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#71

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GREYHAWK'S WORLD.

When our editors were going over the manuscript for *The Land Beyond The Magic Mirror* (module GC S8/X2), the question arose: Just who were Murlynd, Keoghtom, and Heward? I replied that they were "personages" — above the status of important characters, by and large, but not quite demi-gods and certainly not heroes. They are, in fact, *quasi-deities*, and I have named them such forevermore! In Greyhawk's World there are quite a number of such, but only Heward, Keoghtom, and Murlynd are currently placed so as to interact with player characters. The inactive list includes Daern, Johydee, Nolzur, Quaal, and Tuerny. Characters of personage status such as Bucknard (NPC), Mordenkainen (my own), Otiluke (NPC), and Tenser (PC), to name but a few, are not as powerful and broadly endowed as are the quasi-deities.

Because "retired" characters will occasionally come into play, and the action can lead to more experience and power, I am presenting the three active quasi-deities of Greyhawk's World for DM and player alike to inspect and assess. At least one was once actually a player character, by the way. Using these three as guidelines, it should not prove too difficult for the DM to act to bring very special "retired" player characters, and possibly some of your most successful NPCs too, into the realm of the quasi-deity. By means of dual-class work, special situations, successful questests, and the completion of defined tasks, the former PCs can be elevated to the new status.

It is very important that quasi-deities be kept in tight control by the DM. Even though they might have once been the characters of game participants, their exalted status now moves them to different realms. Until such time as the campaign has developed sufficiently to allow the free interaction of characters of such power, the DM must control quasi-deities, just as other deities and their ilk are the province of the DM.

All that said, here are Heward, Keoghtom, and Murlynd. Because the personages of Mordenkainen, Bucknard, *et al*, are actively used or played in my campaign, I cannot give details of their power

and possessions. Suffice it to say that their status is something less than that of the quasi-deities. As usual, if you have pertinent comments, please pass them on to me. I probably will not be able to reply, but all such information is noted and might well affect the course of the further development of the AD&D™ game system!

HEWARD

(Quasi-Deity)

ARMOR CLASS: -3
MOVE: 15"
HIT POINTS: 96
NO. OF ATTACKS: 2
DAMAGE/ATTACK: *By weapon type*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: 50%
SIZE: *M (6' tall)*
ALIGNMENT: *Neutral (good)*
WORSHIPPERS' ALIGNMENT: *n/a*
SYMBOL: *n/a*
PLANE: *Prime Material (principally)*
CLERIC/DRUID: *Nil*
FIGHTER/PALADIN/RANGER: *Nil*
MAGIC-USER/ILLUSIONIST: *10th level in each*
THIEF/ASSASSIN: *Nil*
MONK: *Nil*
BARD: *20th level*
PSIONIC ABILITY: *VI*
Attack/Defense Modes: *Nil/nil*
S:18 I:20 W:8
D:17 C:18 CH:11 CO:11

Heward is of indeterminate age, appearing both young and old at the same time. He is athletic and strong, quick and lively. Although his pate is bald, Heward has a luxurious moustache and small beard of sandy brown. His forehead is wrinkled, but his cheeks are rosy and fresh. Heward always wears shabby garb or finery which is old and out of fashion (thus actually creating a style all his own, and a quite remarkable one at that). Although distinctive, Heward has the

power to be quite unnoticeable when he so desires, simply by willing it; no magic aura betrays this anonymity.

Because of his non-aggressive philosophy, Heward seldom carries any major weapon. Usually he will have only a +3 *hornblade* knife and possibly a *magic quarterstaff* +6. He is able to use any weapon permitted to magic-users, bards,



or illusionists without non-proficiency penalty, but Heward dislikes so doing, for he favors passive defense unless severely threatened.

Similarly, Heward is uncomfortable with protective devices, although he does employ a special herbal mix which bestows an armor class of 0 to his body; this, coupled with his dexterity, gives him his usual AC -3 rating. In addition, Heward possesses a +3 "*luckstone*" which gives the usual benefits on dice rolls.

In addition to his magical powers, Heward is able to employ any standard musical instrument to enhance his bard skill. Obvious exceptions are single-note

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horns and drums, but other instruments of brass, percussion, or woodwind classification are included with the typical stringed instruments of bardic nature.

Heward's magical resistance is of the uniform sort, applicable evenly to all sorts of spells. Heward understands the arcane art of technology, and is particularly adept with mechanical items. His domicile is reputed to have many devices of occult nature — engines, clockworks, and other sorts of incomprehensible things. These devices, as well as golem-machines, are said to serve in many ways in his strange stronghold.

The domicile of Heward is nondescript on the exterior. It extends into many extra-dimensional spaces, so its interior actually contains all manner of rooms and spaces — from cramped lofts to a grand auditorium with a great organum, including open gardens and spacious parks. This domicile is a nexus which touches parallel worlds, many planes, and the dimension of time.

Heward will always have various pitch pipes and tuning forks with him. The powers of these instruments are basically twofold: One will provide defensive magical effects, the other is for movement to other planes. By using any two or more in combination, he is able to create music of bardic sort which can charm and cast various druid-type spells.

Although Heward is most probably encountered alone, there is a 20% chance he will be in company with 1 (80%) or 2-3 of the following: Celestian (DRAGON #68), Fharlanghn (#68), Zagyg (#69), Keoghtom, Mordenkainen, and Murlynd.

KEOGHTOM

(Quasi-Deity)

ARMOR CLASS: -8

MOVE: 24"

HIT POINTS: 77

NO. OF ATTACKS: 4

DAMAGE/ATTACK: *By weapon type*

SPECIAL ATTACKS: *See below*

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: 77%

SIZE: *M (5½' tall)*

ALIGNMENT: *Neutral (good)*

WORSHIPPERS' ALIGNMENT: *n/a*

SYMBOL: *n/a*

PLANE: *See below*

CLERIC/DRUID: *14th level cleric*

FIGHTER: *Nil*

MAGIC-USER/ILLUSIONIST: *18th level/16th level*

THIEF/ASSASSIN: *Nil*

MONK: *10th level*

BARD: *20th level*

PSIONIC ABILITY: *VI*

Attack/Defense Modes: *Nil/nil*

S:12 I:19 W:18

D:20 C:15 CH:16 CO:13

Keoghtom appears as a young, slightly

built man, typically arrayed in green garb of elven sort or else resplendent in silken finery. Of course, he can use magic to alter his appearance, but he seldom does so.

Being quick of movement and deadly of aim, Keoghtom usually bears a short bow and a short sword. He is adept with both and has the following bonuses "to hit" and damage:

	Dexterity	Expertise	Total
Short bow ¹	+3/-	+2/+2	+5/+2 ¹
Short sword	—	+2/+4	+2/+4

¹ — Bonus applies at all ranges,

and damage is doubled at point blank and short range.

Although Keoghtom does not use spells as a deity does, he is not subject to the usual restrictions of class, either. He is able to use weapons, spells, and various abilities of professional sort in complete freedom. Thus, Keoghtom combines the abilities of many classes, and he can employ whatever weapon suits him without incurring a non-proficiency penalty. Likewise, any sort of

armor can be worn, although Keoghtom typically wears magical bracers (AC 2), a cloak of *blending* and *displacement*, and a *ring of protection* +4. (This gives him AC -4 without dexterity bonus, AC -8 when dexterity is included.)

It need not be said that Keoghtom knows virtually all spells, and in addition he has several unique to himself.

One of the major powers of Keoghtom is his uniform magic resistance. That is, the 77% applies to all spells, whether cast by a 1st level individual, an archmage, or some deity.

Keoghtom seldom, if ever, sets foot on the Prime Material Plane, although he once dwelled there. He now roams the Astral and similar planes or visits those extra-dimensional planes which are the homes of certain of his associates, such as Murlynd. Keoghtom is also on good terms with such deities as Celestian and Zagyg, and will occasionally be found in their company.

The number of usual and special magic items and devices possessed by Keoghtom is vast. He will usually be equipped with the following items, in addition to those mentioned previously: +3 *arrows*, *arrows of slaying*, a +5 *sword*, a magic ring, a magic rod or staff, a device for planar travel, a device to warn of danger, a device to hold many spells, and a device to speak and read many tongues. Since Keoghtom is basically non-hostile, these items he carries are usually used for self-protection or beneficial reasons. Keoghtom does not initiate aggression, although he is not loath to answer in kind if attacked.

Those persons particularly interested in associations and relationships have noted the following interrelationships between Keoghtom and certain others: Zagyg and Keoghtom are great friends, as are Keoghtom and Murlynd. Zagyg is related to Heward by some distant kinship, and Heward and the arch-mage Mordenkainen are likewise kin. Heward often visits Mordenkainen, who, in turn, is known to be close to both Keoghtom and Murlynd. Celestian is an associate of Keoghtom and is on good terms with Zagyg.

This set of relationships yields the following possible groupings involving Keoghtom:

Zagy & Keoghtom

Keoghtom & Murlynd

Zagy, Keoghtom, & Murlynd

Keoghtom, Murlynd, & Mordenkainen

Zagy, Keoghtom, & Mordenkainen

Keoghtom, Heward, & Mordenkainen

Zagy, Keoghtom, & Heward

Celestian & Keoghtom

Celestian, Keoghtom, & Murlynd

Celestian, Zagyg, & Keoghtom

If one assumed that Keoghtom would be encountered alone half of the time, group encounters fill the balance, with accompanying deities being less likely than other associate groups.



MURLYND

(Quasi-Deity)

ARMOR CLASS: -2
 MOVE: 12"
 HIT POINTS: 135
 NO. OF ATTACKS: 2 (both hands)
 DAMAGE/ATTACK: *By weapon type*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 35%
 SIZE: M (6' tall)
 ALIGNMENT: *Lawful (good)*
 WORSHIPPERS' ALIGNMENT: *n/a*
 SYMBOL: *n/a*
 PLANE: *Special; see below*
 CLERIC/DRUID: *Nil*
 FIGHTER: *12th level paladin*
 MAGIC-USER/ILLUSIONIST: *12th level*
 in each (see below)
 THIEF/ASSASSIN: *Nil*
 MONK: *Nil*
 BARD: *Nil*
 PSIONIC ABILITY: *I or VI*
 Attack/Defense Modes: All/all
 S:18/76 I:18 W:15
 D:16 C:18 CH:14 CO:17

Murlynd is a true character. His face is bold and handsome, his eyes deep and penetrating. His nature is seemingly rugged, independent, taciturn. His broad, muscular frame is typically clad in garments of another time and world, that of the "Old West." His waist is girdled by a leather belt containing weapons of technology as well as a +6 dagger. Although appearing aloof and aggressive, Murlynd is actually quite gregarious, loquacious, and gentle . . . unless provoked.

As noted, Murlynd is prone to carry technological weapons (variously called "45s", "six shooters", and "hog legs") which he is able to employ in both his left and right hands. His special aura enables these devices to function even on Oerth, for instance. Each weapon sends forth three missiles per round, if he so desires. These projectiles will strike even the most powerful of magical creatures and inflict 2-8 points of damage when they hit. The range of these arcane weapons is the same as the range of a light crossbow. Murlynd has a +4 *dancing holy sword* (broadsword) which he usually carries on his warhorse or strapped on his back. He is able to use a weapon in either hand, so in combat Murlynd might use his arcane projectile weapons one round, then draw sword and dagger, and eventually cast a spell or use some other device while his broadsword "dances."

Murlynd's basic magic resistance is of the uniform sort which applies equally to spells or spell-like powers used by anyone from a 1st level character to a deity.

When casting spells, Murlynd is prone to intermix technological terminology with his incantations, sometimes with surprising results. Thus, in casting a



stinking cloud or *wall of fog* spell he might conjure into being a strange engine which gushes forth the desired result, but for far longer and over a greater area than desired. He is known to have cast *burning hands* in such a way that he made a device which spewed forth liquid fire — but at another time he conjured a *fireball* of paper which burst harmlessly. Because he is insensitive to differences in hue, Murlynd's spells which are color-based or color/employing in nature are often quite bizarre in effect, and are known to be linked with technological devices which send forth the hues. Because of this technological admixture, it is sometimes possible for Murlynd to cast more than one spell in a round, since the initial *dweomer* is provided, in part, by the art of science!

Because of his dabbling in science and technology, Murlynd is often unsure of his psionic abilities. Therefore, there is a 50% likelihood that he will be unable to use his abilities when he might want to call on them. But when in this condition, he is immune to psionic attacks from others. When he is able to employ them, Murlynd has the following psionic disciplines: *animal telepathy, clairvoyance, hypnosis, molecular agitation, object reading, precognition, sensitivity to psychic impressions, aura alteration, dimension walk, energy control (fire), ethe-*

realness, probability travel, shape alteration, and telekinesis. He uses minor powers at 12th level, major ones at 10th level.

Since he is rather unusual, and because he dabbles in questionable areas, Murlynd is generally unpopular with those of his sort. He is, in fact, shunned by most. His abode is divided between several special dwellings on various planes or extra-dimensional areas. He moves about from place to place on a whim, staying for days or years as suits his mood.

Murlynd is alone about 60% of the time. At other times, he will be in the company of 1 or more of the following: Heironeous (DRAGON #67), Heward, Keoghtom, Mordenkainen, and Zagyg.



The next example is that of a quasi-deity taken one step further along the road to greater power — demi-deityhood. This example, Kelanen, happens to be one which I devised (with assistance from Francois Marcela-Froideval). It demonstrates, however, the principle of advancement of power. The devotion and single-purpose nature of Kelanen is likewise a good model for player characters who desire to develop a "cause" and direct their power along a single path.

KELANEN

Hero-Deity —
"The Prince of Swords"

ARMOR CLASS: -5
 MOVE: 18"
 HIT POINTS: 159
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: *By sword type (and see below)*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 100%
 SIZE: M (6' tall)
 ALIGNMENT: *Neutral*
 WORSHIPPERS' ALIGNMENT: *Any*
 SYMBOL: *Nine swords in starburst*
 PLANE: *See below*
 CLERIC/DRUID: *Nil*
 FIGHTER: *20th level fighter*
 MAGIC-USER/ILLUSIONIST: *5th level in each*
 THIEF/THIEF-ACROBAT: *10th level thief-acrobat*
 MONK: *Nil*
 BARD: *Nil*
 ASSASSIN: *Nil*
 PSIONIC ABILITY: *VI*
 Attack/Defense Modes: *Nil/nil*
 S:18/00 I:17 W:15
 D:21 C:18 CH:19 CO:15

Kelanen, The Prince of Swords, is one of the very powerful individuals who might, or might not, be a true deity. Thus he is known as a *hero-deity*, and some who live by the sword pay him homage.

Although his true form is commanding, Kelanen usually takes the guise of a beggar, thief, mercenary, or rogue. In any of these disguises he will appear to be unremarkable, sometimes young, sometimes of middle years. He has the power to *alter self* at will, so Kelanen seldom appears in the same form twice, except when he chooses to show his true one. Each of his forms always bears a scar on face or neck — for a reason to be revealed later. In any form, Kelanen prefers garments of gray or blue-gray and ornaments of silver or platinum.

The true form of Kelanen is that of a youngish, quite handsome man, fair of complexion, with silvery-gray eyes and coal-black hair. It is said that he was once as comely as any deity, but in order to become the Prince of Swords, Kelanen had to undergo a series of challenges and tests which resulted in his disfigurement. His visage bears a long, silvery scar from eye to chin on the right side of his face. Those who know of the Sword Lord recognize Kelanen immediately when this mark is revealed. His form is slender and sinewy, his height just under six feet. He is unnaturally quick and fleet due to enchantments placed upon him.

Kelanen wears *elfin chain* and a +5 *ring of protection*. He employs few other protections.

The sword is Kelanen's only weapon. He is expert with any form of blade, from short to two-handed, cutlass to scimitar. His expertise is such that any sword he wields is equal to a +3 magic weapon. He is able to use a bastard sword to full effect (as used with both hands) in either hand while the other wields' another sword. Kelanen has two special swords which are never far from his person. These weapons are:

Swiftdom: This is a +6 bastard sword of *glassteed* adamantite. Upon command, this weapon will become a *flaming brand* as well. When not aflame, *swiftdom* is impossible to parry and always strikes first. It has a vampiric power which bestows 1 hit point lost by Kelanen



for every 6 points of damage it inflicts on his adversaries. The weapon is endowed with 17 intelligence and has an ego of 25, yet it never seeks to do aught but its master's will. It speaks eight languages and has the following powers: *read languages, read magic, telepathy, detect illusions, detect invisible objects, detect magic, and teleportation*. The *special purpose* of *swiftdom* is to *preserve the Prince of Swords*, so the weapon adds +2 to Kelanen's saving throws and reduces damage sustained by -1 per die. *Swiftdom* is of *absolute neutral* alignment.

Sureguard: This is a +6 broadsword of *glassteed* adamantite. This weapon is also a *frostbrand*-type sword. It will perform as a *defender* It will *dance* for 3 rounds if Kelanen wills it. *Sureguard* is impossible to parry, and its own defensive power is always available to Kelanen. The weapon is endowed with 17 intelligence and has an ego of 19. It speaks 6 languages and has the following powers: *read languages, read magic, telepathy,*

detect evil/good, detect secret doors, detect traps, duo-dimension (at 17th level). *Sureguard* has no special purpose, but it faithfully serves Kelanen in all respects.

It is reputed that Kelanen has no friends or confidants other than his two swords. It is known for certain that he is 90% likely to be able to *summon* either, one attempt per day being possible.

When armed with any sword, Kelanen has the following bonuses:

	<i>"to hit"</i>	<i>damage</i>
Expertise	+3	+3
Strength	+3	+6
Total	+6	+9

The special powers of Kelanen are these:

Charm sword: If the opponent bears a sword with an ego, the sword will recognize the Sword Lord and refuse to harm him.

Immunity to special powers: Although Kelanen can be harmed by swords, he is not affected by anything other than the normal damage of the blade; cold, flame, magical plusses, or magical powers of swords have no effect on Kelanen. A *vorpil blade*, for example, will not sever Kelanen's head under any conditions.

Multiplication: When Kelanen bears a non-intelligent, non-magic sword, he is able to cause it to duplicate itself. After 1 round of combat, a second sword, exactly like the one Kelanen wields, will materialize in the air and combat his enemies as if Kelanen himself were using the weapon. This duplication continues each round until as many as 9 such swords fight against Kelanen's foes. On the 11th round, and each round thereafter, one disappears until none remain. This power can be used but once per day.

Sword blessing: Kelanen can "bless" any sword so that it gains a magical +1 ("to hit" and damage) for 10 rounds. He can do so for as many as 20 blades per day. The effect adds to weapons which are already enchanted.

Sword control: Unless the wielder of a sword is successful in a saving throw versus *spell*, Kelanen can cause that individual's sword to turn against its wielder and strike that individual rather than Kelanen or his allies. This power is employable in addition to normal attacks by Kelanen. It can be used but once per turn, twice per day.

Sword summoning: In addition to the command of his two personal swords, Kelanen is able to *summon* any sword in sight if it is not in the possession of some individual, i.e. in hand or being worn. This he can do but once per day.

Kelanen has a stronghold in an extra-dimensional partial plane. He usually travels on the Prime Material Plane, however, be it on Oerth or another parallel world, seeking adventure and engaging in actions of warlike sort which promote the balance of Neutrality.

