

URD5-I01-MM1

Large and In Charge

A one-Round D&D Living Greyhawk® Duchy of Urnst Interactive Mini-Mission

Version 1

Round 1 by Rod Cross

For APLs 12-16

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Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Summary

Though not a threat, a small tribe of giants need to be dealt with to make sure that Duke KarlI stays focused on the matters at hand (most notably, the NyronD situation). He has been informed of the giant's presence and their current lack of aggression, so to make sure he doesn't go running off after them and attack. The PCs have been enlisted to solve this dilemma. This can be a straight assault, or there might be a diplomatic resolution.

Results will obviously impact the security of the Southern Border and either allow or disallow the continued revision of the defense plan, as well as presenting Ellis as a leader who works with the system in place and can see the 'Big Picture', instead of focusing on personal matters at the expense of the people. This perception may or may not be accurate.

Introduction

After being recruited by the Ducal Guard near Fort Dellin, the PCs have traveled to a DG encampment just north of the village of Bayreath (pronounced BA-reet). They have had at least 8 hours of rest and the time is 0800.

Subaltern Lord Frenal Kaste sought you out in the mass of adventurers gathered at Fort Dellin, asking for you by name and requesting your presence to undertake a highly delicate situation. He then guided you to the Ducal

Guard encampment north of Bayreath and led you to see Lord-Captain Frederik Saevil.

Not only were you asked for specifically, but Subaltern Kaste delivered some orders for you from someone very high up in Duchy, considering the wax seal on the message scroll that now rests in the Lord-Captain's hand. He does not seem to be in the best of moods.

"Heroes of the Duchy," he says, with notable contempt in his voice, "I have summoned you here for a very important and integral mission concerning the defense of the Duchy."

With a flourish, the Lord-Captain breaks open the seal, and begins to read the message:

"Greetings and Salutations Loyal Adventurers of the Duchy! I trust the Lord-Captain has treated you well, and provided for your basic needs.

It has come to light that a group of giants have taken up residence here in the Duchy. Word has even reached my uncle, the Duke.

So far, the giants have not been aggressive, and the only close contact we know of has been by a cleric in the village of Bayreath. We cannot allow a threat of this magnitude and importance to the Duke go unresolved.

See to it that satisfactory conclusion is reached in this matter, and you will be rewarded handsomely for your endeavors."

Signed,

Lord Ellis Lorinar"

If the PCs ask the March Warden what the desired "satisfactory conclusion" is, he will only mumble something about the PCs being the 'experts' and they should know what 'His Lordship' wants. About all he will offer them is map (handout #1) of the area between here and Knife's Edge Pass, fresh rations and mounts if needed.

If the PCs wish to Gather Information, this is what they will find out (some rumors are true, while others are not). Members of the Ducal Guard receive a +2 bonus:

- DC 10: The March Warden is unhappy that he was not trusted with this assignment. (true)

- DC 15: The giants are part of Rary's advance forces, and they will attack in two days. (untrue)
- DC 18: Guard morale is lowering as fewer forces are being asked to do more. (somewhat true)
- DC 20: That cleric in Bayreeth is a little eccentric. (true)
- DC 10 + APL: The defendability of Knife's Edge Pass is in question, as more and more forces are being pulled out. (untrue)
- DC 15 + APL: The giants must have some sort of divination defense, since we can't 'see' them. (true)
- DC 20 + APL: Robilar, at the behest of Rary, gave the giants no choice but to leave the Bright Desert. (true)

Remind the PCs that they need to keep moving, and that Bayreeth is only about an hour's ride from here.

Encounter One

As you enter the village, you see that it looks like any other herder settlement, but with one notable exception. On one side of the town is an elaborate shrine to a god that you have never heard of before (DC 40 knowledge religion check, +20 if any in the party have traveled with Abram Josiah).

An elderly man in robes and an elaborate vest comes up to meet you.

"Greetings, on behalf of the village of Bayreeth, I welcome you. My name is Sheth, I am the Cleric of El-Elyon here. How may I be of assistance to you?"

Sheth will gladly tell you about his meeting with the giants. He had come to them under a flag of truce, so that he could ascertain the giants' intentions regarding the village and its' herdsman. The giants seemed peaceable enough, and only wished to share the area, however they wanted control of the small desert-like area southwest of Bayreeth. This area is directly beyond the headwaters of the village's stream.

- The giants insisted that they would not harm the villagers but that the villagers should not enter the desert area or the headwaters.

- They mentioned that they had come from the Bright Desert, but offered no other information.
- The giants were unlike any other giants that Sheth had either seen or heard about. The ones he had met were about 12' tall, some with black hair, some blond. All had golden eyes.

If asked, Sheth will gladly fill in the PCs' map (handout #2). Also, he will gladly tell them about El-Elyon (see handout #3).

Sheth also asks the PCs to look into the disappearance of a couple of herdsman who had a camp somewhere between the village and the desert-like area. He hasn't seen them for 3 days, and he is beginning to worry.

If the PCs ask around in the town, they find that there are two populations in this village: the Suel and the Flan.

The village is about half Suel, who worship the Suloise pantheon, and half Flan, who worship El-Elyon for the most part. The Flan generally take on most of the hard part of the herding duties and there is an obvious divide in the social structure of the village, but it is amiably tolerated. If asked, the people simply reply that it's been this way since their ancestor's times.

Sheth is reasonably tolerated by the Suel, but considered very strange. He is accepted because he does not preach his strange religion unless asked and helps quite a bit with injuries and other problems that arise. He is the minister of the faith for the Flan in the village and they generally like and follow his guidance.

The Suel villagers are very worried about the giants since only Sheth has talked to them. They get their salt from the desert-like area and not being able to go there would be a hardship for them since then they'd have to somehow find salt elsewhere.

Keep the PCs moving along. It is only about a 90 minute ride from the village to the desert-like area, and about another hour or so to the supposed giant encampment.

Encounter Two

There is a non-detection zone surrounding the sand giant's encampment. No scrying spells will work.

About 45 minutes out of Bayreeth, you come upon what appears to be the remnants of a herder's camp. Pottery is strewn about and several are broken. The remains of a fire can be seen in the center of the camp.

Ask for a Spot check. If a PC beats a DC 25 spot check, they see:

There are four unbroken pots in the camp, approximately 20' apart from one another in a rough circular pattern.

At APLs 12 and 14, if the PCs come within 5' or disturb any of them, all of their lids will burst off. At APL 16, the tempest is released if any of the PCs approach within 20 feet of any of the pots.

APL 12

Huge Elemental, Fire (1):

Huge Elemental, Air (1):

Huge Elemental, Earth (1):

Huge Elemental, Water (1):

APL 14

Elder Elemental, Fire (1):

Elder Elemental, Air (1):

Elder Elemental, Earth (1):

Elder Elemental, Water (1):

APL 16

Tempest : see appendix 1

If the PCs examine the pot(s) after the encounter, they will find, with a DC 30 spot check, the following engraved on the bottom of the pots, "Compliments of Rary. More of our wonderful wares are located at the Headwaters."

Encounter Three

After continuing along the trail, you see up ahead the headwaters area begin, with the rolling grasses turning to shrubs and trees. You see what appears to be a fog layer near the entrance of the area.

Near the center of the fog is the following:

APL 12

Ten-headed, Clay Half-Golem Pyro-Hydra. See Appendix 1.

APL 14

Eleven-headed, Clay Half-Golem Pyro-Hydra, (advanced). See Appendix 1.

APL 16

Twelve-headed Clay Half-Golem Pyro-Hydra, (advanced). See Appendix 1.

The Hydras are centered within what is effectively an 'obscuring mist' that is as high as the creature within it. They are 'hunkered down' and will remain still and quiet while using their scent ability and also listen checks to initially find the intruders.

Once engaged in combat, the hydras will focus their attention in this order: first on any PC in melee with them (pick one), then on the next available target. The hydras will also use their breath weapons in the same way.

Remember, it takes a sunder attack with a slashing weapon to sever a head, and cleave does not allow extra attacks in this instance.

The hydra will fight to the death, as it is the 'pet' of the Sand Giants. The Hydra has been raised from an egg, and the golem half is the only way they could save it after Robilar initially wounded it. It has collar on that says 'Fido' in Giant.

After the combat is over, roll 2d10. That is the amount of time in rounds before the Sand Giant envoy is set up at the edge of the marsh, waiting for the PCs. Divide the number of rounds by 3, and that is how many pre-combat buffs the giants may have prepared (minimum 1).

Encounter Four

You see a large giant approaching you, his skin is the color of parchment and his hair is a dark brown. He is wearing loose flowing robes typical of a desert dweller and carrying a large scimitar and a strange tube. As he gets closer, it is apparent that he has piercing golden eyes and you can see a white flag attached to the tube.

He is accompanied by other sand giants, who hang back slightly to watch the proceedings.

The Sand Giant Champion will approach the PCs cautiously with a white flag attached to the end of his Sand Blaster. He will be willing to parlay with the PCs, but if they show any threatening moves or any indifference or contempt about the hydra or disrespect for his people, he will attack. There are

three sand giants watching the proceedings that will join in the combat at higher APLs, but one sand giant always returns to the village at the beginning of combat to warn them.

If the PCs are willing to parlay, the Sand Giant Champion will bargain hard, but will not risk damaging a possible peace treaty.

Their goals are:

- a place to call home
- a supply of food – there is the headwaters nearby that they can gather water for themselves, but they don't wish to harm the villager's food supplies
- a possible shot at Rary (but especially Robilar)

If asked what they have to offer:

- well-trained and disciplined forces
- training with the sand blaster
- items crafted of sand, such as furniture, decorations and other items

They are happy to gather salt to sell to the villagers if this is suggested to them. They are also happy to provide guards for the nearby Knife's Edge Pass. Also, they would be interested in trading their goods to a noble house, should the PCs broker such an agreement.

A DC 25 Diplomacy check is required to calm the villagers into talking with the sand giants and trading with them. They may be bribed with 100 gold or 100 gold of items, food, livestock, or other acceptable items per +1 bonus to the check. They may be bribed this way to add to the Diplomacy check after it has been rolled. The PCs may only attempt this Diplomacy check twice and must keep the results of the last roll if they choose to roll again.

Another DC 25 Diplomacy check will set up a basic trade agreement, whereas a DC 50 Diplomacy check will set up a very favorable trade agreement (for whichever side the PCs want it to be favorable for) with either House Saevil, House Meissel, House Xiotha or House Durnix. (Please report the results of these negotiations to the Interactive Coordinator, who should report them to the triad at doutriad@yahoo.com)

If the PCs opt for combat, the Sand Giant Champion will make a quick assessment of the group, and will immediately move to eliminate the biggest threat. Remember, these are intelligent

creatures, so if a high-level wizard or sorcerer is close, they will be the target. The Sand Giant Champion has only one load for his sand blaster (pre-loaded and ready to fire).

APL 12

Sand Giant Champion, see Appendix 1.

APL 14

Sand Giant Champion, see appendix 1.

Sand Giant Sorcerer, see appendix 1.

APL 16

Sand Giant Champion (Advanced) see appendix 1

Sand Giant Sorcerer see appendix 1

Sand Giant Cleric, see appendix 1.

Tactics: The Sand Giant Sorcerer will cast pre-combat spells in this order and on whom: resist energy, mass (cold). Followed by heroism on the champion, bear's endurance (mass); stonewall on the champion, mage armor (greater) on the champion and then on himself.

As a ready action, the sorcerer will have the spell Illusory Pit ready to cast at the commencement of hostilities. He will then direct fire at any opposing spellcasters.

The Sand Giant Cleric will cast the following pre-combat spells in this order and on whom; Bull's Strength on the champion, and Mage Armor on herself.

The Sand Giant Cleric will gladly wade into melee, keeping mind the need to keep the champion healed.

Encounter Five

Irregardless of the outcome of the previous encounter, immediately following the conclusion of the previous encounter, the PCs are met by the rest of the Settlement. They will completely surround the PCs, and are ready for battle, unless told otherwise by the Champion.

All APLs (untiered)

25 Sand Giants

3 Sand Giant Champions

2 Sand Giant Sorcerers

1 Sand Giant Cleric

At this point the Sand Giants are done with negotiating. The PCs have killed some of their members and want restitution. They will keep half of the PCs as hostages and send the rest to speak with the Ducal Guard and the villagers and procure them favorable treaties as restitution for their actions. If the PCs do not agree, they surround and kill them unless they have some way to make an immediate escape (such as Teleport or Dimension Door).

If the PCs do not escape, they must make the agreement with the villagers as outlined above. Then they must go to the Ducal Guard outpost and report. The Lord-Commander will be very derogatory and upset. Any Ducal Guard PCs will be demoted. The PCs will take ½ gold from the adventure as well as any bribes they had to pay to the villagers. The Ducal Diplomatic Corps will eventually straighten this mess out, but the PCs will receive the Diplomatic Crisis entry on the AR, as though they had revealed sensitive information.

Conclusion

If the PCs successfully brokered a deal or defeated the sand giants:

With the threat of the giants ended, the villagers laud you as their heroes. You're treated to a fine feast and when you travel back to the Ducal Guard encampment, even the Lord-Commander awards you your pay with newfound respect.

If the PCs did not succeed:

Through weeks of work, the Ducal Diplomatic Corps has managed to patch up the mess you made of things. Lord-Commander Frederik Saevil had you turned away from the ducal guard encampment, however, a few weeks later a package arrives from Lord Ellis containing a portion of the pay you were promised and a succinct note thanking you for your time.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeat the elementals

APL12 200 xp

APL14 235 xp

APL16 260 xp

Encounter Three

Defeat fido

APL12 200 xp

APL14 235 xp

APL16 260 xp

Encounter Four

Defeat or broker an agreement with the sand giant

APL12 200 xp

APL14 235 xp

APL16 260 xp

Story Award

Sand Giants persuaded to guard Knife Edge Pass

APL12 87 xp

APL14 95 xp

APL16 107 xp

Discretionary roleplaying award

APL12 100 xp

APL14 100 xp

APL16 125 xp

Total possible experience:

APL12 787 xp

APL14 900 xp

APL16 1012 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at

least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Three:

ALL APLs: L: 400 gp; C: 0 gp; M: 0 gp

Total Possible Treasure

APL 12: L: 400 gp; C: 1250 gp; M: 0 gp - Total: 1650 gp

APL 14: L: 400 gp; C: 2900 gp; M: 0 gp - Total: 3300 gp

APL 16: L: 400 gp; C: 4550 gp; M: 0 gp - Total: 4950 gp

Special

Favor of the Sand Giants: The Sand Giants of the Bright Desert wish to reward a Hero of your Honor and Integrity. For an exchange of 2 TU they will teach you the Endure Heat feat (Sandstorm) whenever you have a feat slot to fill.

Items for the Adventure Record

Item Access

APL 12 (all of APLs 2-10 plus the following):

- Access to Fire Resistance, Lesser

APL 14 (all of APLs 2-12 plus the following):

- Access to Fire Resistance

APL 16 (all of APLs 2-14 plus the following):

- Access to Fire Resistance, Greater

Appendix One – All APLs

Sand Giant (25): HD 15d8+75; HP 142; Init +5; Speed 40ft, burrow 10ft.; AC 28 (-1 size, +5 dex, +11 natural, +3 MW studded leather), 9 touch, 28 flat-footed; BA/Grapple: +11/+23; Attack: Scimitar +19 melee (1d8+8/15-20) or sand blaster; Full Attack Scimitar +19/+14/+9/ (1d8+8/15-20); Size Large S/R 10/10. SA: Sand blaster, spell-like abilities. SQ: Heat shimmer, immunity to fire, low-light vision, vulnerability to cold. ST 27, DX 21, CN 21, IN 10, WS 16, CH 12 Fort +14, Ref +12, Will +10

Skills and Feats: Hide +1*, Knowledge (Nature) +11, Listen +12, Spot +12, Survival +11, (*+14 in aboveground natural environments). Cleave, Improved Critical (scimitar), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (scimitar).

Lan: Common and Giant.

Sand Blaster: A sand blaster is a Large exotic ranged weapon made from long tubes. It creates a 10 ft. cone of sand, doing 1d8 points of damage (Reflex DC 24 half). Living creatures that fail their saves are tormented by itching skin and burning eyes, imposing a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based (it relies on the user's ability to blow a hearty gust of air through the tube). A sand blaster uses 5 pounds of sand as ammunition, and packing a sand blaster with one charge of ammunition is a full round action. Sand Giants treat sand blasters as martial weapons. A sand blaster costs 30 gp.

Spell-Like Abilities: 1/day – *meld into stone, statue*. Caster level 15th.

Heat Shimmer (Su): at will as a free action, a sand giant can create a shimmering effect around itself that functions like a blur spell, caster level 15th.

Appendix One – APL 12

Encounter Three

10 Headed Clay Half-Golem Pyro-Hydra (1): Huge aberration; HD 10d10+73; HP 128; Init +0; Speed 20 ft.; AC 15 (-2 size, 0 dex, +7 natural, 8 touch, 15 flat-footed); BA/Grapple +14/+27; Attack: +18 melee (1d10+9, bite); Full Attack: +18 melee, (1d10+9, 10 bites); F/R 15/10 SA: Berserk(EX), as per MM pp 134-135; Cursed Wound(EX) as per MM p. 135; fire breath (10x10x20) all heads, once every 1d4 rounds, 3d6 damage. SQ: Construct Traits, haste, DR 10/Adamantine and Bludgeoning, immunity to magic, darkvision 60 ft., low-light vision, fast healing 20, scent. Str; 29, Dex; 10, Con; 24, Int; 1, Wis; 10, Chr 3; Fort +16, Ref +9, Will + 3

Skills and Feats: Listen +8, Spot + 9, Swim +17. Blind fight, Lightning reflexes, Iron will, toughness, weapon focus (bite).

Encounter Four

Sand Giant Champion, 5th-Level Fighter (1): HD 15d8+105 plus 5d10+35; HP 234; Init +4; Speed 40 feet, burrow 10 ft.; AC: 28 (-1 size, +4 Dex, +11 natural, +4 masterwork chainshirt), touch 13, flat-footed 24; BA/Grapple: +16/+31; Attack: Scimitar +27 melee (1d8+13/15-20); Full Attack: Scimitar +27/+22/+17/+12 melee (1d8+13/15-20), or Sand blaster (see text); Size: Large S/R 10/10. SA: Sand blaster, spell-like abilities. SQ: Heat shimmer, immunity to fire, low-light vision, vulnerability to cold. ST 32, DX 18, CN 25, IN 10, WS 19, CH 14; Fort +20, Ref +10, Will +10

Skills and Feats: Climb +29, Hide -1*, Knowledge (nature) +11, Listen +12, Spot +12, Survival +10* (* +11 in aboveground natural environments). Alertness, Cleave, Dodge, Improved Critical (Scimitar), Improved Sunder, Mobility, Power Attack, Spring Attack, WF (scimitar), WS (scimitar).

Lan: Common and Giant

Sand Blaster: A sand blaster is a Large exotic ranged weapon made from long tubes. It creates a 10 ft. cone of sand, doing 1d8 points of damage (Reflex DC 24 half). Living creatures that fail their saves are tormented by itching skin

and burning eyes, imposing a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based (it relies on the user's ability to blow a hearty gust of air through the tube). A sand blaster uses 5 pounds of sand as ammunition, and packing a sand blaster with one charge of ammunition is a full round action. Sand Giants treat sand blasters as martial weapons. A sand blaster costs 30 gp.

Spell-Like Abilities: 1/day – *meld into stone, statue*. Caster level 15th.

Heat Shimmer (Su): at will as a free action, a sand giant can create a shimmering effect around itself that functions like a blur spell, caster level 15th.

Appendix One – APL 14

Encounter Three

11 Headed Clay Half-Golem Pyro-Hydra, advanced (1): HD 14d10+84; HP 154; Init +0; Speed 20 ft.; AC 15 (-2 size, 0 dex, +7 natural, 8 touch, 15 flat-footed); BA/Grapple +16/+30; Attack: 11 bites, +21 melee (1d10+10); Full Attack: 11 bites, +21 melee, (1d10+10); Size: Huge S/R 15/10 SA: Berserk(EX), as per MM pp 134-135; Cursed Wound(EX) as per MM p. 135; fire breath (10x10x20) all heads, once every 1d4 rounds, 3d6 damage. SQ: Construct Traits, haste, DR 10/Adamantine and Bludgeoning, immunity to magic, darkvision 60 ft., low-light vision, fast healing 21, scent. ST; 31, DX; 10, CN; 24, IN; 1, WS; 10, CH; 3 Saves: F +17, R +10, W +3

Skills and Feats: Listen +10, Spot +10, Swim +18. Blind fight, Lightning reflexes, Iron will, toughness, weapon focus (bite).

Encounter Four

Sand Giant Champion, 5th-Level Fighter (1): Large Giant. HD 15d8+105 plus 5d10+35; HP 234; Init +4; Speed 40 feet, burrow 10 ft.; AC: 28 (-1 size, +4 Dex, +11 natural, +4 masterwork chainshirt), touch 13, flat-footed 24; BA/Grapple: +16/+31; Attack: Scimitar +27 melee (1d8+13/15-20); Full Attack: Scimitar +27/+22/+17/+12 melee (1d8+13/15-20), or Sand blaster (see text); Size: Large S/R 10/10. SA: Sand blaster, spell-like abilities. SQ: Heat shimmer, immunity to fire, low-light vision, vulnerability to cold. ST 32, DX 18, CN 25, IN 10, WS 19, CH 14. Fort +20, Ref +10, Will +10

Skills and Feats: Climb +29, Hide -1*, Knowledge (nature) +11, Listen +12, Spot +12, Survival +10* (* +11 in aboveground natural environments). Alertness, Cleave, Dodge, Improved Critical (Scimitar), Improved Sunder, Mobility, Power Attack, Spring Attack, WF (scimitar), WS (scimitar).

Lan: Common and Giant

Sand Blaster: A sand blaster is a Large exotic ranged weapon made from long tubes. It creates a 10 ft. cone of sand, doing 1d8 points of damage (Reflex DC 24 half). Living creatures that fail their saves are tormented by itching skin and burning eyes, imposing a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The

save DC is Constitution-based (it relies on the user's ability to blow a hearty gust of air through the tube). A sand blaster uses 5 pounds of sand as ammunition, and packing a sand blaster with one charge of ammunition is a full round action. Sand Giants treat sand blasters as martial weapons. A sand blaster costs 30 gp.

Spell-Like Abilities: 1/day – *meld into stone, statue*. Caster level 15th.

Heat Shimmer (Su): at will as a free action, a sand giant can create a shimmering effect around itself that functions like a blur spell, caster level 15th.

Sand Giant Sorcerer (1): Large Giant; HD 15d8+75 plus 12d4+60; HP 232; Init +5; Speed 40ft, burrow 10ft.; AC 25 (-1 size, +5 dex, +11 natural), 9 touch, 25 flat-footed; BA/Grapple: +17/+29; Attack: Scimitar +25 melee (1d8+8/15-20) or +14 ranged touch (spell); Full Attack Scimitar +25/+20/+15/+10 (1d8+8/15-20); Size Large S/R 10/10. SA: Sand blaster, spell-like abilities. SQ: Heat shimmer, immunity to fire, low-light vision, vulnerability to cold. ST 27, DX 21, CN 21, IN 10, WS 14, CH 18 Fort +18, Ref +16, Will +17

Skills and Feats: Concentration +20; Hide +1*, Knowledge (Nature) +11, Listen +12, Spot +12, Spellcraft +9, Survival +11, (*+14 in aboveground natural environments). Cleave, Improved Critical (scimitar), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (scimitar), Combat Casting, Practiced Spellcaster, Sudden Widen, Widen Spell, Spell Focus (Enchantment), Arcane Defense (Enchantment).

Lan: Common and Giant.

Sorcerer Spells Known (6/7/7/7/5/3 per day; caster level 16th): 0-resistance, read magic, light, mage hand, prestidigitation, message, mending, acid splash (DC13), ghost sound, 1 – shield, orb of electricity, lesser (5d8), magic missile (5d4+5), ray of enfeeblement (1d6+5, +14 ranged touch), orb of cold, lesser (5d8, +14 ranged touch); 2 – glitterdust (DC 16), scorching ray (4d6 fire, 3 rays), bear's endurance, heroism, whirling blade; 3 – fireball (10d6, DC 17), mage armor (greater), haste, ray of exhaustion; 4 – stoneskin, resist energy (mass), greater invisibility; 5 – waves of fatigue, prismatic ray (DC 19); 6 – illusory pit (DC 20, 160 ft. cube).

Appendix One – APL 16

Encounter Two

Tempest (1): HD 24d8+216; HP 324; Init-2; Speed fly 60ft. (good); AC 24 (-4 size, -2 dex, +10 natural, +10 deflection), touch 14, flat-footed 24; BA/Grapple +18/+39; Attack, 2 slams +27 melee (2d8+13); Full Attack, 2 slams +27 melee (2d8+13); Size: Gargantuan, S/R 20ft/10ft. SA: Burn, Drench, spell-like abilities, whirlwind. SQ: Defensive Aura, DR 10/-, elemental mastery, elemental traits, fire subtype. ST 29, DX 6, CN 28, IN 8, WS 11, CH 17. Fort +23, Ref +12, Will +8

Skills and Feats: Concentration +18, Listen +11, Spot +11. Alertness, Awesome Blow, Cleave, Empower Spell-like Ability, Endurance, Great Cleave, Improved Bull Rush, Power Attack, Quicken Spell-like Ability.

Burn (Ex): Anyone hit by a tempest's slam attack must succeed at a reflex save (DC 31) or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the fire. Any creature hitting a tempest with a natural weapon or unarmed attack takes fire damage as though hit by its slam attack and also catches fire unless it succeeds at a reflex save.

Drench (Ex): The tempest's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Huge size or smaller. The creature can dispel magical fire it touches as if by dispel magic (CL 24). The tempest can choose not to activate this ability (in order to not extinguish the flame of an opponent affected by its burn attack, for example).

Spell-Like Abilities: At will – *chill touch*, *gust of wind*, *lightning bolt*, *wind wall*. Caster level 9th; save DC 13+ spell level.

Whirlwind (Su): A tempest can transform itself into a whirlwind (or vortex if underwater) once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and between 10 and 50 feet tall (tempest's choice). In this form, it can move through the air (or water, as a vortex) or along a surface at its fly speed.

Any creature one or more size categories smaller than the tempest that comes into contact

with the whirlwind must make a successful Reflex save (DC 31) or be picked up bodily and held suspended in the powerful winds, automatically taking 4d6 points of damage per round. A creature that can fly is allowed a Reflex save at the same DC each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The tempest can eject any carried creatures whenever it wishes, depositing them wherever it happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the tempest and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Anyone caught in the cloud must succeed at a Concentration check (DC 31) to cast a spell.

Defensive Aura (Sp): A tempest has a +10 deflection bonus to AC. This ability is always in effect.

Elemental Mastery (Ex): A tempest gains a +1 bonus on attack and damage rolls if both it and its foe are in contact with any of the four elements (air, earth, fire, or water).

Elemental Traits (Ex): A tempest is immune to poison, *sleep*, paralysis, and stunning. It is not subject to critical hits or flanking, and cannot be raised or resurrected. The creature also has darkvision (60-foot range).

Fire Subtype (Ex): A tempest is immune to fire damage but takes double damage from cold unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure.

Encounter Three

12 Headed Clay Half-Golem Pyro-Hydra, advanced (1): HD 16d10+105; HP 192; Init +0; Speed 20 ft.; AC 15 (-2 size, 0 dex, +7 natural, 8 touch, 15 flat-footed); BA/Grapple +19/+32; Attack: 12 bites, +23 meele (2d8+11); Full Attack: 12 bites, +23 melee, (2d8+11); Size: Huge F/R 15/10. SA: Berserk(EX), as per MM pp 134-135; Cursed Wound(EX) as per MM p. 135; fire breath (10x10x20) all heads, once

every 1d4 rounds, 3d6 damage. SQ: Construct Traits, haste, DR 10/Adamantine and Bludgeoning, immunity to magic, darkvision 60 ft., low-light vision, fast healing 22, scent. ST; 32, DX; 10, CN; 24, IN; 1, WS; 10, CH; 3 Fort +18, Ref +11, Will + 3

Skills and Feats: Listen +12, Spot + 12, Swim +18. Blind-fight, Lightning reflexes, Iron will, toughness, weapon focus (bite), improved natural attack (bite).

Encounter Four

Sand Giant Champion, 5th-Level Fighter (1): HD 15d8+105 plus 5d10+35; HP 234; Init +4; Speed 40 feet, burrow 10 ft.; AC: 28 (-1 size, +4 Dex, +11 natural, +4 masterwork chainshirt), touch 13, flat-footed 24; BA/Grapple: +16/+31; Attack: Scimitar +27 melee (1d8+13/15-20); Full Attack: Scimitar +27/+22/+17/+12 melee (1d8+13/15-20), or Sand blaster (see text); Size: Large S/R 10/10. SA: Sand blaster, spell-like abilities. SQ: Heat shimmer, immunity to fire, low-light vision, vulnerability to cold. ST 32, DX 18, CN 25, IN 10, WS 19, CH 14 Fort +20, Ref +10, Will +10

Skills and Feats: Climb +29, Hide -1*, Knowledge (nature) +11, Listen +12, Spot +12, Survival +10* (* +11 in aboveground natural environments). Alertness, Cleave, Dodge, Improved Critical (Scimitar), Improved Sunder, Mobility, Power Attack, Spring Attack, WF (scimitar), WS (scimitar).

Lan: Common and Giant

Sand Blaster: A sand blaster is a Large exotic ranged weapon made from long tubes. It creates a 10 ft. cone of sand, doing 1d8 points of damage (Reflex DC 24 half). Living creatures that fail their saves are tormented by itching skin and burning eyes, imposing a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based (it relies on the user's ability to blow a hearty gust of air through the tube). A sand blaster uses 5 pounds of sand as ammunition, and packing a sand blaster with one charge of ammunition is a full round action. Sand Giants treat sand blasters as martial weapons. A sand blaster costs 30 gp.

Spell-Like Abilities: 1/day – *meld into stone, statue*. Caster level 15th.

Heat Shimmer (Su): at will as a free action, a sand giant can create a shimmering effect

around itself that functions like a blur spell, caster level 15th.

Sand Giant Sorcerer (1): HD 15d8+75 plus 12d4+60; HP 232; Init +5; Speed 40ft, burrow 10ft.; AC 25 (-1 size, +5 dex, +11 natural), 9 touch, 25 flat-footed; BA/Grapple: +17/+29; Attack: Scimitar +25 melee (1d8+8/15-20) or +14 ranged touch (spell); Full Attack Scimitar +25/+20/+15/+10 (1d8+8/15-20); Size Large S/R 10/10. SA: Sand blaster, spell-like abilities. SQ: Heat shimmer, immunity to fire, low-light vision, vulnerability to cold. ST 27, DX 21, CN 21, IN 10, WS 14, CH 18. Fort +18, Ref +16, Will +17

Skills and Feats: Concentration +20; Hide +1*, Knowledge (Nature) +11, Listen +12, Spot +12, Spellcraft +9, Survival +11, (*+14 in aboveground natural environments). Cleave, Improved Critical (scimitar), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (scimitar), Combat Casting, Practiced Spellcaster, Sudden Widen, Widen Spell, Spell Focus (Enchantment), Arcane Defense (Enchantment).

Lan: Common and Giant.

Sorcerer Spells Known (6/7/7/7/5/3 per day; caster level 16th): 0-resistance, read magic, light, mage hand, prestidigitation, message, mending, acid splash (DC13), ghost sound, 1 – shield, orb of electricity, lesser (5d8), magic missile (5d4+5), ray of enfeeblement (1d6+5), orb of cold, lesser (5d8); 2 – glitterdust (DC 16), scorching ray (4d6 fire, 3 rays, +14 ranged touch), bear's endurance, heroism, whirling blade; 3 – fireball (10d6, DC 17), mage armor (greater), haste, ray of exhaustion; 4 – stoneskin, resist energy (mass), greater invisibility; 5 – waves of fatigue, prismatic ray (DC 19); 6 – illusory pit (DC 20, 160 ft. cube).

Sand Giant Cleric (1): HD 15d8+75 plus 6d8+30; HP 199; Init +5; Speed 40ft, burrow 10ft.; AC 29 (-1 size, +5 dex, +11 natural, +4 MW chainshirt), 9 touch, 29 flat-footed; BA/Grapple: +15/+27; Attack: Scimitar +23 melee (1d8+8/15-20); Full Attack Scimitar +23/+18/+13 (1d8+8/15-20); Size Large S/R 10/10. SA: Sand blaster, spell-like abilities. SQ: Heat shimmer, immunity to fire, low-light vision, vulnerability to cold. ST 27, DX 21, CN 21, IN 10, WS 20, CH 14 Fort +19, Ref +14, Will +15

Skills and Feats: Concentration +13; Hide +1*, Knowledge (Nature) +11, Listen +12, Spot +12,

Heal +9, Survival +11, (*+14 in aboveground natural environments). Cleave, Improved Critical (scimitar), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (scimitar), Combat Casting, Divine Vigor, Power Critical.

Lan: Common and Giant.

Clerical Spells: Cleric of Annam, Domains of Force and Knowledge. Spell per day: 5/5+1/4+1/3+1, DC is 15+spell level; Spells Prepared; 0 – create water, guidance, read magic, resistance, virtue; 1 – resurgence x2, bless, entropic shield, shield of faith, mage armor*; 2 – wave of grief, bull's strength, aid, magic missile*; 3 – wrack, briar web, flame of faith, blast of force*.

Player Handout #3

El-Elyon (el-EL-yon)

(The Most High, The Creator) LG lesser god of Oerth, Order, Justice, Wisdom, Healing, and Creation.

Domains: Creation*, Glory*, Good, Protection, Healing, Sun

Weapons: Longsword, Scimitar

Long ago, the Flan were the dominant people of the Flanaess, and El-Elyon was their God. The Flan prospered and erected mighty cities and a strong civilization emerged. However, as their prosperity grew, so did the Flan's willingness to turn to other gods. Legend has it, that when the Flan began to turn from El-Elyon to the other gods, that was when their civilization began to crumble. They did not realize that with their turning away, El-Elyon removed his hand of protection from them. All manner of beasts and invasions from other people plagued the Flan, until they were reduced to their present state as a nomadic, isolated people.

El-Elyon appeared to him at night and said: "I have heard your prayer and have chosen this place for myself as a temple for sacrifices.

"When I shut up the heavens so that there is no rain, or command locusts to devour the land or send a plague among my people,

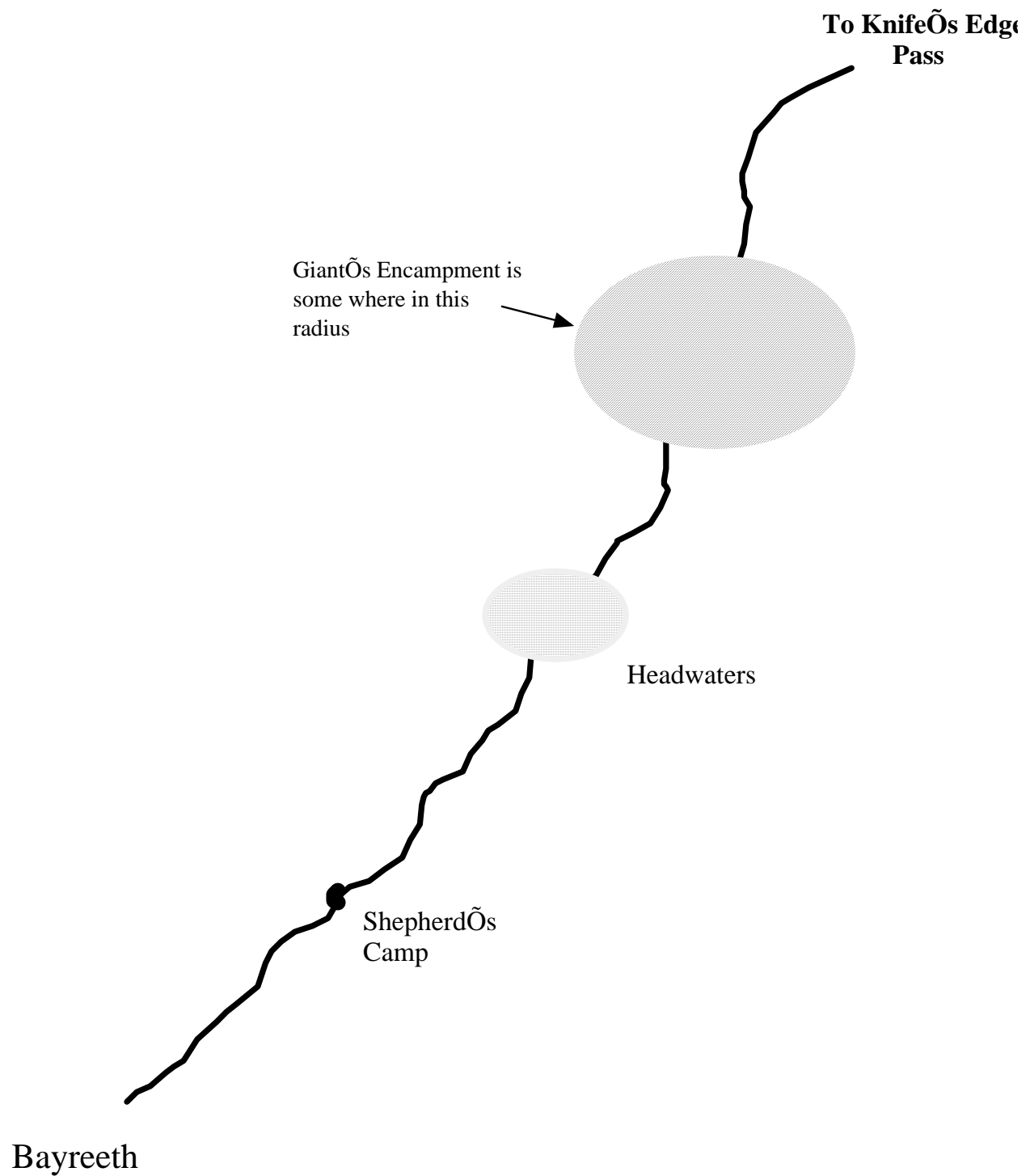
if my people, who are called by my name, will humble themselves and pray and seek my face and turn from their wicked ways, then will I hear from heaven and will forgive their sin and will heal their land.

Now my eyes will be open and my ears attentive to the prayers offered in this place.

I have chosen and consecrated this temple so that my Name may be there for ever. My eyes and my heart will always be there."

Clerics of the Most High must be LG, and of pure Flanish blood. His Paladins must be at least half Flan. Clerics of the Most High must begin their training at the only remaining temple of El-Elyon, located in the Western Abbor-Alz March in the Valley of the Rushing Wind. There they spend time in quiet prayer and training, learning to hear the Voice of El-Elyon. From the temple, they travel outward, into the whole of the Flanaess, bringing the words of El-Elyon to the people. However, it should be noted that deeds, and not words are the hallmark of a Cleric of El-Elyon.

Player Handout #2



Player Handout #1

No current
information

Bayreeth

**Ducal Guard
Encampment**