

FURi7-01

The Girding of Bronzeblood – Low Level

A One-Round Dungeons & Dragons® Living
Greyhawk™
Interactive Adventure

Version 0.5

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Bronzeblood Haunt has been a plague upon the face of Furyondy. Recently, the Master has shown his hand and his desire to destroy King Belvor and his kingdom. Because of this, you have been tasked with moving to Bronzeblood and ensuring that nothing leaves. A one-round combat intensive Furyondy Interactive for characters level 1-8 (APLs 2-6).

Resources for this adventure [and the authors of those works] include [title \[author\]](#), [title \[author\]](#), [title \[author\]](#), and [title \[author\]](#). [List in alphabetical order. Include all rules- and setting-based sources.](#)

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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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, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session 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). You need one copy of this for each participating player.

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.

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

	7	7	9	10	11
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3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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 1-round Furyondy Interactive. Regional characters pay 1 Time Units per round while non-regional characters pay 2 Time Units per round.

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

A character 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 DC 20 Survival check, 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

Over the last several years, the Master of Bronzeblood Keep has emerged from a slumber and taken up his war against Belvor. He believes that King Belvor IV is the same King Belvor as from his time and he wants his revenge. To that end he has sent several groups out to destroy whatever they may, on their way to King Belvor.

Roughly one year ago The Master opened a portal to another plane and has been bringing creatures from that plane to this one building an army to take control of Furyondy. His army has two purposes. The first is to protect him from the heroes that have been coming into his keep. The second is to move into the countryside of Furyondy and cause chaos, destruction and death, all while on the path to the capital to kill King Belvor.

Because of this, the King has entrusted a special arm of the Thunderheart Mercenary Company with the responsibility of keeping the Master within his keep. Knowing that this responsibility is beyond the capabilities of their own organization, they have decided to go outside and hire heroes to do what is necessary. They have also taken it upon themselves to go beyond their orders (which were simply to hold the Master at bay) and to attempt to take him out (Higher APL's to be available for play later).

ADVENTURE SUMMARY

Introduction) PC's get hired by a member of the Thunderheart Mercenary Company to patrol the forest and environs around Bronzeblood Keep. They have set up a base camp a small distance from Bronzeblood Forest.

Encounter 1) While at the base camp the camp gets over run with undead

Encounter 2) While patrolling outside of Bronzeblood forest the PCs get attacked.

Encounter 3) While on patrol in the forest the PC's get attacked.

Encounter 4) PC's encounter some of the traps that the Master has created to fix his undead and to 'fix' the heroes as well.

Encounter 5) PC's find some tunnels beneath Bronzeblood Forest, as well as the protectors of said entranceways to them.

Encounter 6) PC's explore some of the tunnels beneath Bronzeblood Forest.

Encounter 7) PC's find an odd tunnel that leads away from Bronzeblood keep.

Encounter 8) PC's find traps in the tunnels beneath Bronzeblood Haunt.

Encounter 9) If PC's decide to go to the keep itself they find it is much more deadlier than the environs outside of it.

Conclusions) PCs report in and get paid for their services.

PREPARATION FOR PLAY

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?

If the PCs detect as evil or possess any items that do, be sure that they are aware that both are criminal acts in the kingdom and that they are likely to be arrested and prosecuted if captured.

The Judge should ensure they have a copy DM Aid 1: APL Calculation handy as well as DM Aid 2: Encounter Tables.

Step 1: With the exception of Encounter 9, you may not exceed the EL Totals more than once. Example, if you are at encounter 6 and have 4 EL's left with which to attack the PC's with, you may roll once more on the random Encounter table. If you roll a 5, you may keep the 5, but you

may not roll again afterwards. If you roll a 3 or a 4, you may roll once again.

How to calculate creature(s) used:

CAP of EL +0: EL -2 + 1d2

CAP of EL +1: EL -1 +1d2

CAP of EL +2: EL -2 +1d4

CAP of EL +3: EL -1 +1d4

CAP of EL +4: EL +1d4

Example: If your CAP is EL +2 then take APL, subtract 2, and then add 1d4 to that number. So, for an APL 4 table, minus 2 equals 2. Random roll of 1d4 comes out with a 3. 2 plus 3 equals 5. EL of creatures faced comes from the EL 5 chart found on DM Aid #2. Then roll percentile dice to randomly figure out which creature(s) from the EL 5 chart to use.

When the party encounters the appropriate EL, roll percentile dice on the appropriate table. If a roll would give the PCs more than eight monsters, reroll.

Step 2: For the duration of the scenario, roll upon the chart below to see what time and weather conditions the PC's patrol is scheduled during. If the PC's insist on a different schedule other than the ones asked of them, then they will only get half of the treasure available at the end of the scenario.

Scheduled Patrol Time - Roll 1d6

1 – 5am to 1pm	2 – 9am to 5pm
3 – 1pm to 9pm	4 – 5pm to 1am
5 – 9pm to 5am	6 – 1am to 9am

Weather Conditions – Roll 1d8 -

1 – Clear	2 – Cloudy (70% clear)
3 – Cloudy (30% clear)	4 – Overcast (0% clear)
5 – Rain *	6 – Snow *
7 – Thunderstorm*	8 – Fog *

*see DMG pg. 94 for effects

Step 3: At the beginning of each encounter 1d12 x 10 – 1d10 minutes have passed since the last encounter. Allow the Players to adjust buffs, recast spells, etc as needed before continuing to the next encounter. Inform the PC's of this passage of time.

Step 4: Look at each PC's character sheet and make note if any PC's have 5 ranks in the Survival skill. This becomes relevant in Encounter 7.

Step 5: During each encounter there is a chance that the PC's find a 'mostly' intact corpse. This corpse might belong to a 'lost' PC. Notify the Furyondy Triad. poc@furyondy.com

INTRODUCTION_[Jcd2]

The PC's have seen a note somewhere, probably on a lantern post in one of the cities through Furyondy, and have reported for 'duty' at the camp being run by the Thunderheart Mercenary Company. Their job is to patrol the outer portions of Bronzeblood Haunt and to keep everything and anything from getting 'out'.

If this is the first time the PCs have played this scenario, read or paraphrase the following:

After sitting and waiting for your orders for several hours, you are finally shown in to see the camps commanding officer. About one minute after you are shown in, he finally looks up from a tactical map, looks at each of you in turn, and begins to speak. "Welcome to the siege of Bronzeblood Castle. We, the Thunderheart Company, have been tasked by Belvor himself to run this campaign. We have found that those that call themselves adventurers handle this type of situation all the time, and thus we put out a call for such to come here and aid us."

"Your job is simple. You must patrol the surrounding edges of Bronzeblood Haunt. For the most part, you have liberty to kill whatever it is that you come across. Bring back proof of what you have slain, and you will be paid accordingly."

He points to the tactical map splayed out on the table in front of him. You see various miniatures that have been placed strategically. He points to a specific spot on the map and says "I want your group to patrol this portion of the woods. I do suggest leaving the castle proper alone. You might not like what you find there. Any questions?"

What will we encounter?

Undead most likely.

What can you tell me about undead?

Well, most undead are resistant to silver. Do you have silver weapons? No, well, we can loan you some, if you require. (Loan the PC's a single silver melee weapon of any type they want. If it is destroyed, they must pay for it.)

Reinforcements?

Yes, the undead are being reinforced from within the castle proper.

Payment?

Payment is based upon what you bring back. Yes, you are counting coup.

When are we going out on Patrol?

See chart in preparation for play section.

What is the weather like?

See chart in preparation for play section.

Once finished say the following:

If possible, do not leave any of your deceased party members behind. They will likely become minions of The Master, and will be unrecoverable. If you find any other bodies, please either destroy them or bring them with you. The more we can deprive The Master raw materials, the better.

If this is not the first time that the PCs have played this scenario, read or paraphrase the following:

Welcome back to our siege of Bronzeblood Castle. Your job, as before, is to ensure that nothing untoward leaves Bronzeblood. Please bring back proof of your kills for payment. This time, I want you to patrol this portion of the forest. As before, I would suggest leaving the Castle proper alone at this time. Others will be handling it eventually. Good Luck." And with a wave of his hand, he dismisses you and waits for the next group of 'recruits' to come in.

Allow the PC's to do any prep before 'attempting to leave' the encampment. Roll percentile dice and refer to DM Aid #2 to see which encounter to go to from here.

1: HIGHWAY TO HELL

While preparing to leave the military camp a swarm of undead attacks the encampment attempting to disrupt the organization of the resistance.

As you are preparing to leave the 'relative' safety of the base camp, you hear shouts of alarm rise from the defenders of the camp. The commotion seems to be coming from the area closest to Bronzeblood Haunt.

The players have one round to do whatever they want prior to being attacked by a few of the

undead that have gotten past the defenders. There are several such groups attacking the entire camp. They are all wiped up about the same time as the PCs finish their combat.

Creatures: Combat EL caps at EL +0.

2: PATH TO DESTRUCTION

While on their way towards the forest, or while patrolling outside of the forest, the PCs are attacked.

Your group has been traveling for only 10 minutes when you notice something. While moving towards the patrol route that you were assigned you see movement ahead of you at a distance of (use chart below). It appears that several creatures are heading in your direction.

The tree line is 400' away when this encounter starts. Modify distance the creatures are from the PCs based upon Spot/Listen checks. Encounter distance starts at 10 feet per point the PC's beat the Spot/Listen DC 10.

Creatures: Combat EL caps at EL +2.

3: WOODS OF DEATH

While patrolling the woods the PCs are attacked.

Your have been on patrol within the forest now a little while. Stepping over yet another fallen tree you run across yet another group of monstrosities that seem as if they want to destroy you.

The forest counts as rough terrain. There are enough trees, both large and small, that anything more than 40' counts as total cover.

Creatures: Combat EL caps at EL +2.

4: HERE A TRAP, THERE A TRAP

PC's encounter some of the traps that the Master has created to fix his undead and to 'fix' the heroes as well.

EL of Trap is equal to the EL of the table. Roll 1d4 and choose that trap # from the appropriate EL.

Trap: Use DM Aid #3 to determine appropriate trap.

5: WHERE DO THESE STAIRS GO?

PC's find some entranceways to tunnels located beneath Bronzeblood Forest, as well as the protectors of said entranceways to them.

Walking through the forest you have seen many strange things. Some of the trees have collapsed in upon themselves, as well as fallen down to create obstructions along any path that you may have tried to follow. A few trees even appear to have been ripped up from the ground and tossed aside. However, none of these compares to the site before you. Beneath a grouping of trees are several creatures that appear to be 'guarding' something. Without going into the grouping, you are unable to see what it is that they are there to protect.

Creatures: Combat EL caps at EL +2.

The forest counts as rough terrain. There are enough trees, both large and small, that anything more than 40' counts as total cover.

Once the guard(s) are gone. Read or paraphrase the following if they investigate the entrance.

As you investigate the tunnel entrance you see that it drops a short distance straight into the ground, and then goes down at a slight angle into the earth. It drops fairly quickly about 8 feet, and then moves downward for quite a while, occasionally turning in one direction or another.

PC's attempting to study (Knowledge (architecture and engineering) DC 5) the entrance to the tunnels can realize that the tunnel is 'fairly' stable, and shouldn't collapse upon the PCs. The tunnels slope down between 50-75 feet before leveling off into the main tunnel complex.

6: DIGDUG

PC's explore some of the tunnels beneath Bronzeblood Forest.

As the PC's explore the tunnels beneath Bronzeblood, simply lay out dungeon tiles or draw

out random tunnels. The master mostly uses the tunnels and rooms to bring in and store undead before he launches his assault upon the Kingdom, and thus the King, of Furyondy. The tunnels are mostly rock and dirt.

Creatures: Combat EL caps at EL +3.

If PC's are making loud noise in combat (clanging of weapons, etc), 3d12 rounds later another group of monsters comes to investigate, then every 3d4 rounds there after another group arrives. Each of these groups caps at EL +0.

7: HMM, INTERESTING...

PC's find an odd tunnel that leads away from Bronzeblood keep.

After exploring some of the tunnels deep beneath Bronzeblood Haunt, turning left and right, moving down slowly, climbing over areas where the ceiling has caved in, you eventually find something odd. It is even odder than the massive amounts of tunnels beneath Bronzeblood Haunt itself. You have just found a massive tunnel, easily 40' across and nearly just as high. This tunnel appears to be going in a straight line.

If a PC can figure out which direction is North (any PC with at least 5 ranks in survival), then they can make a Knowledge (geography) check.

- 10 – tunnel leads directly to Bronzeblood Keep
- 15 – tunnel leads towards the city of Gursend
- 20 – tunnel leads towards the city of Moatshield
- 25 – tunnel leads towards the remains of Gullkeep

If a PC wants to attempt to collapse this tunnel a DC 25 Knowledge (Engineering & Architecture) check is required. However, a PC would still need some sort of tools in order to actually collapse the tunnel. If a PC fails this check by more than 5 then they activate a collapse on top of their heads causing 20d6 crushing damage. Any PC that survives this damage then will have to deal with the effects of suffocating (DMG pg 304).

8: EVERYWHERE A TRAP TRAP

As the PC's explore the 'tunnels' beneath Bronzeblood, simply lay out dungeon tiles or draw out random tunnels. The master mostly uses the tunnels and rooms to bring in and store more undead before he launches his assault upon the Kingdom, and thus the King, of Furyondy. The Master has also set some traps on the 'off-chance' his tunnels are discovered. Many of the traps are designed to bolster his undead, which has the added benefit of hurting PC's.

EL of Trap is equal to the EL of the table. Roll 1d4 and choose that trap # from the appropriate EL.

Trap: Use DM Aid #3 to determine appropriate trap.

9: THE BAD JUST GOT WORSE!

If PC's decide to go to the keep itself, either through the huge tunnel or overland they find it is much more deadly than the environs outside of it.

As you approach closer to Bronzeblood Castle proper, the creatures and patrols have gotten more plentiful, and deadlier. More often than not, before you have been able to finish one combat off, another group arrives and joins in the fight. Only through the luck of the gods, through sheer stubbornness, discipline, or the arrival of other groups patrolling the area, have you managed to survive the things found here.

As you get closer to the castle, you many things that may haunt your nightmares for years to come. What's worse, is that some of them may have just spotted you.

At this point, figure out what creature(s) are approaching the PCs. If the PCs attempt to flee, do not harry them with new combatants. Just use the creature(s) you have to chase them away from the castle.

Creatures: Combat EL is EL +5. If this encounter is being run for EL 6, then roll one creature from EL 10, and one creature from EL 8.

CONCLUSION

You return to base camp with your 'coup'. After reporting in to the one of the leaders at camp you are healed up any leftover damage, as well as fed appropriately. After resting you report your findings to Captain Glorwyn.

"Thank you for your time. With your report we can start planning the next stage of our siege. That will be to occupy and take Bronzeblood castle proper. With your continued assistance, we should be able to find out what The Master's plan is. Again, thank you very much. Here is the payment we promised."

PC's get 20 gp's per EL, per creature, defeated. Example, if the PC's fight a creature from the EL 6 table, the get 180 gp's. Traps do not count in this calculation.

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.

1: Highway to Hell

Defeat Creatures
ALL APL's 15 XP per EL

2: Path to Destruction

Defeat Creatures
ALL APL's 15 XP per EL

3: Woods of Death

Defeat Creatures
ALL APL's 15 XP per EL

4: Here a Trap, There a Trap

Survive/Disable Traps
ALL APL's 15 XP per EL

5: Where do these stairs go?

Defeat Creatures
ALL APL's 15 XP per EL

6: DigDug

Defeat Creatures
ALL APL's 15 XP per EL

7: Hmm, Interesting...

Discover Tunnel
ALL APL's 25 XP

8: Everywhere a Trap Trap

Survive/Disable Traps
ALL APL's 15 XP per EL

9: The Bad just got Worse!

Defeat Creatures
ALL APL's 15 XP per EL

Discretionary roleplaying award

APL 2 50 XP
APL 4 70 XP
APL 6 90 XP

Total Possible Experience

APL 2 225 XP
APL 4 337 XP
APL 6 450 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.

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

1: Conclusion

APL 2: Coin: 225 gp.

APL 4: Coin: 325 gp.

APL 6: Coin: 450 gp.

Total Possible Treasure

APL 2: Coin: 225 gp.

APL 4: Coin: 325 gp.

APL 6: Coin: 450 gp.

DM AID #1: APL CALCULATION TABLE

APL 2

Available EL's: 12

Encounter # APL	Encounter

APL 6

Available EL's: 24

Encounter # APL	Encounter

APL 10

Available EL's: 36

Encounter # APL	Encounter

APL 4

Available EL's: 18

Encounter # APL	Encounter

APL 8

Available EL's: 30

Encounter # APL	Encounter

APL 12

Available EL's: 42

Encounter # APL	Encounter

DM AID #2: SCENARIO FLOWCHART & ENCOUNTER TABLE

Use the following chart to figure out which Encounter to go to and from by rolling percentile dice:

Introduction

01-20 - Encounter 1
21-50 - Encounter 2
51-95 - Encounter 3
96-00 - Encounter 4

Encounter 1

01-05 - Encounter 1
06-20 - Encounter 2
21-45 - Encounter 3
46-90 - Encounter 4
91-00 - Encounter 5

Encounter 2

01-15 - Encounter 2
16-40 - Encounter 3
41-55 - Encounter 4
56-80 - Encounter 5
81-00 - 1d4 hours of nothing, roll again

Encounter 3 & 4

01-25 - Encounter 3
26-65 - Encounter 4
66-90 - Encounter 5
91-00 - 1d4 hours of nothing, roll again

Encounter 5

Either go directly to 6 (if they investigate tunnels) or roll randomly below if they do not investigate the tunnels.

01-25 - Encounter 3
26-65 - Encounter 4
66-75 - Encounter 5
76-90 - Encounter 8
91-00 - 1d4 hours of nothing, roll again

Encounter 6 & 8

01-30 - Encounter 6
31-55 - Encounter 5
56-70 - 1d4 hours of nothing, roll again
71-75 - Encounter 7
76-00 - Encounter 8

Encounter 7

01-30 - Encounter 6
31-55 - Encounter 5
56-75 - 1d4 hours of nothing, roll again
76-00 - Encounter 8

EL 2 Encounters

01-05: 2 Animated Object, Small
06-10: 4 Animated Object, Tiny
11-20: Dessicator (FUR6-03)
21-24: 2 Air Elemental, Small
25-28: 2 Earth Elemental, Small
29-32: 2 Fire Elemental, Small
33-36: 2 Water Elemental, Small
37-41: 2 Ghoul
42-45: 8 Monstrous Spider, Tiny
46-50: 6 Skeleton, Human Warrior
51-55: 2 Skeleton, Wolf
56-60: 4 Stirge
61-70: Tomb Mote (FURinter6-02)
71-80: Vasuthant (FUR6-01)
81-87: 4 Zombie, Human Commoner
88-93: 8 Zombie, Kobold
93-99: 2 Zombie, Troglodyte
100: PC's find a dead corpse.

EL 3 Encounters

01-05: Allip
06-20: Animated Object, Large
21-30: Bone Rat Swarm (FUR6-06)
31-34: Medium Air Elemental
35-38: Medium Earth Elemental
39-42: Medium Fire Elemental
43-46: Medium Water Elemental
47-60: Ghast
61-65: 3 Ghoul
66-80: Quell (FUR5-08)
81-85: Yeth Hound
86-95: Zombie, Dire Ape (FUR6-05)
96-99: 3 Zombie, Troglodyte
100: PC's find a dead corpse.

EL 4 Encounters

01-05: Roll twice on EL 2
06-15: Bonedrinker, lesser (FURinter6-02)
16-25: 2 Dessicator (FUR6-03)
26-40: Entomber (FUR6-08)
41-50: Gray ooze
51-55: Mimic
56-59: 2 Tomb Mote (FURinter6-02)
60-69: Vampire Spawn
70-71: 2 Vasuthant (FUR6-01)
72-76: Zombie, Black Bear (FUR6-05)
77-90: Zombie, Minotaur
91-99: Zombie, Wyvern
100: PC's find a dead corpse.

EL 5 Encounters

01-05: Roll twice on EL 3
06-10: Roll three times on EL 2.
11-15: Animated Object, Huge
16-25: Boneclaw (FUR6-05)
26-29: Large Air Elemental
30-33: Large Earth Elemental
34-37: Large Fire Elemental
38-41: Large Water Elemental
42-55: Gibbering Mouther
56-66: Mummy
67-76: Ooze Paraelemental (FUR4-08)
77-81: Skeleton, Ettin
82-86: Wraith
87-95: Zombie, Dire Boar, Fast (FUR6-05)
96-99: Zombie, Umber Hulk
100: PC's find a dead corpse.

EL 6 Encounters

01-05: Roll twice on EL 4
06-10: Roll three times on EL 3
11-15: Roll twice on EL 2; take two of each
16-20: Belker
21-25: Bonedrinker (FURinter6-02)
26-40: Ghast 8 HD Ftr2 (FUR5-08)
41-50: Half Black Dragon Human Ftr4
51-55: Plague Blight (FUR5-08)
56-65: Skeleton, Advanced Megaraptor
66-75: Tendriculos
76-85: Voidwraith (FUR6-03)
86-93: Will-o-wisp
94-99: Zombie, Gray Render
100: PC's find a dead corpse.

EL 7 Encounters

01-05: Roll twice on EL 5
06-10: Roll three times on EL 4
11-15: Roll twice on EL 3, and use two of each
15-20: Roll twice on EL 2; use three of each.
21-30: Bloodrot (FUR6-08)
30-35: Chaos Beast
36-38: Huge Air Elemental
39-41: Huge Earth Elemental
42-44: Huge Fire Elemental
45-47: Huge Water Elemental
48-52: Ghost Ftr5
53-56: Golem, Flesh
57-60: Invisible Stalker
61-70: Skeleton, Cloud Giant
71-80: Spectre
81-90: Vampire Ftr5
91-99: Zombie, 20 HD Behir, Fast (FUR6-05)
100: PC's find a dead corpse.

EL 8 Encounters

01-05: Roll twice on EL 6
06-10: Roll three times on EL 5
11-15: Roll twice on EL 4, and use two of each
16-20: Roll twice on EL 3; use three of each.
21-25: Roll twice on EL 2; use four of each.
26-35: Bodak
36-40: Destrachan
41-50: Mohrg
51-55: Ogre Mage
56-65: Shadow, Greater
66-70: Shield Guardian
71-80: Skeleton, Glabrezu, Vicious, Awakened (FUR6-05)
81-90: Skeleton, Young Adult Red Dragon
91-99: Slaughter Wight (FUR6-01)
100: PC's find a dead corpse.

EL 9 Encounters

01-07: Roll twice on EL 7
08-15: Roll three times on EL 6
15-20: Roll twice on EL 5, and use two of each
21-25: Roll twice on EL 4; use three each.
26-30: Roll twice on EL 3; use four of each.
31-39: Blaspheme (FUR6-01)
40-42: Greater Air Elemental
43-45: Greater Earth Elemental
46-48: Greater Fire Elemental
49-51: Greater Water Elemental
52-61: Half-fiend Human Clr7
62-68: Hell Hound
69-75: Hooded Pupil Ogre Mage (FUR6-01)
76-80: Naga, Spirit
81-90: Skeleton, Titan, Spellstitched (FUR4-08)
91-99: Slaughter Wight, Evolved (FUR6-01)
100: PC's find a dead corpse.

EL 10 Encounters

01-07: Roll twice on EL 8
08-15: Roll three times on EL 7
15-20: Roll twice on EL 6, and use two of each
21-25: Roll twice on EL 5; use three each.
26-30: Roll twice on EL 4; use four of each.
31-35: Animated Object, Colossal (tall)
36-40: Animated Object, Colossal (long)
41-45: Golem, Clay
46-55: Plague Spewer (FURinter6-02)
56-60: Runic Guardian (FURinter6-04)
61-65: Salamander, Noble
66-70: Slaad, Gray
71-80: Slaughter Wight, Evolved, Spellstitched (FUR6-01)
81-85: Rakshasa
86-93: Revived fossil megaraptor (LM)
94-99: Wight Mnk7 (FURinter6-03)
100: PC's find a dead corpse.

DM AID #3 – TRAPS ENCOUNTER TABLE

EL 2 Encounters

Camouflaged Pit Trap: mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall; multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device 19

Inflict Light Wounds Trap: magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device 26

Pit Trap: mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device 20

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

EL 4 Encounters

Camouflaged Pit Trap: mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall; multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device 17

Inflict Serious Wounds Trap: magic device; touch trigger; automatic reset; spell effect (*inflict serious wounds touch*, 5th level cleric, DC 14 Will save for half); Search DC 28; Disable Device 28

Pit Trap: mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device 20

Spiked Pit Trap: mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 620 ft. deep (6d6, fall; multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each) Search DC 21; Disable Device 20

EL 6 Encounters

Camouflaged Pit Trap: mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall; multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device 17

Fireball Trap: magic device; touch trigger; automatic reset; spell effect (*fireball*, 9th level wizard, 9d6 fire, DC 16 Reflex save for half); Search DC 28; Disable Device 28

Flamestrike Trap: magic device; touch trigger; automatic reset; spell effect (*flamestrike*, 9th level cleric, 9d6 fire, DC 17 Reflex save for half); Search DC 30; Disable Device 30

Spiked Pit Trap: mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall; multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each) Search DC 25; Disable Device 20