

Monthly adventure role-playing aid

Dragon[®]

\$3.50

#125

Chivalry & knighthood
Clay-O-Rama!
Quasi-elementals



46363-16034

0-88028-422-0

Bazaar of the Bizarre

The Magical Maps of Greyhawk

by Lee Ian Wurn

Among the many lost and nearly forgotten treasures of Oerth are certain unique devices created in ages past by two sorcerers, Madd and Ztxar (pronounced "zar"). Though famed for their great skill at dweomercrafting, their only surviving works are a legendary set of magical maps, which have since been copied by others. The two men were known to have lived in the portion of the world presently called the Sea of Dust, prior to the Rain of Colorless Fire. During the holocaust, Madd fled with eight of the magical maps, though Ztxar perished with the rest of their works in the disaster.

After Madd escaped from the Rain of Colorless Fire, he settled down in an unknown city and led a peaceful life, teaching magical arts and experimenting with various forms of magic. A month before his death, Madd completed the creation of a new magical map and added it to the other eight in his collection, sensing that his end was near, he handed his

maps to his favorite apprentice, an intelligent fellow named Dane. This lad then retreated to a reclusive life, during which he mastered the techniques of duplicating magical items. Applying these techniques to the maps, Dane was successful in duplicating them all.

Following news of his success, magic-users from all over the Flanaess came to see Dane, begging him to sell them the duplicates of the maps. Dane refused to do so and asked all the magic-users to leave. Soon after, he disappeared altogether with the maps and all their duplicates. What became of Dane and the original maps thereafter remains a mystery — but duplicates of his maps have appeared on occasion, and the duplicates have themselves been duplicated time and again. Because some of them have surfaced in the Free City of Greyhawk, these maps are generally called the Magical Maps of Greyhawk.

Description and properties

All of the maps appear to be similar at first glance, but careful examination

reveals that the inscriptions, designs, and handwriting are distinguishing characteristics for each. Each of the original maps is made from ancient parchment which is still in superb condition. The left end of each parchment is attached to an old, ornately carved, round wooden stick. Each end of the stick is embedded with one gem of roughly 1,000 gp in value. Replicas are similarly decorated; it has become a tradition in the creation of these maps.

The symbol of Madd is imprinted on the original maps, though some of these originals have probably been destroyed. Most of the first-generation replicas bear Dane's symbol, and other replicas made by Dane's disciples either bear their own symbols or have no symbol at all.

These maps have several common properties other than their individual functions (including those duplicates made by Dane). The first property is that the maps cannot be cut, burnt by normal fires, or destroyed in any way except through the use of a *rod of cancellation*, *Mordenkainen's disjunction*, magical fires of any sort, powerful magical items like artifacts, wishes, or through other means as noted below. A saving throw as per parchment at + 6 vs. magical fire is applicable if subjected to magical flame. If this saving throw is failed, the whole map is burnt to ashes which have no special properties whatsoever.

The second property of the maps is that no runes, words, or inscriptions (magical or not) can be written on a map. If a *wish* spell or any other powerful magic, such as from an artifact, is used to write upon a map, a magical fire springs into existence, destroying the map. No saving throws are allowed. Other spells cannot harm the map.

Most of these maps have a limited number of magical charges placed into them during their creation. In order to use such a map, the bearer (who may be of any class or race) holds the map in his hands, looks at his surroundings, then utters a command word that expends a charge of the device. Each time a charge is used, a new diagram is created upon the map's surface, erasing any previous map diagram. None of the charges can be replaced; even a *wish* cannot recharge one of these maps. When all the charges of a map are used up, the map disintegrates into a powder. Every two days, the map erases itself. This erasure can also be voluntarily performed by the user before the two-day limit, using the command word.

Finally, the last property of the maps is that, whenever one of the maps is activated, the user (but no onlookers) must make a saving throw vs. death magic or be stunned for 1-10 rounds. During this period, the user simply stares at the map, unable to perform any other actions. Only *remove curse*, *dispel magic*, *negation*, *limited wish*, or *wish* can bring the user's state of mind back to normal during that

time. A charge is used, however, and the map functions normally. (Optionally, the Dungeon Master may have a charge spent but no map diagram appear in order to control the use of these maps.)

Brief descriptions of each magical map follow. Assume a 5% chance exists that a magical map found in the WORLD OF GREYHAWK™ fantasy setting is actually one of these maps.

Map of mapping

In a dungeon, this map records whatever the user is able to see, given normal illumination and no upper sighting limit. Upon command, the map changes its scale to a suitable size and is therefore able to map features over a great area. Everything is mapped the way the user sees it. For example, the illusion of a door is mapped as a door. If the illusion is discovered as such or dispelled, the *map of mapping* will not record it again for that user. Traps, hidden or invisible items, and living beings do not appear on the map. A concealed or secret door appears on the map only if located. To simulate this item's effect, the DM should sketch out an accurate (though limited) map for the players as they progress through an underground or interior environment, creating a new map with each charge expended (see below). Some maps of this sort may have more limited indoor mapping ranges (generally out to 120' or so). Given the limited sighting ranges of most underground environments, this map is usually of limited use in dungeons and caves.

In the wilderness, the *map of mapping* records the area in a 10-mile radius, taking the spot the user is standing upon as the center. Again, illusions and concealed elements, such as *hallucinatory terrain*, are mapped as they appear. These "errors" disappear once the illusion is dispelled or discovered. The map only shows terrain features like forests, deserts, roads, tracks, cities, towns, villages, etc.; no living beings, vehicles, snares, or traps are mapped out. Then, too, only features that are immediately visible to the user are mapped (thus, the map is of limited use in a valley). This item has 30d4 charges.

Map of misleading

This map appears to be exactly the same as a *map of mapping* until it is used, but the map records many terrain features falsely. There is a 1% chance per level of any magic-user using an *identify* spell for the true nature of the map to be detected. Unless the user makes a saving throw vs. spells upon using a charge, he believes the map is entirely accurate, despite whatever sort of terrain he actually sees (the user believes the actual terrain to be an illusion or hallucination). Anyone besides the user who looks at the map is required to make a saving throw as above at +2 or fall under the map's spell. The map's user, of course, believes nothing contrary to his own delusions. Though the user does not

resist having the map taken from him, the loss or destruction of the map will not cure his delusions of seeing doors which don't exist, walls in open spaces, etc. After a week, the user will not be able to function. Onlookers are similarly affected.

A *remove curse* followed by a *dispel magic* are required to ward off these ill effects. The *remove curse* should be cast on the person currently using the map. It affects everyone else under the map's spell if this is done; otherwise, only one onlooker is so freed from the map's power. The *dispel magic* spell then entirely removes the map's ill effects from any one victim (or from all at once if cast upon the map's user). If only the *remove curse* spell is cast on the victim, he returns to his former delusions unless *dispel magic* is cast upon him within a day. *Dispel magic* alone is useless. It is believed that the improper creation of a *map of mapping* results in the production of a *map of misleading*. These maps have no charges as such.

Map of magic

This map functions as a *map of mapping* in every way except that it can also detect magical dweomers and auras (which are highlighted on the map in pulsating red). The exact sort of dweomer is not shown on the map or made known to the map's user. The *map of magic* contains 20d4 charges; each use for mapping (which includes the detection and location of magic) drains one charge. Magical items carried on living beings can be detected and located; invisible objects can be detected as well. Area-effect spells like *mass invisibility*, certain illusions, or *stinking cloud* which are still in effect can be seen on the map as zones of red. Only areas which can be seen within 120' indoors (or 120 yards outdoors) can be examined for such dweomers and auras, though the map will faithfully record areas much larger in size, out to the limits of a *map of mapping*.

Magic which is a permanent characteristic of a living creature (such as the magical resistance of a dragon or a wizard's ability to cast spells) cannot be detected. Magical items or areas hidden from view cannot be mapped.

Map of illusions

This map also functions as a *map of mapping*, although it can also detect any form of illusion/phantasm spell within range. A map like this contains 20d4 charges; the expenditure per usage (which includes the mapping and detection functions simultaneously) is one charge. Magical (but not psionic) invisibility can be detected by this type of map, but only one function of this map may be used at any one time, either detecting for illusions or invisibility. It is possible to *dispel invisibility* on a certain object or being by using an additional charge from this map. A saving throw vs. spells is allowed if the target is a living being and is unwilling to have its

invisibility dispelled. This latter use does not erase the existing diagram on the map, but it cannot be used unless the map itself has detected the invisible target. The range of this device is 120' indoors or underground, and 120 yards outdoors, for purposes of detecting illusions; the map will still diagram areas out to the limits of a *map of mapping*.

Map of secret doors

The functions of a *map of mapping* can also be found in a *map of secret doors*. As its name implies, this map has the ability to locate secret doors, which are shown as bright yellow dots on the map. The map contains a total of 20d4 charges. Each use to map an area and locate secret doors uses one charge. Traps of any sort cannot be detected, but concealed doors are revealed. The ranges of the detection functions of this map are 60' indoors and 60 yards outdoors; other mapping limits are as per a *map of mapping*.

Map of navigation

This map can be used to record nearby areas on land or at sea. On land, the map shows a 20-mile radius around the user, recording only normal terrain features (forests, cities, villages, roads, trails, etc.) as per a *map of mapping*. However, this map was actually designed by Madd and Ztxar to work only on bodies of water. Somehow, the two made a mistake in the enchantment of this map, which led to the map's ability to work on land as well. The map is more potent when used from a waterborne ship. Usually, 30d4 charges are contained within.

The *map of navigation* has a 30-mile radius of effect when used from a ship. In this event, however, it will map no land features beyond a 20-mile radius. Thus, an island 22 miles away would be missed, as would features on a shoreline 27 miles away. A lake only two miles beyond the shoreline mentioned above would not appear, either.

Other information, like sea currents, ocean depths, ice floes, and so forth, may be gained from casting *legend lore* while using the *map of navigation*. The DM may add other useful or interesting navigational information as desired in this event. Additionally, ships within a 30-mile range are displayed on the map when *legend lore* is cast, and sea creatures over 20' in length and avian creatures over 25' long are shown as well. Each major feature appears in pictorial form with its own distinctive shape and coloration. The user automatically understands how to read the map and knows what each symbol means, though onlookers cannot see them.

Map of traps

Like the other maps, this map is similar to the *map of mapping*. The *map of traps*, however, has the ability to detect traps which are within the range of sight, 60' indoors or 60 yards outdoors. This map

contains a total of 20d4 charges. One use to detect traps drains a charge.

Traps which have already been detected by the use of the map can be disarmed by draining one or two charges from the map. The person using the map must make a saving throw vs. death magic to disarm or deactivate a trap. The saving throw is at -2 if the trap is of a magical nature.

Nonmagical traps are permanently deactivated or disarmed using this map (cross-bow traps jam, poison is neutralized, pits are covered over by a wooden lid, etc.). Magical traps like explosive *runes* can be detected, but two charges are required to deactivate them permanently. If only one charge, perhaps the last one, is available, then the magical trap is only deactivated for 2d4 turns. Only one trap of the user's choice may be deactivated per charge.

Map of distortion

This map exhibits all the properties of a map of mapping when examined. There is a 1% chance per level of a magic-user *identifying* the map to discover the map's true nature. The map's ill effects are not noticed by the user or any other person under its spell. Anyone looking at the map or so much as catching a glimpse of the diagram it displays must make a saving throw vs. spells or fall under the map's power. No saving throw is allowed to the user. This map has no charges as such. As with the *map of misleading*, it is thought that errors in the creation of a *map of mapping* result in a *map of distortion*.

The distances shown on the map differ from the actual distances to landmarks by 10-80%. (1d8 x 10) in any direction. All those under the spell of the map see the actual distance as being the distance shown on the map, even if they previously knew the true distances to the mapped landmarks. The user and all others who are affected perceive no inconsistencies between what the map shows and what the world shows them; if the user walks eight miles to get to a hill that the map shows as being four miles away, the user believes he has walked four miles. The effects from a single use of this map last

for two days, at which time the map erases itself (unless it has already been erased). Erasing the map before two days are up has no effect on the duration of the user's or onlooker's confusion. However, if the user activates this map more than once, he must make a saving throw vs. death magic (as is normally done upon each use of one of these maps) or else be *feble-minded* as per the sixth-level druid spell. No onlookers are affected in any way by this second activation.

If the person using this map has activated it only once, that person (and all others affected by the map) suffer other visual distortions as well during the two days that the map's effects occur, even if the mapped area is left behind. If attacking, those affected by this map roll to hit at -4 and can be hit at +4. The players should not know of this adjustment.

To get rid of the ill effects, each person must be cured individually. A *remove*



Madd's symbol

curse followed by a *dispel magic* spell, both being cast on only one person at a time, must be employed. Anyone under a *feblemind* can be cured by a *heal* or *wish* spell. Throwing these spells on the map itself has no effect whatsoever. Only after all these steps are taken will the map lose its control over the minds of those affected. Destroying the map is of utmost importance, as failing to do so causes anyone who was once *feble-minded* by the map to

become *feble-minded* again within 2-8 days. If the map is destroyed, all of its victims are cured of whatever afflictions the map gave them.

Madd's marvelous maps

Madd's marvelous maps are combinations of some of the maps listed above. Except for the *map of mapping and magic* the other maps listed below are all the creation of Dane, Madd's disciple. Madd actually created only one prototype of a *marvelous map*, which has since been destroyed. After Dane mastered the technique of creating magical maps, he duplicated the original before its destruction, and created even more versions by combining the functions of several maps.

It is worth noting that, during the creation of these maps, an unfortunate flaw is sometimes produced because of the instability of the magic involved. Upon expiration of a *marvelous map's* charges, the map might explode, causing magical damage as listed in each map's description. This inherent flaw was not detected by the creators, although it may be detected by any magic-user employing an *identify* spell on the map (which allows a 10% chance per level of noting the map's flaw). Not all of the maps created have this particular magical flaw.

Map of mapping and magic

This map initially functions in all ways as a *map of magic*. After 20d4 charges have been used, however, the map has an 85% chance of becoming a *map of mapping* (with 10d4 charges) and a 15% chance of exploding in magical flame, causing everyone within 10' of the explosion to take 2d4 +2 hp damage (save vs. spells for half damage).

Map of mapping and illusions

This map functions at first as a *map of illusions*. After 20d4 charges have been used, the map has an 80% chance to change into a *map of mapping* (with 10d4 charges) and a 20% chance that it explodes, causing 2d8 +2 hp damage to everyone within a 10' radius of the blast (save vs. spells for half damage).

Table 1
Magical Maps of Greyhawk Determination Table

1d20	Map type
1-6	<i>Map of mapping</i>
7-8	<i>Map of misleading</i>
9-11	<i>Map of magic</i>
12-13	<i>Map of illusions</i>
14-15	<i>Map of secret doors</i>
16	<i>Map of navigation</i>
17-18	<i>Map of traps</i>
19	<i>Map of distortion</i>
20	<i>Madd's marvelous map</i> (see Table 2)

Table 2
Madd's Marvelous Map Determination Table

1d20	Map type
1-3	<i>Map of mapping and magic</i>
4-6	<i>Map of mapping and illusions</i>
7-9	<i>Map of mapping and secret doors</i>
10-13	<i>Map of mapping and traps</i>
14	<i>Map of magic and illusions</i>
15	<i>Map of magic and secret doors</i>
16	<i>Map of magic and traps</i>
17	<i>Map of illusions and secret doors</i>
18	<i>Map of illusions and traps</i>
19	<i>Map of secret doors and traps</i>
20	<i>Dane's version</i>

Map of mapping and secret doors

This map works like a *map of secret doors* with 20d4 charges. When the charges are gone, there is an 85% chance that the map becomes a *map of mapping* (10d4 charges) and a 15% chance that the map explodes, inflicting 2d4 + 2 hp damage to each person within a 10' radius (save vs. spells for half damage).

Map of mapping and traps

At first, this map functions as a *map of traps* with 20d4 charges. With the expiration of the charges, this map has a 70% chance of becoming a *map of mapping* (10d4 charges) and a 30% chance of being destroyed, inflicting 2d4 + 8 hp damage to every person within a 10' radius (save vs. spells for half damage).

Map of magic and illusions

This map functions as a combination of the two types of maps mentioned in its name. Contained within the map are 10d4+10 charges. Each charge can be used to detect either magic, illusions, or invisible objects, with all of the range penalties and abilities noted for the two map types of which this map is composed. Additionally, charges may be used to render invisible objects visible as per the *map of illusions*. The map explodes when all of the charges are used up, causing 1d10 + 10 hp damage per person in a 10' radius. A save vs. spells applies for half damage; however, the user gains no save and always takes maximum damage, unlike with other sorts of exploding maps.

Map of magic and secret doors

This map has all of the same functions as those mentioned in the *map of magic* and the *map of secret doors*. A single charge may be used to either detect magic or secret doors, but not both at once. Like

the *map of magic and illusions*, this map has 10d4 + 10 charges. Upon expiration of these charges, the map explodes, causing 1d12 + 8 hp damage to every person within a 10' radius. A saving throw vs. spells is allowed, though the user gains no save and always takes maximum damage.

Map of magic and traps

This map is also similar in description to the *map of magic* — the added advantage being all of the abilities listed in the *map of traps*. This map also has 10d4 + 10 charges, each of which may be used to detect either magic or traps, or to negate any traps so detected. When these charges are expended, the map explodes, causing 2d4 + 4 hp damage to all within 15'. A saving throw vs. spells is applicable for

half damage, though the user takes maximum damage with no saving throw.

Map of illusions and secret doors

This map functions as a combination of a *map of illusions* and a *map of secret doors*, with a single charge either detecting illusions, invisibility, or secret doors, or dispelling the invisibility on an object or being. This particular map has 10d4 + 10 charges. When all the charges have been expended, this map explodes, causing 1d12 + 10 hp damage to each person within a 10' radius (save vs. spells for half damage, except for the user who takes full damage with no saving throw).

Map of illusions and traps

This map has 10d4 + 10 charges and functions as both of the map types noted in its name. A single charge will either detect illusions, traps, or invisible objects, and charges can be used to dispel invisibility on objects or persons. When all charges have been used, the map explodes, doing 2d6 + 4 hp damage to all within 15', with a saving throw vs. spells for half damage. The user, of course, gains no saving throw and always takes maximum damage.

Map of secret doors and traps

This map works as both a *map of secret doors* and a *map of traps* and has 10d4 + 10 charges. One charge may be used to detect either secret doors or traps, or charges may be used to disarm traps as per the *map of traps*. When all charges have been used, the resulting explosion does 3d4 + 4 hp damage to all within 10', with a saving throw for half damage. The user takes maximum damage and gains no save against it.

Dane's version

This map was created by Dane through the use of the various techniques taught to him by Madd. This map has 20d6 charges. For the most part, this map works as a *map of magic and illusions*, as noted above. Additionally, *Dane's version* has the ability to cast one *permanent illusion* or one *programmed illusion* per day, and one veil per week, as a 16th-level illusionist. Each spell drains one charge from the map. The illusions last until dispelled or until the time limit expires, as given for the spells. Any attempts to disbelieve illusions created by this map are made at -2. This map is one of the rarest, as the services of an extremely powerful illusionist are required by the magic-user creating it (Dane was lucky enough to be both himself). When all charges have been used, the map bursts into flame as per a *fireball* from a 12th-level magic-user. Saving throws vs. spells are allowed for all within 20' for half damage, except for the user, who takes maximum damage without a saving throw. All items carried by the user take a -6 on their saving throws vs. *fireball* if this occurs. ☞

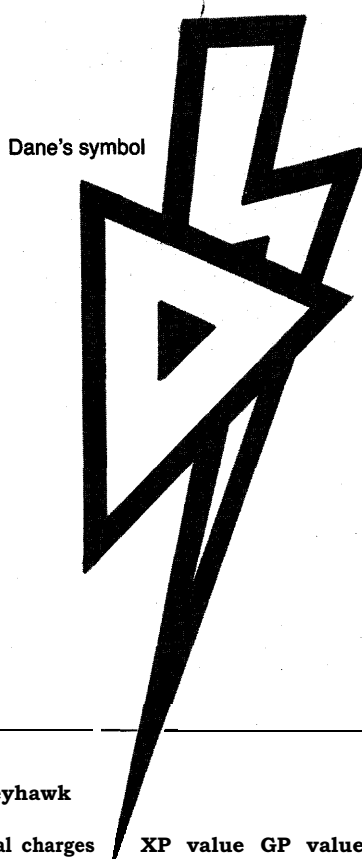


Table 3
Value Tables for the Magical Maps of Greyhawk

Map	Initial charges	XP value	GP value
Map of mapping	30-120	3,500	21,000
Map of misleading	-	-	500
Map of magic	20-80	5,000	30,000
Map of illusions	20-80	6,000	36,000
Map of secret doors	20-80	5,500	33,000
Map of navigation	30-120	5,000	30,000
Map of traps	20-80	5,500	33,000
Map of distortion	-	-	500
Map of mapping and magic	20-80/10-40	6,000	36,000
Map of mapping and illusions	20-80/10-40	6,500	39,000
Map of mapping and secret doors	20-80/10-40	6,250	37,500
Map of mapping and traps	20-80/10-40	6,250	37,500
Map of magic and illusions	20-50	7,500	45,000
Map of magic and secret doors	20-50	8,000	48,000
Map of magic and traps	20-50	8,000	48,000
Map of illusions and secret doors	20-50	8,750	52,500
Map of illusions and traps	20-50	8,750	52,500
Map of secret doors and traps	20-50	8,250	49,500
Dane's version	20-120	9,500	57,000