

In my exploration of the Great Greyhawk Campaign within Mystara, incorporating mega-modules T1-4 The Temple of Elemental Evil, A1-4 Against the Slave Lords, and GDQ1-7 Queen of the Demonweb Pits, I delve into the placement of these iconic locations. Drawing inspiration from discussions on Threshold magazine and various forums, this article offers my perspective on situating the original modules within the Grand Duchy of Karameikos (Temple of Elemental Evil), the city-states west of the Great Desert (Against the Slave Lords), and Norwold or the Kingdom of Wyrksteeth (Queen of the Demonweb Pits). Additionally, I propose unique adjustments for the Queen of the Demonweb Pits' sections, aligning them with Mystara's geography and lore, ultimately replacing the spider queen with our own Arachne Prime.

I opted to use the Grand Duchy of Karameikos as the backdrop for the Temple of Elemental. Specifically, I selected the area beyond the boundaries of the Barony of Kelvin and the Estate of Penhaligon along the Volaga River. This location aligns well with the geographical details provided in the original module.

Bywayer village sits approximately 43 miles northeast of Kelvin, on the outskirts of Baron Desmond Kelvin III's territory. Positioned at a crossroads, it lies near the Volaga River, with a towpath running along its south bank for barges returning up river from Specularum or Kelvin. To the east, miles away on the shores of the Lake of Lost Dreams, is the walled town of Haven (B3 Palace of the Silver Princess), with Linde village roughly halfway along the route. The surrounding landscape consists of the vast Dymrak forest, bordered by the Empire of Thyatis to the east, Rugalov Forest to the south, and beyond that, the Dead Coast.

The Volaga River flows in a southwestern direction, passing the small community of Kelvin, where it divides, and the Duke's Road spans across it. One branch heads towards Mirror Bay in the south, while the others form a confluence with the Shuttarga River and the Windrush River.

Following the Shuttarga, the Duke's Road leads to Guido's Fort (B5 Horror on the Hill), where it then branches westward, traversing through the gnome Kingdom of Highforge. Continuing alongside the river, it eventually reaches The Duke's Road Keep in the Estate of Highdell (Ransom from Dungeon magazine #42) and extends further into the Republic of Darokin.

The subsequent destination in the adventure is Nulb, a town known for river pirates and vice, situated upstream from Hommlet in the original narrative. In my adaptation, I opted for the village/town of Seragrad, positioned approximately 15 miles upriver from Bywater, deliberately avoiding the influence of any local Lord."

By repurposing maps from the modules, giving them new names such as Bywater for Hommlet and Seragrad for Nulb. Maintains a sense of familiarity while maintaining the setting. The dilapidated town of Xitaqa, situated north of the Volaga, serves as an ideal spot for the Temple complex, forming a triangle with Bywater and Seragrad. Its proximity to the towns allows

trouble-causing inhabitants (bandits, humanoids, cultists) without risking organized retaliation from the Duke's soldiers.

The ruined moat house near Homplet (the adventurers' initial dungeon) lies in the moors adjacent to the town, specifically the part of Kelvin Moor outside the Barony in Karameikos. This area, about 6 miles southwest of Bywater along the Volaga, is the domain of the Stormwind Centaurs and other humanoids. It provides an excellent setting for the dilapidated moat house.



Map of the Bywater-Seragrad area

How do Mystara's Immortals play a role?

In the initial module, a quartet of divine figures operates discreetly in the background, including Iuz, St. Cuthbert, Zuggtmoy, and Lolth.

They can be substituted with Mystara Immortals: Thanatos for Iuz, Tarastia for St. Cuthbert, and Arachne Prime for Lolth.

Swapping Zuggtmoy, the Queen of Fungus, proved challenging. However, adhering to the pantheons of the religions in the Grand Duchy, I ultimately selected Orcus. He is present in both the Church of Karameikos' and the Church of Traladara's pantheons, overseeing aspects like violent death, sadism, mass destruction, undead, cannibalism, devil swines, and evil lycanthropes.

Replacing Zuggtmoy with Orcus necessitates rewriting various sections of the original module. The fungal creatures, slimes, and oozes associated with Zuggtmoy must be replaced with undead or other malevolent beings influenced by Orcus.

Additionally, the Elemasters, despite their disengagement from prime plane affairs for millennia, must be included. They still have small pockets of cultists on Mystara. These four Immortals become the focus of the four elemental cults in the temple. Changing the symbols found throughout the temple to align with them is a manageable task.

In the initial module, Hommlet features two religious factions: the Old Way and the Church of St. Cuthbert. In my adaptation, I retained the Old Way as a means of honoring Ordanna and modified the Church of St. Cuthbert to become the Church of Karameikos.

How should we address the situation involving the Drow?

In the extensive Great Greyhawk Campaign, the Drow play a covert role, especially in the Temple of Elemental Evil, with the involvement of the priest Lareth and (SPOILER) the party recovering a portable shrine dedicated to Lolth. The Drow's influence becomes more pronounced in the other two segments, namely the Slavers and the Queen. In adapting this to Mystara, where Drow do not exist, we can seamlessly replace them with the culturally and behaviorally similar Shadow Elves, maintaining the narrative's depth and intrigue while aligning with the unique characteristics of the Mystara setting.

Other Details

Other than making some adjustments to align with Mystaran and Karameikan lore, there isn't a substantial amount of work required. I introduced a few Mystaran monsters to enhance the overall impact and contribute to the population of the Elemental Nodes.