



GREYHAWK® ADVENTURES

Official Game Accessory

Rary the Traitor

Table of Contents

Introduction	4
Chapter 1: Rary's Tale	6
Chapter 2: The Bright Desert and Environs	13
Chapter 3: People, Places, and Things	22
Chapter 4: Special Places	34
Desert Centaur	60
Manscorpion	62
Monarch Scorpion	63

ISBN 1-56076-497-X

GREYHAWK[®]

ADVENTURES

Official Game Accessory

Credits:

Design: Anthony Pryor
Editing: Anne McCreedy
Interior Art: Ken Frank
Cover Art: Valerie Valusek
Cartography: Steve Beck
Typography: Gaye O'Keefe
Production: Sarah Feggestad

Copyright © 1992 TSR, Inc. All Rights Reserved. Printed in the U.S.A.
ADVANCED DUNGEONS & DRAGONS, AD&D, and GREYHAWK are registered trademarks owned by TSR, Inc. The TSR logo and BATTLESYSTEM are trademarks owned by TSR, Inc.
Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the toy and hobby trade by regional distributors. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd.
This material is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147 U.S.A.

TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom



Introduction

The final act of the immense drama of war occurred on the Day of the Great Signing. A pact had been resolved and nearly all the nations had agreed to sign it. As this solemn ceremony began, however, a tumultuous event occurred.

Even today a haze obscures the details. Apparently someone plotted to annihilate the entire diplomatic corps in attendance, but the scheme misfired. A blazing explosion destroyed a good part of the Grand Hall only minutes before the ambassadors assembled for the day. A fierce magical battle immediately ensued, spreading havoc through much of the old city. When the fire and dust cleared, constables discovered smoldering robes belonging to two powerful members of the mysterious Circle of Eight, Otiluke and Tenser. The murderer of these wizards, undeniably a powerful mage, was Rary, a third member of the Circle of Eight. Using secrets gained in confidence, Rary not only destroyed his two fellows, but also tracked down and destroyed every clone the pair held in preparation.

The motive behind Rary's treachery remains clouded. According to many who knew him, the wizard probably saw an opportunity to seize power and land in the confusion that would follow the assassinations. Others suggest Rary was a pawn of the Scarlet Brotherhood.

With the plot discovered, though, Rary and his co-conspirator Lord Robilar fled the city. The two were unable to return to Robilar's castle because it was immediately seized by the troops of Greyhawk, so they escaped into the Bright Desert. There they conquered the savages and established a kingdom of their own. Though small and mysterious, this growing state could someday threaten the very borders of Greyhawk.

From Greyhawk Wars

"This unspeakable crime was visited upon us by one whom we trusted implicitly, one whom we all knew and respected, and one whom we would never suspect of treachery. Rary the Mage he was known to us, but after the infamy of that day, he shall be known only as Rary the Traitor!"

Mordenkainen the Mage,
in a speech to the surviving members of the
Council

"While I find it hard to believe that my beloved sibling is responsible for such evil deeds, the evidence against him is overwhelming. To him I say, 'Your crimes are unforgivable. I join with those who call you traitor, and disavow any affection I may once have felt. Brother you may have been, Rary, but brother you are no longer. You are an outcast and a stranger to me!'"

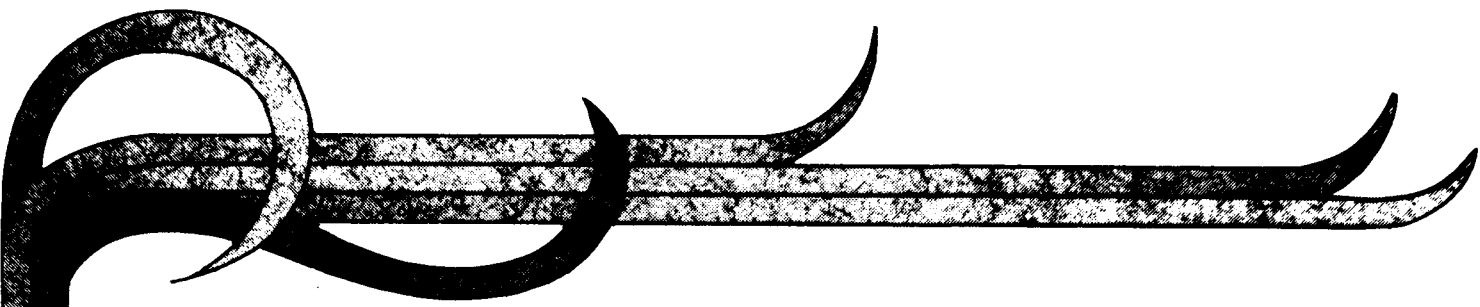
Arkalan Sammal,
sage of Greyhawk and brother of Rary

"It has become clear that something evil is growing in the depths of the Bright Desert. They call him Rary the Traitor now, but in days to come they may call him far worse things. Rary has stirred up something best left alone, and I fear that all of the Flanaess may suffer for it, as if the land has not suffered enough already!"

Eritai Kaan-Ipzirel,
high priestess of St. Cuthbert in Greyhawk

In the agonizing aftermath of the Greyhawk wars, when conflict touched virtually every corner of the continent, few gained more infamy than Rary of the Circle of Eight. Once considered a quiet, peaceful man with few ambitions, the great mage instead was corrupted to the ways of evil, and in the process slew two of the wisest and most powerful wizards of the Flanaess. Now, fleeing south with his co-conspirator and their loyal troops, he has carved out an empire in the wilderness, and threatens to inflict more harm and chaos on a world long grown weary of war and strife.

Rary the Traitor is a supplement for the ADVANCED DUNGEONS & DRAGONS® 2nd Edition game, in the GREYHAWK® campaign setting. It describes important current events and involves characters in adventures that will affect the future of the entire region. This supplement is intended for adventurers of all different levels. However, the major areas described later in this book, especially Rary's fortress in the Brass Hills, are intended for parties of 8th level or higher.





Chapter 1: Rary's Tale

Rary the Mage did not initially seem the sort of individual who would betray his friends and become one of the most reviled men on the continent. He was once described as "quiet, dignified... a skilled mediator and peacemaker," and a man whose gentle nature prevented him from leading the Circle of Eight, or even challenging its other members, so Rary's descent into the realm of evil was indeed puzzling.

The Dignified Mage

Although well into his seventies at the beginning of the Greyhawk conflict, Rary retained a youthful outlook and energy, and his primary motivation seemed to be learning, rather than the pursuit of power. Archmage of Ket, Rary was well-known for his skill at resolving conflicts in the complex atmosphere of the Ketish court. His friendship with the Paynim nomads, while considered something of an eccentricity within Ket, actually helped the mage prevent Paynim raids into Ket, or at least helped reduce their severity.

One of the most baffling aspects of Rary's treachery is that at the time the war broke out, he was largely retired from the Circle of Eight, content to dwell quietly in his tower at Lopolla, pursuing his hobbies and avoiding confrontation. Rary attended meetings only when issues of special importance were discussed, and even then seemed reluctant to directly confront such volatile individuals as Mordekainen and especially Otiluke, who is said to have harbored a special dislike for the Kettle.

In truth, Rary's retirement was more a result of his frustration with the Circle of Eight and its contentious ways than a genuine desire for retirement. As time passed and Rary's gentle approach worked less and less, he began to spend more time in his tower or wandering the plains mounted on his magical destrier. In this guise, he was known to the Paynims as only "The Rider." As he traveled among them he learned many things from their shamans and chieftains, and his gentle nature began to change.

Surely, Rary maintained his calm, reasoned exterior at those meetings which he did attend (further infuriating Otiluke in the process), and his peacemaking efforts in Ket continued unabated. But the process of Rary's conversion had begun, fueled by the twin fires of his own frustration and the violent influence of the Paynims.

The change in Rary's nature was not a malevolent one. He could just as easily have continued as a powerful advocate for balance and neutrality or even good, had he not begun to study the histories of the demi-god Iuz, the Scarlet Brotherhood, and the Overkings of Aerdi. As more time passed, Rary's admiration of these evil forces grew. Here, he realized, were individuals who knew the value of force, who studied the pointless squabbling of the Circle of Eight and other lesser powers. Of course, Rary knew mistakes were sometimes made. The Overkings were now hopelessly dead and mired in decadence, Iuz's violence had little direction or purpose except his own aggrandizement, and the Scarlet Brotherhood's obsession with secrecy did little to advance its cause.

Still, Rary realized there were things to be learned from these individuals. If he could control the base urges and character flaws that had led these others astray, perhaps he could achieve greatness, and even surpass the exploits of those in the past. With the Flaenness, or at least a large portion of it, under his control, he could bring change and overcome the meaningless bickering of the Circle of Eight. This enormous change in Rary's temperament took place slowly. The great mage's outward calm and good nature belied a storm growing in the depths of his soul.

War and Treachery

Rary's admiration for Iuz and the Brotherhood grew during the war. As other members of the Circle worked frantically behind the scenes to head off the conflict and preserve what civilization remained in Greyhawk, Rary's mind turned more and more to thoughts of evil. He researched long-forbidden spells, studied the histories of ancient conquerors, and learned more from his Paynim friends as corruption and wickedness slowly crept into his heart.