

For use with 5e Dungeons & Dragons, Characters levels 4-6



# The Devils of Molag

A Great Northern Crusade Adventure



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This adventure also borrows from these creators:

- Joe Bloch, *Greyhawk Players Options 5e: Faiths of the Flanaess* and *Wizards of the Flanaess* [greyhawkgrogard.com](http://greyhawkgrogard.com)
- Anna Meyer Fantasy Cartography [annabmeyer.com](http://annabmeyer.com)
- Dyson Logos Cartography [dysonlogos.com](http://dysonlogos.com)
- Frogsama’s Greyhawk Adventures [greyhawkadventures5e.com](http://greyhawkadventures5e.com)
- D&D Wiki [dandwiki.com](http://dandwiki.com)
- Fast Character Maker [fastcharacter.com](http://fastcharacter.com)
- The Homebrewery [homebrewery.naturalcrit.com](http://homebrewery.naturalcrit.com)
- Paul T. Riegel *Border Watch* WGM1 (TSR).

## Introduction

*The Devils of Molag* is a sequel to WGM1 (9406) *Border Watch* set in 586 CY. The PCs should consist of a party of good-aligned adventurers with deep roots in the Marklands, preferably Shield Land exiles and Furyondian veterans of the Greyhawk Wars. Noble devotees of Heironeous and Saint Cuthbert will do well. Moreover, the adventure assumes that the PCs successfully completed the quest in *Border Watch* and returned safely to Greatwall for their reward. If that's not the case, the DM will need to improvise on the backstory and create the PCs relationships with Jeremiah the Lizardman, Count Artur Jakartai, and the dark-friend Kayquer. Although not strictly necessary, the DM will be well-served to be familiar not only with *Border Watch* but also with the general contents of *From the Ashes, The Marklands*, and *Iuz the Evil*.

Note that boxed text can be read to players verbatim or otherwise conveyed directly to the PCs, but in many cases, the DM will find that long tedious readings encumber the game, especially in the opening sessions when dialogue is being used as exposition. Don't let it become, "Blah, blah, blah, blah." Abbreviate, truncate, or summarize the contents to communicate the gist, as necessary.

*The Devils of Molag* is an espionage module set on border of Furyondy and the Horned Lands in the year 586, during the muster of the Great Northern Crusade, two years after the Pact of Greyhawk. While the PCs will have plenty of opportunities for combat, successful completion of this module will require stealth, cunning, persuasion, and careful role-playing. The PCs must infiltrate the evil city of Molag, one of the most dangerous places in the Flanaess, determine the truth regarding the fate of the Hierarchs, discover the disposition of the demons of Iuz and the devils of the Horned Society, and successfully bring the information back to Greatwall. The more notoriety the players achieve in Molag, the less likely they are to succeed. Players who try to directly fight their way through Molag will not survive the adventure.

The module is designed for Fifth Edition D&D, characters of levels 4-6. Specifics stats for some encounters are provided, but these should be considered flexible; the DM can adapt encounters and monster stats to an appropriate challenge level.

## The Course of the Adventure

Before the Great Northern Crusade can commence, the Archmage Bigby needs evidence that the powerful Crook of Rao has successfully banished the fiends of Iuz. The PCs have returned to Greatwall where they are enlisted for another mission along with Jeremiah the lizardman ranger and the Rhennee pirate, Captain Paddy Lash. Count Jakartai, Katarina Walworth, and the Archmage Bigby task them with a reconnaissance mission into Molag. They are to determine the disposition of the devils of Molag and the Horned Lands. Bigby equips them with magical items. The night before they leave Greatwall, the traitor Krayquer escapes. Bigby accompanies the party to Morsten where, after a night in town, they exchange their steeds for canoes. Bigby leaves them at Schyzer's Tower. The PCs must face the Veng River alone, canoeing to Fort Belvor. They suffer many hazards along the way. At Fort Belvor, they gather rumors and information. That night, a devil appears across the river challenging the men of the fort. Jeremiah and the PCs join Captain Paddy Lash's Rhennee crew on the raft *The Lucky Prince*. They bring a cargo of Black Pomarj Wine to The Quays—a river harbor two miles from Molag. The PCs encounter Krayquer in The Quays, but he escapes them. Jeremiah pursues the fugitive. The PCs must protect the cargo in a warehouse in The Quays while making contacts and gathering information at a tavern called The River Bender. After a day or two, they are ready to accompany Captain Paddy Lash into Molag to deliver casks of wine. They discover Jeremiah has been captured and killed, meaning that their cover has been potentially compromised. The PCs deliver wine to Warduke. He invites them for drinks and provides important information. The PCs capture a faux-fiend and unmask the disguise. They realize the fiends are all gone from the city. They pursue Krayquer into the Hall of Dread and face off against him and a drow priestess named Euli inside the empty Hall of the Heirarchs. Krayquer and Euli attempt to lead the PCs into the lair of a black dragon. The PCs kill or capture Krayquer. They leave Molag and return to The Quays, but their escapade is discovered. The powers of Molag release the black dragon to pursue them. The dragon attacks the PCs on the river as they raft to Fort Belvor, but they are rescued by Bigby who later teleports them back to Great Wall.

## Scene 1: Greatwall

Readyreat CY 586

Behold the Fortress of Greatwall! A few years ago, no great wall stood in this place. Before the war, this was but a simple village of Furyondy of little account. Even its original name has been forgotten by all except the locals. Now, under the supervision of the new Count of Crystalreach, Sir Artur Jakartai, the village has transformed into a bustling city and a fortress. The small population of the original village, what remained of it, has swollen with refugees, farmers, and men of the Marklands who have fled here on rumor of hope. A wide curtain wall, hastily built, surrounds a makeshift town and military encampment. Therein stands an impressive castle, built of fresh cut Redstone, still wrapped in scaffolding, ladders, and ropeworks, now in the final phases of construction. The city crowds around it, a chaotic marketplace of war. Soldiers drill in the streets, mounted knights in full armor pass through the gates, and every man readies for war. The worshippers of the Cudgel and the devotees of Heironeous share the same chapel, and from that high altar, smoke rises day and night, mingling with the smoke of smithies and the uncountable cooking fires of an army.

The population now includes 800 militia and an elite force of 100 cavalry and 100 heavy infantry directly commanded by Count Artur Jakartai. Most of these, like the count himself, are Shield Lander refugees, now loyal to Furyondy. The people of Greatwall work hard long hours. With the aid of continual light spells, the labors begin before dawn and continue into the night. Children, many of them orphans, are also employed in public kitchens to feed the hungry workforce.

Outside the outer ramparts of Greatwall, pavilions, tents, stables, and open camps of war surround the city. All summer (586), the numbers have grown as hosts arrive and pitch their pavilions in the fields under open sky. Look! There is the heraldry of Chendl, the emblems of the Knights of the Hart, and the sigil of the house of Belvor. There too flies the pennants of the Lady Katarina of Walworth, Knight Commander of the Holy Shielding, and commander of the Great Northern Crusade. Indeed, the greatest part of the host are men of the Shield, now sworn to her, men of deeds ready to strike a blow for the king

of Furyondy. Every day, soldiers continue to arrive, some in small clusters, others in whole troops, and even now, a train of wagons laden with grain and produce arrives. The supply lines from Willip have opened to succor this growing host. The army musters together from all the Marklands, and further too, each man readies for war.

The Old One watches. Above the great encampment, endlessly wheeling about in the sky, crows and foul winged creatures of Iuz keep watchful eye. Day and night they circle in endless vigil.

(See *The Marklands* 20-21 for information on Greatwall and Crystalreach.)



### The Drinking Hall of Castle Greatwall

The PCs have been summoned to Castle Greatwall, ushered into the drinking hall, and now are to be seated at table with Count Artur Jakartai and several others. “These be them heroes me spake of,” the handsome giant of man gestures toward the PCs and directs them to empty seats at the table. “Drink friends. You have earned it, and also your gold.”

In addition to the count, several other notable personages are in attendance. Servants hurry to set mugs before the PCs. Don’t expect fine Velunian Fireamber Wine or Furyondian Pale Emerald at the table of the count. As a rule, he serves only brown beer, “Good for the heart and the bones!” he explains.

“These are the unlikely heroes who discovered the Iuzian plot and the secret base?” a slender brown-haired and brown-eyed Oeridian gentleman in his early-fifties asks. He regards your faces carefully.

“Verily! In the Cragson Mines near Barduk, not far from the ruins of Castle Hart,” a stout dwarf speaks up. “They slew many orcs and brought with them certain evidence that Iuz has broken the Pact of Greyhawk.”

“That remains to be seen. We cannot be too cautious,” the Oeridian gentleman warns. “And we need more information.”

“We will hear the whole tale, sparing no detail!” the count declares. “But first, introductions.”

The count introduces the PCs to his other noble guests, and in turn he introduces the other guests at table to the PCs. Not all of these NPCs play a critical role in this module, but all of them play critical roles in the Great Northern Crusade. The stout dwarf is Curtlem the Calloused, Chief Engineer of Crystalreach, Master of Siege, a son of Gilmorack and veteran of many wars. “Tis Curtlem what has built all this castle around us, and dug us the flareline between us and them,” the count explains. “And, he has a magic shovel!” (Curtlem has a *Spade of Colossal Excavation*.)

Curtlem is not the only demi-human present. Two elves from Highfolk are introduced as squires to the High Forest Branch of the Knights of the Hart. Hartmen of Furyondian Branch are present too.

The fiery young woman seated beside the count with her red hair tied back in braids is the Lady Katarina of Walworth, cousin to the recently deceased Earl Holmer of Admundfort, the leader of Shield Lands. The tale of how her cousin the Earl Holmer was captured by Iuz in the battle of Admundfort and subsequently rescued from the dungeons of Black Dorakka just over a year ago is known to everyone and should also be known to the PCs. But they may not have heard that Earl Holmer never recovered from the torments he endured in those vile pits. He perished in Chendl, a broken man, and now his young cousin, one of the few survivors of his house, has inherited his title as the ruler of Shield Lands in exile. She is a paladin of Heironeous and the commanding Knight of the Holy Shielding. She wears the insignia of her house and country with pride.

“The King has declared the Lady Katarina Knight Commander of his crusade!” the count explains. “She will surely lead us to victory.”

“And this is why it is so important that you tell us every detail of your recent adventure. The king awaits only some proper provocation, a pretense for war, before we can be free of that hateful pact and pay back our enemies their many outrages,” the Lady Katarina says eagerly.

Several other people of station are at the strategy table. A few more bear mentioning. Standing to the side of the table, sipping thoughtfully at the count’s brown beer, is the Baron Jemian of Littleberg, a stocky, olive-skinned and brown-eyed man who remains a quiet dominating presence in the room. Indeed. The king has named him Grand Marshal of Furyondy’s armies. Seated at the other end, opposite the Count Artur, is Baron Kalinstren of the occupied city of Crockport, a hawk eager for war. His daughter, Jelleneth, commander of Spinecastle, sits at his side, impatiently spinning her dagger on the tabletop.

“Why must we wait word from the king when we have the evidence we need here before us?” Jelleneth asks.

“Because the king has sworn against his soul and against all our lands to uphold the pact. But if Iuz has broken faith, those vows are forfeit,” the overbearing Canon Gellain of Veluna says. He thinks much of himself, obviously dislikes Kalinstren, and frequently interrupts whenever he or his daughter speak. “The Canon is correct. Our move must be seen by the gods as a just retaliation, not a provocation.” agrees Gaareth Heldenster, Furyondy’s high priest of Heironeous.

Gaareth is a god-fearing man who made a reputation for himself as a pillar of fortitude during Iuz’s wearying siege of the city Chendl. The PCs might recognize him, for he is among the most important statesmen of Furyondy, and certainly one of the leading religious figures of the generation. But who is this last fellow, the Oeridian gentleman who has expressed such caution? The man nods to the PCs and introduces himself, “I am called Bigby. And I will hear your tale.”

<i>Persons of Note at the Table of Artur Jakartai</i>	
Artur Jakartai, Count of Crystalreach	M Human Fighter 16
Bigby the Archmage	M Human Mage 20
Curtlem the Calloused, Chief Siege Engineer	M Dwarven Fighter 3
Gaareth Heldenster, High Priest of Heironeous	M Human Cleric 15
Jelleneth Kalinstren of Spinecastle	F Human Fighter 7
Jemian, Baron of Littleberg and Grandmarshal of Furyondy)	M Human Fighter 11
Kalinstren of Baron Crockport Kalinstren County	M Human Fighter 11
Katarina of Walworth, Knight Commander of the Northern Crusade	M Human Paladin 8

The PCs should relate the tale of all that befell them in the module *Border Watch*, the discovery of the Cragson Mines, and the evidence assembled by Jetero (Jasmalus). Use this as an opportunity to recall the details of that adventure, fill in missing pieces in player's memories, and set the stage. After the PCs have recounted their tale, Artur calls a corroborating witness to testify: the lizardman ranger Jeremiah.

"How are we to trust one such as this? I would well strike the lizard's head from his shoulders," objects Jelleneth.

Count Artur Jakartai replies, "By my troth! I have known this lizard and found him to be true. Judge him not by his face but by his heart. A scout and a ranger for me since first I was named count! And the best token be this—the Old One hired that dark-friend traitor Sergeant Krayquer to see Jeremiah mortally slain."

The PC's might also speak up on Jeremiah's behalf.

"More yet. The lizardman has been a friend to orphans of the Shield, rescuing them from our lost lands, and sheltering them with the druidess Alexia," adds Artur.

Jeremiah provides corroborating testimony including the notebook with all of Jetero's extensive notes and observations on Iuz's incursions, troop movements, and the fortification of Cragson Mines—all in violation of the Pact of Greyhawk.

"The matter is settled!" says Baron Kalinstren. "The crusade commences! When do we ride?"

"Not so fast," cautions Fraznier (Bigby). "That is for the king to say. And there is yet one more matter we must see resolved. That thing I spoke of ..."

Count Jakartai nods and turns back to the PCs.

"What think you of another perilous adventure, my friends?" the count asks. "While those here with me prepare for war, I send you to cross the Veng. The Lady Katarina and I need someone to retrieve for us some piece of news. A short and perilous mission, but if you succeed, you be back here by time the news to advance comes from Chendl. Will you swear yourselves to the crusade and go for us?"

Lady Katarina offers a further incentive, "I offer a place among my knights to those who prove themselves worshipful. As does the king."

If the PCs are reluctant, Artur Jakartai will offer 1000 gp for successful completion of the mission and the promise of land holdings in reclaimed Furyondy. If they ask for more details about the mission, he says he cannot give them details unless they accept the quest because, if they will not go, someone else must, and the plan must therefore remain secret so as not jeopardize it. He assures them that the success of the mission is vital to the war effort, and the PCs will not go alone. They will be equipped with magic items from Bigby and Canon Gellain, and one of Bigby's colleagues will travel with them. To accept the quest, they must swear fealty to the king of Furyondy and to the Knight Commander, the Lady Katarina. If the PCs express reluctance to swear fealty, Artur and Katarina will attempt persuasion and, finally, a threat to draft the PCs for the crusade and assign them to the front ranks.





## Scene 2: Gearing Up

If the PCs agree to the mission, they are told to return the next day, before dawn, packed and ready to depart.

The morning air is cold with a bitter chill. Luna has set, but Celene remains, casting pale light. The eastern sky is aglow with the promise of dawn. The PCs find that ostlers have their horses saddled and ready and supplies prepared. Inside Castle Greatwall, they return to the drinking hall. Instead of brown beer and mugs on the table, they find an assortment of weapons and magical items from Bigby and Canon Gellain to be determined by the DM. These items will be distributed by Bigby's colleague Andrui, and he expects them returned after the mission. He will provide brief instructions on how to use them. (*Suggestions might include Arrows of Fiend Slaying, Elixirs of Health, a Gem of Seeing, a Hat of Disguise, Wand of Magic Missiles, +2 weapons, shields, etc. potion of Anti-toxin, Necklace of Prayer Beads [cure wounds, branding smite], potions of Invisibility, potion of Water Breathing, potion of Extra Healing, potion of Fire Resistance, Ring of Feather Fall, Wand of Fire, Wand of Frost.*)

"These magical items belong to my Master Bigby," Andrui says. "You may use them for the duration of the mission, but remember that they belong not to you. You must return them."

Many of the weapons, much of the gear, and several articles of raiment look like the type worn by the common soldiery and folk of the Horned Lands, for success in this adventure will depend upon disguise. In addition to Artur Jakartai and the PCs, only three people are present in the meeting. Artur does not want too many people knowing the specifics of the plan; he wants the details divulged on need-to-know only. Katarina of Walworth is present to encourage the PCs and impress upon them the importance of the mission and to bless them.

**Jeremiah:** Jeremiah the lizardman ranger is there, and he is to accompany the party as a ranger and scout. Jeremiah is an agent of Furyondy, described in Border Watch. "Ssstill sssleepy? No ressst for the weary!" Jeremiah says, observing the bleary-eyed PCs.

Two new faces are present in the hall. A Rhennee man and a young sour-faced mage.

**Captain Paddy Lash:** The Rhennee man looks like he stepped off a pirate ship (he did). He's a charming character, a handsome Rhen male, with long curly

black hair tied back in a ponytail, stylish moustache, and foppish pirate in breeches and a crimson waistcoat and a colorful scarf about his head. He is a fifth level thief. "Captain Paddy Lash, at your service."

**Andrui:** The mage also introduces himself as Andrui, a colleague of Bigby. He's a tall lanky man at 5'11", a little soft around the middle. He wears his thin black hair long, but his face is clean-shaven. *If the PCs need more spell-power to survive the campaign, bring Andrui along as an NPC. If Andrui accompanies the PCs, he will do his best to protect the PCs, but not at the expense of jeopardizing the mission. He considers the lives of the PCs completely expendable. The danger to the lives of the PCs will be real. Use his power sparingly, keeping him in the background.*

"Master Bigby will accompany you (us) to Morsten. And this is Captain Paddy Lash, he's a smuggler, now in our employ."

Not so long ago, Master Andrui learned as an apprentice to Bigby. During the course of the wars, he has become an accomplished mage in his own right. Andrui has an odd personality quirk, having convinced himself long ago that his peculiar tastes are the epitome of taste and style. (For additional description of Andrui, see "Bigby's Modest Home" in *Treasures of Greyhawk*. Since that description, Andrui has increased some in ability scores, aged five years, and levelled up nine levels. See his stats in appendices.) Bigby has told Andrui that the lives of the PCs are expendable.

NPCs on the Quest	
Archmage Bigby	Human Mage 20 AC 22 HP 130 Str 10 Dex 18 Con 16 Int 20 Wis 16 Cha 12, AL LG Spell Save DC 19, Spell Attack +15
Master Andrui	Human Mage 9 AC 12, HP 38, St 10, Dex 16, Con 10, Int 19, Wis 13, Cha 10, AL NG, Spell Save DC 16, Spell Attack Modifier + 8
Captain Paddy Lash	Human Rogue 5, Neutral, AC 16, HP 38, Str 12, Dex 20, Con 14, Int 13, Wis 9, Cha 17, AL N, Rapier +8/1d8+5
Jeremiah the Lizardman	Lizard Man Ranger 5 AC 15, HP 40, St 17, Dex 12, Con 13, Int 16, Wis 12, Cha 9 (14 to lizard people), AL NG Sword +7/1d8+4

## The Plan

Jakarta explains the plan.

“Early last month, this good lizardman Jeremiah reported a Rhennee barge laden with casks of Black Pomarj Wine, making its way up the Veng. With his help, men of Furyondy captured the barge and all the crew. The barge remains impounded at Fort Belvor, across the river from the dread city of Molag, the very destination to which the raftmen were headed with their cargo. The captain of the barge, this Captain Paddy Lash, has agreed to help us in exchange for the release of his men and his barge and a large sum of coin, payable on successful completion of the mission.

“You are to travel to Mortsen where you will exchange the horses for canoes, then canoe down the Veng (for sake of speed and stealth) to Belvor. At Belvor, you will join the barge crew and deliver the cargo to Molag. Having entered the city, you will do your best to be discrete and avoid confrontation while collecting information.

Bigby’s colleague/apprentice explains the objectives:

“The job is to ascertain the truth about Molag by making inquiries and investigation. Master Bigby desires to know, ‘Are the Hierarchs still in charge of Molag and the Society? If so, are they men or devils? What is the nature of the alliance between Molag and Iuz? Is Nerull yet worshipped? Most important, do fiends walk about the city at all anymore? How many and of what type?’ Having obtained this information, hurry back to Greatwall. The answers to these questions will direct the path of the crusade.

**Summary of Objectives:** Ascertain the truth about Molag

1. Are the Hierarchs still in power?
2. Are the Hierarchs men or devils?
3. What is the nature of the alliance between Molag and Iuz?
4. Is Nerull yet worshipped, or has his adoration been replaced?
5. Do fiends walk about the city or in the Horned Lands?
6. If so, how many and what type?

The PCs do not know about the Crook of Rao or the Flight of Fiends. Bigby does not want them to know lest they are captured and interrogated. They need to piece things together for themselves. Bigby’s main motive in the quest is to discover whether or not the Crook of Rao was effective in banishing all fiends. Anecdotal evidence suggests that it was, but Bigby is

overly cautious, and he demands definite proof before endorsing the crusade. If the Hierarchs are indeed fiends, they should have been banished along with the others. If there are fiends still present in Molag, carrying on as normal, Bigby will know that the Crook of Rao was not effective, and he will use his influence to persuade Belvor to abort the crusade. If the PCs should ever wonder why they would be chosen for such an important mission, the answer is that Bigby and Artur Jakarta see Jeremiah the Lizardman as a mission critical, and Jeremiah recommended the PCs as reliable adventurers he could trust. Both men trust the lizardman’s judgment.



## Morning Mass

Before the PCs depart, Count Jakarta and Lady Katarina both insist that the whole party attend the morning mass in the chapel of Heironeous to receive unction and blessings. Gaareth Heldenster, Furyondy’s high priest of Heironeous, presides, investing the whole party with his blessing. (*Blessing of Heironeous will give party Advantage on one combat roll or saving throw, player’s choice, once per day, for duration of campaign.*)

During the mass, Ryell Hawkshand, one the lieutenants of Count Jakarta enters the chapel hurriedly and speaks a private word Count Jakarta. From the look on the count’s face, it does not appear to be good news. The count issues some instructions. Hawkshand leaves. The count returns to the rituals at hand. At the conclusion of the service, Jakarta tells the PCs the meaning of the interruption:

A sore piece of bad news. The dark-friend Kayquer has escaped his dungeon cell. It repenteth me that man was left to live. Some shadow-claw friends of his slew the guards in the night and made away. Won’t get far. My rangers will sniff out his trail. But peradventure you should meet him on the road, see his scar-faced head remains no longer upon his shoulders.



## Scene 4: The Road to Morsten

The PCs set off on horseback—except for Jeremiah, who refuses to ride. Not only does he fear horses but the horses fear him. If the PCs did not have horses, Count Jakarta provides steeds for them. Jeremiah trots along with the horses, seemingly inexhaustible.

The sun has risen by the time you set out. The trail to Morsten shows signs of heavier traffic than it did just a few months ago. The surrounding grasslands have turned yellow and brown. A cold north wind promises snow, but as yet, winter snow and rain has not yet reduced the ruts in the road to mud. The horses make good speed, but you are very much aware that, now, just a few miles from Greatwall, you are quite alone and vulnerable. Burned and abandoned farmhouses along the way remind you of the war and the ongoing danger of raiders.

The trip to Mortsen should take about three days with two camp sites. Random encounters are possible. Check once or twice. A roll of 1 on a d6 indicates an encounter:

1d10	Encounter
1	1-3 Wagons bringing provision to Greatwall pulled by horses with teamsters and 1-6 guards.
2	1d6 wolves
3	Bandit raiding party
4	Hobgoblin raiders
5	Orc raiding party
6	Hobgoblin raiding party
7	Destroyed wagon
8	Furyondian Patrol
9-10	Fell birds (spies of Iuz) circling overhead

### Bigby's Story

As the players look for some suitable place to camp on the first night, they catch the scent of smoke from a nearby fire. Off the main road they find an abandoned and burned-out one-room farm cottage. A single horse is tethered outside. Smoke rises from inside the cottage's stone walls. A peek inside will reveal a strange sight.

A fire is being fed by seemingly invisible creatures. Disembodied hands swing a hatchet to chop wood and feed the wood into the fire. Another hand turns delicious smelling sausages on spits over the flames. An old gentleman pages through a book as he sits on a bench near the fire, seemingly oblivious to the

activity around him. You recognize the stranger. It's the Archmage Bigby.

Bigby has been waiting for their arrival and preparing dinner ahead of time. He will join the party for the trip to Morsten, "I happen to have business of my own in that place, and I will see you on your way."

Roleplay interactions between the party and the NPCs. If the Players are unfamiliar with the geopolitical story of the Horned Society, the Land of Iuz, the Marklands, and the recent events of the Greyhawk Wars, use the short campfire conversations as opportunities to drop information and tell stories. Bigby will not speak to the PCs of the Crook of Rao or tell them about the Flight of Fiends but he is willing to tell the following tale:

### *The Rise of Iuz and the Horned Society*

"Most common folk don't know the difference between the Hierarchs and the Old One, between the Molag and Dorakka. To most folk, orcs are orcs, goblins are goblins. But the powers behind them aren't the same thing at all. The Old One is son of the Witch of Perrenland, and rumors say he was fathered by an abyssal fiend. A century ago, he rose up as a lordling of the Howling Hills, marshalled the orcs, conquered the estates and the lands about him, and grew to become a powerful menace. The wild bands of humanoids and evil bandits that haunted the untamed shores of cold Lake Whyestil cast allegiance with him. He did what none before him had done, he brought peace and order to the warring tribes of orcs and goblins. He built Black Dorakka on the north shore of the lake, and he built Molag on the Veng. He paved a road lined with the skulls of sacrificial victims. The fires of his watchtowers he fed with burning fats of those same victims. So quickly his power grew that he attracted the attention of the Mad Mage of Greyhawk who, with the help of his colleagues, went to Black Dorakka, boldly entered that dark city, captured the fiend, and imprisoned the monster in the dungeons beneath Castle Greyhawk. There he should have remained. Fifteen years ago, an expedition of fool-headed adventurers went into the prison to free the Old One and banish him forever. I tried to stop them, for I understood the price of failure. Iuz overcame them, but I was there. I seized the fiend in the palm of my most powerful spell and squeezed the life from him, crumpling him into a ball, but he slipped through my fingers. Ever since then, the Old One has had a special hatred for me. Sitting once more upon throne of Black Dorakka, and together, allied with the Hierarchs, he prosecuted this

recent war and all its outrages, unleashing upon us armies led by unholy fiends. Terrors of the abyss, abyssal bats, winged horrors, spirits of black flame and fire, balor and balrogs. If it was only orcs, goblins, and bandits that King Belvor and the men of the Shield had to fight, they might have long ago driven the invaders back across the Veng, and back to the Howling Hills, but what man of mere flesh and bone can stand against such unholy terrors? They overran the Shield Lands, as you know well, and much of this good land of Furyondy too. I need not speak of Nyronnd! Nor must I tell you of the atrocities and outrages the Iuz has committed against your own people and your own lands.

“But let me speak a word about Molag. While the Old One remained imprisoned beneath Castle Greyhawk, his servants named themselves the Dread and Awful Presences and took control over the city of Molag. Swearing off their old lord, they cast their allegiance with Nerul and the devils of the Nine Hells, and there are many that believe they themselves are devils of the Nine Hells, ruling upon thirteen thrones in the Hall of Dread inside Molag, the City of Death. They are the Hierarch lords over Horned Society. The Old One loved them not, but named them traitors, and punished them with war before he made war upon the Marklands. Your quest is to see if they be fiends or not, if they remain upon Oerth or not, and if they now are servants of the Old One or not.”

### *Jeremiah's Tales*

Jeremiah can tell tales of how he was expelled from his tribe as the Greyhawk Wars began, how he came to work as an agent for Furyondy, was befriended by the druid Alexssia, and became a guardian of Shieldlander orphans.

(Find Jeremiah's story in *Border Watch* 24).

### *Captain Paddy Lash*

Charming Captain Paddy Lash is no bard, but he likes to play a traditional Rhen stringed instrument and sing Rhennee songs. The songs evoke all sorts of emotions, but the PCs can't understand a word unless they speak Rhopan. If asked to translate, Paddy Lash will refuse. “It's forbidden! May the my own shadow smite me if I teach you a single word!” He won't reveal much about Rhennee culture, but he can tell the PCs about the adventures he and his crew had carrying their cargo of Black Pomarj Wine across “Lady Deep,” i.e., the Nyr Dyv, and up the Veng, how he made them take oaths not to drink the cargo, how they almost lost the raft and their lives in an encounter with a giant turtle and about encounters

with other lake monsters, how they were fired on by hobgoblins archers on the eastern shore of the Veng, how they spent a night in the sinking ruins of haunted Castle Hart which the Knights of the Hart intend to rebuild.

He claims to have made deliveries to Molag before. He denies any allegiance to the Horned Lands or Iuz. In reality, he is a chaotic neutral opportunist, and, by the code of Rhennee ethics, feels no obligation or loyalty to his new employers. His only interest is to get his crew, his raft, sell his cargo in Molag, get his money and float back down the Veng to freedom.

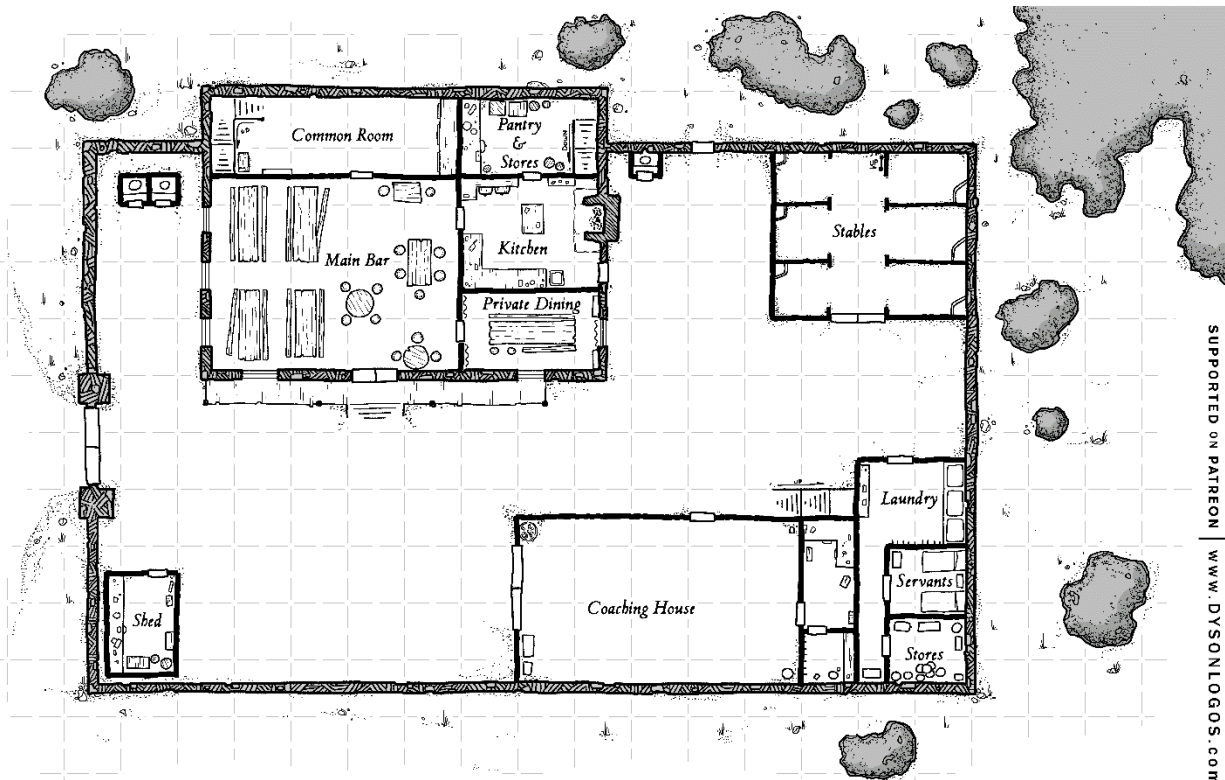
## Scene 5: A Night is Morsten



The party arrives in Morsten. Before the wars, Morsten was a simple fishing and trade village of 350 people with a garrison of 20 soldiers keeping watch across the Veng. Now it stands at the eastern end of the Flare Line, anchoring Furyondy's defenses. The garrison of Morsten has been increased to 200. Fortifications are being constructed and the river harbor is being extended to house military ships. A shipyard is also under construction to start to rebuild Furyondy's navy. The town does not actually sit on the banks of Veng. Instead, it's located along the Morsten River, a tributary which flows into the Veng a few miles north of town, near the wizard Schyzer's tower.

(See *The Marklands* 22 for more information on Morsten.)

Jeremiah does not enter the village. He must not be seen by the people of the village. The militia would surely kill him on sight. He slips off to the river where he will spend a comfortable night among the reeds. Meanwhile, Bigby and Paddy Lash purchase the canoes and supplies necessary for the next leg of the journey. It's time to say goodbye to the horses. The PCs can put them into the hands of Jakartai's men in the village, or they can hire ostlers to stable the horses, but they must pay half in advance. The price for stabling the horses will be 1sp per day.



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### The Old Beholder

The PCs are to find lodging for the party at the local inn, The Old Beholder, the same place they stayed when they last visited Morsten while serving as escort guards to a merchant caravan. This time, however, they discover the rooms have all been rented as a result of the increased traffic. Only the floor of the common room is available. It's inexpensive, just ten coppers per person, and that includes food and a drink. The other option is another cold night outside, perhaps underneath the canoes. Bigby excuses himself, saying he has secured private accommodation for himself elsewhere, and he will meet the party at the river dock at an hour before first light. That leaves Paddy Lash and the PCs in the common room they can learn the following rumors (all true, more or less), if they make the effort to engage in conversation with locals and other customers:

1. An elf ranger came through town earlier this morning looking for a traitor named Sergeant Krayquer. Said he tracked him this far. Could be still about.
2. Ships flying the ugly flag of Iuz been seen going up and down the Veng to Molag and Admunfort.

3. There's a big muster in Greatwall, and a host of Shieldlanders ready to cross the flare line and strike back at Iuz.
4. There's a wizard who keeps a dragon atop a tower at the mouth of Morsten River, and that's what keeps Morsten safe from Iuz.
5. There's chaos across the river with hobgoblins fighting hobgoblins. Now's the time to strike.
6. First good harvest since the war. Maybe we don't starve so much this year.

If the PCs do elect to stay in the common room, they will be exposed to theft. If they do not take turns on watch through the night, common thieves will try to make off with all their belongings, including weapons and magic items. Paddy Lash is unconcerned about thieves since he has no valuables except those on his person, so it's up to the PCs to set and keep the watch. If they coerce Paddy Lash into taking a turn, he will only keep watch so long as it takes him to fall back to sleep. If items are stolen and the PCs want to get them back, they will have to pay a high ransom to the local thieves' guild, paying 3 times the value of the items to retrieve them not to mention the cost of a full day's time and effort.

## Scene Five: Schyzer's Tower

Bigby waits by the docks. He has a hooded lantern illuminated with a continual light spell. He leads the party into the reeds down the bank where Jeremiah awaits them with the canoes. Bigby wants the party to depart by darkness and stealth. He wants to maintain as much secrecy and stealth as possible lest spies of Iuz and the Hierarchs take note. He has purchased heavy dugout canoes which can accommodate two medium people and plenty of gear. A smaller party member can squeeze into the center position on one of the canoes. Bigby has his own canoe to himself.

*Dugout Canoe* Size 10' long. Room for 1 Large 2 Medium 4 Small AC6 HP 40 Move (25) Build/Repair Survival DC10

When attacked with a roll of 18 or 19 canoe tips PCs must make a DC15 (DC5 if seated) dex save or fall into the water. On a critical hit the person on the vessel with the lowest dex must make a save (DC10) or it will capsize spilling everyone in the water. When at ½ hp the canoes begin to swamp causing movement to drop to (0) until bailed out.

After some fussing around and adjusting of packs, your party gets situated into the canoes, takes up the paddles, and slips into the water. The air is colder than the river water, creating wispy fog on the surface. The night is dark, and the cold water of the river looks inky black. Clouds conceal the moons and the stars.

Bigby uses a small light cantrip to study a spellbook while magical hands take the paddles and handle his canoe. He sets a hooded lantern in the aft for the other canoes to follow.

An hour later, the morning light reveals the confluence of the Morsten and the Veng. A tower guards the confluence, and by the dim morning light, you can see the top of the tower as if floating in the fog. As you draw nearer, you discern a creature atop the tower. A wyvern watches you disinterestedly as you float down the river.

"That's the wizard Schyzer's steed. He rides it like a man rides a horse," Bigby explains. "This is where I must leave you, my friends, for I have business with the wizard."

Bigby invites the party to accompany him on foot to the tower before continuing on their way. He wants to consult with Schyzer, ascertain his allegiances, and query him for information. He expects the party to continue on without him and complete the mission.

Bigby invites the PCs to accompany him to the tower before continuing on their way.

He warns you, "Schyzer's an unknown. Don't reveal anything to him about our mission or our purpose. If he asks where we are heading, tell him you are searching for a lost fishing boat."

(See *The Marklands* 22, 42 for information on Schyzer.)

If the party seems tempted to explore the tower or find some way of gaining entrance, Bigby will remind them, "That's not our quest. Besides, Schyzer is an ally to our cause. We need to keep it that way."

As the party approaches the tower, Schyzer (Magic User 12) will send his apprentice Cupara (Magic User 5) out of the tower to intercept them. Cupara has two domesticated but ferocious-looking mountain lions with him. He apologizes for the discourtesy, but aside from Bigby, he refuses to let the rest of the party into the tower to see his master. He can give them a lot of information since his master routinely patrols the Veng from the air, riding on the back of his flying wyvern. If the players don't make any inquiries, have Bigby ask Cupara about the state of affairs on the river and if there are any fiends about.

1. The hobgoblin tribes have been fighting each other all summer. There's chaos in the ranks.
2. During the Greyhawk wars, the Furyondian navy fled from Lake Whyestil, down the Veng. Ever since then, Iuz controls the water from the lake at least to Molag. Ships flying the flag of Iuz pass back and forth.
3. Fiends can sometimes be seen on the other side of the river, and during the first year after the war, they were often in flight over the water. My master knows how to avoid them in his flights upon the Wyvern.

Neither Schyzer nor his apprentice have encountered fiends since the Flight of Fiends, but they are unaware of the Flight of Fiends.

There's not much more to be gained in the conversation. Bigby says, "You must complete your mission now. I will check in on you when I can!" He invokes Rao's blessing upon the PCs before he disappears into the tower with Cupara and the lions. The tower door closes behind them. The party should return to their canoes and push off into the Veng River.



## Scene 6: The Mighty Veng

As you round a bend, the Morsten widens to enter the flow of the Veng. Your canoes are quickly caught up in that mighty river's tug. The Veng is one of the greatest rivers of the Flanaess, a quarter mile wide at its narrowest points, and more than a mile at its widest. It runs fast, forever draining the frigid water of Lake Whyestil into bottomless Nyr Div. The water is cold and deep, and if you were to capsize, you fear you would not last long in such temperatures. The mighty Veng has cut a deep path. The wooded banks on either side of the river rise abruptly. The trees, now bare of leaves, provide plenty of cover for lurking archers and spies.

Your canoes push into the fog. You have left the safety of Furyondy and entered the domain of Iuz and the Horned Lands.

It will take three days canoeing to reach Fort Belvor. The opposite side of the river is occupied and fortified. Watch fires can clearly be seen burning by night, and smoke can be seen rising by day.

If the party doesn't realize the danger on their own, Paddy Lash will advise them to keep as close to the Furyondian riverbank as possible. Anytime the canoes are within bowshot of the opposite bank, there is a ten percent chance that hobgoblin archers will take potshots at them.

The waters of the Veng are not yet as frigid as they will be in mid-winter, but they are already plenty cold. PCs unfortunate enough to fall into the water will suffer the effects of frigid water (5e DM's Guide 110). In addition, the current of the river will drag downstream at 3-4 mph. Characters in the water also risk becoming food for river creatures. Jeremiah can swim well, and he will assist PCs in trouble. (If Andrui is with them, he will have prepared several water spells: including *water walk* and *water breathing*, both of which can be affect up to ten willing creatures within 30-foot range.)

Without the advantage of magical assistance in the water, here's the rules for swimming:

- Swimming in armor is going to be a problem. (Ability check, Athletics, DC 10)
- Swimming normally succeeds with no check
  - You can hold your breath for 1 + Con mod minutes
  - After that, you stay conscious for Con mod rounds
  - After that you drop to 0 hp and start making death saves. You can't regain hp until you get air

DMs can elect to roll for random encounters on the river three or four times a day (1 on d6 indicates an encounter) or simply use the selections from the following table at discretion. Stats for river encounters are not provided.

1-2	Eldritch Mist ( <i>Ghosts of Saltmarsh</i> 104)
3-10	Corpse
11-12	Giant Gar
13-20	Quipper
21-26	Swarm of quippers
27-32	Giant rat
33-35	Wreckage
36-37	Giant constrictor snake
38-39	Giant poisonous snake
40	Swarm of poisonous snakes
41-45	River Scrag 2-4 (use stat block for troll)
46-56	Lizardfolk 2-8 / 1-4
57-65	Floating Corpse Zombie 1-3
66-80	Horned Lands fishermen 6-12
81-90	Furyondian fishermen 2-8
91-95	Iuzian ship
98-00	Dragon Turtle

**Eldritch Mist.** Mist and fog is not uncommon on the river, but from time to time an evil fog arises associated with the devilry, magic, and arcane summonings of the denizens across the Veng. The Eldritch Mist is almost indistinguishable from normal fog until too late. (Use the rules in *Ghosts of Saltmarsh* 204.)

**Horned Lands Fishermen** are humans. They work in teams of 6-12 on two or three medium-sized fishing boats to spread nets across the wide swaths of the river. When the boats are loaded with catch, they bring them to Molag where they are processed and used to help feed the population and the armies. Horned Lands Fishermen are an evil sort, but unless threatened, they will not attack the party. They are not interested in combat unless they see an opportunity for easy robbery. There will typically be with them a low-level spellcaster (levels 2-3) armed with fishing spells and a few rogues (levels 1-3).

*Fisherman's Wager:* If PCs attempt to get information from the fishermen, they will cooperate for a wager. If the PCs win the wager, the fishermen will give up some information, but if the fishermen win, they will demand a payment of coin or valuables. The wager will involve a *Stinking Clam eating contest* (see *Iuz the Evil*, 41). Each *Stinking Clam* is a one-foot wide reeking piece of nutritious meat and, if the PC can keep it down, it grants 2-4 HP



*healing. However, each clam requires a constitution save DC 16 to keep it down. The fisherman champion clam-eater will have a constitution 18. Note that the fishermen will not allow Jeremiah to compete. Stinking clams are a delicacy to lizardmen.*

**Lizardfolk** encountered in the river are 80% likely to be 2-8 on a raft, 20% likely 1-4 swimming in the water. The lizardfolk have cast their allegiance with Iuz and might be intimidated if they believe the party is Iuzian. Jeremiah will be keen to avoid encounters with lizardfolk because there's a 50% chance that he will be recognized as a fugitive and traitor. If he is recognized, the lizardfolk will attack the party or report the incursion to an Iuzian commander. Lizardfolk are extremely territorial, so they will attack canoes and fishing boats that enter their part of the river. They especially hate scrag and will hunt them.

**Furyondian Fishermen** are humans fishing out of towns along the Furyondian banks. They tend to work in small teams of 2-8 on one or two small-sized fishing boats, employing nets and hooks. They are fearful and keep to Furyondian side of the river. They will be afraid of the party and especially of Jeremiah.

**Floating Corpse Zombies** appear like any other corpse floating down the Veng—victims of skirmishes and conflicts from Molag to Dorakaa. It's not uncommon to see the corpses of humans, demihumans, and humanoids carried down the river, but a percentage of those corpses are animated remains set to life by priests of Iuz. Some were zombies animated to labor on slave barges who, subsequently, ended up tossed overboard into the river as their bodies deteriorated beyond the point of usefulness. Others are simply the corpses of hapless victims animated to haunt the river and guard the Horned Lands from incursion. Floating corpse zombies can't really swim, they float and bob and will always try to clamber aboard moving vessels.

**River Scrag** is an aquatic type of troll with webbed feet and hands and gills. Scrag walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, scrag are very agile (Move 20 ft), especially in the water where they are master swimmers (Move swim 40 ft). The river scrag used to be rare, but the abundance of corpses in the water during the Greyhawk Wars created a food surplus

which led to a population boom. That means that most of the scrag (75%) are still young, but that doesn't make them less dangerous (AC 15 HD 4d10 St 15, Dex 12, Con 16, Int 5, Wis 6, Cha 8 Bite 1d6 Claws 2d6). For adults, use stat block for troll. Scrag speak a dialect of giant.

**Iuzian Ship.** Iuz has been steadily building his Navy since he defeated the Furyondian Navy on Lake Whyestil. His ships proudly fly the flag of Dorakka. Initially Iuzian navy consisted of a few ships captured from Furyondy, eight caravels and two great galleys. Since then, Iuz has employed Bandit Land rivermen and pirates from Nyr Dyv and Whyestil to train Kazgund orcs in the art of ship building and sailing at Grunlend Keep on Lake Whyestil. The Iuzian boats are poorly constructed by comparison with the Furyondian ships. Wizards and elementalists on board the ships compensate for what the Kazgund sailors lack in competence. Until the Flight of Fiends, ships were often captained by cambions or other demonic horrors. The orc sailors are extremely proud of their navy uniforms and brass buttoned jackets, and they take their job seriously. Morale is high despite the disappearance of the fiends—perhaps because of the disappearance of the fiends.

Lately, warships from Dorakaa have begun to patrol the Veng from Whyestil to Molag, often skirmishing with what few Furyondian Navy vessels sail out of Morsten. Keel boats run messengers to-and-fro and carry Iuz's servants, priests, prisoners, and sacrificial victims to their destinations. Galleys, propelled by Furyondian slaves and zombies carry troops and move cargo and grain from the conquered lands back to Black Dorakka.

Roll d10

1-2 Caravel Warship: (Use stats and crew for Sailing Ship DMG 119; *Ghosts of Saltmarsh* 192-193) Officers: pirate captain, first mate, deck wizard, rip tide priest (*GSM* 247-248), 26 Kazgund Orcs sailors, 15 orog marines. Valuables: Naval charts, strategic communications, weapons, 250 gp, etc.

3-5 Keel boat (Use stats and crew for Sailing Ship DMG 119; *Ghosts of Saltmarsh* 188-191) Officers: pirate (first mate stats, *GSM* 247-248) and two Kazgund orc sailors.

6-10 Galley (Use stats for and crew Sailing Ship DMG 119; *Ghosts of Saltmarsh* 187-

189) Officers: pirate captain, first mate, deck wizard, rip tide priest (*GSM* 247-248), 20 Kazgund Orcs sailors/guards, 12 orog marines/siege engineers, 22 Furondian galley slaves, 20 zombie galley slaves.  
 Valuables: Naval charts, shipping manifests, communications, cargo, foodstuffs, grain, 2000 gp in coin.

The Iuzian navy is crewed and commanded by slaves and evil men from the Bandit Lands, Northern Reaches, and Horned Lands. Use the ship and crew descriptions in *Ghosts of Saltmarsh*. If the canoes are sighted on the water, the Iuzian ships will investigate or attack, using arrows, ballista weapons, and in some cases, spell craft.

Lizardfolk, fishermen, and Iuzian sailors might be persuaded or induced to convey the following information:

1. The priests of Iuz have put a stop to the fighting between hobgoblin tribes.
2. The Hierarchs are definitely devils allied with Iuz. (False)
3. Armies of Iuz and Horned Lands are going to go hungry this winter if they do not raid.
4. Orcs are crossing the Veng as Iuz prepares a secret base from which to strike Furyondy (old information about Cragson Mines).
5. The priests of Iuz prepare an army of the dead to sweep into Furyondy. (true)
6. Iuz used to use fiends to captain his warships and galleys, but they all deserted him.
7. The docks of Molag are two miles from the city; there's a small harbor town called The Quays growing around the river docks. (Captain Paddy Lash already knows this.)



## Scene 7: Fort Belvor

Assuming the PCs completed *Border Watch*, they should remember their last visit to Fort Belvor, beleaguered border post across the river from the city of Molag. The following description can be used to narrate the approach.

The river narrows significantly, and the opposite bank comes dangerously close—just over a bowshot away. Goblind can clearly be seen moving in and out of the trees along the far bank. You put in at a small river harbor a few miles from Fort Belvor, grateful to be off the water and out of the canoes.

Captain Paddy Lash exclaims, “There’s my girl!” He points to a large raft moored at the hidden harbor, partially camouflaged under brush and reeds. Two Furyondian guards assigned to watch the raft regard the party uneasily, especially Captain Paddy Lash and Jeremiah.

Jeremiah makes himself scarce, promising to watch the canoes while you go to the fort.

A well-rutted road from the harbor leads to the main road through the village. As you climb the rise, the mists have dissipated, and you can clearly see the dock town of Molag across the river and the army encampments along the river’s bank. The ranks appear to have grown since your last visit. Further on, two miles up the banks from the water, stands the dread and frowning walls of the city of Molag from which fear and despair radiate. All the land between Molag and the river looks to be filled with encampments of goblind and other servants of the Hierarchs. What is more, you can clearly see an encampment of charcoal-skinned fire giants stoking a blaze near the river banks.

You pass through the abandoned village outside the fort. Most of the buildings and houses are in ruins, burned by raiders and cannibalized for resources by the soldiers of the fort. Shepherds graze their flocks in the already-harvested fields about the village, but they will return to the safety of the fort before sunset.

The fort itself is surrounded by a 30-foot curtain wall. Two main towers face the Veng, and a massive gatehouse faces west. The garrison of the fort looks more robust than it did on your last visit—restored to its full complement of 250 men responsible for the defense. Repairs to the walls and towers are

underway. It’s clear that the fort is preparing for action.

The fort can offer the PCs food and lodging, but they have no weapons, gear, or healing potions to spare. There is a low-level priest of Pholtus here who can offer healing.

If the PCs participated in defending the fort during the campaign *Border Watch*, they will be recognized and heartily welcomed back by the soldiers. Thanks to the recent reinforcements sent by King Belvor, the inhabitants of the fort feel less isolated than they did only a month ago, but they will nevertheless ply the new arrivals with questions, eager for any news of the crusade and the disposition of the army. The DM should roleplay conversations with the PCs. Soldiers in the fort can offer the following rumors:

- Over the summer, the northern and southern hobgoblins of the land made war suffered a great bloodletting as they fought with one another. Orcs took their positions around Molag.
- Molag musters for an assault. (speculation)
- The 13 Hierarchs of Molag are devils who have now sworn fealty to Iuz
- The city is full of fiends (false) and undead (true).
- There is a fiend that taunts the men of the fort from across the river every night. (partially true)

Mikinus (*Border Watch* NPC), the Captain of the Guard at Fort Belvor, summons the PCs to his cabin. Depending on how things played out on the last visit, he should remember the PCs and be eager to bring them up to speed on recent developments:

“No, the bombardments haven’t stopped. By the gods! Almost every night, they lob fire and stones from their cursed war engines, and every morning we are at it again repairing the damage. What’s worse, now we have the fire giants to contend with. They waded out into the river and lob handfuls of burning pitch at us, and a giant’s throwing arm is as good as a catapult. Often now some fiend comes out and taunts us too by night, and by day, a dragon circles over the cursed city. Thank the blessed light of Pholtus, there’s been no demons nor devils in the sky for a good spell now. Last winter, those abyssal bats would swoop about and scream in the air, and things worse yet! Winged nightmares. Used to be the men would

faint with fear or wet themselves when those things came shrieking over the river! Heironeous defend us!”

Mikinus will ask about the fate of Jasmulus/Jetero (*Border Watch* NPC) and express his sorrow over the man’s assassination. “A good man lost! That’s a heavy sorrow to bear. That he should die only a few weeks after his brother, too! That’s the fate of Istus at work.”

Mikinus can convey the following intelligence reports garnered from his spies if the PCs engage in role play to get it out of him:

- Civil war among the hobgoblin tribes sundered the Horned Lands, and the forces of Iuz and the Society have been in chaos all summer. (true)
- Priests of Iuz walk openly in Molag. (true)
- Molag musters for an assault. (speculation)
- Iuz and the Hierarchs do not have sufficient stores to feed their armies through the winter. (partially true)
- A road of skulls stretches from Molag to Dorakka ... (sort of true)
- A black dragon now defends the city and can be seen circling above it. (true)

Captain Paddy Lash is eager to get on with business and shows the captain a letter of recommendation and request for cooperation from Count Artur Jakarta, sealed with the count’s own ring. Paddy Lash tells the captain, “I will need the whole crew of my barge released to us, and the barge and all its cargo as well.”

The captain admits that the men of the fort have enjoyed a few casks of the cargo, but he is glad to have it off his hands and to be rid of the barge crew too. During their stay at the fort—several weeks now—the bargemen have been a continual source of trouble. The bargewomen are flirtatious and distracting to the soldiery, the bargemen take advantage, cheating the soldiers of their wages in games of chance (Rhennee have their own dice games are called *turoos*), wagers on *falthi* deck tumbling, and petty theft within the walls of the fort has reached an epidemic level. “I’ve been tempted to expel them more than once!” the captain exclaims.

(See *The Greyhawk Player’s Guide* and *Living Greyhawk Journal* issue 2 for an introduction to Rhennee culture.)

## The Fiend by Night

If the PCs stayed a night in Fort Belvor previously, they are already accustomed to the bombardments. In the middle of the night, the watch will sound the alarm by beating on an iron bell to signal that fire giants are wading into the water.

Hobgoblins launch catapult shots from atop the towers on the opposite shore: flaming pitch and giant shit which, for the most part, fall short. Those shots that do strike the fort render little damage. The fire giants wade out into the water, roaring and shouting. They lob a few handfuls of flaming pitch, and return to the far bank.

A figure in devilish ceremonial armor appears atop one of the towers on the far bank of the river, illuminated by an unwholesome light. By means of some dweomer, his voice projects the distance across the water, and he issues challenges and taunts to the men of the fort in a hissing grating voice, “If there be any worshipful knight left among thee, let him sally forth to battle me, your true and rightful king, devil though I be, and I shall meet him on thine own far shore and slay him and feed his flesh to the wargs. But if there be none brave enough to meet me, but only the cowardly slave-girls of Heironeous, very well. Crawl back to your coward’s holes.”

The PCs might want to fight the fire giants, but it’s impractical to do so. The range is extreme, and they turn back to their own bank after throwing the pitch. They might want to fight the devilish fiend, but Mikinus will warn them, “Nay! Do not accept the challenge. The devil only lacks an invitation to cross the water. That is why he taunts us so. He needs us to invite him, else he cannot cross the water.”

Soldiers tell tales of how that very fiend slaughtered men during the Greyhawk Wars, appearing alone on the battlefield, and piling up corpses of good soldiers.

In reality, the devil in ritual armor is not a devil at all, but rather, this is none other than Warduke who has found employment working for Althea. All the men of the fort will prevail upon the PCs to restrain them from accepting the challenge or trying to fight him. “Pay no heed to that son of Hextor or his taunts!” The PCs should not try to fight Warduke. But if any of them does get into combat, Warduke will mess you up!



The players will have plenty of opportunity to interact with Warduke further on in the adventure.

After a few more taunts, Warduke retires for the evening.

If invited to cross the river, Warduke will come on terms of honor on a keelboat (see above) navigated by Kazgund sailors. The boat will be protected by a shielding spells, wards, and magical protections that render it impervious to missile and magical attacks for the duration of the night. Moreover, spells to affect weather or elements will be deflected by a mage-level spell caster with the Molag forces. If Warduke makes landfall, he will most-likely slay the

PCs and rampage through Fort Belvor, slaying everyone. If such a fight ensues, Captain Paddy Lash, and the crew of the Lucky Prince will take advantage of the distraction and escape aboard *The Lucky Prince*.

Warduke's Stat Block can be found in the appendices.

[www.dandwiki.com/wiki/Warduke\\_\(5e\\_Creature\)](http://www.dandwiki.com/wiki/Warduke_(5e_Creature))





## Scene 8: The Lucky Prince

Before first light, it's time to leave with the crew of the Lucky Prince. Hester has prepared fog clouds to mask your departure from the fort and putting out the raft from the concealed river quay where it has been stored. The Rhenee pirate crew of the Lucky Prince consists of 9 bargemen and 5 bargewomen and no children. Their alignments fall not far to the left or right of neutral. All of them, even the almost-good rogue Queenie, are self-serving and without altruism,

but despite that they are fiercely loyal to one another and to captain Paddy Lash. This is not their first run to Molag, just the first time they have been caught. They have been running contraband from Pomarj through the Furyondian blockade since the end of the war. They have no loyalty to Iuz or the powers of Molag beyond the payment they receive for delivery of goods. They will protect the PCs and keep their secret only on the basis of their loyalty to Paddy Lash and the oaths he has taken. That said, any one of them (except Queenie) might secretly betray even the

### Crew of the Lucky Prince

			Class ( <i>GOSM 247-248; Living Greyhawk Journal 2</i> )	
Paddy Lash	M	CN	Rogue / Captain	Human Rogue 5, Chaotic Neutral, AC 16, HP 38, Str 12, Dex 20, Con 14, Int 13, Wis 9, Cha 17, Rapier +8/1d8+5
Danni	M	N	Darkhagard	Human Specialty Class 3, Chaotic Neutral, AC 16, HP 38, Str 16, Dex 17, Con 15, Int 12, Wis 11, Cha 15, Increased range (33 feet), uncanny swim, improved weapon focus. Weapon: Darkha (two-pronged harpoon), +10/1d8+2 piercing. Brother to Dina and protective of her.
Lossel	M	CN	Rogue	Human Rogue 5, Chaotic Neutral, AC 16, HP 38, Str 12, Dex 20, Con 14, Int 13, Wis 9, Cha 17, Rapier +8/1d8+5
Hester	F	CE	Pirate Deck Wizard	Magic User (Vetha Wisewoman) 4, Chaotic Evil, AC 12, HP 32, Str 10, Dex 14, Con 14, Int 16, Wis 13, Cha 11, Hex Mastery, Reading the Lake, Cantrips: friends, mage hand, prestid, ray of frost, 1st (4 slots): disguise self, fog cloud, mage armor, witch bolts, animate rope, comprehend languages; 2 <sup>nd</sup> (3 slots): continual flame, gust, knock, Melf's acid arrow, misty step. Weapon: Quarterstaff + 2/3d6 Spell DC 12 Spell Bonus +4
Lander	M	N	Fighter	Deckhand Fighter AC 12 HP 12 Str 13, Dex 14, Con 13, Int 10, Wis 8, Cha 12 cutlas 3(1d6+1).
Llew	M	CN	Bosun	Fighter AC 12 HP 27 Str 16, Dex 11, Con 14, Int 11, Wis 10, Cha 13 Light hammer 5(1d4+3), Hook 7(1d8+3) DC 13 to escape.
Dina	F	CN	Sorcerer	Sorcerer (Vetha Wise Woman) 3, Chaotic Neutral, AC 12, HP 12, Str 14 Dex 16, Con 10, Int 17, Wis 12, Cha 17, Hex Mastery, Reading the Lake, Cantrips: friends, mage hand, fire bolt, minor illusion 1st (4 slots): magic missile, mage armor, charm person, burning hands; 2 <sup>nd</sup> (2 slots): darkness, scorching ray. Weapon: Dagger + 1/1d4+1 Sister to Dani. Spell DC 13 Spell Bonus +5
Meno	M	CE	Rogue	Rogue AC 12 HP 10 Str 12, Dex 16, Con 11, Int 9, Wis 9, Cha 13, Weapon short sword 3(1d6). Sneak attack extra damage 1d6.
Motshan	M	N	Fighter	Deckhand Fighter AC 12 HP 12 Str 13, Dex 14, Con 13, Int 10, Wis 8, Cha 12 cutlas 3(1d6+1).
Nahum	M	CN	Fighter	Deckhand Fighter AC 12 HP 12 Str 13, Dex 14, Con 13, Int 10, Wis 8, Cha 12 cutlas 3(1d6+1).
Patience	F	CN	Bard	Bard 3 AC 13 HP 24 Str 11, Dex 15, Con 14, Int 13, Wis 8, Cha 18. Cantrips: Minor Illusion, Vicious Mockery; 1 <sup>st</sup> (4 slots) Charm Person, Detect Magic, 2 <sup>nd</sup> (2 slots) Enhance ability, hold person, invisibility. Weapon: Rapier 4(1d8+2) Spell DC 13 Spell Attack +5
Pyram	M	NE	Fighter	Deckhand Fighter AC 12 HP 12 Str 13, Dex 14, Con 13, Int 10, Wis 8, Cha 12 cutlas 3(1d6+1).
Queenie (Ethelinda)	F	CG	Rogue	Rogue AC 12 HP 10 Str 12, Dex 16, Con 11, Int 9, Wis 9, Cha 13, Weapon short sword 3(1d6). Sneak attack extra damage 1d6.
Vadoma	F	CN	Pirate Priest	Cleric of Rhen Powers 5, Chaotic Neutral, AC 13, HP 52, Str 15, Dex 11, Con 14, Int 10, Wis 11, Cha 16 Cantrips: light, sacred flame, spare the dying; 1 <sup>st</sup> (4 slots): bless, cure wounds, guiding bolt, sanctuary; 2 <sup>nd</sup> (4 slots): aid, bane, continual flame, spiritual weapon 3 <sup>rd</sup> (3 slots): bestow curse, glyph of warding, spirit guardians, 4 <sup>th</sup> (2 slots): banishment, control water. Weapon: Quarterstaff 6(1d8+2); Spell DC 13 Spell bonus +5
Van	M	CE	Pirate First Mate	Fighter 5, Chaotic Neutral, AC 16 (chain), HP 26, Str 14, Dex 11, Con 14, Int 11, Wis 10, Cha 15 Multi attack (2 attacks w long swords) Weapon: Long swords 6/1d8+2, disarm DC 14.

PCs for the right price, and they will not hesitate to sellout the PCs to save their own lives, despite their loyalty to their captain. Encourage role play with members of the crew. Lossel and Queenie, both rogues, will at some point attempt to swindle PCs or pick a pocket.

The Rhennee crew is mission-critical. They will provide the necessary cover to enter Molag. The PCs, except Jeremiah, need to do their best to blend in with them as members of the crew.

The party should arrange to meet the crew at sunset the following day at the hidden landing where *The Lucky Prince* is being prepared for the trip across the river. The crew says little and mostly ignores the PCs, and they clearly dislike and distrust Jeremiah, even after Captain Paddy Lash vouches for him. The Wisewoman Hester creates a heavy fog cloud to mask their departure. The plan is to get as far south on the stream as possible under cover of the fog and darkness, then lift the sail and pole upstream past the lookouts on the eastbank to create the impression that the raft is only just now arriving from Nyr Dyv. Use river encounter tables.

**Rhennee Barge: *The Lucky Prince***

Large Vehicle 32 x 12 ft.

**Cargo Capacity:** 5 tons

**Cargo:** 48 Large Casks of Black Pomarj Wine (500 bottles each) at 250 gp value.

**Pace:** 5 miles per hour (120 miles per day) downstream, 2.5 miles per hour (60 miles a day) upstream / +2 miles per hour when sailing with wind

**Hull:** AC 15, HP 150 (threshold 15)

**Control:** Helm AC 16, HP 25

**Movement:** Poles and Sail

Poles AC 12 HP 25

Sail AC 12 HP 50

**Weapons:**

4 heavy crossbows

1 ballista Ac 15, HP 50, ranged attack 120/480 ft; dmg

+6/3d10; 6 rounds

The *Lucky Prince* is a typical Rhennee barge, fitted with a lug sail but ordinarily propelled by sweeps with poles. The hull is decked over to create a lower deck and an upper deck with living quarters below and cargo lashed to the deck above. Captain Paddy Lash has a small cabin above in the aft. Rails along the perimeter are mounted with crossbow.

## Black Pomarj Wine

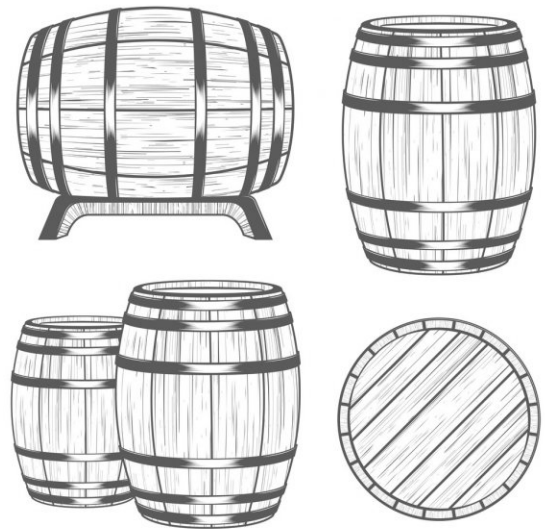
A mid-priced to expensive rare export of the Pomarj vinted of sweet ripe black Drachensgrab grapes and mixed with addictive narcotics which double or even triple the regular effects and duration of intoxication. It has a sweet taste and bitter aftertaste which quickly grows on one. It sells for 2 gp a bottle in Greyhawk City. It's costly because few vinters in the Pomarj remain to make it according to its traditional method since the humanoid invasion.

It's very much coveted in Molag and loved by orcs, nobles, officials, and priests of luz alike.

The casks are large drum size barrels in which a small character could easily hide but a medium size would find it impossible to do so comfortably for any length of time. The casks will be inspected in Molag. Probably not a good idea to try to hide inside them.

### *Black Pomarj Intoxication Rolls*

The first drink requires DC 12 CON save. Each successive drink increases DC by 3. Every failed save the drinker suffers 1 level of exhaustion. At 6 levels of exhaustion the drinker falls unconscious. One long rest removes 1-3 levels of exhaustion.



## Scene Nine: The Quays

*The Lucky Prince* pushes around the next bend in the river. To your left you can see Fort Belvor sitting up on the rise of the southwest shore. The riverport of Molag appears on your right, tucked between the arms of two small tributaries. An Iuzian barge already occupies one of the positions. Slaves load it with sacks of grain which are to be shipped to the north. Hobgoblin soldiers snarl and jeer at the Kazgun orc sailors decked in their spiffy uniforms aboard the barge. Horned Lands rivermen are busy with other boats while quartermasters check manifests. A shantytown of huts, stalls, booths, barracks, warehouses, offices, and drinking establishment spreads along the banks. A series of four squat towers defend a small walled fortress at the river's edge crowded by a shantytown known only as The Quays. Atop the fortress towers are a few of the siege engines which nightly lob flaming pitch across the river toward Fort Belvor.

A human harbormaster shouts to the crew and indicates an open dock. Goblin boys toss ropes to the crew to lash the boat. The harbormaster, always flanked by two large hobgoblins, approaches the crew, speaking in the common tongue, "What's Paddy Lash brought us this time?"

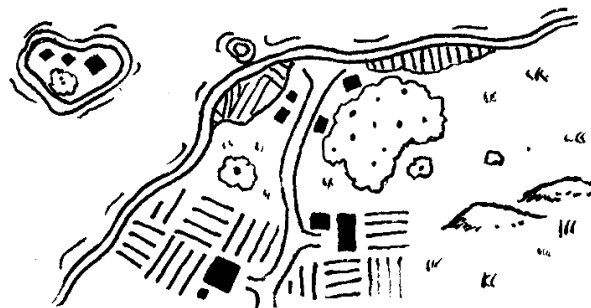
Llew and Paddy Lash are immediately on the dock, pressing coins into the hands of the harbormaster and his bodyguards too. The harbormaster comes on board, inspects the precious cargo, designates two casks for himself and directs the crew to offload their cargo and secure it in a warehouse inside the fort. Hobgoblin boys press in to start hauling the cargo, hoping to make a few coins.

### *Harbormaster and Townmaster*

The harbormaster is loyal to the old Hierarchs and at odds with the priests, especially at odds with Nyles. The harbormaster will gladly help the PCs in any action against Nyles, and he could be a source of information.

Harbor Master Fighter 5 AC 15 HP 36 Str 16, Dex 11, Con 14, Int 11, Wis 10, Cha 13 scimitar 5(1dd+3).

As the unloading progresses, the townmaster will approach the crew and PCs. He's obviously an evil priest of Iuz. He wears the black robes; a skull dangles from a cord tied about his waste. Nyles is a mid-level priest of Iuz, loyal to Althea, and at odds with Marynnek and the harbormaster. Nyles will



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approach the crew and start using detect good spells, detect magic, and know alignment to try to determine if there's any funny business. He will examine the cargo too, thumping on the casks, using detections spells. In reality, he is mostly looking for a pretense to seize and impound the cargo (for himself).

Nyles: Priest of Iuz 5, Chaotic Evil, AC 17, HP 52, Str 12, Dex 15, Con 14, Int 10, Wis 17, Cha 12 Cantrips: darkness, sacred flame, inflict light wounds; 1<sup>st</sup> (4 slots): bless, detect evil/good, detect magic, detect undead, guiding bolt; 2<sup>nd</sup> (3 slots): hold person, detect charm, know alignment 3<sup>rd</sup> (2 slots): animate dead, cause blindness/deafness. Domain spells: hex, spittle, change self, heat metal, blackhand, turnbane. Weapon: Quarterstaff 4(1d8+2); Spell DC 16 Spell bonus +8

If Nyles decides the PCs are a real threat, he will not attack them directly until he has hobgoblin soldiers ready to back him up. Let the PCs figure out a way to

deal with the harbormaster and Nyles. It's possible that a scuffle for the cargo might ensue.

### Krayquer!

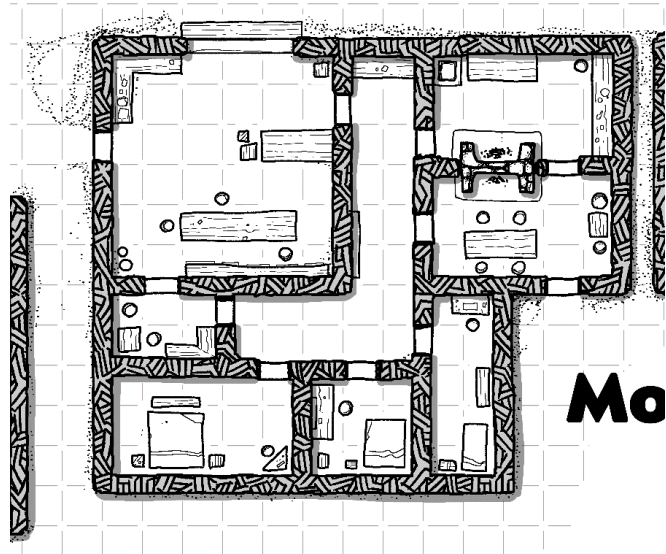
Shortly after the PCs arrival in The Quays, and while Captain Paddy Lash is preoccupied or absent, the PCs will sight a familiar face with an unmistakable scar: Krayquer! He has just arrived. He's moving in the midst of a crowd. One or more of the PCs see him in the crowded street (roll perception checks DC 13). He also recognizes the PCs and especially Jeremiah but pretends not to notice as he ducks into the crowd to escape. If the PCs pursue, he will lead them and Jeremiah on an exciting chase through The Quays, in and out of merchant stalls, through an open market, leaping from rooftop to rooftop cutting through private residences and goblin brothels, and finally losing them when he ducks into the open door of a shop which a small pack of gnolls uses as a den. The gnolls are spread through the shop, but they will spring to attack the intruders while Krayquer escapes through a window:

- 4 gnolls in main room AC 15 HP 22 Bite +4(1d4+2), Spear +5(1d6+2), Long Bow +3(1d8+1)
- 3 gnolls in other rooms will come join a fight in 2 rounds AC 15 HP 22 Bite +4(1d4+2), Spear +5(1d6+2), Long Bow +3(1d8+1)
- 1 gnoll pack leader in southwest-corner room joins fight in 3 rounds AC 15 HP 49 Multiattack with Longbow +4(1d8+2)

Jeremiah will pursue Krayquer after the gnolls are defeated. Jeremiah insists on going alone in pursuit of Krayquer for the sake of remaining covert and inconspicuous. "We musst sssstop him before he betraysssss. I will track him down and deal with him. I will meet you tonight at *The River Bender*."

### The Livery Warehouse

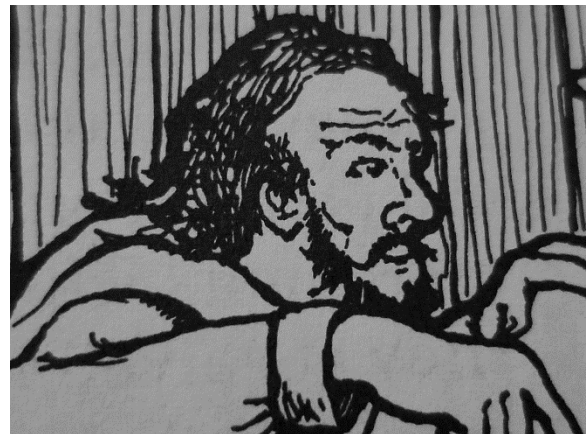
One way or another, the PCs should try to get the cargo secured in the livery warehouse inside the fort. In this stone structure are secured warehouse spaces, guard rooms, and stables for donkeys, mules, and horses, wagons, and livery goods. From this location, teams come and go moving cargo and trade in and out of The Quays. A team of four liverymen and eight hobgoblin guards and six teamsters are supervised by a plump grey-haired clerk named Greeley—a werewolf in human form (use standard stats for werewolf human form by day, hybrid form by night). Greeley knows Paddy Lash and the crew and has no reason to be suspicious, but the crew does not trust him at all.

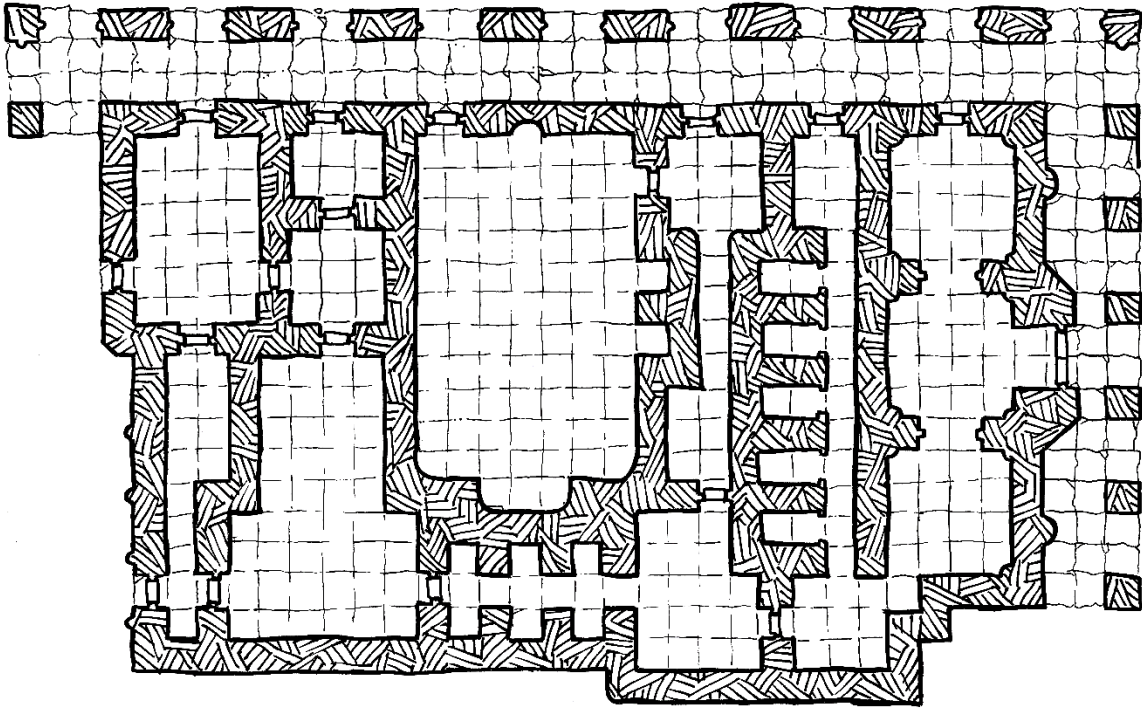


Gnoll's Den

Captain Paddy Lash will insist on keeping three of his own men to guard the warehouse while he negotiates the sales. The PCs are welcome to help guard the cargo with the crew members. If so, they might have to defend the warehouse from thieves in the night, and they might also have trouble with Greeley who will turn into a werewolf at night and try to take a member of the crew or one of the PCs for his next meal. Exploring the other warehouses in the block will reveal grain supplies, food stuffs, stolen artwork, arms, olive oil, fabrics, and valuables looted from Shield Lands.

The PCs might attempt to engage with Greeley and get him talking (Persuasion DC 15, add +5 if PCs share Pomarj wine with Greeley); he can tell them elements of Tale of the Blood Moon Festival (see appendices).





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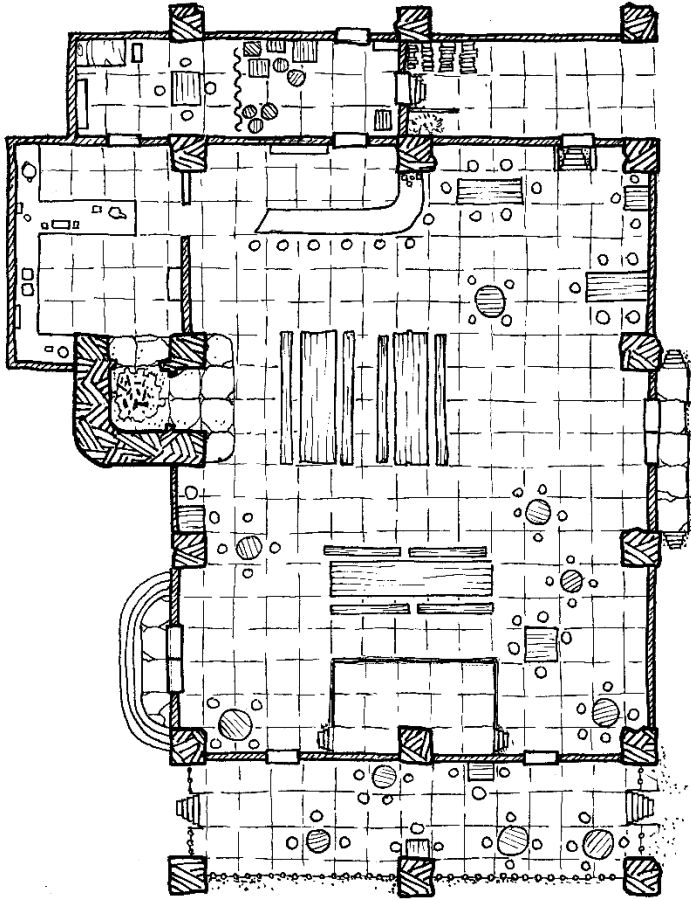
## Livery Warehouse

One square = 5ft.

North chambers left to right: Greeley's office (includes paperwork, 500 silver, 100 gold), Hobgoblin quarters, main warehouse, teamster's entrance, livery and stables, more store rooms and wagons.

South chambers left to right: Corridor and accommodations for crew, secondary warehouse, stables, quarters for teamsters, quarters for liverymen.





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## Scene 10: The River Bender

### *The River Bender*

Captain Paddy Lash wants to set up shop at *The River Bender*, a tavern frequented by river traders and mariners with business at The Quays. (The tavern does not offer lodging, and Captain Paddy Lash recommends that it's safest to sleep on the raft with the crew. The only "inns" available in The Quays are warehouses of the most distasteful sort and with a reputation for devilry, vermin, and bugs.)

Paddy Lash keeps most of the crew on the raft or guarding the warehouse, but Danni, Llew, Hester, and Patience remain with him at the *River Bender*.

### *Jeremiah Missing*

Jeremiah is supposed to meet the PCs at the *Bender*, but he never shows up. Paddy Lash becomes increasingly anxious over this, especially after a full day has elapsed. PCs attempting to find Jeremiah will not be able to do so (unless they enter into Hall of Dread where the lizardman is being interrogated by

Marryneck. Scrying into the Hall of Dread is impossible.)

### *Scuffle in the Bender*

The PCs can use the *River Bender* as a base of operation in The Quays to meet with customers and potential sources of information. The proprietor is a Hornlander human known as The Sherriff (5 fighter, AC 10, HP 50), a name he has earned from breaking up fights and settling disputes among his patrons—mostly rivermen, sailors, fishermen, and traders—not natives to the Horned Lands. They come to the *Bender* to drink while their ships are moored at The Quays. The Sherriff doesn't care for the kazgund orc sailors, but there's little he can do to keep them out. They generally keep to themselves in clusters on the southeast side of the bar and the south patio, but they are quick to brawl with anyone who insults their navy dignity. If the PCs get involved in a fight, let them play it out. So long as they appear to be rivermen defending their crew and cargo, a tavern scuffle with some orcs will raise no suspicions. (Use standard stats for orcs.)

### *Business in the Bender*

Paddy Lash uses the *River Bender* as an office to receive customers for his cargo. He gives The Sherriff a percentage of sales and makes all of his transactions in the tavern. Over the next two days or so, the following customers will visit *The River Bender* to purchase the coveted Black Pomarj Wine.

1. Servants of Molag noblemen (bandit lords) purchasing wine for their masters. (1-10 casks)
2. Owners of drinking establishments in The Quays and inside Molag. (2-20 casks)
3. An Orog commander from the West Barracks looking to buy one cask. (1 cask)
4. Segris, a lawful evil dwarven servant of Warduke seeking to purchase for his master. (2 casks)
5. Snapper, a drow elf acolyte servant of Marynnek, seeking to purchase the remainder of the stock for the palace. (The remainder)

Sergis: Dwarf Fighter 3, Chaotic Evil, AC 19, HP 38, Str 16, Dex 14, Con 15, Int 12, Wis 11, Cha 10, Weapon: Warhammer +4/1d8+2 bludgeoning.

Snapper: Drow Male Rogue 5, Neutral Evil, AC 16, HP 38, Str 12, Dex 15, Con 14, Int 13, Wis 9, Cha 17, Rapier +5/1d8 Special: dancing lights, darkness, fairy fire.

Sergis (the dwarf servant of Warduke) and Snapper (the drow servant of Marynnek) will compete with each other. Snapper will attempt to buy the whole remainder to keep Sergis from getting the two casks he wants for his master. But Paddy Lash will make sure Warduke gets his order.

All of these customers, even the Orog commander, can provide general information about the city and rumors about its absent fiends. Sergis, the evil dwarf servant of Warduke knows that the baatezu have been replaced by pretenders, and he can relate the tale of how his master's prized horse, a Nightmare named Vixen, disappeared before his own eyes one day in Coldeven. That same night, fiends all over the city disappeared, and the land fell into chaos.

Snapper, the servant of Marynnek, however, will become suspicious if the PCs ask too many questions.



## The Delivery Team

After a day or two of negotiations with customers, Paddy Lash and the PCs need to retain the teamsters from the warehouse to carry the merchandise into Molag. The PCs should take advantage of this opportunity to get into Molag undercover, posing as merchants travelling with the teamsters. It's possible they may be able to make more than one trip in and out of the city, making deliveries. If the players miss the opportunity, have Paddy Lash make the suggestion.

Paddy Lash says, "Come with me and the teamsters, help me deliver the cargo, and finish the job you came here to do. We will need to be back on the raft by first light. The rest of the crew will meet us there."

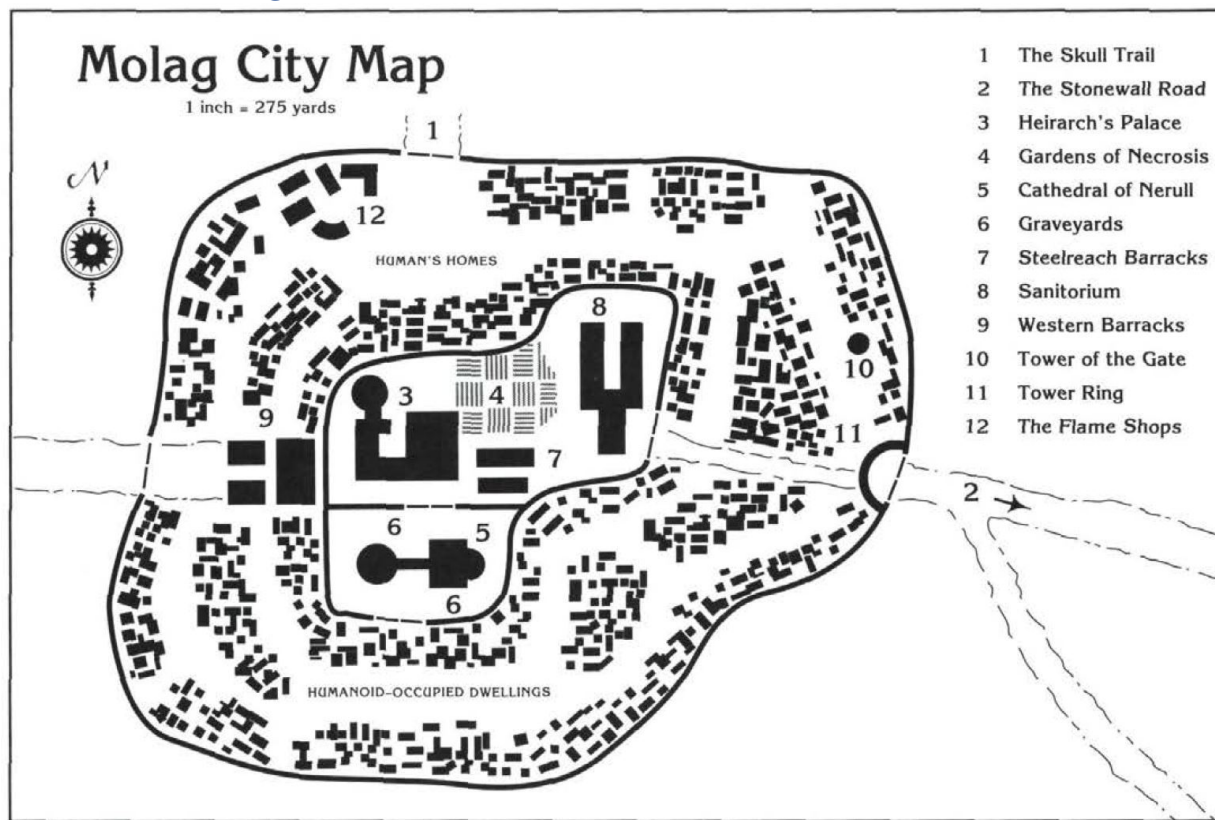
Two teams of horses and human teamsters can be retained for 10 gp a day from the livery warehouse. Make the arrangements through Greeley. The Teamsters know the route to deliver goods to any place inside Molag. The teamsters are common half-orcs.

Teamsters: Half-orcs. AC 12 HP 15 Attack Club +3/1d6+2 or Dagger +3/1d6+2.

Draft Horses. AC 10 HP 19 +6/2d4+4 bludgeoning



## Scene 11: Molag



For a general description of Molag and its inhabitants, see *Iuz the Evil* 39-40, but note that, subsequent to the Flight of Fiends, there are no tanar'ri or baatezu in Molag, only a small few number of the cambions remain—those whose human traits were more dominant than their fiendish ones. The priests Althea and Marynnek have disguised hobgoblins, ogre magi (oni) and a few cambions to imitate the baatezu and hierarchs that once inhabited the city.

A detailed description of the Cathedral and the Necrosis with maps appears in Living Greyhawk FUR4-01 *The Fall of Molag*.

The dread city of Molag radiates a despair, emptiness, and the cold chill of death. This malign place became the palatial center for the rule of Nerull's priests, a god of death and darkness, of enfeeblement and exhaustion, and the spiritual atmosphere of Molag still holds that sickening taint. Undead feel at home in Molag. Black sooty smoke from the Flame Shops continually rises from the north side of the city and hangs like smog, dimming the sunlight by day. The sight of the city makes your skin crawl. A black dragon circles high above.

### City Defenses

Molag is surrounded by a 30' casemate stone and mortar wall. Hobgoblin patrols scout the perimeter of the city, counter-clockwise every twenty minutes. Similar silhouetted shapes can be seen walking the battlements. Overhead, a black dragon circles irregularly. A distinct tree-line around the city at about 200' marks the point from which trees and vegetation are kept clear of the city's perimeter. Hobgoblin armies encamp on the east and south of the city and along the road.

Sentries on the battlements continually move back and forth. If the sentries or patrols spot anyone approaching without authorization, they sound a tin whistle which alerts the other patrols and sentries and summons reinforcements.

In addition, terrifying horned devils, bearded devils, and barbed devils can be seen walking the walls among the sentries (actually hobgoblins and ogre magi [oni] magically disguised as devils with elaborate headdress and costumery).



### Ground Patrol Unit

- 1 Hobgoblin Sergeant (3 Fighter): AC 16 hp 29 Great sword +3/2d6+2.
- 4 Hobgoblin Soldiers (1 Fighter): AC 15 hp 14 Long Sword or bow +3/1d8+1
- 1 Hobgoblin Scout (1 Rogue): AC 14 HP 10 Long Sword +3/1d8+1 / 1d6 sneak attack

### The Tower Ring Gate

The city has three gates. PCs approaching from The Quays will approach by way of the Tower Ring Gatehouse on the east of the city. The other gates are never open except to move troops in and out. The heavily-guarded east gate enters through a high and well-fortified tower, bristling with arrow loops and murderholes. Devilish visages and statuary adorn the gatehouse tower. The gates usually open at noon and remain upon until midnight unless the city is on alert, in which case all the gates remain sealed. Heavily armored hobgoblin ground patrols guard the gate, checking everything and everyone entering and leaving the city. Terrifying horned devils sit perched on ledges to either side of the open gates, fanning their wings, flicking their tongues, and leering at those who enter and leave (these are high level continual illusion spells -- DC 25 to disbelieve, DC 30 to dispel). Standing atop the gatehouse, a two-headed ettin keeps vigilant watch.

Bodies hanging on tall gibbets flank both sides of the road entering through the gatehouse. Ghouls scamper around the ground beneath the gibbets, waiting for the corpses which hang from them to be cut down, since they are replaced each day with fresh executions of slaves, traitors, spies, criminals, and unwanted types. Among the corpses nailed to a gibbet hanging from at the gatehouse, the PCs will recognize the lizard man Jeremiah.

Unless the PCs are with the teamsters and/or servants of the nobles of Molag, the hobgoblin guards will accost them and bring them before Deezele and the Hobgoblin Captain who stands at his side at their post inside the gatehouse. The PCs better have a good story or a good plan ready. Thanks to Krayquer, Deezele is on the lookout for Furyondian and Shieldlander adventurers. She will question the party thoroughly, and if she suspects mischief, she will have them arrested and sent to Marynnek. (Not good.)

Hobgoblin Captain AC 17 HP 39 Multiattack Great sword +4/2d6+2.

Deezele: Priestess of Iuz 5, Chaotic Evil (loyal to Althea) AC 17, HP 52, Str 9, Dex 14, Con 12, Int 13, Wis 14, Cha 11 Cantrips: darkness, sacred flame, inflict light wounds; 1<sup>st</sup> (4 slots): command, detect evil/good, detect magic, guiding bolt; 2<sup>nd</sup> (3 slots): hold person, know alignment, spiritual hammer 3<sup>rd</sup> (2 slots): speak with dead, spirit guardians. Domain spells: hex, spittle, change self, heat metal, blackhand, turnbane. Weapon: Clawed Gauntlets +2/1d4+4 + poison (see *Iuz the Evil* 14). Quarterstaff 4(1d8+2); Spell DC 13 Spell bonus +5

If Deezele suspects the truth, she may order Jeremiah's corpse brought before her, at which point she will employ "Speak with Dead" to try to ask Jeremiah, "Are these your companions?" But Jeremiah's corpse will frustrate her with cryptic answers, "Lizardmen hasss no companionsss."

### The Outer City

If the party gets through the gate with the teamsters, they need to make the delivery at Warduke's mansion.

Now inside the city of 18,000 inhabitants, the PCs take in scenes of squalor and destitution in the outer city. Poorly constructed homes and dwellings, some of stone and wood, but often of flimsy canvas and stretched skins, seem to climb on top of one another in densely-packed neighborhoods through which winding mud streets slop along. Neighborhoods divide on racial lines: The hobgoblin quarter, the norkers, the goblins, the gnolls, and the orcs live crammed into shanty towns on the south and east sides of the inner city. The majority live in dens and foul cellars dug beneath the ground. The human quarter is on the north side of the city, near the Flame Shops. The men of Molag are a mixed group, some from Bandit Lands, some natives of the Horned Lands, others from Lake Whyestil and further north. Many of them are soldiers, veterans of the wars with Shield Lands and Iuz. They are typically as evil as the Heirarchs they once served, and they believe the Hierarchs to still be in power. A row of mansions along the northwest wall houses the noblemen of Molag.

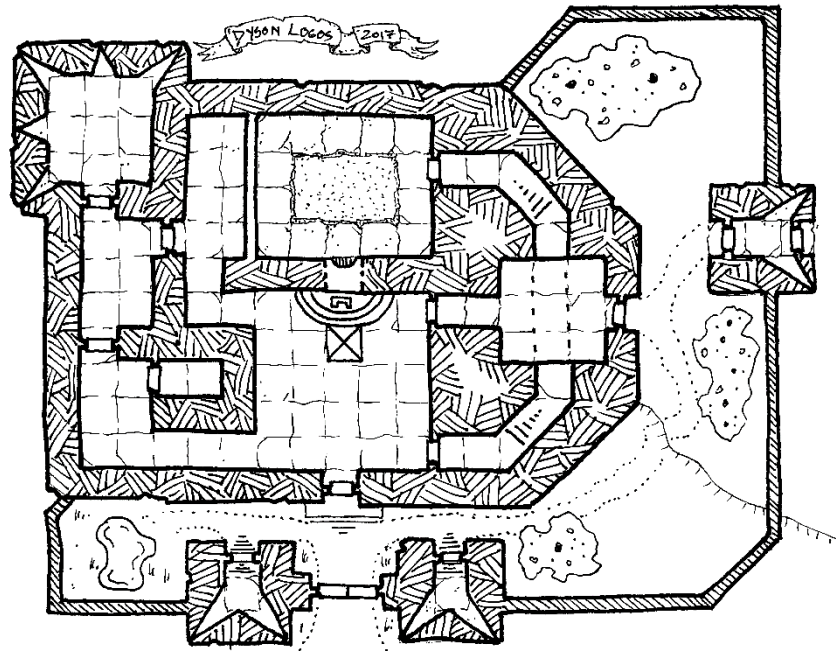
## Scene 12: Drinks with Warduke

Turrets on the courtyard walls of Warduke's mansion overlook the Flame Shops where the sound of many hammers striking anvils rings like tolling bells day and night. Dwarven smiths, gnome armorers, and other craftsmen labor under powerful enchantment spells that hold them in thrall. Fire giants stoke the forges with elemental fires. Heavy smoke continually plumes above the city. The Flame Shops produce weapons and armor for the armies of Iuz.

Atop the south-east gate tower, Warduke works at his own forge, smithing his own armor and weapons. He is working the anvil when the PCs approach his home. His servant Sergis opens the south gate to the courtyard and motions the PCs to enter with the wine. Warduke tosses the smithing tools aside and looks down from the tower. He grins stupidly and challenges the PCs in that raspy voice, "Looking for devils? What do you think? A man or a devil am I?" No longer in his ritual armor, clad only in a workman's smock, it's clear enough that he is a man and not a devil. He descends from the tower, eager to get into the Pomarj Black.

"You don't leave til we taste the vintage," Warduke says. He picks up a cask (Str 20) and carries it inside, motioning for the PCs to follow him into a palace-like hall of gaudy opulence furnished with beaded curtains, divans, cushions, and low tables. The walls are decorated with Warduke's weapons, expensive tapestries, silks, beadwork and the pelts of ferocious beasts. Miserable-looking serving boys bring out flagons. Sergis uses a drill to tap one of the casks and the serving boys begin pouring up flagons of Black Pomarj wine.

Warduke lives a life of luxury and gaudy excess, but he lacks for conversation. He bids the PCs recline at a table while he takes his place on a raised dais above them. He asks for news of the outside world. If the PCs engage him in conversation, and one of them rolls a persuasion check DC 15, he will offer more drinks and soon be spilling his guts. If he suspects



Warduke's Mansion in Molag

who the PCs could potentially undermine Althea and Marynnek, he might even encourage them and help them along within the constraints of his Lawful Evilness.

After a few drinks, Warduke can tell the PCs the following:

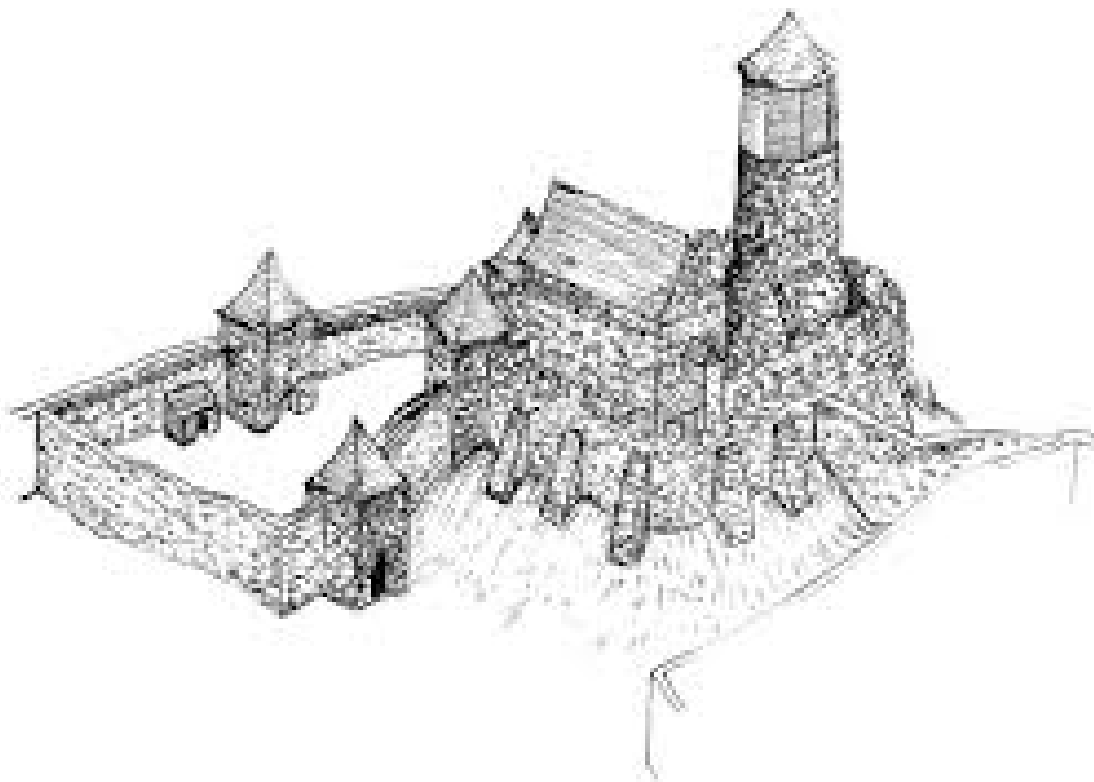
1. He is a cousin of Prince Thromell and he considers himself destined to rule of Furyondy.
2. The true story of the Blood Moon festival when Iuz slaughtered the Hierarchs (who were not devils) and replaced them with fiends. See appendices.
3. The Flight of Fiends that left the Horned Lands in chaos, but he does not know what caused the Flight of Fiends. Iuz is desperate to find out.
4. Since the Flight of Fiends, the devils of Molag are all fakes, humans and humanoids disguised to look like devils. He himself participates in that ruse. "Bag one for yourself and see."
5. Althea is absent from the city, recalled to Dorakka after the Flight of Fiends.
6. She hired him to impersonate a Hierarch devil to keep up appearances.
7. He has secretly made contact with "The Unnamable Hierarch" and they are making plans together to rebuild the authentic Horned Society.



Warduke gets chatty after a few flagons of Pomarj Black, but he's no-less dangerous, nor is it likely he will become drunk (Con 18). If by chance he should fail the difficulty check for a few flagons of Pomarj Black, he does become fairly inebriated and will have disadvantage in combat.

Warduke's mansion is not large, and he has only a handful of servants. The northernmost room contains a bathing pool. Other rooms include kitchen,

Warduke's bedchamber, his treasury, his armory, the servants' rooms, and a sanctuary where he prays to the Unnamable Hierarch and denizens of the Nine Hells. His mansion is filled with opulence and expensive trophies from his conquests. Warduke has no fear; he keeps no guards; he sets no traps. He assumes no one would ever dare rob him, and he's right.



## Scene 13: The Sanitorium

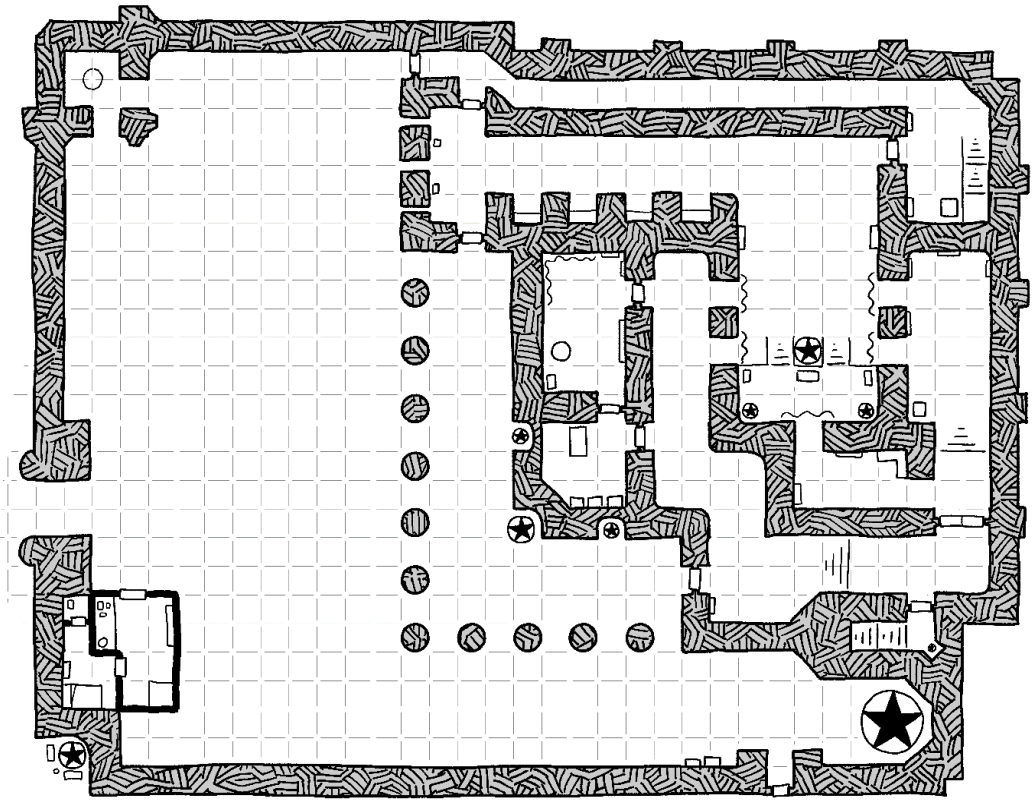
The PC's delivery route takes them into the inner city. The inner wall gates stand open. Terrifying devils stand guard (fake barbed devils), leering, snapping their teeth, and licking at the air as the PCs enter, but the devils do nothing to stop or investigate the PCs so long as they are with the teamsters.

The teamsters pass near the Sanitorium. Gold marble, bare stone and huge arched windows with grey-tinted glass make the place awful beyond endurance. Priests of

Nerull once scoured the city for people close to death, dragging them off here to die in the frozen halls and cells of the place. There, the priests could observe their death throes, extending them by magical means to revel in the extended hand of the Reaper as he took the souls of the shriven.

In a narrow and mostly empty street around the sanitorium, the PC's see a frightening looking barbed devil like the ones at the gate. If the PCs don't take Warduke's suggestion about bagging a fiend, Paddy Lash will restate the idea once they have passed through the gates and into the inner city. "There's one of those devils now! Why not nab it and unmask the fonkin?"

Realizing he's being pursued, the devil tries to shake the PCs by ducking into the sanitarium through an open door. If the PCs follow him, he tries to ambush them inside. He's merely a hobgoblin warrior magically polymorphed to look like a barbed devil. As such he has the AC and Hit Points and attack of a barbed devil, but when reduced to 0 HP, he reverts to his hobgoblin form yet fights on to the death. Hobgoblin will not surrender.



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<p>Fake Barbed Devil AC 15; HP 110 Barbed Hide (1d10) piercing damage. No magic resistance, dark vision, or flame hurl. Multiattack: 2 claws +6/1d6+3; tail strike +6 2d6+3 piercing damage.</p>	<p>Hobgoblin Warrior AC 10 HP 25 Unarmed and naked Multi attack: 2 Paws +4/1d4+1</p>
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### The Sanitorium

If the PCs elect to explore the Sanitorium or the crypts below it, get ready for deadly encounters with undead. They probably won't make it out. After the purges, there are no longer any priests of Nerull active in the Sanitorium, but there are plenty of wights, wraiths, skeletons, ghosts, and other terrifying undead left behind by them. The Sanitorium is not mapped in this campaign except for the small section pictured above in which the fight with the barbed devil takes place. If PCs press further into the sanitarium, the DM must improvise with traps, undead encounters, and lots of creepy descriptions.

## Scene 14: The Streets of the Inner City

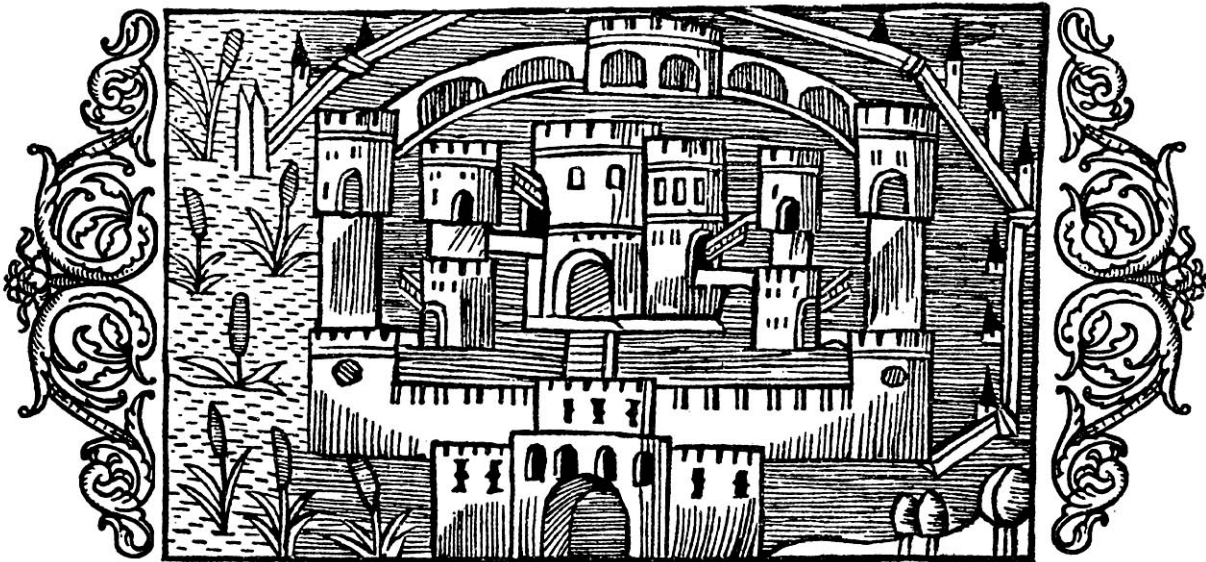
The streets of the inner city are mostly empty, quiet as death. Priests of Iuz, acolytes, and fake devils lurk in dark niches and peer out from windows. An occasional black cloaked rider mounted on a warhorse might pass by. Madmen and tortured souls drift about the streets. The inner city is patrolled not by hobgoblins but by elite Iuzian Orog troops who make the rounds every twenty minutes or so. The Orog will stop and interrogate the teamsters and PCs about their business. Combat with the Orog will alert men of the Steelreach Barracks and the priests of Iuz. The adventure will end abruptly.

2 Orog: AC 18, HP 42, Great Axe (2 attacks) +6/1d12+4)

To make delivery at the Heirarch's Palace, the teamsters must drive between the frightening Gardens of Necrosis and the Steelreach Barracks.

The gardens are a jigsaw-like tableaux of frozen corpses, dead-hearted and stunted trees, iron and stone statues of figures in agonies of pain or the throes of death, all ringed by jagged stalagmite-like projections which radiate a malign chill. At its center, the foundations for a Iuz's new palace have been laid, but the work has never been completed. In the Steelreach Barracks, some 80 elite fighting men and top warriors of the Horned Lands are stationed. By day, some of them can be seen in the yard practicing at combat and drilling.

Turning to the south, the teamsters must pass in front of the closed gates into the court of Nerull's Cathedral. The iron gates are flanked by 15-foot stone statues of the death god astride a skeletal horse, and they radiate menace and strike fear into the heart. Nerull's cathedral is not detailed in this campaign, but see the Living Greyhawk map in Appendix C.



## Scene 15: The Hall of Dread

The Hierarch's palace is designed as a cathedral to their own sacrilegious worship, but it has strong defensible walls and battlements, and it is overshadowed by a fearsome and fell tower. The Hierarchs built it to inspire fear and to suggest devil-worship. All the architecture is decorated with frightful visages and horned nightmares of the nine hells. In the midst of the bespelled ornamentation, a dozen gargoyles perch, watching those who come and go. Even the stones of the palace feel evil. Ghoulish and ghastly faces peer down from the windows of the fearful tower, and a single iron bell in the tower tolls out the hours of the day and night.

The teamsters make delivery at a servant's door on the west side of the Hierarch's Hall of Dread (location 16). Marynnek's servant Snapper is waiting. Four vigilant orog guards stand at the ready while human slaves under Snapper's supervision offload the casks and carry them into the storage room.

4 Orog: AC 18, HP 42, Great Axe (2 attacks) +6/1d12+4)

Snapper and the orogs will keep an eye on the PCs the entire time they are unloading the wine. PCs attempting to enter the Hall of Dread will need a valid excuse for being there or they will quickly be captured or killed by the priests and monsters present. It's not the objective of this campaign to explore the entire Hall of Dread or slay the inhabitants. Instead, the PCs need to do their best to determine if any fiends are present. The best way to accomplish this might be to enter the Hall of Dread itself (area 1) and take a look. A chance encounter with Krayquer (see below) might lead them into the hall.

If PCs decide to poke around, the DM should augment the following sparse descriptions with generous use of traps, wards, and encounters with acolytes, priests, and undead.

1. Hall of Dread: The brazen doors to the north entrance stand open. Molag has no fear of intruders. Palpable waves of evil wash out from the open doors. Inside, PCs will find a lavishly decorated magnificent hall with stain glass windows depicting lurid scenes from nightmares. Ever-burning braziers light the room with red flame. Gold, silver, and bronze decorate the fourteen beautiful hornwood thrones on which the Dread Presences of Hierarchs were once seated.

The fourteenth throne remains empty, symbolic of Nerull's seat. After the deposal of the Hierarchs, Althea put tanar'ri fiends on the thrones, disguised to appear as the Hierarchs, but all of them vanished in the Flight of Fiends. Since then, the thrones remain empty. (Remind the PCs that the empty thrones are critical information for which they came.) Nevertheless, a terrible fearful dread fills the hall, and good-aligned PCs in the hall must save (DC 16 Wisdom) or become disoriented and despondent feeling for 1-6 rounds (-2 initiative, lose advantage rolls). An altar and 9 ft gilded idol of Iuz occupies the chancelry on the southern end of the nave.

2. Chapels: Each of the six chapels, once chambers for the priests of Nerull, are now dedicated by lower priests of Iuz who perform their votives. Each chamber has a 10% chance of being occupied by a first level priest in devotion at any given time: AC 10 HP 8 Cantrips Guidance, Resistance, Darkness 1<sup>st</sup> (2 slots): Sanctuary, Inflict Wounds). DC 10 Spell Attack +2.  
The chapel on the east wall is occupied by a zombie who will attack if disturbed. AC 8, HP 33, +3(1d6+1)
3. Sacristy: This is Althea's personal room in the Hall of Dread and it doubles as Euli's office with access to the Cloister through a secret door in the north wall. Althea keeps several vile things here. The room is warded (flame strike 4d6 fire 4d6 radiant Dex check DC 18 for ½ damage), but Euli knows the password. It contains a desk, an altar, clerical supplies, changes of vestment including a Ghastrobe (*Iuz the Evil* 14) and a few of Althea's personal items.
4. Cloister. The cloister is where the black dragon Mordant sleeps. She is 70% likely to be in the cloister at any time. If she is not present, she is circling above the city. If she sees anyone enter the cloister, she will descend on the intruder in 2-12 rounds. Mordant is under Althea's control. She sleeps when she isn't flying in circles above the city. She has no treasure in Molag. Her actual lair is hidden somewhere in the Howling Hills. By some unholy bargain, Althea has coerced the dragon and pressed her into service. After the Flight of Fiends, she sent Mordant to Molag to protect the



city in the absence of the baatezu. Mordant will attack anyone entering the cloister except her handler (Euli), a drow priestess loyal to Althea. Mordant is a black dragon: AC 19, HP 200, Frightful Presence Wisdom save DC 16; Bite: +11/2d10+6, Claw +11/2d6+6, Tail +15/2d8+8, Breath 60' range 5' wide 15d8, Dex check DC 18 for ½ damage.

5. Chapter House: The ornate chapter house, once the main office of the Hierarchs, is now the administrative center for the Horned Lands. Althea and Marynnek have chambers herein, and a cadre of lower priests, human commanders, administrators, governors, ambassadors, and advisors are almost always present. High-level, elite Steelreach fighters are always present, along with elite orog guards. A fight here would end quickly and badly for the PCs. The room is also warded to raise an alarm if invisible creatures enter. Chests containing coin for the army and city officials are stored here amounting to several thousand gold, silver, and copper, mostly in Shield Lands minting. Since Althea is absent from the city, Marynnek is 75% likely to be in the chapter house, attending to business. (See Marynnek's stat block, in appendix.)
6. Parlor: This ornately furnished room is where VIP visitors, dignitaries, noblemen and various officials wait for their turn to receive audience in the Chapter House.
7. Interrogation Room: This is a torture chamber where Althea and Marynnek interrogate important prisoners. Jeremiah the Lizardman died in this chamber. Two wicked drow elf males (use standard stats) have found employment here administering the torments. PCs captured and brought before Marynnek will soon have their turn in the torture chamber. There's no use trying to bluff past Marynnek. He has detection and truth spells which will see through any pretense or deception.
8. Cells with dormitories for low-level priests and acolytes, always occupied.
9. Vestibule and Tower. The vestibule is guarded by four orogs and a huge, chained troll.

4 Orog: AC 18, HP 42, Great Axe (2 attacks) +6/1d12+4)

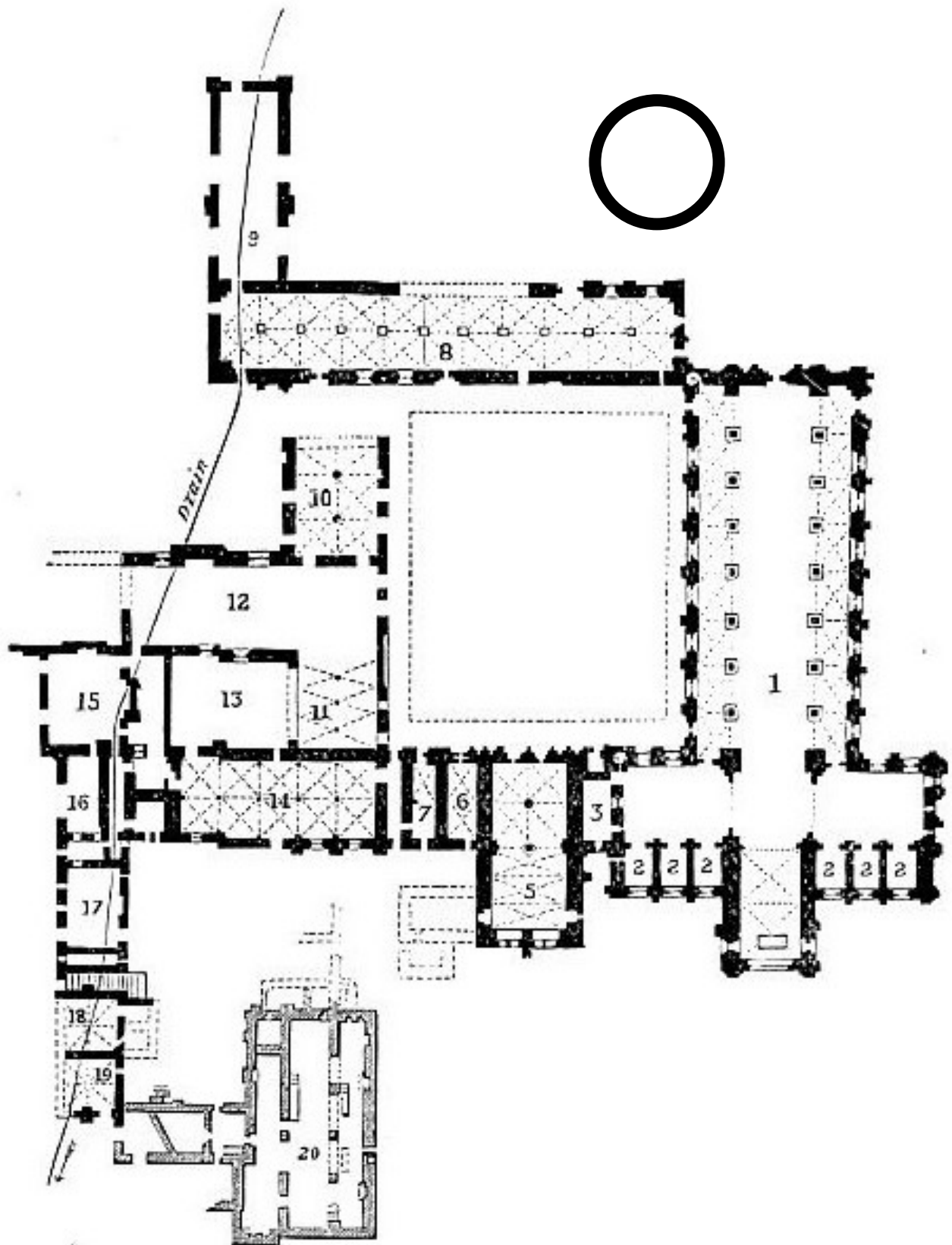
Troll 3 attacks AC 15 HP 120, Bite +7/1d6+4 Claws +7/2d6+4

The tower itself is not detailed but it rises six stories up and is haunted by sleepless undead who keep vigilant watch over the city and it is manned by elite orc and orog soldiers. The lower levels of the tower are home to servants of Iuz under the command and control Althea and Marynnek: a wight, a medusa, a hag, a vampire, a naga, and a mind flayer, carrying out duties for the Old One. The mages and archmages of Molag use the upper stories of the tower for their arcane work.

10. Common Room. This is the common room for use of the priests and acolytes in the dormitories.
11. Small Dining Area. A smaller dining area with table set up for daily use.
12. Large Dining Area. A large banqueting hall for meals of state.
13. Kitchen court. A few servants mill about. A zombie sweeps the floor.
14. Calefactory and ovens. Zombies stoke the fires.
15. Kitchen, servants halls, larders.
16. Storage and wine cellar.
17. Living quarters for kitchen staff including Snapper.
18. Marynnek's private study and sanctuary. 25% likely to be in the study. Lots of priestly scrolls and cleric stuff.
19. Marynnek's living quarters. Sparsely furnished, evil place.
20. Althea's house. Lavishly furnished and dangerous, well-stocked with slaves, zombies, deadly traps, etc. Good place to pick up an Ebon Skull and extra Bone Wand (*Iuz the Evil* 14).







## Scene 14: Krayquer's Last Stand

The fight with Krayquer should be the climactic fight with the BBEG of the adventure. The encounter can take place anywhere within the vicinity or the compound of the Hall of Dread, but the goal is to have Krayquer draw the PCs into the Hall where they can ascertain the true situation in Molag. This might necessitate a chase, starting at the point that the PCs are offloading Pomarj Black for the palace.

Two figures come around the corner and stop abruptly when they see you. The first is a robed priestess, a black-skinned and white-haired elf woman with the hood of her robe thrown back. The second is none other than scar-faced Kayquer. "That's the spies!" Krayquer says. The priestess and Krayquer turn and flee.

The drow priestess (Euli) is Mordant's handler. She is also the one who seduced Krayquer into the service of Iuz almost a year ago. She is loyal to Althea and hates Marynnek. Her objective will be to draw the PCs into the Hall of Dread (area 1) and fight them there where they will suffer the effects of the spiritual malice.

She will create darkness and cast a web spell, hoping to capture the spies, imprison them in the tower, and hold them for Althea. She will not turn her captives over to Marynnek.

Krayquer will fight beside her, but if the battle starts to go badly for either one of them, they will both flee toward the area 3, hoping to draw the PCs through the secret door in the north wall and into the cloister (area 4) where they will face Mordant. It's not a good plan. If Euli and Krayquer flee through the secret door, the abrupt entrance will surprise Mordant. The dragon will react by attacking Krayquer with a bite and claws attack. Euli needs to make an Animal Handling (+6) DC 20 to get Mordant under control. She can check once per round. This should give the PCs enough time to escape.

The PCs should not try fighting the dragon. It's out of their league. But perhaps they can enjoy watching Krayquer get devoured.

Euli: Drow Priestess of Iuz: Chaotic Evil (loyal to Althea) AC 15 (chain shirt), HP 30 St 10, Dex 14, Con 10, Int 11, Wis 16, Cha 14. Cantrips: dancing lights, darkness, fairy fire, sacred flame, inflict light wounds; 1<sup>st</sup> (3 slots): command, ray of sickness, guiding bolt; 2<sup>nd</sup> (2 slots): web, protection from poison. Domain spells: hex, spittle. Innate: Weapon: Scourge +3 1d6+2 plus 1d6 poison; Spell DC 13 Spell bonus +5

Krayquer: Fighter 5: Neutral Evil. AC 16 HP 44 St 18 Dex 14 Con 15 Int 11 Wis 13 Chap 9. Extra attack (2 attacks) Long Sword +7/1d8+4. Carries potion of healing.

If Krayquer is captured, he will attempt to bargain for his life with information.

- The identity of Blackclaw spies back in Crystalreach
- The story of the Flight of Fiends. He does not know what caused the Flight of Fiends, but he knows the priests of Iuz are desperate to find out.
- The background to the Cragson Mines plot
- The truth about the empty thrones in the Hall of Dread
- Rumors about the Blood Moon festival (see appendices)



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## Scene 15: Flight from Molag

### Captured?

If the PCs end up captured by anyone loyal to Althea, they will be held in a dungeon level beneath the tower until Althea returns (one month later). She will interrogate them, shatter their minds, show them a false visions, smite them with Chain Madness, and release them to return to Furyondy.

If the PCs end up captured by anyone loyal to Marynnek, they will immediately be taken to the Chapter House to be interrogated by Marynnek (area 5). He will have them tortured (area 7) and then use charm spells and truth spells on them to obtain information. Once finished with them, he will turn them over to Deeze who will execute them at the Tower Ring Gate House and hang their bodies on the gibbets.

Of course, a daring escape is also possible.

### Mordant

At some point, the PCs should feel they have acquired enough information to leave Molag, meet the crew of the *Lucky Prince* at The Quays, and push off for Fort Belvor. If the PCs left any evidence of their visit to the inner city of Molag, they will not even be across the river before they see the terrifying sight of Mordant circling above them. The dragon has been sent either by Euli or Marynnek himself to kill the PCs and sink the raft. She will make three low swooping passes over their heads requiring Wisdom check DC 16 by everyone on the raft or suffer Frightful Presence effects. Then she will bank, spread her wings to air-break, and unleash a breath weapon at the raft. The breath weapon will not hit the PCs, but it will kill several members of the crew and damage the raft. Roll for structural damage on the raft.

Unbeknownst to the PCs, Bigby watches the battle from atop the battlements of Fort Belvor. Using his great power to extend his Bigby's Crushing Hand spell, he grasps the dragon.

You see Mordant thrashing about in midair. A huge translucent hand has grappled the dragon and seems to be squeezing the life out of it. The dragon's wings beat helplessly against the air, and the wyrm writhes wildly.

Roll out the battle between Mordant and Bigby's hand using the following mechanics for the spell.

### Bigby's Crushing Hand

9th level evocation

**Casting Time:** 1 action

**Range:** Visual range

**Components:** V, S, M (an eggshell and a snake skin glove)

**Duration:** Concentration up to 1 minute

This spell creates a huge translucent hand attacking a target you can see. A successful Strength check will allow the target to escape being grappled by the hand, with a DC equal to 25 plus the caster's proficiency bonus. After a failed check, the target is grappled. Target can repeat the check once per turn at disadvantage. A target grappled by the hand takes 2d10 crushing force damage, on very subsequent turn 4d10. The hand is an object with AC 20 and HP equal to those of the HP of the spellcaster. Str 15 + Spell Attack Modifier, Dex 10 + spell caster's Dex bonus. If the hand drops to 0, the spell ends.

**Mordant the black dragon:** AC 19, HP 200, Frightful Presence Wisdom save DC 16; Bite: +11/2d10+6, Claw +11/2d6+6, Tail +15/2d8+8, Breath 60' range 5' wide 15d8, dex save DC 18 for ½ damage.

If Mordant escapes the grasp of the spell before being crushed to death, she will fly away toward the Howling Hills in terror and never be seen south of Lake Whyestil again. The PCs can raft or swim to the far shore where men of Fort Belvor are dispatching rowboats to pluck them from the water.

The PCs will be successful if they have killed or captured Krayquer and obtained the following information: "The fiends have all vanished. There are no fiends in Molag. The Hierarchs are not present either. The city is under the direct control of Iuz through his priesthood." If the players have not obtained that information or if they are unable to articulate that information, they have failed to meet their objectives.

Now that he knows there are no fiends in Molag, Bigby will feel confident revealing the tale of the Crook of Rao and the Flight of Fiends to the PCs (see appendices). He will also feel more confident using a teleport to bring the PCs and their information back to Great Wall. Once Jakarta learns that the Crook of Rao has successfully banished the demons and devils, the Great Northern Crusade commences immediately with the assault on Grabford. The PCs will be crucial players in that campaign. (See the forthcoming *Assault on Grabford*.)

If the PCs fail in the quest, the assault on Grabford will happen anyway, but the army will proceed with much more caution and uncertainty.

## Experience and Treasure

For the most part, treasure and magical items are not included in the adventure descriptions. The DM should feel free to award both at his discretion as the party progresses through the various encounters, but this is not a big treasure-hall campaign. The party's objective should not be the loot of Molag, it should be the successful completion of their reconnaissance mission.

*The Devils of Molag* is an unconventional adventure. Total experience points should not be based only on the number of foes defeated but on how well the PCs performed in their espionage role and whether or not they met their objectives.

**2 Experience Levels:** Party successfully met all objectives, discovered the truth about the Flight of Fiends, the Blood Moon Festival, and the faux-devils of Molag, captured or killed Krayquer, escaped with the critical information.

**1 Experience Level:** Party successfully met most of the above objectives.

If the party met none of the above objectives, divide the value of total experience for foes slain among participants in the battles.



## Appendix A

### Two Tales of a City

The following stories are critical to the meta-plot of *The Devils of Molag*, but don't just read them to the players. Instead, the PCs should learn bits and pieces of the stories over the course of the adventure, slowly putting together the truth of the story from clues dropped through contact with various NPCs. War Duke, Krayquer, and Iuzian priests can relate pieces from the Tale of the Blood Moon Festival and information about the Flight of Fiends. Bigby can tell the tale of the Flight of Fiends in whole, but he will not do so until the completion of the adventure. He does not want to risk the information falling into the hands of Iuz or the Hierarchs.

### The Blood Moon Festival

#### Spoiler Alert

When Iuz returned from his imprisonment beneath Castle Greyhawk and discovered how his former servants had made themselves lords of Molag and the so-called "Horned Society," he feigned pleasure with over their new allegiance to Nerull and the Hells. He knew that the Hierarchs were but men—those so-called Dread and Awful Presences—not the devils they masqueraded to be. But he tolerated them and made alliance with them while he gathered his strength. He sent his priestess Althea as an ambassador to Molag, and she encouraged the Hierarchs to invade Shield Lands, assuring them of her master's support.

At the outset of the Greyhawk Wars, Iuz betrayed his new allies and brought his terrible armies of orcs and fiends to the very walls of Molag. The masters of the Hierarchs withdrew their armies from Shield Lands to meet the onslaught. Moreover, they summoned monstrous creatures from the lower planes to fortify the defense of Molag. Hideous hordlings rubbed shoulders with even worse – daemons of all sorts, and the awful demodands of Tarterus. A terrible battle raged day and night for a week. When it finally ended, all of the things summoned were dead or returned to their own places, and the forces of Iuz withdrew.

The Hierarchs reveled in their victory. Had they not withstood the siege and stopped the forces of Iuz outside their walls? Surely Iuz had overextended his reach. Surely the siege was at its end! "Why

shouldn't we sally forth and pursue them all the way back to Black Dorakaa?" the lords of Molag exclaimed.

Prematurely the Hierarchs celebrated. Little did they realize the attack had been intended only as a distraction to give the High Priestess Althea opportunity to spring her plan into action.

The hour came in the month of Coldeven CY 582, at the height of the Blood-Moon Festival, while all the city of Molag reveled in their victory. By the combined power of Iuz and Zugtmoy, Althea banished Anthraxus from Oerth and stripped away his power. All the wards and sigils of protection with which the Hierarchs had wrapped themselves came unbound. Assassins of Iuz slew the Dread and Awful Presences, and they died like men and women of flesh and blood. The blow came so swiftly that the Hierarchs had no time to call again on extraplanar aid before they were massacred. The citadels and streets of Molag ran red with blood. Rumor says some few survived the coup and fled the city that night, but of a truth, most washed the paving stones of Molag with their all too human blood. Under Althea's direction, the demonic forces of Iuz quickly replaced the fallen lords, taking up their visage and form like a man wraps a cloak around his shoulders. They also took up their seats upon the thirteen thrones in the Hall of Dread where they made a show of taking counsel and deliberating over strategy. Most of Molag never suspected the ruse. At length, the imposter Hierarchs announced that they should sally forth, and all the force of Molag with them, to pursue the forces of Iuz. They ordered the gates of the city opened, but the besiegers stood ready. Molag fell to the mundane armies of Iuz. With the aid of fiends and his orcish army sweeping across the plains of the Horned Society's lands, Iuz vanquished his old enemies in days rather than weeks. In less than a fortnight, the Hierarchs became creatures of mere legend, and Iuz held absolute control over the Horned Society.

Instead of men masquerading as devils on the thirteen thrones of Molag, demons disguised as devils ruled in their place. The fiends in Iuz's service were babau, alu-fiends, succubi and major cambions, all capable of shape changing or polymorphing so that they could take the appearance of the baatezu who once roamed the streets and occupied the thrones of Molag. The tanar'ri regarded this as one huge joke—until the Flight of Fiends made a sudden end to their laughter.

## Molag after the Flight of Fiends

The abrupt and unexpected disappearance of the fiends from Molag left the priests of Iuz scrambling to maintain control. Althea and Marynnek needed to perpetuate the ruse of the baatezu presence to keep the Horned Lands from descending into chaos.

Outside Molag, the sudden disappearance of the fiends left the hobgoblin tribes without field commanders, and the northern tribes turned on the southern in a great bloodletting. Only by difficulty did Althea and Marynnek manage to bring the Horned Lands' army back under control. Using spellcraft and polymorph, they replaced missing devils to subdue the ranks and make a show of their presence in the city. They employed War Duke to impersonate a baatezu who could inspire fear and respect. Finally, Althea coerced the black dragon Mordant from the Howling Hills to terrorize the population, and Marynnek brought in fire giants to take command of the hobgoblin armies.

Now Althea has been summoned back to Dorakka to assist in trying to reopen the gates to summon up new fiends for the armies of Iuz, and Marynnek is left in control of the city.

## The Flight of Fiends

### Spoiler Alert

**Short version:** Several months ago, Canon Hazen of Veluna used an ancient artifact called the Crook of Rao to banish all the fiends of the Flanaess. They all disappeared, leaving the Horned Lands and Empire of Iuz in chaos.

**Long Version:** *(Bigby might drop a few cryptic hints here and there, but he will withhold this story from the PCs until after the successful completion of the mission.)*

In times long forgotten and obscured in legend, the gods made war with the One who Slumbers (Tharizdun). The conflict drew even the peaceful Rao into the war, and he gave his own staff—a simple shepherd's crook—into the hand of the deva Incarum, who used it to banish the minions of Tharizdun from the face of the world and close them up in the lower planes.

Many are the tales I could tell you of this powerful artifact. It has the power to expel fiends and send

them back to the Hells and the Abyss from which they come.

More than five hundred years ago, holy men rediscovered the Crook concealed in a sacred place. They built the city of Mitrik around that sanctuary. Yet some arrogant folly befell the people of that place. During the wars with Keoland, the Velunese brought the Crook out from its sacred place and carried it to war. Their holy men tried to wield it like a weapon in the defense of Devarnish, and they failed. The Crook was taken as spoils of war by the invading Keoish forces. After that sacrilege, the Crook disappeared from history until some colleagues of mine discovered it hidden beneath Castle Greyhawk. We used it to thwart Iggwilv, the mother of Iuz (*Isle of the Ape*). By the power of the Crook, the forces of weal banished an entire army of fiends she had summoned up. But Iggwilv took her vengeance upon the artifact, snatching it away from us in our moment of victory. (I have my own suspicions that she was helped by one of our own members in the name of "balance." You can probably guess his name.)

I know that she tried to undo the power of the Crook; tried to destroy it. Despite her great power, the fiend's whore found she could not break the hornwood staff or undo the power the god had laid upon it, so she laid her own mischief upon it.

Long I searched for it, but no scrying or divination would yield up the place she had hidden it. Then came the recent war with Iuz. Had the Crook been in Mitrik where it belonged, Iuz could have been stopped at the outset, just as we had used it to stop his mother. The Canon Hazen of Veluna implored my circle of colleagues to help him retrieve it. He was desperate to find the Crook, and he beseeched me to assist him. I did what I could, but I could discover neither what had become of Iggwilv nor the Crook.

In the last days of the war, not long before the Pact of Greyhawk, a certain priest of Zodal came to me with a rumor. He said, "There are members of my order who claim to have seen the sacred shepherd's staff in the city of Rel Astra, held in the unholy hands of Drax the Invulnerable." I first thought this an outrageous joke. Impossible! How could that foul undead animus hold the sacred staff of Rao, but as I looked into the matter, I saw the truth of it. This was Iggwilv's mischief. She had poisoned the Crook and

given it to the two-headed Fiend-Sage of Drax in exchange for some diplomatic loyalties.

I wasted no time. I sent persuasive embassies to Rel Astra and offered a trade for an equivalent in magical items. The Lord Drax accepted my offer, for he knew of Iggwilv's curse, and he supposed the Crook would be our undoing.

The Canon Hazen sent his second-in-command, the Patriarch Lemuel, with a shipment of magical swords, wands, and staves for the trade. A party of noble adventurers accompanied him to protect the cargo on the long journey. They travelled thousands of miles, beset every step of the way by bandits, spies of Iuz, and powerful mages who coveted the magics, but with the blessing of Rao and my own assistance as I was able, they succeeded and returned the Crook to Mitrik a year ago. I was privileged to put the Crook of Rao into the hand of Canon Hazen of Veluna.

The Canon and I prepared the artifact for a ceremony of Absolute Banishment which we believed we could use against Iuz, the demons of Dorakka, and the devils of Molag. We hoped the Crook could, at the very least, banish the fiendish commanders of their armies as it had banished the yugoloths of Iuz's mother Iggwilv. Indeed, the potential for good seemed enormous. The Canon believed that, if we succeeded, we might expell the demons and the devils from the whole of the Marklands, perhaps from all of Northern Marches, perhaps from all the Flanaess. We even dared to hope that we might Banish the Old One himself.

But in my research of the artifact, I detected Iggwilv's mischief. From a spy of ours in Rel Astra, we learned the truth of the matter. Iggwilv ensorcelled it with a corruption that causes the banishment to backfire. Rather than banish the fiends as the Crook is meant to do, instead, the artifact has been perverted to summon up such fiends, releasing every demon and devil it has ever banished. We labored for months to undo the curse and remove the taint. We had no way of knowing if we had succeeded or not.

I implored the Canon Hazen and King Belvor not to risk it. "If it misfires, and Iggwilv's Curse is released, it will open a portal to the netherplanes and release an apocalypse of nightmares unseen since the wars with Tharizdun! Iuz will be the least of our nightmares."

The Canon Hazen would not heed my warnings, and, against my pleading, he persuaded King Belvor to gamble with the fate of all Oerth. "Prepare for a War of Retribution to pay the Old One for all the hurts he has inflicted upon your kingdom," the Canon said.

Assured by his faith in Rao, Canon Hazen prepared the ritual. On an auspicious day for dark rituals in the month of Coldeven (at the height of the Blood Moon Festival CY 586), this very year, he summoned the full College of Bishops. Wielding the Crook and invoking the power of Rao, he conducted the rites of Absolute Banishment. Of course, I assisted them with what spells I could to assure success, amplify the range, and suppress Iggwilv's curse upon the artifact. Moreover, seven of the holy bishops of the college applied their prayers and blessings against the Iggwilv's will, sacrificing themselves against the danger.

On that day, Canon Hazen ascended the high altar of the stone, invoked his god, held the staff aloft, and opened a door to hells and unto the abyss. Alas! We did not know the direction the door would swing. It could have been the moment of our salvation or the damnation of all Oerth. Those of us gathered around him peered into the depths of the Nine Hells and Layers of the Abyss, and we heard the shrieks and screams of the servants of Sleeping One. They gnashed their teeth at us and rushed up in a fury of beating wings and groping hands to be released.

Back and forth the door seemed to swing. Each time one of those foul things rose from below, the Canon Struck it down with the Crook, sending it tumbling back. Hour after hour he stood guard, warding our world against them, and by the gods, he succeeded. A holy terror descended upon the fiends of these lands, and in every place they lurked, they fled away shrieking, banished from our world, as if chased by angels. In a rush like a mighty flood let loose from a bursting dam, they fled through the door, screaming and wailing as they passed. When at last they had gone, I raised myself from the floor where I had fallen and looked about, but none still stood to assist me. The bishops all lay prone, as if struck dead, and even the Canon Hazen lay sprawled upon the temple floor, still clutching the Crook in his right hand.

I thought him dead. Indeed, the life had been drained from him, and the weight of uncounted years descended upon him. His hair and beard had turned white, and lines of age beyond his years now etched

his face. With what magic I had left, I revived him, snatching him back from Nerull's hand. I said, "My Grace! You must finish it and close the portal. Quickly, before we all perish." Summoning his last strength, he rose again, closed the portal and sealed their fate. Not all of them, to be sure, for many held their grip in our world, and some, like the fiends in Rel Astra, had prepared themselves in advance lest they be dislodged by the Crook. Most, however, found themselves banished. It will be a century or more before they can be summoned again.

Since that gracious event, the canon has made few public appearances. He has aged unnaturally; the ceremony has enfeebled him. Yet he and his holy retinue stood at King Belvor's side in Chendl on the first day of Readying when the King declared the muster for what he termed a "great northern crusade."

I was there too, but I felt less confident than the king. I had already received reliable and incontrovertible evidence that Iuz remained on his throne, unvanquished by our great effort. That is why I needed to determine the extent of our success before I could sanction the crusade. And that's where you came in to determine the truth about the *Devils of Molag*.



#### Appendix B:

### **NPCs, Priests of Iuz, and Spells**

There's lots of NPCs in *The Devils of Molag*, including some big names like Bigby, Warduke, and the Lesser Boneheart priest of Iuz Marynnek. In the following pages, you'll find these and a few of the other major NPCs. In addition, a few excerpts from Joe Bloch's *Greyhawk Players Options 5e: Faiths of the Flanaess* and *Wizards of the Flanaess* greyhawkgrognard.com provide spells and game mechanics for using Bigby's spells and for the priests of Iuz. For further information on the priests of Iuz, consult *WGR5 Iuz the Evil*.





# ANDRUI

Wizard 9 (Evoker)

CLASS & LEVEL

50,400

EXPERIENCE POINTS

Greyhawkstories.com

PLAYER NAME

Human

RACE

Noble

BACKGROUND

The Great Northern Crusade

CAMPAIGN or PLAYER ID

STR  
**+0**  
10

**+4** PROFICIENCY BONUS

ARMOR CLASS (AC)

INITIATIVE

SPEED

**13**      **+3**      **30 ft.**

FEATURES, TRAITS & MORE

**Alignment: Neutral Good.** I help others according to their needs and promote compassion above all else.

**Noble Background [PHB p. 135]**

- **Feature:** Position of Privilege
- **Traits:** I convinced himself long ago that his peculiar tastes are the epitome of taste and style. I have a sharp creative mind.
- **Ideal:** Freedom: People deserve the chance to live free of tyranny under luz.
- **Bond:** I would die rather than betray or disappoint Bigby.
- **Flaw:** I am dogmatic in my thoughts and philosophy.

**Human Traits [PHB p. 29]**

- Age: ~~31~~ years old
- Medium Size (5'7", 176 lbs.)

**Wizard Class Features [PHB p. 112]**

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 5 levels after short rest once per day)
- Evocation Savant (copy such spells in half the time)
- Sculpt Spells (exclude 1 + spell's level targets from effect of evocation spell)
- Potent Cantrips (targets that save still take half damage)

**Spellcasting [PHB p. 201]**

**Spell Attack Modifier +8**  
**Spell Save DC 16**

**Cantrips Known:** *Blade Ward, Friends, Ray of Frost, True Strike*

**Prepared Spells**

- 1st Level (4 slots): *Mage Armor, Magic Missile, Witch Bolt, Detect Magic, Charm Person*
- 2nd Level (3 slots): *Melf's Acid Arrow, Gust of Wind, Invisibility*
- 3rd Level (3 slots): *Fireball*
- 4th Level (3 slots): *Ice Storm, Wall of Fire, Confusion*
- 5th Level (1 slot): *Bigby's Hand*

DEX  
**+3**  
16

SAVING THROWS

- +0 Strength Saves
- +3 Dexterity Saves
- +0 Constitution Saves
- +8 Intelligence Saves \*
- +5 Wisdom Saves \*
- +0 Charisma Saves
- \* *Prof. bonus added*

HIT POINTS

HIT DICE

**38**      **9d6**

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+0 bludgeoning damage. (If used two-handed in melee, does 1d8+0 damage.)

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. 1d4+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

**Skilled Feat [PHB p. 170]:** Extra proficiencies.

**War Caster Feat [PHB p. 170]:** Adv. on Constitution saves to maintain concentration when hit, cast somatic even when something in both hands, cast spell for opportunity attack reaction.

**Ray Of Frost Cantrip.** *Ranged Spell Attack:* +8 to hit, targets one creature or object within 60 ft. range. *Hit:* 2d8 cold damage and target's speed reduced by 10 feet for one round.

EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** two (2) daggers, quarterstaff, set of fine clothes, a signet ring, a scroll of pedigree, a purse. (This load is about 12 lbs.; add 1 lb. per 50 coins carried. Note your *bag of holding* holds 500 lbs.)

**Magic Items [DMG p. 135]**

- *bag of holding*
- 2 *potions of healing* (2d4+2 hp)

(a) *Item attuned to character.*

**Coins & Gems:** 764 gold pieces (gp); 12 silver pieces (sp); 63 copper pieces (cp); 2 gems (worth 100 gp each)

CON  
**+0**  
10

SKILLS

- +3 Acrobatics (*Dex*)
- +1 Animal Handling (*Wis*)
- +8 Arcana (*Int*) \*
- +0 Athletics (*Str*)
- +0 Deception (*Cha*)
- +8 History (*Int*) \*
- +1 Insight (*Wis*)
- +0 Intimidation (*Cha*)
- +8 Investigation (*Int*) \*
- +1 Medicine (*Wis*)
- +4 Nature (*Int*)
- +1 Perception (*Wis*)
- +0 Performance (*Cha*)
- +5 Persuasion (*Cha*) \*
- +4 Religion (*Int*)
- +3 Sleight of Hand (*Dex*)
- +7 Stealth (*Dex*) \*
- +1 Survival (*Wis*)

INT  
**+4**  
19

\* *Prof. bonus added*

**11** PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

**Armor:** none

**Weapons:** dagger, dart, light crossbow, quarterstaff, sling

**Tools:** alchemist's supplies, gaming set (Dragonchess)

**Saving Throws:** Intelligence, Wisdom

**Skills:** Arcana, History, Investigation, Persuasion, Stealth

**Languages:** Common, Dwarvish, Gnomish

ENCUMBRANCE

**Lifting & Carrying:** 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.

# BIGBY

Medium humanoid (human), lawful good

**Armor Class** 22 (mage armor + staff of power + ring of protection +3)

**Hit Points** 130 (20d6 + 60)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	20 (+5)	16 (+3)	12 (+1)

**Skills** History +11, Arcana +11, Investigation +11, Medicine +9, Religion +11

**Saving Throws** Strength +2, Dexterity +6, Constitution +5, Intelligence +13, Wisdom +11, Charisma +3

**Senses** passive Perception 13

**Languages** Common, ????????????

**Challenge** 20 (25,000 XP)

**Cloak of Displacement.** This cloak projects an Illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on Attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are Incapacitated, Restrained, or otherwise unable to move.

**Staff of Power.** 20 charges. List of spells that Bigby can cast expending the amount of charges listed below, using his spell attack and DC: *cone of cold* (5 charges), *fireball* (5th-level version, 5 charges), *globe of invulnerability* (6 charges), *hold monster* (5 charges), *levitate* (2 charges), *lightning bolt* (5th-level version, 5 charges), *magic missile* (1 charge), *ray of enfeeblement* (1 charge), or *wall of force* (5 charges).

**Arcane Recovery (1/Day).** When he finishes a short rest, Bigby recovers all his spell slots from 4th level and lower.

**School of Abjuration - Arcane Ward.** When Bigby casts an abjuration spell, he can create a magical ward that lasts until he finishes a long rest. The ward has 25 hit points. Whenever you take damage, the ward takes it instead. Once it depletes to 0 HP, casting an abjuration spell level will add twice the spell level as HP.

**School of Abjuration - Spell Resistance.** Bigby has advantage on saving throw against spells and he has resistance against the damage of spells.

**Spellcasting.** Bigby is a 20th-level spellcaster. his spellcasting ability is Intelligence, (spell save DC 19, +15 to hit with spell attacks.) He can cast *shield* and *misty steps* at will. He can cast *counterspell* and *dispel magic* adding his proficiency bonus and without expending a slot slot, but he can't do so again until he finishes a short or long rest. He still adds his proficiency bonus to those two spells. Bigby has the following spells prepared:

Cantrips (at will): *mending*, *minor illusion*, *toll the dead*, *blade ward*, *shocking grasp*

1st level (4 slots): *mage armor*, *detect magic*, *disguise self*, *charm person*, *expeditious retreat*

2nd level (3 slots): *mirror image*, *blur*, *web*, *phantasmal force*

3rd level (3 slots): *lightning bolt*, *sending*, *blink*, *nondetection*, *hypnotic pattern*

4th level (3 slots): *dimension door*, *stoneskin*, *greater invisibility*

5th level (3 slots): *wall of force*, *bigby's hand*

6th level (2 slots): *desintegrate*, *sunbeam*

7th level (2 slots): *finger of death*

8th level (1 slot): *power word stun*

9th level (1 slot): *invulnerability*, *wish* (scroll of *true polymorph*)

## Actions

**Toll the Dead.** Ranged Spell Attack: +15 to hit, range 60ft., one target. *Hit* 18 (4d8) or 26 (4d12) if the target is below maximum hit points.

**Staff of Power.** Melee Weapon Attack: +8 to hit, reach 5ft., one target. *Hit* 6 (1d8+2), plus 1d6 force damage if Bigby expends 1 staff charge.

## Reactions

**Projected Ward.** When an ally within 30ft from Bigby takes, damage, he can use his reaction to have his Arcane Ward absorb the damage instead. If the ward is reduced to 0 HP, the warded creature takes the remaining damage.

Excerpt from Joe Bloch's "Wizards of the Flanaess" available from [www.greyhawkgrognard.com](http://www.greyhawkgrognard.com).

## SPELL DESCRIPTIONS

### BIGBY'S BATTERING GAUNTLET

4th level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a metal rod with a mail gauntlet hung on one end)

**Duration:** Concentration, up to 1 minute per level of the caster

This spell brings into being a battering ram of pure force between 9-12 feet in length and 2 feet in diameter, sheathed in a violet hue and bearing a large fist at the end of the ram. The ram is such that it can only be used against portals that are designed to be opened, such as doors, gates, etc. It cannot be used against other objects such as walls, bridges, chests, etc., nor can it be used against living creatures. The ram will do 30 (6d10) hit points of battering damage per minute.

The ram itself cannot be destroyed or damaged by conventional means, but magical attacks will destroy it if it receives damage equal to half the hit points of the caster at the time the spell was cast. It is immune to psychic and poison damage, magical or not. A *dispel magic* or *disintegrate* spell will destroy the gauntlet. The ram cannot move, and will disappear if the caster moves more than 60' from it.

### BIGBY'S BESIEGING BOLT

6th level evocation

**Casting Time:** 1 action

**Range:** Special

**Components:** V, S, M (a small stone sprinkled with 20 g.p. of diamond dust)

**Duration:** Concentration, up to 1 minute per 2 levels of the caster

This spell allows the caster to bring into being a siege engine of pure magical force. It will function in all ways as if it were a mundane piece of equipment

(see the Dungeon Master's Guide for details on siege equipment). The siege engine can fire once every two minutes, and requires no crew. The type of siege engine that can be invoked depends on the level of the wizard:

Wizard's Level	Siege Engine Type
11th	Ballista
13th	Mangonel
15th	Trebuchet

### BIGBY'S BOOKWORM BANE

1st level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (child-sized leather glove)

**Duration:** Concentration, up to 10 minutes

This spell is designed to eradicate a pest of particular destructiveness to wizards and their ilk; the bookworm. The spell brings into being a magical, disembodied hand that will systematically go through the wizard's library and crush any bookworms it comes across. The hand will search 100 books and/or scrolls per turn, with a 95% chance of successfully detecting a worm, if present. The books and/or scrolls will be returned unmolested to their original places.

Once found, the hand will pursue and attack the worm until it is destroyed, attacking once per turn, in addition to its special search and movement actions. A successful attack means the worm has been destroyed, and the hand will continue to search for the duration of the spell. This hunting and slaying activity counts as a bonus action during your turn. The hand has a strength of 8, an AC of 10, and is destroyed by 4 points of magical damage. It cannot perform any other function or attack any other sort of creature or object.

## BIGBY'S CONSTRUCTION CREW

4th level evocation (ritual)

**Casting Time:** 10 minutes

**Range:** 360 feet

**Components:** V, S, M (miniature tools worth at least 500 g.p.)

**Duration:** 12 hours

This spell brings forth a number of pairs of hands equal to the caster's experience level, each holding various carpentry tools. Each pair of hands can do the work of a single carpenter, miner, mason, or sapper. The pairs of hands cannot fight in any capacity, and have as many hit points as the caster has levels, although they are immune to non-magical damage, as well as psychic and poison damage of any type.

## BIGBY'S DEXTEROUS DIGITS

2nd level evocation

**Casting Time:** 1 action

**Range:** 270 feet

**Components:** V, S, M (pair of gloves embroidered with the caster's initials, worth at least 10 g.p.)

**Duration:** Concentration, up to 30 minutes per level of the caster

This spell calls into being a pair of disembodied hands under the control of the caster. The hands can do everything the first-level spell Unseen Servant can do, but the Dexterous Digits have greater fine motor control, being able to work with laboratory equipment, play a musical instrument, write, use sign language, use tools, etc. Each hand can carry up to 20 lbs. individually or 50 lbs. together. Doing so counts as a bonus action during your turn. They cannot wield a weapon or otherwise make an attack action. The hands can move 120 feet per turn, but cannot be separated farther than the caster's own hands can be. If ordered to move more than 90 feet from the caster, the hands will be dispelled. They cannot enact the somatic component of a spell on behalf of the caster or

anyone else. The hands will be dispelled if they receive 6 hit points of magical damage.

## BIGBY'S FANTASTIC FENCERS

5th level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (small silver amulet in the shape of a gauntlet holding a sword, worth at least 1,000 g.p.)

**Duration:** Up to 1 round per level of the caster

This spell calls into being a single hand of magical force holding a longsword. Each hand fights as if it were a fighter of a level equal to half that of the caster. Concentration is not required; the hands of the fencers are simply given verbal orders, which they will obey. Each fencer hand has an AC of 18 and can take 15 h.p. of damage before being destroyed. The hand is immune to poison or psychic damage. Each hand can move 30' per round, but if it moves more than 120' from the caster, it disappears.

Once per minute, if the fencer hits, the target must make a strength check with a bonus of +4. If it fails, the target will drop one weapon held in hand, if applicable.

## BIGBY'S FEELING FINGERS

1st level evocation

**Casting Time:** 1 action

**Range:** 180 feet

**Components:** V, S, M (child-sized silk glove and a swan feather)

**Duration:** Concentration, up to 1 hour plus 10 minutes per level of the caster

This spell calls into being a magical disembodied hand under the control of the caster. The hand cannot hold, carry, or lift anything, but it has great tactile sensitivity, and will transmit such feelings back to the caster, enabling him to feel cracks,



textures, gaps, etc. The hand can search a 10' x 10' area in 10 turns, and gives advantage to the caster when making a Wisdom (Perception) check when searching for secret doors, elevator floors, pressure plates, etc. If a nonmagical trap is known to be somewhere, the hand can trigger it. Engaging in these functions counts as a bonus action during your turn. The hand will be dispelled if it takes 4 points of magical damage, is immune to psychic and poison damage, and has an AC of 10.

### BIGBY'S FORCE SCULPTURE

4th level evocation (ritual)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (lump of soft clay with diamond dust mixed in; see below for details)

**Duration:** Special

This spell allows the caster to create a solid object out of pure magical force. The exact nature and characteristics of the object that can be created depends on the spell slot level being used for the spell. The sculpture can be destroyed by as many hit points of non-psychic/poison magical damage as the caster has hit points.

4th level spell slot: The object can be up to 7 cubic feet in volume. It cannot have any sharp edges or distinct details, cannot have moving parts, and must be rigid. Examples: ladder, plank, stair, etc. The material component requires at least 50 g.p. worth of diamond dust. Duration is 10 minutes per level of the caster.

5th level spell slot: The object can be up to 48 cubic feet in volume. It can have sharp edges and fine detail (detail takes 2d4 minutes and requires a successful Dexterity (Create Art) check), can have simple moving parts, and must be rigid. Examples: wagon, chariot, sword, quiver full of arrows, etc. The material component requires at least 100 g.p. worth of diamond dust. Duration is 30 minutes plus 10 minutes per level of the caster.

8th level spell slot: The object can be up to 135 cubic feet in volume. It can have sharp edges and fine detail (detail takes 2d4 minutes and requires a successful Dexterity (Create Art) check), can have complex moving parts, and can be flexible. Examples: ship, crossbow, mechanical clock, net, rope bridge). The material component requires at least 1,000 g.p. worth of diamond dust. Duration is 1 hour plus 10 minutes per level of the caster.

### BIGBY'S PUGNACIOUS PUGILIST

3rd level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (mitten stuffed with cotton and a small brass bell)

**Duration:** Concentration, up to 2 rounds per level of the caster

This spell brings into being a pair of disembodied fists, which the caster can order to make an unarmed bludgeoning strike against any foe in range that the caster can see. The hands have a strength of 18 (+4) and can only bludgeon; they cannot shove or grapple. The hands must attack the same target each turn, and attack as if they were a fighter of half the caster's level, have 6 hit points, are immune to psychic and poison damage, and have an AC of 16. They disappear when they reach 0 hit points.

### BIGBY'S SILENCING HAND

2nd level evocation

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (cloth glove smeared with honey or syrup)

**Duration:** 2 minutes per level of the caster

This spell brings into being a disembodied hand which will immediately fly to any single creature within range that is visible to the caster and clamp itself over the mouth. The target is entitled to a



Dexterity saving throw to avoid the hand; if the throw is successful the hand disappears. The creature so affected cannot speak, cannot cast spells requiring a verbal component, and cannot activate any magic items requiring a command word. The hand cannot be pulled off physically, but can be dispelled by 24 points of magical (non-psychic/poison) damage or a *dispel magic* spell.

### BIGBY'S STRANGLING GRIP

5th level evocation

**Casting Time:** 1 action

**Range:** 30' per level of the caster

**Components:** V, S, M (pair of gloves sewn as if choking a glass bottle neck)

**Duration:** Concentration, 2 rounds

This spell brings into being a pair of disembodied hands which will immediately fly to any single creature within range that is visible to the caster, grasp its throat, and begin to strangle it. The target creature must be humanoid and have a relatively unprotected throat, and must be within 2' of the caster's height (taller or shorter). The hands attack as if the caster were attacking, but have advantage due to the speed of the attack. A successful Strength check will allow the victim to pull the strangling hands off its throat, with a DC equal to 20 plus the caster's proficiency bonus.

sprinkled over the creature to be affected, and disappears as the spell is cast.

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### Bigby's Crushing Hand

9th level evocation

(adapted by Greyhawkstories)

**Casting Time:** 1 action

**Range:** Visual range

**Components:** V, S, M (an eggshell and a snake skin glove)

**Duration:** Concentration up to 1 minute

This spell creates a huge translucent hand attacking a target you can see. A successful Strength check will allow the target to escape being grappled by the hand, with a DC equal to 25 plus the caster's proficiency bonus. After a failed check, the target is grappled. Target can repeat the check once per turn at disadvantage. A target grappled by the hand takes 2d10 crushing force damage, on very subsequent turn 4d10. The hand is an object with AC 20 and HP equal to those of the HP of the spellcaster. Str 15 + Spell Attack Modifier, Dex 10 + spell caster's Dex bonus. If the hand drops to 0, the spell ends.

See also Bigby's Hand spell in Player's Handbook.



# CAPTAIN PADDY-LASH

Rogue 5 (Swashbuckler)

CLASS &amp; LEVEL

6,825

EXPERIENCE POINTS

PLAYER NAME

Human

RACE

Guild Artisan

BACKGROUND

CAMPAIGN or PLAYER ID

STR  
**+1**  
12

**+3** PROFICIENCY BONUS

ARMOR CLASS (AC)

INITIATIVE

SPEED

**16**      **+8**      **30 ft.**

## FEATURES, TRAITS & MORE

**Alignment: Neutral.** I will help others, but avoid serious personal risks or loyalties that don't benefit me.

### Guild Artisan Background [PHB p. 132]

- **Feature:** Guild Membership.
- **Traits:** Family are distillers. Ancestors came from the future.
- **Ideal:** Freedom is a right to all.
- **Bond:** Won't work for the unworthy.
- **Flaw:** Sabotaged a rival business.

### Human Traits [PHB p. 29]

- Age: 41 years old
- Medium Size (5' 6", 180 lbs.)

### Rogue Class Features [PHB p. 94, XGtE p. 47]

- Expertise (prof. noted with \*\*)
- Sneak Attack (+3d6)
- Thieves' Cant (slang speak in code)
- Cunning Action (Dash, Disengage or Hide)
- Fancy Footwork (melee attack denies one target opportunity attacks vs. you)
- Rakish Audacity (Cha. bonus to initiative)
- Uncanny Dodge (use reaction for half damage vs. attack you can see)

DEX  
**+5**  
20

## SAVING THROWS

- +1 Strength Saves
- +8 Dexterity Saves \*
- +2 Constitution Saves
- +4 Intelligence Saves \*
- 1 Wisdom Saves
- +3 Charisma Saves
- \* Prof. bonus added

HIT POINTS

HIT DICE

**38**      **5d8**

DEATH SAVES: Success O O O Fail O O O

CON  
**+2**  
14

## SKILLS

- +5 Acrobatics (*Dex*)
- 1 Animal Handling (*Wis*)
- +1 Arcana (*Int*)
- +4 Athletics (*Str*) \*
- +3 Deception (*Cha*)
- +1 History (*Int*)
- +2 Insight (*Wis*) \*
- +3 Intimidation (*Cha*)
- +1 Investigation (*Int*)
- 1 Medicine (*Wis*)
- +1 Nature (*Int*)
- 1 Perception (*Wis*)
- +6 Performance (*Cha*) \*
- +9 Persuasion (*Cha*) \*\*
- +1 Religion (*Int*)
- +8 Sleight of Hand (*Dex*) \*
- +11 Stealth (*Dex*) \*\*
- 1 Survival (*Wis*)

## WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Rapier.** *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 1d8+5 piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +8 to hit. *Hit:* 1d6+5 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed.)

**Dagger.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. 1d4+5 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

## MAGIC, FEATS & SPECIAL ATTACKS

**Sneak Attack:** Once per turn, deal extra damage to one creature hit if attack with advantage using finesse or ranged weapon. Don't need advantage if an enemy of the target is within 5 feet of it, enemy isn't incapacitated, and you don't have disadvantage on attack.

## EQUIPMENT & TREASURE

**Carried Gear (PHB, p. 143):** leather armor (AC 11), rapier, two (2) daggers, shortbow and 20 arrows, mason's tools (trowel, small hammers, chisels, etc.), thieves' tools (lockpicks, small file and pliers, tiny mirror), belt pouch, set of common clothes, set of traveler's clothes, a letter of introduction from your guild. (This load is about 42 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 733 gold pieces (gp); 14 silver pieces (sp); 66 copper pieces (cp); 3 gems (worth 50 gp each)

CHA  
**+3**  
17

**9** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** light armor

**Weapons:** simple weapons, hand crossbow, longsword, rapier, shortsword

**Tools:** mason's tools, thieves' tools

**Saving Throws:** Dexterity, Intelligence

**Skills:** Athletics, Insight, Performance, Persuasion, Sleight of Hand, Stealth

**Languages:** Common, Thieves' Cant, Elvish, Draconic

## ENCUMBRANCE

**Lifting & Carrying:** 180 lbs. max. carrying capacity; 360 lbs. pushing or dragging (speed -5 ft.); 360 lbs. max. lift.



# KRAYQUER

Fighter 5 (Champion)

CLASS &amp; LEVEL

6,825

EXPERIENCE POINTS

Greyhawkstories.com

PLAYER NAME

Human

RACE

Knight

BACKGROUND

The Great Northern Crusade

CAMPAIGN or PLAYER ID

STR  
**+4**  
18

**+3** PROFICIENCY BONUS

DEX  
**+2**  
14

CON  
**+2**  
15

INT  
**+0**  
11

WIS  
**+1**  
13

CHA  
**-1**  
9

## SAVING THROWS

- +7 Strength Saves \*
- +2 Dexterity Saves
- +5 Constitution Saves \*
- +0 Intelligence Saves
- +1 Wisdom Saves
- 1 Charisma Saves
- \* *Prof. bonus added*

## SKILLS

- +2 Acrobatics (*Dex*)
- +4 Animal Handling (*Wis*) \*
- +0 Arcana (*Int*)
- +7 Athletics (*Str*) \*
- 1 Deception (*Cha*)
- +3 History (*Int*) \*
- +1 Insight (*Wis*)
- 1 Intimidation (*Cha*)
- +0 Investigation (*Int*)
- +1 Medicine (*Wis*)
- +0 Nature (*Int*)
- +1 Perception (*Wis*)
- 1 Performance (*Cha*)
- +2 Persuasion (*Cha*) \*
- +0 Religion (*Int*)
- +2 Sleight of Hand (*Dex*)
- +2 Stealth (*Dex*) (*Disadv.*)
- +1 Survival (*Wis*)

**11** PASSIVE WISDOM (PERCEPTION)

## PROFICIENCIES & LANGUAGES

**Armor:** light armor, medium armor, heavy armor, shields

**Weapons:** simple weapons, martial weapons

**Tools:** gaming set (Dragonchess)

**Saving Throws:** Strength, Constitution

**Skills:** Animal Handling, Athletics, History, Persuasion

**Languages:** Common, Dwarvish, Gnomish

## ENCUMBRANCE

**Lifting & Carrying:** 270 lbs. max. carrying capacity; 540 lbs. pushing or dragging (speed -5 ft.); 540 lbs. max. lift.

ARMOR CLASS (AC)

**16**

INITIATIVE

**+2**

SPEED

**30 ft.**

Armor Worn: chain mail

HIT POINTS

**44**

HIT DICE

**5d10**

DEATH SAVES: Success O O O Fail O O O

## WEAPON & UNARMED ATTACKS

**Extra Attack.** When making an Attack action, you may make two attacks rather than one.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d8+4 slashing damage. (If used two-handed in melee, does 1d10+4 damage.)

**Javelin.** *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 1d6+4 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

## MAGIC, FEATS & SPECIAL ATTACKS

**Fighting Style: Great Weapon Fighting.** Reroll 1 or 2 on damage dice with two-handed melee weapons.

## EQUIPMENT & TREASURE

**Carried Gear (PHB, p. 143):** chain mail armor (AC 16), greatsword, javelin, set of fine clothes, noble house's or faith's banner, writ of service, a purse. (This load is about 124 lbs.; add 1 lb. per 50 coins carried.)

## Magic Items (DMG p. 135)

- *oil of etherealness*
- *oil of sharpness*
- *potion of fire giant strength* (STR 25)
- *potion of growth*
- *potion of mind reading*
- *potion of force resistance*
- *potion of supreme healing* (10d4+20 hp)
- 3 *potions of healing* (2d4+2 hp)

(a) *Item attuned to character.*

**Coins & Gems:** 717 gold pieces (gp); 76 silver pieces (sp); 36 copper pieces (cp); 3 gems (worth 50 gp each)

## FEATURES, TRAITS & MORE

**Alignment: Neutral Evil.** I lack compassion and do whatever I want, promoting control over others above all else.

## Knight Background [PHB p. 136]

- **Feature:** Retainers.
- **Traits:** I am a lucky son of a bitch. If you ever cross me, you will suffer for it.
- **Ideal:** Power: Might makes right.
- **Bond:** I would sell my own mother for Elui.
- **Flaw:** Falls in love with evil femme fatale types.

## Human Traits [PHB p. 29]

- Age: 31 years old
- Medium Size (6' 0", 222 lbs.)

## Fighter Class Features [PHB p. 70]

- Fighting Style (Great Weapon Fighting)
- Second Wind (regain 1d10+5 h.p.)
- Action Surge (extra action in turn once betw. short rests)
- Improved Critical (crit on 19 or 20)
- Extra Attack (2/attack)

## IUZ

---

"The Old"

**Pantheon:** Flan (common)

**Alignment:** Chaotic evil

**Sphere:** Oppression, deceit, pain

**Rank:** Demigod

**Symbol:** Human skull with red highlights

Old Iuz (pronounced "eye ooze"), the lord of pain, has long been a bogeyman in the central Flanaess. The child of the demon lord Graz'zt and the witch-queen Iggwilv, between CY 505 and 570 this cambion-demigod was imprisoned beneath the ruins of Castle Greyhawk by the mad archmage Xagy Yragrene in that one's own attempt to achieve apotheosis, and has earned the mad god the eternal enmity of the half-demon. He rules a domain in the Flanaess, steeped in wickedness and cruelty, and that is the center of his worship, although he has agents seemingly everywhere. Iuz cannot be slain permanently on Oerth, as he has a soul object secreted somewhere in the Abyss. He is allied with the demon queen of fungi Zuggtmoy, but has a great and abiding hatred for Saint Cuthbert as well as Rao.

Iuz appears either as a wizened old man leaning heavily on a staff, or as a 7 foot high demonic figure with red skin, pointed ears, and a horrible visage. In that form he fights with a massive two-handed sword, although he can also strangle with his long and iron-hard fingers. In his old man form, Iuz can spit out a sputum that causes any limb or body part it hits to wither, and his wrinkled visage causes revulsion in those who behold it. His cape provides a variety of magical protections.

### WORSHIP AND WORSHIPERS

Any evil being can worship Iuz, and his worship is obviously centered on the land that bears his name, although he has hidden agents throughout the central and western Flanaess. Worship ceremonies include foul incense, drumming, and the ringing of

bells. Sacrifice of humans, humanoids, or animals is frequent. Altars dedicated to Iuz are decorated with skulls and have vessels of bone.

Iuz is known to have a cadre of fanatically loyal halflings as his personal servitors.

### PRIESTHOOD

Clerics of Iuz wear garments of rusty black, or white with bloody rust-red stains. They must be of evil alignment, and are noted for their cruelty and never-ending scheming against one another. They are known to keep taxidermy trophies of fallen enemies; paladins, clerics of St. Cuthbert, etc. The topmost tier of the servants of Iuz are known as the Boneheart, although they are not exclusively clerics.



Clerics of Iuz have access to the death domain or the special domain of their deity.

### IUZ' DOMAIN

#### DOMAIN SPELLS

Cleric Level	Spells
1st	<i>hex, spittle*</i>
3rd	<i>change self, heat metal</i>
5th	<i>blackhand*, turnbane*</i>
7th	<i>bonechain*, clawcloud*</i>
9th	<i>screaming skull*, venomous claws*</i>

\* Indicates new spell. See the "spells" section below for details.

## DEMONFRIEND

When you choose this domain at 1st level, demons and other beings from the Abyss will have an initially friendly attitude towards you.

## CHANGE SELF

Also at 1st level, you can alter your external form to appear as 1' shorter or taller, make yourself thin or fat, and otherwise change your appearance (including your clothing, weapons, and equipment) to appear to be any sort of humanoid type within the height range of your normal appearance (thus, a human couldn't appear as a gnome, because they're too short). You cannot use this ability to appear as any specific individual, but rather as a generic representative, although you can repeat the same form. Note that this is an illusion, and as such no actual change in your physical form takes place. You can do this once per day.

## CHANNEL DIVINITY: COMMAND UNDEAD

Clerics of Iuz do not have the ability to turn undead. Instead, their Channel Divinity allows them to command undead. As an action, when you present your (un)holy symbol, and speak an invocation commanding the undead, each undead that can see or hear you, within a range of 30 feet, must make a Wisdom saving throw. Those who fail will be unable to attack you, block your movement, or otherwise take any aggressive action against you for 1 minute or until it takes damage. From levels 1-3, you get a +1 bonus to your Wisdom check when attempting to command undead.

Starting at 4th level, those undead who fail their saving throws against your Command Undead feature will find themselves under your thrall if their challenge rating is below a certain threshold:

Cleric Level	Commands Undead of CR...
4th	1/2 or lower
7th	1 or lower
10th	2 or lower
13th	3 or lower
16th	4 or lower

Undead which are under your command will obey your orders for 24 hours. Another cleric could attempt to either turn, destroy, or command them, and if successful your own command will be broken at that time, although you might be able to re-establish control by making another successful Command Undead check. Undead under your control will follow your orders without question.

A total of 6 CR's worth of creatures or a number of individual undead creatures equal to your level as a cleric (whichever is less) can be controlled at any given time (by any means, including the spell *animate dead*). Failure to successfully command a particular undead creature means that no further attempts can be made. Those undead creatures with an Intelligence of 8 or higher have advantage on their saving throw. Those with an Intelligence of 12 or higher who fail their saving throw get another saving throw every hour until they succeed.

## CHANNEL DIVINITY: INTIMIDATING FORM

Starting at 2nd level, you can use your Channel Divinity to change form whenever you attempt to use the Intimidation skill. When you do so, you assume an illusionary demonic guise, growing in height, sprouting horns and fangs, changing color to a deep red, and your voice changes to a threatening growl. You gain advantage on such Charisma (Intimidate) checks, but your form will be visible to all, and thus your nature may be revealed.

## VEIL OF EVIL

Starting at 6th level, you can add your proficiency bonus to all saving throws made against spells cast by spellcasters of good alignment.



## LIFE DRAIN

Starting at 8th level, you have the power to temporarily drain the life-energy from a creature once per long rest. By taking an action, you can point at a target within 250 feet and cast a bolt of purple-black energy at them. They are entitled to a DC 13 Dexterity check to avoid the blast. If they fail, they will lose 5 (1d6+2) hit points, which cannot be regained by any means until they take a long rest. If they are reduced to 0 hit points or lower by means of this attack, they will be rendered unconscious for 24 hours, at which time they will recover the hit points lost from this attack.

## COMPEL FEY

Starting at 17th level, you can cast the spells *conjure woodland beings* or *conjure fey* without expending a spell slot three times per long rest, but the creatures that respond to the summons do so against their will. They are entitled to a Charisma saving throw; if successful, they will be hostile towards you as soon as they appear. If they fail, however, they will be compelled to obey your orders fully and completely for the duration of the spell, no matter how reluctantly they may do so.

Excerpt from Joe Bloch's  
Faiths of the Flanaess  
available from  
[www.greyhawkrogard.com](http://www.greyhawkrogard.com).

# Warduke (5e Creature)

[https://www.dandwiki.com/wiki/Warduke\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Warduke_(5e_Creature))

*Medium humanoid (human), neutral evil*

**Armor Class** 19 (Adamantine half-plate and spellguard shield)

**Hit Points** 175 (18d10+72)

**Speed** 30 ft.

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

20 (+5) 14 (+2) 18 (+4) 14 (+2) 16 (+3) 18 (+4)

**Saving Throws** Str +11, Con +10, Wis +9

**Skills** Athletics +11, History +8, Insight +9, Intimidation +10, Persuasion +10, Survival +9

**Senses** darkvision 60 ft., passive perception 13

**Languages** Abyssal, Common, Infernal

**Challenge** 17 (18,000 XP)



**Action Surge.** On his turn, Warduke can take one additional action on top of his regular action and possible bonus action. Warduke may use this ability twice, then must finish a short or long rest before he can use this ability again.

**Battle Master.** Warduke has 6 superiority dice, which are d12s. Warduke knows the following maneuvers (save DC 19): disarming attack, lunging attack, maneuvering attack, menacing attack, parry, precision attack, riposte, sweeping attack, trip attack.

**Fighting Style.** Warduke has the Dueling fighting style, granting a +2 bonus to damage rolls if he is wielding a weapon in one hand and isn't wielding any other weapons.

**Indomitable.** Warduke can reroll a saving throw he fails. He must accept the new roll. He may use this ability three times between long rests.

**Know Your Enemy.** If Warduke spends at least 1 minute observing or interacting with another creature outside of combat, he can learn certain information about its capabilities compared to his own. See page 74 of the Player's Handbook for specifics.

**Relentless.** When Warduke rolls initiative, if he has no superiority dice, he regains 1 die.

A classic AD&D villain revamped for 5e. Originally a close friend of Strongheart the paladin, the Warduke became the paladin's archenemy when exposed to a magical item called the Heartstone, which brought Warduke's cruel nature to the fore. He is a close ally of a woman named Skylla, an evil wizard. Warduke is loved by one woman, a formerly good cleric named Raven, and hated by another, a good cleric named Mercion. He works under the evil Sorcerer Kelek, but he and Skylla plan to overthrow him once all the good fighters are defeated.

Warduke came to prominence after the Greyhawk Wars, spreading terror among the soldiers, fighting societies, and mercenaries of the Flanaess to the Barrier Peaks. Warduke was quickly recruited by the Horned Society to aid in their rebuilding, and was eventually made a leader of the organisation himself. Thanks to striking many deals with otherworldly fiends, Warduke has amassed a formidable assortment of magical weapons and armors.

## **Warduke's Helm.**

This bat-winged helm has three rubies mounted on the faceplate and shrouds the wearer's face in shadow, making it all but impossible to see it. The only thing that can be seen from within the helm is the wearer's eyes, which glow a baleful red. Wearing the helm confers the following benefits: Darkvision 60 ft. and Advantage on Charisma (Intimidate) checks. The central ruby acts as a ring of spell storing, able to store up to 6 levels worth of spells at a time. It functions

**Second Wind.** On Warduke's turn, he can use a bonus action to regain 1d10+18 hit points. He must finish a short or long rest before he can use this ability again.

**Spellguard Shield.** While holding this shield, Warduke has advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against him.

## ACTIONS

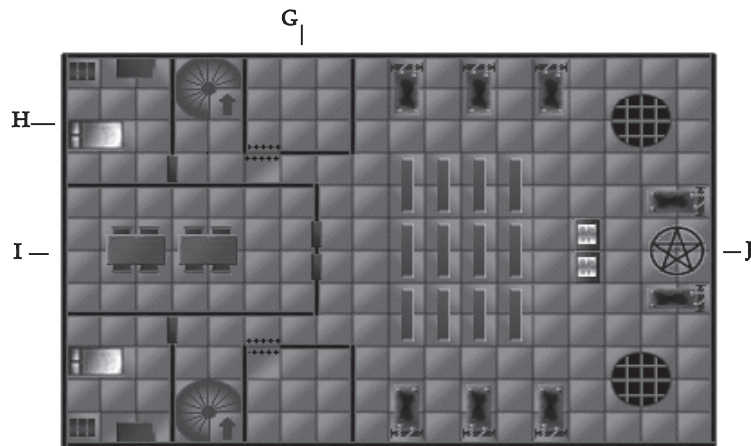
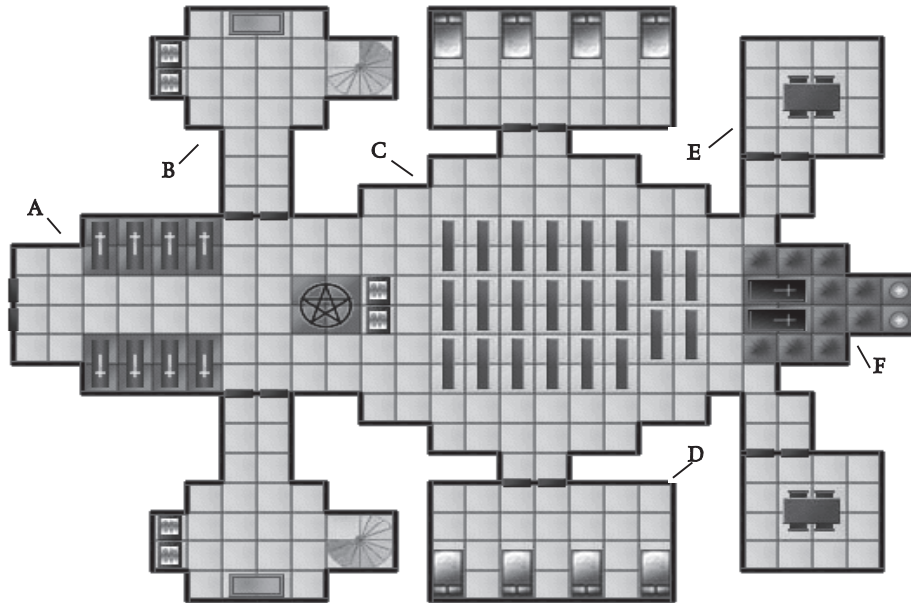
**Multiattack.** Warduke makes three attacks, two with his Flame Tongue Sword and one with his Dagger of Venom.

**Flame Tongue Longsword.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 12 (1d8+8) slashing damage plus 7 (2d6) fire damage.

**Dagger of Venom.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 9 (1d4+7) piercing damage and the target creature must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 minute.

exactly the same as a ring of spell storing. Warduke usually has a word of recall spell stored in the gem.

# Appendix C: Cathedral of Nerull











Grabford

Morsten

Greatwall Castle

Veng River

Heldarn

Terlisean

Fort Belvor

Fendrelan

Pangate

Batlet

East Veng Camp

West Veng Camp

Molag

Southern Skull Trail

Stonewall

Southern Skull Trail



