

FUR5-03

Time Will Tell

A One-Round D&D LIVING GREYHAWK[®] Furyondy Regional Adventure

Version 1.0

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The trials and tribulations of keeping Molag in control of the nation of Furyondy continue in the face of full-scale battle with the Old One's forces breaking out elsewhere. While rumors of the war and what directions it will take are rampant, the commander of Molag has his own worries. Extremely lethal guerilla warfare has begun. Whole companies have gone missing or been found slaughtered. It is time to call for expert reinforcements. Are you up to the task of taking the fight to the elite troops of Old Wicked in what is sure to be a down and dirty fight with those adept at hit and run tactics? This is an extremely dangerous Military mission in support of the garrison at Molag. PCs with infamy with the Furyondy Military may be offered a chance to redeem themselves. This adventure is designed for PCs level 5-14 (APL 6 to 12).

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

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

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

The first major blow to the Old One was struck when Molag fell to Furyondy's Military. Furyondy troops are now firmly in control of the area. Certainly never one to take defeat lying down, Iuz has mustered troops and is expected to launch an assault very soon. In an effort to both cause chaos and dishearten the troops currently in control of Molag and the surrounding area, Iuz sent a crack commando team to harass and destroy as many of the forces of Furyondy that they can; be it supply caravans, scouting parties or even companies of soldiers on the move. The best trackers the military has been able to muster have either been slaughtered and left rotting in the field or simply disappeared. With a complete lack of success in stopping these guerilla attacks, the military has decided to once again call upon the stalwart adventurers and mercenaries of Furyondy for aid against this stealthy foe.

Adventure Summary

The PCs begin the adventure ambushed en-route to Molag to answer the call of the military. The gnolls are the main strike force of the guerillas at work in the area.

In the meantime, a defector approaches Molag offering them the hidden location of the guerilla band. He wants them killed for turning on him and trying to kill him. He barely escaped and he wants revenge on them for their treachery. He feels the easiest way to do this is by double-crossing them to the very forces they have been fighting. He offers to lead a Furyondy military force right to the guerillas to ambush them.

The party speaks with Captain Silvertree who provides as many details as he is able about the attacks and if the party is willing to accept the mission, he introduces them to the defector.

The party travels to the location in whatever manner they see fit and the defector leads them into the cave through the "secret" back entrance. The cave is protected, though, and the party runs into the entire guerilla force. In the ensuing combat, which goes very badly for the party, the defector wishes he had never brought the party through the back entrance and the unknown ring of wishes on his finger returns the party to the point in time just before they entered the cave.

The party now has knowledge of the combatants in the cave and can choose how to prepare and enter the cave with that foreknowledge. A set of guards must be overcome at the entrance and the rest of the guerilla band must be defeated farther into the cavern complex. After defeating the guerilla band the PCs return to Molag and report on their mission, receiving a reward from the military for their bravery and success.

Preparation for Play

Prior to beginning the scenario the GM should check to see if any PC's are a member of the Furyondy Infantry Scouts. They will be thanked for reporting for duty at Molag for this difficult mission. Any other military organization members are thanked for volunteering for this mission as well. Note any PC who currently has infamy/disfavor of the Furyondy military. Please ask all PC's for three Spot checks and three Listen checks as well at this time and note any particular situations that may affect that roll like the favored enemy ability of rangers. Use a random set of the three rolls in Encounter One for the Spot check and again in Encounter Five for the Listen check.

Introduction

You spotted the notice posted by the Military stationed at Molag requesting seasoned adventurers and mercenaries to report to the city for a special mission. Being between opportunities at the moment, you decide to answer the call and spend the day buying supplies for the trip. After crossing the Veng River, you notice odd, animal like tracks in the wet mud near the riverbank heading east, away from the direction of Molag.

Those PCs without the Track feat can just barely follow the tracks but those with the Track feat can gain the following information, with a successful Survival check.

- DC 15: the tracks were made by 6 gnolls.
- DC 20: the tracks are fresh being less than a day old.
- DC 25: the tracks do not appear to be creatures coming down to the water to drink. They appear to follow no set pattern and travel through the soft mud of the riverbank for almost a mile before cutting inland.
- DC 30: no effort was made to cover up the tracks and, in fact, the gnolls seem to have gone out of

their way to travel quite some distance through the soft mud of the riverbank.

Have the party arrange themselves on the map how they wish to pursue the tracks. If the party has no desire to follow the tracks then proceed to Encounter Two. If they follow the tracks, proceed to Encounter One.

Encounter One

As the trail enters a copse of trees, it narrows to ten feet wide. All the gnolls have positioned themselves with full cover except for one. This one has positioned himself to view the trail. All other gnolls are expecting the twang of the bow and are to lean out from full cover and fire in the surprise round at the sound of this gnoll's bow firing. Have the PCs make an opposed Spot check versus the gnolls' Hide checks, assuming the gnolls take 20 on their Hide (Spot DC 20+APL).

Thinking to rid the area of a problem, you follow the tracks as they lead in a Northeasterly direction, away from Molag. There was no time frame for the mission so if you are a day late because you had to take care of some wandering creatures, so be it. The trail leads to a sparsely populated copse of trees.

Those PC's who beat the Spot check are not surprised and should be read the box text below.

As the breeze lazily moves a leaf in the tree above, you catch a glimpse of reflected light from a large black eye surrounded by fur. So this is likely the problem plaguing Molag; it seems like it was just a twist of fate that blew that leaf out of the way long enough for you to see the ambush you knew was coming.

For the rest of the players that were surprised read the following after the surprise round.

Just as the thought that this would be a good place for an ambush enters your head, you tense as the familiar TWANG of a bow firing sounds out. Almost immediately after the first bowstring hums, you hear several more fire from all around you and you realize you are caught in an ambush.

Creatures: This guerilla raiding party consists of five gnoll archers and Grawl, their barbarian leader. Roll initiative separately for each combatant, as it is an unfair advantage for the gnolls if they all go on the same initiative and that initiative happens to be before a significant portion of the party gets to act. They are positioned in pairs on either side of the ten-foot path, within 15 feet of the path. The second pair of archers is forty feet beyond the first. Grawl and the remaining

archer are paired 10 feet beyond the second set of archers. All of the archers are in trees, 10 feet above the ground. Grawl is on the ground. The second pair of archers waits until the lead character is even with their position before initiating the ambush. The archers all take a surprise round shot before initiative is rolled. Until this point, all but one of the second set of archers is using the tree as total cover and is not visible.

APL 6 (EL 8)

Grawl, male fiendish gnoll Rng1/Bbn1/Rog1: hp 43; see *Appendix One*.

Gnoll Archers (5): male gnolls Rog1, hp 28; see *Appendix One*.

APL 8 (EL 10)

Grawl, male fiendish gnoll Rng2/Bbn2/Rog1: hp 62; see *Appendix Two*.

Gnoll Archers (5): male gnolls Rng2/Rog1, hp 44; see *Appendix Two*.

APL 10 (EL 12)

Grawl, male fiendish gnoll Rng2/Bbn3/Rog3: hp 86; see *Appendix Three*.

Gnoll Archers (5): male gnolls Rng2/Rog1, hp 44; see *Appendix Three*.

APL 12 (EL 14)

Grawl, male fiendish gnoll Rng2/Bbn3/Rog3: hp 86; see *Appendix Four*.

Gnoll Archers (5): male gnolls Rog5/Rng2, hp 70; see *Appendix Four*.

Tactics: The barbarian rages and takes a 5 ft. step out from full cover. At APL 12 he has applied *oil of foebane* to his battleaxe.

The archers make their action in the first round a Rapid Shot if they have that feat, aiming at a flat-footed opponent, preferably not all attempting to strike the same party member. If multiple PCs are flatfooted, they will first select any character with no armor worn then anyone with a symbol of any kind prominently displayed (e.g. a tabard or shield emblazoned with a holy symbol of their god or heraldic device then anyone with heavy armor. This is a well-trained unit and they realize they have a much better chance at critically injuring someone who is not likely to react to their missile fire with well-trained reflexes.

The barbarian attempts to use his higher movement to position himself next to a spellcaster (someone with no armor or someone bearing a symbol prominently

displayed). If no one matching his target description is within a double move through non-threatened squares he charges the nearest opponent using his *belt of one mighty blow* (at APLs 8 and above) and smiting them with a full power attack. He uses his *gloves of fortunate striking* to re-roll the first attack with his primary weapon that is below 11.

The archers descend from the trees by jumping and taking no damage with a successful Jump check (DC 15). After they have fired again in the first round of combat, they draw their weapons, jump, then finish their move to position themselves best for flanking in combat.

All gnolls try and flank when fighting to maximize their damage potential, using the same progression of target reads as above. The two gnolls from the front positions and the two gnolls from the rear positions try to stay apart from each other for as long as they can to avoid area of effect spells.

Treasure:

APL 6: Loot – 443 gp, Coin – 0 gp, Magic – *gloves of fortunate striking* (167 gp each).

APL 8: Loot – 443 gp, Coin – 0 gp, Magic – *gloves of fortunate striking* (167 gp each), *belt of one mighty blow* (125 gp each).

APL 10: Loot – 443 gp, Coin – 0 gp, Magic – *gloves of fortunate striking* (167 gp each), *belt of one mighty blow* (125 gp each).

APL 12: Loot – 443 gp, Coin – 0 gp, Magic – *battleaxe +1* (193 gp each), *gloves of fortunate striking* (167 gp each), *belt of one mighty blow* (125 gp each).

Encounter Two

You arrive in Molag to find the gates open and many troops practicing on the fields surrounding the city. Shouldn't the city prepare for the battle rumored to be on the horizon by tightening up its defenses and closing the city up tight? Yet just the opposite is true; the city is bustling with activity and appears on the surface to be a thriving metropolis.

You are questioned at the perimeter of the camp surrounding the city. When you pass muster with the guards, they lead you ~~in~~ through the gates where the preparations for war are very evident in the defenses surrounding the thick rock walls. Your guard escort passes you off to another guard at the gate and this one leads you through the city to a small manor home that looks like a miniature granite keep. This appears to be the headquarters for some branch of the

military. The guard states, "These good souls are reporting for the special mission, I will escort them to the parlor to await Captain Silvertree". The door guard just nods as you pass by. Depositing you in the aforementioned parlor, the guard salutes with a smirk and turns on his heel and departs. Within moments a scribe enters and asks you the basic questions about your profession and your area of expertise. He jots down your responses and exits as quickly as he entered.

The PCs are made to wait for approximately ninety minutes before a cleric of Heironeus and two guards arrive. The cleric explains he intends to cast two spells to check the PCs for ill intent. Assuming they agree, he casts *zone of truth* (DC 14 to resist) and then *detect evil*. (The PCs may make Spellcraft rolls if they like). If any PCs decline to allow themselves to be questioned they are escorted to the gates out of Molag by a three guard escort. The military has neither the time nor the patience to fool around with civilians who are not interested in participating in a military operation by the military's rules. This PC can no longer participate in this scenario.

If any PC has an item that detects as evil, an explanation must be given. The cleric requires that the item be destroyed unless the PC succeeds at a Diplomacy check (DC 20). Even if it is not destroyed, the item is still confiscated until the PCs have completed their mission unless the Diplomacy check exceeds DC 30.

If any PC detects as evil, an explanation must be given. In that case, a Diplomacy check (DC 20) is required for the PC to continue to participate in this adventure. If this check fails the adventure is over for that player and they gain experience for encounter one if they did encounter it.

The cleric questions the PCs. He asks each of them the following questions:

- What is your name, title and country of origin?
- Why have you come to Molag?
- Do you intend to bring your skills and talents to bear for the good of Furyondy and her allies?

The PC's answers are dutifully recorded. Then the PCs are led to a large office toward the rear of the building. Proceed to Encounter Three.

Encounter Three

Captain Silvertree is in charge of the Infantry Scouts stationed at Molag. It is his branch of the military that has been hit the hardest by the guerilla band. His best

scouts have been killed or gone missing and the heat is on from above to get this situation resolved quickly before the forces of the Old One attack in earnest. Having almost no other recourse, the Captain has sent out a call to the most skilled adventurers and mercenaries that Furyondy can field to assist the military with this difficult opponent.

A very rough looking man enters: short and slender of build but definitely fit. He has a weathered look to him as if he has spent many a day – and night for that matter – outdoors in less than pleasant weather. He wears all black; his studded leather is amazingly quiet and even seems to draw in light. When he speaks he has a low and slightly raspy voice.

"First let me thank you for your assistance, normally the military would handle a problem of this nature itself but we no longer have the personnel on duty here at Molag to combat this threat. All others well suited to this task have been assigned to the company that is tracking the army Old Wicked (he spits) has mustered against us. It is no secret – nor does it need to be – that the garrison here at Molag has been the victim of a guerilla band of exceptional effectiveness. There have been several instances of attacks in recent weeks and I have lost many of my best men investigating these attacks. I no longer have the resources to combat this menace, yet I cannot let it continue to endanger the men and women of this outpost. So I posted the call that you have answered. You are all interested in assisting the military in hunting down and capturing or killing the band of guerillas that have been harassing the force here at Molag aren't you?"

At this point allow the PC's to answer in the affirmative. Any PC requesting any kind of payment gets the following response.

"If you were expecting the military to pay you a fee for this service you will be disappointed. Those of you who answer your country's call when in need will find that the military remembers those who aid it. The only reward of monetary gain to be offered in this mission is the rights to any magic or equipment that you acquire during the execution of this task."

The Captain has been informed of any PC that has the disfavor of or the infamy of the Furyondy military organization by the cleric of Heironeus. The clerics are required to know all of the individuals that have earned the infamy of the organization and be on the lookout for them. He takes that PC aside and informs him that it took a lot of courage to come to Molag and volunteer to perform a mission of this nature for his country knowing

full well that the military had an opinion of this individual that was less than favorable. If this PC does return successfully from this mission the military will have a much more favorable view of them going forward.

The Captain knows the following information and relays it to the PC's in a conversational manner. He answers any questions to the best of his ability but is limited to the information below.

- It is believed that the attacks started just about three weeks ago. There could be other instances of attacks that have gone unreported.
- A supply wagon of weapons and forge equipment was found with signs of a struggle but no bodies were in the area and none of the weapons were taken.
- An entire company of infantry was found slaughtered and left to rot. There were no other bodies besides the men of the company. Most were slain by arrows. Tracks found at the scene determined that gnolls and at least one giant-size humanoid were involved in the attack.
- So far none of the Scouts previously sent to investigate have been heard from and they are presumed dead.
- They must have someplace to go to ground or they would have been sighted by a patrol by now.
- Most attacks have occurred due East of Molag.

Encounter Four

Once the PCs agree to the mission, read the following:

Captain Silvertree abruptly rises to his feet. "I think it's time you met your guide." He leads you down two long flights of stairs to a dungeon room in a sublevel. The air is thick with damp down here and the walls are dripping with moisture. The only light comes from a handful of sputtering torches.

The captain enters an interrogation room. Sitting in a chair by a rough-hewn wooden table is a short half-orc with a broad, muscled chest and long yellow teeth. He wears a pair of leather leggings and a jerkin typical of a woodsman. His boots are new, and clearly Furryondy military issue. A gold ring set with a ruby glints on his right hand. His right bicep bears a poorly rendered tattoo of human skull with a fanged snake crawling out of the eye socket.

The half-orc favors the captain with a sour look, then his eyes fall on your group with poorly disguised

surprise. "These aren't soldiers, Captain", he says in a level voice. "No," says Captain Silvertree. "These are special forces of a sort." The half-orc eyes your group again, this time with a more thoughtful, measuring look.

The captain turns to look at you. "This man calls himself Dilt. He strode into Molag two days ago and told us he was willing to take us to where the guerrillas are headquartered for 1000gp. It's a story I've heard before. We have enough lies, betrayals and espionage in this city already, so Dilt has been given a comfortable room in the dungeon to await your arrival." Dilt's face flashes with anger at this remark and he rumbles "It's a cold wet hell down here. I'm surprised I don't have filth fever."

The captain continues his story with a slight smirk. "Yesterday and today we interrogated our new 'ally' under a 'zone of truth' spell. Both times he confirmed the following information:" Captain Silvertree begins counting off a series of facts with the fingers of his left hand.

"One - Dilt is a ranger and lifelong resident of this area. He knows the wilderness around Molag and was hired by the guerrillas to identify possible ambush points. The points he describes to us match the locations where we have lost troops in the past."

"Two - The guerrillas are mostly gnolls and clearly connected to Iuz's army in some way, although they do not discuss this openly. Their leaders are a pair of kobolds named Lo and Kari. Dilt has only spoken directly with Lo."

"Three - He has been to their headquarters on two occasions though he was not allowed inside. It's located 'a few days walk' from the city. He refuses to give further details."

"Four - He was recently, shall we say, 'discharged' from their service. When he came to collect his payment they attempted to kill him instead. He escaped with a serious injury that I've had taken care of by our clerics."

"Five - To put it simply, our friend here wants revenge. He knows of a hidden, rear entrance to the hideout. The gnolls patrol the area but they don't guard it. He thinks he can get a small party inside without alerting anyone."

"I'm dead out of leads right now. So, unless you have a better idea, I've decided to take Dilt up on his offer. The Furryondian military can ill afford to pay 1000gp for information but we can afford to allow these guerrillas to continue even less."

The captain wants the PCs' approval of the idea and he waits for it. The PCs can attempt to use Diplomacy to lower the price of Dilt's ransom. For every point that the PCs' Diplomacy (or Intimidate) roll beats Dilt's Sense Motive roll, he will agree to lower the price by 20gp. Feel free to add circumstance modifiers for good role-playing, as you deem appropriate. Dilt never agrees to less than 500gp.

The PCs are free to question Dilt further if they like. Captain Silvertree even provides a *zone of truth* spell if requested. The captain will not approve the use of excessive force or illegal magic (e.g., a *detect thoughts* spell) to extract information from Dilt. Dilt's story is indeed a true one and he intends to honor his bargain – if only because he wants revenge.

Dilt is cooperative but not otherwise an honorable person. He is cagey about his history and for good reason. Dilt used to work as a scout in the Iuz military before the Furyondy invasion. He went AWOL in the confusion and hid in the woods. He doesn't know how the guerillas were able to contact him. He does not reveal this information if he can in any way avoid doing so. Before his time serving Iuz, he worked for the army of the Horned Lands but betrayed them to Iuz for a large sum of gold. In short, Dilt is scum.

Dilt's *ring of wishes* has a permanent *Nystul's undetectable aura* spell cast upon it. If the PCs cast *detect magic* they see no magic on Dilt. Dilt looted the ring from a wizard he found dead in the woods years ago. He does not know it is magical.

The hideout is about two and half days walk south and east of Molag. It's located in a limestone cave near a stream in a particularly heavily wooded area. If the PCs manage to extract this information from Dilt, they can discover the front door to the hideout with a successful Survival check (DC 25). For each failed check, there is a cumulative 20% chance that they will be discovered by a gnoll patrol. (Use the stats from Encounter Two.) If the PCs successfully discover the front door to the hideout, you can skip to Encounter Six.

Once the PCs are ready, Captain Silvertree speaks again.

"I'm prepared to pay this man and release him into your custody whenever you are ready. While I don't believe he is honorable, I want you to give him the benefit of the doubt. I expect you to honor the deal. Protect him as you would any other member of your party until he has done his part of the bargain. Then allow him to go on his way. I will pay him his ransom when you leave. If he attempts to flee before he has shown you the location of the hideout, you have my

permission to use lethal force to retrieve the king's gold."

Encounter Five

This encounter occurs once the PCs agree to allow Dilt to lead them to the lair and the hidden back door.

On the afternoon of your third day in the wilderness, Dilt leads you to a small stream that runs in a deep channel through the woods. He turns and follows a small game trail that runs up stream. The running water is somewhat lulling, but the half-orc seems on edge. A pair of pheasants breaks from the brush nearby and Dilt's sword is already out of his sheath before he realizes there's no danger and relaxes again. After another half hour, Dilt suddenly stops in the middle of the trail. He pauses and glances around then stares intently at a hill that's before you. "Quiet now," he breathes. "We're getting close." The stream breaks east, but Dilt gingerly steps off the path and moves west. He pauses briefly before moving on, then stops again near the base of the hill. At his feet, you realize, is a hole in the ground that looks like some sort of large animal den. "There," he says pointing. "This is the back door to the cave."

Any PC who stands next to the hole can smell the strong odor of stale urine. A successful Listen check (DC 35) reveals the soft echo of water from deep within the hole. The DC drops to 25 once the PC is in the hole and then drops again to 20 once the PC has entered the tunnel (see below).

The hole descends nearly vertically for about eight feet then stops. Someone leaning over the edge of the hole can clearly make out the bottom. The hole is about seven feet wide at the top but narrows to five feet at the bottom. The bottom half of the tunnel is limestone. A small or medium-sized PC can easily slip down to the bottom without injury.

A PC who uses the Track feat to examine the area gets information depending upon their Survival check:

- DC 10 - A boot print is evident near the hole.
- DC 15 - Multiple humanoids have been to the hole recently.
- DC 20 - At least a dozen distinct humanoids have visited the hole. Some of the prints are less than 24 hours old.
- DC 25 - It appears that the humanoids never actually entered the hole. They approached it from multiple directions (but usually the west) and then left. Not

all the humanoids were here at the same time. The oldest prints are more than a month old.

- DC 30 - The humanoids are almost exclusively gnolls, but at least one is a heavy-set human. They always arrived in pairs. The most recent prints are from about mid-morning. The next most recent prints are from yesterday sometime between 5pm and midnight.

A patrol of two gnolls circles the hill twice a day (usually after breakfast and after sunset). They are not required to stop at the hole, but it is a handy place to stop, talk and occasionally empty their bladders. A PC can track the gnolls around the hill to the front entrance with a second Track check (DC 15). If the PCs stay in the area too long, they run a high risk of being discovered.

Once a PC reaches the bottom of the hole, she can see that a small tunnel has been carved into the stone that heads deeper into the hillside to the south. A successful Knowledge – Dungeoneering check (DC 10) confirms that the tunnel was created naturally by water, probably by an old tributary of the nearby stream. A more knowledgeable PC (DC 20) can see that the tunnel shows signs of occasional flooding during heavy rains. There is no danger of that happening today. It has not rained in a week and the sky has only a few clouds.

Dilth is willing to enter the hole but he won't go first unless the PCs make an opposed Diplomacy or Intimidate check. When Dilth worked for the guerillas, he was told that this tunnel was a back entrance but he has never been in it before. He does not know where the tunnel emerges in the main cave.

If the PCs attempt to scry the cavern before entering (e.g., with an *arcane eye* spell), keep in mind that the cavern is completely dark so a spellcaster without darkvision learns nothing from the scrying.

The tunnel leading away from the hole is carved directly out of the limestone. It rapidly becomes completely dark unless the PCs bring a light source. The floor is damp and the air is humid. The first thirty feet of the tunnel is only three feet in diameter. Medium sized PCs will need to make an Escape Artist check (DC 13) to move 10ft per round through the tunnel. After the first thirty feet the tunnel's roof becomes high enough that PC's no longer need to make the Escape Artist check to crawl through this portion of the tunnel. After another fifty feet the tunnel ceiling opens to where the PCs can crouch (half movement). The tunnel has also widened gradually to a width of seven to nine feet. When the PCs reach this point in the tunnel, they have reached the far northern end of the map depicted in DM's Aid #1.

Assuming the PCs can see in the dark (either with darkvision or a light source) read the following:

Your hands and knees are wet from the crawl through the tunnel. The sound of running and splashing water comes from somewhere in front. It sounds like a tributary of the stream might divert into this cave somewhere ahead...and not far ahead at that. Ahead of you the tunnel narrows just a little before widening out into a passageway where you can all walk erect and perhaps even two abreast.

Directly in front of the lead PC (at the northern edge of the map) is an *alarm* spell cast by Lo, so the caster level is equal to the APL. If the lead PC takes another step, he will trigger the *alarm*, which silently notifies the kobolds in Area D of approaching danger. Once that step is taken, you should have the PC's roll initiative and remain in initiative order until this encounter ends. Count how long it takes the PCs to reach the entrance to the main cavern. Keep in mind that PCs at the rear may be crouching or even crawling. Remember that if a rogue is checking for traps, the PCs are able to move only one movement per round, since Searching is a standard action. If you had the players make an extra Listen check earlier, this is where you can use it. The kobolds immediately begin casting spells to prepare for battle (see tactics section below). Unfortunately for the PCs, the waterfall masks the sound of spellcasting. The lead PC needs to make a Listen check (DC 35) to hear the kobolds due to distance, partially impeding walls and the cacophony of the water falling. The DC increases by 1 for each 10 feet a PC is behind the lead PC and decreases by 1 for each 10 feet a PC moves closer to the cavern to reflect the distance factor.

As the PCs get closer they can see that the passageway opens up into a large cavern. The combatants inside are hiding out of sight and are not moving. The waterfall completely masks any small sounds they might be making. The guerillas are content to wait for the PCs to come to them. If the PC's manage to bypass the *alarm* spell without setting it off the kobolds are in area D and the gnolls are in the southern area of the cavern.

Now you can see into a large cavern. The far side is well beyond the edge of your vision. The ceiling is some forty feet high and roughly dome shaped. Rough ledges line either side of the walls about thirty feet up. The floor slopes slightly downward and appears fairly wet and slick. The sound of the waterfall is louder now but just out of sight to left. A mist fills the air in that direction but does not significantly impede your view of the attacking humanoids. As you take your first full breath of

battle, a small silver sphere sails past and explodes behind you. It looks like you've found the guerillas.

Trap: At the point marked with an X on the map, the ceiling has been deliberately weakened by the kobolds. One of the gnolls is equipped with a necklace of missiles. He repeatedly hurls spheres from the necklace into that part of the cavern. The explosion has a 10% chance per d6 of the fireball to collapse the ceiling in that part of the cave. In addition to the damage from the fireball, the ceiling may further injure the PC standing in that spot (see Trap description below). A collapse blocks that part of the cave, requiring 1d4+1 minutes of digging to excavate a hole large enough for a medium sized PC to crawl through (a full round action that provokes attacks of opportunity). A player with a shovel can halve that time (convert fractions to rounds). Two players with shovels can reduce it to one third of that time. Additional shovels will not help as there is not enough room to use them. Adamantine weapons do not reduce the time required. PCs who encounter the trap and either disarm it or experience its effects receive experience for this portion of the encounter.

APL 6 (EL 3)

Collapsing Ceiling Trap: CR 3; mechanical; manual trigger; no reset; Atk +12 ranged (4d6 rubble); Search DC 19; Disable Device DC 23; Market value 400 gp

APL 8 (EL 4)

Collapsing Ceiling Trap: CR 4; mechanical; manual trigger; no reset; Atk +12 ranged (6d6 rubble); Search DC 19; Disable Device DC 23; Market value 400 gp

APL 10 (EL 5)

Collapsing Ceiling Trap: CR 5; mechanical; manual trigger; no reset; Atk +12 ranged (8d6 rubble); Search DC 19; Disable Device DC 23; Market value 400 gp

APL 12 (EL 6)

Collapsing Ceiling Trap: CR 6; mechanical; manual trigger; no reset; Atk +12 ranged (10d6 rubble); Search DC 19; Disable Device DC 23; Market value 400 gp

Creatures: Kari and Lo, two of a set of kobold triplets, are the masterminds of the recent raids on Furyondy patrols. (Their third triplet brother, Murr, is elsewhere in the Horned Lands right now, but occasionally comes to visit his brothers.) The kobolds are rising stars in this part of the Old One's army. They are shrewd and charismatic leaders who have selected and trained some of the best warriors to fulfill their mission: to harass and weaken the Furyondy military in and around Molag.

The kobolds have been waiting now for their overdue raiding party to return (i.e., the one that attacked the PCs). The delay has been long enough at this point that the kobolds are suspecting (correctly) that the gnolls were killed or captured. The kobolds have always been aware that they would eventually be tracked down, and their lair attacked. They are expecting company, albeit the Furyondian military and not a strike force like the PCs. Kari and Lo fully intend to abandon their lair the moment it's hidden location has been compromised and lay low for a month or two until they can find a new hideout and resume their activities.

APL 6 (EL 0)

Kari, male kobold Sor 6: hp 25; see *Appendix One*.

Lo, male kobold Sor 6: hp 25; see *Appendix One*.

Gnoll Barbarians (3): male gnolls Bar 2, hp 47; see *Appendix One*.

Fiendish Ogre (3): male large giant/large outsider War 1, hp 48; see *Appendix One*.

Gnoll Archers (3): male gnolls Rog1, hp 28; see *Appendix One*.

APL 8 (EL 0)

Kari, male kobold Sor 8: hp 33; see *Appendix Two*.

Lo, male kobold Sor 8: hp 33; see *Appendix Two*.

Gnoll Barbarians (3): male gnolls Bar 4, hp 67; see *Appendix Two*.

Hill Giants (3): male large giant, hp 102; see *Monster Manual pg 123*.

Gnoll Archers (3): male gnolls Rng2/Rog1, hp 44; see *Appendix Two*.

APL 10 (EL 0)

Kari, male kobold Sor 10: hp 41; see *Appendix Three*.

Lo, male kobold Sor 10: hp 41; see *Appendix Three*.

Gnoll Barbarians (3): male gnolls Bar 6, hp 87; see *Appendix Three*.

Fiendish Hill Giant (3): male large giant/large outsider War 1, hp 147; see *Appendix Three*.

Gnoll Archers (3): male gnolls Rng2/Rog3, hp 59; see *Appendix Three*.

APL 12 (EL 0)

Kari, male kobold Sor 12 hp 49; see *Appendix Four*.

Lo, male kobold Sor 12: hp 49; see *Appendix Four*.

Gnoll Barbarians (3): male gnolls Bar 8, hp 107; see *Appendix Four*.

Fiendish Hill Giant (3): male large giant/large outsider Bar 2, hp 164; see *Appendix Four*.

Gnoll Archers (3): male gnolls Rog5/Rng2, hp 75; see *Appendix Four*.

Tactics: The guerillas are all in area A on the map (see DM's Aid #1). They've deliberately kept themselves out of sight of the rear tunnel, so none of them are right next to the entrance to that tunnel but instead around corners, out of darkvision range or in the mist from the waterfall.

As described above, one gnoll possesses a necklace of fireballs. He is stationed at the edge of the mist about twenty feet from the ladder to area D so that he has a direct shot down the PCs' entrance tunnel. He only needs to throw his spheres about fifteen feet down the tunnel for the explosion to reach the weakened area. He had a readied action to toss the largest sphere into the hole when the combatants arrived (see previous boxed text). His primary goal is to collapse the tunnel. Once that is done he directs his fireballs to places where they might harm the PCs while causing minimal damage to his allies. If threatened or there is a clear need for his sword arm he enters the fray.

The guerillas love a good fight and wade in immediately. The gnolls have fought together often enough that their tactics are sound. The "heavies" are less disciplined but obey shouted requests from the gnolls if they aren't unreasonable. They always use their smite ability on their first attack. None of the guerillas are willing to sacrifice their lives for the battle. If one of them drops below 10% of his hit points he attempts to withdraw. If it becomes obvious to the guerillas that the fight is lost, they surrender or (preferably) run for the nearest exit.

Kari and Lo are perched on the ledges on either side of the entrance (areas C and D) in a position that gives them cover from the ground but also affords them a good view of the PCs in the tunnel. They begin casting the following spells after the *alarm* is triggered:

Lo

- Round 1: *Message* (to the front door guardians (the creatures from encounter 6) to come immediately. They arrive in two rounds and descend to ready positions in area A in three more rounds).
- Round 2: *Resist energy (fire)*.
- Round 3: *Grease* (on the ladder to area D)
- Round 4: *Resist energy (electricity)*

APL 8 and up:

- Round 5: *Shield*

Kari

- Round 1: *Shield*
- Round 2: *Protection from good*
- Round 3: *Protection from good* on Lo
- Round 4: *Resist energy (fire)*
- Round 5: *Resist energy (electricity)*

APL 10 and up:

- Round 6: *Spectral Hand*

If the PCs haven't shown up by Round 6 (which is likely because this is only about half a minute) then Lo begins summoning monsters using his highest available *Summon Monster* spell, using all available slots at that spell level to do so. Remaining lower level spell slots are reserved for combat. Kari moves to area C so that he and Lo aren't too close together. At higher APLs his *Cone of Cold* is pointed downward so that it can affect an oblique circular area.

As soon as the first PC enters the cavern, Lo and Kari begin throwing offensive spells. Kari is using damage dealing spells and Lo is attempting to incapacitate. Once the first PC spellcaster (divine or arcane) enters the cavern, the kobolds' tactics shift. Kari begins readying his combat spells to disrupt that caster's spellcasting. When a second PC spellcaster enters, Lo begins readying to counterspell the second caster. If Lo doesn't have the spell that is being cast, he counterspells with *dispel magic* instead.

Lo and Kari are not about to fight to the death. If either of them begins to be hard-pressed, he flees as best as possible. If the gnolls retreat, the kobolds retreat as well. However, given their ensconced position, flight may not be possible. If so, they attempt to surrender and honor the terms of the surrender.

Development: During the battle, pay close attention to the environmental factors in the cave. Moving through in area A requires a DC 10 Balance check. Therefore, running or charging is not possible in this area. Reaching areas B, C, D or E requires climbing a ladder (DC 0 or DC 20 if it has been affected by a *grease* spell). The low ceiling in areas D and E cause many medium sized creatures to be squeezed should they enter the area. (See DM's Aid #1 for more details.)

This fight is designed to overwhelm the PCs. It may not succeed in doing so but do your best to hurt the PCs and hurt them badly. If the PCs still manage to beat this encounter they are awarded experience for Encounters Six and Seven, do not run those encounters. During the fight, it's important that Dilt stay alive. Dilt is here to guide the PCs to the hideout. He won't fight except to defend himself and certainly won't volunteer to go first into the cavern. Make sure he is *not* standing under the trap when combat begins!

If the PC's encounter this trap but flee or die in the subsequent combat without triggering the wish ring and without completing the adventure then they gain experience for the collapsing ceiling trap. This is noted in the experience point summary.

Pay attention to the real time spent running this encounter. It is designed to scare and overwhelm the party and should not be drawn out much longer than 3 rounds unless the party is exceptionally successful against the enemies. Even if this happens the ring should still be triggered if a party member dies in this encounter. Once the fight begins to go badly (e.g., the party is split by the collapsing ceiling trap, a key PC is neutralized or killed, etc.) Dilt accidentally activates his ring. Read the following text:

Dilt is clearly overwhelmed by the battle. "We aren't going to win this fight," he says with a tinge of fear in his voice. "I wish we hadn't come in here!" At that instant the darkness of the cavern is replaced by an instant of bright light. You fight off a brief wave of vertigo as Dilt suddenly stops in the middle of the trail.

He pauses and glances around then stares intently at a hill that's before you. "Quiet now," he breathes and glances pointedly over his shoulder at you. "We're getting close." The stream breaks east, but Dilt gingerly steps off the path and moves west. He pauses once more briefly before moving on. Then he stops again near the base of the hill. At his feet is a hole in the ground that looks like some sort of large animal den. "There," he says pointing. "This is the back door to the...." Dilt trails off and his mouth opens with surprise.

*Suddenly you *know* what's in that cave. You know it as if you have been in there before. You remember a fierce battle and a giant domed cavern: a battle that was not going well. You know what's in the cave and what awaits you there and you're not sure you want to face it again.*

Dilt's *wish* spell has rolled back time itself. Give the PCs a Spot check (DC 27) to notice that the ruby is

missing from Dilt's ring. You can also give them a Spellcraft check (DC 29) to realize that they've been affected by a *wish* spell.

With the exception of the actual use of the *ring of wishes*, anything that occurred after the PCs arrived at the hole the first time did *not* happen. This includes spells cast, consumables used, favors spent, injuries received, even death. With effort the PCs can remember details of what happened but it seems dreamlike and surreal.

At this point, the PCs may decide to try the back door again. Dilt flat out refuses to go with them if that happens. If the PCs press him to go down, he suggests maybe the front door won't be so deadly. "If you can take out the door guards first and quickly maybe there's a chance." The PCs may bring up the idea of an alternate entrance themselves. In either case, Dilt is willing to show the PCs the front door (see Encounter Six).

Dilt also refuses to participate in a front door assault (or even go in the front door once the PCs are successful). He receives a +15 circumstance bonus to any Sense Motive checks if the PCs attempt to use Diplomacy or Intimidate to make him go in with them. Even if they succeed, he bolts at first opportunity.

Once the *wish* has gone off, if the PCs delay their assault by more than a few hours, the gnolls and kobolds inside have a similar epiphany and realize that they fought a major battle in the cavern that somehow didn't happen. After some consideration, they decide to play it safe. They gather up their gear and leave the cavern in order to locate a new hideout.

Treasure: See Encounter Six and Seven.

Encounter Six

If at some point the PCs decide to check out the front door to the cave, you should proceed with this encounter. Read or paraphrase the following:

Dilt leads you around to the east away from the river. "Show care and be alert," he says with a note of concern in his voice. "There are patrols about."

If the PCs wish to interrupt at this point to discuss their tactics for the approach let them do so.

The woods are thick here and you have to pick your way carefully through the brush to avoid getting snagged. It's difficult to stay quiet and even Dilt, who has demonstrated a fair amount of skill, is working hard to maintain his stealth. As you breathe through your steps you realize that you can smell a cookfire from somewhere not far off. Eventually, you

reach a point that you reckon is roughly south of the rear entrance.

If the party has made little or minimal effort to maintain stealth so far, have all the PCs make Move Silently checks (DC 13). If any PCs fail then read the following:

Dilth begins moving back north again for a few paces and then stops up short. He makes an exasperated expression toward [PCs who failed the Move Silently check] and speaks in a harsh whisper. "Maybe some of you should remain here to avoid alerting the guards. We'll have little chance of defeating them if they hear us coming." As if on cue, you can hear the sound of voices to the north. They have a deep rumble to them, like the sound coming from a larynx twice the size of any human's. The sound is close, too close to be comfortable. Abruptly there is a loud bark and the voices quiet down out of earshot.

A Listen check (DC 15) is sufficient to make out what the voices are saying, provided the listener can speak Giant: *"Gerrog, that shank is mine, you oaf." "If this is yours then I'm an halfling. Keep your hands to yourself." "You give me that shank or I'll...<bark>"*

Dilth accepts any rational decision the PCs make about how to be stealthy. He'll even accept continuing on with the full party though he makes a note of disgust about it. Once this decision has been made, have Dilth and all the PCs who continue on with him make Move Silently checks. Dilth gets a +4 circumstance bonus because he knows this part of the woods well. These checks are opposed by the guards' Listen checks (made with a -11 penalty for distance and the guards' general inattentiveness). Attempting to sneak back to inform unstealthy PCs of the situation requires another Move Silently check. The dense woods provide effectively total concealment so Hide/Spot checks do not come into play here.

If the PCs are successful at being quiet read the following and then skip to the "Ambushing the Guards" section below:

You continue on roughly a score of paces to the north. Dilth walks more easily now, as if he has come this way before. Abruptly, you spot the flicker of fire ahead and a little to the right. With another step you can make out a pair of hulking forms crouched over it. One of them is greedily sucking the meat from a deer's hindquarters. The other is watching him with menace. This behavior is clearly not unusual because a few gnolls are lounging nearby and ignoring the silent altercation. In fact, two of the gnolls appear to be asleep, or at least dozing. The hill behind them is a short, sheer cliff (about thirty feet high). You can

clearly see a triangular shaped cave entrance in the cliff wall directly in front of you. The entrance is only about five feet tall, quite a squeeze for someone as large as these ogres/giants.

If the PCs fail the Move Silently check, but no PC fails the check by 5 or more, the gnolls are alert but not convinced they are in danger yet. They suffer only a -6 penalty to future Listen checks (instead of -11). Read the following and then skip to the "Ambushing the Guards" section below:

You continue on roughly a score of paces to the north. Dilth walks more easily now, as if he has come this way before. Abruptly, you spot the flicker of fire ahead and a little to the right. With another step you can make out a pair of hulking forms crouched over it. One of them is greedily sucking the meat from a deer's hindquarters. The other is watching him with menace. This behavior is clearly not unusual because the gnolls nearby are ignoring them. Instead, they seem to be staring intently into the woods with bows out and arrows nocked. Two of them seem to be looking right at you for a moment but then their eyes shift elsewhere. The hill behind them is a short, sheer cliff (about thirty feet high). You can clearly see a triangular shaped cave entrance in the cliff wall directly in front of you. The entrance is only about five feet tall, quite a squeeze for someone as large as these ogres/giants.

If any PC fails the Move Silently check by 5 or more read the following:

You continue on roughly a score of paces to the north. Dilth walks more easily now, as if he has come this way before. Abruptly, [PC with worse Move Silently check] slips on a mossy log. With a crackle of dry leaves, his/her boot crunches into the forest floor and he/she lets out soft grunt. Immediately, you hear a series of barks and the sounds of movement not far ahead. Then in a gnoll-accented common you hear, "Someone's in the woods." The voices are getting closer and you can see movement ahead.

If any PC can speak gnoll, she can translate the barks as "Go tell the dragon children that someone-threat is behind the trees." The guards (minus one gnoll) are headed their way and looking for trouble. When combat begins the opponents are approximately fifteen feet from the edge of the woods and due south of the cave entrance (see DM's handout #2).

Any PCs who remained behind because they were unstealthy are 75 feet away from the lead party member when combat begins. These PCs automatically can tell from the sounds that stealth has failed. They will,

however, need to make a Listen check (DC 15) to understand what was said by the gnolls. Due to the trees and undergrowth, movement is reduced by half. Running and charging is impossible.

The gnolls and ogres/giants move directly to where they heard the sound. If the PCs are spotted, they attack. Given the dense undergrowth, anyone twenty feet away has cover. Anyone forty feet away has total cover. So, the gnolls try to stay within twenty feet without putting themselves in melee. The gnoll who ran to warn the kobolds returns to the cave entrance in five rounds. If the battle is still enjoined, he enters the fray. Otherwise, he returns to assist the kobolds in the upcoming assault.

Ambushing the Guards:

In cases where the PCs can successfully ambush the guards, things work much more in their favor. Once they realize they are being ambushed, the guards fight back as best they can. In this situation, no attempt is made to warn the others inside the cave. However, if any gnoll attempts to flee he flees into the cave if possible. The ogres/giants can't take the time to squeeze into the hole.

Creatures:

APL 6 (EL 8)

Fiendish Ogre (3): male large giant/large outsider, hp 43; see *Appendix One*.

Gnoll Archers (3): male gnolls Rog1, hp 28; see *Appendix One*.

APL 8 (EL 11)

Hill Giants (3): male large giant, hp 102; see *Monster Manual pg 123*.

Gnoll Archers (3): male gnolls Rgr2/Rog1, hp 44; see *Appendix Two*.

APL 10 (EL 13)

Fiendish Hill Giant (3): male large giant/large outsider, hp 142; see *Appendix Three*.

Gnoll Archers (3): male gnolls Rgr2/Rog3, hp 59; see *Appendix Three*.

APL 12 (EL 15)

Fiendish Hill Giant (3): male large giant/large outsider Bar 2, hp 164; see *Appendix Four*.

Gnoll Archers (3): male gnolls Rog5/Rgr2, hp 75; see *Appendix Four*.

Tactics: The ogres/giants move immediately to engage the nearest PC in melee. The gnolls stay right behind

them and lay down missile fire. If this fails, they enter melee and fight. Once combat has begun, Dilth attempts to flee if possible.

Remember that these combatants are not here to fight to the death. They attempt to flee or surrender if they are injured below 10% of their hit points. If it's obvious they are losing the battle, they attempt to flee en masse in different directions.

Treasure:

APL 6: Loot – 239 gp, Coin – 0 gp, Magic – none.

APL 8: Loot – 236 gp, Coin – 0 gp, Magic – none.

APL 10: Loot – 236 gp, Coin – 0 gp, Magic – none.

APL 12: Loot – 236 gp, Coin – 0 gp, Magic – none.

Development: If no gnolls escape to warn the kobolds but the PCs attempt to rest and regroup after this fight, it doesn't take the creatures inside long to figure out what happened. A pair of gnolls comes out about once an hour to check on the guards. The instant they sense danger (i.e., the guards are missing, they are attacked, there are blood stains on the grass, etc.), they retreat back into the cave to tell the others.

If at any point the kobolds are warned that the front door guards are in danger (or missing, dead, etc.), they prepare as they did in Encounter Five (except that Lo and Kari both move to area C after they finish their buff spells). If the PCs are not forthcoming in five minutes, they gather their belongings and flee out the back door with the remaining gnolls (pausing to refresh expired buff spells before they emerge).

Once the guerillas have fled, the PCs can attempt to Track them down (DC 14). Assuming that the PCs can move at full speed while tracking, they catch up with the guerillas by making a successful Track check for each hour that the guerillas are ahead of them (minimum 1). Each failed check delays them by 1 hour and assesses a cumulative -1 penalty to successive Track checks. Three failed checks in a row means that the trail is lost. If any PC can move at full speed while tracking, only half the prescribed number of track checks are required.

Encounter Seven

Once the door guards have been defeated, the PCs need to enter the cave to defeat the kobolds and their gnoll guerillas. While the cave's mouth appears to be five feet high, when the PCs approach they see that the ground drops at the entrance making it an easy six-foot clearance. This promptly increases to about twelve feet as the passage goes back further into the hill. The distance from

the entrance to the main cavern is about 110 ft. This makes it about sixty feet to the edge of area B as shown in DM's Aid #1.

Creatures:

If the cave's occupants have been alerted to the PCs' presence, then Kari and Lo have buffed up as described in Encounter Five. The gnolls and summoned creatures have prepared a defense in area B and the kobolds are in area A. Lo is standing just inside the mist from the waterfall and out of sight. Kari is standing roughly halfway between the ladder to area C and the ladder to area B.

If the PCs have reached this far without alerting the gnolls, then they are lounging about the south end of area A. Two of them are napping. Kari and Lo are in area D, discussing the possible fates of their missing raiding party. The kobolds have a map of the area spread out on the table and are chattering dejectedly over it. Due to the gnolls inattentiveness, the distance, and the sound of the waterfall it is impossible for the gnolls to hear the PCs approach if the PCs make any attempt to be stealthy. The gnolls also receive a -6 penalty to Spot checks to notice a PC who is hiding from them.

APL 6 (EL 8)

Kari, male kobold Sor 6: hp 25; see *Appendix One*.

Lo, male kobold Sor 6: hp 25; see *Appendix One*.

Gnoll Barbarians (3): male gnolls Bbn2, hp 47; see *Appendix One*.

APL 8 (EL 10)

Kari, male kobold Sor 8: hp 33; see *Appendix Two*.

Lo, male kobold Sor 8: hp 33; see *Appendix Two*.

Gnoll Barbarians (4): male gnolls Bbn4, hp 67; see *Appendix Two*.

APL 10 (EL 12)

Kari, male kobold Sor 10: hp 41; see *Appendix Three*.

Lo, male kobold Sor 10: hp 41; see *Appendix Three*.

Gnoll Barbarians (4): male gnolls Bbn6, hp 87; see *Appendix Three*.

APL 12 (EL 14)

Kari, male kobold Sor 12 hp 49; see *Appendix Four*.

Lo, male kobold Sor 12: hp 49; see *Appendix Four*.

Gnoll Barbarians (4): male gnolls Bbn8, hp 107; see *Appendix Four*.

Tactics: Once combat begins, the gnolls engage as best they can. The gnoll with the necklace of fireballs throws fireballs at the PCs as long as he can avoid melee. (The EL above has been adjusted due to PC knowledge of the combatants and tactics).

The explosions and shouts of the gnolls draw the attention of the kobolds. Kari and Lo each cast *shield* upon themselves and clamber down the stairs to area A to join the fray. They move through the mist to gain concealment as they approach. Once they can see the PCs, they throw offensive spells until one or both of them drops below 50% of his hit points. Then they attempt to flee out the rear entrance (again using the mist for cover). The gnolls fight for two rounds and then follow. However, when they realize the passage requires them to squeeze, they stop and attempt to surrender (assuming the PCs follow them).

Remember that the gnolls are not willing to fight to the death. They attempt to flee or surrender if they are injured below 10% of their hit points. If it's obvious they are losing the battle, they attempt to flee as described above.

Treasure: The guerillas are under the employ of Iuz. As such, they have little treasure other than their personal belongings.

APL 6: Loot – 103 gp, Coin – 0 gp, Magic – 163 gp; *Necklace of fireballs (Type I)*- (138 gp each), *arcane scroll of protection from arrows*- (25 gp each).

APL 8: Loot – 103 gp, Coin – 0 gp, Magic – 250 gp; *Necklace of fireballs (Type II)*- (225 gp each), *arcane scroll of protection from arrows*- (25 gp each).

APL 10: Loot – 103 gp, Coin – 0 gp, Magic – 1309 gp; *Necklace of fireballs (Type IV)*- (450 gp each), *headband of conscious effort*- (667 gp each), *vest of resistance +3* (750 gp each), *vest of resistance +1* (167 gp), *arcane scroll of protection from arrows*- (25 gp each).

APL 12: Loot – 103 gp, Coin – 0 gp, Magic – 2084 gp; *Necklace of fireballs (Type VII)*- (725 gp each), *headband of conscious effort*- (667 gp each), *vest of resistance +3* (750 gp each), *vest of resistance +1* (167 gp), *scroll of power word stun* (250 gp each), *scroll of bigby's clenched hand* (250 gp each), *arcane scroll of protection from arrows*- (25 gp each).

Development: If captured, Kari and Lo quickly succumb to any intimidation. They answer any questions asked but attempt to Bluff the PCs 50% of the time. The kobolds are well aware that if they supply the Furyondian forces any information about Iuzian troops they have a very bad ending waiting for them somewhere down the road. They know of other guerillas in the area but they don't

work with them and don't know where they are headquartered.

Conclusion

Once you have completed the conclusion, if this is the premiere, please complete the critical event summary at the end of the event and return it to the Furyondy Plots coordinator, Michelle Sharp, or RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

Please review the relevant favors before handing out the ARs and mark off any favors that the PC does not obtain.

Conclusion A: The PC's successfully defeat all of the mercenary company, this is satisfied by both Kari and Lo being killed or captured.

You may role-play this scenario out if you have time. The PC's receive a well-deserved reward from the military, whether they accept it or not, and most PC's would like to be the recipient of this offer in character. Please adjust box text according to the role-playing opportunity available for this conclusion.

Upon your return to Molag you are ushered directly to see Captain Silvertree. "Welcome back! Since you have returned with your skin intact I suppose that you were successful in routing the guerillas?"

Allow the PC's to explain the situation as it happened to them.

"I can see that you are indeed very skilled in this type of warfare. Furyondy is in dire need of soldiers with your exceptional skills, especially since we are short of good Scouts at the moment thanks to the efforts of those guerillas. Assuming that you can pass the most basic tests we have, would you be interested in joining up with my command right now and bypassing your basic training period? You have certainly proven yourselves capable and the Scouts could use some good men right now with war on the horizon. Either way, you have my thanks and you may have the use of my personal weapon smith and armorer to add some enchantments to your weapons and armor. They are quite skilled and can offer some excellent options for the enhancement of your arsenals."

The PC's gain the Favor of Captain Silvertree. They also gain the Favor of the Furyondy Infantry Scouts, if they do not have the Disfavor of the military or infamy with the military from another module. PCs who have the Disfavor/Infamy from a previous module will lose the first such incident they attained instead of gaining the favor. If any PC lies to Captain Silvertree about either or both of the kobolds escaping and no one in the party contradicts the false story, the entire party gains the Disfavor of the Furyondy Military. Should a PC contradict the story, only the PC telling the lie loses the Favor of the Captain and receives the Disfavor of the Furyondy Military.

Regardless of which conclusion the party earns against the guerillas, if the wish ring was triggered by Dilt and the party went back in time they are the recipients of the Out of Order effect.

Conclusion B: The PC's defeat the mercenary company but one of either Kari or Lo escape.

Upon your return to Molag, you are ushered directly to see Captain Silvertree. "Welcome back! Since you have returned with your skin intact I suppose that you were successful in routing the guerillas?"

Allow the PC's to explain the situation as it happened to them.

"So both of the infernal kobolds were not defeated, hmmm. I think we shall be hearing from that one again some time soon. At least you were able to break up their operation. Hopefully it will take some time to put together a plan like this again if the little creature is even able to. Even so, you have my thanks and you may have the use of my personal weapon smith and armorer to add some enchantments to your weapons and armor. They are quite skilled and can offer some excellent options for enhancements to your arsenals."

The PC's gain the Favor of Captain Silvertree. They do not gain the Favor of the Furyondy Infantry Scouts. However, any PC who has the Disfavor/Infamy from a previous module will lose the first such incident they attained instead of gaining the favor, assuming they do not lie to the Captain about the results of their mission. If any PC lies to Captain Silvertree about either or both of the kobolds escaping and no one in the party contradicts the false story the entire party gains the Disfavor of the Furyondy Military. Should a PC contradict the story, only the PC telling the lie loses the Favor of the Captain and receives the Disfavor of the Furyondy Military.

Regardless of which conclusion the party earns against the guerillas, if the wish ring was triggered by Dilt and

the party went back in time they are the recipients of the Out of Order effect.

Conclusion C: The PC's do not defeat the mercenary company as both Kari and Lo escape.

Upon your return to Molag you are ushered directly to see Captain Silvertree. "Welcome back! Since you have returned with your skin intact I suppose that you were successful in routing the guerillas?"

Allow the PC's to explain the situation as it happened to them.

"This could have dire consequences for the war effort. The Furyondy Military thanks you for your efforts. Maybe the vile little creatures will not be able to set up operations again but given how skilled their attacks have been to this point there seems little hope of that outcome. You may purchase supplies for your next journey at the commissary inside the city gates, good day now."

The PC's do not gain the Favor of Captain Silvertree nor do they gain the Favor of the Furyondy Infantry Scouts. If any PC lies to Captain Silvertree about either or both of the kobolds escaping and no one in the party contradicts the false story, the entire party gains the Disfavor of the Furyondy Military. Should a PC contradict the story, only the PC telling the lie loses the Favor of the Captain and receives the Disfavor of the Furyondy Military.

Regardless of which conclusion the party earns against the guerillas, if the wish ring was triggered by Dilt and the party went back in time they are the recipients of the Out of Order effect.

The End

Experience Point Summary

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

Encounter One

Defeat Grawl and the gnolls in the ambush

APL 6 210 xp

APL 8 270 xp

APL10 330 xp

APL12 390 xp

Encounter Five

This encounter is voided by the magic of the *wish* ring and as such it awards no experience. If a party defeats this combat without the ring being used award xp for both encounter 6 and 7.

NOTE

If the party encounters the collapsing ceiling trap but somehow does not complete the adventure they still receive the experience for the collapsing ceiling trap. This is only awarded if they do not complete the adventure.

APL 6 90xp

APL 8 120xp

APL 10 150xp

APL 12 180xp

Encounter Six

Defeat the guards at the cave entrance

APL 6 270 xp

APL 8 330 xp

APL10 390 xp

APL12 450 xp

Encounter Seven

Defeat the Kari and Lo and the gnoll mercenaries

APL 6 240 xp

APL 8 300 xp

APL10 360 xp

APL12 420 xp

Story Award

Defeat the group of mercenaries

APL6 70 xp

APL8 90 xp

APL 10 110 xp

APL 12 130 xp

Discretionary roleplaying award

APL6 110 xp

APL8 135 xp

APL10 160 xp

APL12 185 xp

Total possible experience:

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the

GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter One:

APL 6: L: 443 gp; C: 0 gp; M: 167 gp- *gloves of fortunate striking* (167 gp each)

APL 8: L: 443 gp; C: 0 gp; M: 292 gp- *gloves of fortunate striking* (167 gp each), *belt of one mighty blow* (125 gp each)

APL 10: L: 443 gp; C: 0 gp; M: 292 gp- *gloves of fortunate striking* (167 gp each), *belt of one mighty blow* (125 gp each)

APL 12: L: 443 gp; C: 0 gp; M: 602 gp- *battleaxe +1* (193 gp each), *gloves of fortunate striking* (167 gp each), *belt of one mighty blow* (125 gp each), *oil of foebane* (117 gp each)

Encounter Six:

APL 6: L: 239 gp; C: 0 gp; M: 0 gp

APL 8: L: 236 gp; C: 0 gp; M: 0 gp

APL 10: L: 236 gp; C: 0 gp; M: 0 gp

APL 12: L: 236 gp; C: 0 gp; M: 0 gp

Encounter Seven:

APL 6: L: 103 gp; C: 50 gp; M: 163 gp- *necklace of missiles (Type I)* (138 gp each), *scroll of protection from arrows* (25 gp each)

APL 8: L: 103 gp; C: 50 gp; M: 250 gp- *necklace of missiles (Type II)* (225 gp each), *scroll of protection from arrows* (25 gp each).

APL 10: L: 103 gp; C: 50 gp; M: 1725 gp- *necklace of missiles (Type IV)* (450 gp each), *headband of conscious effort* (333 gp each), *vest of resistance +3* (750 gp each), *vest of resistance +1* (167 gp), *scroll of protection from arrows* (25 gp each).

APL 12: L: 103 gp; C: 50 gp; M: 2500 gp- *necklace of missiles (Type VII)* (725 gp each), *headband of conscious effort* (333 gp each), *vest of resistance +3* (750 gp each), *vest of resistance +1* (167 gp), *scroll of power word stun* (250 gp each), *scroll of bigby's clenched hand* (250 gp each), *scroll of protection from arrows* (25 gp each).

Total Possible Treasure

APL 6: L: 785 gp; C: 50 gp; M: 330 gp - Total: 1165 gp (Maximum 900 gp).

APL 8: L: 782 gp; C: 50 gp; M: 542 gp - Total: 1374 gp (Maximum 1300 gp).

APL 10: L: 782 gp; C: 50 gp; M: 2017 gp - Total: 2849 gp (Maximum 2300 gp).

APL 12: L: 782 gp; C: 50 gp; M: 3102 gp - Total: 3934 gp (Maximum 3300 gp).

Special

Favor of Captain Silvertree: You have performed a valuable service for the Furyondy Infantry Scouts. His personal weaponsmith will upgrade a weapon from +1 to +2 or add the Bloodseeking or Exit Wound enhancement to your weapon. You may instead chose to have Captain Silvertree's personal armorer upgrade a suit of armor or shield from +1 to +2 or add the Anti-Impact or Death Ward enhancement. This favor counts only as access and you must pay the difference in market value for the upgrade. Until this favor is expended, you are deemed to have an Influence Point with the Furyondy Military.

Favor of the Furyondy Infantry Scouts: The Furyondy Infantry Scouts are in dire need of recruits from the thinning of their ranks by the guerilla band. Due to excellent performance on this mission, current members of the Scouts are offered a field promotion to the next rank effective immediately. PCs who are not members are offered an immediate position with the unit at no initial cost in TUs as long as the character meets the requirements for entry to the unit found in the Furyondy Meta-Regional Handbook. Those PCs who have the disfavor of or infamy with the Furyondy Military must use this favor to remove that condition from their PC instead.

Disfavor of the Furyondy Military: This PC gave false information to the military regarding the guerilla activities around Molag. The PC will be arrested on sight at any such activities for a year from the date on this AR. If arrested, the PC will be jailed for a term of 12TU's. If the PC is also an active member of the military, they are immediately stripped of all rank and dishonorably discharged. They will not be permitted to join the military at any point in the future.

Out of Order: Your trip through a time loop has left your place in time's normal order a little distorted. At any time when your turn in the initiative order comes up you may elect to roll a d20 to check for a localized "hiccup" in time. If the result is a natural '13' then the hiccup occurs. For that round only, you are entitled to two standard

actions and a move action (or one full round action and one standard action). This hiccup in time will only happen to you once. Have your judge mark 'USED' through this text when your hiccup occurs.

Items for the Adventure Record

Item Access

APL 6:

- Gloves of Fortunate Striking (Adventure; MH; 2,000 gp)
- Necklace of Fireballs, Type I (Adventure; DMG; 1650 gp)

APL 8 (all of APL 2 plus the following):

- Belt of One Mighty Blow (Adventure; MH; 1,500 gp)
- Necklace of Fireballs Type II (Adventure; DMG; 2,700 gp)

APL 10 (all of APLs 2-8 plus the following):

- Headband of Conscious Effort (Adventure; CV; 4,000 gp)
- Necklace of Fireballs Type III (Adventure; DMG; 4,350 gp)
- Vest of Resistance +1 (Adventure, CA, 1,000 gp)
- Vest of Resistance +3 (Adventure; CA; 9,000 gp)

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

- Oil of Foebane (Adventure; CV; 1,400 gp)
- Necklace of Fireballs Type VII (Adventure; DMG; 8,700 gp)
- Scroll of Power Word Stun (Adventure; DMG; 3,000 gp)
- Scroll of Bigby's Clenched Fist (Adventure; DMG; 3,000 gp)

Appendix One – APL 6

Encounter One

Grawl: Male fiendish gnoll Rgr1/Bbn1/Rog1; CR 5; Medium Humanoid (gnoll) (7'6"); HD 2d8+1d8+1d12+1d6+15; 43 hp; Init +2; Spd 40 ft; AC 17; touch 12; flat-footed 15; BAB/Grp +3/+8; Atk +9 melee (1d8+5/x3, masterwork battleaxe) or +5 ranged (1d6+5, javelin); Full Atk +9 melee (1d8+5/x3, masterwork battleaxe) or +5 ranged (1d6+5, javelin); SQ Darkvision 60ft, fiendish smite good, spell resistance 11, damage reduction 5/magic, resistance 5 vs cold and fire, wild empathy, favored enemy humanoids (human) (+2), Rage 1/day, Sneak Attack +1d6, Trapfinding; AL CE; SV Fort +10, Ref +6, Will +0; Str 20, Dex 14, Con 16, Int 6, Wis 11, Cha 6.

Skills and Feats: Listen +7, Spot +7, Survival +8, Tumble +7; Track, Combat Reflexes, Power Attack, Blind-Fight.

Possessions: Chain Shirt, *gloves of fortuitous striking*, 5 javelins, masterwork battleaxe, masterwork kukri.

Gnoll Archer: Male gnoll Rog1; CR 2; Medium Humanoid (7'11"); HD 2d8+1d6+9; 28 hp; Init +2; Spd 30 ft; AC 15; touch 12; flat-footed 13; BAB/Grp: +1/+6; Atk: +6 melee (1d6+5/19-20 shortsword) or +4 ranged (1d8+5/x3 mighty composite longbow +5); Full Atk: +6 melee (1d6+5/19-20 shortsword) or +3 ranged (1d8+5/x3 mighty composite longbow +5); SQ Darkvision 60 ft., Sneak Attack +1d6, Trapfinding; AL CE; SV Fort +6, Ref +4, Will +0; Str 20, Dex 14, Con 16, Int 6, Wis 11, Cha 6.

Skills and Feats: Climb +7, Hide +6, Knowledge (Local) +1, Jump +9, Listen +3, Move Silently +6, Profession (Mercenary) +2, Spot +3, Tumble +6; Martial Weapon Proficiency (Longbow, composite), Point Blank Shot.

Possessions: Leather armor, 20 arrows, short sword, masterwork mighty composite longbow +5.

Encounter Six

Fiendish Ogre: CR 4; Large giant; HD 4d8+8; hp 26; Init -1; Spd 30 ft; AC 16; touch 8; flat-footed 16; BAB/Grp +3/+12; Atk +7 melee (2d8+7 greatclub); Full Atk +7 melee (2d8+7 greatclub) or +1 ranged (1d8+5 javelin); SQ Darkvision 60 ft, low-light vision, smite

good, damage reduction 5/magic, cold resistance 5, fire resistance 5; AL CE; SR 9; SV Fort +6, Ref +0, Will +3; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Power Attack, Iron Will.

Smite Good (Su): Once per day, can make a normal melee attack to deal extra damage equal to it HD total against a good foe.

Possessions: Hide armor, greatclub, 5 javelins.

Gnoll Archer: Male gnoll Rog1; CR 2; Medium Humanoid (gnoll); HD 2d8+1d6+9; hp 26; Init +2; Spd 30 ft; AC 15; touch 12; flat-footed 13; BAB/Grp: +1/+6; Atk: +6 melee (1d6+5/19-20 shortsword) or +4 ranged (1d8+5/x3 mighty composite longbow +5); Full Atk: +6 melee (1d6+5/19-20 shortsword) or +3 ranged (1d8+5/x3 mighty composite longbow +5); SQ Darkvision 60 ft., Sneak Attack +1d6, Trapfinding; AL CE; SV Fort +6, Ref +4, Will +0; Str 20, Dex 14, Con 16, Int 6, Wis 11, Cha 6.

Skills and Feats: Climb +7, Hide +6, Knowledge (Local) +1, Jump +9, Listen +3, Move Silently +6, Profession (Mercenary) +2, Spot +3, Tumble +6; Martial Weapon Proficiency (Longbow, composite), Point Blank Shot.

Possessions: Leather armor, 20 arrows, short sword, masterwork mighty composite longbow +5.

Encounter Seven

Gnoll Barbarian: Male Gnoll Bbn2; CR 3; Medium humanoid (gnoll); HD 2d8+2d12+12; hp 39; Init +1; Spd 40 ft; AC 16; touch 11; flat-footed 16; BAB/Grp +3/+8; Atk +9 melee (1d10+7/x3 masterwork glaive); Full Atk +9 melee (1d10+7/x3 masterwork glaive); SQ Darkvision 60 ft, rage 1/day, uncanny dodge; AL CE; SV Fort +9, Ref +1, Will +2; Str 20, Dex 12, Con 16, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6, Survival +9; Combat Reflexes, Power Attack.

Possessions: Chain shirt, masterwork glaive.

Kari: Male kobold Sor6; CR 6; Small humanoid (reptilian); HD 6d4+6; hp 25; Init +1; Spd 30 ft; AC 17; touch 12; flat-footed 16; BAB/Grp +3/-3; Atk +2 melee (1d6-3 spear); Full Atk +2 melee (1d6-3 spear) or +5 ranged (1d6-3 spear); SQ Darkvision 60 ft, summon familiar, light sensitivity; AL LE; SV Fort +3, Ref +3, Will +5; Str 6, Dex 12, Con 12, Int 12, Wis 11, Cha 17.

Skills and Feats: Bluff +12, Concentration +10, Spellcraft +10; Combat Casting, Silent Spell, Spell Focus (Evocation).

Possessions: Spear, spell component pouch, *scroll of protection from arrows* (×2), ~~*scroll of mage armor*~~ (precast).

Spells per Day (6/7/6/4; base DC = 13 + spell level (14 + spell level for evocation))

Spells Known: 0—*acid splash, arcane mark, daze, detect magic, flare, message, ray of frost*; 1st—*magic missile, obscuring mist, protection from good, shield*; 2nd—*resist energy, scorching ray*; 3rd—*haste*.

Lo: Male kobold Sor6; CR 6; Small humanoid (reptilian); HD 6d4+6; hp 25; Init +1; Spd 30 ft; AC 17; touch 12; flat-footed 16; BAB/Grp +3/-3; Atk +2 melee (1d6-3 spear); Full Atk +2 melee (1d6-3 spear) or +5 ranged (1d6-3 spear); SQ Darkvision 60 ft, summon familiar, light sensitivity; AL LE; SV Fort +3, Ref +3, Will +5; Str 6, Dex 12, Con 12, Int 12, Wis 11, Cha 17.

Skills and Feats: Bluff +12, Concentration +10, Spellcraft +10; Combat Casting, Silent Spell, Spell Focus (Evocation).

Possessions: Spear, spell component pouch, *protection from arrows scroll* (×2).

Spells per Day (6/7-1/6/4; base DC = 13 + spell level (14 + spell level for evocation))

Spells Known: 0—*acid splash, arcane mark, daze, detect magic, flare, message, ray of frost*; 1st—*alarm, mage armor (precast once), magic missile, shield*; 2nd—*resist energy, scorching ray*; 3rd—*dispel magic*.

Appendix Two – APL 8

Encounter One

Grawl: Male fiendish gnoll Rgr2/Bbn2/Rog1; CR 7; Medium humanoid (gnoll); HD 2d8+2d8+2d12+1d6+21; hp 62; Init +2; Spd 40 ft; AC 18; touch 12; flat-footed 18; BAB/Grp +5/+10; Atk +11 melee (1d8+5/x3 masterwork battleaxe) or +7 ranged (1d6+5 javelin); Full Atk +11 melee (1d8+5/x3 masterwork battleaxe) or +9 melee (1d8+5/x3 masterwork battleaxe) and +9 melee (1d4+2/18-20 masterwork kukri) or +7 ranged (1d6+5 javelin); SA smite good; SQ Darkvision 60 ft, damage reduction 5/magic, cold resistance 5, fire resistance 5, wild empathy, favored enemy: humanoids (human +2), combat style (melee), rage 1/day, sneak attack +1d6, trapfinding, uncanny dodge; AL CE; SR 12; SV Fort +13, Ref +7, Will +0; Str 21, Dex 14, Con 16, Int 6, Wis 11, Cha 6.

Skills and Feats: Hide +4, Listen +9, Spot +9, Survival +10, Tumble +7; Blind Fight, Combat Reflexes, Power Attack, Track, Two-Weapon Fighting.

Smite Good (Su): Once per day, can make a normal melee attack to deal extra damage equal to it HD total against a good foe.

Possessions: Studded leather armor, *belt of one mighty blow*, *gloves of fortuitous striking*, 5 javelins, masterwork battleaxe, masterwork kukri.

Gnoll Archer: Male gnoll Rog1/Rgr2; CR 4; Medium humanoid (7'11"); HD 2d8+1d6+2d8+15; 44 hp; Init +6; Spd 30 ft; AC 15; touch 12; flat-footed 13; BAB/Grp +3/+8; Atk +8 melee (1d6+5/19-20 shortsword) or +5 ranged (1d8+5/x3 mighty composite longbow +5); Full Atk +8 melee (1d6+5/19-20 shortsword) or +5 ranged (1d8+5/x3 mighty composite longbow +5) or rapid shot +3/+3 ranged (1d8+5/x3 mighty composite longbow +5); SQ Darkvision 60 ft., wild empathy, favored enemy humanoids (human) (+2), sneak attack +1d6, trapfinding, archery combat, As per Rapid Shot; AL CE; SV Fort +9, Ref +7, Will +1; Str 20, Dex 14, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +7, Hide +8, Knowledge (Local) +1, Jump +10, Listen +5, Move Silently +8, Profession (Mercenary) +3, Spot +6, Tumble +6; Track, Improved Initiative, Point Blank Shot.

Possessions: Leather armor, 20 arrows, short sword, masterwork mighty composite longbow +5.

Encounter Six

Gnoll Archer: Male gnoll Rog1/Rgr2; CR 4; Medium humanoid (gnoll); HD 2d8+1d6+2d8+15; hp 42; Init +6; Spd 30 ft; AC 15; touch 12; flat-footed 13; BAB/Grp +3/+8; Atk +8 melee (1d6+5/19-20 shortsword) or +5 ranged (1d8+5/x3 mighty composite longbow +5); Full Atk +8 melee (1d6+5/19-20 shortsword) or +5 ranged (1d8+5/x3 mighty composite longbow +5); SQ Darkvision 60 ft., wild empathy, favored enemy humanoids (human +2), sneak attack +1d6, trapfinding, combat style (archery); AL CE; SV Fort +9, Ref +7, Will +1; Str 20, Dex 14, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +7, Hide +8, Knowledge (Local) +1, Jump +10, Listen +5, Move Silently +8, Profession (Mercenary) +3, Spot +6, Tumble +6; Improved Initiative, Point Blank Shot, Rapid Shot, Track.

Possessions: Leather armor, 20 arrows, short sword, masterwork mighty composite longbow +5.

Encounter Seven

Gnoll Barbarian: Male Gnoll Bbn4; CR 5; Medium humanoid (gnoll); HD 2d8+4d12+18; hp 59; Init +1; Spd 40 ft; AC 16; touch 11; flat-footed 16; BAB/Grp +5/+10; Atk +11 melee (1d10+7/x3 masterwork glaive); Full Atk +11 melee (1d10+7/x3 masterwork glaive); SQ Darkvision 60 ft, rage 2/day, uncanny dodge, trap sense +1; AL CE; SV Fort +10, Ref +2, Will +3; Str 20, Dex 12, Con 16, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +7, Survival +11; Blind Fight, Combat Reflexes, Power Attack.

Possessions: Chain shirt, masterwork glaive.

Kari: Male kobold Sor8; CR 8; Small humanoid (reptilian); HD 8d4+8; hp 33; Init +1; Spd 30 ft; AC 17; touch 12; flat-footed 16; BAB/Grp +4/-2; Atk +3 melee (1d6-3 spear); Full Atk +3 melee (1d6-3 spear) or +6 ranged (1d6-3 spear); SQ Darkvision 60 ft, summon familiar, light sensitivity; AL LE; SV Fort +3, Ref +3, Will +6; Str 6, Dex 12, Con 12, Int 12, Wis 11, Cha 18.

Skills and Feats: Bluff +15, Concentration +12, Spellcraft +12; Combat Casting, Silent Spell, Spell Focus (Evocation).

Possessions: Spear, spell component pouch.

Spells per Day (6/7-1/7/6/4; base DC = 14 + spell level (15 + spell level Evocation))

Spells Known: 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *flare*, *message*, *ray of frost*; 1st—*mage armor* (precast), *magic missile*, *ray of*

enfeeblement, shield, shocking grasp; 2nd—blindness/deafness, resist energy, scorching ray; 3rd—haste, lightning bolt; 4th—resilient sphere.

Lo: Male kobold Sor8; CR 8; Small humanoid (reptilian); HD 8d4+8; hp 33; Init +1; Spd 30 ft; AC 17; touch 12; flat-footed 16; BAB/Grp +4/-2; Atk +3 melee (1d6-3 spear); Full Atk +3 melee (1d6-3 spear) or +6 ranged (1d6-3 spear); SQ Darkvision 60 ft, summon familiar, light sensitivity; AL LE; SV Fort +3, Ref +3, Will +6; Str 6, Dex 12, Con 12, Int 12, Wis 11, Cha 18.

Skills and Feats: Bluff +15, Concentration +12, Spellcraft +12; Combat Casting, Silent Spell, Spell Focus (Conjuration).

Possessions: Spear, spell component pouch, *scroll—protection from arrows* X2.

Spells per Day (6/7-1/7/6/4; base DC = 14 + spell level (15 + spell Conjuration))

Spells Known: 0—*acid splash, arcane mark, dancing lights, daze, detect magic, flare, message, ray of frost*; 1st—*alarm, grease, mage armor (precast), protection from good, shield*; 2nd—*glitterdust, protection from arrows, resist energy*; 3rd—*dispel magic, summon monster III*; 4th—*summon monster IV*.

Appendix Three – APL 10

Encounter One

Grawl: Male fiendish gnoll Rgr2/Bbn3/Rog3; CR 11; Medium humanoid (gnoll); HD 2d8+2d8+3d12+3d6+30; hp 86; Init +2; Spd 40 ft; AC 18; touch 12; flat-footed 18; BAB/Grp +8/+14; Atk +16 melee (1d8+7/x3 *battleaxe* +1); Full Atk +16/+11 melee (1d8+7/x3 *battleaxe* +1) or +14/+9 melee (1d8+7/x3 *battleaxe* +1) and +14 melee (1d4+3/18-20 masterwork kukri) or +14/+9 ranged (1d6+5 javelin); SA smite good; SQ Darkvision 60 ft, damage reduction 5/magic, cold resistance 10, fire resistance 10, wild empathy, favored enemy humanoids (human +2), weapon style (melee), rage 1/day, sneak attack +2d6, trapfinding, uncanny dodge, trap sense +2, evasion; AL CE; SR 15, SV Fort +14, Ref +9, Will +2; Str 22, Dex 14, Con 16, Int 6, Wis 11, Cha 6.

Skills and Feats: Hide +4, Listen +11, Spot +14, Survival +12, Tumble +13; Blind Fight, Combat Reflexes, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (Battleaxe).

Smite Good (Su): Once per day, can make a normal melee attack to deal extra damage equal to it HD total against a good foe.

Possessions: Studded leather armor, *belt of one mighty blow*, *gloves of fortuitous striking*, battleaxe, kukri, 5 javelins, *battleaxe* +1, masterwork kukri.

Gnoll Archer: Male gnoll Rog1/Rgr2; CR 4; Medium humanoid (gnoll); HD 2d8+1d6+2d8+15; hp 42; Init +6; Spd 30 ft; AC 15; touch 12; flat-footed 13; BAB/Grp +3/+8; Atk +8 melee (1d6+5/19-20 shortsword) or +5 ranged (1d8+5/x3 mighty composite longbow +5); Full Atk +8 melee (1d6+5/19-20 shortsword) or +5 ranged (1d8+5/x3 mighty composite longbow +5); SQ Darkvision 60 ft., wild empathy, favored enemy humanoids (human +2), sneak attack +1d6, trapfinding, combat style (archery); AL CE; SV Fort +9, Ref +7, Will +1; Str 20, Dex 14, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +10 Knowledge (Local) +1, Jump +9, Listen +5, Move Silently +8, Profession (Mercenary) +3, Spot +6, Tumble +6; Improved Initiative, Point Blank Shot, Rapid Shot, Track.

Possessions: Leather armor, 20 arrows, short sword, masterwork mighty composite longbow +5.

Encounter Six

Fiendish Hill Giant: CR 9; Large giant; HD 12d8+48; hp 102; Init -1; Spd 30 ft; AC 20; touch 8; flat-footed 20; BAB/Grp +9/+20; Atk +16 melee (2d8+10 greatclub); Full Atk +16/+11 melee (2d8+10 greatclub) or +8/+3 ranged (2d6+7 rock) or +15/+15 melee (1d4+7 slam); Space/Reach 10 ft./10 ft.; SA: rock throwing, smite good; SQ Low-light vision, rock catching, darkvision 60 ft, damage reduction 10/magic, cold resistance 10, fire resistance 10; AL CE; SR 17, SV Fort +12, Ref +3, Will +6; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

Smite Good (Su): Once per day, can make a normal melee attack to deal extra damage equal to it HD total against a good foe.

Possessions: Hide armor, greatclub, 5 javelins.

Gnoll Archer: Male gnoll Rog3/Rgr2; CR 6; medium humanoid (gnoll); HD 2d8+3d6+2d8 +21; hp 56; Init +2; Spd 30 ft; AC 16; touch 12; flat-footed 16; BAB/Grp +5/+10; Atk +10 melee (1d6+5/19-20 shortsword) or +8 ranged (1d8+5/x3 mighty composite longbow +5); Full Atk +10 melee (1d6+5/19-20 shortsword) or +6/+6 ranged (1d8+5/x3 mighty composite longbow +5); SQ Darkvision 60 ft, wild empathy, favored enemy humanoids (human +2), sneak attack +2d6, trapfinding, combat style (archery), evasion, trap sense +1, AL CE; SV Fort +10, Ref +8, Will +2; Str 20, Dex 15, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +7, Hide +10, Knowledge (Local) +1, Jump +10, Listen +9, Move Silently +10, Profession (Mercenary) +3, Spot +8, Tumble +8; Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Longbow, composite).

Possessions: Studded leather armor, 20 arrows, short sword, masterwork mighty composite longbow +5.

Encounter Seven

Gnoll Barbarian: Male gnoll Bbn6; CR 7; Medium humanoid (gnoll); HD 2d8+6d12+24; hp 79; Init +1; Spd 40 ft; AC 16; touch 11; flat-footed 16; BAB/Grp +7/+12; Atk +13 melee (1d10+7/x3 masterwork glaive); Full Atk +13/+8 melee (1d10+7/x3 masterwork glaive); SQ Darkvision 60 ft, rage 2/day, uncanny dodge, trap sense +2; AL CE; SV Fort +11, Ref +3, Will +4; Str 21, Dex 12, Con 16, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +8, Spot +8, Survival +13; Blind Fight, Combat Reflexes, Power Attack.

Possessions: Masterwork chain shirt, masterwork glaive.

Kari: Male kobold Sor10; CR 10; Small humanoid (reptilian); HD 10d4+10; hp 41; Init +1; Spd 30 ft; AC 17; touch 12; flat-footed 16; BAB/Grp +5/-1; Atk +4 melee (1d6-3 spear); Full Atk +4 melee (1d6-3 spear) or +7 ranged (1d6-3 spear); SQ Darkvision 60 ft, summon familiar; AL LE; SV Fort +7, Ref +7, Will +10; Str 6, Dex 12, Con 12, Int 12, Wis 11, Cha 18.

Skills and Feats: Bluff +15, Concentration +14, Spellcraft +12; Combat Casting, Silent Spell, Spell Focus (Evocation), Greater Spell Focus (Evocation).

Possessions: Spear, Spell component pouch, *headband of conscious effort*, *vest of resistance* +3.

Spells per Day (6/7-1/7/7/6/3; base DC = 14 + spell level (+2 Evocation))

Spells Known: 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *disrupt undead*, *flare*, *message*, *ray of frost*; 1st—*mage armor (precast)*, *magic missile*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2nd—*blindness/deafness*, *resist energy*, *scorching ray*, *spectral hand*; 3rd—*haste*, *lightning bolt*, *ray of exhaustion*; 4th—*enervation*, *resilient sphere*; 5th—*cone of cold*.

Lo: Male kobold Sor10; CR 10; Small humanoid (reptilian); HD 10d4+10; hp 41; Init +1; Spd 30 ft; AC 17; touch 12; flat-footed 16; BAB/Grp +5/-1; Atk +4 melee (1d6-3 spear); Full Atk +4 melee (1d6-3 spear) or +7 ranged (1d6-3 spear); SQ Darkvision 60 ft, summon familiar; AL LE; SV Fort +5, Ref +5, Will +8; Str 6, Dex 12, Con 12, Int 12, Wis 11, Cha 18.

Skills and Feats: Bluff +15, Concentration +14, Spellcraft +12; Combat Casting, Silent Spell, Spell Focus (Conjuration), Greater Spell Focus (Conjuration).

Possessions: Spear, spell component pouch, *headband of conscious effort*, *vest of resistance* +1, *scroll – protection from arrows* (2).

Spells per Day (6/7-1/7/7/6/3; base DC = 14 + spell level (+2 Conjuration))

Spells Known: 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *message*, *ray of frost*; 1st—*alarm*, *grease*, *mage armor*, *protection from good*, *shield*; 2nd—*glitterdust*, *protection from arrows*, *resist energy*, *summon monster II*; 3rd—*dispel magic*, *stinking cloud*, *summon monster III*; 4th—*summon monster IV*, *wall of ice*; 5th—*summon monster V*.

Appendix Four – APL 12

Encounter One

Grawl: Male fiendish gnoll Rgr2/Bbn3/Rog3; CR 11; Medium humanoid (gnoll); HD 2d8+2d8+3d12+3d6+30; hp 86; Init +2; Spd 40 ft; AC 18; touch 12; flat-footed 18; BAB/Grp +8/+14; Atk +16 melee (1d8+7/x3 *battleaxe +1*); Full Atk +16/+11 melee (1d8+7/x3 *battleaxe +1*) or +14/+9 melee (1d8+7/x3 *battleaxe +1*) and +14 melee (1d4+3/18-20 masterwork kukri) or +14/+9 ranged (1d6+5 javelin); SQ Darkvision 60 ft, smite good, damage reduction 5/magic, cold resistance 10, fire resistance 10, wild empathy, favored enemy humanoids (human +2), weapon style (melee), rage 1/day, sneak attack +2d6, trapfinding, uncanny dodge, trap sense +2, evasion; AL CE; SR 15, SV Fort +14, Ref +9, Will +2; Str 22, Dex 14, Con 16, Int 6, Wis 11, Cha 6.

Skills and Feats: Hide +4, Listen +11, Spot +14, Survival +12, Tumble +13; Blind Fight, Combat Reflexes, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (Battleaxe).

Smite Good (Su): Once per day, can make a normal melee attack to deal extra damage equal to its HD total against a good foe.

Possessions: Studded leather armor, *belt of one mighty blow*, *gloves of fortuitous striking*, battleaxe, kukri, 5 javelins, *battleaxe +1*, masterwork kukri.

Gnoll Archer: Male gnoll Rog5/Rgr2; CR 8; medium humanoid (gnoll); HD 2d8+5d6+2d8 +27; hp 70; Init +7; Spd 30 ft; AC 17; touch 13; flat-footed 17; BAB/Grp +6/+11; Atk +11 melee (1d6+5/19-20 shortsword) or +9 ranged (1d8+5/x3 mighty composite longbow +5); Full Atk +11/+6 melee (1d6+5/19-20 shortsword) or +8/+8/+3 ranged (1d8+5/x3 mighty composite longbow +5); SQ Darkvision 60 ft, wild empathy, favored enemy humanoids (human +2), sneak attack: +3d6, trapfinding, combat style (archery), evasion, trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +10, Will +2; Str 20, Dex 16, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +10, Hide +12, Jump +10, Knowledge (Local) +1, Listen +9, Move Silently +12, Profession (Mercenary) +3, Spot +10, Tumble +12; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Longbow, composite).

Possessions: Studded leather armor, 20 arrows, short sword, masterwork mighty composite longbow +5.

Encounter Six

Fiendish Hill Giant: Bbn2; CR 11; Large giant; HD 12d8+2d12+84; hp 164; Init +1; Spd 40 ft; AC 22; touch 10; flat-footed 22; BAB/Grp +11/+24; Atk +20 melee (2d8+13 greatclub); Full Atk +20/+15/+10 melee (2d8+13 greatclub) or +12/+7/+2 ranged (3d6+9 rock) or +20 melee (1d4+9 slam); Space/Reach 10ft./10ft.; SA rock throwing, smite good; SQ Low-light vision, rock catching, darkvision 60 ft, damage reduction 10/magic, cold resistance 10, fire resistance 10, rage 1/day, uncanny dodge; AL CE; SR 19; SV Fort +17, Ref +5, Will +8; Str 28, Dex 12, Con 22, Int 5, Wis 14, Cha 4.

Skills and Feats: Climb +12, Jump +11, Listen +5, Spot +7; Power Attack, Cleave, Improved Bull Rush, Improved Sunder, Iron Will.

Possessions: Studded leather armor, greatclub, 5 javelins.

Gnoll Archer: Male gnoll Rog5/Rgr2; CR 8; medium humanoid (gnoll); HD 2d8+5d6+2d8 +27; hp 70; Init +7; Spd 30 ft; AC 17; touch 13; flat-footed 17; BAB/Grp +6/+11; Atk +11 melee (1d6+5/19-20 shortsword) or +9 ranged (1d8+5/x3 mighty composite longbow +5); Full Atk +11/+6 melee (1d6+5/19-20 shortsword) or +8/+8/+3 ranged (1d8+5/x3 mighty composite longbow +5); SQ Darkvision 60 ft, wild empathy, favored enemy humanoids (human +2), sneak attack: +3d6, trapfinding, combat style (archery), evasion, trap sense +1, uncanny dodge; AL CE; SV Fort +10, Ref +10, Will +2; Str 20, Dex 16, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +10, Hide +12, Jump +10, Knowledge (Local) +1, Listen +9, Move Silently +12, Profession (Mercenary) +3, Spot +10, Tumble +12; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Longbow, composite).

Possessions: Studded leather armor, 20 arrows, short sword, masterwork mighty composite longbow +5.

Encounter Seven

Gnoll Barbarian: Male Gnoll Bbn8; CR 9; Medium humanoid (gnoll); HD 2d8+8d12+30; hp 99; Init +1; Spd 40 ft; AC 16; touch 11; flat-footed 16; BAB/Grp +9/+14; Atk +15 melee (1d10+7/x3 masterwork glaive); Full Atk +15/+10 melee (1d10+7/x3 masterwork glaive); SQ Darkvision 60 ft, rage 3/day, uncanny dodge, trap sense +2, damage reduction 1/-; AL CE; SV Fort +12, Ref +3, Will +6; Str 21, Dex 12, Con 16, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +9, Spot +9, Survival +13; Blind Fight, Combat Reflexes, Iron Will, Power Attack.

Possessions: Chain shirt, masterwork glaive.

Kari: Male kobold Sor12; CR 12; Small humanoid (reptilian); HD 12d4+12; hp 49; Init +1; Spd 30 ft; AC 17; touch 12; flat-footed 16; BAB/Grp +6/+0; Atk +5 melee (1d6-3 spear); Full Atk +5/+0 melee (1d6-3 spear) or +8/+3 ranged (1d6-3 spear); SQ Darkvision 60 ft, summon familiar; AL LE; SV Fort +8, Ref +8, Will +10; Str 6, Dex 12, Con 12, Int 12, Wis 11, Cha 19.

Skills and Feats: Bluff +15, Concentration +15, Spellcraft +15; Combat Casting, Silent Spell, Spell Focus (Evocation), Greater Spell Focus (Evocation), Spell Focus (Necromancy).

Possessions: Spear, spell component pouch, headband of conscious effort, vest of resistance +3, scroll bigby's clenched fist.

Spells per Day (6/7-1/7/7/7/5/3; base DC = 14 + spell level [+2 Evocation, +1 Necromancy])

Spells Known: 0—acid splash, arcane mark, dancing lights, daze, detect magic, disrupt undead, flare, message, ray of frost; 1st—mage armor (precast), magic missile, ray of enfeeblement, shield, shocking grasp; 2nd—blindness/deafness, resist energy, scorching ray, shatter, spectral hand; 3rd—fireball, haste, lightning bolt, ray of exhaustion; 4th—bestow curse, enervation, resilient sphere; 5th—cone of cold, wall of force; 6th—chain lightning.

Lo: Male kobold Sor12; CR 12; Small humanoid (reptilian); HD 12d4+12; hp 49; Init +1; Spd 30 ft; AC 17; touch 12; flat-footed 16; BAB/Grp +6/+0; Atk +5 melee (1d6-3 spear); Full Atk +5/+0 melee (1d6-3 spear) or +8/+3 ranged (1d6-3 spear); SQ Darkvision 60 ft, summon familiar; AL LE; SV Fort +6, Ref +6, Will +8; Str 6, Dex 12, Con 12, Int 12, Wis 11, Cha 19.

Skills and Feats: Bluff +15, Concentration +15, Spellcraft +15; Combat Casting, Silent Spell, Spell Focus (Conjuration), Greater Spell Focus (Conjuration), Spell Focus (Illusion).

Possessions: Spear, spell component pouch, headband of conscious effort, vest of resistance +1,

scroll power word stun, scroll of protection from arrows (2).

Spells per Day (6/7-1/7/7/7/5/3; base DC = 14 + spell level [+2 (Conjuration); +1 (Illusion)])

Spells Known: 0—acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, flare, message, ray of frost; 1st—alarm, grease, mage armor (precast), protection from good, shield; 2nd—glitterdust, mirror image, protection from arrows, resist energy, summon monster II; 3rd—dispel magic, displacement, stinking cloud, summon monster III; 4th—phantasmal killer, summon monster IV, wall of ice; 5th—summon monster V, wall of stone; 6th—summon monster VI.

Appendix Five – All APLs

Encounter Four

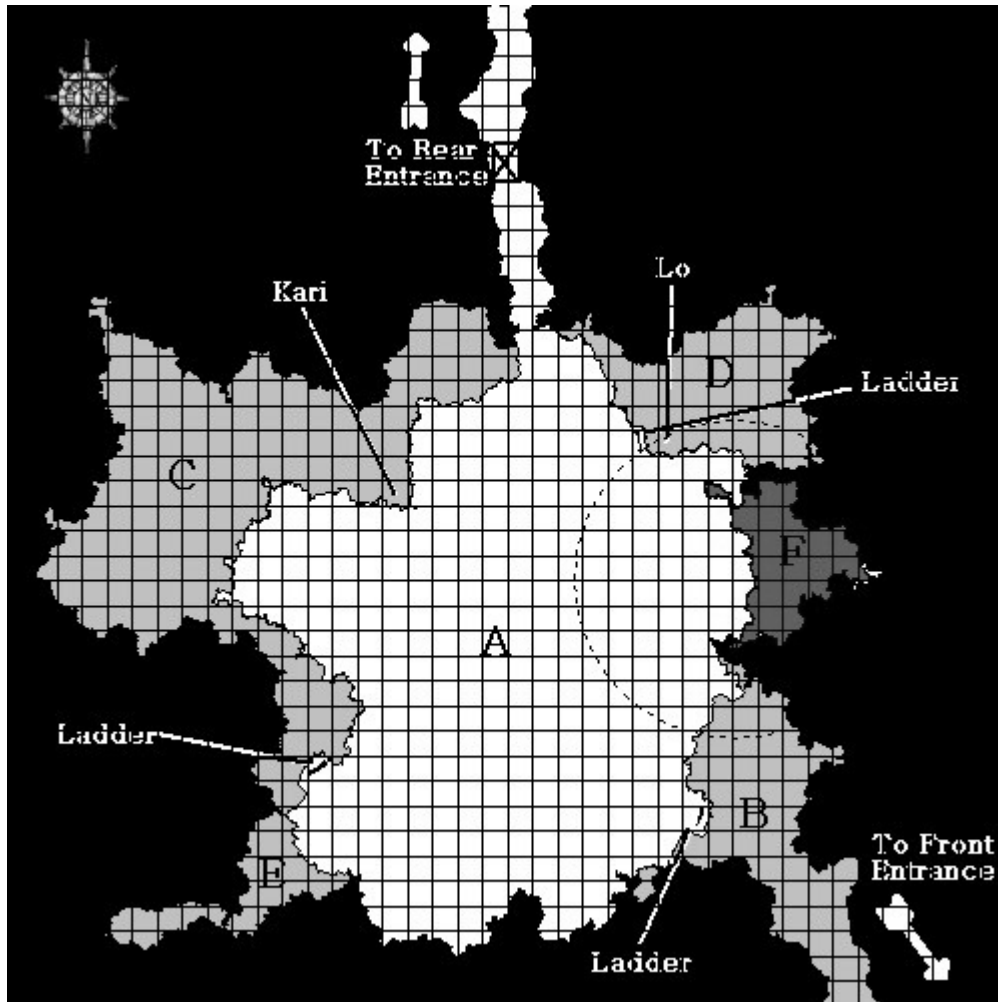
Dilth: Male half-orc Rgr4; CR 4; Medium humanoid (orc); HD 4d8+8; hp 31; Init +0; Spd 30 ft; AC 15; touch 10; flat-footed 15; BAB/Grp +4/+8; Atk +9 melee (1d8+4/19-20 masterwork longsword); Full Atk +7 melee (1d8+4/19-20 masterwork longsword) and +7 melee (1d6+2/19-20 masterwork shortsword); or +5 ranged (1d8+4/x3 masterwork composite longbow +4); SQ Darkvision 60 ft, wild empathy, favored enemy: humanoids (human +2), combat style (melee); AL NE; SV Fort +6, Ref +4, Will +2; Str 18, Dex 10, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +5, Knowledge (Geography) +2, Knowledge (Nature) +4, Listen +7, Move Silently +5, Spot +7, Survival +6; Endurance, Diehard, Power Attack, Track.

Possessions: Arrows (20), backpack: bedroll, spade, tindertwig (4), antitoxin, *fire resistant chain shirt* +1, masterwork longsword, masterwork composite longbow +4, 50 pp, masterwork shortsword, waterskin.

Spells Prepared (1; base DC = 11+ spell level): 1—*charm animal*.

DM Aid #1: The Barrel



Area A: This main floor of the cavern is wet, slick and covered with a fair amount of scree. A Balance check (DC 10) is required to while moving across this floor. At the south end of this area the mercenaries have a row of bedrolls for sleeping. The ceiling is dome shaped and peaks at about sixty feet from the floor of this area.

Area B: This ledge is about 25 feet above the floor of area A. An iron ladder (Climb DC 0) has been bolted into the wall at the point shown on the map. This area sees a lot of traffic. The ceiling is about twenty feet high near the edge and descends gradually as you move further from area A. It eventually returns to the surface (see Encounter Six).

Area C: This ledge is about 30 feet above the floor of area A. It is currently unused. Kari and Lo have used it for storing plundered goods in the past. As a result, an iron ladder identical to the one at area B is embedded in the wall near the south end of this area.

Area D: This ledge is about 30 feet above the floor of area A. The kobolds, Lo and Kari, have taken this ledge at their headquarters. Amenities include two nests made of straw, a workbench, a small bookshelf with less than a dozen books, a table, two chairs, and a chest filled with miscellaneous equipment. An iron ladder identical to the one at areas B and C

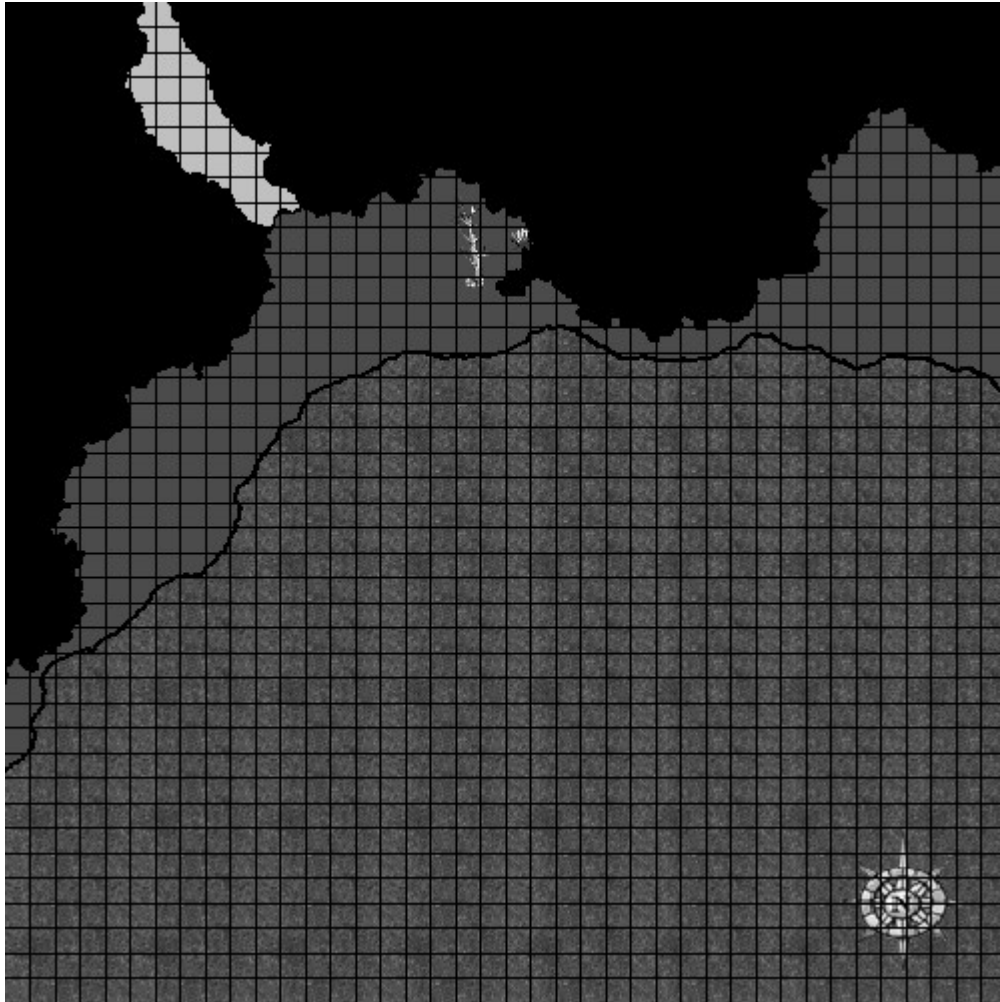
is used to reach the ledge from area A. The ceiling here is only about 3½ feet high in most parts of this area. Anyone taller than that is effectively squeezed while in the area (half movement; -4 to attack rolls and AC; see DMG p.29)

Area E: This ledge is about 25 feet above the floor of area A. The crack in the floor that separates this ledge from area C looks like it might collapse if walked upon but in fact it is sound. The ceiling is about five feet high in most parts of this area. Anyone taller than that is effectively squeezed while in the area (half movement; -4 to attack rolls and AC; see DMG p.29)

Area F: A cascade of water trickles down the wall of the cave here from several fissures in the ceiling. The water pools in area F before flowing back into the ground toward the water table. The result of the cascade is a continual plume of mist that is effectively identical to an Obscuring Mist spell. The dashed line on the map shows the extent of this effect.

DM Aid #2: The Throat

This map depicts the front entrance to the guerillas' hideout. The cliff face is roughly 30' tall in this area.



GM Aid: New Rules Items

Magic Items:

Oil of Foebane: When this oil is applied to a weapon you may choose a favored enemy type that it applies to. Against creatures of that type, the weapon acts as a +5 magic weapon and deals an extra 2d6 points of damage. Furthermore, while you wield the weapon, you gain a +4 resistance bonus on saving throws against effects created by creatures of that type. The effects of this oil last for 14 rounds. The spell is automatically cancelled 1 round after the weapon leaves your hand for any reason. You cannot have more than one *foebane weapon* active at a time.

If this oil is applied to a magic weapon, the powers of the oil supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the oil's effect. This oil is not cumulative with any other spell that might modify the weapon in any way. This oil does not work on artifacts.

Gloves of Fortuitous Striking: Best worn by the cleverest of warmakers, these gloves allow their wearer to attempt to change an unfortunate strike at an enemy to a more accurate one. Once per day, after the wearer of the gloves has made an attack roll (but before it's determined whether the roll succeeded), he may choose to make the attack roll again. He must use the second result even if it is lower. The wearer can't use this ability if he has already made the attack roll again because of another ability he possesses, nor can he use another ability he possesses to make the attack roll again after he uses the gloves. The gloves can only be used after they are worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Belt of One Mighty Blow: Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on her next melee attack. A light weapon deals an extra 1d8 points of damage, a one-handed weapon deals an extra 2d6 damage, and a two-handed weapon deals an extra 3d6 points of damage. The belt can only be used after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Headband of Conscious Effort: Anyone wearing a *headband of conscious effort* can make a Concentration check in place of a required Fortitude saving throw. This ability can be activated once per day. Activating the headband is an immediate action that does not provoke attacks of opportunity.

Vest of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Critical Event Summary

LG FUR5–03 – Time Will Tell

(Return to HQ or to Michelle Sharp)

Please be sure to answer all questions. Thanks.

- | | | | |
|----|---|-----|----|
| 1. | Did the PC's encounter the ambush in Encounter One? | Yes | No |
| 2. | Did Dilt survive the entire scenario? | Yes | No |
| 3. | Did the PC's let Dilt live if he did survive the scenario? | Yes | No |
| 4. | Did Dilt's ring become activated? | Yes | No |
| 5. | Did any of the mercenary company escape? | Yes | No |
| | a. If so, which ones? | | |
| 6. | Did any PC's agree to join the Furyondy Infantry Scouts at no initial cost? | Yes | No |
| 7. | Comments (Optional). Please explain any unusual circumstances | | |