled cities...but primarily, because of the strong taboo nature of the people, there are mostly villages.

Environment: Jungle/Plain on main continent, Tropical Islands, Volcanic Islands

These people made contact with the Suel and established a colony in the southern part of Western Oerik -717 SD (-6416 CY).

In -2 SD (-5518 CY) First Protector of the Suel, Alianor-b-Hurn constructs a fleet and attempts to invade and conquer AnaKeri. The Ancestors and Gods of AnaKeri form a huge maelstrom surrounding the lands and islands of AnaKeri and almost completely destroy the invasion fleet...the maelstrom remains for almost 6000 years cutting this culture off from all others on Oerth (except for the odd magical incident). A strong taboo against travel outside of the maelstrom (magical or otherwise) develops in AnaKeri, and an equally strong taboo against letting others from the outside in.

The Kersi (the beautiful bronze/black skinned people in the south western part of Oerik descended from the colonist from AnaKeri) are enslaved by the Suel (however, they outlast and survive the Invoked Devastation and Rain of Colorless Fire [I have interpreted these as being the dark skinned people presented by Gygax in his "Gord the Rogue" series some of whom are imprisoned by the pygmy Suel in the Sea of Dust]).

The inhabitants of AnaKeri, have recently discovered that, for whatever reason, the maelstrom is weakening; in some cases it has even shown complete collapse. It appears that the ancestors and gods of these people are preparing another attempt at letting their people interact with the outside world. Although taboo driven, these people have made some interesting advances in several areas (medicine, herb use, use of controlled dreaming, extremely well designed and capable catamarans and canoes (the waters immediately adjacent to the maelstrom are, for some reason, extraordinarily rich fishing fields...but also extraordinarily dangerous). These people have developed unique weapons, fighting weapons and spells. Although humans are the primary intelligent life forms, there may be others (and wandering and trapped ancestors are always a problem). Warfare between and among human tribes is common, but, taboo governs this also, so it is rare for a tribe to be wiped out. The tribal system is elaborate and effective...these people have had millenia to perfect it. Chieftans and city king/priests alike are respected and bound by tradition and taboo. Unlike taboo driven Earth societies...taboo here *works.* If a denizen of Greyhawk were to stumble into this area and break taboo, albeit he were a mighty wizard like Mordenkainen, the entire land (ancestors, spirits, people subtle debilitating magics, the land itself and maybe even the powers themselves) would move against him.

It is very well possible that the events in the Flanaess have helped to weaken the magical structures which seperated this land...or maybe the ancestors of the people of AnaKeri wanted to get involved. But, whatever the case, as the little girl in Poletergeist said, "they're here!"

Okay gang,

Here it is. An entire new continent to play with. Outside of the Historical and broad historical/political/religious parameters set in the previous post, this thing has little to no development...new types of magic, weapons, new monsters, new political relationships...all of these are open for development. Any ideas?

Oh! And let's not forget that the Olmecs of Southern Hepmonaland and the Eastern portion of Frank's Aqua-Oeridy are still largely untouched!

Tamerlain

A HISTORY OF THE BRIGHT DESERT

By Psychlops & Tamerlain
Re: King of the Scorpion Crown
Date: 95-05-31 23:12:05 EDT
From: Psychlops

The Bright Desert is one of the great geographic enigmas of the Flanaess. There, long ago, the ancient kingdoms of Sulm and Itar warred incessantly, before the cruel Wizard-king of Sulm was able to secure victory. Born under the star Sha'attad "the Scorpion" (the Wounder and the Oppressor), he was named Shattados, the "Heart of the Scorpion". He was by nature and upbringing as venomous as his name, making alliances with the most evil of beings: red dragons, creatures of undeath, and worse. But these powerful servants had always to be bargained with and guarded against, for their loyalty was uncertain at best.

After achieving the conquest of Itar, Shattados made his Sulmish rivals the objects of his obsessive and malevolent attention. In truth, they were numerous. The broad grasslands of Sulm supported many nomadic tribes. These tribes were fiercely independent, and only acknowledged Shattados' kingship when necessary, at Utaa and other urban sites where they traded with the sedentary inhabitants of Sulm. Local rulers upheld his laws, but only under the authority of established treaties and precedents. None of this was pleasing to Sulm's victorious king, and in his pride he sought a means to gain absolute authority over the wills of his subjects.

The means of his final domination must be irresistible. Through inhuman perseverance, Shattados gained the knowledge to establish his realm in his own image. But the effort was not his alone. It is said that he had the aid of the Whispered One, who sought a new vassal to set against the growing might of Kas the Terrible. Together, they invoked the Dark One, the Lord of Decay, that the will of Shattados might be expressed and amplified, dominating Sulm completely with its evil. Even as the Sword of Kas had been shaped from the hate and ambition of its owner's being, so was the Scorpion Crown formed in the image of the cruel, oppressive soul of Shattados. Its power was great but, like Shattados himself, its evil was greater still.

Shattados received the crown gladly, for he saw it, truly, as a symbol of himself. He ordered then a great feast prepared, and summoned his nobles, both enemies and allies. His Grand Coronation would be the greatest and most splendid in the history of Sulm. Great and terrible would that gathering have been, but it never occurred. In the secret ceremonial chambers, set deep beneath his palace, Shattados donned the Scorpion Crown. This act was to be witnessed only by his most loyal followers, as the Wizard-king received the blessing of Tharizdun. He would become the most absolute of monarchs. And perhaps he did, for a moment at least, before the King of the Scorpion Crown became the wretched Scorpion King.

Re: Rary the Faker
Date: 95-05-31 23:14:18 EDT
From: Psychlops

The preceding post was an effort to reconcile the legends of Vecna's involvement in the formation of the Bright Desert with the information presented in Rary the Traitor. Unfortunately, I was unable to make it consistent with Tamerlain's chronology as presented in the Oerth Journal. Such are the wages of faking it.

As for the Rary errata presented in Dragon, it consists of three maps omitted from the module. No other information from the module is presented. I suggest the "Sulmish Robes..." should be found in some quantity at the Necropolis of Unaagh. Doubtless Rary himself has one or more among his horde, as would Shemeya in the Tower of Sleep. Even the renegade wizard at Griffon's Nest might have gained one during his stay.

As for the Ring of Five, its also quite possible that they're *all* Zagyg. Only he and Mordenkainen know for sure. The Circle of Five and the Ring apprentices might not even have a clue. Of course, maybe Rary discovered how he'd been manipulated and deceived for years, and it finally made him snap (or just "snap out of it").

The Obelisk is supposedly one of the main reasons Zagig built his castle where he did. He used it to become a demi-god. But even he didn't discover the Earth Stone. I have long suspected that the Doom Grinder is a manifestation of the Earth Stone, as it slowly counts down to Oerth's destruction. Or maybe they're all Clarke's Monolith.

I am glad to see that someone else appreciates Carl Sargent's work, though. It was getting lonely out here in the wilderness.

Just a thought,
Psychlops

Re: Re:Rary the Faker Date: 95-06-01 11:22:43 EDT
From: Tamerlain

Ha, Zagyg as the Circle of Five...now there is a touch of odd humor that befits this being! As for the Shattados thing...the chronology in the Journal could be wrong...or maybe try this variant.

Not long after the fall of the Whispered One, one sorcerous Flanae king, Shattados, rose in Vecna's shadows from the Shattered Land known as the Bright Desert. He was the first monarch to worship Vecna as a lieutenant of the UnNamed One, the darkest one of all. Through his sorceries and worship Shattados came to great power, after the conquest of Itar, Shattados then turned his eyes to the nomadic tribes and families of the of Sulm.

It is said that at the height of his power he actually caused the desert to bloom, Vecna took notice of this. This growth is attributed in part to the steady stream of blood from sacrifices... and that the great Necropolis of Unaagh grew to it's bloated worst at this time, and the Sons of Kyuss first appeared here to help in the rituals of death in return for life.

Shattados, desiring ever more power, finally called on the powers of Darkness for such a gift that he would be remembered through the ages...rivalling even Vecna in evil memory. The priests of Tharizdun, and the followers of the Cult of Vecna called on their lords, and Evil answered. The powers forged a crown, a mighty crown, in the image of Shattados, it was called the Scorpion Crown. However, Vecna also had a hand in its making. His fury at Shattados' desire to be Vecna's equal, as well as his unmaking of the desert created by Vecna galled the young power. Whether for dark humor or for dark evil purpose the UnNamed One allowed Vecna to weave the terrible curse into the crown. "Truly you shall rule this land for long and with power," Vecna's chief priest said to Shattados, as the crown was bestowed by the priest of Tharizdun, but those closest to him reported that he added, under his breath, "this land as Vecna made it."

(Psychlops, this keeps all of the Shattados elements which you created...his birth under the Scorpion, his naming, his lust for power...and also answers the apparent desert/non-desert/desert problem...however, after all is said and done it just might not fit in your chronology of Oerth!)

Steve

THE GREAT KINGDOM: NOBLE POLITICS IN THE KINGDOM OF AERDY

By QSamantha
Re: Noble Politics in the GK
Date: 95-06-07 17:42:52 EDT
From: QSamantha

NOBLE POLITICS IN THE GREAT KINGDOM:

The Great Kingdom is ruled by the OverKing, who is an absolute monarch and emperor in all but name. The title OverKing derives from Aerdi tradition and is maintained for that reason. The Aerdi originally recognized large landholders within a tribe as Thaners. The leader of each tribe was styled a King and the titular head of all the Aerdi was the Overking. Only within the recent past has the title OverKing actually been backed by real political power.

The OverKing, while an absolute monarch, is advised by a council of nobles known as the Landgraf. The Landgraf is composed all nobles with the title Baron, Count, Marquis or Duke. Within the Great Kingdom there are 2 Dukes, 5 Marquis, 3 Counts and 15 Barons. Also seated in the Landgraf by Royal Decree is the Censor of Medegia and the Constable Mayor of RelAstra. The Landgraf meets once a year in Rauxes during the Festival of High Astorian, known in other lands as Growfest.

While technically an advisory body, the Landgraf wields considerable power. The OverKing can dependably rely only on the nobles of the Central Marches for military and financial support. He must deal with the Landgraf for any further support.

The Dukes of the North and South Provinces are in truth autonomous and follow the lead of the Malachite Throne only in the hope of one day seizing it and to prevent civil war. Between these two poles lesser nobles have established greater or lesser degrees of power.

The Baron of Rinloru has strong allies and leads the Northern Baronies within the Landgraf. The Counts of Jalpa and Torrich, known as the Twin Counts, are allied by marriage and coordinate policy. Other nobles make what alliances they can.

All nobles are expected to attend the Landgraf in person and may be accompanied by a suitable retinue. Military escort is expected but may not exceed a force of 750 men. The Landgraf votes on issues with each seated noble having but a single vote. Practically, the Dukes each control reliable voting blocks of 4 votes each as does the Baron of Rinloru. The Overking can count on 5 votes from the Central Marches. That is 17 votes out of 27. The Twin Counts along with the Baron of the Cliffs form the core of a shifting swing group of nobles whose support is often decisive. The Constable Mayor of RelAstra, being related to the OverKing and both Dukes, often acts as a peacemaker, but a devious one.

POLITICAL DIVISIONS OF THE GREAT KINGDOM:

The Great Nobles of the Great Kingdom, seated in the Landgraf are as follows:

The Duke of the North - Leader of the Northern Provincials
The Baron of Kaport Bay - Vassal, Duke of the North 100% loyal
The Baron of Bellport - Vassal, Duke of the North 100% loyal
The Baron of Edgefield - Vassal, Duke of the North 80% loyal

The Duke of the South - Leader of the Southern Provincials
The Baron of Hexpools - Vassal, Duke of the South 95% loyal
The Baron of Prymp - Vassal, Duke of the South 85% loyal
The Baron of Ahlissa - Vassal, Duke of the South 80% loyal

The Baron of Rinloru - Indep. Leader of the Northern Baronials
The Count of Atirr - Indep. Supporter of Baron of Rinloru
The Baron of Winetha - Indep. Supporter of Baron of Rinloru
The Baron of Delaric - Indep. Supporter of the Baron of Rinloru

The Marquis of North Flanmi - Direct Vassal (DV) of OK, Leader of Marchers
The Marquis of South Flanmi - DV of OK, Supports Marchers 70%
The Marquis of Adri - DV of OK, Supports Marchers 80%
The Marquis of Imeda - DV of OK, Supports Marchers 70%
The Marquis of the Grandwood - DV of OK, Supports Marchers 100%

Count of Jalpa - Indep. Leader of Twin Counties
Count of Torrich - Indep. Leader of Twin Counties
Baron of the Cliffs - Indep. Supporter of the Twin Counts

The Censor of Medegia - Leader of the Censoral Alliance
The Baron of Nulbish - Indep. Supporter of the Censoral Alliance

Baron of Kalstrand - Indep. Allied with RelDeven
Baron of RelDeven - Indep. Allied with Kalstrand

The Sea Baron - Indep. Allied with Ountsy
The Baron of Ountsy - Indep. Allied with Sea Baron and RelAstra
The Constable Mayor of RelAstra - Indep. Allied with Ountsy

This breakdown is by general voting pattern but all nobles switch alliances when it is favorable to do so or when they know they can get away with it.

During the meeting of the Landgraf, the Festival of High Astorian is taking place and the capital of Rauxes is filled with nobles, their retinues, merrymakers, entertainers, social climbers, criminals etc. It is the perfect atmosphere for political intrigue, espionage and social adventures.

I run my campaign on the Greyhawk calendar and every game year players look forward to the High Astorian adventures. They try to arrive a week or two before the Festival because the preparations are underway, the Great Nobles are arriving and the fun is just beginning.

QSamantha

THE GREAT KINGDOM: THE FLANMI RIVER, THE LLY RIVER, AND COACH ROUTES OF THE KINGDOM OF AERDY

By QSamantha
Re: The Flanmi River P1
Date: 95-06-07 17:46:26 EDT
From: QSamantha

THE FLANMI RIVER:

The Flanmi River and its tributary river systems form a watery highway on which the people and products of the Great Kingdom travel. Many are the adventures to be had along the river byways and in her ports.

The Flanmi River cuts through the heart of the Great Kingdom, rising just to the south of Eastfair. The Duke of the North has constructed special portage facilities near Eastfair that allows the North Province to use the Flanmi for shipping. The facilities are sufficient to handle small cogs and barges but large enough so that great numbers of these vessels can import foreign goods and export the North Province's native products to market.

The Delaric Branch is a tributary of the Flanmi that provides Delaric with access to the River. Here, the Flanmi is deep enough to allow flat bottomed river vessels to ply the waters. A lighthouse, maintained by the Baron of Delaric signals the confluence of the Flanmi and the Delaric Branch.

South of the Delaric Branch, the Flanmi flows swiftly toward the capital. Towns are few and small.

At Rauxes the Flanmi is joined the Imeda River. The Flanmi is deep enough from Rauxes south to handle the largest river vessels. The Imeda is not as deep but medium river craft can navigate with little difficulty. The Great Rauxes Light House marks the confluence of these two rivers and the location of the capital itself.

Between Rauxes and the Jalpa Branch, the Flanmi broadens to fully a mile. Forested hills and cliffs dot the banks. As the river curves, it slows. These watery reaches are known as the Pirate Dells for the terrain shelters many of these river rats.

The cliffs drop away astern as the Jalpa Branch joins the Flanmi. Connecting the great city of Jalpa with the river, the confluence is an extremely busy section of the river. The congestion is made worse as sand banks narrow the river, giving this section of the river its name, the Sand Banks. Luckily, the Count of Jalpa maintains a lighthouse to mark the safe passage into the Branch.

Rolling south, the Flanmi again widens, to fully two miles across. The river rolls smoothly and placidly. Torrich is only port of note along this stretch and its bridge spanning the river is a marvel of engineering, connecting the two halves of the city via an island in the middle of the river. The two spans of the bridge are overgrown with houses and shops and amidst the stone pilings an unofficial free port of sorts has developed, connected to the bridge deck by winches, pulleys and make shift stairs. This is a perfect place for smugglers and Torrich is justly famous for them.

The Mikar River joins the Flanmi below Torrich. The Mikar is a rustic river, plied only by small merchant cogs carrying farm products. A small lighthouse marks the confluence.

The Mighty Thelly River connects the South Province and the cities of RelDeven, Kalstrand and Nublish to the Flanmi. The confluence of the Thelly and the Flanmi is the busiest part of the river and known as The Tidal Pool for the shifting currents cause by the meeting of the two waters and strong tidal currents reaching up from Pontylver. The Thelly Light marks this area and is maintained by both the Baron of Nulbish and the Censor of Medegia.

The stretch of river from the confluence of the Mikar to Pontylver, to include the Tidal Pool, is the most crowded section of the river and one of the most dangerous. Called The Run, it is the home of many pirates, smugglers and hijackers. The combination of crowding, shifting currents, frequent course changes by vessels and pirates justify the name. After making The Run, captains can relax.

Pontylver sits at the mouth of the Flanmi before it plunges into the sea. This is the greatest port on the river, greater even than Rauxes. River and ocean going vessels ply these waters and smaller craft are always at risk. By Censoral Decree all ocean going and riverain cargo must be transshipped through Pontylver's sprawling maze of ports and docklands. Floating customs houses, river patrols and the Censoral Navy insure that little gets through without being transhipped and duties and handling fees paid.

PORTS OF THE FLANMI RIVER:

Pontylver: At the mouth of the Flanmi, Pontylver is the largest port on the river. It's maze of channels and docklands are marked by colored buoys that aid navigation. All vessels must stop at floating custom houses to the north and south of the city proper. Pilots are then taken on, who will guide the vessels into port. However, a sufficient

bribe to the harbor master will avoid any unwanted Censoral entanglements. Attempting to bypass the custom houses is possible at night but always a risky business. River patrols are frequent and the channels are a labyrinth.

Ocean going vessel all dock at the Ocean Docks to the south of the city. Riverain vessels use the River Docks to the north. The usual establishments that cater to sailors can be found in the Docklands but are they are closed during the day by order of the Censor. At night Pontylver sleeps but the Docklands come alive! Be careful when wondering through the allies and piers. In addition to the usual dangers, ocean sailors look down on those that sail the Flanmi and fights are common among these groups.

Torrigh: Halfway between Pontylver and Jalpa, everyone stops at Torrigh. It is a chance to take on supplies and stretch your sea legs. It is also mandatory. The island that connects the two spans of the Torrigh bridge is home to the Count's custom house and River Patrol. Duties must be paid. However, the bridge pilings are home to many smugglers who can transship that cargo or help you avoid the customs house.

The Bridge itself is Torrigh's true port. There are facilities on either shore and on the Central Isle but beneath the bridge, amidst the pilings, the real business of Torrigh takes place. On the bridge deck above, you will find everything a sailor could ask for, bars, taverns, music halls, shops, stores and bawdyhouses. There is a Bridge Patrol but they are lazy and easily avoided.

Jalpa: Up the Jalpa Branch, the city of Jalpa rests in perfect middle class splendor with as fine a decorous port at her river's edge. The facilities here are clean and first rate. However, Jalpa is a bit dull. It is an efficient city of prosperous burghers and stolid sailors. Go looking for excitement and you can expect to spend the night in jail. Quiet merrymaking is possible but keep it quiet. The constables are as efficient as the city. However, if you are in need of repairs, no one does a better job than the shipwrights of Jalpa.

Rauxes: On two sides, Rauxes is bounded by the river. The Left Bank is reserved for private and passenger vessels. Many of the nobles attending the Landgaf arrive in ornate pleasure barges and the facilities here cater to discriminating tastes and passengers of all varieties. The Right Bank is reserved for merchant and cargo vessels. Only here will you find the facilities sufficient to off load cargo.

The port of Rauxes is second only to Pontylver in size but the separation of cargo from passenger vessels makes it much easier to navigate. It is also better fortified. The Port District is immediately adjacent to the port itself, separated by the city wall and it is as rough as it comes. The Port Guards are brutal and sadistic and cannot be safely bribed. They will take your bribe, have their fun, rob you and if its been a bad day kill you for resisting arrest. To make matters worse, the District is disputed territory among Rauxes' competing Thieves Guilds. Watch you step.

Delaric: Delaric's port is designed with two considerations in mind, catering to small craft and the ability to handle the wine tuns and vats that hold the cities famous vintages. This gives the port a distinctly odd character. Huge cranes and winches hover over squat cogs like birds looking for bugs. To say that the dock workers are self absorbed is to put things mildly. No where are the port authorities and dock hands more picky and fussy than Delaric. They treat every cargo as if it were golden eggs and get terribly nervous if the slightest thing goes wrong. They are paranoid that all necessary papers be exactly and precisely filled out in triplicate. Beyond the port, there is no sailor's district.

Eastfair: Eastfair is not a natural port. The river is only rising here and the waters are shallow, swift and strewn with rocks. Only the smallest of barges and cogs can navigate. Yet, Eastfair is a huge city and needs access to the River. The Duke's solution was to build special portage facilities.

A huge artificial lake was dug adjacent to the headwaters of the Flanmi. Here thousands on small craft cluster like ants. Each one holds only a fraction of the cargo that travels to and from the North Province. This lake is connected to Eastfair by three narrow canals that tie into Eastfair's preexisting underground canal network, now greatly enlarged. South of the lake, portages have been built to circumvent the frequent rapids. When the river finally becomes fully navigable, a proper port transfers cargo from the smaller vessels to larger ones for the trip down river.

Few sailors make the entire trip to Eastfair proper. For those who do, the underground canal ports of the city are a site and an experience not soon forgotten.

PORTS OF THE THELLY RIVER:

Nulbish: Never has there been a meaner, greedier port than that of Nulbish. Everything costs you gold or silver. Everything. Lighthouse fees. Harbor fees, in and out. Landfall duty. Disembarkation permits. Cargo inspection fees. Cargo handling fees. Import duties. Export duties. And the Baronial tax levied on your ship's

tonnage, crew, passengers (crew also counts as passengers) and cargo, by type and weight. Not surprisingly, most captains try to bypass Nulbish. This is easier said than done.

Nulbish is the first port up the Thelly past the Tidal Pool. Ships needing repairs from damage in the Pool will need to stop at Nulbish as no other ports of any size are immediately available. Nulbish is also the off loading point for cargos being smuggled into or out of the County of Sunndi and all of the Iron League states. All for a fee so that the Baron will look the other way. Even if you can bypass the city, you are not safe. Too cheap to fund a river patrol, the Baron of Nulbish grants safe haven and letters of marque to river pirates, for a price. This has turned Nulbish into a pirate den.

Reluctantly, the Baron splits the cost of maintaining the Thelly Light with the Censor of Medegia.

Kalstrand: At the confluence of the Grayflood and the Thelly, Kalstrand is the gateway to the riches of the South Province. It is a rich and growing port capable of handling the largest river craft and their cargos. The Port is surprisingly pleasant for its size and locals actually maintain parks in the area for picnics. Rough places exist but mainly in back alleys.

This pleasant facade is just that. Kalstrand is a hotbed of political intrigue as spies from the South Province, the Twin Counties and Nyronnd all cross paths here. For a smallish town Kalstrand has a very cosmopolitan feel.

RelDeven: Near the headwaters of the Thelly, RelDeven's small port can only accommodate small watercraft. There is little to mark this port except its proximity to Almor. Goods are regularly carried, or smuggled, from Chathold to RelDeven.

Hexpools: Hexpools is Zelradton's nearest port and correspondingly huge. It caters to heavy military traffic and huge cargo vessels. The Grayflood has been dredged to accommodate the drafts of these ships. It is known that the Duke has ordered increased river patrols to deal with the pirates operating out of Nulbish and it is rumored that an invasion may be in the planning stages. Unique among ports, Hexpools traffics openly in slaves for farm, domestic, or use in the arenas, as slavery is legal in the South Province. More than one drunken sailor has been shanghaied and sold into slavery.

RIVER SHIPS & CARGOS:

The following are commonly encountered ships.

Rheneelt: Cousins of the Rhenee of the Nyr Dyv, these gypsies travel the Flanmi trading a little, entertaining a bit, doing some smuggling and the occasional act of piracy but mostly just living their lives. The Rheneelt are expert pilots and possess a wealth of information about the river.

Pleasure Barge: Commonly encountered around Rauxes or Pontylver, these huge barges are the ornate and richly furnished floating palaces of the wealthy and noble. The ships crew always includes armed guards.

Cargo Barge: The workhorse of the river, cargo barges carry bulk goods or containers.

Fishing Boats: The Flanmi is rich in many varieties of fish and fishing boats are common.

Pirates: Using a variety of vessels, pirates are the scourge of the river. They are especially bad in the Dells and the Run.

River Patrols: Usually river patrols are the means of tax gathering and enforcement for the duty stations and customs houses along the river. However, they also serve as search and rescue and anti-pirate patrols as well.

Packet: Packets are fast courier or passenger ships designed for maximum speed. Many are heavily armed as well.

Showboat: Bards and all variety of entertainers or theatrical companies often purchase showboats and travel from town to town performing. Entire circus' from the South Province are known to man fleets of showboats and make a yearly trek to Eastfair and back.

Smugglers: Smugglers use any type of vessel to carry their covert cargos. They are especially common in Torrich.

Traders: These merchant vessels carry smaller or more valuable cargos than barges and also passengers. Some Traders are outfitted as floating stores, smithies or armories.

Pilot Ship: Pilot ships are the small craft that guide larger craft into harbors. They are common in ports but may also be found near especially difficult waters waiting to be hired.

Ghost Ships: Every so often, a ship will be found with no hands on board but everything else as it should be. These are ghost ships and are considered the worst of omens. Even pirates will not raid ghost ships.

Phantom Ships: These ships mysteriously appear and disappear.

Common Cargos include: Grain / Produce / Ore / Textiles / Metal Ingots / Timber / Wine / Wool / Leather / Furs / Weapons / Livestock. Luxury goods and manufactures are uncommon. Gems and precious metals are rare. Magic items are very rare. Of course, passengers will carry whatever they have.

RIVER PIRATES:

River pirates come in several varieties.

Raptors - These are the stereotypical pirates that have a fast, well armed ship that pursues and boards other vessels.

Mud Larks - These pirates use several small ships to dart out at passing vessels from the shore. They will attempt to board and capture. However, operating from concealed hiding places along the bank, if the initial attack is beaten off, Mud Larks cannot pursue as their vessels are unarmed and only short range.

Wreckers - These pirate vessels attempt to sink other ships and then recover the cargo. Special rams are often used. Other tricks are false beacons or false pilots. If a ship cannot be sunk, a large enough group of Wreckers may be satisfied if the ship is grounded. They will then attack the grounded vessel.

False Flag Vessels - These pirates pose as ships in distress or official river patrols to lure their pray. Once along side, the pirates will swarm aboard. False Flag pirates are often quite wealthy as they can sell both the cargo and the ship.

Hijackers - These pirates pose as passengers and attempt to seize the ship. They may work in conjunction with confederates on other ships or ashore.

The most feared pirates along the Flanmi are the Pirate Generals. Through a combination of daring, charisma and ruthlessness, they organize entire fleets of pirates. Often they employ pirates of all the above varieties. Usually a Pirate General will survive until he becomes so successful that he chokes off shipping. Then, the Overking or a group of nobles will move against him. Smarter Pirate Generals know when to lay low. One of the Thieves Guilds vying for control of Rauxes is led by one such Pirate General.

COACHING ROUTES:

Because the Flanmi River functions like a highway, cutting through the heart of the Great Kingdom, there is less need for the coach routes and overland trails that may be found in lands not blessed with extensive river systems. However, three great coaching and caravan routes do exist. Each major city along a route helps maintain the route, collecting tolls and providing Warders.

Coaching routes are open year round but with lighter schedules in winter. Each major route is dominated by a company or combine that provides coach and cargo service between the cities and villages on the route. However, smaller coaching firms and independent operators are quite common. The larger firms are known to use bandits to cripple rivals who threaten their power.

The Pole Star is the name given to the northern most route that runs from Eastfair to Rinloru and on to Delaric. Secondary lines connect Rinloru with Atirr and Winetha. A feeder line connects Winetha with Roland. The Cybo Trailways Combine established the route and remains the dominant coaching line.

The Aerdiana is the name of the route that runs from Kalstrand through Jalpa to Rauxes and finally to Roland. A secondary line connects Kalstrand with Prymp. The Aerdia Transport Company and the Rauxes Coach Combine are the primer coaching lines along this route.

The Southern Triangle is the name of the route from Hexpools to Zelradton to Prymp. A feeder line exists between Prymp and Hexpools that is scheduled for upgrading. The Ducal Transport Consortium is by Ducal Decree the official coaching firm operating within the South Province.

Along primary routes, trails are cleared, cobbled and maintained. Travel is at half again normal speed. Secondary routes have been cleared of obstacles and are maintained but not cobbled. Travel is at normal movement rates. Feeder lines are cleared but poorly maintained if at all. Travel rates depend on conditions but may be only half normal movement and impassable in winter.

COACHES AND CARAVANS:

Four types of coaches are commonly encountered along coach routes, though there are more than 20 different coach types in all.

The Private Coach seats four comfortably and luxurious models may be equipped with foldaway beds for direct journeys that will only allow stops to change teams. The private coach is pulled by four horses but two horses may be used for brief journeys. A driver and two footmen ride atop and to either side of the coach. A mounted escort is usual.

The Coach and Four or Six seats six comfortably and eight is possible. This is the standard passenger coach, pulled by four to six horses. A driver sits atop the coach and such coaches are unescorted. As there are no sleeping accommodations within the coach, it stops every night at a Coaching Inn.

The Covered Wagon is the primary cargo transport pulled by two or four horses, depending on size. There is no escort.

The Open Wagon is a simpler cargo transport and is pulled by two horses. There is no escort.

Caravans consist of a group of wagons, perhaps a coach, pack animals and possibly livestock. Individual riders may also form part of a caravan. The caravan will be lead by a caravan master, sometimes called a wagon master. Teamsters will drive the wagons while drovers see to any livestock. A caravan usually employs scouts to ride ahead and guards of some variety are always hired. Caravans are safer than a lone wagon but travel time is but one fourth of normal. Because the move so slowly, caravans are often forced to make camp along side the trail.

WAYSTATIONS:

Along a trail certain, facilities are commonly available.

Toll Houses are located in every village. This is where anyone using the route must pay a fee that in part goes to the trails upkeep. The remainder goes to the local noble through whose land the trail passes.

Coach Houses are located every 30 miles and provide the facilities of an inn, stable, blacksmith and wheelwright for paying customers. Coach Houses are usually fortified with at least an encircling wall.

Stage Houses are located at 15 mile intervals on high priority routes where speed is essential. Riders or coaches can change teams at a Stage House and be on their way in under 15 minutes. Larger Stage Houses have all the facilities of a Coach House as well.

Post Houses are the waystations of the Malachite Postal Delivery Service and have horses available for postal riders. Mail delivery is erratic but comes through at least once a week. For faster service, Pigeon Post is recommended. By Royal Decree interfering with postal delivery is punishable by death.

Warder Posts are fortified three story stone towers from which Warder's try to protect passengers, postal riders and cargo traveling the trails. Warder's efficiency and trustworthiness vary so widely that little more can be said.

Roadside Shrines are common. Shrines to Fharlanghn, St. Cuthbert and Ehlonna are most common followed by druidic shrines. Minor shrines usually have permanent protection from evil spells cast upon them. Major shrines also have retributive strike lightning bolt spells that protect the shrine and a limited ability to create food and water.

Caravanserais are specially designed facilities for caravans. Protected by large enclosures, they can shelter one or two caravans at a time. A caravanserai is really a miniature city with any variety of establishments available at the DMs discretion. The best known caravanserai is the Calliaque Caravan House located between Jalpa and Kalstrand, with a permanent population of over 500 and the capacity to handle six separate caravans at once.

BANDITS IN THE GREAT KINGDOM:

Bandits come in two recognized varieties.

Ambushers work on foot and lay in wait for their prey. They tend to be extremely violent as they dare not let victims spur their horses.

Highwaymen are mounted and while they may work from ambush, usually ride down their victims. Highwayman in the Great Kingdom adhere to a code of honor. They will never harm anyone who surrenders, though they may hold them for ransom. Ladies are also granted free passage, though they must turn over their valuables. Mounted robbers or thieves who do not adhere to the Code will be hunted down by true Highwaymen and their bodies left hanging along the roadside.

Akin to bandits are the Mountebanks and Charlatans that are common hazards.

Mountebanks are thieves who specialize in confidence schemes, forgeries and disguise. Usually nonviolent, a Mountebank lives by his or her wits, tricking victims out of their valuables.

Charlatans are false mages, hedge wizards at best, but like the Mountebank, they are adept at trickery. They too use their wits to fleece unwitting victims.

QSamantha

P.S. - This only deals with bandits found along coaching trails.

Re: Water Witches
Date: 95-06-19 23:12:26 EDT
From: QSamantha

Hi!

Here are some spells I've created for the Water Witches of the Flamni. These are not true witches but more elemental mages specializing in water based spells with some druidic spells thrown in. Despite their name, Water Witches can be found beyond the confines of the Flamni. Water Witches have a natural rapport with all types of hags and a hag will never attack a Water Witch or those with her without first attempting to parley. Water Witches have full sage abilities concerning the particular body of water or river they call home. Water Witches will never willingly leave their chosen home.

Sounding (3rd Level)

Components: M, S

Duration: 1 Turn + 1 Turn Per Level

Casting Time: 2 Segments

Area of Effect: 200 fathoms + 20 fathoms per level in a 100 yard radius

Saving Throw: None

This spell enables the caster to know exactly what lies beneath the surface of a body of water within the area of effect. Obstacles, ship wrecks, aquatic lifeforms if swimming, submerged ruins and subterranean terrain can all be recognized immediately. Hidden or camouflaged creatures can not be detected. Similarly, underwater lairs will not be immediately identifiable as such.

The material component for this spell is a pair of fish eyes, which the caster crushes and smears over his eyes when the spell is cast.

Watery Transformation (4th Level)

Components: M

Duration: 1 Turn + 1 Round Per Level

Casting Time: 3 segments

Area of Effect: Self

Saving Throw: None

This spell transforms the caster and all of the caster's clothing and immediate possessions into a liquid state. In this form, the caster flows as water at his normal movement rate and can form a man shaped column of water. The liquid form has the same consistency as water and weapons will pass harmlessly through the caster. Fire and cold based spells will do double damage to the caster. Only other spells that will specifically effect water will effect the caster. If while in a liquid state, part of the caster's liquid form is trapped, no damage will accrue to the caster unless the spell duration ends. At that time the caster must save versus death magic or die.

The material component for this spell is a vial of absolutely pure spring water, which the caster enchants beforehand and drinks while casting the spell.

Live Water (7th Level)

Components: V, S

Duration: 5 rounds per level

Casting Time: 1 Turn

Area of Effect: Special

Saving Throw: None

This spell gives the caster complete control over the movement of the effected area of water. Water can be made to flow uphill, against a current, form a whirlpool, or create waves. The area effect is a 10 foot square area per level centered on a point chosen by the caster any where within 10 yards per level of the caster. Damage from wave attacks equals 1d4 plus 1 point per level. One such wave can be formed every round. Any character caught in a whirlpool or hit by three consecutive waves must save versus spell or drown. Characters can successfully swim out of the effected area by moving at normal rates for swimming only if they make a successful strength check each round. Any armor greater than leather adds a -1 penalty to all saves and strength checks for every step of AC improvement.

QSamantha

ST. CUTHBERT, HEIRONEOUS, AND TRITHEREON

By Chaos28, with additional by Psychlops
Re: The Path of the Saint
Date: 95-06-08 04:17:16 EDT
From: Chaos28

This is the first installment in my treatment of the faiths which play major roles in my own WoG campaign. These are just ideas.

The faith of St. Cuthbert is the most Judeo-Christian of the Greyhawk faiths, and I used this angle to approach the church and followers of this god. The church is structured along the lines of the Roman Catholic church, with ecclesiastical divisions similar to diocese and arch-diocese. At the center of the church's faithful, heading the flock's highest priests, is the Pontiff, a venerable and wise servant of St. Cuthbert chosen by the Council of Primates (representatives of the five major ecclesiastical divisions) as the need arises, such as at the death of a Pontiff or in the unlikely case of the divestiture of a Pontiff who proves (in the Council's opinion) to be unworthy.

Below the Primates are the Archbishops and the Prelates, followed by the rural Pastors. Most PC priests of St. Cuthbert are Pastors, regardless of their level, unless they get into the cut-and-thrust of ecclesiastical politics, or unless they are recognized for some great deed by the Council or the Pontiff himself.

Working alongside the clergy, and theoretically subject to them, are the orders of the Knights-Militant. The Knights of the Star, the Tam, and the Cudgel have duties similar in nature to those of the priesthoods out of which they grew, the Star, the Chapeaux, and the Billet, respectively. But the knights-militant are in many respects autonomous, and this is the way the Council likes it most times, since it keeps the cathedrals from slipping into corruption, and provides a check to the power of the often rambunctious knight-commanders.

Of these orders of knights-militant, the Knights of the Star deserve closer treatment, for they are perhaps the sternest and most formal of the orders, and their ranks include a higher proportion of psionic individuals than coincidence would indicate. In fact, it is an open secret that psionic warriors are recruited by priests of the Order of the Star to swell the ranks of the K.S. The Star is not well-liked by other knights, but they serve a valuable purpose, keeping the upper ranks largely free of the worst corruption and evil.

The knights-militant operate out of chapterhouses which are as diverse as the cities in which they are to be found. Not all cities have a chapterhouse, and those that have one often do not have another, so one is likely to find only one type of knight in any one city. The Knights of the Cudgel, for instance, operate out of a chapterhouse in Greyhawk City which is a stone's throw from the Slums. In fact, the knights of Greyhawk City often employ guild thieves in their more sensitive operations, and it is known that the knight-commander there backs the guild leadership of Greyhawk's Thieves' Guild.

The Knights of the Tam are perhaps the most widely known, for they are the crusaders who regularly embark upon holy quests and pilgrimages, converting whomever they can along the way. They are often well-liked by those living near their chapterhouses and fortifications, and the standard iconography of the Central Flanaess often depicts a Knight of the Tam as a widely-recognized symbol for the questing hero.

Knights who follow the faith of St. Cuthbert tend to be practical and rather plain-dealing, though they can be shrewd if needs be. The Knights of the Star, however, are known for their very formal manner of speech, a habit drilled into them throughout their training and reportedly intended to serve the purpose of clouding the mind so that stray surface thoughts are more difficult to skim from a Star's mind. The theory is that speech should become more a matter of scripted responses and less a matter of consideration and deep thought, so that less is revealed to prying minds.

Chaos

Re: Destiny's Road
Date: 95-06-11 08:50:54 EDT
From: Chaos28

Okay, some quick notes on Heironeous' faith, as I run it in my own game. Once again, any resemblance to anything, anywhere, would probably shock me out of my chair.

The followers of Heironeous are mostly of high birth and good breeding, brought up in an environment of principle and privelege, taught to believe a dual theology: the powerful are meant to be powerful and the powerless are

meant to be powerless; and those who have the power must have the responsibility to use it prudently and courageously.

In my game, the whole concept of chivalry sprang from the scriptures of Heironeous, who was the first "knight," having been endowed with certain rights by his father, Zilchus. As the son of Zilchus, Heironeous is one who believes in the reality of power and station. As the son of Atroa, he is one who believes in bringing goodness and grace into all corners of the world. His faith combines these two things. His is the child of both his parents in every way.

The followers of Heironeous control Furyondy, and have strong presences in any truly feudal and truly good state. Their militant orders, including the most famous, the Knights of the Scales, are crusaders for justice, but just as often slavish adherents to the status quo. After all, peasant revolts and uprisings are not the way to achieve good, so these things are often quelled, at the expense of some folks' views of justice.

In fact, in the eyes of any oppressed peoples, the most frustrating thing about the faith of Heironeous is that those who have had the misfortune to be born to lower stations must sit by and wait for the followers of Heironeous to solve their problems for them. Even so, there are a great many peasants who adhere to the faith of the chivalrous god, just as there have always been members of any underclass who adhere to the ruling class' doctrine. Like the American women who fought against the first stirrings of feminism, these peasants feel that the way things are (class-conscious social divisions) is right and proper, and they have centuries of tradition to back them up.

But lest the followers of Heironeous be painted in a bad light, let it be said that the Knights of the Scales rarely ride roughshod over the peasant population. While it may be true that such knights care less about the lives of a handful of peasants than they do about the well-being of a fine horse, the knights also police their own social ranks, exposing and punishing such upper class sins as graft, simony, usury, and the rampant abuse of station. High priests may be brought low, lords may be separated from their patrimonies, and great ladies may have their reputations forevermore tarnished, but the cause of justice must triumph. For this is the quest of Heironeous.

In my own games, the knights of Heironeous are exclusively male. There are rumors of exceptions in the dim and distant past, and even legends of famous female knights who fought as bravely as any man, but these things are the stuff of legend, to be talked about over mead, not brought into the war council room. It's fine to talk about what women *may* do, and quite another to allow them to attempt to do it again. And naturally, the scriptures of Heironeous are quite vague on the admittance of women into the clergy and the knightly orders, and the church must be the final arbiter in such things when the god's mouth is closed.

I enjoy the Knights of the Scales as a pool of NPC talent to draw from. They embody what is best and worst of chivalry as an institution. They are forthright, brave, dashing, and pious. But they are also sexist, condescending, brash, and intolerant. Depending upon the player, they can be a role playing dream come true, or a moral nightmare. And that's what I game for.

Chaos

Re: Who Was That Masked Man?

Date: 95-06-11 09:09:27 EDT

From: Chaos28

This is the third installment of my notes on the most pivotal Good faiths of my game. It treats briefly on the followers and faith of Trithereon, another hero-god, like St. Cuthbert, elevated or ascended from the ranks of mortals.

Trithereon's worshippers believe that evil must be pursued and eliminated, regardless what laws society has in place. It is enough that a man or woman recognizes evil for what it is. Each individual makes such moral choices in life on a day-to-day basis, and a judge or other officer of justice is just an individual like any other, albeit one enjoying a higher social station. Rather than let evil go unpunished, followers of Trithereon dedicate themselves to ferretting it out, hunting it down, and administering their own brand of mob justice on the spot.

One way that this tendency manifests itself is in the Laughing Autarchs, a gang of masked vigilantes based in Greyhawk whose fame has spread throughout the Central Flanaess, so that there are chapters in most major cities where the worship of Trithereon is important.

The Laughing Autarchs began as a trio of vigilantes whose names have never been discovered. The story is that a major guild figure in Greyhawk escaped the grip of the law through some devious means, and was set free by the then officers of justice. Rather than let this verdict stand, the trio of vigilantes donned theatre masks (the masks were stolen from the city's Opera House) and rode through the city just at dawn, caught the guild leader up from his bed, killed him, and tossed his body in the river. Since that night, the Laughing Autarchs (the masks were all crowned king masks used in the very formal Oeridian dramas of the time) have committed these outrages on a semi-regular basis, adding an extra level of punishment to the city's justice system.

Some of the common folk in Greyhawk dislike the Autarchs, seeing them as privileged yahoos who have escaped capture simply because they are rich men with money to throw around. Others like the Autarchs, not only for their boldness, but for the fact that the common citizen is often left alone by them. The Autarchs usually go for high-profile criminals such as nobles, guild figures, and major merchants.

Naturally, the church in Greyhawk disavows knowledge of the Autarchs, since their work smacks too much of assassination. But secretly, perhaps, the faithful of Trithereon are glad to have them around, meting out a little "street justice" when the wheels of law grind to a halt.

The upside of the Laughing Autarchs is that they provide a level of protection for the common folk of the city against crimes committed by those with more power. A merchant cannot buy his way out of punishment with the Autarchs, nor can a nobleman or ambassador invoke privilege.

On the other hand, like the Posse Comitatus, the Autarchs are uncontrolled and uncontrollable. Since they operate where they will and when they will, they cannot be predicted. And there is always the very real risk that an innocent can be (or has been, for that matter) slain by these vigilantes. And they seem to care less about justice than they do about punishment. The Laughing Autarchs can murder a murderer, but they seldom aid the victim's family in any real way, leaving such tasks in the hands of the church.

Chaos

Re: The way I see it

Date: 95-06-11 20:09:54 EDT

From: Psychlops

The sign of Chaos.

I'm not entirely clear on the Cuthbertian (or should that be Cuthberite?) hierarchy. What are the five major ecclesiastical divisions? How much authority does the Pontiff have? Do certain of the priestly orders seem to dominate this highest office? If so, there could well be a "secret council" behind the High Council. And the knightly orders mimic the priestly orders exactly. Is this a good thing? It seems to reinforce the priestly divisions, and give each of them a standing army. Maybe you could consolidate the knights into one order, under the Church Council or the Pontiff. Individual knights could then be given awards of merit by the various priestly orders, who would vie with each other for the most promising candidates. The knight's first loyalty would still be to the Pontiff or Council.

Hieroneous' Knights of the Scale are just what I'd expect to see in a bunch of self-righteous, upper class do-gooders. I'm not sure about the Scale symbol though. While we may associate it with justice, that's mostly "Blind Justice" -- impartial and equitable. This knightly order cares more about meting it out than deliberating on it. The Laughing Autarchs sound like they're eminently suitable for framing, if you know what I mean, especially by the Scarlet Brotherhood or agents of Iuz. Lots of good ideas there, Chaos

The prolific QSamantha

First, thanks for bringing your page borders in a little. Your posts are much easier to read now. I think it would be difficult to use all the material you've posted in the FtA setting, or any post-Wars Flanaess. The Great Kingdom has disintegrated, and it will probably never be restored. But the ideas you present are still valid in a broader context. Trade and river travel occur in other lands. I'm sure there are pirates along the Velderdyva, and other rivers, and bandits nearly everywhere. We can still use the material you write; I'm sure you make changes all the time.

I'm sure it is difficult to find gamers willing to play Greyhawk. You may have to grow your own. Don't forget that there are still people who have never played AD&D who might be interested in the game. The typical "gamer" often runs these people away (with lots of help from TSR, of course). It might be worth your while to look for some of these folks, too. Either way, just tell them you're playtesting the pre-release version of the Greyhawk Renaissance boxed set. And who knows, maybe that's exactly what you will be doing!

"All I care about is the feeling." QSamantha 6/11/95

(That just begs for some bawdy comment, but you'll have to provide your own...)

And what's wrong with a dragon named Schemley? Don't you remember Fineous Fingers? He tackled two red dragons: Skraig the Merciless and Mergatroid the Misguided. And, worsen yet, an entire Hobbit Thieves Guild...

The scholarly Sobhrach

Good question! Where were those dwarves? We know the Axe of the Dwarvish Lords was lost in the Invoked Devastation, so it's not unreasonable to assume their ancestral lands bordered the Baklunish Empire.

Somewhere in the Yatils, possibly; but there's no tale of any great Dwarven Diaspora following this event. Maybe they retreated to the Underdark/Underworld to become the duergar race.

Having lost their High King and all his heirs, the dwarves would have been forced to deal with the other peoples of the world as a sundered nation. If the Axe serves as a symbol of royal authority, its recovery could reunite all the dwarven clans into a single kingdom once more. They might even give old Iuz a run for his money.

Just a thought,
Psychlops

Re: Re:The way I see it
Date: 95-06-13 05:18:03 EDT
From: Chaos28

Psychlops,

The knightly orders are knights-militant, not to be confused with church soldiery, which is under the direct control of whatever church quarters the troops. The orders in some diocese work hand-in-hand with the local clergy, and in some diocese they work a bit more tangentially. There is even a case of a chapterhouse of Knights of the Cudgel directly opposing a bishop -- the bishop in question was corrupt and employing the services of a corrupt Knight of the Star to disguise the fact that the ruling archbishop was no longer fit to oversee his district (My players finally confronted the evil of this bishop, but only after he had maneuvered himself into an archbishopric with the help of a corrupt church heirarch in Furyondy).

The orders of knights-militant are an outgrowth of the crusader knights who undertook a number of crusades in the name of the church decades ago. They have since become reasonable autonomous, but it was part of the aforementioned corrupt bishop's plan to disband the chapterhouses and replace the three orders with a superorder of knights unswervingly loyal to the church. The outcome of his heresy has added fuel to the knights' cry for independence.

As for the priestly orders dominating the highest offices, well, it's not supposed to work that way. The Primates and the Pontiff are expected to lay aside their sectarian garb and adopt the robes and albs of the high offices, and this is accompanied by much ceremony. But it is no secret that the training of a priest of the Star is nothing which can be quickly shrugged off. As a result, few priests of the Star make it to Primate status. Also, there is a tendency among the Chapeaux and the Billets to promote from within their own orders. So the sectarian divisions do persist throughout the highest offices. But in general, the jobs of the Primates and the Pontiffs are so time-consuming and delicate that there is little time for factional infighting, even if these orders did harbor real bad blood for one another, which they usually do not.

Chaos

REVISING THE CLERIC: SUGGESTIONS FOR OERTHIAN CLERICS

(Or, making an example of St. Cuthbert...)

By Ent1ty

Re: Re:Clerics(QSamantha)
Date: 95-06-27 18:14:01 EDT
From: Ent1ty

In the DS campaign that i'm currently running, there is absolutely NO mistaking the Cleric of one element for that of another.... a few distinctions:

1. All Clerics only have major access to their chosen elemental plane until 21st level.
2. All elements have their own special SENSORY EFFECTS for when a spell is cast(for instance: an intense red glow emanating from out the caster's outstretched hands, a light breeze, a great gust of wind, an intense heat,

cooling vapor, a faint blue glow around the caster's body, a light spell which originates from the caster's upraised fists as a greenish-brown glow and slowly expands to fill the area of effect, etc.).

3. All elements grant special powers(Ignore that element, Gate a certain amount of material(depending upon the Cleric's level) from the elemental plane in question into the prime material plane, etc.).

Perhaps granting extra spells for more concentrated spheres would work for the GK world.... for instance:

Clerics of St. Cuthbert

Granted Powers:

- 1st level: Protection from Evil: Once/level/day.
- 3rd level: Detect Evil: Once/level/day.
- 5th level: Detect Lie: Once/level/day.
- 7th level: Shield: Thrice/level/day.
- 11th level: Detect Alignment: Once/level/day.
- 15th level: Detect Undead at will;
Negative Plane Protection: 4 times/day;
now gains major access to the Sphere of Healing.
- 18th level: Invisibility to Undead Ince/day,
Holy Might Ability: Turns all undead in area as if 3 levels higher, turns all evil-aligned characters in area as if 1 level lower, turns all outer- or inner- planar creatures of evil alignment as if 5 levels lower. Confronts enemies with the bared power of St. Cuthbert. Loses 1 point of constitution for the next 1d6 days after using this power. Sensory effects of Holy Might: A blinding white glow, a flaming illusionary cross right in front of the caster & his/her upraised holy symbol.
Lay on Hands: Once/day/level;
Searing Touch: (Has the effects of a heat-oriented version of Shocking Grasp against evil-aligned creatures, does double damage to undead and triple damage to Demons and Devils. Treat as a +5 weapon as far as magical bonuses needed to affect a certain creature are concerned.) at will; Dimensional Gate: twice/day.
- 20th level: May use Holy Word twice/week, may now use all other abilities at will.
- 30th level: May now use Quest Spells w/o penalty.
- 40th level: May opt to become a lesser demi-god in the service of St. Cuthbert.(Lesser Demi-Gods automatically become NPC's).

Major Spheres of Access: Combat, Protection, All, Divination, Necromantic.

Minor Spheres of Access: Healing, Elemental, Sun.

Spells/Level Modifier: Priests of St. Cuthbert recieve one less spell/level after the first.

Spell Secondary Effects:

Combat:

- 1st-3rd: A white glow emanates from the caster's hands and the pupils of his/her eyes
- 4th-5th: A faint white glow emanates around the caster's body, an intense red glow emanates from the caster's hands and the pupils of his/her eyes.
- 6th-7th/Quest: Bluish-white lightning rains down from the sky or ceiling and twirls about the priest. The air tingles with mystical energy. The caster levitates a few inches off of the ground. The caster's form suddenly takes on the features of St. Cuthbert, and a flaming cross is emblazoned upon his/her chest. When the spell goes off, a great, thunderous blast of noise is emitted from the air surrounding the caster.

Protection & Healing:

- 1st-3rd level: A faint, soothing white glow is emitted from the caster's hands.
- 4th-5th level: An intense, purifying white glow is emitted from out the caster's hands.
- 6th-7th level: The caster's body takes on an aura comprised of a swirling array of blue and white. The pupils of his eyes act as twin vortices into the astral plane. A great thunderclap goes off upon the completion of the spell.

End Best of Greyhawk #7, Folder 4.
