

URD2-08



FREEDOM'S PRICE

A One-Round D&D[®] LIVING GREYHAWK[®]
Duchy of Urnst Regional Adventure

Version 1

by Mike Fisk and Farrell Hopkins

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

When the villagers of Lunis are enslaved, are the heroes able to rescue them? An adventure for characters levels 3 – 10.

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.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Duchy of Urnst. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

For ten years now it has been generally believed that the power of the Slavers organization had been smashed. Nothing could be further from the truth.

A hidden slaver base in the Cairn Hills on the Nyr Dyv has slowly developed into a major operation. Fearful of the discovery and no doubt subsequent loss of their cove, the Slavers developed a more expendable base of operations further east on the lake, in a remote and removed location near the Cairn Hills on the soil of the Duchy of Urnst.

A priest of the Earth Dragon, Varcob, was put in charge of this new base, and the intention was to begin heavily raiding the Nyr Dyv region, particularly its southern shores. The combination of new demand for slaves from the Empire of Iuz, as well as increased risks from smuggling slaves down the Selintan River, prompted the distribution of slaves over the Lake of Unknown Depths to points north.

Varcob was given charge of a particularly vicious band of humanoids, members of the gnoll Bloody Axe tribe. This tribe is quite skilled in sailing, and favors the use of battleaxes, particularly when fighting their hated elven enemies. One unique feature of members of this tribe is their webbed hands. Varcob uses the gnolls as shock troops to capture the crews of ships, as well as to raid the lands bordering the Nyr Dyv. Yeeraughr, a werewolf who revels in the powers and abilities granted by his curse, leads the Bloody Axe tribe. The gnolls, and especially Yeeraughr, fear Varcob and do his bidding quickly and keep their complaints to themselves or when out of sight from their overlord and master, for fear of what Varcob, or Varcob's bodyguard might do to them.

Varcob has also recently arranged to have a small group of aspis assigned to his command, not only to keep the slaves in line, but also to defend the base from any intruders. No one in the base has mastered the aspis tongue, but the aspis seem to understand simple efforts of communicating with them. For more complex concepts, Varcob has a magical item that allows him to speak clearly with the aspis and at times uses divine spells to communicate with them.

It is believed that Varcob is greatly favored by the Earth Dragon as he was born a blue half-dragon. He has risen through the ranks of the slavers quickly and easily, drawing attention, perhaps unwelcome, from others in the organization.

Recent raids on the Nyr Dyv have been very successful, save for once, when one of their disguised keelboats never returned. The loss of the wizard leading the ship, along with their elite human archers and sailors, was never explained. Nevertheless, Varcob still commands a number of human sailors, so vital toward maintaining an element of surprise when beginning a raid.

A recent emissary from the Empire of Iuz has arrived at the complex, and bargaining for a large shipment of slaves has concluded. Both sides are wary of one another, in spite of the earlier, amicable deals made between them. Trust is a commodity worth even more than coin, and neither side mints very much of it.

Dengern, and vampire and priest of Iuz, along with his "manservant" Smash, represent those with buying interests from the Empire of Iuz. Because of his incredible, malefic abilities, Dengern is extremely overconfident and blasé even in the face of danger. Smash, his highly trained bodyguard is fiercely loyal to Dengern, the result of nigh-constant domination from the vampire.

The recent dealings between Varcob and Dengern have prompted Varcob to more rapid action than is normal for him. The Empire of Iuz was willing to pay handsomely for an early shipment of slaves, so Varcob has decided to kill two birds with one stone.

Enslaving the people of Lunis not only provides the extra slaves he needs to make this early shipment, but also eliminates a potential problem posed by the village's relatively close proximity.

So it was decided that the villagers of Lunis would be captured quickly in a dawn raid. Yeeraughr scouted out the village and its environs, noting but a single watchtower near one of the hills nestling the village. Reporting his news, one of Varcob's human operatives was sent to take care of the watchman. The watchman was bribed into 'looking the other way' when the time came, gulled by the cover story of 'smugglers' coming into port during the pre-dawn to pick up goods arranged to be left near the bay.

The morning of the raid, the watchman stayed quiet as the keelboat eased into the bay and raised its yellow sails. Gnoll slavers, hiding below decks stormed into the quiet village, easily capturing the bulk of its people. Before leaving, the gnolls set fire to the fishing boats of the village. Only ten villagers escaped capture, including the watchman, some hunters who had been up and in the nearby hills and a few who were about their chores that were able to flee.

The watchman, Wimblard, is feeling extremely guilty about what happened, and it is only a matter of time before the villagers realize his true culpability in what occurred.

The characters have a few ways to determine where the slaver base might be, and should hopefully figure out where to travel soon.

After arriving at the base, the characters have the choice of going in either through the 'front door' (the ground entrance) or the 'back door' (the sea entrance). Both entrances are guarded, although the ground entrance is better prepared to detect intruders.

There are three main encounter areas inside the base itself, the room of the leader of the slavers, the guest chambers and the slave pits.

The room of the leader is where Varcob and his bodyguard are. The guestrooms are where Dengern and

Smash are. The slave pits not only contain the slaves, but also Yeeraughr and the gnoll tribe camp as well.

How the characters maneuver into and through the base is up to them. The initial encounters at either entrance should be relatively easy to deal with or circumvent, but the encounters inside the base proper should prove to be more challenging.

INTRODUCTION

You and your companions have been traveling the old North Road for several days now. This road, which closely parallels the Nyr Dyv, is one that sees very little use, and in many places the terrain is too rough for the passage of wagons or carts. Occasionally, the dark green waters of the Nyr Dyv can be seen from the trail and the smell of salt water fills the air when the breeze blows. The northern edge of the Cairn Hills lies perhaps a half-day's walk to the west. As you continue on your way after your noon break, a small plume of black smoke is seen ahead. Approaching closer, a small village can be seen, nestled at the base of two hills and next to the lake. Wisps of smoke rise from the burned out hulks of a few small fishing boats near the shore. A small group of people is visible in the center of the village, disconsolately talking with one another. Several dozen seagulls lazily circle the area, most of them landing on the rocks near the bay, a few bold ones landing near apparently abandoned homes looking for food. A sign stands near you, and in faded writing proclaims 'Lunis – population 78.'

ENCOUNTER 1: LUNIS

This is indeed the village of Lunis. There are eight people of varying ages left in the village. Lunis consists of several thatched roof huts and a small dock sporting a few burned out hulks. The villagers in the center of town are trying to make sense of the morning's events.

If the characters approach, the villagers do not run in fear, as they can tell they are neither raiders nor dog men. The villagers relate the events of earlier in the day and then beg for help.

Early in the morning, a ship with yellow sails arrived in the bay, disgorging "large dog-men". Most villagers attempted to flee but the "dog men" caught most of them, dragged them to their keelboat, fired the fishing boats and then sailed away.

As this tale is related, it is obvious to the characters that one of the villagers has a guilty look about him. A successful Sense Motive check (DC 5) confirms the characters suspicions that Wimblard is concealing something. Indeed, the villagers themselves would have realized this if they hadn't been so distraught over what has happened. If characters attempt to intimidate or use diplomacy on Wimblard to get him to talk, then they succeed and he reveals what he knows about the situation. Wimblard is very guilty over having been duped by the stranger, whom he now realizes probably wasn't from House Pontirun.

Wimblard is always assigned to keep watch on the Nyr Dyv from inside a small lookout on one of the nearby two hills. Wimblard deliberately failed to raise the hue and cry when the keelboat moved into the bay earlier that morning. Wimblard was bribed the day before by a Suel stranger purporting to be a smuggler working with House Pontirun. Flashing a Pontirun signet ring and passing a small pouch of silver coins to Wimblard was enough to purchase Wimblard's silence, even though Wimblard reckoned that crossing those involved with noble houses was a dangerous gamble. The stranger came and left by the western edge of town, on the old North Road, and Wimblard is genuinely ashamed at what he has done, and is not really an evil man, just greedy.

☛ **Wimblard:** Male human (Suel) Com2.

Another of the villagers present, old Sengot the Hunter, opines that the "large dog men" must be gnolls. Kobolds are much smaller, and besides, he has seen evidence of gnolls in the hills to the west. He also mentions that this is strange behavior for a pack of gnolls, sailing ships and capturing human-folk, mighty strange indeed. Sengot has a fair idea of where the gnolls are wandering about, but won't take the characters there. Sengot feels he is "getting too old for this sort of thing", but more than gladly describes the location to the characters. If there is a character present with the Track feat, or a character with 5 or more ranks of Wilderness Lore, then that area is relatively easy for the characters to find.

☛ **Sengot, the Hunter:** Male human (Suel) Exp5.

The party also has the option of using magic to track down the slaves or slavers.

A *Speak with animals* spell can be used to communicate with any of the seagulls present. The seagulls know exactly where the base is, for it used to be a good source of food until recently when the "loud two-legged barking ones" began using the seagulls for target practice. The seagulls hint that a tasty food offering might get a few of them to lead the characters to this place. Characters who are willing to bribe the seagulls with food rewards are led to the water entrance of the base.

There is a lone, dead gnoll floating in the water near one of the burnt-out fishing boats. The gnoll was killed by one of his littermates in a fit of vengeance. While there are no apparent clues on the body, use of a *Speak with dead* spell may successfully gain exact directions to the Slaver base (the gnoll automatically fails his save).

The DM is encouraged to be liberal in judging attempts by characters using other means, such as divination magic, to locate the base.

The leader of the villagers was captured in the slaver raid, and the crowd assembled has no idea of what to do beyond begging the characters for help. The village of Lunis is on lands belonging to House Tileer, but the new head of House Tileer, a young man named Tobias, and his mother are currently in Seltaren and it is unknown when they and their house guard are to return. The two fastest

hunters from the village, who were not captured since they were in the nearby hills, have already left to try and find help and are undoubtedly avoiding the trails “just in case,” but who knows when they may find help, or if they even make it? It is up to heroes to save the day.

If the party elects to not get involved, then the adventure ends here. The characters are free to go on their way and the hapless slaves are sent to a grim fate. No experience points or treasure are to be given to the characters. If they get involved, be sure to have the party’s efforts to find the base be successful in the end.

ENCOUNTER 2: GUARD ENTRANCE

DM’s Map 1 provides a view of the cave entrance and the guardroom beyond.

From the tree line, you can see a good-sized cave entrance tucked in the edge of a hillside up ahead. For a distance of at least 50 yards from the trees to the cave entrance the ground is open and muddy.

Characters with the Track feat, who make a successful check (DC 10), notice a large number of footprints going in and out of the cave entrance. If time is spent investigating the tracks, the tracker finds four types of footprints (shod human or humanoid, unshod large humanoid, dog or wolf-like tracks, actually hyena tracks, and oddly shaped large dog or wolf tracks). A successful Wilderness Lore check (DC 20) reveals more accurate information (human or human-like, small giant such as an ogre, hyena’s tracks, and gnoll tracks). A ranger with a favored enemy of gnoll automatically recognizes the gnoll tracks for what they are, likewise for the ogre tracks for those with giants as favored enemies.

Attempts to sneak toward the cave entrance are opposed by the Listen and Spot checks of the guards. The guards’ Listen and Spot both suffer a –15 modifier for distance when the party is at the tree line, but chances improve by +1 for every 10 feet closer the party approaches. The guards can attempt to Spot and Listen once per round as the party approaches, though they may have ample opportunity to spot the party if the characters approach openly or spend a lot of time investigating the tracks. The hyenas also get an opportunity to notice the characters, and alert their masters by barking and growling loudly.

A number of bipedal hyena-like humanoids bark and howl wildly at you as they raise their axes and attack! A pair of hyenas begins baying and barking ferociously!

Tactics: At the beginning of combat, characters that understand gnoll hear the guards cheerfully appraising their opponents worth and value, and how much they’ll sell for at market after they’ve been beaten. However,

after one gnoll guard is slain, one of the others makes an attempt to warn the rest of the complex.

APL 4 (EL 2)

🐾 **Gnolls (2):** hp 12, 12; see *Monster Manual*.

🐾 **Hyenas (Dog) (2):** hp 6, 6; see *Monster Manual*.

APL 6 (EL 4)

🐾 **Gnolls (5):** hp 12, 12, 12, 12, 12; see *Monster Manual*.

🐾 **Hyenas (Dog) (2):** hp 6, 6; see *Monster Manual*.

APL 8 (EL 6)

🐾 **Sergeant:** Male gnoll Rgr2; hp 33; see Appendix 1: NPCs.

🐾 **Gnolls (5):** hp 12, 12, 12, 12, 12; see *Monster Manual*.

🐾 **Hyenas (Dog) (2):** hp 6, 6; see *Monster Manual*.

APL 10 (EL 8)

🐾 **Sergeant:** Male gnoll Rgr4; hp 49; see Appendix 1: NPCs.

🐾 **Gnolls (7):** hp 12, 12, 12, 12, 12, 12, 12; see *Monster Manual*.

🐾 **Hyenas (Dog) (2):** hp 6, 6; see *Monster Manual*.

ENCOUNTER 3: THE GUEST WING

DM’s Map 2 has a detailed view of the areas in this encounter.

GUEST KITCHEN

This is a standard kitchen that one might find in any wealthy manor house, and unusual only that it is underground. There is nothing of interest or value to be found here. DM’s may place in here any appropriate item that could reasonably be found in a well-stocked kitchen. The room doesn’t seem to have been used for a few weeks.

GUEST STOREROOM

Servants and slaves of visitors stay in this room while their masters’ broker deals at the complex. It also doubles as the storeroom for the kitchen across the hall. It is currently unoccupied and contains only a small amount of foodstuffs.

GUEST QUARTERS

These rooms are identical. They are both unoccupied, and similarly appointed with a large bed, dresser, table, and chair. The only items of value are the sets of silver dinnerware and candlesticks on the tables. Loud noises might alert the occupants next door.

Treasure: 2 sets of silver dinnerware worth 10 gp each; 2 silver candlesticks worth 5 gp each.

DENGERN'S QUARTERS

A chill courses down the length of your spine as you enter the room. Unlike the other rooms in this part of the complex, the ground is not worked stone, but instead consists of a soft loam. Finely crafted furniture dominates the room, except for one corner, which holds a large pile of rags. A small altar, clearly consecrated to some dark god, stands against one wall. A neanderthal-faced, yellow skinned beast encased in armor turns toward you as he raises a huge blade in both hands. His master, a cowed figure also encased in a shell of steel, draws a similar weapon and speaks, "It seems we have a few unwanted guests! Perhaps they'd care to join me for dinner!" He follows this with a harsh command in a brutish, guttural tongue.

Those who understand Giant recognize Dengern's command as, "Smash! Get them!" Dengern has been to the complex several times purchasing slaves for his superiors in the lands under the sway of Iuz. At APL 4 and above, he's had ample time to prepare his quarters with a desecration spell. Dengern has one coffin buried beneath the rag pile and at least one hidden in the wilderness nearby, should this coffin be destroyed. He is fully aware of his limitations this far away from his homeland. Both he and Smash are under the protection of an *endure elements* (fire) spell at all APLs, as he casts these on a daily basis.

Tactics: Smash begins combat by trying to sunder opponent's weapons, focusing on those that are obviously magical (glowing, encased in fire, etc.) or those that damage Dengern. Dengern initially wades into combat gleefully swinging his greatsword, pausing only to dominate a tough opponent or cast spells as needed. His curative spells are for use in healing any damaged merchandise, and are Dengern's first choices for channeling into *inflict* spells. Dengern initially holds off on using his vampiric abilities, preferring to use them as a sudden surprise against his opponents. Dengern is extremely overconfident, especially while bolstered by the *desecrate* spell. He continually taunts and insults the characters, even while facing the possibility of defeat.

APL 4 (EL 5)

☛ **Dengern:** Male human vampire Clr2 (Iuz); hp 19; see Appendix 1: NPCs.

☛ **Smash:** Male ogre; hp 26; see Appendix 1: NPCs.

APL 6 (EL 7)

☛ **Dengern:** Male human vampire Clr4 (Iuz); hp 33; see Appendix 1: NPCs.

☛ **Smash:** Male ogre Ftr2; hp 42; see Appendix 1: NPCs.

APL 8 (EL 9)

☛ **Dengern:** Male human vampire Clr6 (Iuz); hp 47; see Appendix 1: NPCs.

☛ **Smash:** Male ogre Ftr4; hp 66; see Appendix 1: NPCs.

APL 10 (EL 11)

☛ **Dengern:** Male human vampire Clr8 (Iuz); hp 61; see Appendix 1: NPCs.

☛ **Smash:** Male ogre Ftr6; hp 82; see Appendix 1: NPCs.

ENCOUNTER 4: THE SLAVE PITS

DM's Map 3 has a detailed view of the areas in this encounter.

TRAINING ROOM

Opening this door reveals a large open area to the left side of the room. Beyond it are two practice dummies, one with several arrows sticking out of it. On the right side of the room are several torture implements, including branding irons, pincers, and even a rack. In the center of the open space, is a man chained to a peg in the center of the area. He appears to have been severely beaten, but he holds a club in one hand and has a determined look in his eye.

The slave in the center of the room is Alaric Provaine, a former Shield Lander captured by the forces of Iuz during the Greyhawk Wars. Since the end of that conflict, he has been enslaved under several masters, exchanging hands again and again, finally arriving here at the complex on the Nyr Dyv. He believes that he will die soon, and that all is lost. He is currently chained here in the training room to act as a 'combat training tool' for the gnolls of the complex. If rescued and provided with weapons and armor, he accompanies the party and tries to assist them to the best of his ability, even in his weakened condition. He is currently at 1/4 of his normal hit point total.

☛ **Alaric Provaine:** Male human Ftr4; hp 36 (currently 9); see Appendix 1: NPCs.

SLAVE PENS

The hall opens up into a large chamber with a short wooden tower in two corners. In the center of the room is a series of iron bars covering the top of a large pit. Walking across the bars above the pit is a strange looking creature. Appearing to be some sort of giant cockroach or weevil, the beast shows signs of intelligence as it rears up on its hind legs; readying three longswords and a large shield. Gnolls in the wooden towers bark out a warning as they aim bows in your direction.

After the alarm is raised, the gnoll captain Yeeraughr is ready and waiting for the party in his hybrid form. When the party enters the chamber, either to engage the aspis or tower guards, he and the rest of the guards rush forward to flank the party. If the party stays in the hallway, and choose to attack with missiles only, the tower guards crouch down, gaining three-quarters cover from the

towers, while the aspis swings down into the slave pits (gaining total cover). The slaves cry out in abject terror if the aspis enters the pits, perhaps further luring the characters forward.

There are approximately 120 captive slaves in the pits, mostly of human and halfling stock. The bars are 1 inch wide, with large gaps between each of them. There is a 2 ft. wide catwalk across the main section of the slave pens, but trying to fight or move across any other section of the slave pit requires Balance checks (DC 20) every round.

The gnolls fire from enclosures in the towers that are ten feet above the floor; the towers themselves are 25 feet tall.

Tactics: Yeeraughr directs his troops to good effect, though he always tries to attack visible elves or half-elves first. Yeeraughr prefers to attacks with his battleaxe axe as his primary attack and his bite attack as an “off-hand” attack, this modifies both to-hit rolls by a -2 that is not reflected in his stat block. He is always found in hybrid form, as it “impresses the troops”.

At APLs where Yeeraughr has a *potion of haste*, he consumes it as his first action in any combat.

Any guards that escaped from the cave entrance encounter have retreated here after alerting the rest of the complex.

SLAVE KITCHEN

You enter a large kitchen and dining area. The smell of well-cooked food greets you when you open the door. An old disheveled woman turns and looks at you with fear in her eyes. She stumbles away from you to cower in the corner. Both legs appear to have been hobbled by breaking her ankles.

This is the main kitchen for the complex, where food is prepared for the gnolls, human slavers and the slaves, and where all but the slaves take their meals. The current head cook for the last few months has been Darla Seldoye, former leader of the Veldeen Rhennee. She has spent her time here cooking for her captors, fearing a beating if the meal is scorched or the spices aren't mixed just so. In between mealtimes, she sews and repairs the slavers' clothing and gear.

Darla does not discuss the circumstances that led her here, but is extremely grateful for a rescue. She has managed to squirrel away a sprig of wolfsbane (belladonna) and a clove of garlic and has been trying to devise a plan to use them against her captors. Her current base movement is limited to 5 ft. due to her injuries and she cannot run. She has no equipment (including her spell component pouch) and her familiar was slain some time ago. Darla is in poor condition, and needs much time to rest and recuperate, even with magical aid, before she can cast arcane spells again.

ALL APLS

🗡️ **Darla Seldoye:** Sor3/Exp2/Vetha*2.

*See Appendix 2: New Rules for additional information.

Darla is the former leader and wise-woman (vetha) of the Veldeen Rhennee. She seeks her freedom most of all, but is too scared to try and make a go of it alone. She knows that Varcob is ‘different’, somehow touched by his god the Earth Dragon. She also knows that Yeeraughr is a lycanthrope, and that a vampire is in the complex.

APL 4 (EL 7)

Gnolls (4): hp 12, 12, 12, 12; see *Monster Manual*.

Note: Two of the gnolls are on the towers, bows drawn.

🗡️ **Aspis:** hp 35; see Appendix 1: NPCs.

🗡️ **Yeeraughr (Hybrid Form):** Male gnoll werewolf; hp 21; see Appendix 1: NPCs.

APL 6 (EL 9)

🗡️ **Gnolls (8):** hp 12, 12, 12, 12, 12, 12, 12, 12; see *Monster Manual*.

Note: Four of the gnolls are on the towers, bows drawn.

🗡️ **Aspis:** hp 35; see Appendix 1: NPCs.

🗡️ **Yeeraughr (Hybrid Form):** Male gnoll werewolf Rgr2; hp 46; see Appendix 1: NPCs.

APL 8 (EL 11)

🗡️ **Gnoll Rangers (8):** Male gnoll Rgr2; hp 33, 33, 33, 33, 33, 33, 33, 33; see Appendix 1: NPCs.

Note: Four of the gnolls are on the towers, bows drawn.

🗡️ **Aspis:** hp 35; see Appendix 1: NPCs.

🗡️ **Yeeraughr (Hybrid Form):** Male gnoll werewolf Rgr5; hp 73; see Appendix 1: NPCs.

APL 10 (EL 13)

🗡️ **Gnoll Rangers (12):** Male gnoll Rgr2; hp 33, 33, 33, 33, 33, 33, 33, 33, 33, 33, 33, 33; see Appendix 1: NPCs.

Note: Four of the gnolls are on the towers, bows drawn.

🗡️ **Aspis:** hp 35; see Appendix 1: NPCs.

🗡️ **Yeeraughr (Hybrid Form):** Male gnoll werewolf Rgr8; hp 100; see Appendix 1: NPCs.

ENCOUNTER 5: SLAVEMASTER'S QUARTERS

DM's Map 4 has a detailed view of the areas in this encounter.

The door opens to reveal an opulent chamber and two figures. The first appears to be a man though his eyes bear a reptilian appearance and his smile reveals sharp fangs instead of teeth. He wears dark brown robes, and a gold amulet in the shape of a coiled dragon lies about his throat. The second, a misshapen

brute, with mismatched arms and legs, stands before you in the doorway. With a chuckle that seems akin to a growl from deep within the earth, the man commands the brute to slay you all!

Varcob fights to the death, as he fears retribution from his masters more than death at the hands of the characters.

If the party searches the chambers, they might find Varcob's journal with a successful Search check (DC 15). His journal tells of many of the slavers activities, including his plans to sack Lunis for slaves and strengthen control of the area. As well, it details plans for the establishment of an aspis hive somewhere in the Cairn Hills in exchange for drone slaves. His journal also speaks of plans to intercept shipments of grain from House Pontirun sent to the Theocracy of the Pale. This plot had been partially successful, ending after the events of the interactive *Ambush at Sea!* Varcob writes how pleased the forces of Iuz were at receiving shipments of food meant to supply their enemies in the Theocracy. The extra slaves were a nice bonus as well. Finally, Varcob's journal discusses the activities of an accomplice, a villainous trickster named De'Suam. She has apparently infiltrated the circus of the famed Sudrand Gallini and is using it as a cover while she abducts and transports slaves. Varcob muses when he is to receive the young noble Tileer, whose lands encompass the town of Lunis. He seems quite pleased to have received the statue of a performer from the Gallini circus, though disappointed that he has no Stone Salve to allow him to 'enjoy her beauty'. But he is confident she will fetch a high price once she is sent to the Pomarj. De'Suam's machinations were defeated during the interactive *Sudrand Gallini's Amusements and Oddities*, though Varcob is unaware of her failure at this time.

Tactics: Varcob uses his breath weapon to damage the characters while simultaneously healing the golem. At APL 4, when the golem is a large zombie instead, he avoids using his breath weapon until he can only affect the characters.

APL 4 (EL 6)

☛ **Varcob:** Male half-dragon (blue) Clr3 (Earth Dragon); hp 28; see Appendix 1: NPCs.

☛ **The Brute (Large Zombie):** hp 29; see *Monster Manual*.

APL 6 (EL 8)

☛ **Varcob:** Male half-dragon (blue) Clr3 (Earth Dragon); hp 28; see Appendix 1: NPCs.

☛ **The Brute (Flesh Golem):** hp 49; see *Monster Manual*.

APL 8 (EL 10)

☛ **Varcob:** Male half-dragon (blue) Clr7 (Earth Dragon); hp 60; see Appendix 1: NPCs.

☛ **The Brute (Flesh Golem):** hp 49; see *Monster Manual*.

APL 10 (EL 12)

☛ **Varcob:** Male half-dragon (blue) Clr9 (Earth Dragon); hp 76; see Appendix 1: NPCs.

☛ **The Brute (Flesh Golem, Advanced):** hp 75; see Appendix 1: NPCs.

ENCOUNTER 6: THE DOCKS

DM's Map 1 has a view of the dock portions of the slaver's caverns.

Waves from the Nyr Dyv crash and echo through this large cavern. To one side, a small building stands on the large wooden docks that dominate the chamber. On the other side, a gate and wooden wall section off part of the cavern to make another small room. In the back of the chamber a wooden staircase leads up to a door and a hallway exit. In the center of the cavern, on the docks, is a flurry of activity. A small group of humans seem to be busily preparing a vessel to set sail. A lumbering keelboat, clearly misnamed Dancing Sprite, bears the symbol of a green scorpion next to its name.

AT APL 4

A group of gnolls guards this entrance, pacing back and forth while they supervise the sailors working on the boat.

AT APL 6-10

Approaching the sailors and the boat is a gigantic bug. Looking like some species of cockroach or weevil, it has a number of weapons strapped to its carapace. The sailors take no notice of its approach.

The gnolls or aspis on the docks attack any intruders in this area. None of the human sailors fight, choosing to instead surrender or flee from any confrontation. Additional aspis for higher APLs can approach and attack from the storeroom, dockhouse, or from the boat, as the DM deems appropriate. Aspis fight to the death; gnolls fight, but also try to warn the rest of the complex if they face stiff opposition. The human sailors surrender, seeking only to flee as soon as the characters leave the area. The sailors themselves claim to be slaves, and try to convince the characters that they were forced into helping the Slavers. They tell any lie or bluff they can think of to avoid facing their crimes in the courts of the Duchy. Truly, they were all willing participants, seeking to make a fortune working with the slavers. If precautions are not taken, the sailors escape and flee aboard the keelboat. Using simple rope won't be enough to secure the sailors, though manacles from the hold of the boat, or chains from the nearby storeroom might prove useful should the characters think to use them instead. A successful Knowledge (nobility and royalty) check (DC 10) reveals that the green scorpion is the symbol of House Pontirun. Three of the five sailors have silver rings bearing the same scorpion symbol. This was part of their booty from an earlier series of raids, as detailed in the

interactive event, *Ambush at Sea!* The sailors might even claim to have been working for house Pontirun if such a story helps them escape.

The dockhouse contains some bunk beds, the sailors' personal effects (a clear indication to smart characters that the sailors are not in fact slaves), and miscellaneous supplies including charts and maps of the Nyr Dyv. A small skiff leans up against the dockhouse. It is perfectly serviceable, though small and not equipped to handle any sort of extended voyage.

The storeroom contains various supplies, including a large number of sacks of grain, each marked with a green scorpion. Chain and rope are kept here, as well as some well-worn whips and lashes. An ornate life-size statue of a beautiful woman is seemingly out of place. Hewn from granite, the statue seems to wear immodestly cut clothing and clutches a lap-harp in one hand. The statue's left arm is thrown up, with the rest of the body posed falling away. The artist has captured a mix of surprise and fear on the statue's face. Obviously valuable for its high craftsmanship, the subject matter seems a bit strange.

Members of the Gallini Circus meta-org or characters with bard levels have a chance of recognizing the statue as a rendition of Madame Doromiir, sultry siren of the desert sands if they make a successful Intelligence or Bardic Lore check (DC 15).

The statue is in fact, one of the performers of Sudrand Gallini's circus, transformed into stone by De'Suam. Sudrand is pleased to have Madame Doromiir rescued, even if she is returned in statue form. If a character pays to have her transformed back into flesh, Madame Doromiir is very grateful and pulls strings to have Sudrand Gallini reward them even further.

APL 4 (EL 2)

🐉 **Gnolls (3):** hp 12, 12, 12; see *Monster Manual*.

APL 6 (EL 4)

🐉 **Aspis Drone:** hp 35; see Appendix 1: NPCs.

APL 8 (EL 6)

🐉 **Aspis Drones (2):** hp 35, 35; see Appendix 1: NPCs.

APL 10 (EL 8)

🐉 **Aspis Drones (4):** hp 35, 35, 35, 35; see Appendix 1: NPCs.

CONCLUSION

There are basically three possible outcomes at the end of the adventure. One wherein the characters were able to rescue some or all of the slaves and turn them over to the care of Lord Rochard and company; one wherein the characters rescued some or all of the captives and insist on escorting them back to "civilization" themselves; and

one wherein the characters are killed or captured themselves.

If the characters are victorious or have survived to bring back any or all of the slaves, proceed to the following encounter.

The rescued captives cheer when the village of Lunis comes into sight. The cheer grows even louder when everyone sees a large, organized group of riders, obviously from a noble house of the Duchy, entering the village from the eastward trail. As your two groups meet in the center of the village, you can make out the device portrayed on their shields and tabards. A crowned head of a white stag facing left, on a field of purple; these riders are clearly from House Lorinar. The leader of the group dismounts, removing his helmet to reveal a youthful looking man with close-cropped light blonde hair, clean-shaven features and an easy smile. The men following him also dismount and begin to fetch packages that had been lashed to their spare mounts. The packages obviously contain healing kits and foodstuffs. The people you rescued as well as those who had escaped the sacking of Lunis surge toward the men from House Lorinar and the aid they offer. The leader of the Lorinar cavalymen pauses to make sure that their relief effort is underway before introducing himself.

"Hail and well met! I am Lord Rochard Lorinar, and unless I am greatly mistaken, you must be the heroes who rescued these poor souls from the marauders plaguing the coastline these past few months. Please, tell me of yourselves and what trials you overcame to rescue these people while my men tend to them."

Lord Rochard Lorinar is the leader of this band of House Lorinar cavalry. After news of the raid at Lunis spread, because of the two hunters from there, it became his task to provide aid and relief to the villagers of Lunis and if possible, punish those responsible for the act. Lord Rochard is genuinely courteous, respectful, and thankful to all of the characters that took part in the rescue. Lord Rochard and company have no hidden agendas or dark motives, and genuinely wish to help the former captives to the best of their ability. Lord Rochard eagerly listens to whatever the characters have to say, and includes it in his report to his superiors back home, lending verisimilitude to possible tales from Lord Ellis.

Lord Rochard also pushes toward taking on the burden of helping out the ex-slaves. It is up to the characters to decide if they want to allow the ex-slaves to be helped primarily by Lord Rochard, and by extension Lord Ellis, or not.

Lord Rochard sidesteps any questions regarding House Tileer, or how he happened to be in the area. In truth, he doesn't have any of those details anyway and is simply following recent orders (secretly generated from Lord Ellis) to patrol this area when he and his men heard reports of the sacking of Lunis.

If the characters agree to turn care of the former slaves over to Lord Rochard, he signs letters to the effect that the characters are to be considered "friends of House Lorinar," and an influence point with Lord Ellis is awarded to each character. The DM is encouraged to play

up the evident desire of many of the former slaves into leaving with the men of House Lorinar. They feel, perhaps rightly so, that they may receive more charity and substantial help from a powerful noble house than from a band of adventurers.

If there are still remaining slaves to be rescued, Lord Rochard thanks the characters for their efforts to date, states that he must now take care of the escaped slaves and that he has also arranged to rescue the remaining captives. The characters are thanked for their efforts and still earn an influence point with Lord Ellis. The adventure ends here with the forces of House Lorinar being completely stymied in their effort to rescue the remaining slaves.

If the characters refuse to turn care and custody of the escapees over to Lord Rochard and company, there are no immediate repercussions for their act. Lord Rochard and his cavalymen quietly leave Lunis after finishing their relief effort. The characters have inadvertently harmed the reputation of Lord Ellis, and have thereby earned his enmity.

THE BITTER TASTE OF DEFEAT

Any characters that are still captives of the Slavers at the end of the adventure are in for a harsh time. All of their possessions and monetary wealth are confiscated and they end up being transported with the rest of the slaves to the Empire of Iuz and are put to work helping rebuild the town of Admundfort. They eventually make a daring escape in the company of a few other like-minded and capable individuals and find their way back home. The charity of friends and others helps get them back on their feet.

The following in-game effects apply to captured characters:

- All of their possessions and monetary wealth are lost to them.
- They must expend 16 TU (no lifestyle cost needed) representing their time of imprisonment and subsequent escape.
- They earn no xp or gp during the time representing their imprisonment (the aforementioned 16 TU). However, they are still eligible to be awarded xp for any portions of the adventure that they had successfully completed before being captured.
- Characters may well spend TUs accruing into the next game year, as this is legal and allowed.
- Any familiars captured by the slavers are put to death immediately. Any familiars that escaped capture are still considered alive and are happily reunited with their masters who escaped enslavement to the Empire of Iuz.

See the RUP documents for rules detailing the gp a character is awarded when receiving 'the charity of friends'. Instruct the players to put this amount of gp on their 'gp earned' box on the adventure certificate of this adventure. Their material wealth is 0 gp, and their total monetary wealth is the amount given from receiving the "charity of friends" as described in RUP-2.

WRAPPING UP LOOSE ENDS

If the characters managed to free Alaric Provaine and had kept him alive through the end of the adventure, he offers to serve each adventurer as a henchman for a couple of weeks, whenever the character would care to utilize his services. Alaric's strong sense of duty prompts him to make this serious offer even to characters that he may not particularly care for. However, if a character wishes to take Alaric Provaine up on his offer, they must expend 200gp after the adventure is over to help cover his costs in reestablishing himself. These costs cannot be covered during the adventure itself.

If the characters managed to capture the slaver keelboat, any surviving sailors (either slaver employed or freed slaves) confirm that the keelboat is indeed former property of House Pontirun. Advise the characters that it might be too difficult to sell or keep the keelboat for themselves. Giving the boat to House Pontirun or the Nyr Dyv Shipping Company in Leukish earns the characters an influence point from a very thankful House Pontirun. Characters attempting to sell the boat end up being imprisoned in the Duchy per the theft/crime rules outlined in the RUPs.

If the characters brought the statue from the dockhouse with them, and think to see about getting the individual turned back into flesh, then the characters earn an influence point from Sudrand Gallini. The characters are allowed to use treasure during the adventure to pay for the shift back to flesh from stone, if they think of it.

If the characters managed to free the slaves, and turned care of them over to Lord Rochard, news spreads throughout the Duchy how Lord Ellis was the one ultimately responsible for the crushing of the slaver base and the subsequent rescue of the slaves. Only a passing mention of the role the characters played in what really happened is made.

Conversely, if the characters refuse to turn the ex-slaves over to Lord Rochard, tales of their fame are spread far and wide in the Duchy of Urnst. The characters gain a favor of the common man.

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 to each character.

Encounter 2: Guard Entrance

Defeat the gnolls and their dogs.

APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Encounter 3: The Guest Wing

Defeat Dengern and Smash.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 4: The Slave Pits

Defeat Yeeraughr, the gnolls, and the aspis.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 5: Slavemaster's Quarters

Defeat Varcob and the Brute.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 6: The Docks

Defeat the dock guard(s).

APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 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 treasurer.

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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 2: Guard Entrance

Defeat the gnolls and their dogs and strip their gear.

APL 4: L: 20 gp; C: 0 gp; M: 0
APL 6: L: 49 gp; C: 0 gp; M: 0
APL 8: L: 95 gp; C: 0 gp; M: 0
APL 10: L: 115 gp; C: 0 gp; M: 0

Encounter 3: The Guest Wing

Defeat Dengern and Smash, and strip their gear.

APL 4: L: 113 gp; C: 0 gp; M: 0
APL 6: L: 153 gp; C: 0 gp; M: 0
APL 8: L: 183 gp; C: 0 gp; M: 0
APL 10: L: 183 gp; C: 0 gp; M: 0

Encounter 4: The Slave Pits

Defeat Yeeraughr, the gnolls, and the aspis and strip their gear.

APL 4: L: 161 gp; C: 0 gp; M: 0
APL 6: L: 200 gp; C: 0 gp; M: <i>potion of haste</i> (Value 113 gp per character).
APL 8: L: 459 gp; C: 0 gp; M: <i>potion of haste</i> (Value 113 gp per character); +1 <i>battleaxe</i> (Value 347 gp per character); +1 <i>large wooden shield</i> (Value 174 gp per character).

APL 10: L: 643 gp; C: 0 gp; M: 2 <i>potions of haste</i> (Value 113 gp per potion per character); +1 <i>battleaxe</i> (Value 347 gp per character); +1 <i>large wooden shield</i> (Value 174 gp per character).

Encounter 5: Slavemaster's Quarters

Defeat Varcob and the Brute and strip their gear.

APL 4: L: 59 gp; C: 0 gp; M: <i>chitinous helmet</i> (Value 90 gp per character).
APL 6: L: 39 gp; C: 0 gp; M: <i>chitinous helmet</i> (Value 90 gp per character); +1 <i>scalemail</i> (Value 234 gp per character).

APL 8: L: 39 gp; C: 0 gp; M: *chitinous helmet* (Value 90 gp per character); +1 *scalemail* (Value 234 gp per character).

APL 10: L: 8 gp; C: 0 gp; M: *chitinous helmet* (Value 90 gp per character); +1 *scalemail* (Value 234 gp per character); +1 *heavy pick* (Value 346 gp per character); 2 *javelins of lightning* (Value 113 gp per character); *ring of protection* +1 (Value 300 gp per character).

Total Possible Treasure

APL 4: 443 gp

APL 6: 878 gp

APL 8: 1644 gp

APL 10: 2892 gp

Alaric Provaine, Potential Temporary Henchman

If a character elects to take on Alaric Provaine as a temporary henchman, they must expend 200 gp after this adventure has ended, to help reestablish him.

Alaric Provaine serves the adventurer for 2 adventures. There can only be one Alaric Provaine at a given table. He occupies a slot at the table like a cohort, but the Leadership feat is not required to use him, and he does not gain experience or treasure or use an Adventure Certificate.

Alaric Provaine: Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d8+2, morningstar) or +8 ranged (1d8/x3, longbow); AL LN; SV Fort +6, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +9, Handle Animal +8, Ride +5, Spot +3; Far shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: chain shirt, morningstar, masterwork longbow, 60 arrows, 4 days trail rations, backpack, 2 torches, flint and steel, traveler's outfit.

A former Shield Lander captured by the forces of Iuz during the Greyhawk Wars, he has been enslaved under several masters, exchanging hands again and again, finally arriving at the slaver complex on the Nyr Dyv. He is convinced that all of his family members and friends are dead, and has no plans to return to the Shield Lands anytime soon.

Chitinous Helmet (Available for purchase)

This wooden helmet resembles the hollowed-out skull of a giant ant, right down to a pair of antennae on the forehead.

The wearer of this helmet is able to communicate with aspis for 10 minutes, once per day. The command word ("click-click") to activate the power is inscribed inside the helmet on the headband.

Caster level: 1st; **Prerequisites:** craft wondrous items, *tongues*; **Market price:** 600 gp; **Weight** 3 lbs (Frequency: adventure).

Influence with or Enmity of Lord Ellis.

Depending on what the characters decided to do with the ex-slaves, they either earn an influence or enmity point with Lord Ellis Lorinar.

Turning care of the ex-slaves over to Lord Rochard nets the characters an influence point. Lord Ellis may be willing to do the character a favor in the future.

Failure to turn over the slaves earns the enmity of Lord Ellis. Ellis may act against the character's interests in the future..

Check One: ☐ Influence ☐ Enmity

Influence with the "common man" of the Duchy of Urnst

If the characters insisted on taking sole care of the ex-slaves after the adventure's end, then their fame for performing such a heroic act spreads far and wide in the Duchy. The "common man" remembers this and helps the character accordingly sometime down the road. This provides the character with free adventurer's standard lifestyle in the Duchy of Urnst for up to 10 time units, after which the influence is expended. ☐☐☐☐☐☐☐☐☐☐

Influence with House Pontirun.

If the characters returned the slaver keelboat to either House Pontirun or the Nyr Dyv Shipping Company, they earn an influence point with House Pontirun.

Influence with Sudrand Gallini

If the characters return the statue of Madame Doromirr to Sudrand Gallini, they gain an influence point. If she is returned to her normal state (i.e., not "stoned"), they gain an additional influence point with Sudrand Gallini.

Check One:

☐ One influence point

☐ Two influence points

For the duration of one single adventure in the Duchy of Urnst, the character is entitled to borrow a hippogriff from the Gallini menagerie. Use the normal *Monster Manual* statistics for the hippogriff, and treat as a CR 4 animal companion for APL calculations.

If the hippogriff is slain during the course of the adventure, its value of 4,000 gp must be repaid to Sudrand. In either case, an influence point is expended.

Influence with the Veldeen Rhennee

If the characters rescue Darla Seldoye from the slaver's base, they receive a measure of influence with the Veldeen Rhennee.

If the party used or purchased a *heal* spell to aid Darla, this certificate counts as two influence points with the Veldeen Rhennee, rather than one.

Check One:

☐ One influence point

☐ Two influence points

By expending one influence point, the character may cancel out any single character's *enmity of the Veldeen Rhennee*.

By expending two influence points, Darla uses her Rhennee contacts to arrange the purchase of a rare item for the character. Using this influence grants the character purchase access to any single magic item listed in a builder book (as defined by RUP-2) valued at 10,000 gp or less. This does not reduce the cost of the item, which must be paid in full by the purchasing character.

APPENDIX I: NPCS

ENCOUNTER 2: GUARD ENTRANCE

APL 8 (EL 6)

➤ **Sergeant:** Male gnoll Rgr2; CR 3; Medium-size humanoid (gnoll); HD 2d10+2d8+8; hp 33; Init +0; Spd 30 ft.; AC 17 (touch 10; flat-footed 17); Atk +8 melee (1d8+3/x3, battleaxe) or +3 ranged (1d6/x3, shortbow); SA Favored enemy (elf); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +0, Will +1; Str 16, Dex 10, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Listen +4, Spot +5, Wilderness Lore +6; Power Attack, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, chain shirt, large steel shield, shortbow, 20 arrows.

APL 10 (EL 8)

➤ **Sergeant:** Male gnoll Rgr4; CR 5; Medium-size humanoid (gnoll); HD 4d10+2d8+12; hp 49; Init +0; Spd 30 ft.; AC 17 (touch 10; flat-footed 17); Atk +10 melee (1d8+3/x3, battleaxe) or +5 ranged (1d6/x3, shortbow); SA Favored enemy (elf); SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +1, Will +2; Str 16, Dex 10, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Listen +6, Spot +7, Wilderness Lore +8; Cleave, Power Attack, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, chain shirt, large steel shield, shortbow, 20 arrows.

ENCOUNTER 3: THE GUEST WING

APL 4 (EL 5)

➤ **Dengern:** Male human vampire Clr2 (Iuz); CR 4; Medium-size undead; HD 2d12; hp 19; Init +7; Spd 20 ft.; AC 24 (touch 13, flat-footed 21); Atk +5 melee (2d6+4/19-20, greatsword) or +4 melee (1d6+3 and energy drain, slam); SA Domination, energy drain, blood drain, children of the night; create spawn, spells, rebuke undead; SQ Undead, DR 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +3, Ref +3, Will +6; Str 17, Dex 16, Con –, Int 12, Wis 17, Cha 16.

Skills and Feats: Bluff +11, Diplomacy +8, Heal +8, Hide +7, Listen +13, Move Silently +7, Profession (slaver) +6, Scry +4, Search +9, Sense Motive +11, Speak Language (Giant), Spot +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (greatsword), Power Attack.

Possessions: silver holy symbol of Iuz, masterwork greatsword, breastplate.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0 – cure minor wounds (2), detect magic, detect poison; 1st – doom, endure elements (2), protection from law*.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

➤ **Smash:** Male ogre; CR 2; Large giant; HD 4d8+8; hp 26; Init –1; Spd 30 ft.; AC 19 (touch 8, flat-footed 19); Atk +8 melee (2d8+7/19-20, huge greatsword); Face/Reach 5 ft. by 5 ft./10 ft.; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +4, Listen +2, Spot +2; Power Attack.

Possessions: splint mail, huge masterwork greatsword, small sack, 5 lbs of moldy potatoes.

APL 6 (EL 7)

➤ **Dengern:** Male human vampire Clr4 (Iuz); CR 6; Medium-size undead; HD 4d12; hp 33; Init +7; Spd 20 ft.; AC 24 (touch 13, flat-footed 21); Atk +7 melee (2d6+4/19-20, greatsword) or +6 melee (1d6+3 and energy drain, slam); SA Domination, energy drain, blood drain, children of the night; create spawn, spells, rebuke undead; SQ Undead, DR 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +4, Ref +4, Will +8; Str 17, Dex 16, Con –, Int 12, Wis 18, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +9, Heal +10, Hide +7, Listen +14, Move Silently +7, Profession (slaver) +8, Scry +5, Search +9, Sense Motive +12, Speak Language (Giant), Spot +14; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (greatsword), Power Attack.

Possessions: silver holy symbol of Iuz, masterwork greatsword, breastplate.

Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0 – cure minor wounds (2), detect magic (2), detect poison; 1st – cure light wounds, doom, endure elements (2), protection from law*; 2nd – cure moderate wounds, desecrate, shatter*, spiritual weapon.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

➤ **Smash:** Male ogre Ftr2; CR 4; Large giant; HD 4d8+2d10+12; hp 42; Init –1; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +10 melee (2d8+7/19-20, huge greatsword); Face/Reach 5 ft. by 5 ft./10 ft.; AL CE; SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +4, Listen +2, Ride +0, Spot +2; Cleave, Improved Sunder, Power Attack, Sunder.

Possessions: half-plate armor, huge masterwork greatsword, small sack, 5 lbs of moldy potatoes.

APL 8 (EL 9)

➤ **Dengern:** Male human vampire Clr6 (Iuz); CR 8; Medium-size undead; HD 6d12; hp 47; Init +7; Spd 20 ft.; AC 23 (touch 13, flat-footed 20); Atk +8 melee (2d6+3/19-20, greatsword) or +7 melee (1d6+3 and

energy drain, slam); SA Domination, energy drain, blood drain, children of the night; create spawn, spells, rebuke undead; SQ Undead, DR 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +5, Ref +5, Will +9; Str 17, Dex 16, Con –, Int 12, Wis 18, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +11, Heal +11, Hide +8, Listen +14, Move Silently +7, Profession (slaver) +9, Scry +7, Search +9, Sense Motive +12, Speak Language (Giant), Spot +14; Alertness, Combat Reflexes, Divine Might*, Dodge, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (greatsword), Power Attack.

Possessions: silver holy symbol of Iuz, masterwork greatsword, masterwork breastplate.

Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0 – cure minor wounds (2), detect magic (2), detect poison; 1st – cure light wounds, doom, endure elements (2), protection from law*; 2nd – cure moderate wounds (2), ~~desecrate~~, shatter*, spiritual weapon; 3rd – dispel magic (2), invisibility purge, magic circle against law*.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

➤ **Smash:** Male ogre Ftr4; CR 6; Large giant; HD 4d8+4d10+22; hp 66; Init –1; Spd 30 ft.; AC 19 (touch 8, flat-footed 19); Atk +13/+8 melee (2d8+9/19-20, huge greatsword); Face/Reach 5 ft. by 5 ft./10 ft.; AL CE; SV Fort +10, Ref +1, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Ride +2, Spot +2; Cleave, Dwarf's Toughness*, Improved Sunder, Power Attack, Sunder.

Possessions: masterwork half-plate armor, huge masterwork greatsword, small sack, 5 lbs of moldy potatoes.

*See Appendix 2: New Rules for additional information.

APL 10 (EL 11)

➤ **Dengern:** Male human vampire Clr8 (Iuz); CR 10; Medium-size undead; HD 8d12; hp 61; Init +7; Spd 20 ft.; AC 23 (touch 13, flat-footed 20); Atk +11/+6 melee (2d6+6/19-20, greatsword) or +10/+5 melee (1d6+4 and energy drain, slam); SA Domination, energy drain, blood drain, children of the night; create spawn, spells, rebuke undead; SQ Undead, DR 15/+1, +4 turn resistance, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5; AL CE; SV Fort +6, Ref +5, Will +10; Str 18, Dex 16, Con –, Int 12, Wis 18, Cha 16.

Skills and Feats: Bluff +12, Diplomacy +11, Heal +11, Hide +8, Listen +14, Move Silently +7, Profession (slaver) +9, Scry +7, Search +9, Sense Motive +12, Speak Language (Giant), Spot +14; Alertness, Combat Reflexes, Divine Might*, Dodge, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (greatsword), Power Attack.

Possessions: silver holy symbol of Iuz, masterwork greatsword, masterwork breastplate.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0 – cure minor wounds (2), detect magic (3), detect poison; 1st – cure light wounds, doom (2), endure elements (2), protection from law*; 2nd – cure moderate wounds (2), ~~desecrate~~, shatter*, spiritual weapon; 3rd – dispel magic (2), invisibility purge, magic circle against law*, protection from elements; 4th – dimensional anchor, divine power, freedom of movement, unholy blight*.

*Domain spell. Domains: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

➤ **Smash:** Male ogre Ftr6; CR 8; Large giant; HD 4d8+6d10+26; hp 82; Init –1; Spd 30 ft.; AC 19 (touch 8, flat-footed 19); Atk +16/+11 melee (2d8+11/19-20, huge greatsword); Face/Reach 5 ft. by 5 ft./10 ft.; AL CE; SV Fort +11, Ref +2, Will +3; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Ride +4, Spot +2; Cleave, Dwarf's Toughness*, Improved Sunder, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: masterwork half-plate armor, huge masterwork greatsword, small sack, 5 lbs of moldy potatoes.

*See Appendix 2: New Rules for additional information.

ENCOUNTER 4: SLAVE PITS

All APLs

➤ **Alaric Provaine:** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +6 melee (1d6+2, club); AL LN; SV Fort +6, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +9, Handle Animal +8, Ride +5, Spot +3; Far shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: club, ragged clothing.

APL 4 (EL 7)

➤ **Aspis Drone:** CR 4; Medium-size aberration; HD 6d8+12; hp 35; Spd 40 ft., climb 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) and +3 melee (1d8/19-20, 2 longswords) or +3 melee (1d4+1, claw) and +3 melee (1d4, 2 claws); SQ Immune to electricity and cold attacks, resistance to fire 10; AL LN; SV Fort +4, Ref +4, Will +6; Str 13, Dex 15, Con 14, Int 12, Wis 12, Cha 9.

Skills and Feats: Balance +6, Climb +10, Hide +10, Move Silently +10, Listen +8, Spot +7; Multidexterity, Multiweapon Fighting.

➤ **Yeeraughr (Gnoll Form):** Male gnoll werewolf; CR 4; Medium-size shapechanger; HD 2d8+5; hp 18; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); Atk +4

melee (1d8+2/x3, battleaxe) or +2 ranged (1d8+2/x3, mighty composite longbow); SA Wolf empathy, curse of lycanthropy; SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +6, Ref +0, Will +3; Str 15, Dex 10, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Listen +8, Search +3, Spot +8; Improved Control Shape, Toughness.

Possessions: chain shirt, masterwork battleaxe, large wooden shield, masterwork mighty composite longbow (+4), 40 arrows.

☛ **Yeeraughr (Hybrid Form):** Male gnoll werewolf; CR 4; Medium-size shapechanger; HD 2d8+9; hp 21; Init +6; Spd 50 ft.; AC 23 (touch 12, flat-footed 21); Atk +5 melee (1d8+3/x3, battleaxe) or +6 melee (1d6+3, bite) or +4 ranged (1d8+4/x3, mighty composite longbow); SA Wolf empathy, curse of lycanthropy, trip; SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +8, Ref +2, Will +3; Str 17, Dex 14, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +1, Listen +14, Move Silently +2, Search +7, Spot +12, Wilderness Lore +1 (+5 when tracking by scent); Blind-Fight, Improved Control Shape, Improved Initiative, Toughness, Weapon Focus (bite).

Possessions: chain shirt, masterwork battleaxe, large wooden shield, masterwork mighty composite longbow (+4), 40 arrows.

☛ **Yeeraughr (Wolf Form):** Male gnoll werewolf; CR 4; Medium-size shapechanger; HD 2d8+9; hp 21; Init +6; Spd 50 ft.; AC 17 (touch 12, flat-footed 15); Atk +6 melee (1d6+3, bite); SA Wolf empathy, curse of lycanthropy, trip; SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +8, Ref +2, Will +3; Str 17, Dex 14, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +3, Listen +14, Move Silently +4, Search +7, Spot +12, Wilderness Lore +1 (+5 when tracking by scent); Blind-Fight, Improved Control Shape, Improved Initiative, Toughness, Weapon Focus (bite).

APL 6 (EL 9)

☛ **Aspis Drone:** CR 4; Medium-size aberration; HD 6d8+12; hp 35; Spd 40 ft., climb 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) and +3 melee (1d8/19-20, 2 longswords) or +3 melee (1d4+1, claw) and +3 melee (1d4, 2 claws); SQ Immune to electricity and cold attacks, resistance to fire 10; AL LN; SV Fort +4, Ref +4, Will +6; Str 13, Dex 15, Con 14, Int 12, Wis 12, Cha 9.

Skills and Feats: Balance +6, Climb +10, Hide +10, Move Silently +10, Listen +8, Spot +7; Multidexterity, Multiweapon Fighting.

☛ **Yeeraughr (Gnoll Form):** Male gnoll werewolf Rgr2; CR 6; Medium-size shapechanger; HD 2d8+2d10+13; hp 38; Init +0; Spd 30 ft.; AC 19 (touch 10, flat-footed 19); Atk +6 melee (1d8+2/x3, battleaxe) or +4 ranged (1d8+2/x3, mighty composite longbow); SA Wolf

empathy, curse of lycanthropy, favored enemy (elf); SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +9, Ref +0, Will +3; Str 15, Dex 10, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Listen +9, Search +4, Spot +9, Wilderness Lore +4; Dwarf's Toughness*, Improved Control Shape, Toughness, Track.

Possessions: chain shirt, masterwork battleaxe, large wooden shield, masterwork mighty composite longbow (+4), 40 arrows, *potion of haste*.

*See Appendix 2: New Rules for additional information.

☛ **Yeeraughr (Hybrid Form):** Male gnoll werewolf Rgr2; CR 6; Medium-size shapechanger; HD 2d8+2d10+21; hp 46; Init +6; Spd 50 ft.; AC 23 (touch 12, flat-footed 21); Atk +7 melee (1d8+3/x3, battleaxe) or +8 melee (1d6+3, bite) or +6 ranged (1d8+4/x3, mighty composite longbow); SA Wolf empathy, curse of lycanthropy, trip, favored enemy (elf); SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +11, Ref +2, Will +3; Str 17, Dex 14, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +1, Listen +15, Move Silently +2, Search +8, Spot +13, Wilderness Lore +4 (+5 when tracking by scent); Blind-Fight, Dwarf's Toughness*, Improved Control Shape, Improved Initiative, Toughness, Track, Weapon Focus (bite).

Possessions: chain shirt, masterwork battleaxe, large wooden shield, masterwork mighty composite longbow (+4), 40 arrows, *potion of haste*.

*See Appendix 2: New Rules for additional information.

☛ **Yeeraughr (Wolf Form):** Male gnoll werewolf Rgr2; CR 6; Medium-size shapechanger; HD 2d8+2d10+21; hp 46; Init +6; Spd 50 ft.; AC 17 (touch 12, flat-footed 15); Atk +8 melee (1d6+3, bite); SA Wolf empathy, curse of lycanthropy, trip, favored enemy (elf); SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +11, Ref +2, Will +3; Str 17, Dex 14, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +3, Listen +15, Move Silently +4, Search +8, Spot +13, Wilderness Lore +4 (+5 when tracking by scent); Blind-Fight, Dwarf's Toughness*, Improved Control Shape, Improved Initiative, Toughness, Track, Weapon Focus (bite).

*See Appendix 2: New Rules for additional information.

APL 8 (EL 11)

☛ **Gnoll Rangers (8):** Male gnoll Rgr2; CR 3; Medium-size humanoid (gnoll); HD 2d10+2d8+8; hp 33; Init +0; Spd 30 ft.; AC 17 (touch 10; flat-footed 17); Atk +8 melee (1d8+3/x3, battleaxe) or +3 ranged (1d6/x3, shortbow); SA Favored enemy (elf); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +0, Will +1; Str 16, Dex 10, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Listen +4, Spot +5, Wilderness Lore +6; Power Attack, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, chain shirt, large steel shield, shortbow, 20 arrows.

➤ **Aspis Drone:** CR 4; Medium-size aberration; HD 6d8+12; hp 35; Spd 40 ft., climb 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) and +3 melee (1d8/19-20, 2 longswords) or +3 melee (1d4+1, claw) and +3 melee (1d4, 2 claws); SQ Immune to electricity and cold attacks, resistance to fire 10; AL LN; SV Fort +4, Ref +4, Will +6; Str 13, Dex 15, Con 14, Int 12, Wis 12, Cha 9.

Skills and Feats: Balance +6, Climb +10, Hide +10, Move Silently +10, Listen +8, Spot +7; Multidexterity, Multiweapon Fighting.

➤ **Yeeraughr (Gnoll Form):** Male gnoll werewolf Rgr5; CR 9; Medium-size shapechanger; HD 2d8+5d10+16; hp 59; Init +0; Spd 30 ft.; AC 20 (touch 10, flat-footed 20); Atk +11/+6 melee (1d8+4/x3, battleaxe) or +7/+2 ranged (1d8+2/x3, mighty composite longbow); SA Wolf empathy, curse of lycanthropy, favored enemy (elf, halfling); SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +10, Ref +1, Will +4; Str 16, Dex 10, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Listen +11, Search +6, Spot +11, Wilderness Lore +7; Dwarf's Toughness*, Improved Control Shape, Toughness, Track, Weapon Focus (battleaxe).

Possessions: chain shirt, +1 battleaxe, +1 large wooden shield, masterwork mighty composite longbow (+4), 40 arrows, *potion of haste*.

Spells Prepared (1; base DC = 11 + spell level): 1st – resist elements.

*See Appendix 2: New Rules for additional information.

➤ **Yeeraughr (Hybrid Form):** Male gnoll werewolf Rgr5; CR 9; Medium-size shapechanger; HD 2d8+5d10+30; hp 73; Init +6; Spd 50 ft.; AC 24 (touch 12, flat-footed 22); Atk +12/+7 melee (1d8+5/x3, battleaxe) or +12/+7 melee (1d6+4, bite) or +9/+4 ranged (1d8+4/x3, mighty composite longbow); SA Wolf empathy, curse of lycanthropy, trip, favored enemy (elf, halfling); SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +12, Ref +3, Will +4; Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +1, Listen +17, Move Silently +2, Search +10, Spot +15, Wilderness Lore +7 (+5 when tracking by scent); Blind-Fight, Dwarf's Toughness*, Improved Control Shape, Improved Initiative, Toughness, Track, Weapon Focus (battleaxe), Weapon Focus (bite).

Possessions: chain shirt, +1 battleaxe, +1 large wooden shield, masterwork mighty composite longbow (+4), 40 arrows, *potion of haste*.

Spells Prepared (1; base DC = 11 + spell level): 1st – resist elements.

*See Appendix 2: New Rules for additional information.

➤ **Yeeraughr (Wolf Form):** Male gnoll werewolf Rgr5; CR 9; Medium-size shapechanger; HD 2d8+5d10+30; hp 73; Init +6; Spd 50 ft.; AC 17 (touch 12, flat-footed 15); Atk +12/+7 melee (1d6+4, bite); SA Wolf empathy, curse of lycanthropy, trip, favored enemy (elf, halfling); SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +12, Ref +3, Will +4; Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +3, Listen +17, Move Silently +4, Search +10, Spot +15, Wilderness Lore +7 (+5 when tracking by scent); Blind-Fight, Dwarf's Toughness*, Improved Control Shape, Improved Initiative, Toughness, Track, Weapon Focus (battleaxe), Weapon Focus (bite).

*See Appendix 2: New Rules for additional information.

APL 10 (EL 13)

➤ **Gnoll Rangers (12):** Male gnoll Rgr2; CR 3; Medium-size humanoid (gnoll); HD 2d10+2d8+8; hp 33; Init +0; Spd 30 ft.; AC 17 (touch 10; flat-footed 17); Atk +8 melee (1d8+3/x3, battleaxe) or +3 ranged (1d6/x3, shortbow); SA Favored enemy (elf); SQ Darkvision 60 ft.; AL CE; SV Fort +8, Ref +0, Will +1; Str 16, Dex 10, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Listen +4, Spot +5, Wilderness Lore +6; Power Attack, Track, Weapon Focus (battleaxe).

Possessions: masterwork battleaxe, chain shirt, large steel shield, shortbow, 20 arrows.

Aspis Drone: CR 4; Medium-size aberration; HD 6d8+12; hp 35; Spd 40 ft., climb 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) and +3 melee (1d8/19-20, 2 longswords) or +3 melee (1d4+1, claw) and +3 melee (1d4, 2 claws); SQ Immune to electricity and cold attacks, resistance to fire 10; AL LN; SV Fort +4, Ref +4, Will +6; Str 13, Dex 15, Con 14, Int 12, Wis 12, Cha 9.

Skills and Feats: Balance +6, Climb +10, Hide +10, Move Silently +10, Listen +8, Spot +7; Multidexterity, Multiweapon Fighting.

➤ **Yeeraughr (Gnoll Form):** Male gnoll werewolf Rgr8; CR 12; Medium-size shapechanger; HD 2d8+8d10+19; hp 80; Init +0; Spd 30 ft.; AC 20 (touch 10, flat-footed 20); Atk +14/+9 melee (1d8+4/x3, battleaxe) or +10/+5 ranged (1d8+2/x3, mighty composite longbow); SA Wolf empathy, curse of lycanthropy, favored enemy (elf, halfling); SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +12, Ref +4, Will +5; Str 16, Dex 10, Con 12, Int 8, Wis 12, Cha 8.

Skills and Feats: Listen +13, Search +7, Spot +13, Wilderness Lore +10; Dwarf's Toughness*, Improved Control Shape, Lightning Reflexes, Toughness, Track, Weapon Focus (battleaxe).

Possessions: chain shirt, +1 battleaxe, +1 large wooden shield, masterwork mighty composite longbow (+4), 40 arrows, 2 *potions of haste*.

Spells Prepared (2; base DC = 11 + spell level): 1st – pass without trace, resist elements.

*See Appendix 2: New Rules for additional information.

➤ **Yeeraughr (Hybrid Form):** Male gnoll werewolf Rgr8; CR 12; Medium-size shapechanger; HD 2d8+8d10+39; hp 100; Init +6; Spd 50 ft.; AC 24 (touch 12, flat-footed 22); Atk +15/+10 melee (1d8+5/x3, battleaxe) or +15/+10 melee (1d6+4, bite) or +12/+7 ranged (1d8+4/x3, mighty composite longbow); SA Wolf empathy, curse of lycanthropy, trip, favored enemy (elf, halfling); SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +14, Ref +6, Will +5; Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +1, Listen +19, Move Silently +2, Search +12, Spot +17, Wilderness Lore +10 (+5 when tracking by scent); Blind-Fight, Dwarf's Toughness*, Improved Control Shape, Improved Initiative, Lightning Reflexes, Toughness, Track, Weapon Focus (battleaxe), Weapon Focus (bite).

Possessions: chain shirt, +1 battleaxe, +1 large wooden shield, masterwork mighty composite longbow (+4), 40 arrows, 2 potions of haste.

Spells Prepared (2; base DC = 11 + spell level): 1st – pass without trace, resist elements.

*See Appendix 2: New Rules for additional information.

➤ **Yeeraughr (Wolf Form):** Male gnoll werewolf Rgr8; CR 12; Medium-size shapechanger; HD 2d8+8d10+39; hp 100; Init +6; Spd 50 ft.; AC 17 (touch 12, flat-footed 15); Atk +15/+10 melee (1d6+4, bite); SA Wolf empathy, curse of lycanthropy, trip, favored enemy (elf, halfling); SQ Darkvision 60 ft., alternate form, DR 15/silver; AL CE; SV Fort +14, Ref +6, Will +5; Str 18, Dex 14, Con 16, Int 8, Wis 12, Cha 8.

Skills and Feats: Hide +3, Listen +19, Move Silently +4, Search +11, Spot +17, Wilderness Lore +10 (+5 when tracking by scent); Blind-Fight, Dwarf's Toughness*, Improved Control Shape, Improved Initiative, Lightning Reflexes, Toughness, Track, Weapon Focus (battleaxe), Weapon Focus (bite).

*See Appendix 2: New Rules for additional information.

ENCOUNTER 5: SLAVEMASTER'S QUARTERS

APL 4 (EL 6)

➤ **Varcob:** Male half-dragon (blue) Clr3 (Earth Dragon); CR 5; Medium-size dragon; HD 3d10+6; hp 28; Init +0; Spd 20 ft.; AC 19 (touch 10, flat-footed 19); Atk +8 melee (1d6+5/x4, heavy pick) or +7 melee (1d6+5, bite) and +2 melee (1d4+2, 2 claws); SA Breath weapon, spells, rebuke undead; SQ Low-light vision, darkvision 60 ft., immune to sleep, paralysis, and electricity; AL LE; SV Fort +5, Ref +1, Will +5; Str 20, Dex 10, Con 14, Int 13, Wis 15, Cha 14.

Skills and Feats: Concentration +8, Diplomacy +3, Knowledge (religion) +6, Profession (slaver) +8;

Combat Casting, Martial Weapon Proficiency (heavy pick).

Breath Weapon (Su): Line of lightning (6d8); 5 ft. high, 5 ft. wide, 60 ft. long; 1/day; Reflex save (DC 18) for half.

Possessions: masterwork scale mail, small steel shield, silver holy symbol (Earth Dragon), 2 vials of holy water, masterwork heavy pick, chitinous helmet.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, detect poison (2); 1st – cure light wounds, protection from good*, sanctuary, shield of faith; 2nd – calm emotions, soften earth and stone*, zone of truth.

*Domain spell. **Domains:** Earth (Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier); Evil (You cast evil spells at +1 caster level).

APL 6 (EL 8)

➤ **Varcob:** Male half-dragon (blue) Clr3 (Earth Dragon); CR 5; Medium-size dragon; HD 3d10+6; hp 28; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +8 melee (1d6+5/x4, heavy pick) or +7 melee (1d6+5, bite) and +2 melee (1d4+2, 2 claws); SA Breath weapon, spells, rebuke undead; SQ Low-light vision, darkvision 60 ft., immune to sleep, paralysis, and electricity; AL LE; SV Fort +5, Ref +1, Will +5; Str 20, Dex 10, Con 14, Int 13, Wis 15, Cha 14.

Skills and Feats: Concentration +8, Diplomacy +3, Knowledge (religion) +6, Profession (slaver) +8; Combat Casting, Martial Weapon Proficiency (heavy pick).

Breath Weapon (Su): Line of lightning (6d8); 5 ft. high, 5 ft. wide, 60 ft. long; 1/day; Reflex save (DC 18) for half.

Possessions: +1 scale mail, small steel shield, silver holy symbol (Earth Dragon), 2 vials of holy water, masterwork heavy pick, chitinous helmet.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, detect poison (2); 1st – cure light wounds, protection from good*, sanctuary, shield of faith; 2nd – calm emotions, soften earth and stone*, zone of truth.

*Domain spell. **Domains:** Earth (Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier); Evil (You cast evil spells at +1 caster level).

APL 8 (EL 10)

➤ **Varcob:** Male half-dragon (blue) Clr7 (Earth Dragon); CR 9; Medium-size dragon; HD 7d10+14; hp 60; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Atk +11 melee (1d6+5/x4, heavy pick) or +10 melee (1d6+5, bite) and +5 melee (1d4+2, 2 claws); SA Breath weapon, spells, rebuke undead; SQ Low-light vision, darkvision 60 ft., immune to sleep, paralysis, and electricity; AL

LE; SV Fort +7, Ref +2, Will +8; Str 20, Dex 10, Con 14, Int 13, Wis 16, Cha 14.

Skills and Feats: Concentration +12, Diplomacy +5, Knowledge (religion) +8, Profession (slaver) +13; Combat Casting, Martial Weapon Proficiency (heavy pick), Spell Focus (Necromancy).

Breath Weapon (Su): Line of lightning (6d8); 5 ft. high, 5 ft. wide, 60 ft. long; 1/day; Reflex save (DC 18) for half.

Possessions: +1 scale mail, small steel shield, silver holy symbol (Earth Dragon), 2 vials of holy water, masterwork heavy pick, chitinous helmet.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level; 15 + spell level for Necromancy spells): 0 – cure minor wounds (2), detect magic (2), detect poison (2); 1st – cure light wounds (2), protection from good*, sanctuary, shield of faith (2); 2nd – calm emotions, cure moderate wounds, endurance, soften earth and stone*, zone of truth; 3rd – dispel magic, invisibility purge, stone shape*, water walk; 4th – cure critical wounds, unholy blight*.

*Domain spell. **Domains:** Earth (Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier); Evil (You cast evil spells at +1 caster level).

Possessions: +1 scale mail, small steel shield, silver holy symbol of the Earth Dragon, 2 vials of holy water, +1 shock heavy pick, javelin of lightning, chitinous helmet.

APL 10 (EL 12)

☛**Varcob:** Male half-dragon (blue) Clr9 (Earth Dragon); CR 11; Medium-size dragon; HD 9d10+18; hp 76; Init +0; Spd 20 ft.; AC 21 (touch 11, flat-footed 21); Atk +12/+7 melee (1d6+6/x4, heavy pick) or +11 melee (1d6+5, bite) and +6 melee (1d4+2, 2 claws); SA Breath weapon, spells, rebuke undead; SQ Low-light vision, darkvision 60 ft., immune to sleep, paralysis, and electricity; AL LE; SV Fort +8, Ref +3, Will +11; Str 20, Dex 10, Con 14, Int 13, Wis 17, Cha 14.

Skills and Feats: Concentration +14, Diplomacy +7, Knowledge (religion) +8, Profession (slaver) +15; Combat Casting, Iron Will, Martial Weapon Proficiency (heavy pick), Spell Focus (Necromancy).

Breath Weapon (Su): Line of lightning (6d8); 5 ft. high, 5 ft. wide, 60 ft. long; 1/day; Reflex save (DC 18) for half.

Possessions: +1 scale mail, small steel shield, silver holy symbol (Earth Dragon), 2 vials of holy water, +1 heavy pick, 2 javelins of lightning, potion of cure critical wounds, ring of protection +1, chitinous helmet.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level; 15 + spell level for Necromancy spells): 0 – cure minor wounds (2), detect magic (2), detect poison (2); 1st – cure light wounds (2), protection from good*, sanctuary, shield of faith (2); 2nd – calm emotions, cure moderate wounds, endurance, soften earth and stone*, zone of truth (2); 3rd – dispel magic (2), invisibility purge, stone shape*, water walk; 4th – cure critical wounds, freedom of movement, unholy blight*; 5th – dispel good*, ethereal jaunt.

*Domain spell. **Domains:** Earth (Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier); Evil (You cast evil spells at +1 caster level).

☛**The Brute (Flesh Golem, Advanced):** CR 9; Large construct; HD 13d10; hp 75; Init -1; Spd 30 ft. (can't run); AC 22 (touch 8, flat-footed 22); Atk +13 melee (2d8+5, 2 slams); Face/Reach 5 ft. by 5 ft./10 ft.; SA Berserk; SQ Construct, magical immunity, DR 15/+1; AL N; SV Fort +4, Ref +3, Will +4; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Possessions: chain shirt.

ENCOUNTER 6: THE DOCKS

APL 6 (EL 4)

☛**Aspis Drone:** CR 4; Medium-size aberration; HD 6d8+12; hp 35; Spd 40 ft., climb 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) and +3 melee (1d8/19-20, 2 longswords) or +3 melee (1d4+1, claw) and +3 melee (1d4, 2 claws); SQ Immune to electricity and cold attacks, resistance to fire 10; AL LN; SV Fort +4, Ref +4, Will +6; Str 13, Dex 15, Con 14, Int 12, Wis 12, Cha 9.

Skills and Feats: Balance +6, Climb +10, Hide +10, Move Silently +10, Listen +8, Spot +7; Multidexterity, Multiweapon Fighting.

APL 8 (EL 6)

☛**Aspis Drones (2):** CR 4; Medium-size aberration; HD 6d8+12; hp 35; Spd 40 ft., climb 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) and +3 melee (1d8/19-20, 2 longswords) or +3 melee (1d4+1, claw) and +3 melee (1d4, 2 claws); SQ Immune to electricity and cold attacks, resistance to fire 10; AL LN; SV Fort +4, Ref +4, Will +6; Str 13, Dex 15, Con 14, Int 12, Wis 12, Cha 9.

Skills and Feats: Balance +6, Climb +10, Hide +10, Move Silently +10, Listen +8, Spot +7; Multidexterity, Multiweapon Fighting.

APL 10 (EL 8)

☛**Aspis Drones (4):** CR 4; Medium-size aberration; HD 6d8+12; hp 35; Spd 40 ft., climb 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +3 melee (1d8+1/19-20, longsword) and +3 melee (1d8/19-20, 2 longswords) or +3 melee (1d4+1, claw) and +3 melee (1d4, 2 claws); SQ Immune to electricity and cold attacks, resistance to fire 10; AL LN; SV Fort +4, Ref +4, Will +6; Str 13, Dex 15, Con 14, Int 12, Wis 12, Cha 9.

Skills and Feats: Balance +6, Climb +10, Hide +10, Move Silently +10, Listen +8, Spot +7; Multidexterity, Multiweapon Fighting.

APPENDIX 2: NEW RULES

Aspis Drone

Medium-size Aberration

Hit Dice: 6d8+12 (35 hp)

Initiative: +2 (Dex)

Speed: 40 ft., climb 20 ft.

AC: 19 (+2 Dex, +5 natural, +2 large shield)

Attacks: 3 Longswords +3 melee or 3 claws +3 melee

Damage: Longsword 1d8+1 or claw 1d4+1

Face/Reach: 5 ft. by 5ft./5ft.

Special Qualities: Immunities, fire resistance 10

Saves: Fort +4, Reflex +4, Will +6

Abilities: Str 13, Dex 15, Con 14, Int 12, Wis 12, Cha 9

Skills: Balance +6, Climb +10, Hide +10, Move Silently +10, Listen +8, Spot +7

Feats: Multidexterity, Multiweapon Fighting

Climate/Terrain: Any land and underground

Organization: Team (2-4), troop (4-11), or crew (7-18)

Challenge Rating: 4

Treasure: Standard

Alignment: Lawful Neutral

Advancement: by character class

Aspis drones are the adult males of the nest and perform all functions dealing with the outside world. These creatures lack individual identity even to the point of not having personal names. Drones are 6 feet long and appear to be giant weevils. They have an extremely long proboscis and multifaceted eyes. Their diet consists of vegetable matter and meat. Blood is a preferred drink amongst them.

Combat

Drones are fierce warriors, they are capable of using all weapons but bows, and can fashion items they need with skill. Although they prefer to travel on all six legs, in combat they stand on their hind legs, using the other four to wield weapons or shields. They are even capable of wielding 4 weapons if they forgo the use of a shield. Drones are able to use any weapon, except bows.

Immunities: Drones are immune to electrical and cold attacks, as well as the acids exuded by Aspis Cows and Larva.

Resistances: Drones have fire resistance 10 due to their tough carapace.

Aspis Society

Drones are fanatically loyal to a single cow and defend her to the death. Aspis drones speak their own language and 5% are able to speak common. They do not have a written language per se, but may communicate in a similar manner by using subtle scents and perfumes.

THE VETHA AS PRESENTED IN *LIVING GREYHAWK JOURNAL NO. 2*

As the only trusted spellcasters among the bargefolk, the vetha are able to exert a subtle though powerful influence on the Rhennee lords. None truly know where their magic originates; most believe that the vetha are born with a tenuous yet vital link to the homeland of Rhop. They tend to phrase their counsel in riddles, and are often accused of being intentionally abstruse.

Hit Die: d4.

Requirements

To qualify to become a veth, a character must fulfill the following criteria.

Race, Sex, and Age: Rhennee female, aged 35 or older.

Feat: Craft Wondrous Item.

Heal: 4 ranks.

Scry: 8 ranks.

Special: The ability to cast arcane spells without the need of memorization or spellbooks.

Class Skills

The veth's class skills (and the key ability for each skill) are Innuendo (Wis), Knowledge (Nyr Dyv) (Int), Scry (Int), Spellcraft (Int), Use Magic Device (Cha). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells 1 st	Per 2 nd	Day 3 rd	4 th
1 st	+0	+0	+0	+2	Reading the lake, Improved Caster Level	3	-	-	-
2 nd	+1	+0	+0	+3	Hex Mastery +1	4	-	-	-
3 rd	+1	+1	+1	+3	Bonus Language	5	-	-	-
4 th	+2	+1	+1	+4	Hex Mastery+2	6	3	-	-
5 th	+2	+1	+1	+4	Master Healer	6	4	-	-
6 th	+3	+2	+2	+5	Hex Mastery +3	6	5	3	-
7 th	+3	+2	+2	+5	Bonus Language	6	6	4	-
8 th	+4	+2	+2	+6	Hex Mastery +4	6	6	5	3
9 th	+4	+3	+3	+6	Bonus Language	6	6	6	4
10 th	+5	+3	+3	+7	Greater Eyebite	6	6	6	5

Veth Spells Known

Level	1 st	2 nd	3 rd	4 th
1 st	2*	-	-	-
2 nd	3	-	-	-
3 rd	3	2*	-	-
4 th	4	3	-	-
5 th	4	3	-	-
6 th	4	4	2*	-
7 th	4	4	3	-
8 th	4	4	3	-
9 th	4	4	4	2*
10 th	4	4	4	3

*Provided the veth has sufficient Charisma to have a bonus spell of this level.

Class Features

Weapon and Armor Proficiency: A veth is proficient with all simple weapons, though she is not proficient with any type of armor or shield, as such things tend to interfere with spellcasting.

Spells: Beginning at 1st level, a veth gains the ability to cast a small number of arcane spells. To cast a spell, the veth must have a Charisma score of at least 10 + the spell's level, so a veth with a Charisma of 10 or lower cannot cast these spells. Veth bonus spells are based on Charisma and saving throws against these spells have a DC of 10 + spell level + Charisma modifier. When the veth gets "0" spells of a given level, such as 0 1st-level spells at 1st level, the veth gets only bonus spells. A veth without a bonus spell for that level cannot yet cast a spell of that level. The veth spell list appears below. The number of spells of a given level that a veth might know from this list is given in the "Veth Spells Known" sidebar below. A veth casts spells just as a sorcerer does.

Improved Caster Level: When determining the caster level for one of her spells, the veth adds both her veth levels and her levels in one of her other spellcasting classes (in the case of multiple spellcasting classes, she adds her veth level to whichever level is highest).

Reading the Lake: The vetha are trained to empathize with the waters of the Nyr Dyv and its tributaries, seeing in their disposition some glimmer of the future. Each evening under a clear sky, the veth can survey the waters of a river or lake and make a limited prediction on the future of one passenger on her barge. The veth's knowledge is usually vague, clouded in metaphor and obscure imagery. If a successful Scry check (DC 25) is made, the veth can foresee a general event of the next 10 days, based on the DM's intentions for the next few gaming sessions (or, in the case of the Living Greyhawk campaign,

the contents of the scenario being played). The prediction only indicates the potential outcome and does not guarantee the result. If the Scry check is failed, no information can be gained concerning the subject for the next month, as the mists of the future have proven too thick. A veth may consult the waters only once each night.

Hex Mastery: All vetha are instructed in the art of bestowing curses and manipulating the minds and emotions of their enemies. Each time the veth achieves a new level in Hex Mastery, she adds two to her effective caster level when casting the following spells: *bestow curse*, *cause fear*, *charm person*, *charm monster*, *confusion*, *contagion*, *hypnotism*, and *scare*.

Bonus Languages: In their travels, the vetha come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the veth an edge in dealing with trading partners and potential enemies. Each time the veth achieves a bonus language, choose one tongue from the *Player's Handbook* or the *Living Greyhawk Gazetteer*. The veth can read and write in this language as if she had acquired it in the usual manner. The language must be one with which the veth has had some contact.

Master Healer: As a veteran in the arts of medicine, a veth has greatly refined her talents as a healer. She doubles the hitpoints of damage she may restore with longterm care, as per the Heal skill.

Greater Eyebite: Upon reaching 10th-level, a veth may use a gaze attack, as per the spell *eyebite*, two times per day. This is a spell-like ability. The caster level for the spell is the caster's class level in veth.

Veth Spell List

1st-Level: *alarm*, *animate rope*, *cause fear*, *change self*, *charm person*, *chill touch*, *color spray*, *comprehend languages*, *endure elements*, *hypnotism*, *identify*, *mage armor*, *magic weapon*, *message*, *Nystul's magic aura*, *Nystul's undetectable aura*, *obscuring mist*, *protection from chaos*.

2nd-Level: *alter self*, *arcane lock*, *blur*, *bull's strength*, *cat's grace*, *continual flame*, *darkness*, *detect thoughts*, *endurance*, *fog cloud*, *invisibility*, *knock*, *locate object*, *minor image*, *misdirection*, *obscure object*, *protection from arrows*.

3rd-Level: *clairaudience/clairvoyance*, *dispel magic*, *greater magic weapon*, *gust of wind*, *hold person*, *lightning bolt*, *magic circle against chaos*, *magic circle against evil*, *magic circle against good*, *magic circle against law*, *major image*, *nondetection*, *protection from elements*, *sleet storm*, *slow*, *stinking cloud*, *suggestion*, *tongues*.

4th-Level: *arcane eye*, *bestow curse*, *charm monster*, *confusion*, *contagion*, *detect scrying*, *dream*, *emotion*, *enervation*, *Evard's black tentacles*, *fear*, *improved invisibility*, *lesser geas*, *locate creature*, *mind fog*, *minor creation*, *phantasmal killer*, *remove curse*.

IMPROVED SUNDER [GENERAL] AS PRESENTED IN *SWORD AND FIST*

You are adept at placing your attacks precisely where you want them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefit: When you strike an opponent's weapon, you inflict double damage.

DIVINE MIGHT [DIVINE] AS PRESENTED IN *DEFENDERS OF THE FAITH*

You can channel energy to increase the damage you deal in combat.

Prerequisites: Ability to turn or rebuke undead. Cha 13+, Str 13+, Power Attack.

Benefit: Spend one of your turn/rebuke undead attempts to add your Charisma bonus to your weapon damage for a number of rounds equal to your Charisma bonus.

DWARF'S TOUGHNESS [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

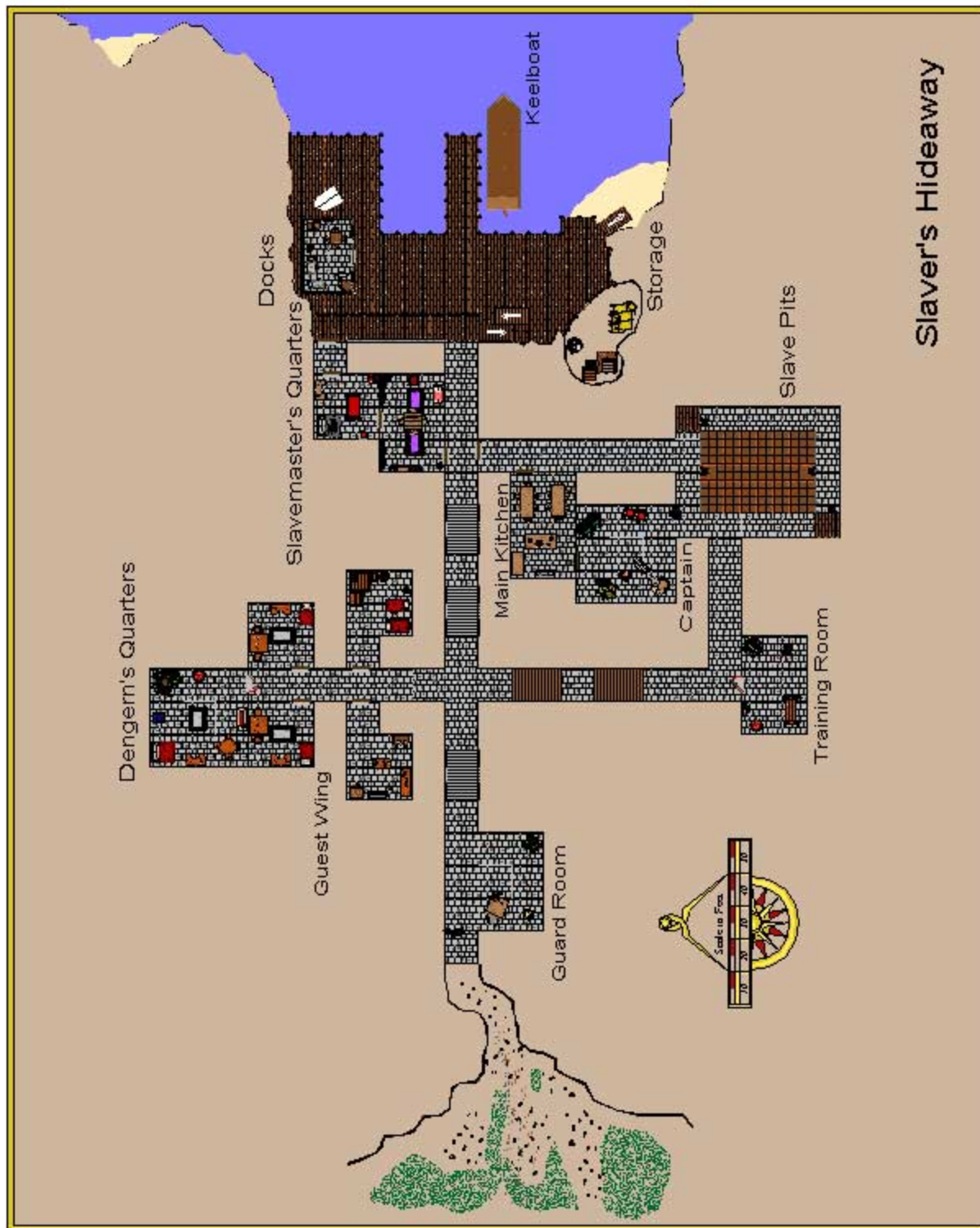
You are tougher than you were before.

Prerequisite: Base Fort save bonus +5.

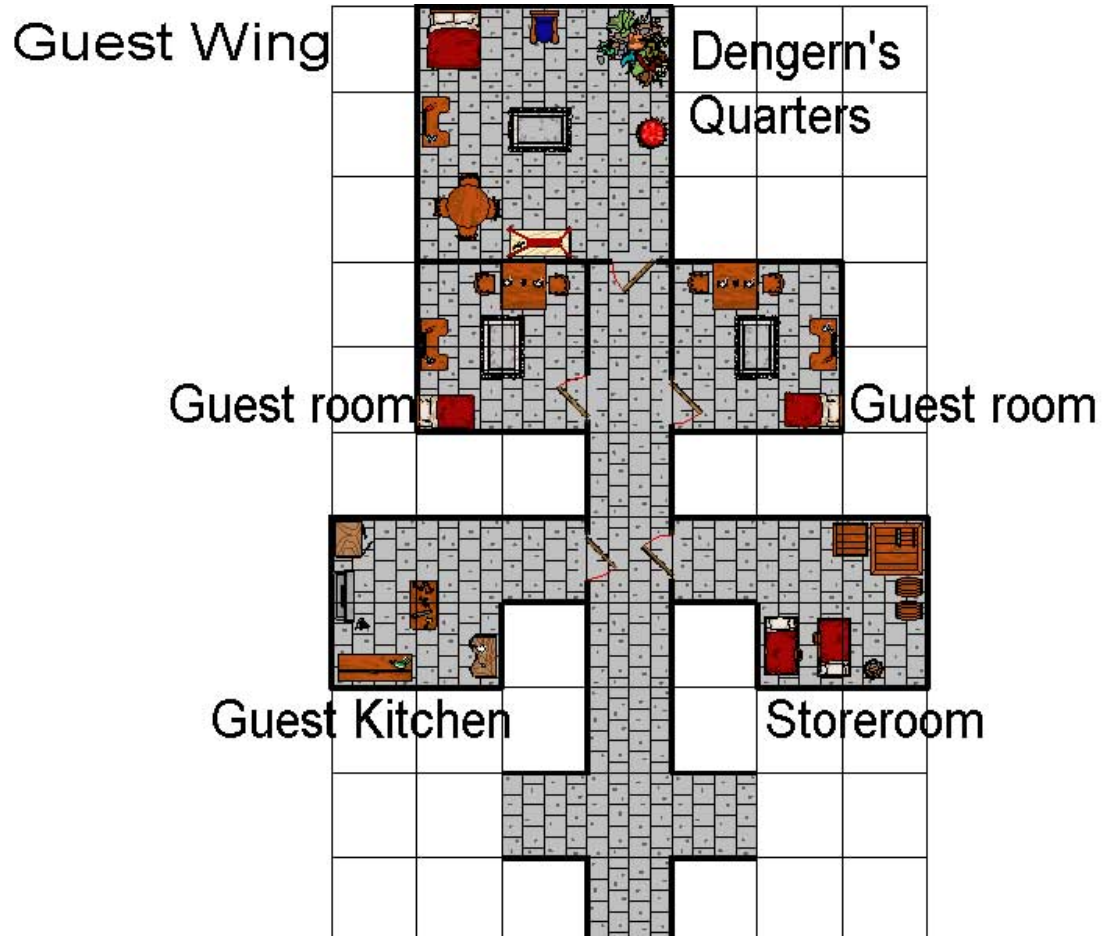
Benefit: You gain +6 hit points.

Special: You can gain this feat multiple times.

DM'S MAP 1: MASTER MAP OF THE COMPLEX

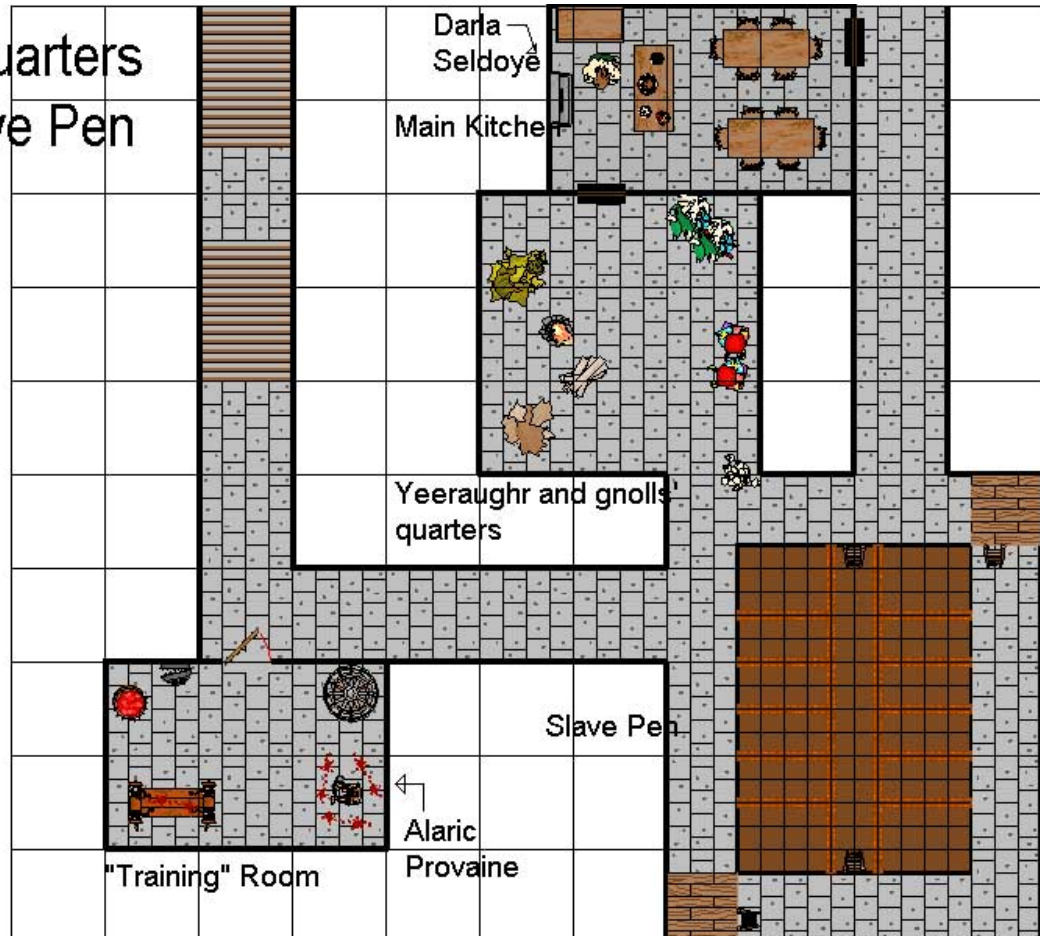


DM'S MAP 2: THE GUEST WING (ENCOUNTER 3)



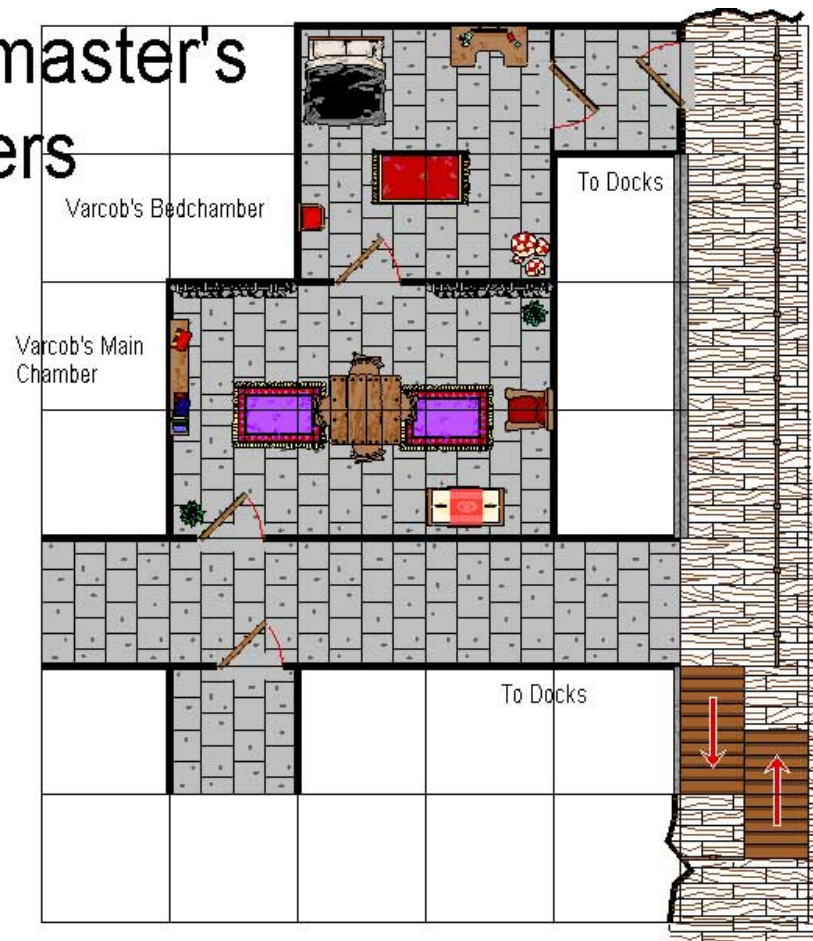
DM'S MAP 3: THE GNOLL WING (ENCOUNTER 4)

Gnoll Quarters and Slave Pen



DM'S MAP 4: THE SLAVEMASTER (ENCOUNTER 5)

Slavemaster's Quarters



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.