

# Player Prospectus

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\* Updated for 3.5 Edition D&D

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## ⊕ VERVIEW

The Defenders of the Flanaess is a third edition D&D campaign that takes place in the setting of Greyhawk. We use miniatures, and players are asked to take on at least one additional game responsibility in addition to the play of their characters. These include mapper, chronicler, etc.

Dale Thurber, the DM, is a longtime veteran of D&D and designs the game to include a fun and balanced mix of roleplaying, combat, problem-solving and diplomatic opportunities. His biggest pet peeves are in-game rule disputes, and metagame thinking. He rewards clever ideas, strategic combat tactics, and authentic portrayal of characters.

Our current players include Ron Klinger, player of Magnor of Stonefist (human barbarian/psychic warrior). Ron's style could be described as direct and enthusiastic. Another player is Tim Gonzalez-Martin, a clever tactician who utilizes Al-Hasma's, his character's, abilities very well, and Erik Kellner, a newcomer to 3.0 and 3.5 edition who plays a ranger/rogue. All are veterans of the D&D game. The campaign is looking for 1-2 more mature players who inspire the DM with the portrayal of their characters.

For characters in the party (including their histories) go to:

<http://www.sonic.net/~hezleigh/d&d/characters.htm>

## INTRO⊕DUCTION⊕ TO⊕ THE⊕ CAMPAIGN

The Flanaess of CY (Common Year) 593 is a dangerous continent. Centered near Furyondy is the eternal war waged against luz the Evil, an entity of obvious and powerful evil. The free peoples of the Central Flanaess unite in the hopes of defeating the hordes of humanoids luz commands. Another evil force to be concerned with is the Scarlet Brotherhood, a secretive Suloise society of monks, wizards, spies and assassins scattered throughout the continent. Heroes answering the call may find themselves up against these forces, or other more obscure ones.

In Greatwall, the focus of Furyondy's rebuilding war effort, adventuring for the new city adventurer's guild is declared tax-free, and the church of Trithereon is put in charge of administering it. Heroes swarm like flies to this warfront port city, home of an impressive naval force as well as a strong land military presence. The city has strong defenses, and in traditional Furyondian style, also supports a strong learning center, College Town.

A motley band, dwarf, two humans, a half-elf and a halfling, are known to have saved much of Greatwall from possible destruction recently. Apparently the Scarlet Brotherhood was involved. Another league of adventurers were known to have cleared out a temple of Phaulkon in the wilderness northeast of Greatwall. It is these kinds of acts that are earning the attention of the nobility, and the rewards to skillful warriors and talented wizards have never been greater.

Recently the War College of Chendl (Furyondy's capital city and very close to Greatwall geographically) has expressed new strategies and plans for defense. Part of this is enlisting the common adventurer in their cause. Others include strengthening supply lines to the war front and hiring mercenaries from neighboring provinces. In any case, it means opportunity for those skilled in weapons or strategy.

Spring is just getting underway in late Coldeven. Growfest approaches, always a time for celebration and the sowing of seeds.

Enter the party...

## CAMPAIGN SUMMARY

It unfolds as the characters find themselves in Greatwall, in the province of Furyondy. Luz the Old wages war on Furyondy's northern border, and the players are hired to escort a caravan to Willip, a large city in eastern Furyondy. Rumor has it that luzian orcs are flooding the hillsides... Yep! The rumors are true. A special agent from Furyondy's military has commissioned the players to infiltrate an enemy base and destroy the enemy, reputed to be orcs. The heroes are successful in vanquishing the orcs, and continue on to the large city of Willip. After buying items and resupplying, they head back to Greatwall, where Captain Gillmore awaits their arrival.

Their arrival in Greatwall coincides with a terrorist plot to blow up the city with fireballs. The players must think quickly to find all seven fireball crystals before they explode. After their gainful search, they realize it was only a plan to break out Sergeant Krayquer, a known traitor who may be allied to the Scarlet Brotherhood. A dark elf was seen rescuing Krayquer from the prison, which, reputation has it, had never had a breakout, until now...

Characters follow rumors of a buried Citadel somewhere along the Old Road, a place where no sun shines. Goblin activity in the area, and ongoing battles between orcs and elves make for a tough journey to the Citadel. The Citadel contains many surprises. The characters live, discovering two new companions (prisoners), one of which who dies. They leave, having conquered the inhabitants and in possession of a small fortune.

The scene shifts as two new characters join the story - Kwog and Sirius. In Northern Furyondy, along the shores of Lake Whyestil, a party confronts the remaining denizens of a ruined temple dedicated to Phaulkon. As the temple is cleaned out, a few priests go about reestablishing it. The heroes return to Greatwall.

Meanwhile, the Count's proclamation of no-tax adventuring stirs activity in the new adventurer's guild. However, the lines are long. While waiting, a dwarf sells them a map to a keep which he plans to sell. Both groups buy a map, and are led to the keep, finding one another. They find it inhabited by monstrous humanoids (goblins, ogres, etc.) Uniting, they try to take the keep by force, and are beaten back with strong resistance. As they plan for a more strategic assault, a messenger arrives telling them they are urgently needed at the request of Count Jakarta.

The Count and his Warmaster, a frail, chicken-like old woman, gives word of an important official, the Warcaptain Sir Jalahandar, who was ambushed and kidnapped by forces of luz. He has critical defense information that luz could use to invade Furyondy (weak points, locations of forces). The PCs undergo a startling transformation - into ORCS - so they can infiltrate Izlen the key capital city, (in orcish, Honshar) and rescue the Warcaptain. They are teleported away from the city to a dangerous border zone, just east of Lake Whyestil, far north beyond the former razing line, even beyond the Sunless Citadel. Arriving in a former manor, they spread out and search...

After a harsh initiation into orcish culture, the players try to preserve their identities as human (and half-elf/dwarf). Daily assaults to their humanity, including torture of human captors, and atypical brutishness make it difficult to focus on their task. After earning rank among the hordes through arena combat, and after stealthy investigation of the city, the heroes are prepared to pull off their plan. Only they discover that Sir Jalahandar, whom they come to rescue, has made an alliance with the dark gods and is a traitor. They choose instead to steal the Ca'ega, the artifact that opens teleportation portals, to foil the invasion ploy of luz's forces. In addition, they make careful note of what information Jalahandar has revealed to the luzian commanders.

As they steal the Ca'ega (Key) they meet an outer planar entity, named the "Portalmaster". Speaking softly, the creature gifts them with weapons and magic items that will be useful for the coming travails. They make for a quick exit from the city, being hotly pursued by an ettin, orc-riding wyverns and other foul beasts.

After almost a month of travel they return to Greatwall, in orc-form, and must talk quickly. They try to convince the commanders to let them gain entrance, although an orcish party bearing a white flag tries to persuade the commanders that the party members are "clan deserters". The orcs promise to take the battle force (numbering over a hundred orcs, plus an even larger force of deadly humanoids (and the forces commander, Xvim, the beholder) away from Greatwall, if the city allows them to recapture the party members. In a tense moment the party talks fast, and earns entry into the city, bringing with it the luz's attack.

Rumblefest™ 2003 then begins. Party members are allowed to play their characters, as well as a specially assigned army, in a massive battle for the West Gate of Greatwall. luz's hordes storm the gate, and the defenders try to hold them off. After just minutes, carnage fills the field, but the Furyondians hold strong. Victory! They even manage to slay a beholder (well actually that was a firbolg throwing rocks that pummeled the eye tyrant to death, but hey...)

Meanwhile, the adventurers rest and meet with the captain of the city, Gilmore. The status of the city, including the destroyed east gate, is conveyed to the party, and members are asked to assist in boosting morale around the city. After a few days of trolling the city, the adventurers want to leave to examine Defender's Hold, the keep won by Bioth and Al-Hasma's band. Count Jakartai has announced that the party will be given a 30,000 allowance for retrofitting the keep, and then a monthly 50gp upkeep payment. The adventurers' hire an engineer to create a design and try to recruit workers from Greatwall to build the upgrade. The party returns to Greatwall, knowing the construction has begun.

Jakartai summons them once again, this time to tell them there will be a feast in Baranford in their honor, and to celebrate Growfest. Jakartai's subtle mission is to improve relations and to spread word of the victory, hoping to draw more settlers (workers and infantry) to the city. He asks the party to act on this notion.

## "FOR THE PLAYERS"

### PLAYER TASKS

I delegate out the following responsibilities to the players:

1. "G3" - **Gold & Glory Guy/Gal** - Keeps list of A) Monsters defeated; B) Problems overcome; C) Treasure gained
2. **Journalist** - keeps track of campaign details, handouts, takes notes, records important facts and details.
3. **Mapper** - creates maps of dungeons, when necessary; keeps possession of maps the party owns.
4. **Chronicler** - knows what time, day, month, year of the campaign, and has good notes on WHEN things happened.

Roles 3+4 can be combined, if necessary. Also, be thinking about taking skill points to boost these abilities. For example, skill points in Knowledge-cartography, High Int Score for recall checks, etc. This keeps these jobs more "In-game" than outside, as your characters become good at these specialized tasks.

I've made some cardstock handouts which list all the choices that players can take during their turns. It will cover move actions, partial actions, initiative choices, etc. I hope this speeds up play and allows players to "see" all their character can do during a combat round.

## HOME RULES AND CONVENTIONS

### DIE ROLLS

All dice will be rolled in front of the Dungeon Master. For brevity's sake, I ask that both attack and damage dice are rolled simultaneously. Dice the DM uses will be either rolled in front of the players or behind a screen, at the DM's option. Any die whose upward face is not absolutely parallel to the table and any die that leaves the table will be considered null, and must be rolled again.

## HIT POINTS

*My home rule is "Roll your HD. If you don't like the result, you have a choice: A) you may roll again, but \*must\* take the second result; or B) if the roll is lower than ½ the character's Hit Die, you may choose to receive minimum hps equal to ½ your Hit Die +1, rounded up."* (Barb=7, Fgtr/Pal=6, Mnk/Clr/Rngr/Drd=5, Brd/Rog=4, Sor/Wiz=3).

## EXPERIENCE POINT AWARDS

XP falls into five categories:

Roleplaying	Monsters	Class awards	Story Awards	Miscellaneous
An award based on keeping yourself "in-character", (including sacrifice of game advantages) and avoiding metagame thinking	Total XP value of monsters defeated or overcome divided by # of players who faced them	Based on timely and thoughtful usage of your class' special abilities (barbarian <i>rage</i> , paladin <i>detect evil</i> , spellcasting, etc.)	A Bonus award based on completion of certain story components. Ex. Rescue the princess, clear out the temple of evil, etc.	Other things you think your character should get XP for: Clever ideas which save self, party, bringing exotic salsa for the DM, etc.

Players receive an XP sheet before each session. At the conclusion of the session, a player fills out the sheet based on what he thinks he deserves XP for.

## LEVEL ADVANCEMENT

Hit Points are gained automatically when reaching the XP total necessary for a new level.

All other abilities are dependent on the following table.

Characters moving from 1st to 2nd level need only a day of reflection and practice in the same class to raise the level.

Characters taking a level in a brand new character class need one additional day.

Thereafter, level advancement follows this chart:

Level advanced TO	Time needed for training and reflection	Materials Fee*	Special Requirements?
3rd - 5th	1 week	.5 Level x 10 gp	None
6th - 9th	1 week + 1day per level	.5 Level x 15 gp	Must have a teacher or resource who can tutor or provide training.
10th - 14th	1 week +1 day per level	.5 Level x 25 gp	Must have a teacher or resource who can tutor or provide training.
15th - 20th	1 month	500 +200 per level gp	None

\* The Materials Fee pays for the resources necessary to assist in the development of the character. It represents a personal investment made on the part of the character to improve his effectiveness over the course of a campaign- for example:

**Barbarian** - new clothing, repairs to fighting gear, new weapons

**Bard** - new clothing, instrument cleanings, repairs to fighting gear

**Cleric** - donations to the church, repairs to the fighting gear

**Druid** - food and costs incurred to train animal companions, repairs to equipment

**Wizard** - beakers and vials and stuff used for acquiring new spell, repairs, replacements

The Materials Fee must be spent before acquiring new level abilities. The character can purchase repairs or upgrades on existing equipment using the fee. In the case of character class switching, this fee represents the acquisition of necessary new equipment related to the particular class.

## LEVEL ADVANCEMENT AND CHARACTER DEATH

FYI - Dungeon (the magazine) editors, and designers of the game promote the following general guidelines - a character should have \*roughly\* 13 encounters of varying encounter levels (monster CRs, plus trap CRs, problem solving and puzzle CRs, qualify as encounters - call them "scenes/chapters" if you will, in a play/novel), before advancing a level. Of these, the classic villain climactic encounter should be at or above the total party level. The overall chance of a character dying (using their suggestions) per level is 50% (seems high, right?)

## CHARACTER DEATH

Your options after an untimely (and aren't they all *untimely*?) character death is as follows:

- 1) Resurrect / Raise
- 2) Hire a taxidermist ( I kid you not, a young woman, trying to honor her grandmother's dying wishes not to be cremated or buried inquired about this possibility) : )
- 3) Bury and say blessings

(In the latter case, the player can start with a new character, at roughly one half-level lower than original character). I encourage the creation of a pair of backup characters - the world of Greyhawk becomes a more dangerous place beyond 4th level or so. And let's just say that brave adventurers are needed for future quests (the squeamish need not apply...)

## RANGER CLASS ⊕PTIONS

I have decided to offer subclasses for the ranger class. They are slight variations on the PH class. To conserve space, I will only detail the changes for each subclass.

Forest (Plains, Swamp, etc.) Runner - (emphasis is on terrain skills, extra skill points, ambushes, etc.) The Forest Runner is a valued ally, guide, messenger, and skirmisher. His knowledge and skill in certain terrains is unparalleled.

Guardian - (emphasis is on defense, protection, divine spells.) The guardian considers his home and nature a sacred place, and looks unforgivingly on defilers. His connection to the natural divine forces of nature (the Old Faith, Beory) is stronger than most rangers.

Hunter - (emphasis on combat, hunting and favored enemies.) The Hunter is a true woodsman on the prowl. The ultimate predator, the hunter's strengths lie in stalking prey and studying chosen foes weaknesses. The hunter excels in hostile encounters, forsaking his spiritual connection somewhat.

### CHANGES FOR ALL SUBCLASSES:

"Favored Enemy" is renamed "Favored Quarry" since a ranger is not necessarily an "enemy" of that which it hunts. Some individuals may consider their prey an enemy, but rangers as a whole hunt quarry.

All classes gain access to the new ranger spell list (see end of the article).

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## Forest Runner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1	2	3	4
1	+1	+2	+1	+0	Track, Favored Terrain I* , Bonus Style Feat	-	-	-	-
2	+2	+3	+1	+0	1 <sup>st</sup> Favored Quarry	-	-	-	-
3	+3	+3	+2	+1	Run or Endurance	-	-	-	-
4	+4	+4	+2	+1	Favored Terrain II*	0	-	-	-
5	+5	+4	+2	+1		0	-	-	-
6	+6/+1	+5	+3	+2	2 <sup>nd</sup> Favored Quarry	1	-	-	-
7	+7/+2	+5	+3	+2	Bonus Feat	1	-	-	-
8	+8/+3	+6	+3	+2		1	0	-	-
9	+9/+4	+6	+4	+3	Favored Terrain III*	1	0	-	-

10	+10/+5	+7	+4	+3		1	1	-	-
11	+11/+6/+1	+7	+4	+3	3 <sup>rd</sup> Favored Quarry	1	1	0	-
12	+12/+7/+2	+8	+5	+4	Bonus Feat	1	1	1	-
13	+13/+8/+3	+8	+5	+4		1	1	1	-
14	+14/+9/+4	+9	+5	+4	Favored Terrain IV*	2	1	1	0
15	+15/+10/+5	+9	+6	+5	4 <sup>th</sup> Favored Quarry	2	1	1	1
16	+16/+11/+6/+1	+10	+6	+5		2	2	1	1
17	+17/+12/+7/+2	+10	+6	+5	Bonus Feat	2	2	2	1
18	+18/+13/+8/+3	+11	+7	+6	Terrain Mastery*	3	2	2	1
19	+19/+14/+9/+4	+11	+7	+6	5 <sup>th</sup> Favored Quarry	3	3	3	2
20	+20/+15/+10/+5	+12	+8	+6		3	3	3	3

Hit Die: d8

Skill Points at 1st Level: (6+Int modifier) x 4

Skill Points at Each Additional Level: 6 + Int. Modifier

#### SPECIAL ABILITIES:

The Forest Runner gains the ability of [Favored Terrain](#). See end of this article.

#### COMBAT:

Improved Reflex Save Progression.

Bonus Feats: [Track](#), [Run](#), [Endurance](#).

Bonus Style Feat: Choose Rapid Shot or Two-Weapon Fighting.

Bonus Feats: The forest runner receives bonus feats, to be selected from the following list: Alertness, Improved Initiative, Blind - Fight, Dodge (Mobility, Spring Attack), Endurance, Exotic Weapon Proficiency (Net, Spiked Chain, Whip, \* and others listed in [Sword and Fist](#)), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Run, Uncanny Track.

## The Guardian

Level	Base Attack	Fort	Ref	Will	Special	1	2	3	4
	Bonus	Save	Save	Save					
1	+1	+2	+1	+0	Track, Nature Insight*, Bonus Style Feat	-	-	-	-
2	+2	+3	+2	+0	Favored Terrain I*, 1st Favored Quarry	-	-	-	-
3	+3	+3	+2	+1		0	-	-	-
4	+4	+4	+2	+1		1	-	-	-
5	+5	+4	+3	+1	2 <sup>nd</sup> Favored Quarry	1	0	-	-
6	+6/+1	+5	+3	+2	Favored Terrain II*	1	0	-	-
7	+7/+2	+5	+3	+2	Bonus Feat	1	1	-	-
8	+8/+3	+6	+4	+2		1	1	0	-
9	+9/+4	+6	+4	+3	3 <sup>rd</sup> Favored Quarry	2	1	1	-
10	+10/+5	+7	+4	+3	Bonus Feat	2	1	1	-
11	+11/+6/+1	+7	+5	+3		2	1	1	0
12	+12/+7/+2	+8	+5	+4	Favored Terrain III*	2	2	1	1
13	+13/+8/+3	+8	+5	+4		2	2	2	1
14	+14/+9/+4	+9	+6	+4	Bonus Feat	3	2	2	1
15	+15/+10/+5	+9	+6	+5	4 <sup>th</sup> Favored Quarry	3	2	2	2
16	+16/+11/+6/+1	+10	+6	+5	Favored Terrain IV*	3	2	2	2
17	+17/+12/+7/+2	+10	+7	+5		3	3	3	2
18	+18/+13/+8/+3	+11	+7	+6	Bonus Feat	3	3	3	3
19	+19/+14/+9/+4	+11	+7	+6	5 <sup>th</sup> Favored Quarry	4	3	3	3
20	+20/+15/+10/+5	+12	+8	+6	Terrain Mastery*	4	3	3	3

Hit Die: d8

Skill Points at 1st Level: (2+Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int. Modifier

#### SPECIAL ABILITIES:

The Guardian gains the ability of [Favored Terrain](#). See end of this article.

**Nature Insight:** The Guardian receives 8 additional skill points to distribute among the following skills - Animal Empathy (Cha), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). The ranger may only have as many ranks in a skill as his level +4.

**COMBAT:**

Loses medium armor or shield proficiency (player choice).

Improved Reflex Save Progression.

Improved Spell Progression.

**Bonus Feats:** Track.

**Bonus Style Feat:** Choose Rapid Shot or Two-Weapon Fighting.

**Bonus Feats:** The guardian receive bonus feats, to be selected from the following list: Alertness, Armor Proficiency (Medium), Blind - Fight, Dodge, Great Fortitude, Exotic Weapon Proficiency (Net, Spiked Chain, Whip), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Point Blank Shot (Precise Shot, Rapid Shot, Shot on the Run), Run, Shield Proficiency, Uncanny Track, Weapon Finesse, Weapon Focus.

**The Hunter:**

Level	Base Attack	Fort	Ref	Will	Special	1	2	3	4
	Bonus	Save	Save	Save					
1	+1	+2	+0	+0	Track, 1 <sup>st</sup> Favored Quarry, Bonus Style Feat	-	-	-	-
2	+2	+3	+0	+0		-	-	-	-
3	+3	+3	+1	+1	Endurance	-	-	-	-
4	+4	+4	+1	+1	Favored Quarry Strike*	-	-	-	-
5	+5	+4	+1	+1	2 <sup>nd</sup> Favored Quarry	-	-	-	-
6	+6/+1	+5	+2	+2	Favored Terrain I	-	-	-	-
7	+7/+2	+5	+2	+2		0	-	-	-
8	+8/+3	+6	+2	+2	Improved Track*	1	-	-	-
9	+9/+4	+6	+3	+3	Bonus Feat, 3 <sup>rd</sup> Favored Quarry	1	-	-	-
10	+10/+5	+7	+3	+3		1	0	-	-
11	+11/+6/+1	+7	+3	+3		1	0	0	-
12	+12/+7/+2	+8	+4	+4	Favored Terrain II	1	0	0	-
13	+13/+8/+3	+8	+4	+4	4 <sup>th</sup> Favored Quarry ,	1	1	0	-
14	+14/+9/+4	+9	+4	+4	Favored Quarry Critical Strike	1	1	0	-
15	+15/+10/+5	+9	+5	+5		1	1	1	0
16	+16/+11/+6/+1	+10	+5	+5	Bonus Feat	2	2	1	0
17	+17/+12/+7/+2	+10	+5	+5	5 <sup>th</sup> Favored Quarry	2	2	1	1
18	+18/+13/+8/+3	+11	+6	+6	Favored Terrain III	2	2	2	1
19	+19/+14/+9/+4	+11	+6	+6		3	2	2	2
20	+20/+15/+10/+5	+12	+6	+6		3	3	2	2

Skill Points at 1st Level: (2+Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int. Modifier

**SPECIAL ABILITIES:**

The Hunter gains the ability of Favored Terrain. See end of this article.

**COMBAT:**

**Bonus Feats:** Track (1<sup>st</sup>), Endurance (3<sup>rd</sup>), Favored Quarry Strike (4<sup>th</sup>), Improved Track (8<sup>th</sup>), Favored Quarry Critical Strike (14<sup>th</sup>).

**Bonus Style Feat:** Choose Rapid Shot or Two-Weapon Fighting.

**Bonus Feats:** The ranger receives bonus feats, to be selected from the following list: Alertness, Blind - Fight, Exotic Weapon Proficiency (preferably one that is related to catching your favored quarry!!! There are some killer exotic weapons in Sword and Fist), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Point Blank Shot (Precise Shot, Rapid Shot, Shot on the Run).

**New Ranger Abilities:**



## Favored Terrain I, II:

Prerequisite: Equivalency of two months spent living in each favored terrain chosen.

A ranger's effectiveness improves when a ranger takes time to learn the nuances of where he roams. The ranger gains a +1 circumstance bonus to Knowledge (Nature), Hide, Listen, Move Silently, Spot, and Wilderness Lore checks when working within their favored terrain. When the ranger achieves Favored Terrain II, the ranger can choose to add an additional +1 to all six skill checks in the SAME terrain, or choose +1 to all six skill checks in a NEW terrain.

Terrain choices are:

Dungeons Caves/Caverns/Catacombs Forests Urban Desert	Plains Tundra / Arctic Hills/Mountains Rivers and Lakes (add +1 to Swim checks as well) Swamp and Mars
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## Favored Terrain III, IV:

Prerequisite: Equivalency of two months spent living in each favored terrain chosen.

The ranger gains a +2 circumstance bonus to Knowledge (Nature), Hide, Listen, Move Silently, Spot, and Wilderness Lore checks in a favored terrain, or a +1 to all 6 skill checks in 2 NEW terrains.

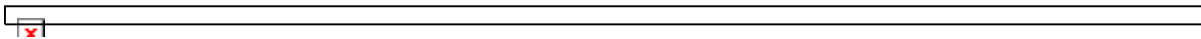
## Terrain Mastery:

The ranger gains an almost supernatural understanding of his/her favored terrains or terrain in general.

Prerequisite: Favored Terrain I-IV.

The ranger gains his/her choice of +10 to Knowledge (Nature), Hide, Listen, Move Silently, Spot, and Wilderness Lore checks in one favored terrain environment; or +5 to those skill checks in two favored terrains; or a +2 to those skill checks in 5 favored terrain types; or a +1 to those skill checks in all favored terrain types.

All Favored Terrain and Terrain Mastery skill check bonuses stack with one another.



## NEW FEATS

The feats in this section will prove particularly helpful to these new ranger subclasses.

### Favored Quarry Strike [General]

You can inflict greater damage against your favored enemies.

**Prerequisite:** Favored enemy

**Benefit:** When striking a foe designated as your favored enemy, you inflict an additional 1d6 points of damage every time you hit. This damage is not multiplied if a critical hit is scored against the enemy (like a rogue's sneak attack bonus damage).

Copyright Monte Cook, [www.montecook.com](http://www.montecook.com), known as Favored Enemy Strike.

### Favored Quarry Critical Strike

You can inflict telling blows with even greater accuracy upon your favored enemies.

**Prerequisite:** Favored enemy

**Benefit:** When inflicting a critical hit upon a foe designated as your favored enemy, you inflict an additional 1d10 points



of damage, in addition to the damage you would normally inflict. *Note:* This feat does not allow you to make critical hits on creatures that are immune to critical hits.

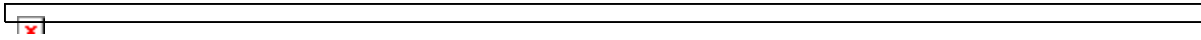
Copyright Monte Cook, [www.montecook.com](http://www.montecook.com), known as Favored Enemy Critical Strike.

### Improved Track [General]

You have superior tracking skills.

**Prerequisite:** Track

**Benefit:** You can optionally move at normal speed while tracking, or at half-movement but with keen insight - a +5 bonus to your Wilderness Lore checks.



### NEW RANGER SPELLS

Here are a few additional spells that will come in handy in ranger-specific situations. (copyright by Monte Cook, [www.montecook.com](http://www.montecook.com))

#### **Blight Enemy**

Evocation

**Level:** Rgr2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One favored enemy

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You draw upon the raw power of nature to create a discordant surge within any one creature of a type that you have designated a favored enemy. The spell inflicts 1d6 points of damage per caster level, to a maximum of 5d6.

#### **Unite Allies**

Enchantment (Compulsion)

[Mind-Affecting]

**Level:** Rgr4

**Components:** V, S

**Casting Time:** 1 action

**Range:** 50 ft.

**Area:** All allies within 50 ft.

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

Your allies have a +1 favored quarry bonus (as the 1stlevel ranger ability) against a favored enemy you choose. This doesn't stack with existing favored enemy bonuses.

#### **Wild Stealth**

Transmutation

**Level:** Rgr3

**Components:** S

**Casting Time:** 1 action

**Range:** Personal

**Area:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

You gain a +10 enhancement bonus to Move Silently and Hide checks when out of doors, above ground, in a non-urban environment.

## ABOUT GREYHAWK

There are many sources of campaign information for Greyhawk. Please check my website's following link:

<http://www.sonic.net/~hezleigh/d&d/greyhawk.htm>

Of particular importance are the calendar, religion, and human race pages.

Reading the Greyhawk Wars history will give a better picture of the campaign.