

GRM6-02

Family Values

A One-Round D&D[®] LIVING GREYHAWK[™]

Gran March Regional Adventure

Version 0.9

By Sean Flaherty

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The Nackel gnomes have gone missing in Shibolet and their sister and mother want your help in finding them, but can anyone find anything in the rubble of Shibolet? Apparently someone can, as the gnomes' trail leads to a newly erected gladiatorial arena, an infiltration of Baklunish spies, and the mystery of who murdered their father four years ago.

A Gran March regional adventure for APLs 2-12, and Part 2 of the *War of the Undying* series.

Military Time: No; **Caravan Duty:** Yes

Note: This adventure will be of particular interest to members of The Corporation, Followers of Kord and those holding the Promise to the Nackel Gnomes from GRM5-06 Family Fortunes.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at pjf@cetlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran

March pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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 BACKGROUND

In *GRM5-06: Family Fortunes*, adventurers convinced a clan of gnomes to discontinue their harassment of Dodwith Brogan whom they were mistakenly holding responsible for their father's murder. After extracting a promise from the adventurers to aid them in finding those truly responsible for their father's death, the gnomes agreed and returned to their home in Hookhill. The two younger Nackel brothers quickly tired of the family routine and their mother's rules and went to Shiboeth to seek the trail of their father's killers. The father's tale of woe is a sordid one that may be familiar to some PCs and players.

In 592CY, Lorig Nackel, the gnome's father, was in the Free City of Greyhawk and met a merchant named Auldon Brendingund. This man had a beautiful diamond, sapphire and platinum necklace for sale at a fraction of its value. Lorig had heard that Dodwith Brogan might be in the market for expensive jewelry to use in wooing a bride and went to Keddin's Run with a proposal for him. Lorig offered him the necklace at a significant discount over its value, but a price much higher than the fool Brendingund was asking. Although Dodwith

expressed some interest, he was unwilling to front the gnome such a vast sum of money, so Lorig returned to Greyhawk and borrowed the money from some "acquaintances" there at a painful rate of interest. Somewhere along the journey the necklace either disappeared or was stolen, but Lorig was unaware of this because he kept it locked in an iron box. When he arrived to present the necklace to Dodwith, he was shocked to discover it missing. Dodwith was outraged at what he thought was a gnomish prank and threw Lorig out of the manor. Lorig was unable to pay the money he owed his "friends" in Greyhawk and eventually they sent enforcers to beat it out of him. The beating went too far and agents of the Greyhawk thieves' guild killed Lorig in Shibolet.

At the same time they were disbursing the gnomes, the adventurers were investigating the status of a dead Knight of the Watch buried on the Brogan estate. They discovered that the knight, Helerain Brogan, was preserved in an undead state known as a sacred watcher. His spirit had risen in response to his sworn enemy, a Baklunish priest known as the Bahun, rising as a lich. He recruited the adventurers to swear a vow to destroy the Bahun, who hates all things Gran March and particularly the Brogan. The Bahun sensed the rising of his foe and had minions watching the Brogan's crypt to determine what was happening. The few who survived a skirmish with the adventurers reported that something had come out of the crypt, but they could not say what or how, only that they sensed it.

To gather more information about the adventurers, the current state of Gran March's defenses, and, if possible, the Brogan, the Bahun has dispatched several groups of his followers to the leading cities of Gran March with instructions to join any organizations with information networks or underworld connections. One of these, Ecmel Basmir, has joined a gang of The Corporation operating in Shibolet and had recently become a full member when the Nackel brothers arrived in town.

Arriving in Shibolet and searching for word or evidence of their father under the guise of helping with refugees and rebuilding the damaged town, the Nackels were quickly drawn into the underground and black market of the city. From their first acquaintances, it took very little time for them to end up involved in some questionable -- and some plainly illegal -- activities. They also learned who had something to hide and identified the gladiatorial arena as a hub of activity. The Nackels foolishly snuck into the chambers below

the arena and were captured by members of The Corporation. Fortunately for them, one of the groups they had been working with in the past weeks contained a few full members of The Corporation who spoke to the local elders on their behalf. The Nackels were spared, but restricted to the chambers below the arena for months until they proved themselves trustworthy. In the process of saving their skins, the Nackels confessed their true reason for being in Shibolet.

To complicate matters, the eldest Nackel brother went to Shibolet two months after his siblings to find them and bring them home. Gern Nackel has taken several months to track down information about his brothers and has confirmed his fear that they were working on the wrong side of the law in Shibolet. Gern identified the arena as the center of some activities of this nature and a regular haunt of a few of his brothers' known companions. His investigation has led him to believe that his brothers are being held against their will somewhere below the arena floor. The Corporation is aware of Gern's identity and is consciously keeping him from the chambers beneath the arena and separated from his brothers until they are sure what to do about the Nackels.

In addition, while none of the members of The Corporation knows anything about what happened to Lorig Nackel, Ecmel recognizes their name from his master's other agents. Ecmel has sent word of the Nackel's presence to Greyhawk and invited their father's benefactors to come take custody of the sons. More agents of the Greyhawk Thieves Guild are on their way to Shibolet as the adventure begins.

ADVENTURE SUMMARY

Introduction:

GRM6-02: Family Values begins with Rhanlleth (mother) and Anyllt Nackel (daughter) searching Hookhill for the adventurers that promised to help them during the summer of CY 595. The mother will locate those adventurers of a more refined nature in the Wayberry Inn and the daughter will look for those of a more rough and tumble type in the Dancing Wench Inn. At both of these locations they will recruit additional aid as a way to gather characters who may not have the *Promise to the Nackel Gnomes* from *GRM5-06: Family Fortunes*.

Once they have found helpful adventurers, the gnomes will introduce themselves and explain that all three of their brothers have gone missing in Shibolet and ask them to seek out the missing

Nackel males there. The PCs are expected to depart as a group and work together to rescue the Nackels.

Encounter 1:

On the road from Hookhill to Shibolet, the PCs will travel without incident except for an encounter with a force of Knights of the Watch outside of Buxton's Crossing. The Knights are taking a Baklunish prisoner from Orlane to Hookhill for questioning. They have no interest in the PCs unless one of more of them is bearing items formerly belonging to Helerain Brogan. The prisoner is actually an agent of the Bahun whose presence will cause PCs who took the oath of the Brogan to feel uneasy and aggressive.

Encounter 2:

Arriving in Shibolet, the PCs will discover the city still in ruins from its repeated invasions in the last year. They may choose to meet with members of several different groups including the Army of Security (led by Jorn Envian), the Militia of Shibolet (led by Petros Gwalchen), the Temple of Pholtus (led by Heldreth Dorden), and a consortium of merchants (led by Aros Gweirword). The PCs have the option of visiting each of these groups and gaining information about the city, but only the last will know the name Gern Nackel and direct them to the tavern where they are hosting the favorites from the gladiatorial arena.

Encounter 3:

Finding Gern Nackel in the tavern, he will welcome the PCs and their assistance in rescuing his brothers whom he has determined are being held beneath the arena. Gern will propose a daring plan which will require him and the PCs to jump on to the combat floor of the arena and fight there way into the tunnels below. The PCs are welcome to go along with this approach or try something a little more subtle.

Encounter 4:

If the PCs go along with the plan, Gern will arrange for them to have the required seats in the arena the next day. Together they will have to fight past one or more yugoloths in the arena and then enter the tunnels below the arena. Should the PCs sneak into the arena or enter under more direct means they will encounter the yugoloths there.

Encounter 5:

Once into the complex of rooms and tunnels, the PCs and Gern must quickly explore the area and locate the cells he believes are holding his

brothers. In the course of this investigation, the PCs will stumble across a secret temple of Kord and evidence of other quasi-legal activities.

Encounter 6:

Eventually the PCs will find their way to the cells where the operators of the arena keep the dangerous creatures that fight in the arena. Upon their arrival, all but one of the cells is empty including the one formerly occupied by the Nackel brothers. The single occupied cell holds an ultraloth that will inform polite PCs that the gnomes were just taken through a secret passage by five violent looking men. These men are actually Ecmet and a team of hunters and thugs from Greyhawk. The PCs will need to negotiate the trapped secret door to proceed into the tunnels below the arena and the city.

Encounter 7:

Once beneath the city, the hunters become the hunted and the PCs can free the Nackel brothers by prevailing in a violent confrontation.

PREPARATION FOR PLAY

Prior to beginning play, the GM will want to familiarize themselves with several rules items and information about the PCs as follows:

- Determine if any of the PCs are members of Gran March military or the Knights of the Watch.
- Determine, with some degree of care, if any of the PCs are members of the Corporation. You will also need to know if the Corporation members have Corporate-Speak as a language.
- Determine if any of the PCs have *the Promise to the Nackel Gnomes* from *GRM5-05 Family Fortunes*.
- Determine if any of the PCs have taken the *Oath of the Brogan* from *GRM5-05 Family Fortunes* and as a result are carrying a *Shard of the Shield of the Brogan*. Also determine where this shard is carried, as locating it in an extra dimensional space is problematic for the sacred watcher to manifest.
- Determine if any of the PCs have the *Sword, Armor or Lance of the Brogan* from *GRM5-05 Family Fortunes*.
- Determine which PCs would be more likely to patronize the Wayberry Inn (upscale) versus

the Dancing Wench (lower class) when in Hookhill.

INTRODUCTION

Late winter has begun to give way to early spring in Gran March and the sense of a new beginning has spread across the nation. The homecoming of armies in the field for more than a decade has brought new life to the March and families separated for years have been reunited. Some reunions lasted for only weeks or days as forces were quickly redeployed to Ulek and Shibolet. Others are more permanent as fathers, brothers, sons and husbands, muster out of the army and take up their civilian tools once more.

For a forgotten few there was no homecoming at all save tales of brutal deaths at the hands of giants and bizarre fates spun by fairies brought home by more fortunate comrades. For one humble gnome family a father lies dead and three sons are missing, but no one has taken notice of them as they were not soldiers and their mystery of their fate lies within the borders of Gran March, not Geoff.

INTRODUCTION A: AT THE WAYBERRY INN

A small fire burns in the hearth of the Wayberry Inn's main fine dining room, but combined with the bustle and movement of several celebrations it warms the room sufficiently. As you dine among friends and the more refined members of Hookhill's populace, a small gnomish woman garbed in colorful pastels moves from table to table scrutinizing each of the guests in turn and beginning to look increasingly disappointed.

The woman is Rhanlleth Nackel, the mother of the three missing brothers. Her reaction upon reaching the PCs table will vary depending upon whether or not any of the PCs have the *Promise to the Nackel Gnomes* from GRM5-06. If any of the PCs do, read the following:

As she reaches your table, you note the high quality but functional nature of the gnomish woman's clothing. Recognizing you, her face breaks into a smile as bright as her chartreuse cloak. "Oh, good friend[s], I have been searching for you everywhere. My family and I are in dire need of your assistance. You do

recall your promise to us? Are any of those with you likely to be willing to help a poor gnomish mother whose husband is dead and sons are missing?"

If none of the PCs present have the promise, then Rhanlleth will react as follows:

As she reaches your table, you note the high quality but functional nature of the gnomish woman's clothing. Looking over those assembled at your table, the woman is once again crestfallen and begins to wander off muttering to herself. "Where ever will I find someone to help us? Perhaps Anyllt will have had better luck.

If one of the PCs inquires Rhanlleth will share her need, otherwise she moves on looking for those who promised her family aid.

"My family and I are in dire need of assistance? Are any of you likely to be willing to help a poor gnomish mother whose husband is dead and sons are missing?"

In either case, Rhanlleth will briefly share that her two younger sons went to Shibolet late in the fall and did not return or send any letters. Her oldest son went to seek them during midwinter, but he has not been heard from either. She will ask that the PCs accompany her to the room she and her daughter rent so that they can confer together and with any others that her daughter Anyllt might have found.

INTRODUCTION B: AT THE DANCING WENCH

A roaring fire sends waves of heat across the common room of the Dancing Wench. Many of the patrons reek with sweat, but appreciate the heat none the less as it encourages even less modesty from the already scantily clad serving girls. Without warning a deal is struck and a silver piece flips high into the air over one table. A dusky serving girl there drops her tray and clambers up on the table and begins to sway and dance seductively for the men seated there.

Mere seconds into her display, the woman falls crashing onto the table in a heap. A gnomish girl appears from behind her, the obvious cause of her fall. The girl hops onto the woman's chest knocking the wind from her attempt to protest. "Shut up, you deadbeat harridan." The gnome begins shouting as she

unlaces and removes the unfortunate serving girl's spike heeled boots.

"Listen up you filthy louts! First things first, nobody special orders boots from gnomish cobblers and then skips out on the bill. More importantly, I'm looking for some other deadbeats that made a promise to help the Nackel family out if we were in trouble later. Well, all three of my brothers have gone missing and we need someone to help us find them. If you owe us a favor come see me. If you'd like us to owe you one, do the same."

Finishing her speech and unshoeing at the same time, the gnome girl stomps the server's gut harshly and clambers down from the table. Seconds later she reappears seated on the bar with the boots resting beside her.

PCs with the *Promise to the Nackel Gnomes from GRM5-06* are expected to approach Anyllt and offer their assistance. She will also welcome inquiries from others wishing to help a spirited gnomish girl and her mother. Anyllt will briefly share that her two younger brothers went to Shibolet late in the fall and did not return or send any letters. Her oldest brother went to seek them during midwinter, but he has not been heard from either. She will ask that the PCs accompany her to the room upstairs that she and her mother rent so that they can confer together and with any others that her daughter Rhanlleth might have found.

After a few minutes of waiting upstairs with the gnomish girl, an older gnome woman dressed in colorful clothes enters followed by several others. She glances disapprovingly at her daughter, clearly having heard of the events downstairs. The woman takes a seat on a plush gnome sized chair and regards those assembled. I am Rhanlleth Nackel and I thank you for agreeing to aid us."

At this point the PCs will be asked to introduce themselves and the players should describe their PCs as well as introducing them. Once the introductions are complete, the Nackels will explain the details of their request.

- The Nackels would like the PCs to go to Shibolet and find out what happened to their sons/brothers.
- The Nackels were haunting a local merchant's estate last summer, because they blamed the merchant for the death of their father/husband.

- In 592CY Lorig Nackel was in Greyhawk city and met a merchant named Auldon Brendingund. This man had a beautiful diamond, sapphire and platinum necklace for sale at a fraction of its value. Lorig had heard that Dodwith Brogan might be in the market for expensive jewelry to use in wooing a bride and went to Keddin's Run with a proposal for him. Lorig offered him the necklace at a significant discount over its value, but a price much higher than the fool Brendingund was asking.
- Unfortunately, Dodwith was unwilling to front the gnome such a vast sum of money, so Lorig returned to Greyhawk and borrowed the money from some "acquaintances" there at a painful rate of interest. Somewhere along the journey the necklace either disappeared or was stolen, but Lorig was unaware of this because he kept it locked in an iron box. When he arrived to present the necklace to Dodwith, he was shocked to discover it missing. Dodwith was outraged at what he thought was a gnomish prank and threw him out of the manor.
- Lorig was unable to pay the money he owed his friends in Greyhawk and eventually they sent enforcers to beat it out of him. The beating went too far and agents of the Greyhawk thieves' guild killed Lorig in Shibolet.
- Several adventurers showed them the error of their ways and convinced them to leave in return for a promise of aid in the future.
- The two younger Nackel (Lunebran and Ecan) brothers quickly tired of the family routine and their mother's rules and went to Shibolet to seek the trail of their father's killers.
- After several months without word from his brothers the older Nackel Brother (Gern) went to Shibolet to seek them out.
- The Nackel ladies have not heard from any of the three since Gern left.
- They have nothing to offer the PCs in the way of reward except their family's gratitude and some measure of influence with the gnomish craftsmen in Hookhill. The actual value of this influence is unknown at this point in the adventure

ENCOUNTER 1: WATCHERS ON THE MOVE

Two days of traveling have brought you south from Hookhill to the outskirts of Buxton's crossing. As you travel the main trade road, a cloud of dust rises in the distance, a sure sign of fast moving cavalry. Commoners and merchant traffic begin to move to the side of the road to make way for the oncoming column. The column comes into view a few moments later and it is immediately clear that the riders are not a pride of Gran March cavalry. The ranks are less rigid, the mounts and equipment more varied, and a banner man riding in the lead flies an unmistakable sigil; the argent owl of the Knights of the Watch on a field of black.

If none of the PCs possess any of the items of the Brogan, then the column of Knights will thunder past without regard for the PCs. PCs who have taken the Oath of the Brogan will sense the presence of the minions of their sworn enemy.

The column approaches at a gallop, clearly set on making good time on their northward journey. There are several men and one woman who appear to be Knights and a variety of men at arms and other followers as well. One of these leads a riding horse by a long tether. Slung like baggage across the back of this particular mount is what appears to a human man with a brown sack over his head.

At a distance behind this column, moving at a more reserved pace a solitary knight follows. Garbed in the arms of a traditionalist Heironean, he wears chain mail and carries a battleaxe. This knight seems to separate himself from the larger group of knights and is observing their behavior.

PCs with the Knowledge (nobility) skill who succeed on a DC20 or Profession (soldier) DC25 check will recognize the man as one of the five Watchers known as Great Beasts and the administrative leaders of the order. Knights of the Watch receive a bonus to this check based on their rank in the order: squires +2, Beasts of the Earth +4, Beasts of the Air +6, Monsters of the Earth +10, and Monsters of the Air +15.

Watcher Caticial Fangorn, Most High Magnificent Vengeful Elder Wyrn, is trailing this group of knights to see if any of them have the makings of a new Grandiose Imperial Wyvern now that Hugo

has passed. Watcher Fangorn is known to be an able administrator who maintains an even keel and gets things done. If approached, he's warm and courteous without being familiar with those he doesn't know. He doesn't unnecessarily display his capabilities or those of his followers.

Note: It is the DMs job to portray the Knights as intelligent and straightforward individuals. Regardless of how the DM himself feels about the Knights or if the players at the table try to antagonize them, the Knights will not debate or fight or be rude. At no time will Fangorn say more than a polite greeting to anyone. There is no way to draw him into combat. If a PC Knight wants to discuss with him, he will simply tell them this is not the time or place.

As the prisoner passes, the PCs who have taken the *Oath of the Brogan* from GRM5-06 *Family Fortunes* experience the following:

Your eyes are drawn to the inert form slung across the back of the horse with a sack on its head. Emotions swell within you as though they belong to another; rage, anger, defiance, an overwhelming desire to kill the prisoner and a certainty that you can accomplish the deed.

PCs are in no way compelled to act on these feelings.

If a PC is bearing one of the items of the Brogan, one of the knights will turn his horse and ride straight for that PC or PCs. This will cause the other knights to stop or return to the scene if they have already passed. Depending upon the appearance of the PC, Watcher Sifreig will react to them with varying severity. For example, a fellow Knight of the Watch mounted on a unicorn will be gently asked to explain the equipment, while a savage looking half-orc barbarian will be questioned more harshly.

Noting your presence, a solitary knight checks his mount and veers strongly in your direction. He approaches and speaks, "I know the arms you bear and they are not your own. Tell me quickly how you came by them or it will go poorly for you." The knight is heavily armored in mithril full plate and bears a lance with an adamantine tip. His shield emblazoned with the Watcher sigil floats slowly a few inches from his horse.

The Watcher's name is Watcher Mathias Sifreig, Impeccable Eagle. He has recognized either the sword, armor, or lance of Helerain Brogan and

knows his brother Watcher to be dead and buried. Unfortunately, this particular knight has been adventuring and has not received the message sent to the order by Watcher Reginar Vlarrian informing the knights that Watcher Brogan's arms have returned to the world of the living.

The PCs may negotiate with the knight, but if they are rude or hostile he will challenge them to trial by combat. The knight will be highly skeptical of any excuses the PCs make. However, Watcher Brogan himself will manifest from the ethereal plane in sacred watcher form to discourage his brother knight.

A strange chill suddenly suffuses you and a ghostly figure fades into existence. Some of you recognize the form and face of Watcher Helerian Brogan. "Watcher Sifreig," the deathless knight's shade speaks. "Your loyalty does me honor, but your suspicion is misplaced. This one serves our cause and my will. I pray you let them ride on in peace." Watcher Sifreig seems to relax as his brow furrows in consternation.

If the PC is keeping the shard of the Brogan's shield in an extra dimensional space, however, the watcher will be unable to manifest outside the space. In the event that this occurs, one of the other knights (Watcher Rothgar Stonefist, Unstoppable Brown Bear) will join the group after a minute and confirm the PCs story. This should diffuse the argument and the Knight will apologize.

If the PCs either defuse the challenge or engage the knights in some other way, they may wish to question them about the prisoner. Watcher Sifreig will share the information below if the PCs are properly respectful. If they are not, the knights will simply ride to Hookhill without further discussion.

- The prisoner is a Baklunish spy that the knights captured in Shibolet.
- The man claims his name is Uzun ZUNET and that he is a tinker from Ket traveling to the Downlands and Sterich.
- He was captured by one of the knights when he was observed attempting to steal a washerwoman's earnings.
- When the knights searched him they found numerous stolen military documents and a hand drawn map of the redeployment of Gran March armies.

- The knights were unable to force a confession from him and are taking him to Hookhill for a more thorough (magical) interrogation.

Watcher Mathias Sifreig, Impeccable Eagle:
Male Human (Suel) Pal5 (Heironeous)
/Ftr2/Hos1/KotW 2.

Watcher Catcial Fangorn, Most High Magnificent Vengeful Elder Wyrn: Male Human.

ENCOUNTER 2: SEARCHING IN SHIBOLETH

Three days travel after your encounter with the Knights of the Watch, you reach the outskirts of Shibolet. The city, which less than a year ago was the unblemished center of commerce for Gran March, now lays half in ruin. A camp of tents and makeshift shelters lines the last two miles of the road from Buxton's Crossing into Shibolet. The men of the Army of Security under the command of Knight Fieldmarshal Jorn Envian are in evidence assisting the displaced and keeping the peace in and among the refugees. Passing through the ruin of the western gate, a large gap in the wall to the south can be seen. Here, the men of Shibolet's militia can be seen working to remove the rubble and repair the wall. A great number of Heironeans are participating in the work and appear to be leading the men of the militia. Even from the city's gate the tower once known as the Blinding Spire can be made out high upon the city's hilled eastern edge. Gazing across the shattered second city of Gran March it becomes obvious that finding three gnomes in what's left of Shibolet may be more challenging than you thought.

Once in the city, the PCs are left to their own devices to find a lead to the gnomes.

Prior to 595, Shibolet was generally circular in nature with four large quarters making up its interior inside a large fortified wall. Since the destruction brought by the earthquake in the spring and the giant invasion in the fall, the southwest quarter of the city is largely a collapsed ruin thirty feet below the rest of the city. This quarter was largely populated by commoners, laborers and the poor who have now taken up residence the tent city outside the western wall. The northwestern quarter of the city houses the more fortunate of the lower classes and merchant folk, but no one escaped the giants' slaughter. The bodies have been cleared from the streets, but the

infrastructure and livestock are only beginning to be replaced. The northeastern quarter of the city was home to the wealthier citizens and most of the city's temples including the temple of Pholtus, which the giants used as a headquarters during their assault. The southeastern quarter of the city is the sight of the Baron's estate and the location of the barracks of the decimated 17th Battle.

GENERAL INFORMATION GATHERING:

Upon arriving in Shibolet, the PCs may simply decide to ask around regarding the Nackel gnomes. PCs can make a Gather Information check as follows:

DC 5 – Shibolet was home to a thriving gnome community, but many of them were stomped by ogres who rounded them up and used them for sport during the brief occupation.

DC10 – The militia has been recruiting gnomes to crawl into the collapsed buildings and rubble piles and extract the trapped or their corpses.

DC15 – A pair of gnomish brothers arrived from Hookhill in late CY 595 and immediately went to work assisting local weavers.

DC20 – The brothers spent most of their off time fraternizing with the “big folk” community.

DC25 – The two quickly fell in with a bad crowd and disappeared.

DC30 – Shortly after their disappearance another gnome appeared looking for the two.

DC35 – The brothers from Hookhill were Lunebran and Ecan Nackel.

DC40 – The third gnome was their elder brother Grern Nackel who has been participating in the gladiatorial games in the arena. He is being hosted at the Ogre Skull Inn in the refugee camp.

THE ARMY OF SECURITY:

If the PCs wish to make contact with the Army of Security, they can find soldiers who are members of the army most anywhere. None of the common soldiers have any information about three missing gnomes, but the following can be determined using the Gather Information skill:

DC 5 – The Army of Security has been redeployed from Hochoch to Shibolet to assist in the cities reconstruction.

DC10 – The men of the army are entertaining themselves at various taverns and brothels that

have sprung up in the refugee camp and at the new arena in the northwest part of town.

DC15 – There is some tension between Knight Field Marshal Envian of the Army and Petros Gwalchen whom the Commandant placed in charge of all militia forces in Shibolet. Petros also has a strong following of veterans and Heironeans at his command.

DC20 – Knight Field Marshal Envian has established his headquarters on a small estate the Baron has turned over to him south west of the city. He has not permitted any visitors other than his Knight Colonels for the past two months.

DC25 – Only about a third of the battles that make up the Army of Security are actually working in Shibolet, the rest have been patrolling the southern border with Keoland and the eastern edge of the Rushmoors.

DC30 – One soldier remembers an unarmed gnome single handedly defeating several opponents in the arena last week.

PCs in the military and officers in particular may wish to make contact with the local chain of command. At the Knight Field Marshal's request, Knight Colonel Dahrmog Wynnawynn of the 3rd Battle has installed his troops in the barracks previously occupied by the 17th Battle. Military PCs can make contact with the Knight Colonel's headquarters staff there. Military PCs can use a Profession (soldier) check in place of Gather Information to acquire the information above.

The Captain on duty if the PCs visit will be polite and professional, but since the PCs are not on military duty he really has no interest or obligation to assist them. If a military PC asks about the location of the Knight Field Marshal's headquarters, the Captain will tell them but strongly advise them not to go there unless summoned. Despite the suspicious appearances, there is nothing amiss with Knight Field Marshal Envian. He is simply a very strict commander and has little patience for those who do not follow orders or know their place.

If for some reason the PCs ignore the hint and seek out the headquarters unit outside Shibolet, the guards will turn them away and their names will be taken. The Knight Field Marshal will see that military PCs will receive a demerit for the impudence.

THE TEMPLE OF HEIRONEOUS AND SHIBOLETH MILITIA:

If the PCs seek information about the gnomes, with the Shibolet Militia or the Temple of Heironeous they can determine the information below using the Gather Information skill.

DC5 – Petros is using the Temple of Heironeous as his base of operations.

DC10 – The ranks of the militia have been supplemented by hundreds of veterans and Heironeans who have sworn loyalty to Petros personally.

DC15 – There is some tension between Knight Field Marshal Envian of the Army and Petros Gwalchen whom the Commandant placed in charge of all militia forces in Shibolet. Petros also has a strong following of veterans and Heironeans at his command.

DC20 – The militia has taken over the primary responsibility for digging out the city, rebuilding and feeding the populace.

DC25 – An arena has recently been constructed in the northwest quarter of town. Gladiatorial games between unarmed opponents or using practice weapons are being held there during the day.

DC30 – The arena was built in just a few days without assistance from the military, the militia or any of the major faiths. Some claim to have seen huge elementals working day and night in the construction.

DC35 – Some nights there is a great deal of activity at the arena, but only select people are invited or allowed into the arena on those occasions, or even know about the special nights.

PC members of any militia metaorg may make the above check as Profession (soldier). Members of the Church of Heironeous may make the check using Knowledge (religion). PCs that have an Influence Point with Gwalchen Wynavwynn from *GRM4-01 Homecoming* or the Favor of Petros from *GRM4-02 On the Royal Road to Hookhill* may use those favors to gain a brief audience with Petros himself.

It takes some hours for you to gain access to the former Commandant of Gran March, but he remembers your kindness and in time joins you in a ready room at the temple of Heironeous. The man looks older than he did just two years ago when he returned to Gran March claiming there was a rot at the core of

his beloved home. The source of that rot remains unclear, but the signs of its presence are unmistakable in the mud and grim smeared across Petros' cloak and clothes. He looks tired; old and tired. Nonetheless a smile cracks his face as he recognizes you. "Some one said you're looking for gnomes?" He greets you with a look of puzzled amusement replacing his smile.

Petros keeps well apprised of the happenings that affect the common folk and the military. He will share with the PCs all of the information available from the militia and Church of Heironeous in this encounter, as well as all of the information from the Army of Security except the DC30 information regarding the gnomish gladiator. He will also add his personal concern that while the arena is proving an effective distraction for the populace, he has concerns about its morality, the people running it, and the night time activities there. He will mention Aros Gweirword by name and suggest that the PCs could look into the man and the arena for him if they are able.

THE TEMPLE OF PHOLTUS:

If the PCs seek information at the temple of Pholtus, they will find that the Blinding Spire has undergone an extreme metamorphosis both in appearance and occupants. The information below can be discovered using the Gather Information skill.

DC5 – The people of Shibolet no longer call the Blinding Spire by that name. It is now known as the Spire of Martyrs.

DC10 – The Blinding Spire was the sight of the giant's last stand during the battle of Shibolet. King Brodde was killed on the temple steps.

DC15 – The giants crucified the leader of the church of Pholtus (Shining Master Orden Maxwell), his chosen successor and two other priests. Their blood stained the stone face of the temple where they were spiked to the façade and the stains have been left as a monument to the Martyrs.

DC20 – The Church of Pholtus has banned its followers from attending the new arena that has opened in the western part of town.

DC25 – A subgroup of the Pholtans known as the Hands of Light has taken control of the temple in Shibolet. They are the militant wing of the church and have been taking an increasingly more active role in keeping the peace in Shibolet since the giant's attack. This has resulted in increased

popularity for the Pholtan faith as a significant number of converts.

DC30 – Agents of the Hands of Light suspect that something is amiss at the new arena and have been attending and participating in the games held there. One is doing particularly well and staying at the Ogre Skull Inn where they host the crowd's favorites.

PCs who are members of the Church of Pholtus may use the Knowledge (religion) skill in place of Gather Information to acquire the information above.

THE CONSORTIUM OF AROS GWEIRWORD:

Because of the several clues pointing that to it, the PCs may attempt to go to the arena at this point. If they do, the following will occur.

Approaching the arena in the northwest part of Shibolet, you see that the area surrounding it for dozens of yards in each direction is clear of debris. It is the only place in the western part of the city where you have seen a single block clear. The arena itself is a three-story structure built from huge granite stones. Ironically, it looks as though it was built by giants rather than constructed in the wake of their attack. Two men at arms in chain shirts lounge in the opening of a twenty-foot square portal that leads into the stands of the arena. Their long spears rest forgotten against the wall of the hall.

The men at arms are simple hirelings paid to keep unwanted visitors out of the arena between events. They are friendly and will share the following information with the PCs:

- Their names are Irgan and Alfio.
- They were hired about three weeks ago to keep the curious and unwanted out of the arena.
- The arena opened about a month ago to bouts of unarmed combat and competitions with practice weapons.
- Alfio actually saw a creature the size of a small house made that appeared to be made of earth helping during the arena's construction.
- The two have heard that there are numerous training gyms, holding cells, and entertainment facilities beneath the arena, but they can only be reached from the access tunnels on the

arena floor. No one but the competitors, the owners of the arena, and their trusted servants are allowed below.

- The arena is owned by a consortium of local merchants led by a man named Aros Gweirword who is the local leader of the Fellowship of Ironmongers. He was once a local blacksmith, but now operates a variety of businesses including the supply of raw materials to local metal workers out of an office in a tavern called the Burly Wife that is a short walk from the arena.
- The guards will happily supply directions to the Burly Wife.
- Both of the guards will immediately recognize the name Nackel as they are huge fans of Gern Nackel, a repeat victor. They will tell the PCs that Gern is being hosted in the Ogre Skull Inn by the consortium.
- The guards will not allow the PCs past them, but if they force their way through Irgan will run for the militia while Alfio runs to notify Gweirword. Notifying the militia will have no impact, as Gweirword's people have negotiated the militia's noninterference with some of the lower level members.

IMPORTANT NOTE: If the PCs enter the arena by force or by stealth during the day, the rooms will be laid out as described in Encounters Five and Six except that the yugoloths avoided from Encounter Four will be waiting in the hallway of the third floor with instructions to attack intruders. For simplicity, the gnomes and their Greyhawk Thieves Guild captors will be gone with the same head start as described.

If the PCs go to see Aros Gweirword either because of the suggestion of Petros or the various leads mentioning the arena and the guards' comments, the following will occur:

The woman behind the bar at the Burly Wife could well be the tavern's namesake. She barely noticed your arrival with the mass of craftsmen, merchants, and laborers in the establishment for their afternoon meal. When you finally got her attention, she offered you a bowl of horsemeat soup before you could ask for Gweirword. Once she realized who you wanted she lost all interest in you and pointed to an open door at the rear of the building.

Passing through the door, you enter a room configured as a merchant's office. The man behind the desk, however, does not look like a

merchant. He is a stocky human man with a smith's build wearing fine cotton pants and a black leather vest. The room itself is finely appointed with walls paneled in a dark wood carved with crawling vines. He nods and rises to greet you speaking, "Good day. I am Aros Gweirword, may I help you."

PCs with the Corporate Speak language need to make a Spot check DC20 to notice some script in Corporate speak hidden among the carvings of vines conveying a single concept inscribed in the wood, "Father." For non-Corporation PCs the spot check and a Decipher Script check DC30 will reveal this information. In addition, as the man speaks he makes one of the hand gestures that are an element of Corporate Speak that means "remain silent." Any PC with the Corporate Speak language will automatically receive this message. Other PCs can notice this communication with a successful Spot check DC20 and a Sense Motive check DC30. If a PC who is not a Corporation member intercepts this communication and tries to make an issue of it Aros will simply plead ignorance of what they are referring to (bluff +20).

Aros will gladly help the PCs with any inquiries they have regarding the arena. He will volunteer or share the following:

- Aros will praise Chancellor Houseman for his activities in rebuilding Shibolet. He will point out that this is the second Gran March city destroyed by giants that the Chancellor is becoming wealthy rebuilding.
- The arena was the idea of several of the local merchants and guild leaders after the giant's attack.
- The concept was to create a distraction for the displaced populace.
- The consortium called in favors from several powerful clerics to get elementals to assist them in constructing the arena. They did this so their construction would not detract from the labor pool to rebuild the rest of Shibolet.
- The venture and associated gambling has been very profitable despite the cost of construction and prizes for champions of Gran March.
- He realizes that some would question the appropriateness of the arena and its legality, but the Magistrate assured him that the operation was legal before it opened.

- Aros himself is the local head of the Fellowship of Ironmongers. He used to be a smith, but took the opportunity to make his fortune by supplying others since his work was not as good as the masters. Old habits die hard though and he still spends several hours a day at his forge.
- Aros will ask the PCs whom they worship, as he is interested in if any of them are followers of Kord.
- Aros will immediately recognize the name Nackel and point the PCs to the Ogre Skull Inn in the refugee camp. He knows that Gern Nackel and several other repeat victors are being hosted there.
- Aros will claim ignorance of any other Nackels, but this is a lie (bluff +20). If the PCs sense that he is withholding information. He will say that he suspects Gern is also searching for his brothers and has been consorting with an unsavory element in his search. If the PCs still do not believe him, he will suggest they seek the truth for themselves instead of pestering him.
- If the PCs ask to see the arena facilities, Aros will ask why. If they present a reasonable excuse he will suggest that they give him a few days to check things out with his people and then he will give them a tour.

In reality, Aros is a Father in The Corporation. He has responsibility for a gang of dozens working in Shibolet and the arena is only one of many operations he is running. He knows that the two younger Nackel gnomes are being held in the cells below the arena and now that someone has come looking for them he is going to have to decide whether to have them removed or let them into the light again if they promise to keep their mouths shut. His only goal with the PCs is to buy time to make the right choice.

If PCs who are full members of The Corporation arrange to meet with Aros privately either before or after meeting with Gern, they can learn the following:

- The arena is more than it seems. The non-lethal competitions and gambling held during the day are merely a cover for two other activities: lethal combat by night with captured undesirables, other monsters and wild creatures, and the location of a secret temple of Kord.

- The gate and gambling on the lethal combat or “blood sports” as some refer to them is phenomenally more profitable for The Corporation.
- Only people who know people are invited to the blood sports which occur only at night and on no particular schedule.
- While the non-lethal combats by day often attract a hundred or more spectators at a copper piece each, the night time fights have attracted more than three hundred spectators at the cost of a silver piece.
- Aros will tell the PCs that he eventually expects the government to get wind of the blood sport and shut down the arena. At that time, he and the rest of the consortium will let the temple of Kord become revealed, claim ignorance of both it and the blood sport and let the followers of Kord take the fall. This will not be said in front of ANY follower of Kord or their known associates.
- A band of outsiders known as yugoloths are participating voluntarily in the competitor. Aros is uncertain of their motivations, but appreciates the fantastic element they add to the combat.
- Aros will inform the PCs of the Nackel's presence and their status as prisoners/potential members of The Corporation. He is not yet aware that Ecmet has sold them out.
- If informed of Gern's plan, Aros will tell the PCs to let him go through with it and to aid him as best they can. Aros will work with his people to make certain that the Nackels are removed before the PCs and Gern arrive.

ENCOUNTER 3: OF GNOMES AND OGRE SKULLS

Eventually, the PCs should find their way to the Ogre Skull Inn and Gern Nackel.

Following the directions you were given to the Ogre Skull Inn, you wind your way through the muddy paths of the tent city to one of the few wooden structures. The Ogre Skull is aptly named, as the displaced people of Shiboeth appear to have sought every skull of the ogre invaders and heaped them into two vast piles on either side of the entrance. As you

approach children are playing Commandant of the hill amid the mud and skulls.

Entering the inn it is immediately clear that this is a permanent structure that must have existed as a roadside inn just outside Shiboeth prior to the giant attack. The refugee tent city must have grown up around it thereafter and a clever entrepreneur renamed his inn to keep up with the times. Scanning the room you note an unarmed gnome sitting by the fire laughing with several mercenary looking figures. As sets down a tankard of ale and wipes his mouth, you note that he is unarmed, well muscled and covered in tattoos.

PCs that played GRM5-06 Family Fortunes will recognized this gnome as Gern Nackel. He will immediately notice any PCs with the *Promise to the Nackel Gnomes* from that module and approach them. Gern will ask them to join him in his room for a private discussion.

Otherwise, the PCs will have to approach Gern themselves. Any mention of being sent by his mother or looking for his brothers will cause Gern to raise an eyebrow and suggest that they all go speak privately in his room.

Once in Gern's room he will listen to the PCs tale, explain his absence and discoveries thus far.

- Gern knew that his brothers had come to Shiboeth seeking information regarding their father's murder. He came looking for them when they had been gone two months without any contact.
- His brothers are notorious for getting themselves in trouble and he will readily admit that they lack the proper respect for the law. In Hookhill they were periodically known to take part in petty theft of one kind or another.
- Though it has taken him months to acquire the information, Gern determined that his brothers were dealing with persons of questionable repute before their disappearance.
- He began taking part in the games in the arena because he identified it as a local associated with questionable dealings and some of the people with whom he was told his brothers were associating.
- His success in the games has gained him notoriety and caused him to be invited into the blood sport, but he still has not been invited below to the training sessions, creature cells,

and entertainment that some of the champions have been offered. He suspects this is because his brothers are being kept below and the proprietors know who he is.

- The next blood sport is scheduled for this evening.
- Grern has spoken to Aros on several occasions and believes that the man is ignorant of his brother's location. He suspects that one of Aros' associates or employees is conducting the questionable portions of the operations.
- If the PCs are willing to help him, Grern has a plan for rescuing his brothers or at least determining for certain if they are beneath the arena. Grern's plan is simple and direct, if not too clever. The only known entrances to the area beneath the arena are from the fighting floor of the arena. Using his connections with the people who run the arena, he will get the PCs and himself front row seats for the contest tomorrow. Once the fighting begins, he and the PCs can jump onto the arena floor amid the confusion and fight their way to one of the tunnels. Grern will explain that it is not uncommon for some over exuberant spectators to enter the fray, although they are often slain.

Barring this plan, Grern is skeptical about the PCs chances of breaking or sneaking into the arena. If they choose to do this they can, but will forego Encounter Four and when they reach the cells in Encounter Six the yugoloths from Encounter Four will be awaiting them there.

Grern Nackel: Male Gnome Mnk6, *See Appendix Seven.*

ENCOUNTER 4: WE WHO ARE ABOUT TO DIE...

Taking your seats in the front row of the southern side of the arena, Grern points out the ten-foot drop to the stone and sand fighting floor below. "I hope you bigs can take a little fall." Looking around you the arena is filled with hundreds of Gran March citizens and the air is taut with anticipation.

A large, well-dressed figure of a half-orc with one tusk capped in adamantine climbs the steps to the dais on the western wall of the arena. He is accompanied by a beautiful woman with a full half dozen greatswords

strapped to her back. The half-orc begins to speak and the crowd falls silent. "Ladies," here he laughs "har, gentlemen, and soldiers of Gran March, I am Hrothgar One-tusk here from the edge of the Rushmoors to bring you one more Freeday Night Fight. Those of you of faint heart should know that though some of our more dangerous combatants are rumored to be able to travel through the ether, we have dimensionally locked the arena and warded the stands so they cannot be entered from the floor. Of course, we all know that you can join the fray any time you'd like, just don't expect to go back." It is unclear if he means to your seats or somewhere else.

As refined creature speaks, twin portcullis in the east and western walls of the arena and the combatants emerge. From the east come a random assortment of champions of Gran March and the Sheldomar: heavily armored warriors, vicious looking thugs, nimble men with vast arrays of weapons and lithe archers. They quickly spread out and size up the enemies issuing from the west.

The crowd begins to cheer as the enemies of Gran March issue forth to receive their just destruction. Most of creatures are left over from the giant army including goblins, hobgoblins, bugbears, ogres and mutilated trolls. There is also a small platoon of emaciated looking elves armed with silver greatswords. The group nearest your position is an odder assortment of what must be the yugoloths rumored to have had some role in the earthquake in the spring of CY 595.

Allow PCs a Spot check DC20 to determine that that the githyanki swords are clearly fabricated and not real silver swords.

As the battle is joined the crowd breaks into complete mayhem. Almost like responding to a cue Grern leaps to the floor of the arena, but his way is immediately blocked by a yugoloth. The creature takes a vicious swing at the gnome knocking him sprawling. From the group he looks to you for aid.

As discussed in Encounter Six, the yugoloths are not actually prisoners of those running the arena. Because of this, the yugoloths have been instructed by their leaders to fight in certain ways and not to use certain of their abilities. Please note these instructions in the tactics sections below, failure to do so could result in massive and inappropriate PC deaths.

APL 2 (EL 5)

Canoloth: hp 51; see *Appendix 1*.

Tactics: The canoloth has been instructed not to use his summoning abilities. In addition, the canoloth will not attack any PC that it has already successfully paralyzed. It will also not follow the PCs if they flee to through the portcullis.

Developments: If the PCs are routed by the canoloth, they will be left paralyzed or unconscious on the fighting floor. Because Gern is with them, the operators of the arena will invite them back to fight the next day. Hopefully with some additional time to plan for the canoloth's abilities they will be able to defeat it the next day or the next. If this is the case, proceed with the adventure as written.

APL 4 (EL 6)

Mezzoloths (1): hp 95; see *Appendix 2*.

Tactics: The mezzoloths have been instructed not to use their summoning abilities, *cloudkill*, or *teleport*.

Developments: If a mezzoloth is reduced to single digit hit points, it will break its instructions regarding *teleport* and disappear.

APL 6 (EL 8)

Mezzoloths (2): hp 95; see *Appendix 3*.

Tactics: The mezzoloths have been instructed not to use their summoning abilities, *cloudkill*, or *teleport*.

Developments: If a mezzoloth is reduced to single digit hit points, it will break its instructions regarding *teleport* and disappear.

APL 8 (EL 10)

Advanced (14HD) Mezzoloths (2): hp 147; see *Appendix 4*.

Tactics: The mezzoloths have been instructed not to use their summoning abilities or *teleport*.

Developments: If a mezzoloth is reduced to single digit hit points, it will break its instructions regarding *teleport* and disappear.

APL 10 (EL 12)

Nycaloths (2): hp 161; see *Appendix 5*.

Tactics: The nycaloths have been instructed not to use their summoning and liftoff abilities, or *teleport*.

Developments: If a nycaloth is reduced to single digit hit points, it will break its instructions regarding *teleport* and disappear.

APL 12 (EL 14)

Advanced (18HD) Nycaloths (2): hp 225; see *Appendix 6*.

Tactics: The nycaloths have been instructed not to use their summoning and liftoff abilities, or *teleport*.

Developments: If a nycaloth is reduced to single digit hit points, it will break its instructions regarding *teleport* and disappear.

Once the PCs defeat the yugoloths, they can make a bolt for the entrance to the area below the arena.

ENCOUNTER 5: DOWN BELOW

Gern leads you through the portcullis and quickly down into the unknown. A few startled guards jump to the side and look at you with confused expressions as you race past them. The passage reaches a staircase and Gern shouts, "Down, down. We've to find cells." He descends the stairs to the first landing and then waits for you. Looking down the hall, you can make out a variety of rooms branching off the single corridor. The stairs continue down, but the gnome looks unsure of what to do.

BELOW THE COLESIUM: LEVEL 1

The PCs can stop to investigate these rooms if they wish, but the gnomes are not here. There are seven rooms on this level, three on each side along a one hundred foot corridor and one at the end. The rooms on the right side of the passage are small feasting halls with stages for performers used to celebrate the victories of champions over the enemies of Gran March. They are currently set with expensive meals in anticipation of the outcome of the battles above. On the left side of the passage are plush sleeping and bathing suites clearly designed for more intimate victory celebrations. All of these rooms are unlocked and unoccupied as everyone interested is above at the arena.

The door at the end of the hall is an Iron Door (2 in. thick) with hardness 10, 60 hit points and a break DC28. It is locked with a superior lock, but can be opened with an Open Locks check DC40. If the PCs decide to bash down the door, Grern will become panicked at the noise, but not interfere. If the PCs spend more than five rounds bashing down the door, the ultraloth from Encounter Six will come upstairs and have the following exchange.

“Excuse me gentlefolk, could you keep it down,” a voice rings from the end of the corridor and in your head. Turning, you see a robed humanoid of approximately six feet in height standing at the other end of the corridor on the landing. It has a featureless, elongated head with two eyes of swirling yellow light, but its body appears to be female from the silhouette. “I mean you no harm, but you are interrupting my studies.”

If the PCs attack the ultraloth, she will teleport back to his cell location in Encounter Six. Otherwise he will ask the PCs what they are looking for. If they say gnomes he will tell the PCs they were in the cells. If the PCs ask where the cells are he will tell them to try the bottom floor and teleport to his cell.

If the PCs manage to enter the room through finesse or brute force, they will find an office filled with papers and ledgers.

Entering the well-secured room, you find it to be the quarters of some scribe or sage who is now absent. There is a desk covered in papers against one wall and piles of scrolls spill from two trunks in the middle of the room. The trunks are finer than the rest of the furniture and are carved with an intricate vine pattern. The remaining walls are lined with tomes that appear to be ledgers of business transactions. A single bed lies unmade crammed against one wall.

PCs with the Corporate Speak language need to make a Spot check DC20 to notice some script in Corporate speak hidden among the carvings of vines conveying a single concept inscribed in the wood, “Father.” For non-Corporation PCs the spot check and a Decipher Script check DC30 will reveal this information.

If the PCs take the time to search the room they will find that many of the documents are evidence of a variety of activities in Shiboeth of questionable legality. Among these are the acquisition of supplies from around the Sheldomar Valley that will be required in the reconstruction of Shiboeth

and sold for a significant profit. In addition there are notes regarding the operation of the arena including the gambling and several brothels in the refugee camp. PCs can opt to take this evidence or leave it behind them, but the decision they make about this information and that found on Level 2 will directly impact their rewards on the AR.

BELOW THE COLESIUM: LEVEL 2

Reaching the second landing, Grern pauses again. Catching him, you see a corridor identical to the one above. Seven doors stand before you, three on each side of a one hundred foot passage and an iron door at the far end.

The PCs can also stop to investigate these rooms if they wish, but the gnomes are not here either. There are seven rooms on this level, three on each side along a one hundred foot corridor and one at the end. The rooms on the right side of the passage are training rooms configured for physical conditioning and unarmed combat training with the last one containing a hot bath. On the left side of the passage are rooms configured for weapons training and sparring, with the last one containing a cool bath. All of these rooms are unlocked and unoccupied as everyone interested is above at the arena.

The door at the end of the hall is an Iron Door (2 in. thick) with hardness 10, 60 hit points and a break DC28. It is locked with a superior lock, but can be opened with an Open Locks check DC40. If the PCs decide to bash down the door, Grern will become panicked at the noise, but not interfere. If the PCs spend more than five rounds bashing down the door, and she has not already spoken with them, the ultraloth from Encounter Six will come upstairs and have the following exchange.

“Excuse me gentlefolk, could you keep it down,” a voice rings from the end of the corridor and in your head. Turning, you see a robed humanoid of approximately six feet in height standing at the other end of the corridor on the landing. It has a featureless, elongated head with two eyes of swirling yellow light, but its body appears to be female from the silhouette. “I mean you no harm, but you are interrupting my studies.”

If the PCs make to attack the ultraloth, she will teleport back to his cell location in Encounter Six. Otherwise he will ask the PCs what they are looking for. If they say gnomes he will tell the PCs they were in the cells. If the PCs ask where the

cells are he will tell them to try the bottom floor and teleport to his cell.

If the PCs manage to enter the room through finesse or brute force, they will find an enormous square room nearly one hundred feet on a side. This room is actually a secret temple to Kord that The Corporation has been permitting them to operate in the guise of training for the gladiators of the arena.

The door at the end of the hall opens revealing a cavernous room with a twenty-foot square wrestling ring in the center. The walls are decorated with symbols of power and strength and statues of muscled warriors line the wall opposite the door. In the center of these a single statue towers all the others. It is of an enormously muscled man bare-chested, wearing a helm, bracers, a heavy belt, and a leather kilt. He holds a greatsword single-handed and glowers down at the center of the ring from his pedestal.

The PCs can draw their own conclusions about the purpose of this room, but the arena's proprietors would tell them it's a special room for smaller, private fights. PCs can make a Knowledge (religion) check DC22 to realize that this place could easily serve as a place of worship for followers of Kord. In fact, the entire configuration of this level is consistent with the architecture of Kord's holy sites. PC clerics of Kord will immediately recognize this, but may wish to keep this information to themselves as a temple to Kord is technically against the law in Gran March.

When the PCs finally descend the stairs to the third landing they will encounter a trap on the final few steps.

Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. Market Price: 1,600 gp.

ENCOUNTER 6: CELLS AND MORE...

Please note that if the PCs have snuck into the arena or forced their way in the yugoloths from the appropriate APL will be waiting in the hall and attack the PCs. This will likely preempt a friendly

conversation with the ultraloth, who will teleport away once the fighting starts.

Finally reaching the third landing, you see a rank up on rank of unoccupied cells lining the hundred-foot corridor before you. They are surprisingly clean, although some reek of beasts they must recently have held. At the far end of the hall is a thirty-foot square cell draped in fine silks and carpets, and appointed with expensive furnishings. A robed humanoid sits regarding you from a fine wooden desk. It has a featureless, elongated head with two eyes of swirling yellow light. It looks up at your approach and a voice rings out and in your head. From the shape of the body, the creature is clearly female. "Greetings gentlefolk, how fare my brethren in the fighting above?"

The creature addressing the PCs is the ultraloth, Lurana, who is the leader of the yugoloths present at the arena. He has struck a bargain with Aros to provide exotic creatures and beings (including his own people) to fight in the games. Aros is unsure what the ultraloth's goals are, but she has been true to her word thus far and is quickly making Aros a rich man. For her part, the ultraloth is studying humans in general and Gran March in particular. She's willing to help the PCs if they are polite. If they attack her she will greater teleport to a safer location.

The ultraloth can tell the PCs the following if they are agreeable:

- The gnomes were being kept in a cell a few two doors from the left of his cell.
- Less than an hour ago three humans (one pure Baklunish) and two half-orcs took the gnomes through a secret passage in the cell across from the one the gnomes were being kept in.
- If the PCs are actually being friendly, he will strongly suggest that they be careful as he believes the secret passage is trapped.
- If the PCs mention that his people were being defeated above, he will look non-plussed and thank them for the report.
- If the PCs tell him that a yugoloth teleported in plain sight of the people attending the conflict, the ultraloth will look very disappointed and tell them that that was very unwise.

The PCs can locate the secret door in the cell with a Search Check DC20. Taking 20 is allowed. The door is trapped to prevent unauthorized use. The

spell effect for each trap is centered on the secret door itself, so it will be useful to determine the PCs position when they open the door.

APL 2 (EL 1)

Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20.

APL 4 (EL 2)

Burning Hands Trap: CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (burning hands, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

APL 6 (EL 4)

Lightning Bolt Trap: CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (lightning bolt, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 8 (EL 6)

Flame Strike Trap: CR 6; magic device; proximity trigger (detect magic); automatic reset; spell effect (flame strike, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

APL 10 (EL 8)

Prismatic Spray Trap: CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (prismatic spray, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32.

APL 12 (EL 10)

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (wail of the banshee, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

Lurana, ultraloth: hp 171, See Appendix Seven.

ENCOUNTER 7: VISITORS FROM GREYHAWK

At APLs 4 and higher, the Greyhawk thugs have cast an alarm spell in the corridor ten feet inside the secret door and another a half mile down their

path. The spells can be found with a Search check DC12.

When the PCs enter the area of the alarm spell, the Greyhawk thieves will still be within a mile of the secret door and thus alerted to their presence. When the first spell goes off the Greyhawk team will stop and wait to see if the second one activates as well. At that point, they will realize that they are being followed and wait for the PCs to catch up to them in a section of the underground passage wide enough for them to fight effectively in.

Trailing the gnomes and their captors into the darkness is easy. The five figures walking are making no effort to obscure the trail of the two they are dragging behind them. You follow the trail for a mile before a gruff voice calls out in common, "Here they come." Standing before sixty feet from you in the darkness, you see the passage widen to a thirty foot swell containing a strange assembly. Two hulking half-orcs with greataxes stand blocking your way to their companions. Behind the half-orcs two humans with a sword in each stand at the ready over a bound gnome. As you come into view, a Baklunish man at the rear of the group turns and flees down the passage.

The men in question are the Greyhawk thieves sent to retrieve the Nackel gnomes. They can't imagine that locals from a backwater like Gran March being too much for them to handle. Note that at APLs 4 and higher the Greyhawk hunters have wolf animal companions as well.

APL 2 (EL 6)

Guild Hunters (2), Male Human Rng 2: hp 9; see Appendix 1.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 1: hp 16; see Appendix 1.

Tactics: In the first round of combat, Hunters will engage the PCs immediately (targeting their favored enemies) while the Thugs drink their *potions of enlarge person* and then rage. In the second round, the Thugs will move to engage from their new reach.

Developments: While enlarged and raging the Thugs stats will change as follows:

- Thugs - hp 16; AC 13, touch 9, flat-footed 13 (+6 +1 *breastplate*, -1 size, -2 rage); Full Atk +9 melee (3d6+9/x3, MW greataxe); Fort +8, Will +3; Str 23, Con 18

APL 4 (EL 8)

Guild Hunters (2), Male Human Rng 4: hp 18; see *Appendix 2*.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 3: hp 31; see *Appendix 2*.

Tactics: In the first round of combat, Hunters will drink their *potions of cat's grace* and have their wolves engage the PCs immediately. The Thugs will drink their *potions of enlarge person* and then rage. In the second round, the Hunters will move to attack while using maximum **combat expertise** (+4). The Thugs will drink their *potions of bull's strength* if possible or move to engage from their new reach if the PCs are crowding them. They will use the required +3 power attack to gain the additional reach advantage from their longaxes to attack deep into the PCs ranks.

Developments: While the Hunters are combat expertising and the Thugs are power attacking, *enlarged*, raging and *bull's strengthened* their stats will change as follows:

- Hunters - AC 23, touch 18, flat-footed 15 (+5 +1 *chain shirt*, +4 Dex, +4 dodge); Atk +4 melee (1d8+3/19-20, MW longsword); Full Atk +2 melee (1d8+3/19-20, MW longsword) and +2 melee (1d6+1/19-20, MW shortsword); Ref +9; Dex 18
- Thugs - hp 39; AC 13, touch 9, flat-footed 13 (+6 +1 *breastplate*, -1 size, -2 rage); Full Atk +9* melee (4d6+19*/x3, large MW longaxe); Fort +10, Will +5; Str 28, Con 18 * - Power Attacking for 3

APL 6 (EL 10)

Guild Hunters (2), Male Human Rng 6: hp 27; see *Appendix 3*.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 4/Outcast Champion 1: hp 46; see *Appendix 3*.

Tactics: In the first round of combat, Hunters will drink their *potions of cat's grace* and have their wolves engage the PCs immediately. The Thugs will drink their *potions of enlarge person* and then rage. In the second round, the Hunters will begin spring attacking to attack a PC of one of their chosen enemy races while using maximum **combat expertise** (+5). The Thugs will drink their *potions of bull's strength* if possible or move to engage from their new reach if the PCs are crowding them. They will

use the required +3 power attack to gain the additional reach advantage from their longaxes to attack deep into the PCs ranks.

If cornered, the Hunters will stand and take their full attack sequence while continuing to use **combat expertise**. If a PC hits any of the Greyhawk thieves, the Thugs will use their avenging strike ability to attack that PC at their earliest opportunity.

Developments: While the Hunters are combat expertising and the Thugs are power attacking, *enlarged*, raging and *bull's strengthened* their stats will change as follows:

- Hunters - AC 24, touch 19, flat-footed 15 (+5 +1 *chain shirt*, +4 Dex, +5 dodge); Atk +5 melee (1d8+4/19-20, +1 *longsword*); Full Atk +3/-2 melee (1d8+4/19-20, +1 *longsword*) and +3/-2 melee (1d6+1/19-20, MW shortsword). Ref +10, Dex 19
- Thugs - hp 58; AC 13, touch 9, flat-footed 13 (+6 +1 *breastplate*, -1 size, -2 rage); Full Atk +11/+6* melee (4d6+22*/x3, large +1 *longaxe*); Fort +13, Will +7 (+8); Str 28, Con 18 * - Power Attacking for 3

APL 8 (EL 12)

Guild Hunters (2), Male Human Rng 6/Tempest 2: hp 38; see *Appendix 4*.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 4/Outcast Champion 3: hp 61; see *Appendix 4*.

Tactics: In the first round of combat, the Hunters will have their wolves engage the PCs immediately and begin spring attacking to attack a PC of one of their chosen enemy races while using maximum **combat expertise** (+5). The Thugs will drink their *potions of enlarge person* and then rage. In the second round the Thugs will move to engage from their new reach. They will use the required +3 power attack to gain the additional reach advantage from their longaxes to attack deep into the PCs ranks.

If cornered, the Hunters will stand and take their full attack sequence while continuing to use **combat expertise**. If a PC hits any of the Greyhawk thieves, the Thugs will use their avenging strike ability to attack that PC at their earliest opportunity. If the Thugs reach half their hit points, they will use their **desperate**

fury ability increasing all of their physical stats by an additional +2.

Developments: While the Hunters are combat expertising and the Thugs are power attacking, *enlarged*, and raging their stats will change as follows:

- Hunters - AC 25, touch 20, flat-footed 16 (+5 +1 *chain shirt*, +4 Dex, +5 dodge, +1 tempest defense); Atk +7 melee (1d8+4/19-20, +1 *longsword*); Full Atk +6/+1 melee (1d8+4/19-20, +1 *longsword*) and +6/+1 melee (1d6+1/19-20, MW shortsword).
- Thugs - hp 77; AC 14, touch 10, flat-footed 13 (+6 +1 *breastplate*, +1 Dex, -1 size, -2 rage); Full Atk +12/+7* melee (4d6+21*/19-20x3, large +1 *longaxe*); Fort +14, Will +8 (+11); Str 26, Con 18 * - Power Attacking for 3

APL 10 (EL 14)

Guild Hunters (2), Male Human Rng 6/Tempest 4: hp 49; see *Appendix 5*.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 4/Outcast Champion 5: hp 76; see *Appendix 5*.

Tactics: In the first round of combat, the Hunters will have their wolves engage the PCs immediately and begin spring attacking to attack a PC of one of their chosen enemy races while using maximum **combat expertise** (+5). The Thugs will drink their *potions of enlarge person* and then rage. In the second round the Thugs will move to engage from their new reach. They will use the required +3 power attack to gain the additional reach advantage from their longaxes to attack deep into the PCs ranks.

If cornered, the Hunters will stand and take their full attack sequence while continuing to use **combat expertise**. If a PC hits any of the Greyhawk thieves, the Thugs will use their **avenging strike** ability to attack that PC at their earliest opportunity. If the Thugs reach half their hit points, they will use their **desperate fury** ability increasing the physical stats of all of their allies by an additional +2.

Developments: While the Hunters are combat expertising and the Thugs are power attacking, *enlarged*, and raging their stats will change as follows:

- Hunters - AC 30, touch 22, flat-footed 19 (+5 +1 *chain shirt*, +4 Dex, +7 dodge, +1 deflection, +1 natural, +2 tempest defense); Atk +9 melee (1d8+4/19-20, +1 *longsword*); Full Atk +9/+2 melee (1d8+4/19-20, +1 *longsword*) and +9/+2 melee (1d6+1/19-20, MW broadblade shortsword).
- Thugs - hp 96; AC 16, touch 11, flat-footed 15 (+6 +1 *breastplate*, +1 Dex, +1 deflection, +1 natural, -1 size, -2 rage); Full Atk +14/+9* melee (4d6+21*/19-20x3, large +1 *longaxe*); Fort +16, Will +9 (+14); Str 26, Con 18 * - Power Attacking for 3

APL 12 (EL 16)

Guild Hunters (2), Male Human Rng 6/Tempest 5/Scout 1: hp 59; see *Appendix 6*.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 4/Outcast Champion 5/Rog 2: hp 87; see *Appendix 6*.

Tactics: In the first round of combat, the Hunters will have their wolves engage the PCs immediately and begin improved spring attacking to attack a PC of one of their chosen enemy races while using maximum **combat expertise** (+5) and taking advantage of their **skirmish** ability. The Thugs will drink their *potions of enlarge person* and then rage. In the second round the Thugs will move to engage from their new reach and **sneak attack** if possible. They will use the required +3 power attack to gain the additional reach advantage from their longaxes to attack deep into the PCs ranks.

If cornered, the Hunters will stand and take their full attack sequence while continuing to use **combat expertise**. If a PC hits any of the Greyhawk thieves, the Thugs will use their **avenging strike** ability to attack that PC at their earliest opportunity. If the Thugs reach half their hit points, they will use their **desperate fury** ability increasing the physical stats of all of their allies by an additional +2.

Developments: While the Hunters are combat expertising and the Thugs are power attacking, *enlarged*, and raging their stats will change as follows:

- Hunters - AC 34, touch 25, flat-footed 23 (+5 +1 *chain shirt*, +3 +1 *animated heavy wooden shield*, +4 Dex, +7 dodge, +1 deflection, +1 natural, +3 tempest

defense); Atk +11 melee (1d8+4/19-20, +1 *longsword*); Full Atk +11/+6/+1 melee (1d8+4/19-20, +1 *longsword*) and +11/+6 melee (1d6+1/19-20, MW broadblade shortsword).

- Thugs - hp 111; AC 19, touch 11, flat-footed 18 (+6 +1 *breastplate*, +3 +1 *animated heavy wooden shield*, +1 Dex, +1 deflection, +1 natural, -1 size, -2 rage); Full Atk +15/+10/+5* melee (4d6+22*/19-20x3, large +1 *longaxe*). Fort +16, Will +9 (+14), Str 24, Con 18 * - Power Attacking for 3

Once the PCs defeat the Greyhawk thieves, they can rescue the gnomes and pursue the Baklunish rogue who has fled. Unfortunately, he has disappeared into the darkness of the tunnels which have many branches and are riddled with secret passages. PCs wishing to pursue him will need a light source to make a Survival Check DC15 to find and follow Ecmets trail. If the PCs are able to maintain a move speed greater than 60 feet per round they will be able to catch Ecmets.

If the PCs catch Ecmets he will surrender and admit some of his guilt. His name is Ecmets Basmir and he will admit to working for Aros Gweirword and the other operators of the arena. He will explain that he turned the gnomes over to the Greyhawk Thieves because he saw it as a money-making opportunity, but that he did this without his superiors' knowledge or consent. The Nackels will confirm this story.

PCs with the *Oath of the Brogan* from *GRM5-06 Family Fortunes*, experience the same feeling they did in Encounter One when in the presence of the Baklunish prisoner.

In the presence of this man, emotions swell within you as though they belong to another; rage, anger, defiance, an overwhelming desire to kill the prisoner and a certainty that you can accomplish the deed.

Ecmets will make no mention of the Bahun or his Baklunish stock unless tortured. If the PCs begin to force this information from him his face will distort in a horrid rictus, the flesh will rot away from his bones and he will melt before the PCs eyes.

When the PCs attempt to return back the tunnel they used to reach this point, they will discover that it has been collapsed nearly half a mile back and that there is no egress from that direction. The Nackel brothers will admit to knowing the layout of some of the tunnels and lead the PCs to the

surface in the ruins of the southwest quarter of Shibolet.

CONCLUSION

If the PCs capture Ecmets Basmir, the following manifestation will be triggered immediately. If not, it will trigger when they emerge from beneath the arena. In either case the manifestation only occurs if a PC has a *Shard of the Shield of the Brogan* from *GRM5-06 Family Values* that is NOT stored in an extra dimensional space.

A strange chill suddenly suffuses you and a ghostly figure fades into existence. Some of you recognize the form and face of Watcher Helerian Brogan. "Friends, the time to destroy my enemy is nigh. My loyal servant Lodnin Anghan has taken arms against the Bahun and his servants in the northeast. You must seek him out and aid him. He has knowledge and materials we will need to end this menace. Go swiftly to him. He is in danger." With that the Brogan fades from view once more.

If none of the PCs have the *Shard of the Shield of the Brogan* from *GRM5-06 Family Values* they will not see the Brogan. They are able to leave the arena unmolested.

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 4

Defeat the yugoloths.

APL 2: 150 xp.
APL 4: 240 xp.
APL 6: 300 xp.
APL 8: 360 xp.
APL 10: 420 xp.
APL 12: 480 xp.

Encounter 6

Disarm, disable or survive the trap.

APL 2: 30 xp.

APL 4: 60 xp.
APL 6: 120 xp.
APL 8: 180 xp.
APL 10: 240 xp.
APL 12: 300 xp.

Encounter 7

Defeat the Greyhawk Thieves.

APL 2: 180 xp.
APL 4: 240 xp.
APL 6: 300 xp.
APL 8: 360 xp.
APL 10: 420 xp.
APL 12: 480 xp.

Story Award

Rescue the Nackel Gnomes without killing them.

APL 2: 45 xp.
APL 4: 70 xp.
APL 6: 90 xp.
APL 8: 115 xp.
APL 10: 135 xp.
APL 12: 160xp.

Discretionary Roleplaying Award

APL 2: 45 xp.
APL 4: 65 xp.
APL 6: 90 xp.
APL 8: 110 xp.
APL 10: 135 xp.
APL 12: 155 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 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 adventure, 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 4:

APL 2: L:0 C:0 M: 0.

APL 4: L: heavy steel shields (2 gp each) C:0
M: +1 *tridents* (193 gp each).

APL 6: L:2 heavy steel shields (2 gp each) C:0
M: 2 +1 *tridents* (193 gp each).

APL 8: L:2 heavy steel shields (2 gp each) C:0
M: 2 +1 *tridents* (193 gp each).

APL 10: L:0 C:0 M: 2 +2 *great axes* (693 gp each).

APL 12: L:0 C:0 M: 2 +2 *great axes* (693 gp each).

Encounter 7:

APL 2: L:2 masterwork short swords (26 gp each), 2 masterwork longswords (26 gp each), 2 masterwork great axes (27 gp each) C:155 M: 2 *chain shirts +1* (104 gp each), 2 *breatplates +1* (113 gp each), 2 *potions of enlarge person* (25 gp each).

APL 4: L:2 masterwork short swords (26 gp each), 2 masterwork longswords (26 gp each), 2 masterwork great axes (27 gp each) C:135 M: 2 *chain shirts +1* (104 gp each), 2 *breatplates +1* (113 gp each), 4 *cloaks of resistance +1* (83 gp each), 2 *potions of enlarge person* (25 gp each), 2 *potions of cat's grace* (25 gp each), 2 *potions of bull's strength* (25 gp each).

APL 6: L:2 masterwork short swords (26 gp each) C:135 M: 2 *chain shirts +1* (104 gp each), 2 *breatplates +1* (113 gp each), 2 *+1 longswords* (193 gp each), 2 large *+1 longaxes* (198 gp each), 4 *cloaks of resistance +1* (83 gp each), 4 *potions of cure moderate wounds* (25 gp each), 2 *potions of enlarge person* (25 gp each), 2 *potions of cat's grace* (25 gp each), 2 *potions of bull's strength* (25 gp each).

APL 8: L:2 masterwork short swords (26 gp each) C:305 M: 2 *chain shirts +1* (104 gp each), 2 *breatplates +1* (113 gp each), 2 *+1 longswords* (193 gp each), 2 large *+1 longaxes* (198 gp each), 4 *cloaks of resistance +1* (83 gp each), 4 *potions of cure moderate wounds* (25 gp each), 2 *potions of enlarge person* (25 gp each), 2 *gloves of dexterity +2* (333 gp each), 2 *gauntlets of ogre power* (333 gp each).

APL 10: L:2 masterwork broadblade short swords (31 gp each) C:70 M: 2 *chain shirts +1* (104 gp each), 2 *breatplates +1* (113 gp each), 2 *+1 longswords* (193 gp each), 2 large *+1 longaxes* (198 gp each), 4 *cloaks of resistance +2* (333 gp each), 4 *potions of cure moderate wounds* (25 gp each), 2 *potions of enlarge person* (25 gp each), 2 *gloves of dexterity +2* (333 gp each), 2 *gauntlets of ogre power* (333 gp each), 4 *amulets of natural armor +1* (167 gp each), 4 *rings of protection +1* (167 gp each).

APL 12: L:2 masterwork broadblade short swords (31 gp each) C:70 M: 2 *chain shirts +1* (104 gp each), 2 *breatplates +1* (113 gp each), 4 *+1 animated heavy wooden shields* (764 gp each), 2 *+1 longswords* (193 gp each), 2 large

+1 longaxes (198 gp each), 4 *brooches of shielding* (125 gp each), 4 *cloaks of resistance +2* (333 gp each), 4 *potions of cure moderate wounds* (25 gp each), 2 *potions of enlarge person* (25 gp each), 2 *gloves of dexterity +2* (333 gp each), 2 *gauntlets of ogre power* (333 gp each), 4 *amulets of natural armor +1* (167 gp each), 4 *rings of protection +1* (167 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 79 gp, C: 310 gp, M: 242 gp – Total: 630 gp (450 gp).

APL 4: L: 83 gp, C: 270 gp, M: 458 gp – Total: 811 gp (650 gp).

APL 6: L: 28 gp, C: 270 gp, M: 1,092 gp – Total: 1,389 gp (900 gp).

APL 8: L: 28 gp, C: 610 gp, M: 1,708 gp – Total: 2,346 gp (1,300 gp).

APL 10: L: 31 gp, C: 140 gp, M: 3,325 gp – Total: 3,497 gp (2,300 gp).

APL 12: L: 31 gp, C: 200 gp, M: 4,460 gp – Total: 4,692 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of the Nackel Gnome Brothers: In return for saving their lives and keeping their mouths shut about what they saw beneath the arena, the Nackel brothers are willing to use their connections in their new gang and its vast network of commerce on the PCs behalf. Use of this favor grants the PC access adventure to any single item on the 10 ARs preceding this one. If the PCs is a member of The Corporation, the access is to any single item on the 20 ARs preceding this one.

Gift of Mother Nackel: In return for fulfilling your Promise to the Nackel Gnomes and rescuing her sons, Rhanlleth Nackel uses her connections within the gnomish community in Hookhill and the Weaver's Guild to upgrade of a cloak of resistance or vest of resistance by +1 (from +1 to +2, +2 to +3, or +3 to +4). The PC must only pay the cost difference between the two items.

Gift of Sister Nackel: In return for rescuing her brothers and avenging her father's death, Anyllt Nackel uses her connections within the gnomish community in Hookhill and the Cobbler's Guild to a

variety of fine footwear. Use of this gift grants the PC access (Adventure) to the following items: boots of striding and springing, boots of speed, boots of levitation, boots of teleportation, and winged boots.

Call of the Brogan: This character has sworn an oath to aid Watcher Helerain Brogan in destroying his sword enemy the Baklunish lich Feyza Bahun and has received a summons to find and assist the Brogan's aid Lodnin Anghan. Until Lodnin is found, the PC is unable to further upgrade the Sword, Lance or Armor of the Brogan. However, in any future encounter with minions of "the Bahun" this character receives a +2 sacred bonus to attacks, damage and saving throws.

Demerit: For trying to contact Knight Field Marshal Envian about a subject of non-military importance, your PC receives a demerit from the Gran March military. (Military PCs only)

The Corporation's Connection: Corporation PCs who convince their companions to keep quiet about the activities discovered beneath the arena gain access (Regional) to the items marked with an asterisk (*) below.

Item Access

APL 2:

- *Masterwork longaxe (Adventure; Complete Adventurer)**

APL 4 (all of APL 2 plus the following):

- *Large Masterwork longaxe (Adventure; Complete Adventurer)**

APL 6 (all of APLs 2, 4 plus the following):

- *None*

APL 8 (all of APLs 2, 4, 6 plus the following):

- *+1 Large longaxe (Adventure; Complete Adventurer)**

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- *+2 Greataxe (Adventure; Complete Adventurer)**
- *Masterwork broadblade short sword (Adventure; Complete Adventurer)**

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- *+1 Animated heavy wooden shield (Adventure; Complete Adventurer)**

APPENDIX 1 – APL 2

ENCOUNTER 4

Canoloth: Medium Outsider; CR 5; HD 6d8+24; hp 51; Init +4; Spd 50 ft.; AC 18, touch 10, flat-footed 18 (+8 natural); Base Atk/Grp: +6/+10; Atk +11 melee (1d4+4 plus Paralysis, Tongue) or +8 melee (2d6+2, Bite); Full Atk +11 melee (1d4+4 plus Paralysis, Tongue) and +8 melee (2d6+2, Bite); Space/Reach 5 ft./5 ft. (tongue up to 20 ft.); SA Improved grab, paralysis, spell-like abilities, summon yugoloth; SQ Blindsight 40 ft., Damage Reduction 5/Good, Immunity: Gaze attacks, Immunity: Visual Effects, Immunity: Sight-based Illusions, Immunity: Poison, Immunity: Acid, resistance to cold 10, fire 10, electricity 10, SR 18, telepathy 100 ft.; AL NE; SV Fort +9, Ref +5, Will +8; Str 19, Dex 10, Con 19, Int 5, Wis 17, Cha 12. MM III, page 200.

Skills & Feats: Hide +5, Intimidate +10, Jump +21, Listen +12, Move Silently +4, Spot +12; Improved Initiative, Multiattack, Track, Weapon Focus: Tongue Touch.

Improved Grab (Ex): To use this ability, a canoloth must hit with its tongue attack. It can pull a grabbed opponent of Medium or smaller size into its mouth in the same round and make a bite attack. The canoloth can establish a hold with a successful attack even if the victim isn't paralyzed (see below).

Paralysis (Ex): Those hit by a canoloth's tongue attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d6+2 minutes. The save DC is Constitution-based.

Spell-Like Abilities: At will--cause fear (DC 12), desecrate, detect good, detect magic. Caster level 5th.

Summon Yugoloth (Sp): Once per day, a canoloth can attempt to summon a mezzoloth or 1d3 canoloths with a 40% chance of success.

Blindsight (Ex): Canoloths can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Canoloths are susceptible to sound- and scent-based attacks, and are affected normally by loud noises and sound-based spells (ghost sound, silence) and by overpowering odors (such as stinking cloud, cloudkill, or incense-heavy air). Negating a canoloth's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both senses are negated, the canoloth is effectively blinded.

Immunities (Ex): Canoloths are immune to gaze attacks, visual effects, sight-based illusions (such as silent image), and other attack forms that rely on sight. All yugoloths are immune to poison and acid.

Telepathy (Su): Canoloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal.

Possessions: None

Description: *This massive armored canine snarls and flicks its huge, barbed tongue inside its double-jawed mouth. Eyeless, it sniffs and snorts as it shifts its bulk and rakes the ground with its four clawed feet.*

ENCOUNTER 7

Guild Hunters (2), Male Human Rng 2: Medium Humanoid; CR 2; HD 2d8; hp 9; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+5 +1 chain shirt, +2 Dex); Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2, longsword); Full Atk +3 melee (1d8+2/19-20, MW longsword) and +3 melee (1d6+1/19-20, MW shortsword); SA Favored enemy (humans +2); SQ none; AL LE; SV Fort +3, Ref +5, Will +2; Str 15, Dex 14, Con 10, Int 13, Wis 12, Cha 8.

Skills & Feats: Disable Device +3, Handle Animal +4, Hide +7, Listen +6, Move Silently +7, Search +6, Spot +6, Survival +6; Dodge, Mobility, Track, Two-Weapon Fighting.

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Languages: Common, Oeridian.

Possessions: +1 chain shirt, masterwork longsword, masterwork short sword, 125 gp.

Description: The Greyhawk guild hunters are tall lean human men garbed in black leather and gray clothing. They are wiry, well armed, a little bit ugly and move with a deadly stealth.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 1: Medium Humanoid; CR 2; HD 1d12+2+1d10+2; hp 16; Init +1; Spd 40 ft. (30 ft in breastplate); AC 17, touch 11, flat-footed 16 (+6 breastplate +1, +1 dex); Base Atk/Grp: +2/+5; Atk +7 melee (1d12+4/x3, masterwork greataxe); Full Atk +7 melee (1d12+4/x3, masterwork greataxe); SA rage; SQ darkvision; AL NE; SV Fort +6, Ref +1, Will +1; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills & Feats: Intimidate +4, Listen +5, Survival +5; Power Attack, Weapon Focus (greataxe).

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Languages: Common.

Possessions: +1 breastplate, masterwork greataxe, *potion of enlarge person*, 10 gp.

Description: The Greyhawk guild thugs are huge brutish half-orcs trained for violence and intimidation. They wear dingy, but magical breastplates, tattered cloaks and wield vicious looking greataxes with serrated blades and spikes along the haft of the weapons.

APPENDIX 2 – APL 4

ENCOUNTER 4

Mezzoloth: Medium Outsider (Evil, Extraplanar, Yugoloth); CR 6; HD 10d8+50; hp 95; Init +5; Spd 40 ft. (8 squares); AC 21 (+1 Dex, +8 natural, +2 heavy steel shield), touch 11, flat-footed 20; Base Atk/Grp: +10/+13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+4/19-20, +1 trident) or +13 ranged (1d8+4/19-20, +1 trident); Full Atk +13 melee (1d4+3, 2 claws) or +15/+10 melee (1d8+4/19-20, +1 trident) or +13 ranged (1d8+4/19-20, +1 trident); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14. *MM III, pg 201.*

Skills & Feats: Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13; Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

Spell-Like Abilities: At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check); Caster level 10th
Twice per day a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th level sorcerer.

Summon Yugoloth (Sp): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Immunities (Ex): Mezzoloths are immune to poison and acid.

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 trident, heavy steel shield

Description: *This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.*

ENCOUNTER 7

Guild Hunters, Male Human Rng 4: Medium Humanoid; CR 4; HD 4d8; hp 18; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+5 +1 chain shirt, +2 Dex); Base Atk/Grp: +4/+7; Atk +8 melee (1d8+3/19-20, MW longsword); Full Atk +6 melee (1d8+3/19-20, MW longsword) and +6 melee (1d6+1/19-20, MW shortsword); SA favored

enemy (humans +2); SQ Animal companion (wolf); AL LE; SV Fort +5, Ref +7, Will +3; Str 16, Dex 14, Con 10, Int 13, Wis 12, Cha 8.

Skills & Feats: Disable Device +4, Handle Animal +6, Hide +9, Listen +7, Move Silently +9, Search +8, Spot +8, Survival +8; Dodge, Mobility, Track, Two-Weapon Fighting, Endurance, Combat Expertise.

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects

the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Languages: Common, Oeridian.

Divine Spells Known/Prepared (0/1, save DC = 11 + spell level): 0 – none; 1st – *alarm*;

Possessions: +1 chain shirt, masterwork longsword, masterwork short sword, *potion of cat's grace*, *cloak of resistance +1*, 125 gp.

Description: The Greyhawk guild hunters are tall lean human men garbed in black leather and gray clothing. They are wiry, well armed, a little bit ugly and move with a deadly stealth.

Wolf (2): Medium Animal; CR 1; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12 (+2 natural, +2 Dex); Base Atk/Grp: +1/+2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA trip; SQ Link, low-light vision, scent, share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent; Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or

provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Description: The wolves of the Greyhawk guild hunters are mangy creatures bearing a stronger resemblance to feral dogs than actual wolves.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 3: Medium Humanoid; CR 4; HD 1d12+2+3d10+6; hp 31; Init +1; Spd 40 ft. (30 ft in breastplate); AC 17, touch 11, flat-footed 16 (+6 +1 breastplate, +1 Dex); Base Atk/Grp: +4/+8; Atk +8 melee (3d6+6/x3, large masterwork longaxe); Full Atk +8 melee (3d6+6/x3, large masterwork longaxe); SA rage; SQ fast movement, darkvision; AL NE; SV Fort +8, Ref +3, Will +3; Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills & Feats: Intimidate +6, Listen +5, Survival +5; Power Attack, Weapon Focus (greataxe), Monkey Grip, Exotic Weapon Proficiency (Longaxe) .

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a

17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Languages: Common.

Possessions: +1 breastplate, large masterwork longaxe^(CV), *potion of enlarge person*, *potion of bull's strength*, 10 gp.

Description: The Greyhawk guild thugs are huge brutish half-orcs trained for violence and intimidation. They wear dingy, but magical breastplates, tattered cloaks and wield vicious looking large long handled greataxes with serrated blades and spikes along the haft of the weapons.

APPENDIX 3 – APL 6

ENCOUNTER 4

Mezzoloths (2): Medium Outsider (Evil, Extraplanar, Yugoloth); CR 6; HD 10d8+50; hp 95; Init +5; Spd 40 ft. (8 squares); AC 21 (+1 Dex, +8 natural, +2 heavy steel shield), touch 11, flat-footed 20; Base Atk/Grp: +10/+13; Atk +13 melee (1d4+3, claw) or +15 melee (1d8+4/19-20, +1 trident) or +13 ranged (1d8+4/19-20, +1 trident); Full Atk +13 melee (1d4+3, 2 claws) or +15/+10 melee (1d8+4/19-20, +1 trident) or +13 ranged (1d8+4/19-20, +1 trident); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +12, Ref +8, Will +7; Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14. *MM III, pg 201.*

Skills & Feats: Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13; Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

Spell-Like Abilities: At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check); Caster level 10th
Twice per day a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th level sorcerer.

Summon Yugoloth (Sp): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Immunities (Ex): Mezzoloths are immune to poison and acid.

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 trident, heavy steel shield

Description: *This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.*

ENCOUNTER 7

Guild Hunters, Male Human Rng 6: Medium Humanoid; CR 6; HD 6d8; hp 27; Init +2; Spd 30 ft. (40 ft. w/ *longstrider*); AC 17, touch 12, flat-footed 15 (+5 +1 chain shirt, +2 Dex); Base Atk/Grp: +6/+9; Atk +10 melee (1d8+4/19-20, +1 *longsword*); Full Atk +8/+3 melee (1d8+4/19-20, +1

longsword) and +8/+3 melee (1d6+1/19-20, *shortsword*); SA favored enemies (humans +4, elves +2); SQ Animal companion (wolf); AL LE; SV Fort +6, Ref +8, Will +4 (+5); Str 16, Dex 15, Con 10, Int 13, Wis 12, Cha 8.

Skills & Feats: Disable Device +5, Handle Animal +8, Hide +11, Listen +10, Move Silently +11, Search +10, Spot +10, Survival +10; Dodge, Mobility, Track, Two-Weapon Fighting, Endurance, Combat Expertise, Spring Attack, Improved Two-Weapon Fighting.

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Languages: Common, Oeridian.

Divine Spells Known/Prepared (0/2, save DC = 11 + spell level): 0 – none; 1st – ~~alarm~~, ~~longstrider~~;

Possessions: +1 chain shirt, +1 longsword, masterwork short sword, *potion of cat's grace*, *potion of cure moderate wounds*, *cloak of resistance +1*, 125 gp.

Description: The Greyhawk guild hunters are tall lean human men garbed in black leather and gray clothing. They are wiry, well armed, a little bit ugly and move with a deadly stealth.

Wolf (2): Medium Animal; CR 2; HD 4d8+12; hp 30; Init +2; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+4 natural, +3 Dex); Base Atk/Grp: +3/+5; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); SA trip; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide +2, Listen +4, Move Silently +3, Spot +3, Survival +2 (+5 when tracking by scent; Improved Natural Attack (bite), Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Description: The wolves of the Greyhawk guild hunters are mangy creatures bearing a stronger resemblance to feral dogs than actual wolves.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 4/Outcast Champion 1: Medium Humanoid; CR 6; HD 1d12+2+5d10+10; hp 46; Init +1; Spd 40 ft. (30 ft in breastplate); AC 17, touch 11, flat-footed 16 (+6 +1 breastplate, +1 Dex); Base Atk/Grp: +6/+10; Atk +10 melee (3d6+9/x3, large +1 longaxe); Full Atk +10/+5 melee (3d6+9/x3, large +1 longaxe); SA rage; SQ fast movement, darkvision; AL NE; SV Fort +11, Ref +3, Will +5 (+6); Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6. *Outcast Champion RoD*, page 126.

Skills & Feats: Intimidate +7, Listen +5, Survival +6, Hide +2; Power Attack, Weapon Focus (greataxe), Monkey Grip, Exotic Weapon Proficiency (Longaxe), Weapon Specialization (greataxe), Iron Will.

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score

drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Aura of Confidence (Ex): Your presence emboldens allies within 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Languages: Common.

Possessions: +1 breastplate, large +1 longaxe^(CV), potion of enlarge person, potion of bull's strength, potion of cure moderate wounds, cloak of resistance +1, 10 gp.

Description: The Greyhawk guild thugs are huge brutish half-orcs trained for violence and intimidation. They wear dingy, but magical breastplates, tattered cloaks and wield vicious looking large long handled greataxes with serrated blades and spikes along the haft of the weapons.

APPENDIX 4 – APL 8

ENCOUNTER 4

Advanced (14 HD) Mezzoloths (2): Medium Outsider (Evil, Extraplanar, Yugoloth); CR 8; HD 14d8+84; hp 147; Init +5; Spd 40 ft. (8 squares); AC 21 (+1 Dex, +8 natural, +2 heavy steel shield), touch 11, flat-footed 20; Base Atk/Grp: +14/+17; Atk +17 melee (1d4+3, claw) or +19 melee (1d8+4/19-20, +1 trident) or +17 ranged (1d8+4/19-20, +1 trident); Full Atk +17 melee (1d4+3, 2 claws) or +19/+14/+9 melee (1d8+4/19-20, +1 trident) or +17 ranged (1d8+4/19-20, +1 trident); SA Spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 22, telepathy 100 ft.; AL NE; SV Fort +15, Ref +10, Will +9; Str 16, Dex 12, Con 22, Int 7, Wis 10, Cha 14. *MM III, pg 201.*

Skills & Feats: Hide +16, Intimidate +19, Knowledge (the planes) +15, Listen +17, Move Silently +16, Spot +17; Cleave, Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

Spell-Like Abilities: At will – *cause fear* (DC 13), *darkness*, *desecrate*, *produce flame*, *see invisibility*; 2/day – *cloudkill* (DC 17), *dispel magic* (+10 dispel check); Caster level 10th
Twice per day a mezzoloth can use *greater teleport* (self plus 50 pounds of objects only), as the spell cast by a 14th level sorcerer.

Summon Yugoloth (Ex): Once per day, a mezzoloth can attempt to summon another mezzoloth with a 40% chance of success.

Immunities (Ex): Mezzoloths are immune to poison and acid.

Telepathy (Su): Mezzoloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal

Possessions: +1 trident, heavy steel shield

Description: *This six-limbed insectoid horror stares ahead unblinkingly through glowing red eyes. It holds a long trident in its claws.*

ENCOUNTER 7

Guild Hunters, Male Human Rng 6/Tempest 2: Medium Humanoid; CR 8; HD 6d8+2d10; hp 38; Init +4; Spd 30 ft. (40 ft. w/ *longstrider*); AC 20, touch 15, flat-footed 16 (+5 +1 *chain shirt*, +4 Dex, +1 tempest defense); Base Atk/Grp: +8/+11; Atk +12 melee (1d8+4/19-20, +1 *longsword*); Full Atk

+11/+6 melee (1d8+4/19-20, +1 *longsword*) and +11/+6 melee (1d6+1/19-20, MW *shortsword*); SA favored enemies (humans +4, elves +2); SQ Animal companion (wolf); AL LE; SV Fort +9, Ref +10, Will +4 (+7); Str 16, Dex 16 (18), Con 10, Int 13, Wis 12, Cha 8. *Tempest CV, page 81.*

Skills & Feats: Disable Device +6, Handle Animal +8, Hide +11, Listen +10, Move Silently +11, Search +10, Spot +10, Survival +10, Tumble +15; Dodge, Mobility, Track, Two-Weapon Fighting, Endurance, Combat Expertise, Spring Attack, Improved Two-Weapon Fighting.

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Tempest Defense (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases to +2 at 3rd level and +3 at 5th level. The character loses this ability when fighting in medium or heavy armor.

Ambidexterity (Ex): For a tempest of 2nd level or higher; her attack penalties for fighting with two weapons are lessened by 1 (from -4 to -3, or from -2 to -1 if the off-hand weapon is a light weapon). At 4th level, the attack penalties are lessened by another 1 (from -3 to -2, or to +0 if the off-hand weapon is a light weapon). The character loses this ability when fighting in medium or heavy armor. See table 8-10: Two-Weapon Fighting Penalties, page 160 of the *Player's Handbook*.

Languages: Common, Oeridian.

Divine Spells Known/Prepared (0/2, save DC = 11 + spell level): 0 – none; 1st – ~~alarm, longstrider~~;

Possessions: +1 chain shirt, +1 longsword, masterwork short sword, *gloves of dexterity* +2, *potion of cure moderate wounds*, *cloak of resistance* +1, 225 gp.

Description: The Greyhawk guild hunters are tall lean human men garbed in black leather and gray clothing. They are wiry, well armed, a little bit ugly and move with a deadly stealth.

Wolf (2): Medium Animal; CR 2; HD 4d8+12; hp 30; Init +2; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+4 natural, +3 Dex); Base Atk/Grp: +3/+5; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); SA trip; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide +2, Listen +4, Move Silently +3, Spot +3, Survival +2 (+5 when tracking by scent; Improved Natural Attack (bite), Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Description: The wolves of the Greyhawk guild hunters are mangy creatures bearing a stronger resemblance to feral dogs than actual wolves.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 4/Outcast Champion 3: Medium Humanoid; CR 8; HD 1d12+2+7d10+14; hp 61; Init +2; Spd 40 ft. (30 ft in breastplate); AC 18, touch 12, flat-footed 16 (+6 +1 *breastplate*, +2 Dex); Base Atk/Grp: +8/+13; Atk +13 melee (3d6+10x3, large +1 *longaxe*); Full Atk +13/+8 melee (3d6+10x3, large +1 *longaxe*); SA rage; SQ fast movement, darkvision; AL NE; SV Fort +12, Ref +4, Will +6 (+9); Str 18 (20), Dex 14, Con 14, Int 8, Wis 12, Cha 6. *Outcast Champion RoD*, page 126.

Skills & Feats: Intimidate +8, Listen +5, Survival +6, Hide +7; Power Attack, Weapon Focus (greataxe), Monkey Grip, Exotic Weapon

Proficiency (Longaxe), Weapon Specialization (greataxe), Iron Will.

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Aura of Confidence (Ex): Your presence emboldens allies within 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an

avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level. If you accidentally strike a creature that has not dealt damage to an ally within the last hour, the avenging strike has no effect, but the use of the ability is still expended. You may use an avenging strike one per day per point of Charisma bonus (minimum 1/day).

Desperate Fury (Ex): You are at your best when times are worst. Beginning at 3rd level, once per day when you are reduced to fewer than one half your full normal hit points, or when you are fatigued or exhausted, you can enter a state of desperate fury. While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution. The desperate fury lasts for 3 rounds + 1 round per point of your (newly improved) Constitution bonus. Unlike with a barbarian's rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked, or cowering, the desperate fury ends immediately.

At 5th level, you become able to share the effect of your desperate fury with allies within 30 feet who can see you. These allies gain the same benefits as you for as long as your desperate fury lasts (even if an ally becomes frightened, panicked or cowering).

Languages: Common.

Possessions: +1 breastplate, large +1 longaxe^(CV), potion of enlarge person, gauntlets of ogre power, cloak of resistance +1, potion of cure moderate wounds, 80 gp.

Description: The Greyhawk guild thugs are huge brutish half-orcs trained for violence and intimidation. They wear dingy, but magical breastplates, tattered cloaks and wield vicious looking large long handled greataxes with serrated blades and spikes along the haft of the weapons.

APPENDIX 5 – APL 10

ENCOUNTER 4

Nycaloths (2): Large Outsider (Evil, Extraplanar, Yugoloth); CR 10; HD 14d8+98; hp 161; Init +2; Spd 40 ft. (8 squares), fly 90 ft. (good); AC 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21; Base Atk/Grp: +14/+23; Atk +18 melee (1d6+5 plus bleeding wounds, claw) or +21 melee (3d6+9/x3, +2 greataxe); Full Atk +21/+16/+11 melee (3d6+9/x3, +2 greataxe) and +13 melee (1d6+2 plus bleeding wounds, 2 claws) or +18 melee (1d6+5 plus bleeding wounds, 4 claws); SA Bleeding wounds, rake +18 (1d6+2), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +16, Ref +11, Will +11; Str 20, Dex 14, Con 25, Int 13, Wis 10, Cha 16. *MM III*, pg 201.

Skills & Feats: Bluff +13, Concentration +17, Diplomacy +13, Hide +8, Intimidate +24, Jump +19, Knowledge (arcana) +11, Knowledge (the planes) +11, Listen +19, Move Silently +12, Search +11, Sense Motive +10, Spellcraft +11, Spot +19; Alertness, Flyby Attack, Iron Will, Mobility^(B), Power Attack, Weapon Focus (greataxe)

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycaloth must hit with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops to 60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a

heavy load (a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +18, damage 1d6+2. A nycaloth that gets a hold can make two rake attacks with its hind legs.

Spell-Like Abilities: At will – *deeper darkness*, *desecrate*, *fear* (DC 17), *invisibility*, *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only)

Summon Yugoloth (Sp): Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloth with a 30% chance of success.

Immunities (Ex): Nycaloths are immune to poison and acid.

Telepathy (Su): Nycaloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal
Possessions: +2 greataxe

Description: *Though large and obviously powerful, this winged green creature still evokes a sense of speed and agility. Its dog-shaped head turns quickly from side to side, almost like a bird's. The claws on the ends of its powerful fingers look like more than a match for all but the best of armors.*

ENCOUNTER 7

Guild Hunters, Male Human Rng 6/Tempest 4: Medium Humanoid; CR 10; HD 6d8+4d10; hp 49; Init +4; Spd 30 ft. (40 ft. w/ *longstrider*); AC 23, touch 17, flat-footed 19 (+5 +1 *chain shirt*, +4 Dex, +2 tempest defense, +1 deflection (ring), +1 natural (amulet)); Base Atk/Grp: +10/+13; Atk +14 melee (1d8+4/19-20, +1 *longsword*); Full Atk +14/+9 melee (1d8+4/19-20, +1 *longsword*) and +14/+9 melee (1d6+1/19-20, MW broadblade shortsword); SA favored enemies (humans +4, elves +2); SQ Animal companion (wolf); AL LE; SV Fort +11, Ref +12, Will +6 (+11); Str 16, Dex 16 (18), Con 10, Int 13, Wis 12, Cha 8. *Tempest CV*, page 81.

Skills & Feats: Balance +11, Disable Device +6, Handle Animal +8, Hide +11, Listen +10, Move Silently +11, Search +10, Spot +10, Survival +10, Tumble +18; Dodge, Mobility, Track, Two-Weapon Fighting, Endurance, Combat Expertise, Spring Attack, Improved Two-Weapon Fighting, Exotic Weapon Proficiency (broadblade shortsword).

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name; except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Tempest Defense (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases to +2 at 3rd level and +3 at 5th level. The character loses this ability when fighting in medium or heavy armor.

Ambidexterity (Ex): For a tempest of 2nd level or higher; her attack penalties for fighting with two weapons are lessened by 1 (from –4 to –3, or from –2 to –1 if the off-hand weapon is a light weapon). At 4th level, the attack penalties are lessened by another 1 (from –3 to –2, or to +0 if the off-hand weapon is a light weapon). The character loses this ability when fighting in medium or heavy armor. See table 8-10: Two-Weapon Fighting Penalties, page 160 of the *Player's Handbook*.

Two-Weapon Versatility (Ex): When a Tempest of 3rd level or higher fights with two weapons, she can apply the effects of certain feats from one weapon to the other weapon as well. She

can use this ability only with the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization. For example, a tempest who wields a longsword and a short sword and who has the Weapon Focus (longsword) feat can apply the effect of Weapon focus to her short sword as well as to her longsword. If a tempest already has the feat with both weapons, she gains no additional effect.

Languages: Common, Oeridian.

Divine Spells Known/Prepared (0/2, save DC = 11 + spell level): 0 – none; 1st – ~~alarm, longstrider~~;

Possessions: +1 chain shirt, +1 longsword, masterwork broadblade short sword^(CV), gloves of dexterity +2, cloak of resistance +2, ring of protection +1, amulet of natural armor +1, 60 gp.

Description: The Greyhawk guild hunters are tall lean human men garbed in black leather and gray clothing. They are wiry, well armed, a little bit ugly and move with a deadly stealth.

Wolf (2): Medium Animal; CR 2; HD 4d8+12; hp 30; Init +2; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+4 natural, +3 Dex); Base Atk/Grp: +3/+5; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); SA trip; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide +2, Listen +4, Move Silently +3, Spot +3, Survival +2 (+5 when tracking by scent; Improved Natural Attack (bite), Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Description: The wolves of the Greyhawk guild hunters are mangy creatures bearing a stronger resemblance to feral dogs than actual wolves.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 4/Outcast Champion 5: Medium Humanoid; CR 10; HD 1d12+2+9d10+18; hp 76; Init +1; Spd 40 ft. (30 ft in breastplate); AC 20, touch 13, flat-footed 18 (+6 +1 breastplate, +2 Dex, +1 deflection (ring), +1 natural (amulet)); Base Atk/Grp: +10/+15; Atk +15 melee (3d6+10/x3, large +1 longaxe); Full Atk +15/+10 melee (3d6+10/x3, large +1 longaxe); SA rage; SQ fast movement, darkvision; AL NE; SV Fort +14, Ref +5, Will +7 (+12); Str 18 (20), Dex 14, Con 14, Int 8, Wis 12, Cha 6. *Outcast Champion RoD*, page 126.

Skills & Feats: Intimidate +9, Listen +5, Survival +10, Hide +9; Power Attack, Weapon Focus (greataxe), Monkey Grip, Exotic Weapon

Proficiency (Longaxe), Weapon Specialization (greataxe), Iron Will, Improved Critical (greataxe).

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Aura of Confidence (Ex): Your presence emboldens allies within 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an

avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level. If you accidentally strike a creature that has not dealt damage to an ally within the last hour, the avenging strike has no effect, but the use of the ability is still expended. You may use an avenging strike one per day per point of Charisma bonus (minimum 1/day).

Desperate Fury (Ex): You are at your best when times are worst. Beginning at 3rd level, once per day when you are reduced to fewer than one half your full normal hit points, or when you are fatigued or exhausted, you can enter a state of desperate fury. While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution. The desperate fury lasts for 3 rounds + 1 round per point of your (newly improved) Constitution bonus. Unlike with a barbarian's rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked, or cowering, the desperate fury ends immediately.

At 5th level, you become able to share the effect of your desperate fury with allies within 30 feet who can see you. These allies gain the same benefits as you for as long as your desperate fury lasts (even if an ally becomes frightened, panicked or cowering).

Teamwork (Ex): You are skilled at creating a strong bond of teamwork between yourself and your allies. Starting at 4th level, whenever you or any ally within 30 feet who can see and hear you uses the aid another action, the bonus provided on attack rolls, AC, or skill checks improves by 2 from +2 to +4.

Languages: Common.

Possessions: +1 breastplate, large +1 longaxe^(CV), potion of enlarge person, gauntlets of ogre power +2, ring of protection +1, amulet of natural armor +1, cloak of resistance +2, 10 gp.

Description: The Greyhawk guild thugs are huge brutish half-orcs trained for violence and intimidation. They wear dingy, but magical breastplates, tattered cloaks and wield vicious looking large long handled greataxes with serrated blades and spikes along the haft of the weapons.

APPENDIX 6 – APL 12

ENCOUNTER 4

Advanced (18 HD) Nycaloth (2): Large Outsider (Evil, Extraplanar, Yugoloth); CR 12; HD 18d8+144; hp 225; Init +2; Spd 40 ft. (8 squares), fly 90 ft. (good); AC 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21; Base Atk/Grp: +18/+27; Atk +22 melee (1d6+5 plus bleeding wounds, claw) or +25 melee (3d6+9/x3, +2 *greataxe*); Full Atk +25/+20/+15/+10 melee (3d6+9/x3, +2 *greataxe*) and +17 melee (1d6+2 plus bleeding wounds, 2 claws) or +22 melee (1d6+5 plus bleeding wounds, 4 claws); SA Bleeding wounds, rake +22 (1d6+2), improved grab, liftoff, spell-like abilities, summon yugoloth; SQ Damage reduction 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 24, telepathy 100 ft.; AL NE; SV Fort +19, Ref +13, Will +13; Str 20, Dex 14, Con 26, Int 13, Wis 10, Cha 16. *MM III*, pg 201.

Skills & Feats: Bluff +17, Concentration +22, Diplomacy +17, Hide +8, Intimidate +28, Jump +21, Knowledge (arcana) +11, Knowledge (the planes) +15, Listen +23, Move Silently +12, Search +11, Sense Motive +14, Spellcraft +13, Spot +23; Alertness, Cleave, Flyby Attack, Great Cleave, Iron Will, Mobility^(B), Power Attack, Weapon Focus (*greataxe*).

Bleeding Wounds (Ex): A wound from a nycaloth's claw attack continues to bleed after the injury was inflicted. Each wound bleeds for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful DC 15 Heal check or the application of any *cure* spell or other healing spell (*heal*, *mass heal*, and so on).

Improved Grab (Ex): To use this ability, a nycaloth must hit with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can attempt to either deal damage with its claws, rake the grappled target (see below), or use its liftoff ability (see below).

Liftoff (Ex): A nycaloth can only use this ability when airborne. A nycaloth that gets a hold on a nonflying opponent of Medium or smaller size can ascend with the grappled creature. When carrying a medium load (a creature weighing between 267 and 532 pounds), the nycaloth's fly speed drops to

60 feet and it takes a -3 penalty on Hide and Move Silently checks; these penalties worsen to -6 with a heavy load (a creature weighing between 533 and 800 pounds). A nycaloth can't carry a load of more than 800 pounds.

Rake (Ex): Attack bonus +22, damage 1d6+2. A nycaloth that gets a hold can make two rake attacks with its hind legs.

Spell-Like Abilities: At will – *deeper darkness*, *desecrate*, *fear* (DC 17), *invisibility*, *mirror image*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only)

Summon Yugoloth (Sp): Once per day, a nycaloth can attempt to summon another nycaloth or 1d3 mezzoloth with a 30% chance of success.

Immunities (Ex): Nycaloths are immune to poison and acid.

Telepathy (Su): Nycaloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal

Possessions: +2 *greataxe*

Description: *Though large and obviously powerful, this winged green creature still evokes a sense of speed and agility. Its dog-shaped head turns quickly from side to side, almost like a bird's. The claws on the ends of its powerful fingers look like more than a match for all but the best of armors.*

ENCOUNTER 7

Guild Hunters, Male Human Rng 6/Tempest 5/Scout 1: Medium Humanoid; CR 12; HD 7d8+5d10; hp 59; Init +4; Spd 30 ft.; AC 27, touch 18, flat-footed 23 (+5 +1 *chain shirt*, +3 +1 *animated heavy wooden shield*, +4 Dex, +3 *tempest defense*, +1 *deflection (ring)*, +1 *natural (amulet)*); Base Atk/Grp: +11/+14; Atk +16 melee (1d8+4/19-20, *longsword* +1); Full Atk +16/+11/+6 melee (1d8+4/19-20, *longsword* +1) and +16/+11 melee (1d6+1/19-20, *shortsword*); SA favored enemies (humans +4, elves +2), skirmish; SQ Animal companion (wolf); AL LE; SV Fort +11, Ref +14, Will +6 (+11); Str 16, Dex 16 (18), Con 10, Int 13, Wis 12, Cha 8. *Tempest CV*, page 81 and *Scout CV*, page 10.

Skills & Feats: Disable Device +13, Handle Animal +8, Hide +14, Listen +13, Move Silently +14, Search +10, Spot +13, Survival +14, Tumble +19; Dodge, Mobility, Track, Two-Weapon Fighting, Endurance, Combat Expertise, Spring

Attack, Improved Two-Weapon Fighting, Exotic Weapon Proficiency (broadblade shortsword), Weapon Focus (longsword).

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Tempest Defense (Ex): When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), a tempest gains a +1 bonus to Armor Class. This bonus increases to +2 at 3rd level and +3 at 5th level. The character loses this ability when fighting in medium or heavy armor.

Ambidexterity (Ex): For a tempest of 2nd level or higher; her attack penalties for fighting with two weapons are lessened by 1 (from –4 to –3, or from –2 to –1 if the off-hand weapon is a light weapon). At 4th level, the attack penalties are lessened by another 1 (from –3 to –2, or to +0 if the off-hand weapon is a light weapon). The character loses this ability when fighting in medium or heavy armor. See table 8-10: Two-Weapon Fighting Penalties, page 160 of the *Player's Handbook*.

Two-Weapon Versatility (Ex): When a Tempest of 3rd level or higher fights with two weapons, she can apply the effects of certain feats

from one weapon to the other weapon as well. She can use this ability only with the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization. For example, a tempest who wields a longsword and a short sword and who has the Weapon Focus (longsword) feat can apply the effect of Weapon focus to her short sword as well as to her longsword. If a tempest already has the feat with both weapons, she gains no additional effect.

Two-Weapon Spring Attack (Ex): When a 5th level tempest makes a spring attack, she can attack one each with two different weapons as an attack action. The character loses this ability when fighting in medium or heavy armor.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks take during the scout's turn. This extra damage increases by 1d6 for every four levels gain above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th and 5d6 at 17th level).

Languages: Common, Oeridian.

Divine Spells Known/Prepared (0/2, save DC = 11 + spell level): 0 – none; 1st – *alarm*, *longstrider*;

Possessions: +1 chain shirt, +1 longsword, masterwork broadblade short sword^(CV), *gloves of dexterity* +2, *cloak of resistance* +2, *ring of protection* +1, *amulet of natural armor* +1, *brooch of shielding*, +1 *animated heavy wooden shield*, *potion of cure moderate wounds*, 90 gp.

Description: The Greyhawk guild hunters are tall lean human men garbed in black leather and gray clothing. They are wiry, well armed, a little bit ugly and move with a deadly stealth.

Wolf (2): Medium Animal; CR 2; HD 4d8+12; hp 30; Init +2; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+4 natural, +3 Dex); Base Atk/Grp: +3/+5; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); SA trip; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide +2, Listen +4, Move Silently +3, Spot +3, Survival +2 (+5 when tracking by scent; Improved Natural Attack (bite), Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Description: The wolves of the Greyhawk guild

hunters are mangy creatures bearing a stronger resemblance to feral dogs than actual wolves.

Guild Thugs (2), Male Half-orc Bbn 1/Ftr 4/Outcast Champion 5/Rogue 2: Medium Humanoid; CR 12; HD 1d12+2+9d10+18+2d6+4; hp 87; Init +1; Spd 40 ft.; AC 23, touch 13, flat-footed 21 (+6 +1 *mithral breastplate*, +3 +1 *animated heavy wooden shield*, +2 Dex, +1 deflection (ring), +1 natural (amulet)); Base Atk/Grp: +11/+16; Atk +16 melee (3d6+10, large +1 *longaxe*); Full Atk +16/+11/+6 melee (3d6+10, large +1 *longaxe*); SA rage, sneak attack +1d6; SQ fast movement, darkvision, evasion; AL NE; SV Fort +14, Ref +10, Will +7 (+12); Str 18 (20), Dex 14, Con 14, Int 8, Wis 12, Cha 6. *Outcast Champion RoD*, page 126.

Skills & Feats: Intimidate +8, Listen +9, Survival +10, Hide +9, Tumble +13; Power Attack, Weapon Focus (greataxe), Monkey Grip, Exotic Weapon Proficiency (Longaxe), Weapon Specialization (greataxe), Iron Will, Improved Critical (greataxe), Lightning Reflexes.

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2

penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Aura of Confidence (Ex): Your presence emboldens allies within 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level. If you accidentally strike a creature that has not dealt damage to an ally within the last hour, the avenging strike has no effect, but the use of the ability is still expended. You may use an avenging strike one per day per point of Charisma bonus (minimum 1/day).

Desperate Fury (Ex): You are at your best when times are worst. Beginning at 3rd level, once per day when you are reduced to fewer than one half your full normal hit points, or when you are fatigued or exhausted, you can enter a state of desperate fury. While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution. The desperate fury lasts for 3 rounds + 1 round per point of your (newly improved) Constitution bonus. Unlike with a barbarian's rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked, or cowering, the desperate fury ends immediately.

At 5th level, you become able to share the effect of your desperate fury with allies within 30 feet who can see you. These allies gain the same benefits as you for as long as your desperate fury lasts (even if an ally becomes frightened, panicked or cowering).

Teamwork (Ex): You are skilled at creating a strong bond of teamwork between yourself and your allies. Starting at 4th level, whenever you or any ally within 30 feet who can see and hear you

uses the aid another action, the bonus provided on attack rolls, AC, or skill checks improves by 2 from +2 to +4.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Languages: Common.

Possessions: +1 mithral breastplate, large +1 longaxe^(CV), potion of enlarge person, gauntlets of ogre power +2, ring of protection +1, amulet of natural armor +1, cloak of resistance +2, brooch of shielding, +1 animated heavy wooden shield, potion of cure moderate wounds, 10 gp.

Description: The Greyhawk guild thugs are huge brutish half-orcs trained for violence and intimidation. They wear dingy, but magical breastplates, tattered cloaks and wield vicious looking large long handled greataxes with serrated blades and spikes along the haft of the weapons.

APPENDIX 7 – ALL APLS

ENCOUNTER 1

Watcher Mathias Sifreig, Impeccable Eagle, Male Human (Suel) Pal 5 (Heironeous)/Ftr 2/Hos¹ 1/KoTW² 2: Medium Humanoid; CR 10; HD 5d10+2d10+1d10+2d10+30; hp 94; Init +1; Spd 20 ft. (4 squares); AC 25 (+1 Dex, +10 +2 *mithral full plate*, +1 deflection, +3 +1 *animated heavy steel shield*), touch 12, flat-footed 24; Base Atk/Grp: +10/+15; Atk +18 melee (1d8+9/19-20x3, +2 *adamantine lance*) or +16 melee (1d8+8 plus 1d6 electricity/19-20, +1 *shocking longsword*); Full Atk +18/+13 melee (1d8+9/19-20x3, +2 *adamantine lance*) or +16/+11 melee (1d8+8 plus 1d6 electricity/19-20, +1 *shocking longsword*); SA Turn undead 6/day, smite evil 2/day; SQ Aura of good, *detect evil*, divine grace, lay on hands, aura of courage, divine health, *special mount*; AL LG; SV Fort +20, Ref +7, Will +10; Str 20, Dex 12, Con 16, Int 10, Wis 12, Cha 16. ¹ - *Hospitaler, Complete Divine* pg. 48, ² - *Knight of the Watch, Knight of the Watch metaorganization document*.

Skills & Feats: Climb +7, Diplomacy +13, Handle Animal +8, Jump +7, Knowledge (religion) +5, Ride +16; Cleave, Divine Vigor¹, Improved Critical (lance), Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (lance); ¹ - *Complete Warrior* pg. 108

Aura of Good (Ex): The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Detect Evil (Sp): At will, a paladin can use *detect evil*, as the spell.

Smite Evil (Su): Once per day, a paladin may attempt to smite evil with one normal melee attack. He adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: The Paladin, to a maximum of five times per day at 20th level.

Divine Grace (Su): At 2nd level, a paladin gains a bonus equal to his Charisma bonus (if any) on all saving throws.

Lay on Hands (Su): Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (his own or those of others) by touch. Each day he can heal a total number of hit points of damage equal to her paladin level x her Charisma bonus. A paladin may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Because Hospitaler levels stack with Paladin levels for purposes of Lay on Hands, Mathias can lay on hands for 18 points of damage per day.

Aura of Courage (Su): Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if he is unconscious or dead.

Divine Health (Ex): At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Turn Undead (Su): When a paladin reaches 4th level, she gains the supernatural ability to turn undead. He may use this ability a number of times per day equal to 3 + her Charisma modifier. He turns undead as a cleric of three levels lower would.

Special Mount (Sp): Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve him in his crusade against evil (see below). This mount is usually a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin).

Once per day, as a full-round action, a paladin may magically call his mount from the celestial realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free

action. The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect.

Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount for thirty days or until he gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

Secrets of the Order (Ex): At first level, it becomes very difficult for others to pry the secrets of the Knights from a member. Any time someone or something attempts to gain such a secret by magical means, the Knight receives a saving throw (typically Will) at the normal DC. This applies even if the magic in question normally allows no saving throw. The Knight adds his or her Watcher or Dispatcher level as a special bonus to the save. This does not help the Knight in any way except to protect the secrets of the order or as a consequence thereof.

For example, an enchantress may charm a 5th level Knight, and the Knight would gain no bonus to the save. Should the enchantress request of her new friend that he reveal the secrets of the order, the Knight immediately gets a new save, with a +5 bonus. Each attempt to make the Knight reveal a fact about his order allows a new save. Similarly, detect thoughts works just fine on a Knight, but each time the user attempts to pick up a secret regarding the order, the Knight receives a new save with the special bonus. This additional save functions as a normal saving throw against the spell (as specified in the spell description). If the spell or ability description does not normally allow a saving throw, the save negates the spell if successful.

Unleash Inner Strength (SP): Once per day, the Knight may concentrate (requiring a full-round action that can provoke an attack of opportunity) to bring out his inner strength. While using this ability, the Knight receives a +4 bonus to Strength for up to 3 rounds plus (or minus) his Wisdom modifier. The Knight may voluntarily cease using the ability at any time prior to the normal expiration. Once the ability duration ends, the Knight suffers a -2

penalty to Strength and Constitution for a period equal to the time the ability was in use. This penalty has no particular type, and stacks with all other penalties. Note that a change in hit point adjustment must be made to reflect the temporary loss in Constitution and this can result in the Knight falling into negative hit points or even death. Under no circumstances does this ability stack with a barbarian's rage ability (or any similar rage ability). No character may enter a rage while under the effects of Unleash Inner Strength, and no character may Unleash Inner Strength while in a rage. This ability is equivalent to a 2nd level spell.

Languages: Common

Spells Known/Prepared (0/1, save DC = 11 + spell level): 1st – *rhino's rush*¹; 1st – Spell Compendium pg. 176

Possessions: +1 animated heavy steel shield, belt of giant strength +4, cloak of charisma +2, amulet of health +2, +2 adamantite lance, +1 shocking longsword, +2 mithral full plate armor, ring of protection +1, vest of resistance +2¹; 1st – Complete Arcane pg. 150

ENCOUNTER 3

Gren Nackel: male mnk6; CR 6; small humanoid; HD 6d8+6; hp 33; Init +2; Spd 20ft.; AC 20 (touch 16, flat-footed 12); Base Atk +4; Grp +5; Atk +5 melee (1d6, unarmed); Full Atk +3/+3 melee (1d6, unarmed flurry); Space/Reach 5ft. by 5ft./5ft.; SA none; SQ gnome traits; SR NA; AL CN; SV Fort +6, Ref +8, Will +8; Str 13, Dex 16, Con 12, Int 8, Wis 14, Cha 10.

Skills and Feats: Craft (alchemy) +3, Escape Artist +10, Hide +6, Listen +6, Move Silently +7, Sense Motive +11; Weapon Finesse, Stunning Strike, Deflect Arrows, Improved Grapple, Improved Trip.

Gnome Traits (Ex): see previous NPC.

Possessions: amulet of natural armor +1, bracers of armor +1, cloak of resistance +1 and ring of protection +1.

ENCOUNTER 6

Lurana, Ultraloth: Medium Outsider (Evil, Extraplanar, Yugoloth); CR 13; HD 18d8+90; hp 171; Init +3; Spd 30 ft. (6 squares); AC 21 (+3 Dex, +8 natural), touch 13, flat-footed 18; Base Atk/Grp: +18/+19; Atk +22 melee (3d6+9/(19-20), +3

longsword); Full Atk +22/+17/+12/+7 melee (3d6+9/(19-20), +3 *longsword*) or +22 ranged touch (as spell); SA Hypnotic gaze, spell-like abilities, summon yugoloths; SQ Damage reduction 15/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, spell resistance 25, telepathy 100 ft.; AL NE; SV Fort +16, Ref +14, Will +15; Str 13, Dex 16, Con 21, Int 16, Wis 15, Cha 19. *MM III*, pg 204.

Skills & Feats: Bluff +22, Concentration +26 (+30 casting defensively), Diplomacy +23, Intimidate +27, Knowledge (arcana) +24, Knowledge (the planes) +24, Listen +20, Move Silently +21, Search +21, Sense Motive +21, Spellcraft +26, Spot +22; Combat Casting, Iron Will, Point Blank Shot, Precise Shot, Quicken Spell-like Ability (*scorching ray*), Spell Focus (enchantment), Weapon Focus (ray).

Hypnotic Gaze (Su): Hypnotic pattern as cast by an 18th level sorcerer, no HD limit, 30 feet, Will DC 23 negates, the save DC is Charisma based.

Spell-Like Abilities: At will – *deeper darkness*, *desecrate*, *disguise self* (DC 15), *fear* (DC 18), *gaseous form*, *invisibility*, *prying eyes*, *ray of enfeeblement* (+22 ranged touch), *ray of exhaustion* (+22 ranged touch), *scorching ray* (+22 ranged touch), *scrying*, *see invisible*, *suggestion* (DC18), *wall of fire*; 3/day – *binding* (DC23), *enervation* (+22 ranged touch), *geas/quest* (DC21), *mass suggestion* (DC21); 1/day – *symbol of death* (DC22). Caster level 18th.

At will, an ultraloth can use *greater teleport* (self plus 50 pounds of objects only) as the spell cast by an 18th level sorcerer.

Summon Yugoloth (Sp): Once per day, an ultraloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloth or another ultraloth with a 35% chance of success.

Immunities (Ex): Ultraloths are immune to poison and acid.

Telepathy (Su): Ultraloths can communicate telepathically with any creature within 100 feet that has a language.

Languages: Abyssal, Draconic, and Infernal

Possessions: +3 *longsword*

Description: Though large and obviously powerful, this winged green creature still evokes a sense of speed and agility. Its dog-shaped head turns quickly from side to side, almost like a bird's. The claws on the ends of its powerful fingers look like more than a match for all but the best of armors.

DM AID: NEW RULES

NEW ITEMS

Longaxe (Complete Adventure)

A longaxe looks like a greataxe with an elongated haft. This feature makes the weapon awkward to wield by those unfamiliar with its use, but those proficient with weapon can use the haft's extra length to attack foes more than 5 feet away as long as they are willing to forgo precision in favor of dealing extra damage.

If you are proficient with the longaxe, you can treat it as a reach weapon any time you use the Power Attack feat to shift 3 or more points of your attack bonus from attack to damage. When you use a longaxe in this manner you can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. Because you determine the use of the Power Attack feat for an entire turn, you must wield the longaxe as either a reach weapon or a normal weapon until the beginning of your next turn once you make the decision. You cannot wield it as both a reach weapon and a normal weapon in the same turn.

Characters proficient with the longaxe can treat it as a greataxe for purposes of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Broadblade Short Sword (Complete Adventure)

Broadblade short swords have a wider blade and crossguard than normal swords. This feature makes them more difficult to wield in combat, but the design allows skilled users to defend themselves better when fighting cautiously.

If you are proficient with the broadblade short sword and you fight defensively or employ the total defense combat maneuver, you gain a +2 dodge bonus to AC for the rest of the round in addition to the normal AC bonus from the combat maneuver (+2 for fighting defensively or +4 for total defense). This bonus also applies if you are proficient with the weapon, have the Combat Expertise feat, and shift at least 2 points of your attack bonus to AC for the round. Because of its benefit when fighting defensively, the broadblade short sword is a popular off-hand weapon.

Characters proficient with the broadblade short sword can treat it as a short sword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

CRITICAL EVENT SUMMARY: GRM6-FAMILY VALUES

For use only at Econocon 2006 or before April 1, 2006.

Return a summary to John Richardson at niblik2000@gmail.com

- | | | |
|---|-----|----|
| 1. Did any of the PCs enter single combat with Watcher Mathias Sifreig? | Yes | No |
|---|-----|----|

If so, list player names/PC names here:

- | | | |
|--|-----|----|
| 2. Did the PCs enter the arena during the games as combatants? | Yes | No |
|--|-----|----|

- | | | |
|--|-----|----|
| 2. Did any of the yugoloths teleport out of the arena? | Yes | No |
|--|-----|----|

- | | | |
|--|-----|----|
| 3. Did the PCs find information regarding potentially illegal activities at the arena? | | |
| | Yes | No |

- | | | |
|--|-----|----|
| 4. Did the PCs reveal information regarding potentially illegal activities at the arena? | | |
| | Yes | No |

If so, list what persons or organizations were notified:

- | | | |
|---|-----|----|
| 5. Did the PCs find information regarding the possibility of a temple to Kord at the arena? | | |
| | Yes | No |

- | | | |
|---|-----|----|
| 6. Did the PCs reveal information regarding the possibility of a temple to Kord at the arena? | | |
| | Yes | No |

If so, list what persons or organizations were notified:

- | | | |
|--|-----|----|
| 7. Did the PCs attack Lunara, the ultraloth? | Yes | No |
|--|-----|----|

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):