

BEST OF GREYHAWK #12

Excerpted from the World of Greyhawk folder #12
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Adapted by Armenfrast, Dec 2009

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FOLDER NOTES: BEYOND THE SOLNOR, ORIENTAL OERTH, ORCS, & THIEVES
By TSR Roger, LKing60991, JOHN JOHN, & Cmillsy

Subj: Re: Solnor Ocean
From: TSR Roger

Date: 96-03-13 14:10:28 EST

What lies across the Solnor Ocean? My question is, how are the PCs going to get there? Unless the PCs are Cold Barbarians in longships, Ratic merchants in cogs and caravels, or evil marauders of the Great Kingdom in ships full of humanoid scum, they will have a hard time getting over to this region and sailing off the map. I looked over my indexes (including the incomplete ones, sorry they're not done yet), and the following references came to light:

* Aquaria. I have to say here that since so little has really been made public about "Aquaria," Frank Mentzer's continent, people wanting an "official" version can take what little there is in RPGA modules R1-4 and make up the rest. I assume, from notes in the 1983 boxed set, that Aquaria is at least 3,000 miles east of the Flanaess, so there's plenty of ocean to fill.

* The atoll island from DRAGON Magazine a few years ago, inhabited by a spelljamming crew in secret.

* The sargasso zone from the 1983 boxed set's list of adventures (nasty place).

* Icebergs from the north.

* Numerous islands and island chains inhabited by shipwrecked Great Kingdom sailors, Cold Barbarians, Hepmonalanders, Sea Barons pirates, Scarlet Brotherhood scum, and elves from the Lendore chain. Currents might easily carry groups of sailors to specific islands.

My tendency is to model island kingdoms after semi-European styles, since sailors from the Flanaess cruise out here. Analogs for our world's Canary Islands, Azores, Ireland and Scotland (settled by Cold Barbarians and Oeridians), Avalon (settled by elves and maybe a lost king of the Great Kingdom), Antilia, and so on can be created easily.

You know what might be fun is for everyone who's interested to get a map showing an ocean region about 100 miles square and draw out a cluster of islands and island cultures that can be placed in the Solnor, then submit it to Oerth Journal or just upload it in a Library file here. We could create enough of them to keep sailors sailing the Solnor for years. Rather than mapping the Solnor exactly, we just create bunches of places to stop over on your way to Aquaria or whatever the heck you decide is over there. The DM puts the pieces together. What say?

--Roger

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Subj: Beyond Solnor
From: LKing60991

Date: 96-03-13 19:01:43 EST

Just a thought, but if a DM feels like mixing campaigns, Cerillia (the BIRTHRIGHT campaign setting) would fit nicely across the Solnor. If one felt like reworking the timeline, the Anurians could be GK colonists, perhaps cut off from Oerik by the Turmoil Between the Crowns, and the Rjurik could be Suel barbarians from the north. The Abominations could have

contacts with the SB.

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Subj: Digression the 3rd 1 Date: 96-03-17 02:09:35 EST
From: QSamantha

For example. Let's take your idea about western Oerth.

We get a box. Lets fill it with nebulous oriental culture (cultural abstraction). Now, let's go with the idea that dragons actually rule these lands. (ecological abstraction). How about we decide that we want to emphasize romance among characters, so we add necessarys to facilitate that (thematic abstraction). But we have to keep junior happy so we need something to swing a sword at. How about we create a bunch of immortal sorceror types (NOT liches!)?

Make them horrific necromancer types. (thematic abstraction). Can't forget martial arts, so add that. (Niche abstraction). Finally, we'll cap it off with an adaptation of the Birthright rulership system, which since dragons rule will focus on thieves guilds (tongs) and warlords. (Reductionist abstraction)

So, we've got an oriental setting, featuring Dragon Emperors, sweeping romance, immortal necromancers, and martial arts heroes, all in a setting rife with competing warlords and criminal tongs.

Looking it over, let's add demi-humans as native creatures like in AQ. To be nasty, we'll add evolving gunpowder weapons as a McGuffin. And speaking of McGuffins, let's make religion totally conform to the Spiritualist accessory.

Of course, we have to avoid a pretty big design trap here. Since this is WoG, we need a Flaneass tie-in. Minor tie-ins won't work. We don't want another Taladas disaster. So we need some heavy artillery.

First, the Suel and Baklunish can flee in more than one direction. That gets us some name recognition. Let's suppose that the Suel, as seems there want, have maintained their cultural integrity. Maybe they conquered an area and still rule it. The Baklunish probably were absorbed. Let's say by those Indianesque states. This way, we can set the Suel dominated states off against the Baklunish/Indian states, leaving the Dragon Empire pretty much alone, with only slight involvement.

Second, we need to hook up an active trade route to facilitate access. Easily done. Run it through the Plains of the Paynims, through Ket to Dyvers. BUT. It MUST be ACTIVE. Not like the one in Kara-tur. Devote some space to caravans.

Third, let's get cosmic. Let's firm up the Scarlet Brotherhood/Tharzidun connection real tight. Then, let's get the monks back in the SB, with thieves and yes, assassins (as their own kit, class, whatever - basically 1st Ed. ante.) Now, let's set up a Tharzidun cult in our Oerth West, just like it. Add a single ruling figure or figures to coordinate operations among the two groups - AND I DO MEAN COORDINATE! Thus, what happens with the eastern SB may affect the western nations and what happens with the western SB may affect the Flanaess. Thus, characters have reason to care about the other side of the continent and go there. (Of course, our

trade route stands ready and when they get there, they will find uniquely western Suel and Baklunish, as well as the usual demi-humans, with a western twist, so they will feel somewhat at home.)

Now, THIS is a big setting. Oriental but not Kara-tur. WoG but not the Flaneass. With a number of diverse elements blended into a whole. Of course, the marketing wonks (I'm a marketing MBA student) will want to cubby hole it and it won't be a one-liner like Birthright.

Two ways to go.

WoG can be sold from a purely name standpoint but this would require a new Flaneass box, perhaps going the Renaissance route, perhaps otherwise getting past the post-war period of FtA.

If our Western Oerth (needs a catchy name) is to stand alone, however, I suggest a design modification to facilitate marketing and sales. Take those fleeing Suel and Baklunish, we discussed and add some Oeridians. Have those Oeridians have kept their tribal integrity. They now exist in Western Oerth (needs a catchy name) as THE elite mercenaries of choice, pseudo-European culture intact, in the midst of the otherwise oriental setting. Maybe about 8 to 12 distinct tribal groups. Now, you can sell the juxtaposition of cultures and the mercenary angle. Fighting always sells. This adds to the romance angle as well with the different cultures, east and west.

You could add this angle anyway, even if the Flaneass got a face lift as well, if you like it.

Anyway, there you go. I've digressed myself back around to Roger's topic.

Qsamantha

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Subj: orcs
From: JOHN JOHN

Date: 96-03-15 15:49:39 EST

Orcs underated? Over exposed? They're my favorite race to tinker with. I remember back when Unearthed Arcana came out and Gary Gygax listed some orc tribes on Oerth and then listed the Orc deities I began tinkering with them right after that. (Note: The names for orc tribes given in FTA are wrong. Those names given are correctly credited to the right species in Dragon 200 sage advice). I never got monster mythology or the new humanoids handbook so the tinkering I've done may be in there.

Orcs of Grumash-I let these guys stay on the surface and let them fight in the sunlight with no penalty. In additon I give them real armor (like platemail or chainmail in a few cases field plate). They use better weapons than the old monster manual orc. I let them ride horses and use lances at times (they still aren't knights so dont confuse them with such). In short these orcs can use battle formations and use close order battle tactics that would've made the Romans

proud. I keep these orcs alignment at LE/LN with the L stressed as far as the tribe and orcs are concerned.

There was another Orc deity noted for his strength [Bahgtru]- Tribes that follow this deity are more chaotic than the normal orc. They're sort of a orc/barbarian type. I give them bashing weapons like maces and axes and sometimes a maul. In addition I let some be specialized in wrestling. You ever seen the modifiers for wrestling in armor? Seen a PC in your campaign with a very high armor class because of his armor? Let me introduce you to some wrestling orcs. Let an orc get a pc in plate mail into a wrestling hold (say a full nelson or something like that). Well that pc isn't going to do very well with all his negative wrestling modifiers. In addition I give some orcs of this deity exceptional strength modifiers. Let's see the players snicker when hit by an orc with 18(00) st. Isn't that +3 to hit +6 to damage?

There is another deity in there for stealth [Shargaas] - Let some of his followers pick up some thief skills like move silently, hide in shadows and maybe back stab. see how many pc's then want to loiter in the rear of the party when in these orcs territory. These orcs are masters of ambush and cunning.

Lastly there was a female orc goddess called the Cave mother or some such [Luthic]]. I make her followers LN to LG though a few could be LE but only E where no tribe members are concerned. I even once designed a couple orc paladins to this deity who needed the parties help to defeat an evil monster nearby (the party members slew the orcs out of hand because they thought "hey they're just orcs" boy did they have problems after that. I once gave a tribe of these orcs an alliance with a nearby village in a campaign world. The pcs stumbled on the orcs before going to the town, slew many of them and then went to the town to brag. Needless to say the towns folk weren't happy (those orcs ran the only mine and trade between them and the town was brisk. The orcs and the humans kept this alliance secret because neither wanted others of its race learning of it and accusing them of being renegades). The pcs eventually had to fight their way out of the town all the while the players screaming "they were just orcs".

This is what I've done with tribes of orcs. There are general things you can do to. Give orcs weapon specialization. Watch the players eyes light up when they enter a 30' by 30' room with orc crossbow specialists on the far side who already have the bows cocked and ready to fire. The players say jauntily "let's roll for initiative" but the DM says "no, they can fire before initiative is rolled because they knew you were coming and were ready". Let 10 crossbow bolts fly (at this range its point blank also in combat and tactics it gives I think a damage bonus to crossbows at this range).

In short I have fun with orcs. They're my favorite race to tinker with. I dont make any single orc overpowerful but I give each tribe certain bonuses that reflect its customs and its society but dont make these overpowerful.

Thank you for your time

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Subj: Greyhawk Thieves'
From: Cmillsy

Date: 96-03-26 18:40:35 EST

Throughout the various Greyhawk folders, the general consensus has been one of extreme disappointment in the City of Greyhawk boxed set. The complaints range from the lack of useful content to the disappointing maps. While all of these are legitimate complaints, I was curious whether there were other areas that others thought were lacking.

Personally, the area I found most disappointing was the lack of depth given to the thieves guild of Greyhawk. For a city literally ruled by thieves and their allies, I was shocked by the lack of depth given to this most important aspect of the city.

I'm a big fan of the rogue classes, and the aspects they can add to a campaign, whether as PC's or NPC's. I have run all thief campaigns in the past, and will continue to do so in the future. So when I saw the lack of information dealing with the Thieves Guild I was very put out. Especially since the information that was included was for the most part nothing more than NPC descriptions. While some of this was useful, I felt that there were other aspects that could have been covered. It was at this point that I created my own version of the Greyhawk Thieves Guild.

For those who are looking to develop various thieving organizations for their own campaigns, I strongly suggest the Thieves of Lankmar accessory. This book describes in excellent detail how a large guild can be organized. I used this accessory, some of the information contained in the Complete Thieves Handbook, as well as several fictional and non-fictional sources in re-creating my version of the GH Thieves Guild.

Two major aspects that I changed from the official version are as follows:

1: Org Nenshen- Not only is he the Guildmaster, he also sits on the city's Directing Oligarchy. FFF also states that he is the master thief in charge of the High Quarter. This is quite a full plate even for an extraordinary person such as Nenshen. I replaced Org as master thief of the High Quarter, for the simple reason that he has too many jobs to handle effectively. His position as a member of the Oligarchy is enough to fill his days, let alone overseeing the guilds overall activities.

2: Sharyn Messandier- FFF describes Sharyn as the master thief in charge of the city's Thieves' Quarter, as well as being the guilds "religious" leader. My opinion is that religious strength within the guild on this level would not be tolerated (fanaticism on this level is bad for business). I also feel that it brings part of the guild too close to the Nightmasks found in the FR. So while I kept Sharyn as a member of the guild, I replaced her as master of the Thieves' Quarter, as well as putting another in charge of the guild house.

I'm sure these changes and ideas will not agree with how others view the Greyhawk guild. My opinion is that in order for a thieves' guild of this size to operate successfully, it must be part corporation / part military unit.

If there are those who would like to hear more on my version of Greyhawk's thieves, let me know.

-Cmillsy

A TALE OF TWO CITIES: GREYHAWK & WATERDEEP

By LeoDiB, with additional material and commentary by Qsamantha

Subj: Tale of 2 Cities, Pt. 1

Date: 96-03-15 17:17:22 EST

From: LeoDiB

A TALE OF TWO CITIES

Part 1

One of the most striking things about both WoG and FR is the prominence that a huge, single, city-state plays in each world. The City of Greyhawk in WoG, obviously, and Waterdeep in FR. Both are clearly the center of attention in their respective worlds and command most of the attention of players and game designers.

What's even more interesting of this fact is that apparently Gary Gygax and Ed Greenwood developed these city-centric worlds completely independent of each other. This is perhaps proof of the theory of independent evolution that holds that simultaneous evolution can in fact take place separately, identically, and even concurrently in different locations. In this case, Gary was in Wisconsin while Ed was in Canada.

I have given some thought how or why this happened and settled on two possibilities. First, both authors, as students of history, modeled at least that aspect of their worlds on ancient Greece. Second, as fans of fantasy literature, they both probably read Fritz Leiber's series of books of the world of Nehwon and its greatest city, Lankhmar. The many adventures of Fafhrd and the Grey Mouser take place within the huge city which also serves as the center of life in Leiber's world of Nehwon. I believe these books were published in the late 60's and early 70's which made them prime candidates for "borrowing" from Gary and Ed.

I myself lean toward the second option as a more direct reason and offer one more item as proof at least as it relates to GH. When I read Leiber's first book, *Swords of Deviltry*, I was immediately struck at the similarities, yes even blatantly so, between it and Gary's *Gord the Rogue* books which I had read before. Am I the only one who noticed this similarity between the Grey Mouser (a small, diminutive, quick witted, and dashing thief) and Gord with all the same characteristics? Or what about the huge, slightly dense, and superb fighting barbarian Fafhrd and Gary's version in Chert? Frankly, I thought the Leiber estate had legal cause to sue Gary, and at that time TSR, for copyright infringement! It was just that blatant in my view.

In any case, the two cities are rather similar having by far the largest concentration of population in their worlds, as well as both being considered cultural, education, and commerce mecca's. Funny, that's just how one would describe Lankhmar as well. They do differ in one rather obvious sense that I noticed while looking over the big world maps of each setting. Greyhawk is very much the "center" of the world, both figuratively and literally. On the other hand, Waterdeep is located on the eastern most coast of FR pretty much centered north-south, unlike Greyhawk which is centered both North-South as well as East-West.

Trade is the obvious reason for placement of the "big two", but the models used here seem different. Everyone is aware of Gary's inspiration for the City of Greyhawk as Chicago. Perfect fit, and no need of further explanation. But Ed's, being a native of Canada, is a little harder to deduce. Since I'm a proud American patriot, I'll just gladly assume that Ed used a U.S. city as his standard. Therefore, take your pick: New York, Boston, Los Angeles, or San Francisco. All fit fine, offering relatively central placement on the continental coast as well as a perfect dropping-off point into the interior with mule-pack caravans (the railroad of the fantasy world). But since I've never heard Ed address this issue, I honestly don't know. Anyone have any insights on this?

A TALE OF TWO CITIES

Part 2

OK, which is a better designed city? I have no idea and I really don't care. Now ask me which city do I like best and would prefer to run a campaign in? Well, that question is not totally fair, since I have extensive experience in Greyhawk and scant little in Waterdeep. So the answer is Greyhawk, with Waterdeep (believe it or not) a close second.

Having briefly owned the City of Greyhawk boxed set, I remember feeling and thinking..."well, it's better than nothing." I ran plenty of adventures in Greyhawk without the use of the supplement for many years and did just fine without one. But I did feel that having some fleshed out material was a big help. Keep in mind, I'm not like QSAm or Iq or Aria with neither the time nor ability to completely reshape my campaign world and usually just take what I can get from the official designers.

I do however recently remember reading, on this board I believe, that someone used the Town of Baldemar accessory that Gary's post-TSR company put out as a temporary fix for Greyhawk until the "real" thing came out from TSR. I used Baldemar for one of the towns along the Wild Coast, thinking Baldemar was too small to really be a credible Greyhawk. Instead, I used the 1st-Edition City of Lankhmar as a substitute for Greyhawk. It was fine and served its purpose at least from this DM's perspective, and my players seemed to enjoy it quite a bit as they were always clamoring for one of "those great city adventures" as opposed to yet another foray into a dungeon.

Since I don't own any of the boxed sets that deals with Waterdeep (are there really 3 of them?!) I have to rely on FR-1:Waterdeep and the North. This accessory is relatively small (only 64 pages) and gives only the barest hint into the "jewel" of FR. But I've read it and it gives a decent, albeit broad stroked, review of Waterdeep much akin to Town of Baldemar. If you need a quick, down-and-dirty introduction to Waterdeep or would rather not spend a small fortune on the boxed sets, FR-1 does provide enough information to get your city campaign rolling. What I especially liked was Greenwood's (who was the author of this first FR accessory) review of the extensive and powerful guilds. Much better done in this one small accessory than in the whole boxed set of City of Greyhawk.

Similarities between Waterdeep and Greyhawk abound. Another is the form of government. Both cities have a "legitimate" government and a "shadow" government. In Waterdeep, this "shadow" government that pulls the levers is known as the Lords of Waterdeep

and in fact the members are not even fully known although rumors of a couple of the members are pretty much assumed. Similarly in Greyhawk, you have the Lord Mayor and various guild masters, but behind the throne is of course the Circle of Eight, whose membership is also pretty much secret, at least in my previous WoG campaign.

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Subj: Re:Tale of Two Cities
From: LeoDiB

Date: 96-03-16 15:42:55 EST

Iquander wrote:

<< I don't see the Circle of Eight playing anywhere near that important of a role in the city's government.>>

You are correct from an official point of view. The Lords of Waterdeep are responsible for and have a more direct influence on government than the Circle. The Lords seem to tend towards good, or at least one of their leaders, Khelban Blackstaff, does with his association with the Harpers, while the Circle is basically neutral.

But I guess the larger point I was trying to make was that both Ed and Gary created these "Star Chambers" as important forces in their respective worlds independently of each other.

LeoDiB

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Subj: Re:TaleofTwoCities-FR&WoG
From: QSamantha

Date: 96-03-16 17:01:47 EST

Looking at the Lords of Waterdeep is to look at one part of a whole. The Harpers, the Seven Sisters and the Elminster along with the Lords of Waterdeep, or at least a few prominent Lords, all work together. Elminster is unofficially, or officially the way he is presented, the "head" of this group but by no means it's sole leader. Compare this group to the Circle of Eight and you have a better comparison.

The basis of that comparison, IMO, should not be simply control of Waterdeep or the City of Greyhawk but control of Toril or Oerth. For that is what each group does. The Circle controls, or tries to, Oerth, albeit with a "neutral" bent. Elminster's coterie does the same, much more aggressively, with Toril. Therein lies one chief difference.

The Circle tends to keep hands off, sometimes to the point of being ineffectual. Elminster's band is activist, even militant in terms of the Harpers. The Circle adjusts. Elminster's group constructs. The Circle manipulates. Elminster's bunch sends in the Harpers etc.

The other chief difference is the opposition each group faces. The Circle faces the Scarlet Brotherhood, Tharzidun (directly or by implication), Iuz, demonic hordes (directly or by implication), Vecna (who kicked their butt, something Elminster has never had happen), Aerdi, devilish hordes (directly or by implication) and a host of lesser lights.

Elminster's forces initially faced the Zhentrim and the Red Wizards. The Zhents are now largely destroyed and the Red Wizards, while still active, face the same problems the SB does circa FtA, ruling a large state. Newer on the block is Xvim Godson, Bane's kid, and some other deities who need opposing. Otherwise, it's lesser lights or one time bad guys with glass jaws.

So, both the Circle and Elminster's coterie want to determine what happens in their world. Beyond that similarity, the Circle takes a largely hands off attitude, while Elminster's ensemble is vety much hands on. Ironically, the Circle faces far more established and determined foes, while Elminster and Company have few reoccurring opponents on less than a godly level. Maybe that says Elminster et. al. have been the more successful. They, defacto, control Toril and you can see it in how their enemies are pretty much low grade, while the Circle has been less successful because they still face mighty opposition. Heck, I'd say the Circle "lost" the Greyhawk Wars and certainly there has never been a disaster on Toril that can compare.

Now, if I might, I think it safe to say that FR is far more of a "tamed" setting thanks to Elminster's band's efforts. WoG is more wild and wooly as the Circle has not managed to clean up all the major villains. So to, FR is a far "nicer" place than WoG. Elminster and company never lose when the chips are really down. They come through in the end. WoG is not so neat nor so clean. The Circle can be its own worst enemy. Witness Rary the Traitor. The Circle can be blindsided. Witness Vecna. The Circle through their actionj or inaction have let the Flaneass burn. Witness FtA.

Thus, FR does not present quite the challenge WoG does. Elminster et. al. is always there. They don't lose the important (or most minor) ones. They will swing into action to pull Toril's bacon out of the fire. And they have created and care for a nice, pretty safe by comparison world. In WoG, you can't count on the Circle. They've screwed it up before and you get to live with the results of their actions or more often than not inactions.

The question is do you want to roleplay live without a net or with training wheels?

QSamantha

INTO THE ABYSS: TANAR'RI PRINCES

By Muruk, with additional material by Athanor IX & Aeolius

Subj: Tanar'ri Princes 1
From: Muruk

Date: 96-03-16 21:59:10 EST

For my own campaign, I've worked up a general description of tanar'ri princes within 2nd edition. I've attempted integrate the all of the (often conflicting) information that has so far been made available, and tried to clear up some ambiguities. My results are posted here, for these reasons:

1. Demon/Tanar'ri princes have traditionally played an important role in the GREYHAWK setting.
2. This board has frequently discussed mediating the power of certain evil entities such as Iuz.
3. Much of this board is dedicated to salvaging obscure or out-of-print material from 1st edition.

I've tried to stick to the established rules, but my solutions may still not fit every campaign. My most controversial (and important) decision: the tanar'ri princes are NOT true Powers. I don't think there's any way around this conclusion; and in fact, every designer (including Gygax) has indicated (or at least left the possibly open) that the princes are special cases among the Powers. My goal is to define the princes as extremely powerful beings -- creatures that no one would willing mess with. But not so ultra-powerful that they could never be summoned, bound, or even defeated by mortals.

BACKGROUND

The problems with demon princes and lords stem from the very beginning of the AD&D system, and these problems were never resolved satisfactorily in 1st edition. Almost every source in some way contradicts the others. It's obvious that the designers--including Gary Gygax--were uncertain about what place the princes should hold within the AD&D system. When they were first conceived, the princes were seen as extremely powerful monsters-but monsters that PCs could deal with, if not defeat outright. But as the game evolved, more and more power was attributed to the princes.

Part of this inflation might be due to the fact that many power gamers inevitably used the princes as high-end orcs; but another reason is that the princes in the <Monster Manual> were designed well before <Deities and Demigods> defined the power of divine beings. The shift can be seen in the G-D-Q series of modules: at the beginning, Lolth seems clearly just a big baddie that the PCs are destined to defeat. But Lolth evolves into much more: by the end of the series it's established that she has extremely powerful priests from a highly intelligent, successful, and evil race.

<Deities and Demigods> assigned to all of the demon princes the powers of a Lesser God, and included a description of Lolth as a divine being. However, a couple of years later, Gary Gygax greatly expanded the established abilities of Powers in his descriptions of the Greyhawk deities. With these new abilities in place, the final parts of G-D-Q were virtually unplayable--there was no way any party could successfully tangle with Lolth.

Jeff Grub, in <Manual of Planes> came up with a pretty good solution, that allows DMs to have their cake and eat it, too. Demon princes and lords, while in their own realm, have all the amenities of a Lesser Power -- but only while within their own realm. Presumably, this meant that Lolth encountered in her fane would be as described in the <Fiend Folio>, but in her Abyssal lair, would be as in <Deities and Demigods>.

The problems are exacerbated in 2nd edition, which initially planned to "forget" all fiends. Unfortunately, no mention was made of tanar'ri princes even with the publication of the <Outer Planes Monstrous Compendium Appendix>, which radically elevated the abilities of all tanar'ri. Further, 2nd edition introduced the concept of avatars. No longer were any attempts made to transcribe the abilities of a true Power (and just as well). Avatars do not possess the many additional divine abilities laid out by Gygax in Greyhawk--and maintained in <Manual of the Planes>. Further, the divine awe (horror) ability from 1st edition does not seem to be possessed by avatars.

Since then, several lords and princes are described as avatars in <Monster Mythology>. At this time, it seems unclear what the PLANESCAPE setting is going to do with these things, if anything. It would appear for the moment that they are leaving everything "open" for individual DMs, which is probably the best solution. All this leaves a complicated, contradictory situation, ripe for work. . .

GENERAL INFORMATION

Tanar'ri lords and princes are extremely powerful, unique tanar'ri-chaotic evil fiends that are native to the Abyss. While princes and lords are often worshipped by humans and other intelligent creatures, and while they have many potent magical abilities, these tanar'ri are not true Powers.

Each lord or prince possesses his or her own personal realm within the Abyss. This realm may be, as in the case of Kostchtchie, only a portion of an Abyssal layer; or, as with Demogorgon, a realm may span several different layers. When in their own realm the prince or lord is far, far stronger, and in fact, has all the abilities of a lesser Power. Princes have control of any entire layer and are generally much more powerful; lords usually control but part of a layer, and are often in the service of a prince. There are some exceptions to this: Pazuzu is technically a lord, as he does not rule his own layer, but his power rivals that of many princes. In general, "tanar'ri prince" is a global term that refers to tanar'ri lords as well, and also includes female tanar'ri of sufficient rank--if tanar'ri can be said to truly have sexes.

Tanar'ri princes differ from true Powers in the following ways:

1. Princes are not dependent upon worshippers for their strength; and their worshippers

are not dependent upon the prince for spells or abilities.

2. Princes do not have avatars.

3. Princes have certain immunities and vulnerabilities that are common to all tanar'ri.

TANAR'RI PRINCES AND POWERS

Many tanar'ri princes are worshipped by intelligent beings on the Prime Material plane. This practice is actively encouraged by the tanar'ri, for such veneration greatly extends their influence on the Prime. Further, some princes are deluded into believing that they are, in fact, real Powers--although this is not strictly true.

Much of the confusion resides over the fact that many tanar'riolaters receive priest spells and other abilities; the drow priests and priestesses of Lolth are the most famous example. However--and contrary to all that the princes might say--these spells and abilities are NOT granted directly from the tanar'ri princes.

Sages have speculated that the spells and abilities are instead derived from the very force of Chaotic Evil itself; the princes are but conduits of this power source. Only a very few spells would directly involve a tanar'ri prince: <commune> is the most obvious example. Thus, many tanar'ri-worshipping priests are able to freely use spells and abilities that are otherwise too powerful to have been granted directly by their patron tanar'ri.

Unlike true Powers, the fortunes of tanar'ri princes and their worshippers are not intrinsically and reciprocally bound together. True Powers derive their strength from their worshippers; their priests in turn receive their abilities from their Power. Not so with the tanar'ri princes: after all, the tanar'ri existed long before any creatures--much less worshippers--existed on the Prime Material plane.

If Lolth were somehow permanently destroyed or imprisoned, her most powerful drow priestesses would immediately realize a great calamity had befallen their patron; Lolth would be unavailable for <commune> spells and the like. But the priestesses would still be able to use most spells. It is possible that another tanar'ri prince would quickly fill the void left by Lolth's destruction; in no case should the entire drow race be made suddenly and irrevocably open for assault.

Fortunately, tanar'ri princes and lords have several vulnerabilities that do not trouble true Powers. Like all fiends, the tanar'ri are interlopers on the Prime Material plane. They arrived on the scene only after the fact, intent on seducing mortal, intelligent creatures toward chaos and evil.

This is a vital distinction between tanar'ri princes and Powers: in their haste to gain influence on the Prime, the tanar'ri had to agree to a series of restrictions that check their actions. All tanar'ri, even the princes, are bound by a series of strange and arcane rules, and can even be commanded by mortal magicians--provided these rules are strictly obeyed.

TANAR'RI PRINCES AND AVATARS

Tanar'ri princes--like many demi-powers--do not technically have avatars, although their physical manifestations can be conveniently described as such. Unlike Powers, tanar'ri princes cannot create multiple physical manifestations of themselves. If a prince's material form is imprisoned, the prince himself is effectively imprisoned.

Destroying the material form of a prince cannot permanently destroy him, unless the destruction occurs in the prince's own realm. Only then can the prince be destroyed forever; otherwise, destroying the material form only sends the prince's spirit back to his own realm. It will then require 2-8 weeks for the prince to regain enough energies to leave his realm, or even dispatch servitors. Further, the prince is forbidden to re-enter the plane on which he was slain for a hundred years, or until another calls him forth again. A prince slain in the Abyss (but not in his own realm) is confined to his own realm for ten years.

However, even destroying a prince within his own realm does not permanently destroy the prince, if he has created a special soul object, usually called a tanar'ri amulet. Most lords and princes maintain their vital essences in these small containers, which are devices of artifact status. The devices need not be with the most powerful princes, although the lesser tanar'ri typically need to carry them on or near their persons. Tanar'ri amulets can not be detected as such by any magical means, and they do not appear otherwise unusual in any way. Princes instantly know the location of their amulets while on the same plane.

With a tanar'ri amulet, the prince cannot be slain even in his own realm; reducing the prince to 0 hit points only causes him to turn into a noxious cloud, which re-forms in 1d10 standard days. Afterwards he cannot enter the plane of his slayer for 100 years (if slain by another native of the Abyss, the Prince cannot leave his realm for 10 years). Princes with amulets gain the ability to <magic jar> once per day. If the amulet destroyed, the demon is confined to his realm for a year-and cannot be called forth by any means during this time. And after that year, the demon can only return to the Prime by being summoned forth.

A tanar'ri amulet thus protects the prince, but also makes him vulnerable if an enterprising character should gain the amulet. Possession of an amulet gives the possessor power over the prince-but never for any longer than a day. Afterwards, the prince must be lavishly repaid and the amulet returned, or else the character will have to contend with the unceasing and terrible enmity of the prince. Use of an amulet is extremely dangerous; mere possession of an amulet doubles the chances of calling the attention of another tanar'ri, and any tanar'ri not controlled by the device will immediately attack the person with such an amulet. If the amulet ever leaves the hand of the possessor, the prince to whom the amulet belongs will immediately attack the (former) possessor, attempting utmost to slay the character and carry the remains to his own realm.

COMMON ABILITIES AND VULNERABILITIES OF PRINCES

Each tanar'ri prince has his own unique truenname, and is bound to this name in a special way. A prince has but one truenname, that cannot be changed by any force. Use of a truenname gives power over the named prince; incorporating the truenname into many spells makes the named prince much more vulnerable to the spells' magic.

Thus, these truenames are jealously guarded, and cannot be identified through such mundane spells as <legend lore>. No other lord or prince will normally know the truenname of another lord or prince. A prince's truenname is never one of the personal names by which the prince is known (i.e. Zuggtmoy, Tsuggtmoy, Lolth, Demogorgon, etc.).

Even a prince's common, personal name has power. Uttering such a name has a base 5% chance of attracting that being's attention. In fact, just uttering the name can allow a prince entrance to the Prime Material plane. Upon arriving, the prince will immediately kill, by whatever means are most expeditious, the speaker, unless some serious precautions have been undertaken. Therefore, most princes are known only by euphemisms or titles such as "The Faceless Lord" or "The Lady of Fungi."

All tanar'ri princes are able to move from the Abyss to Tartarus, Hades, or Pandemonium. They are also able to enter the Astral plane in physical form, or as an <astral projection>. They can also enter the Ethereal plane, and their attention is also attracted by persons in an ethereal state. Princes cannot enter the Material plane without aid such as conjuration, gate, or name speaking. A special pentacle keeps out princes or lords.

Tanar'ri princes, like all tanar'ri, possess telepathy, allowing them to understand all intelligent communication; princes are able to communicate with all intelligent creatures. All princes have infravision 120', and are able to continually detect good/evil, invisibility, and magic.

All princes have a base THAC0 of 7. To determine the effective Hit Dice of a tanar'ri prince, divide the creature's hit points by 4.5, rounding up. Princes take only half damage from magical cold, gas attacks, or magical fire; they are completely immune to cantrips, electricity, non-magical fire, poison, and all non-magical weapons. Like all tanar'ri, the princes can never be subdued. They are able to divide attacks amongst two or even three opponents.

The physical aspect of tanar'ri princes are often sublimely beautiful or horrific--and in either case, far beyond what most mortal creatures could withstand. Exceptionally high charisma causes awe power: a reverential fear or dread caused by the mere presence of the prince (such as Lolth in drow form). Horror is the utter terror of beholding the loathsome and repellent form of a prince such as Juiblex. No saving throw is allowed; awe or horror causes creatures in the hit dice or level range noted below to be stunned by the incomprehensible presence of the being. Stunned creatures cannot initiate anything other than physical defense while under the influence. This effect remains only until the prince disappears from sight.

<u>Charisma Horror</u>		<u>Charisma Awe</u>	
-7	up to 12 HD/level	19	up to 1 HD/level
-6	up to 10 HD/level	20	up to 2 HD/level
-5	up to 8 HD/level	21	up to 4 HD/level
-4	up to 6 HD/level	22	up to 6 HD/level
-3	up to 4 HD/level	23	up to 8 HD/level
-2	up to 2 HD/level	24	up to 10 HD/level
-1	up to 1 HD/level	25	up to 12 HD/level

Each prince has several unique magical abilities. Additionally, all princes have the following common abilities, which they are able to use at will: <command>, <continual darkness>, <detect lie>, <detect traps>, <enlarge>, <fear>, <geas>, <levitate>, <polymorph self.>, <protection from good>, <sending>, <telekinesis>, <teleport without error>. In addition, each prince is able to <gate> in additional tanar'ri.

While within their own realm, princes may use the following abilities at will: <alter self>, <anti-magic shield>, <cause serious wounds>, <dispel good>, <dispel magic>, <enthrall>, <improved invisibility>, <improved phantasmal force>, <minor globe of invulnerability>, <mirror image>, <polymorph other>, <quest>, <>true seeing>. The following abilities can be used at will, provided that no more than 4 such abilities are used in a single day: <death spell>, <heal>, <spell immunity>, <resurrection>, <restoration>, <symbol> (all), <unholy word>, <vision>, <wish>.

While within his own realm, a prince's listed hit points are doubled; further, the prince has a saving throw of 3 in all categories. The prince and all non-living items within his realm are 100% magic resistant, although the prince may cancel this immunity at any time. A prince in his own realm can cause specific spells to malfunction or function in a different fashion. This is limited to 20 spells of no more than 80 spell levels total. These limitations or modifications are in addition to any to any standard limitation for the plane; this ability can be used to reinstate spells otherwise forbidden within the plane. The prince has absolute veto power on any <wish> spell cast within his realm.

Finally, in his own realm a prince can pull observers out of the Astral plane by force of will, and can automatically sever the silver cord of <astrally projected> individuals, slaying or stranding the individual.

Here's an example of how I use my general description of tanar'ri princes in conjunction with <Monster Mythology>. That book makes the avatars of tanar'ri princes considerably weaker than the descriptions from <Monster Manual>. Since all lesser tanar'ri are MUCH more powerful in 2nd edition, this makes the princes far too weak--a single balor could pants many of these avatars. Thus I've developed hybrids of 1st and 2nd edition, using my general description to avoid redundant abilities.

Juiblex (The Faceless Lord)

This prince has no set form; he can spread himself into a vast pool of slime, form a blob, or raise up a towering pillar of ordure 18 feet high. He is always covered in thick mucus and dripping with foul brown, green, yellow, and grey slime and caustic secretions. From this mass protrude several red, glaring eyes.

Str 16	Dex 10	Con 16
Int 18	Wis 17	Cha -6
Mv 3 sw 6	Sz L (9'+)	MR 65%
AC -7	HD 20	HP 88
#AT 1	THAC0 7	Dmg 4d10

Juiblex enjoys all abilities and immunities common to tanar'ri princes.

Juiblex is unaffected by all nonmagical weapons and all magic weapons of less than +3 in power; he regenerates 2 hp/round. He attacks by lashing forward with his dripping form, doing damage from both the force of his blow as well as his caustic secretions. All creatures with 10 HD or less are automatically stunned with horror on beholding his loathsome form.

Juiblex is able to use the following additional abilities at will, 1/round, no matter where he is encountered: <cause disease>, <charm monster>, <death fog>, <dispel magic>, <domination>, <ESP>, <Evard's black tentacles>, <hold monster>, <invisibility, 10' radius>, <phase door>, <project image>, <putrefy food and drink>. He is also able to cast, 1/round, a <circle of cold > in a 10' radius, centered on himself. All other creatures within the circle take 10d6 points of damage (save for half). Once per day Juiblex may speak an <unholy word> anywhere; he may also attempt to gate in (70% chance of success) 1d4 hezrou tanar'ri. Once per turn Juiblex can spew forth a jelly like slime with a 15' range and a blob size of 3 cubic feet. The slime combines the effects of an ochre jelly and a green slime (1 attack/round; a successful hit does 3d4 points of damage, and 3d4 points per round thereafter. Victims are completely turned to slime within 1d4 rounds).

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Subj: Re: Tanari Comments & Q's Date: 96-03-19 01:41:43 EST
From: Athanor IX

Every copy of those old "Nine Hells" Dragon issues that I see, I buy. I've worn out two sets of 75-76. I use the Hells and the Devils more than I use the Abyss. They work better for subtle, manipulative evil. The Abyss is more of an atrocity exhibition, which can be cool, but I prefer mind games.

I've harmonized 1st and 2nd edition Hells by assuming that much of the 2nd edition Baator info is a disinformation campaign by the Archduke Dispater and his lieutenant, Titivilus. This is how I use the "Lords of the Nine" article from Dragon 223, for instance. There are several ways in which Dispater could benefit from promulgating a false version of the Descending Hierarchy, one in which he is the only true figure present. Mortals seeking to deal with an Infernal noble based on this information will inevitably find themselves dealing with Dispater, rather than Mephistopheles or Mammon, for instance. Thus Dispater gains power.

For the time being, I simply ignore the "Dark Eight." I might use them as a group of deluded fools trying to set up a "shogunate" in the Hells, but I doubt I'll bother.

On the other hand, most of the "Baator" booklet in Planes of Law was very well done, and such things as Jangling Hitor and its kytons, and Grenpoli, fit in very nicely with a 1st edition Hells.

Athanor.

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Subj: Re: Tanari Comments & Q's
From: Aeolius

Date: 96-03-22 17:40:46 EST

My online campaign, "Into the Land of Black Ice", a low-level First Edition AD&D message-based game set in the World of Greyhawk (pre-wars), has dealt with demons and the Abyss nearly from its conception back in May of '95.

As a DM, I allow players to chose any character race they choose, within reason. One of my greatest challenges came from a player who wished to play an alu-demon as a character. I decided to allow this, albeit in a "toned-down" version. Understandably, as my game is currently active and my players are likely to read this post, I cannot go into detail as to how I have tabled the powers to develop. Needless to say, if a 6th level PC has a 1 in 20 chance of encountering an alu-demon (per the DMG), it stands to reason that an alu-demon's powers would be fully developed by the time they reached 6th level as a PC. Some alu-demons may progress as magic-users, up to the 12th level of experience, therefore I expanded my tables, creating a Lesser (L1-6, the one detailed in MM2) and Greater (L7-12) alu-demon (more on that at a later date).

In First Edition, We are given glimpses into the world of demons. In MM2, it states that an alu-demon is the offspring of a succubus and a human male. In D&DG, it states that Merlin is the offspring of an Incubus, a succubus in male form. Then there are the cambions, baron and major, whose demonic heritage has paternal links.

To even the score, I decided that the baron cambions were the offspring of the more powerful demons, while the major cambions were the offspring of lesser demons. Thus a human and incubus union would produce a major cambion. I have yet to decide if an alu-demon shape-changed into male form would be possible of siring offspring, in my campaigns.

To further equate devils into this method of thinking, I decided that the erinyes were the devil counterpart to a succubus. Thus two new devil-types had to be created; the dembion (major and baron) and alu-devil (then there is always the forlarren, the offspring of a devil and nymph).

My thinking took a step backwards, at that point in time. Where did succubi and erinyes come from? Enter the night hag, from the MM and the "Ecology" article from a past DRAGON magazine. A night hag and human union produces a greenhag, while a greenhag and ogre/hill giant mix produces an annis (An annis ogre/hill giant union produces a blue-skinned female ogre/hill giant. Who is to say that the next generation; a half-ogre or giant troll might not also be blue-skinned as well.

If a night hag is capable of starting such a chain of events, why not have demon and devil unions as a possibility? After all, she trades her larva with both types, so they may produce imps (who later could be formed into barbed or bone devils, or a lemure who then could become a wraith or spectre) and quasits (who later could be formed into type I or II demons, or a manes who could then become a ghast or shadow demon). It all makes for a most impressive chart, I assure you.

Therefore, a night hag and demon mix would produce a succubus, while a night hag and devil union would create an erinyes.

My players have only begun to unravel the mysteries of the Land of Black Ice. They have discovered, however, that Istus, Kostchtchie, a night hag (the PC alu-demon's grandmother), and a shadow demon (the alu-demon's father; captured by the Succubus, formed into a larva by the formerly imprisoned night hag, and given to Kostchtchie). While in human form, the alu-demon's father had a daughter; the mother to yet another of my PCs) all play a crucial role, as do the Bringer of Doom and the Eyes of Celene, five mystic orbs of my own creation. Other demonic creatures and artifacts are likely to make appearances as well.

INTO THE ABYSS: DEMONLORE OF THE SAVANT

By Iquander

Subj: Demonlore of the Savant
From: Iquander

Date: 96-03-17 05:40:15 EST

A Note on Demons
By Savant Iquander
Society of Sages and Scholars, Nellix

Fellow scholars, it's come to my attention that malefic have recently become a topic of some interest in your forum. While much of the recent learned discussion has (quite accurately) worked toward defining in quantitative terms what exactly a demon is, it fails to directly address the topic of how these fiends interact with Oerth, and which among them have turned their attention to our niche in the Prime Material Plane.

The matter came to my attention at an opportune time, I must admit, as I am currently in the process of composing a manuscript on this very topic. As such, I feel that I can only provide the barest of explanations here, so as not to adversely affect the final project, which should be completed in the coming months. Despair not, readers, for it shall reach your much-discussed library as soon as it has reached an acceptable format.

To begin, even those who do not generally concern themselves with the affairs of the world often wonder at the amount of divine attention garnered by our world of Oerth. While a scholar as humble as myself cannot hope to discover the reason or reasons behind this attention, a number of options present themselves.

First, many gods seem to be drawn to Oerth because of the world's innate capacity for the craft of magic. In fact, rumors abound of areas consisting of "pure magic" on the planet itself, though no one has ever revealed the location of such marvels, if they exist at all. A lesser form of this can perhaps be found in the magical stones that litter the lands controlled by the Tyrant of Dorakaa, and some have suggested that the magical helix that seems to increasingly follow important magical events on Oerth is also related in some way to this quality.

Other sages advance the theory that Oerth is laden with dozens, perhaps even hundreds of permanent magical gates to other worlds and planes, and that these gates lead not only elsewhere, as one might expect, but to important elsewhere. By all accounts, travel in the outer planes is a complicated, indirect matter, and it could very well be that many higher beings seek to use the world as a sort of departure point to the various worlds on the multiverse, both within and without the five realms generally ascribed to our cosmos.

Whatever the reason, at last census, nearly one hundred gods and goddesses were honored on the Flanaess alone. Evidence suggests that still more deities are worshipped by the Amedio, Hepmon, Suhfang, Vulzier, Hitaxians, etc. Though more than a few of these gods may in fact be the same being wearing a different "mask," so to speak, there can be no question that

those in powerful positions have a keen interest in the affairs of our world.

So too with the residents of the Abyss who, while not in fact deities themselves, often seek to establish themselves as such and in so doing meddle in the affairs of the true rulers of the cosmos. The Princes and Lords of the Abyssal society (the terminology is misleading, as all accounts of the infinite layers tell of unbridled chaos, making terms like "society" and even appellations such as "prince" or "lord" something of a cruel and twisted joke) rarely appear on Oerth itself (although this is clearly not unheard of), but many send agents and human cultists on missions of strife and intrigue within the very borders of our own nations.

Understand that all information we have of the affairs of the Abyss are more or less subjective. The Planar Travelers associated with the Society here in Nellix have yet to locate an area of widespread knowledge and lore regarding the lower planes, and it is doubtful that such a place exists in the first place. What is known is this: The Abyss is a sprawling, indescribably evil locale that is in a constant state of change. What information is available to us today might very well change on the morrow. The Princes and Lords of the Abyss are extremely cunning and resourceful, and their chief enemies seem to be each other.

Oddly, among such a chaotic group as the demons (who, allegedly, prefer to be called "Tanar'ri, or somesuch. For the sake of science, I refer to the fiends as what they are, demons, and not by some lolly-coddled mask of the truth), a small cadre of Princes seems to be generally acknowledged as the masters of the Abyss. This is based, seemingly, upon power and influence alone, and is certainly no indicator of the public sentiment among the demonic hordes. For the most part, these six most powerful, called the "Monarchs of Demonium," by some, are constantly at each others' throats, and keep themselves in a state of balance. While there are certainly those among the lesser Princes who object to the classification of these beasts, few declare such openly. I have taken the liberty of listing these so-called monarchs below. (Have a care-- the names scribbled below, while certainly not the actual names of these beings, hold a very small amount of power within them, still. Speak them aloud at your own peril.)

The Monarchs of Demonium:

ARACHNE: Known best as Lolth, the Demon-Queen of Spiders, fallen member of the Seldarine. There is, in fact, some question of whether this being is a demon at all, as her place among the elven pantheon is a confusing one. Scribes have been dispatched to Celene to glean the truth from the gray elves and their massive library in Enstad, but one cannot expect too much information from the tight lipped and ancient scholars of the Olve.

Lolth is known to have a vested interest in Oerth itself, and has, on at least one occasion, attempted to bring part of the planet into her own layer of the Abyss. I refer, of course, to the troubles in Sterich some years ago, the full import of which still cannot be determined. The recent Giant Troubles of the recent war have not helped matters, and it is unlikely that we will be able to learn more of Lolth's plans in the area while Istivin is controlled by hill giants and the like.

The more paranoid of my colleagues suggest that Lolth had a hand in the Giant Troubles, as well, but it should be noted that these individuals are the type to check under their sheets for

agents of the Scarlet Brotherhood before retiring every evening.

DEMOGORGON: While the extent of Demogorgon's worship on Oerth is not generally known, his power in the Abyss is legendary. It is said that this hideous creature controls several layers of the plane (and these are infinite, mind you), and that entire legions of demons follow his command. If rumors can be trusted, over 100,000 fiends make their home in his capitol city in the Abyss. Truly, he is a force of great power in the fell plane, and his title of Prince of Demons is an apt one, indeed.

Tales and legends among the sahuagin, a hideous race of sea-humanoids unfortunately rather common off the shores of the Flanaess, suggest that Demogorgon was once a servant of Sekolah, the sahuagin god. Though the Prince of Demons holds great sway with the ixixachitl (another evil aquatic race), and is said to hate the sahuagin, this tale is, at best, hearsay.

Though there are several cults to Demogorgon in the Flanaess (and probably more still among the uncivilized residents of the Amedio and Hepmonaland), he enjoys no known human priests. With what seem, by all accounts, to be ixixachitl priests (!) appearing on shipping lanes throughout the area, many fear that the Prince will soon enjoy a sizable clergy of humans here on Oerth and elsewhere.

GRAZ'ZT: Graz'zt, the Ebon Lord of the Abat-Dolor, father to the vile Iuz the Old and ruler of Azzagrat, the Triple Realm, is perhaps the demon prince most closely tied to the affairs of Oerth. He is, by appearances, the most human of all the monarchs, but appearances are hardly absolute when dealing with creatures of this nature. Graz'zt has become so successful in the Abyss simply because he is unflinchingly evil and a brilliant strategist. It doesn't hurt that the Ebon Lord has surrounded himself with the most calculating and loyal minds in all demonium, including the demon lord Verin (or Vuron).

Graz'zt sired the Old One who currently controls much of the Flanaess, and is a hated figure in the texts of nearly every benevolent god known to us. It was Graz'zt who helped Iggwilv dominate Perrenland nearly a century ago, and it is Graz'zt still who meddles (some say through Iggwilv herself) in the affairs of Oerth, though he is apparently unable to come here himself.

Perhaps most frightening of all, Graz'zt has somehow managed to command a large segment of the drow population of Oerth, and he has found some way to grant spells to his followers. His method is a matter of great interest for nearly every demon of the Abyss more powerful than a Vrock, and, of course, Lolth is livid. Were it not for the hideous consequences Graz'zt's clergy is liable to bring, I might suggest that it will be interesting to see how the situation develops.

MARDUK: Very little is known about this being, save that he is said to be "King of Fire Demons," suggesting that he is possibly an ascended Balor. There is definitely a benevolent god of the same name who makes his home in the Outer Planes, and these two are definitely as different in demeanor as is possible. He wields the awesome Firefan, which is counted among the most powerful of Abyssal artifacts (and is likely closely tied to his rapid progress through the ranks, so to speak).

Of all the monarchs, Marduk is the least involved in the affairs of the Flanaess, though sailors tales suggest the worship of a powerful "fire demon" among the Wuga tribesmen, south of Hitaxia far to the southwest. As that land is as unknown to us in Nellix as is the Abyss, I will deal with such tales in the future as time and exploration allow.

ORCUS: Once, this individual (known as the Lord of Undeath or Lord of Unlife), commanded great armies of demons and undead creatures across the shifting fields of the Abyss. Now, however, he has been dethroned, his powerful and legendary Rod of Unlife destroyed or lost. His plane, Thanatos, has been commandeered by a drow goddess, and all references to this being have been ordered stricken from any record (an order to which I refuse to submit, by the way). It is not thought that the drow goddess herself usurped Orcus, but then, no one seems to know anything of the matter at all.

It is known that, at the time of his apparent fall, Orcus commanded over half of the 24 known Balors (which suggests some kind of alliance with Marduk), and that several less important Abyssal Lords paid him homage. Now, the Balors are either destroyed or scattered, and Orcus' once great abyssal empire is little more than the dust of corroded bones. Still, though, cults to the demon exist throughout the Flanaess. The Bone March, for instance, is home to a particularly influential cult, as are several of the more decadent cities of the former Great Kingdom.

It is not known how Orcus' particular version of undeath differed from that of Nerull, but it is not assumed that the beings were allies.

Though it would seem that Orcus is no longer a political player in the Abyss (his place within the monarchy being taken by Abraxas, Baphomet, Cagrino or perhaps Jubilex), it would be unwise, even now, to exclude him from consideration entirely. The irregularity of the Abyss simply cannot be stressed enough and, especially when dealing with a being of Orcus' power and interest, dead is often a rather subjective term.

ZUGGTMOY: If Graz'zt is the demon lord with the most interests in Oerth, Zuggtmoy is the one most frequently visiting it. Zuggtmoy, Tsuggtmoy, or simply, The Lady of Fungi, is allegedly the consort to Iuz, and something of an ally to the archmagess, Iggwilv. As is a matter of record, she was trapped within the so-called Temple of Elemental Evil in 569 CY, though it remains to be seen if this is still the case.

Her Abyssal realm, Mycorgi (or Shedaklah, the Slime Pits), is said to be a hideous and damp place situated between two branches of the River Styx. Jubilex, Lord Ooze, is a likely ally of the Queen of Fungi, who likewise commands the demon lord Yuibiri.

Other Abyssal lords, such as Pazuzu and Pazrael (who may very well be the same entity), also have a great deal of interest in our world, but the above list suggests the most powerful among the fiends who seek temporal power on Oerth. Other lesser demons tied in some way to Oerth include Fraz-Urb'luu, Cabiri, Eblis, Kerzit, Kostchtchie, Socothbenoth, Arioch, Leviathan, Lugush, and Palvlag.

It should be noted that most of the powerful demons have some interest in Oerth, and that those listed above represent known cult activity in the Flanaess. If we were to include the Bakluni and the lands immediately to their west, we might also add Ahrimanes, Asima, Azael, Ereshkigal, Mastiphal, Munkir, Nekir and Nergel. Who knows what the rest of Oerik, not to mention the other lands of the planet, hold?

It is my hope that the eventual treatise will cover much of the information hinted above. One must, however, consider the innate difficulty that comes with writing about beings of this level of power and desire to meddle in human affairs. It is difficult, consuming and at times, frightening work. But, my friends, I have yet to discover that knowledge that has not, in some way, caused me fear. To me, that is what being a scholar is all about.

Savant Iquander
Nellix, 16 Coldeven, 585 CY.

End Best of Greyhawk #12