

FUR4-10

Set in Stone

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

Version 1.0

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While traveling through the Barony of Littleberg, you are asked to perform a service for Furyondy. Once again, your country needs your help. Will you rise to the occasion? A Furyondy regional adventure for PCs level 1 to 9 (APL 2 to 8). Part 1 of the *Intrigue in Littleberg* Cycle.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals

	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

with different CRs are added separately.

3. Sum the results of 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.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

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.

Adventure Background

At the outbreak of the war with Iuz, the production of limestone at Claw Gorge was greatly reduced due, in part, to pockets of poisonous gas, corrosive and acidic geysers and an increased frequency of dangerous monster attacks. Shortly thereafter, rumors began to spread of a powerful curse begun by agents of Iuz. Magical divinations revealed the presence of transmutation and conjuration/summoning magic.

Today, the production of Claw Gorge is still at about one-third its pre-war levels. Baron Jemian, in an effort to increase the production of valuable limestone – and to gain favor with the king for doing so – has sent several spelunking excursions into the mines to ascertain the source of the apparent curse. No definitive answer could be found, but one of his excursions managed to return with some information about a carved network of tunnels, and being attacked by creatures that "dissolved into nothingness when killed." Believing that his labors might finally be producing fruit, Baron Jemian is looking to hire some adventurers to clean out this infested section of his mine and to resolve the issue of the "curse" if possible. He cannot send his own soldiers due in part to his agreement that his men will be seconded to King Belvor for three months a year, rather than the usual two days and two months. In addition, there has been increased military activity of Furyondy's forces in recent months.

Baron Jemian is not the only one that would like to uncover the mystery of the Claw Gorge "curse." Another individual of importance (who shall remain nameless at this time) has uncovered some information that leads him to believe there may be a powerful magic item in use in the mines of Claw Gorge. He has sent a trusted hireling, Edoriel, to take care of the matter. Edoriel, rather than take any unnecessary personal risks, has come up with a plan to hire some adventurers to retrieve the item for him.

Adventure Summary

The PCs begin this adventure on the road. They have been traveling together.

Encounter #1: The PCs encounter Edoriel, posing as a servant of Baron Jemian. He requests that they aid the Baron and provides maps and documents to assist the PCs in their mission.

Encounter #2: The PCs encounter Calip. Calip is actually a servant of the Baron's and also asks them to help the Baron (and Furyondy) out. Depending on the outcome of Encounter #1, the flow of this encounter may change.

Encounter #3: The PCs' travel to Claw Gorge is uneventful. Once there, they meet Brilius Silverpick and his fellow mine workers. Brilius takes their papers and escorts them to the mineshaft.

Encounter #4: After exploring the mine for some time, the PCs find their destination. The entrance to an ancient temple complex, now inhabited by a tribe of kobolds, is a hole in the cavern wall. No one seems to know who found the hole first. But it leads into a distinctly different network of tunnels. The kobolds have trapped this entrance to keep the pesky surface dwellers out of their temple until they can build a more permanent solution.

Encounter #5: A group of elite kobolds is stationed in this room to guard against intrusion, and to give warning to the priests. If the PCs defeat the guards, there is a pit trap built to keep out interlopers.

Encounter #6: After defeating the temple guards, the PCs may explore the area. Here, they find a couple of storage areas and the final defense against unwanted intruders as well as two more traps in the hallway.

Encounter #7: If the PCs survive the trapped hallways, they encounter the priests in the temple proper. The difficulty of this encounter is based in part on the outcome of Encounter #5. At higher APLs, the high priest may have summoned a *lesser planar ally* to help protect the temple to his god. Winning this encounter allows the PCs to claim the item they were looking for...The Summoner's Stone.

Encounter #8 (optional): If the PCs did not accept Edoriel's offer, or if they accepted both Edoriel's offer and Calip's offer then return to Calip to collect their reward, this encounter will occur. In other words, if the PCs accepted Edoriel's offer but not Calip's, then skip this encounter. During this encounter, PCs are ambushed by one of Edoriel's hirelings, Jargesh, seeking to make sure that Edoriel was not tricked. Jargesh attempts to take any unusual-looking magic items back to Edoriel, since he does not know what the artifact actually is.

Encounter #9 (optional): This encounter occurs if the PCs return to Calip. He will thank them and reward them if they have the stone.

Encounter #10 (optional): This encounter occurs only if the PCs return to Edoriel with the stone. In the middle of their transaction, the Baron's soldiers break in and attempt to arrest everyone involved.

Introduction

The PCs find themselves traveling northeast from Caronis, about a day and a half southwest of Castle Greylobe. Since PCs have been traveling together for some time, allow PC introductions prior to beginning Encounter One.

Travel in Furyondy, as of late, has been filled with more tension than usual, particularly in and around the area of Chendl. The populace has been more and more uneasy as word of the darkness spreads. Consequently, travelers have been seeking protection from threats, either real or imagined, more and more. It is for this reason that you find yourself in the company of other adventures on the return trip from Caronis. After all, trouble always seems to have a way of finding people in your line of work.

Encounter One

The PCs encounter Edoriel. He is seeking the Summoner's Stone for his own reasons.

About a day and a half southwest of Castle Greylode, in the Barony of Littleberg, the sun begins to set as you approach the little hamlet of Greenfeld. It's been a long day of travel. The smells of fresh bread and warm, spicy stew waft gently to your nostrils. Among the small buildings, one in particular stands out among the rest. The faded wooden sign swinging in the breeze depicts an unoccupied bed with the words, "Traveler's Rest" written in common below the image. The pleasant sound of minstrels playing can be heard coming from inside.

Allow the PCs to rest and relax in the inn. The following encounter will occur after they have spent some time in the common room. If they decide not to enter the inn, skip the following text and ad-lib a meeting with Edoriel in the streets. Also, if any of the party is living off the land, he will have to pay for an expensive bath (1 gold Wheatsheaf) before being served, or else he will be allowed to eat his meal with the horses if he adamantly refuses the bath. Half-orc PCs will get a few stares from the patrons.

The inn itself is very well kept. A wooden bar with plenty of sturdy stools rests off to one side, nearly hidden behind a group of farmers, laughing over a good story. Several square tables occupy the majority of the floor space in the common room. Some have benches at their base, but a host of worn cushioned chairs surround more tables than not. A small stage sits near an unused fireplace, opposite the bar.

Creatures:

- ☛ **Maya:** Female human Com3 Cha 13 (Serving girl)
- ☛ **Adella:** Female human Com1 Cha 12 (Serving girl)

- ☛ **Jargesh:** Male dwarf Cha 10 Jargesh is the primary bartender of the Traveler's Rest Inn. He is also a mercenary for hire. (See Appendix 1)
- ☛ **Villim:** Male gnome Exp4 Cha 12 (Traveling Minstrel)
- ☛ **Edoriel:** male Human; (Bluff +16, Sense Motive +9). Edoriel is an attractive human of mixed heritage. He has an average build with dark hair, blue eyes and somewhat angular features. He wears fine clothing appropriate to a high-ranking servant of a Furyondy noble. Edoriel knows Baron Jemian is seeking the stone and so he is posing as a servant of Jemian in order to recruit his own adventurers. Edoriel has worked up an intricate deception in order to fool the PCs. He has taken measures to keep his true identity hidden. He wears a *ring of mind shielding* and has a *contingency* spell up that will *teleport* him to a safe location when he makes an appropriate gesture (i.e. a free action).

After enjoying a hearty meal, a small, almost frail-looking man dressed in high-quality cottons accented in white lace approaches your table. "Excuse me, good travelers." He says. "But you look like you might be of the adventure-seeking type. Would this be a correct assessment?"

Allow the PCs to respond.

*"Good, Good. If I might have a few moments of your time, I think that I have a proposal that you might be interested in. Baron Jemian sent some servants out in search of adventurers to help him with a little task. You see, the limestone mines at Claw Gorge are not nearly at full production. Early in the war with Old Wicked *spits* the mines were declared cursed. Magical divinations were performed and the presence of strong magic was detected. Recently, the baron sent various excursions into the mine to determine the cause of the curse. One excursion found a set of carved tunnels that is now connected with one of the mines and encountered creatures that dissolved into nothingness when killed. We believe that there is an item of power in this set of tunnels. What I ask of you is to discover what this item is. If you can bring it to me, that is all the better, then I can study it and maybe discover a cure for the curse. So, what say you?"*

Note that Edoriel is deliberately misleading but avoids outright lying whenever possible so that spells and magic items that detect lies might not be triggered.

Edoriel has some basic maps of Claw Gorge, but no maps that detail the mine. He will give them documents for the gnomes at the mine to allow them into the mine for their mission. They are sealed with a wax seal, in imitation of Baron Jemian's house seal but are actually forged. However, only an expert who is very familiar with the baron (Knowledge – Nobility and Royalty, DC 20), would be able to identify them as forgeries. Note that knowledge of the baron does not automatically allow the PCs to identify this forgery. However, if any of the PCs asks to make a Forgery check, apply modifiers as described in the Forgery skill and secretly roll (DC 25). If the PCs gain the real documents from Calip (Encounter 2) it is easier to tell (DC 15) that one of the seals is a fake. Without knowledge of the baron's actual seal, a PC should not be able to tell which is authentic and which is the forgery.

Below are some questions the PCs may ask:

What's in it for us? *Well, obviously, the Baron would be very grateful if you retrieved this item for him. His influence means a great deal. Although you may keep anything of value that you find on any creatures you may face, the item you seek and any contents of the mine itself are off-limits as those belong to the baron. We wouldn't want to upset him, now would we?*

Where is the mine? *I have maps and directions; and I can tell you which section of the mine to search.*

When do we start? / Are there any time constraints? *You should start as soon as possible. There are others being recruited, and only the group that is successful receives any reward. Besides, the sooner the item is removed from the mine, the sooner the mine can be back at full production.*

How long have you worked for the baron? *Oh, let me see. I haven't worked for the baron even a year, yet. He's a good man, though. Saves poor destitute men like me from lives of crime, he does. Takes us off the streets and puts us to work. He likes to help people, he does.*

Where is the baron? *The baron is very busy with matters of state. The current status of Chendl and the recent increase in hostilities associated with the war all drain his resources. He has assigned this task to his servants.*

Development: If the PCs refuse to accept, Edoriel looks disappointed, but accepts their refusal. However, he is very mistrustful and hires Jargesh to make sure that they

don't plan on using his information to keep the item. He then lays low so as not to be discovered.

If the PCs accept, he gives them whatever information he can, as well as the forged documents and his maps and arranges a meeting back here when they return.

Encounter Two

As the PCs continue their travels, they encounter a real servant of Baron Jemian. His name is Calip. Calip approaches the PCs, much like Edoriel. Note that Baron Jemian has, in fact, sent out several servants to recruit adventurers. If necessary, adjust the encounter to fit any special circumstances the PCs may take after their first encounter.

After traveling for the better part of a day, the small town of Stonecliff can be seen atop the next hill.

Assuming the PCs enter Stonecliff, read or paraphrase the following.

Stonecliff is similar in appearance to Greenfeld. In fact, it is nearly identical to all the little hamlets in and around the area of Castle Greylode. Although boring in design, it is quite quaint. Again, there is but a single inn that stands out among the small, one-story buildings. There is a blacksmith shop, a clothier that specializes in mending traveling gear, and a sign posted at both ends of town that reads, "Castle Greylode: NE 13 miles. Beware of convicted criminals."

As you travel through the main thoroughfare of Stonecliff, a fellow of slight build confronts you. "Excuse me!" he calls, loudly. "Are you interested in some work?"

If the PCs act remotely interested, he will ask them to meet him in the "Roc's Nest" (the Inn).

"Greetings! I am called Calip. I work for the Baron Jemian and am seeking the sturdy-looking, adventure-seeking type for a task that needs completing. Any interest?"

Creatures:

☛ **Calip:** male Human; Cha 11; (Bluff +5, Sense Motive +5). Calip is an average-looking human of mixed heritage (predominately Suel). He has an average to slightly heavyset build with dirty blonde hair, blue eyes and somewhat angular features (hidden to some degree by a little extra fat.) He is wearing somewhat fine clothing, appropriate to a high-ranking servant of a Furyondy noble.

Calip will proceed with the details of the job unless the PCs stop him. If they explain that they have already been propositioned, then he will wish them good luck and look for other adventurers. If the PCs ask questions, he will attempt to answer as best as possible. Below are some common questions:

What can you tell me about the mine/curse?

Well, things were going fine for a while. Then, after the war started going strong, miners kept dying or getting injured. They'd find strange creatures popping up; or pockets of poisonous gas, or – Oh! No, you don't have to worry. They haven't been nearly as bad as they used to be. Really. You're still going to go, aren't you?

How long have you worked for the baron?

Oh, I don't know. It's got to be going on fifteen years, or so. Why?

Do you know Edoriel?

*Edoriel? Hmmm... I know an Edoran. Pretty thing. Pleasantly plump, she is. Oh. Sorry. *Blushes* No, no Edoriel. But the baron has many servants. I only know a handful.*

What's in it for us?

Well, the baron will be quite grateful. It's always good to be on the good side of a baron, if you know what I mean. I'm not authorized to offer payment, but I think that the baron might be willing to compensate you. No guarantee, though. Oh, also you can keep the 'spoils of war' so to speak. So long as you don't steal... take anything that rightfully belongs to the baron.

Where is the mine?

It's about a day's travel north of Castle Greylode, in Claw Gorge. I have a map and I can show you where you'll need to go. So you don't have to worry about wandering the mine. I also have this writ that will allow you entrance to the mines. Just give it to the head gnome there.

I've already made a deal with Edoriel. I think I'll give it to him.

Um... Okay. That should be fine. There's no special reward for whomever finds the group that recovers the item. I just want production back up to normal levels.

If they accept, Calip gives the PCs an authentic writ with the baron's seal on it, if they don't already have one from Edoriel (or if they have one but do not tell him about it or

deny it to him). If the PCs ask to see his writ, he will allow them to look at it, but not to break the seal. If the PCs do have the forged writ from Edoriel, Calip will not be able to tell that Edoriel's writ or seal is a forgery since he is not trained in recognizing forgeries. Calip's maps are more accurate than Edoriel's, but Calip just shrugs that off if shown Edoriel's maps. If the PCs accept his offer, he asks them to meet him back here (at the Roc's Nest) when they have finished.

Calip has no suspicions whatsoever that anyone may be trying something underhanded. If the PCs suggest that someone may be trying to steal the magical artifact for themselves, he offers to send word to the Baron and asks the PCs to bring the item to him, if they would like and are able to. He also suggests that he doesn't really care what happens so long as the mines are running at full capacity, once again.

If the PCs decline both offers, the adventure is over, unless they decide to try to sneak into the mine and steal the item for themselves. If the PCs attempt this, modify the encounters below as necessary.

Encounter Three

Claw Gorge is just over a day's travel north of Castle Greylode on Horseback. Add a half-day of travel if any of the PCs do not have a horse. The road is wide and marked up badly from years of carrying heavy blocks of limestone. The travel is uneventful, but rough. When the PCs arrive, read or paraphrase the following.

Cresting another tall hill, the massive fissure that is Claw Gorge can suddenly be seen in the distance. The awe-inspiring vista seems to go on forever; its shape roughly resembling that of a claw. Seeing this sight, it is no wonder that such large quantities of limestone could come from one place.

On the edge of Claw Gorge is a large, three-story building. This is the home of the Sharp Shooters organization. Above the door hangs a sign painted on a Bull's Eye that reads, "Sharp Shooter's". The lower level is made of castle-grade stone, while the upper two levels are made of timber. At the door stands a well-dressed man, ready to attend to potential members and guests.

No one is allowed admittance to Sharp Shooters unless they are members, and then only the members are allowed access. Joining the club is by invitation only. If the PCs continue into the gorge...

The road slowly descends into the depths of the gorge. The slope of the thoroughfare is so slight that only those sensitive to mining conditions can tell that

the road is, in fact sloping down rather than the walls rising.

After nearly a half-hour of descending, the road finally ends at a stack of massive rough-cut limestone blocks at what must be at least 500 feet below the surface. A group of gnomes directs a larger number of humans to some loading platforms. A small number of the humans appear to be wearing restraints around their legs. Several buildings of various sizes have been erected along the southwest area of the canyon. Nearby, an armed force of militia eyes your approach cautiously.

This is the mine at Claw Gorge. The gnomes that live and work here run the mine. Once holding as many as 150 gnomes and several human workers, the mine no longer operates at such a scale. Currently, there are about 30 gnomes and about 50 humans working the mine. Everyone is strongly cautious and a little on edge due to the “curse.”

The handfuls of humans wearing restraints are convicted criminals. Baron Jemian is making use of a relatively new concept in criminal punishment and rehabilitation. He is putting various criminals to work at hard labor. They are the main workforces at Castle Greylode. Those seen here are assisting in the delivery of a new shipment of limestone. Loading the limestone has not yet begun, but judicious use of the *grease* spell helps to position the heavy stones.

Creatures:

🧝 **Brilius Silverpick:** gnome, expert (miner) 7. Brilius is a squat, sturdy gnome with little fat, and muscles lean from working the mines for many years. His eyes glint with a keen intellect and his manners betray a firm, almost military character.

🛡️ **Militia squad:**

1 lieutenant
2 sergeants
20 patrolmen

Development: The PCs will not be allowed entry unless they show their credentials to the head gnome, Brilius Silverpick. If the PCs approach the militia, they are escorted to Brilius for entrance. Brilius looks over their paperwork and directs them to an unused mine shaft being guarded by two members of the militia. He points out on their maps (if they have Calip’s maps) where to go and keeps the letter of admittance from the Baron. If the PCs give Brilius the forged documents, then while they are in the mines, the militia discovers the forgery and sends a messenger pigeon to the baron. While waiting for

the return message, they discretely follow the PCs when they leave the gorge.

Sneaking into the mine is very difficult, indeed. By day, there are enough militia and miners around to see someone approaching or climbing down the 500-800 foot walls. By night, a squad of militia patrols the gorge and keeps torches lit near every mine entrance. There are few exits from the gorge. The only one that sees common use is the main southern entrance described above. The two militia squads stationed here take turns patrolling. One is on duty at night and one during the day.

Encounter Four

After the PCs have gained access to the proper mine they can look for the entrance to the newly discovered tunnel network. If they have not been informed of where to look, it takes between four and seven hours find the right location. A successful Survival check (DC 20) will reduce the time needed. If the party has exact directions, the time to reach the entrance is an hour. Please remember to adjust the descriptions below as dictated by the light source used by the PCs.

Up ahead, the tunnel of rough-hewn stone narrows. At the end of the tunnel, a small pile of smooth-carved blocks lies strewn about a hole in the tunnel wall that gives way to another passage.

If the PCs enter or examine the new passage (“the hole”), read or paraphrase the following description.

The newly discovered passage was obviously carved for another purpose. Its walls, floors and ceilings are carved smooth and about knee high to a human, decorated with intricately carved designs. Most obvious is the height of the ceilings. At about four and a half feet in height, most human-sized creatures would be forced to squeeze precariously into these cramped quarters.

Any PC taller than four feet, four inches must follow the rules for squeezing when in any of the hallways on this map. All of the rooms, however, have 8-foot high, vaulted ceilings that do not impede medium-sized creatures. Any PCs examining the carvings on the walls that succeed at a Knowledge – Religion check (DC 20) recognize references to ancient dwarven mythology. Those more knowledgeable (Knowledge – Religion, DC 26) recognize stylized dwarven religious symbols to the darker side of the dwarven pantheon.

Development: If the PCs travel to the northwest they come across a recent cave-in. This was caused when an earlier group of explorers fought with a small group of

thoqqua in the corridor. The passage became unsafe and collapsed soon after the encounter.

Dwarves – or others with a related ability –note that the cavern slopes almost imperceptibly downward as they travel south or east.

Encounter Five

To the south/southeast of “the hole,” a group of kobolds makes camp in a 15' x 20' room. They are on a pilgrimage to the temple that has been usurped by the kobold priests to the East.

The room up ahead has an 8-foot high, vaulted ceiling. The walls are adorned with many more markings. A Knowledge (religion) check (DC 20) identifies that there are two distinct types of carvings. One is a set of religious images to Kurtulmak (patron god of the kobolds). The other is the set of stylized dwarven runes that decorate the hallways. A successful Search (DC 28) or Craft – Stonecutting (DC 14) check reveals that one set of carvings (the dwarven ones) is much older than the other set of carvings.

APL 2 (EL 2)

🔪 Kobolds (7): hp 6, 5, 4, 4, 4, 3, 2; see *Monster Manual* page 161.

APL 4 (EL 4)

🔪 Kobold Warriors (6): hp 18; see *Appendix 1*.

APL 6 (EL 6)

🔪 Kobold Warriors (4): hp 18; see *Appendix 1*.

🔪 Kobold Elite Warrior: hp 31, see *Appendix 1*.

APL 8 (EL 8)

🔪 Kobold Warriors (4): hp 27; see *Appendix 1*.

🔪 Kobold Adept: hp 27; see *Appendix 1*.

Tactics: The kobolds are experienced troubleshooters for their tribe. While resting, one of them is always keeping watch in case something should come through the passage. If the PCs have a light source or the sentry makes his Listen check, then the kobolds are aware of the PCs' approach and set an ambush. One of the kobolds runs to the temple area (see Encounter Six, below) to warn the priest and to set up defenses. If the PCs are not surprised, then the kobold nearest the temple area runs to the temple on the first round of combat to warn the others. The kobolds are elite troops. They use the hallway, their tanglefoot bags (APL 4+) and spells (APL 8) to trap the PCs at the entrance to the room and attack behind the cover of the walls.

Development: Note that any suitably loud noises (not just simple combat, but explosions such as a fireball and the like) serve to alert the other kobolds of the invasion. If the PCs can manage to be relatively stealthy, then this will be much easier for them. At APL 6 or above, keep track of time from the start of this combat until the PCs reach the temple. If the priest has been warned, then he starts casting *lesser planar ally*. (It takes 10 minutes to cast.) At APL 8, the adept begins by touching his *stone of alarm* to alert the temple.

Treasure: One of the kobolds has an *elixir of fire breath*.

APL 2: L: 7 gp; C: 0 gp; M: *elixir of fire breath* (92 gp).

APL 4: L: 101 gp; C: 0 gp; M: *elixir of fire breath* (92 gp).

APL 6: L: 111 gp; C: 0 gp; M: *elixir of fire breath* (92 gp).

APL 8: L: 121 gp; C: 0 gp; M: *elixir of fire breath* (92 gp), *stone of alarm* (225 gp).

Encounter Six

As the PCs gain sight of the first of the other small rooms around the temple, read or paraphrase the following.

This fifteen-foot by twenty-foot room has an eight-foot vaulted ceiling and looks to have been a waiting room at one point. It currently has one bench in working condition and one that has seen better days. The walls are covered with carvings of various symbols. There are two rusted grates in the floor of the northern corners of the room. A wooden door marks an exit to the north and the south. To the east, the hallway continues.

A Spot (DC 20) or Search (DC 14) check reveals eight small holes in the east and west walls about 4-feet above the floor. At one time these held wooden pegs to hang cloaks or hats from. The pegs have long since deteriorated and the current occupants have not replaced them. The symbols are the same as those in Encounter Five.

To the north is a storage room. It is filled with a bunch of deteriorating wooden crates and chests. There is nothing of value in them. Some old supplies (such as rotted ropes, mostly eaten foodstuffs and broken tools) can be found. When the PCs open the door they hear (and possibly see) some rats and cockroaches scurry away from them.

To the south are stairs leading down. Each set of stairs in the area leads to a large network of old tunnels made for smaller creatures than humans. They are

narrow, even for small creatures. The stale air from below smells of rancid meat. The PCs should be discouraged from exploring the stairways. Entice them with sounds of movement, voices (speaking draconic) and the sounds of wood scraping on stone coming from the temple area ahead. If the PCs insist on exploring, they encounter kobolds that run and hide. In addition, the PCs are harassed by various traps (see Appendix 2) the entire time.

If the PCs attempt to rest in the temple area, then they are attacked in their sleep by a war party up to twice each night they rest. Use the stats of the kobolds from Encounter Five.

As the PCs gain sight of the next small room read or paraphrase the following.

This fifteen-foot by twenty-foot room has an eight-foot vaulted ceiling and looks to have been a waiting room at one point. It has two benches that appear to be in working condition. The walls are covered with carvings of various symbols. There is a rusted grate in the floor at each of the northern corners of the room. A small hallway marks an exit to the north and a set of stairs to the south.

Again, the PCs may notice the holes in the walls previously used for pegs (see description above). The symbols are the same as those in the earlier room in Encounter Five. If any kobolds survived to warn the priests of the intruders, then the two simple traps protecting the northern hallway are armed.

Trap: Ten feet into the hallway, north of the second waiting room (south of the temple proper) lies the first of two traps. Anyone entering the square containing the trap sets it off. Five feet north of that lies a second trap. These traps are the same for all APLs.

All APLs (EL 1)

↗ **Rolling Rock Trap:** CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22.

All APLs (EL 1)

↗ **Fusillade of Darts:** CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

Development: If the falling rock trap is set off, the defenders of the temple hear the sounds of the trap and know that their enemies are near.

Encounter Seven

The main door to the temple proper is stone and opens to the inside. There is no visible handle, doorknob, set of hinges or carvings to be seen. When the PCs open the door, describe the temple to them, remembering to account for their light source.

The main temple is a large room supported by pairs of pillars on either side. There is a basin filled with a clear liquid (water) to either side of the door. Unlike previous rooms, the ceiling is roughly thirty feet high and is not vaulted, but flat. Toward the far end of the room are two stone, altar-like tables. Against the far wall is an alcove, inset into the wall. Contained within the alcove is a smooth-cut stone about the size of a human fist. Light glints off of it as if it were carefully polished, recently. The carvings on the walls seem to section off portions of this room. The carvings look almost haphazard within each section. Successful Knowledge and/or Stonecutting checks can yield the following bits of information about them:

Knowledge (religion):

- ☛ DC 12: There are two distinctly different sets of carvings. One of them appears to be attempting to “cover up” the other.
- ☛ DC 15: One set of carvings is in obeisance to Kurtulmak. This one is doing the “covering up.”
- ☛ DC 20: The older carvings are dwarven in nature.
- ☛ DC 22: The dwarven runes are in obeisance to the darker side of the dwarven pantheon.

Craft (stonecutting)

- ☛ DC 10: One set of carvings is significantly more recent than the other. (The kobold carvings.)
- ☛ DC 15: The more recent carvings are about fifteen years old.
- ☛ DC 20: The older carvings are at least 100 years old.

APL 2 (EL 5)

- ☛ **Kobold Warriors (4):** hp 18; see *Appendix 1*.
- ☛ **Cleric of Kurtulmak:** hp 18; see *Appendix 1*.

APL 4 (EL 7)

- ☛ **Kobold Warriors (3):** hp 18; see *Appendix 1*.
- ☛ **Kobold Elite Warrior:** hp 31; see *Appendix 1*.
- ☛ **Cleric of Kurtulmak:** hp 22; see *Appendix 1*.

APL 6 (EL 9)

- ☛ **Kobold Warriors (5):** hp 18; see *Appendix 1*.
- ☛ **Kobold Elite Warrior:** hp 31; see *Appendix 1*.

➤ **Cleric of Kurtulmak:** hp 31; see *Appendix 1*.

➤ **Kobold Adept:** hp 24; see *Appendix 1*.

APL 8 (EL 11)

➤ **Kobold Elite Warriors (3):** hp 31; see *Appendix 1*.

➤ **Cleric of Kurtulmak:** hp 46; see *Appendix 1*.

➤ **Kobold Adept (2):** hp 34; see *Appendix 1*.

Tactics: If the kobolds were warned about the intruders, then the priest used the round before the PCs enter to cast his highest-level *summon* spell. At APLs 6 and 8 the priest may have also cast *lesser planar ally* (or might be in the process of casting it.) At APL 6, Kurtulmak sends him a bearded devil (Barbazus) while at APL 8, Kurtulmak sends him a chain devil (Kyton.) Note that depending on how long it takes the PCs to reach the temple, the priest may still be casting the spell when they arrive. The kobolds all gain a +4 circumstance bonus to their initiative rolls if they have prior warning. In that case, the priest is hiding (taking full cover) behind one of the altars and channeling his summoning spells through the stone. Consequently, he can't see the PCs and any creatures he summons appear next to the altar. Note that the alcove holding the stone is, itself, magical. It allows the priest to use the powers of the stone from anywhere within this room, so long as the stone is displayed within the alcove.

If the kobolds were not warned, some kobolds are running away from them down the stairwells to either side of the entrance. (These were just average kobolds visiting the temple area.) The kobolds that remain in this area fight to the death to protect their temple. At higher APLs, the adepts will use the *web* spell to slow down the PCs. At APL 8, the duration of the cleric's summoning spells is increased by 5 rounds.

Treasure: If the PCs defeat the kobolds in this area, they are free to take the *summoner's stone*. It radiates moderate conjuration and transmutation magic. The oval-shaped stone appears to be made of smooth-polished obsidian and does not scuff. When picked up, it feels cold to the touch. There are no markings of any kind on it.

APL 2: L: 146 gp; C: 0 gp; M: *brooch of shielding* (125 gp), *cloak of resistance +1* (83 gp).

APL 4: L: 173 gp; C: 0 gp; M: *brooch of shielding* (125 gp), *cloak of resistance +1* (83 gp), *elixir of truth* (42 gp).

APL 6: L: 193 gp; C: 0 gp; M: *brooch of shielding* (125 gp), *cloak of resistance +1* (83 gp), *elixir of truth* (42 gp), *pearl of power – first level* (83 gp).

APL 8: L: 169 gp; C: 0 gp; M: *brooch of shielding* (125 gp), *cloak of resistance +1* (83 gp), 2 *elixir of truth* (42 gp ea), 2 *pearl of power – first level* (83 gp ea).

Development: At this point, the PCs have completed this portion of their mission. Some may want to go kobold slaying in the lower levels. This is to be discouraged. If the PCs insist, they are constantly assaulted by kobold war parties like the ones listed in Encounter Five as well as various traps (see *Appendix 2*). They find no additional treasure and gain no experience (XP) for this.

When the PCs exit the mine, Brilius and some of the militia question them about what they found. Brilius then thanks them for their efforts and allows them to leave Claw Gorge.

Upon your exit from the main mine shaft, you find that Brilius Silverpick and a few militia are awaiting your return. "So, did you find what you was look'n for?" asks Brilius.

If the PCs answer in the affirmative, Brilius asks to see the thing that has been giving him and his men so much trouble for so many years. He then thanks them for their efforts and bids them farewell. If the PCs inform him of failure, he looks disappointed, but thanks them for their efforts nonetheless. Brilius sends word ahead to the baron via messenger pigeon. If the PCs recovered the stone, but keep it for themselves, they receive a "Criminal of Littleberg" cert.

The next encounter is dependent upon the PCs actions thus far. Encounters Eight, Nine and Ten are all optional. The specific circumstances leading up to each encounter are given in the opening paragraph of each. Encounters Eight and Ten are mutually exclusive. (You will never run both.) Encounter Nine is run if the PCs accepted Calip's offer and return to Castle Greylode to make good on it.

Encounter Eight

This is an optional encounter. Only run this encounter if the PCs did not accept Edoriel's offer, but went into the mine, anyway, **OR** if the PCs accepted Calip's offer and return to Castle Greylode to make good on it. In the latter case, the ambush will take place on the way to Castle Greylode, when it is clear that the PCs are not headed back to Edoriel.

Once the PCs have left sight of Claw Gorge, they will be attacked by some ruffians who were hired by Edoriel to keep an eye on the PCs, just in case. The dwarf is the bartender from the Traveler's Rest inn. They can discover this fact with an Intelligence check (DC 20). PCs receive a +4 circumstance bonus if they interacted with Jargesh while at the Inn.

APL 2 (EL 5)

✚ Jargesh: hp 49; see *Appendix 1*.

✚ Thug: hp 14; see *Appendix 1*.

APL 4 (EL 7)

✚ Jargesh: hp 57; see *Appendix 1*.

✚ Thug: hp 20; see *Appendix 1*.

APL 6 (EL 9)

✚ Jargesh: hp 68; see *Appendix 1*.

✚ Thugs (2): hp 32, 32; see *Appendix 1*.

APL 8 (EL 11)

✚ Jargesh: hp 90; see *Appendix 1*.

✚ Thugs (2): hp 32, 32; see *Appendix 1*.

✚ Brom: hp 29; see *Appendix 1*.

✚ Twitch: hp 21; see *Appendix 1*.

Tactics: Jargesh waits for the PCs in the road where they can see him. His thugs attempt to hide in the underbrush and gain concealment. He tells the PCs, *“Give me the item.”* If combat is inevitable, he transforms into his hybrid form and attacks while his thugs snipe from the underbrush, if possible. If combat looks likely, the ambushers take whatever time they have available to power up with their available equipment/spells.

Development: Jargesh just wants the item (stone). However, he does not know that the item in question is the stone, and consequently attempts to subdue (or kill, if necessary) the PCs and take any unusual-looking magic item he can find. At the lower end of APL 2 (for a group with mostly/all 1st-level PCs), Jargesh only attacks with nonlethal damage. If the PCs attempt to talk him out of attacking, he eventually accepts an offer of at least 1000 wheatsheafs (gp) to let them pass. If the PCs accepted Calip's offer and are returning to Castle Greylode to make good on it, run Encounter Nine after this one. Otherwise, proceed to the appropriate conclusion.

Treasure:

APL 2: L: 10 gp; C: 0 gp; M: 0 gp

APL 4: L: 10 gp; C: 0 gp; M: *potion of invisibility* (25 gp)

APL 6: L: 17 gp; C: 0 gp; M: 2 *potions of invisibility* (50 gp), *wand of cure light wounds* (62 gp).

APL 8: L: 37 gp; C: 36 gp; M: 2 *potions of invisibility* (50 gp) *wand of cure light wounds* (62 gp).

Encounter Nine

This is an optional encounter. Only run this encounter if the PCs accepted Calip's offer and return to Castle Greylode to make good on it. When the PCs approach the castle, read or paraphrase the following.

Approaching Castle Greylode it is possible to see a large number of laborers, all busy with some task or another. The castle looks to be well on its way to completion. In the distance, a man riding a dapple stallion heads in your direction. Seeing that you have noticed him, he waves. As you come within speaking distance, Calip greets you. “Greetings adventurers! How did you fare on your mission?”

Give the PCs a chance to respond.

Development: If the PCs do not have the stone, Calip thanks them for their assistance and wishes them luck in their future endeavors. Proceed to Conclusion B. If the PCs have the stone, he asks them for it and offers them a reward from the baron. If the PCs give Calip the Stone, proceed to Conclusion A. If the PCs have the stone but do not give it to Calip, proceed to Conclusion C.

Encounter Ten

This is an optional encounter. Only run this encounter if the PCs accepted Edoriel's offer, gave Brilius the forged papers from Edoriel and are returning to make good on their end of the bargain. If the PCs gave Brilius Calip's documents, adjust the encounter, below. The guards do not show up and Edoriel accepts the stone and leaves town.

When the PCs enter the Traveler's Rest, Edoriel is not at the inn. Mentioning him to Jargesh (tending the bar at this point) gets the PCs an audience with him. Jargesh asks the PCs to wait and goes to get him. Jargesh leaves the Inn through the back door and returns in about 5 minutes to let the PCs know that Edoriel will be there shortly. Edoriel is in his room, which has a private entrance. He prepares to meet the PCs (i.e. making sure that if anything goes wrong, he should be able to grab the item and leave abruptly) and then comes into the inn.

Edoriel greets the PCs fondly and ask if they found “the item” since he does not know that it is a magic stone. If they answer in the affirmative, he escorts them to a private dining room (25'x25' with one large window) to do business. He is interested in any stories the PCs tell about their journey and wants the stone. Depending on what the PCs do at this point, adjust the encounter as necessary. Right after the PCs give Edoriel the stone, Jargesh busts through the door to the room in hybrid

form and shouts, "They brought the guards!" Edoriel steps back (with the stone if possible) and teleports away from the building (via his contingency), leaving the PCs to fight Jargesh and deal with Baron Jemian's men.

APL 2 (EL 5)

✚ **Jargesh:** hp 49; see *Appendix 1*.

✚ **Thug:** hp 14; see *Appendix 1*.

APL 4 (EL 7)

✚ **Jargesh:** hp 57; see *Appendix 1*.

✚ **Thug:** hp 20; see *Appendix 1*.

APL 6 (EL 9)

✚ **Jargesh:** hp 68; see *Appendix 1*.

✚ **Thugs (2):** hp 32, 32; see *Appendix 1*.

APL 8 (EL 11)

✚ **Jargesh:** hp 90; see *Appendix 1*.

✚ **Thugs (2):** hp 32, 32; see *Appendix 1*.

✚ **Brom:** hp 29; see *Appendix 1*.

✚ **Twitch:** hp 21; see *Appendix 1*.

All APLs (EL 10)

✚ **Guard Captain:** hp 36; see *Appendix 1*.

✚ **Baron's Guards (20):** hp 20; see *Appendix 1*.

Tactics: Jargesh and some of his thug buddies fight the PCs, since they brought all this trouble. The guards block the exits and repeatedly tell all parties to surrender to the authority of Baron Jemian. The guards then ready actions to attack anyone that attempts to attack them or leave. At the lower end of APL 2 (for a group with mostly/all 1st-level PCs), Jargesh only attacks with nonlethal damage.

Development: As the PCs are concluding their transaction, Baron Jemian's men interrupt the transaction. Their goal is to detain everyone involved until they can sort out what was happening. They only attack people that attack them, first or attempts to leave. If the PCs surrender, they are taken into custody and investigated for treason (due to their perceived attempt to undermine the efforts to restore Claw Gorge and the expected impact on the kingdom), major fraud and theft. If any of the guards die, murder is added to the list. If the PCs cooperate with the guards, have a spokesman for the PCs make a Diplomacy check (DC 20). They are allowed to take 10. You may add up to a +4 circumstance bonus for good role-playing. If the PCs succeed at the check, then their helpfulness aids in the investigation and they are immediately freed. Otherwise they spend an

additional TU in jail while the investigation determines their innocence.

Conclusion

Once you have completed the conclusion, if this event occurs prior to March 1, 2005, then please complete the critical event summary at the end of the event and return it to the Furyondy Plots coordinator, Michelle Sharp, at FuryondyPlots@yahoo.com. 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.

Conclusion A: The PCs recovered the stone and intend to give it to Calip.

"I'm so pleased that you were able to recover the artifact. Hmm. A simple stone. I wonder if this was truly the cause of so much trouble. Well, either way, you have fulfilled your end of the bargain. Now, here is my end. The Baron has authorized me to give you each 100 Wheatsheaves for your trouble. I was told not to agree to any monetary exchanges in advance. If you were unwilling to do the job for Furyondy, then you could not be trusted to do the job at all. Thanks, again. You have my gratitude and that of the Baron. Should you ever find yourselves in the Barony of Littleberg and in need of assistance... Well, I'm sure you know the rest."

Conclusion B: The PCs did not recover the stone, and return to tell their employer of their failure.

The employer could be either Calip or Edoriel. Ad-lib the NPC's disappointment and personality if necessary. Remember that Edoriel is still posing as an agent of the baron. After the PCs give their employer the bad news...

"Well, I must admit that I am disappointed. I had hoped that you would be able to accomplish this task. Oh well. Perhaps some other will be able to do what you could not. Thank you for your attempt. If I could have my maps back, I'd appreciate it. I must begin looking for another group as soon as possible."

Conclusion C: The PCs recovered the stone but kept it for themselves.

"Leaving with the stone in your possession, you find your mood darkening. The sun seems darker. The

colors of the flowers blooming seem less vivid and the company of your fellows is less enjoyable. In the coming nights, your sleep is troubled more than usual. And you awake not much less tired than you were before your rest.

Conclusion D: The PCs recovered the stone, returned to the Traveler's rest and were interrupted by the guards.

After your scuffle with Jargesh and his friends, the baron's guards arrest you and your friends. The investigation eventually determines your role in the events leading up to this point. Notice of Edoriel's actions is sent to the Baron. You are eventually found innocent of the crimes undertaken by Edoriel's men. The guards confiscate the stone, knowing that the Baron considers it quite important. You are allowed to leave with your freedom.

Conclusion E: The PCs recovered the stone, returned to the Traveler's rest and were not interrupted by the guards.

Leaving the Traveler's Rest, your step seems just a little lighter. Perhaps it is the knowledge that you just performed a service to Furyondy. Hopefully, the baron's servants can discover a good use for such an item and Claw Gorge's production levels can return to their pre-war levels. Now, a new adventure lies just beyond the horizon.

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 Five

Defeating the kobolds

APL2 60 xp; APL4 120 xp; APL6 180 xp;
APL8 240 xp.

Encounter Six

Defeating the first trap

All APLs 20 xp.

Defeating the second trap

All APLs 20 xp.

Encounter Seven

Defeating the kobolds & recovering the stone

APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp.

Encounter Eight or Ten

Defeating the Jargesh & his minions

APL2 150 xp; APL4 210 xp; APL6 270 xp;
APL8 330 xp.

Story Award

Returning the stone to the baron's servant:

APL2 50 xp; APL4 95 xp; APL6 140 xp;
APL8 185 xp.

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 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 Five: Kobold Troubleshooters

APL 2: L: 7 gp; C: 0 gp; M: 92 gp
APL 4: L: 101 gp; C: 0 gp; M: 92 gp
APL 6: L: 111 gp; C: 0 gp; M: 92 gp
APL 8: L: 121 gp; C: 0 gp; M: 317 gp

Encounter Seven: Main Temple

APL 2: L: 146 gp; C: 0 gp; M: 208 gp
APL 4: L: 173 gp; C: 0 gp; M: 250 gp
APL 6: L: 193 gp; C: 0 gp; M: 396 gp
APL 8: L: 169 gp; C: 30 gp; M: 521 gp

Encounter Eight: Safety Net

APL 2: L: 10 gp; C: 0 gp; M: 0 gp
APL 4: L: 10 gp; C: 20 gp; M: 25 gp
APL 6: L: 17 gp; C: 0 gp; M: 112 gp
APL 8: L: 37 gp; C: 0 gp; M: 112 gp

OR

Encounter Ten: The Jig Is Up

Although Encounter Eight and Ten are the same combats, due to the presence of the Baron's guards, PCs will not be permitted to loot the bodies of their enemies.

Total Possible Treasure

APL 2: L: 163 gp; C: 0 gp; M: 300 gp - Total: 463 gp (maximum 450 gp)
APL 4: L: 284 gp; C: 0 gp; M: 367 gp - Total: 651 gp (maximum 650 gp)
APL 6: L: 321 gp; C: 0 gp; M: 600 gp - Total: 921 gp (maximum 900 gp)
APL 8: L: 327 gp; C: 30 gp; M: 950 gp - Total: 1307 gp (maximum 1300 gp)

Special

Cross off the "Summoner's Stone" certification if the PCs were not in possession of the stone at the end of the

module. That is, if they gave it to Calip or Edoriel, or if it was taken by Jargesh or the Baron's guards.

Summoner's Stone

This fist-sized, oval-shaped, smooth-cut piece of obsidian always feels cold to the touch. If the owner of this stone possesses the feats Spell Focus (conjunction), Augment Summoning, and 5 or more ranks in Spellcraft, and has been in constant possession of the stone for at least 24 hours, her Conjunction [summoning] spells gain the following benefits.

Caster

<u>Level</u>	<u>Ability</u>
1+	Summoned Creatures gain +1 HP per HD
5+	Summoned Creatures gain DR 1/-. (Does not stack with any existing DR.)

Price: 11,200GP (Cannot be crafted). Rare (only one PC at any table may possess the *summoner's stone*).

The PCs gain the "Criminal of Littleberg" certification if they agreed to give Calip the Summoner's Stone, told Brilius that they were successful in the mine and either lied to Calip about finding it, or neglected to meet Calip at the appropriate time. (For example, they stole the stone from Baron Jemian.)

Criminal of Littleberg

For taking property that rightfully belongs to Baron Jemian of Littleberg, this PC is a wanted man in the Barony of Littleberg. Whenever traveling in Littleberg, there is a 15% chance that the PC will be arrested to stand trial for the crime of "Theft" as laid out in the "Laws and Punishments" of Furyondy. The PC will be forced to spend 4 TUs in prison & must forfeit possession of the *summoner's stone*. If this PC is a member of the Furyondy Military, she is considered AWOL, is stripped of rank down to Private and gains a 10% chance of being caught anywhere else within Furyondy.

Favor of Baron Jemian

For assisting Baron Jemian in making the mines of Claw Gorge a safer place, this PC may request the Baron's assistance in finding someone to upgrade one suit of armor or shield by +1 to a maximum of +3. Alternatively, this favor may be used to upgrade any magic weapon with one of the following enhancements: *Keen*, *Ghost Touch*, *Merciful* or *Disrupting*. The PC must pay the difference in cost in full. This may be done following any Furyondy regional adventure. At that time the DM should record the item enhanced and the AR. AR#: ____
DM: _____ Item: _____

Items for the Adventure Record

Item Access

APL 2:

Summoner's stone (Adventure, Rare, see above)

Brooch of shielding (Adventure, DMG)

Elixir of fire breath (Adventure, DMG)

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

Elixir of truth (Adventure, DMG)

APL 6: (All of APLs 2-4 plus the following)

Wand of cure light wounds (Adventure, DMG)

Pearl of power – first level (Adventure, DMG)

Wand of summon monster I (Adventure, DMG)

APL 8: (All of APLs 2-6 plus the following)

Stone of alarm (Adventure, DMG)

Appendix I: Creatures Encountered

All APLs

Encounter 3:

Lieutenant: male Human Ftr4; CR 4; medium humanoid (human); HD 4d10+8; hp 36; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15) [+5 armor]; BA/G +4/+7; Atk +9 melee (1d10+6/x3 halberd) or +4 ranged (1d6+2/x3 mighty (+2) comp. shortbow); Full Att +9 melee (1d10+6/x3 halberd) or +4 ranged (1d6+2/x3 mighty (+2) comp. shortbow); AL LG; SV Fort +6, Ref +1, Will +0; Str 16, Dex 10, Con 14, Int 13, Wis 8, Cha 12. Height 6 ft. 2 in. Weight 192 lb.

Skills and Feats: Climb +10, Handle Animal +8, Intimidate +8, Ride +7; Combat Expertise, Improved Disarm, Improved Trip, Power Attack, Weapon Focus (Halberd), Weapon Specialization (Halberd).

Possessions: Chainmail, masterwork halberd, Sap, mighty (+2) composite shortbow, 20 arrows.

Sergeant (2): male Human War3; CR 2; medium humanoid (human); HD 3d8+6; hp 24; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 armor]; BA/G +3/+5; Atk +6 melee (1d10+3/x3 halberd) or +3 ranged (1d6+2 mighty (+2) comp. shortbow); Full Att +6 melee (1d10+3/x3 halberd) or +3 ranged (1d6+2 mighty (+2) comp. shortbow, piercing); AL LN; SV Fort +5, Ref +0, Will -1; Str 15, Dex 10, Con 14, Int 13, Wis 8, Cha 12. Height 6 ft. 0 in. Weight 188 lb.

Skills and Feats: Climb +8, Handle Animal +7, Intimidate +7, Ride +6; Combat Expertise, Improved Trip, Weapon Focus (Halberd).

Possessions: Chain shirt, halberd, sap, mighty (+2) composite shortbow, 20 arrows.

Patrolmen (20): male Human War1; CR 1/2; medium humanoid (human); HD 2d10+4; hp 20; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 armor]; BA/G +1/+3; Atk +3 melee (1d10+3/x3 halberd) or +1 ranged (1d6+2 mighty (+2) comp. shortbow); Full Att +3 melee (1d10+3/x3 halberd) or +1 ranged (1d6+2 mighty (+2) comp. shortbow); AL LN; SV Fort +5, Ref +0, Will -1; Str 15, Dex 10, Con 14, Int 13, Wis 8, Cha 12. Height 6 ft. 0 in. Weight 188 lb.

Skills and Feats: Climb +6, Handle Animal +5, Intimidate +5, Ride +4; Combat Expertise, Improved Trip.

Possessions: Chain shirt, halberd, sap, Shortbow, 20 arrows.

Encounter 10:

Guard Captain: male Human Ftr4; CR 4; medium humanoid (human); HD 4d10+8; hp 36; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15) [+5 armor]; BA/G +4/+7; Atk +9 melee (1d10+7/x3 halberd) or +4 ranged (1d6+2 mighty (+2) comp. shortbow); Full Att +9 melee (1d10+7/x3 halberd) or +4 ranged (1d6+2 mighty (+2) comp. shortbow); AL LG; SV Fort +6, Ref +1, Will +0; Str 16, Dex 10, Con 14, Int 13, Wis 8, Cha 12. Height 6 ft. 2 in. Weight 192 lb.

Skills and Feats: Climb +10, Handle Animal +8, Intimidate +8, Ride +7; Combat Expertise, Improved Disarm, Improved Trip, Power Attack, Weapon Focus (Halberd), Weapon Specialization (Halberd).

Possessions: Chainmail, MW Halberd, Sap, Shortbow, 20 arrows.

Baron's Guards (20): male Human Ftr2; CR 2; medium humanoid (human); HD 2d10+4; hp 20; Init +0; Spd 30 ft.; AC 14 (touch 10, flat-footed 14) [+4 armor]; BA/G +2/+4; Atk +5 melee (1d10+2/x3 halberd) or +2 ranged (1d6+2/X2 mighty (+2) comp. shortbow); Full Att +5 melee (1d10+2/x3 halberd) or +2 ranged (1d6+2/X3 mighty (+2) comp. shortbow); AL LN; SV Fort +5, Ref +0, Will -1; Str 15, Dex 10, Con 14, Int 13, Wis 8, Cha 12. Height 6 ft. 0 in. Weight 188 lb.

Skills and Feats: Climb +7, Handle Animal +6, Intimidate +6, Ride +5; Combat Expertise, Improved Disarm, Improved Trip, Weapon Focus (Halberd).

Possessions: Chainmail, Halberd, Sap, Shortbow, 20 arrows, tanglefoot bag.

APL 2

Encounter 7:

Advanced Kobolds: male kobold War3; CR 1/2; small humanoid (reptilian); HD 3d8; hp 18; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 17) [+1 size, +1 Dex, +1 natural, +5 armor]; BA/G +3/-2; Atk +4 melee (1d6-1/x3 spear) or +5 ranged (1d3-1 sling); Full Att +4 melee (1d6-1/x3 spear) or +5 ranged (1d3-1 sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +2, Will +0; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Hide +6, Jump +2, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness, Weapon Focus (spear)

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chainmail, 2 small spears, sling, 10 bullets, 1 tanglefoot bag.

Cleric of Kurtulmak: male kobold Clr3; CR 3; small humanoid (reptilian); HD 3d8; hp 18; Init +5; Spd 30 ft.; AC 22 (touch 12, flat-footed 19) [+1 size, +1 natural, +7 armor, +1 shield]; BA/G +2/-2; Atk +5 melee (1d4/x2 shortspear) or +3 ranged (1d6 light crossbow); Full Att +5 melee (1d4/x2 shortspear) or +3 ranged (1d6 light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +6; Str 12, Dex 10, Con 10, Int 8, Wis 15, Cha 13.

Skills and Feats: Concentration +3, Craft (trapmaking) +2, Listen +4, Profession (miner) +4, Search +1, Spot +4; Alertness, Improved Initiative

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Holy Symbol of Kurtulmak, half plate, small light crossbow, 10 bolts, masterwork small spear, light wooden shield, *cloak of resistance* +1, *brooch of shielding*.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—*detect magic*, *read magic*, *inflict light wounds*, *virtue*, 1st—*entropic shield**, *cure light wounds*, *sanctuary*, *summon monster I*; 2nd—*invisibility**, *sound burst*, *summon monster II*.

*Domain spell. **Domains:** [Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.)].

Encounter 8 or 10:

Jargesh (dwarf form): male Ftr1; CR 4; medium humanoid (dwarf, shapechanger); HD 1d10+4d8+26; hp 55; Init -1; Spd 20 ft.; AC 13 (touch 9, flat-footed 12) [-1 Dex, +2 natural, +2 shield]; BA/G +4/+6; Atk +6 melee (1d10+2/x3) dwarven waraxe or +3 ranged (1d8+1/x3 mighty composite longbow); Full Att +6 melee (1d10+2/x3 dwarven waraxe) or +3 ranged (1d8+1/x3 mighty composite longbow); SQ Alternate Form, Ape Empathy, Darkvision 60 ft., low light vision, scent, stability, stonecunning, Weapon Familiarity; AL N; SV Fort +9, Ref +3, Will +4; Str 15, Dex 9, Con 16, Int 13, Wis 12, Cha 10. Height 4 ft. 11 in. Weight 220 lb.

Skills and Feats: Climb +18, Intimidate +4, Listen +4, Ride +3, Spot +3; Alertness, Combat Expertise, Improved Trip, Iron Will, Toughness

Possessions: Heavy wood shield, Dwarven waraxe, glaive.

Jargesh (ape or hybrid forms): male Ftr1; CR 4; large humanoid (dwarf, shapechanger); HD 1d10+4d8+26; hp 55; Init +1; Spd 30 ft.; AC 15 (touch 10, flat-footed 14) [-1 Size, +1 Dex, +5 natural]; BA/G +4/+10; Atk +11 melee (1d6+7) claw; Full Att +11/+11/+6 melee (1d6+7 claws) and (1d8+3 bite); Face/Reach 10 ft./10 ft.; SA Curse of Lycanthropy; SQ Alternate Form, Ape Empathy, damage reduction 10/silver, Darkvision 60 ft., low light vision, scent, stability, stonecunning, Weapon Familiarity; AL N; SV Fort +11, Ref +5, Will +4; Str 25, Dex 13, Con 20, Int 13, Wis 12, Cha 10. Height 7 ft. 4 in. Weight 285 lb.

Skills and Feats: Climb +23, Intimidate +4, Listen +4, Ride +5, Spot +3; Alertness, Combat Expertise, Improved Trip, Iron Will, Toughness

Possessions: Heavy wood Shield, Dwarven waraxe, glaive.

Thug: male Rog2; CR 2; medium humanoid (human); HD 2d6+4; hp 14; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; BA/G +1/+2; Atk +2 melee (1d6+1/18-20 rapier) or +3 ranged (1d6/x3 shortbow); Full Att +2 melee (1d6+1/18-20 rapier) or +3 ranged (1d6/x3 shortbow); SA sneak attack +1d6; SQ Evasion; AL NE; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8. Height 5 ft. 11 in. Weight 172 lb.

Skills and Feats: Bluff +4, Climb +6, Diplomacy +4, Disable Device +7, Hide +7, Move Silently +7, Open Lock +7, Sleight of Hand +7, Spot +5, Tumble +7; Point Blank Shot, Rapid Shot.

Possessions: Shortbow, 20 Arrows, rapier, dagger, studded leather armor.

APL 4

Encounter 5 and 7:

Kobold Warriors: male kobold War3; CR 1/2; small humanoid (reptilian); HD 3d8; hp 18; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 17) [+1 size, +1 Dex, +1 natural, +5 armor]; BA/G +3/-2; Atk +4 melee (1d6-1/x3 spear) or +5 ranged (1d3-1 sling); Full Att +4 melee (1d6-1/x3 spear) or +5 ranged (1d3-1 sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +2, Will +0; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Hide +6, Jump +2, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness, Weapon Focus (spear).

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chainmail, 2 small spears, sling, 10 bullets, 1 tanglefoot bag.

Elite Kobold Warrior: male kobold War7; CR 4; small humanoid (reptilian); HD 7d8; hp 31; Init +5; Spd 20 ft.; AC 18 (touch 12, flat-footed 17) [+1 size, +1 Dex, +1 natural, +5 armor]; BA/G +7/+3; Atk +8 melee (1d6/x3 spear) or +9 melee (1d6/19-20x2 longsword) or +9 ranged (1d3 sling); Full Att +8/+3 melee (1d6/x3 spear) or +9/+4 melee (1d6/19-20x2 longsword) or +9/+4 ranged (1d3 sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +3, Will +1; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +1, Craft (trapmaking) +2, Hide +6, Jump +3, Listen +5, Move Silently +2, Profession (miner) +2, Search +2, Spot +3; Alertness, Improved Initiative, Weapon Focus (longsword)

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chainmail, 2 small spears, sling, 10 bullets, 1 tanglefoot bag, 1 masterwork small longsword.

Encounter 7:

Cleric of Kurtulmak: male kobold Clr5; CR 5; small humanoid (reptilian); HD 5d8; hp 28; Init +4; Spd 20 ft.; AC 19 (touch 11, flat-footed 19) [+1 size, +1 natural, +7 armor]; BA/G +3/-1; Atk +6 melee (1d6+1/x3 spear) or +4 ranged (1d6 light crossbow); Full Att +6 melee (1d6+1/x3 spear) or +4 ranged (1d6 light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +2, Will +8; Str 12, Dex 10, Con 10, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +5, Craft (trapmaking) +2, Listen +4, Profession (miner) +4, Search +1, Spot +4; Alertness, Improved Initiative

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Holy Symbol of Kurtulmak, Half-plate, masterwork small spear, small light crossbow, 10 bolts, *cloak of resistance* +1, *brooch of shielding*, *elixir of truth*.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*detect magic*, *read magic*, *inflict light wounds*, *resistance*, *virtue*, 1st—*entropic shield**, *cure light wounds*, *sanctuary*, *summon monster I* (2); 2nd—*invisibility**, *sound burst*, *summon monster II* (2); 3rd—*protection from energy**, *bestow curse*, *summon monster III*.

*Domain spell. **Domains:** [Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.)].

Encounter 8 or 10:

Jargesh (dwarf form): male Warshaper 2; CR 6; medium humanoid (dwarf, shapechanger); HD 1d10+6d8+21+3; hp 57; Init -1; Spd 20 ft.; AC 14 (touch 9, flat-footed 14) [-1 Dex, +3 natural, +2 shield]; BA/G +5/+7; Atk +7 melee (1d10+2/x3 dwarven waraxe) or +4 ranged (1d8+1/x3 mighty composite longbow); Full Att +7 melee (1d10+2/x3 dwarven waraxe) or +4 ranged (1d8+1/x3 mighty composite longbow); SQ Alternate Form, Ape Empathy, Darkvision 60 ft., low light vision, scent, stability, stonecunning, Weapon Familiarity; AL N; SV Fort +12, Ref +4, Will +7; Str 15, Dex 9, Con 16, Int 13, Wis 12, Cha 10. Height 4 ft. 11 in. Weight 220 lb.

Skills and Feats: Climb +20, Escape Artist +3, Intimidate +4, Listen +5, Ride +3, Spot +5; Alertness, Combat Expertise, Improved Trip, Iron Will, Toughness.

Possessions: Heavy wood shield, Dwarven waraxe, glaive.

Jargesh (ape or hybrid forms): male Warshaper 2; CR 6; large humanoid (dwarf, shapechanger); HD 1d10+6d8+32+3; hp 68; Init +1; Spd 30 ft.; AC 16 (touch 10, flat-footed 14) [-1 Size, +1 Dex, +6 natural]; BA/G +5/+13; Atk +14 melee (1d6+9 claw); Full Att +14/+14 melee (1d6+9 claws) and +9 (1d8+5 bite); Face/Reach 10 ft./10 ft.; SA Curse of Lycanthropy; SQ Alternate Form, Ape Empathy, damage reduction 10/silver, Darkvision 60 ft., low light vision, morphic body, morphic immunities, morphic weapons, scent, stability, stonecutting, Weapon Familiarity; AL N; SV Fort +14, Ref +6, Will +5; Str 29, Dex 13, Con 24, Int 13, Wis 12, Cha 10. Height 7 ft. 4 in. Weight 285 lb.

Skills and Feats: Climb +24, Escape Artist +5, Intimidate +4, Listen +5, Spot +4; Alertness, Combat Expertise, Improved Trip, Iron Will, Toughness.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage. If the warshaper's form already has natural weapons of that type, the weapon deals damage as if it were one category larger.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

Possessions: Heavy wood shield, Dwarven waraxe, glaive.

Thug: male Rog3; CR 3; medium humanoid (human); HD 3d6+6; hp 20; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 armor]; BA/G +2/+3; Atk +3 melee (1d6+1/18-20 rapier) or +5 ranged (1d6/x3 shortbow); Full Att +3 melee (1d6+1/18-20 rapier) or +5 ranged (1d6/x3 shortbow); SA sneak attack +2d6; SQ Evasion, Trap Sense +1; AL NE; SV Fort +3, Ref +5, Will +1; Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Climb +7, Diplomacy +5, Disable Device +8, Hide +8, Move Silently +8, Open Lock +8, Sleight of Hand +8, Spot +6, Tumble +8; Point Blank Shot, Precise Shot, Rapid Shot

Possessions: Shortbow, 20 Arrows, rapier, dagger, studded leather armor, *potion of invisibility*.

APL 6

Encounter 5 and 7:

Kobold Warriors: male kobold War3; CR 1/2; small humanoid (reptilian); HD 3d8; hp 18; Init +1; Spd 30 ft.; AC 18 (touch 12, flat-footed 17) [+1 size, +1 Dex, +1 natural, +5 armor]; BA/G +3/-2; Atk +4 melee (1d6-1/x3 spear) or +5 ranged (1d3-1 sling); Full Att +4 melee (1d6-1/x3 spear) or +5 ranged (1d3-1 sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +2, Will +0; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +0, Craft (trapmaking) +2, Hide +6, Jump +2, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness, Weapon Focus (spear)

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chainmail, 2 small spears, sling, 10 bullets, 1 tanglefoot bag.

Elite Kobold Warrior: male kobold War7; CR 4; small humanoid (reptilian); HD 7d8; hp 31; Init +5; Spd 20 ft.; AC 18 (touch 12, flat-footed 17) [+1 size, +1 Dex, +1 natural, +5 armor]; BA/G +7/+3; Atk +8 melee (1d6/x3 spear) or +9 melee (1d6/19-20x2 longsword) or +9 ranged (1d3 sling); Full Att +8/+3 melee (1d6/x3 spear) or +9/+4 melee (1d6/19-20x2 longsword) or +9/+4 ranged (1d3 sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +3, Will +1; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +1, Craft (trapmaking) +2, Hide +6, Jump +3, Listen +5, Move Silently +2, Profession (miner) +2, Search +2, Spot +3; Alertness, Improved Initiative, Weapon Focus (longsword)

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chainmail, 2 small spears, sling, 10 bullets, 1 tanglefoot bag, 1 masterwork small longsword.

Encounter 7:

Cleric of Kurtulmak: male kobold Clr7; CR 7; small humanoid (reptilian); HD 7d8; hp 38; Init +4; Spd 20 ft.; AC 19 (touch 11, flat-footed 17) [+1 size, +1 natural, +6 armor, +1 shield]; BA/G +5/+1; Atk +8 melee (1d6+1/x3 spear) or +6 ranged (1d6 light crossbow); Full Att +8 melee (1d6+1/x3 spear) or +6 ranged (1d6 light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +6, Ref +5, Will +8; Str 12, Dex 10, Con 10, Int 8, Wis 16, Cha 13.

Skills and Feats: Concentration +7, Craft (trapmaking) +2, Listen +4, Profession (miner) +4, Search +1, Spot +4; Alertness, Improved Initiative, Lightning Reflexes

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Holy Symbol of Kurtulmak, splint mail, masterwork small spear, small light crossbow, 10 bolts, light wooden shield, *cloak of resistance* +1, *brooch of shielding*, *wand of summon monster I*.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—*detect magic*, *read magic*, *inflict light wounds*, *resistance* (2), *virtue*, 1st—*entropic shield**, *cure light wounds* (2), *sanctuary*, *summon monster I* (2); 2nd—*invisibility**, *sound burst*, *spiritual weapon*, *summon monster II* (2); 3rd—*protection from energy**, *bestow curse*, *summon monster III* (2); 4th—*confusion**, *lesser planar ally*.

*Domain spell. **Domains:** [Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.)].

Kobold Adept: male kobold Adp7; CR 4; small humanoid (reptilian); HD 7d6; hp 30; Init +4; Spd 20 ft.; AC 18 (touch 11, flat-footed 18) [+1 size, +1 natural, +6 armor]; BA/G +3/-2; Atk +3 melee (1d6-1/x3 spear) or +4 ranged (1d6 light crossbow); Full Att +3 melee (1d6-1/x3 spear) or +4 ranged (1d6 light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +2, Will +6; Str 9, Dex 11, Con 10, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +10, Craft (trapmaking) +2, Hide +3, Listen +3, Move Silently +2, Profession (miner) +3, Search +2, Spellcraft +4, Spot +2; Alertness, Diehard, Endurance, Improved Initiative.

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Holy Symbol of Kurtulmak, splint mail, small spear, small light crossbow, 10 bolts, *elixir of truth*, *pearl of power*—first level.

Spells Prepared (3/4/2; base DC = 11 + spell level): 0—*cure minor wounds*, *ghost sound*, *touch of fatigue*, 1st—*burning hands*, *cure light wounds*, *obscuring mist*, *protection from good*; 2nd—*mirror image*, *web*.

Encounter 8 or 10:

Jargesh (dwarf form): male Warshaper 3; CR 7; medium humanoid (dwarf, shapechanger); HD 1d10+7d8+24+3; hp 65; Init -1; Spd 20 ft.; AC 14 (touch 9, flat-footed 14) [-1 Dex, +3 natural, +2 shield]; BA/G +6/+8; Atk +8 melee (1d10+2/x3 dwarven waraxe) or +5 ranged (1d8+1/x3 mighty composite longbow); Full Att +8 melee (1d10+2/x3 dwarven waraxe) or +5 ranged (1d8+1/x3

mighty composite longbow); SQ Alternate Form, Ape Empathy, Darkvision 60 ft., low light vision, scent, stability, stonecunning, Weapon Familiarity; AL N; SV Fort +12, Ref +4, Will +7; Str 15, Dex 9, Con 16, Int 13, Wis 12, Cha 10. Height 4 ft. 11 in. Weight 220 lb.

Skills and Feats: Balance +3, Climb +20, Escape Artist +4, Intimidate +4, Listen +5, Ride +3, Spot +5; Alertness, Combat Expertise, Improved Trip, Iron Will, Toughness.

Possessions: Heavy wood shield, Dwarven waraxe, glaive.

Jargesh (ape or hybrid forms): male Warshaper 3; CR 7; large humanoid (dwarf, shapechanger); HD 1d10+7d8+35+3; hp 76; Init +1; Spd 30 ft.; AC 16 (touch 10, flat-footed 14) [-1 Size, +1 Dex, +6 natural]; BA/G +6/+14; Atk +15 melee (1d6+9 claw); Full Att +15/+15 melee (1d6+9 claws) and +10 (1d8+5 bite); Face/Reach 10 ft./10 ft.; SA Curse of Lycanthropy; SQ Alternate Form, Ape Empathy, damage reduction 10/silver, Darkvision 60 ft., low light vision, morphic body, morphic immunities, morphic weapons, morphic reach, scent, stability, stonecutting, Weapon Familiarity; AL N; SV Fort +14, Ref +6, Will +5; Str 29, Dex 13, Con 24, Int 13, Wis 12, Cha 10. Height 7 ft. 4 in. Weight 285 lb.

Skills and Feats: Balance +3, Climb +24, Escape Artist +6, Intimidate +4, Listen +5, Spot +4; Alertness, Combat Expertise, Improved Trip, Iron Will, Toughness.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage. If the warshaper's form already has natural weapons of that type, the weapon deals damage as if it were one category larger.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck or other appendage outward, giving it 5 more feet of reach than the creature it is emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Possessions: Heavy wood shield, Dwarven waraxe, glaive.

Thugs (2): male Rog5; CR 5; medium humanoid (human); HD 5d6+10; hp 32; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 16) [+3 Dex, +3 armor]; BA/G +3/+4; Atk +4 melee (1d6+1/18-20 rapier) or +7 ranged (1d6/x3 shortbow); Full Att +4 melee (1d6+1/18-20 rapier) or +7 ranged (1d6/x3 shortbow); SA sneak attack +3d6; SQ Evasion, Trap Sense +2, Uncanny Dodge; AL NE; SV Fort +3, Ref +7, Will +1; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8. Height 5 ft. 11 in. Weight 172 lb.

Skills and Feats: Bluff +7, Climb +9, Diplomacy +7, Disable Device +11, Hide +11, Move Silently +11, Open Lock +11, Sleight of Hand +11, Spot +8, Tumble +11; Point Blank Shot, Precise Shot, Rapid Shot

Possessions: shortbow, 20 arrows, rapier, dagger, studded leather armor, *potion of invisibility*.

APL 8

Encounter 5:

Kobold Warriors: male kobold War6; CR 3; small humanoid (reptilian); HD 6d8; hp 33; Init +5; Spd 20 ft.; AC 18 (touch 12, flat-footed 17) [+1 size, +1 Dex, +1 natural, +5 armor]; BA/G +6/+2; Atk +8 melee (1d6/x3 spear) or +8 ranged (1d3 sling); Full Att +8/+3 melee (1d6/x3 spear) or +8/+3 ranged (1d3 sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +3, Will +1; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +1, Craft (trapmaking) +2, Hide +6, Jump +3, Listen +4, Move Silently +2, Profession (miner) +2, Search +2, Spot +3; Alertness, Improved Initiative, Weapon Focus (spear)

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chainmail, 2 small spears, sling, 10 bullets, 1 tanglefoot bag.

Kobold Adept: male kobold Adp8; CR 5; small humanoid (reptilian); HD 8d6; hp 27; Init +4; Spd 20 ft.; AC 19 (touch 11, flat-footed 19) [+1 size, +1 natural, +7 armor]; BA/G +4/-1; Atk +5 melee (1d6-1/x3 spear) or +5 ranged (1d6 light crossbow); Full Att +5 melee (1d6-1/x3 spear) or +5 ranged (1d6 light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +2, Will +7; Str 9, Dex 11, Con 10, Int 10, Wis 13, Cha 8.

Skills and Feats: Concentration +12, Craft (trapmaking) +2, Hide +5, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spellcraft +2, Spot +2; Alertness, Diehard, Endurance, Improved Initiative

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Holy Symbol of Kurtulmak, half plate armor, small light crossbow, 10 bolts, small spear, *stone of alarm*.

Spells Prepared (3/4/2/1; base DC = 11 + spell level): 0—*cure minor wounds, ghost sound, touch of fatigue*; 1st—*burning hands, cure light wounds, obscuring mist, protection from good*; 2nd—*mirror image, web*.

Encounter 7:

Elite Kobold Warrior: male kobold War7; CR 4; small humanoid (reptilian); HD 7d8; hp 31; Init +5; Spd 20 ft.; AC 18 (touch 12, flat-footed 17) [+1 size, +1 Dex, +1 natural, +5 armor]; BA/G +7/+3; Atk +8 melee (1d6/x3 spear) or +9 ranged (1d3 sling); Full Att +8/+3 melee (1d6/x3 spear) or +9/+4 ranged (1d3 sling); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +5, Ref +3, Will +1; Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +1, Craft (trapmaking) +2, Hide +6, Jump +3, Listen +5, Move Silently +2, Profession

(miner) +2, Search +2, Spot +3; Alertness, Improved Initiative, Weapon Focus (longsword)

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Chainmail, 2 small spears, sling, 10 bullets, 1 tanglefoot bag.

Cleric of Kurtulmak: male kobold Clr9; CR 9; small humanoid (reptilian); HD 9d8; hp 46; Init +4; Spd 20 ft.; AC 19 (touch 11, flat-footed 19) [+1 size, +1 natural, +7 half-plate]; BA/G +6/+3; Atk +9 melee (1d6+1/x3 spear) or +7 ranged (1d6 light crossbow); Full Att +9/+4 melee (1d6+1/x3 spear) or +7/+2 ranged (1d6 light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +7, Ref +4, Will +9; Str 12, Dex 10, Con 10, Int 8, Wis 17, Cha 13.

Skills and Feats: Concentration +9, Craft (trapmaking) +2, Listen +4, Profession (miner) +4, Search +1, Spot +4; Alertness, Augment Summoning, Improved Initiative, Spell Focus (Conjuration)

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Holy Symbol of Kurtulmak, Half-plate, masterwork small spear, small light crossbow, 10 bolts, *cloak of resistance +1, brooch of shielding, wand of summon monster I*.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level, 14 + spell level for Conjuration spells): 0—*detect magic, read magic, inflict minor wounds, resistance (2), virtue*; 1st—*entropic shield**, *cure light wounds (2), sanctuary, summon monster I (2)*; 2nd—*invisibility**, *cure moderate wounds, sound burst, spiritual weapon, summon monster II (2)*; 3rd—*protection from energy**, *bestow curse, prayer, summon monster III (2)*; 4th—*confusion**, *lesser planar ally, summon monster IV*; 5th—*break enchantment**, *summon monster V*.

*Domain spell. **Domains:** [Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.); Trickery (Add Bluff, Disguise, and Hide to your list of cleric class skills.)].

Kobold Adept: male kobold Adp8; CR 5; small humanoid (reptilian); HD 8d6; hp 34; Init +4; Spd 20 ft.; AC 18 (touch 11, flat-footed 18) [+1 size, +1 natural, +6 armor]; BA/G +4/+0; Atk +5 melee (1d6/x3 spear) or +5 ranged (1d6 light crossbow); Full Att +5 melee (1d6/x3 spear) or +5 ranged (1d6 light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +2, Will +7; Str 10, Dex 11, Con 10, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Craft (trapmaking) +2, Hide +3, Listen +3, Move Silently +2, Profession (miner) +3, Search +2, Spellcraft +5, Spot +2; Alertness, Diehard, Endurance, Improved Initiative.

Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Holy Symbol of Kurtulmak, splint mail, small spear, small light crossbow, 10 bolts, *elixir of truth*, *pearl of power* – first level.

Spells Prepared (3/4/2; base DC = 11 + spell level): 0—*cure minor wounds*, *ghost sound*, *touch of fatigue*, 1st—*burning hands*, *cure light wounds*, *obscuring mist*, *protection from good*; 2nd—*mirror image*, *web*.

Encounter 8 or 10:

Jargesh (dwarf form): male Bbn2/Warshaper 3; CR 9; medium humanoid (dwarf, shapechanger); HD 1d10+7d8+2d12+30+3; hp 85; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 13) [+3 natural, +2 shield]; BA/G +8/+10; Atk +10 melee (1d10+2/x3 dwarven waraxe) or +8 ranged (1d8+1/x3 mighty composite longbow); Full Att +10/+5 melee (1d10+2/x3 dwarven waraxe) or +8/+3 ranged (1d8+1/x3 mighty composite longbow); SQ Alternate Form, Ape Empathy, Darkvision 60 ft., low light vision, scent, stability, stonecunning, Weapon Familiarity, fast movement, rage 1/day, uncanny dodge; AL N; SV Fort +15, Ref +5, Will +7; Str 15, Dex 10, Con 16, Int 13, Wis 12, Cha 10. Height 4 ft. 11 in. Weight 220 lb.

Skills and Feats: Balance +3, Climb +20, Escape Artist +4, Hide +3, Intimidate +4, Listen +5, Ride +3, Spot +7, Survival +6; Alertness, Combat Expertise, Improved Trip, Iron Will, Power Attack, Toughness.

Possessions: Heavy wood shield, Dwarven waraxe, glaive.

Jargesh (ape or hybrid forms): male Bbn2/Warshaper 3; CR 9; large humanoid (dwarf, shapechanger); HD 1d10+7d8+2d12+41+3; hp 96; Init +2; Spd 40 ft.; AC 17 (touch 10, flat-footed 14) [-1 Size, +2 Dex, +6 natural]; BA/G +8/+16; Atk +17 melee (1d6+9 claw); Full Att +17/+17 melee (1d6+9 claws) and +11 (1d8+5 bite); Face/Reach 10 ft./10 ft.; SA Curse of Lycanthropy; SQ Alternate Form, Ape Empathy, damage reduction 10/silver, Darkvision 60 ft., low light vision, morphic body, morphic immunities, morphic weapons, morphic reach, scent, stability, stonecunning, Weapon Familiarity, fast movement, rage 1/day, uncanny dodge; AL N; SV Fort +17, Ref +7, Will +5; Str 29, Dex 14, Con 24, Int 13, Wis 12, Cha 10. Height 7 ft. 4 in. Weight 285 lb.

Skills and Feats: Balance +3, Climb +24, Escape Artist +6, Hide +4, Intimidate +4, Listen +5, Spot +6, Survival

+6; Alertness, Combat Expertise, Improved Trip, Iron Will, Power Attack, Toughness.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage. If the warshaper's form already has natural weapons of that type, the weapon deals damage as if it were one category larger.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck or other appendage outward, giving it 5 more feet of reach than the creature it is emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Possessions: Heavy wood shield, Dwarven waraxe, glaive.

Thugs (2): male Rog5; CR 5; medium humanoid (human); HD 5d6+8; hp 32; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 16) [(+3 Dex, +3 studded leather)]; BA/G +3/+4; Atk +4 melee ((1d6+1/18-20x2 plus 3d6 sneak attack) rapier, piercing) or +7 ranged (1d6/x3 plus 3d6 sneak attack shortbow, piercing); Full Att +4 melee ((1d6+1/18-20x2 plus 3d6 sneak attack) rapier, piercing) or +7 ranged (1d6/x3 plus 3d6 sneak attack shortbow, piercing); Face/Reach 5 ft./5 ft.; SA sneak attack; SQ Evasion, Trap Sense, Uncanny Dodge; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Bluff +7, Climb +9, Diplomacy +7, Disable Device +11, Hide +11, Move Silently +11, Open Lock +11, Sleight of Hand +11, Spot +8, Tumble +11; Point Blank Shot, Precise Shot, Rapid Shot

Possessions: shortbow, 20 arrows, rapier, dagger, studded leather armor, *potion of invisibility*.

Brom: male human Sor7; CR 7; medium humanoid (human); HD 7d4+7; hp 29; Init +2; Spd 30 ft.; AC 13 (touch 12, flat-footed 11) [+2 Dex, +1 armor]; BA/G +3/+3; Atk +3 melee (1d6 club) or +5 ranged (1d6 light

crossbow); Full Att +3 melee (1d6 club) or +5 ranged (1d6 light crossbow); SQ Familiar; AL CN; SV Fort +3, Ref +6, Will +4; Str 10, Dex 14, Con 13, Int 12, Wis 8, Cha 16. Height 6 ft. 1 in. Weight 170 lb.

Skills and Feats: Concentration +14, Hide +7, Knowledge – arcana +11, Spellcraft +11; Alertness, Deflect Arrows, Improved Unarmed Strike, Lightning Reflexes, Skill Focus (Concentration).

Possessions: Dagger, padded armor.

Spells Known (6/6/6/4; base DC = 13 + spell level): 0— *acid splash, ghost sound, light, mage hand, mending, ray of frost, touch of fatigue*; 1st— *color spray, grease, mage armor, magic missile, shield*; 2nd— *glitterdust, invisibility, mirror image*; 3rd— *fireball, fly*.

Twitch: male human Clr3 (Kord); CR 3; medium humanoid (human); HD 3d8+3; hp 21; Init +0; Spd 20 ft.; AC 15 (touch 10, flat-footed 15) [+2 Dex, +5 armor]; BA/G +2/+4; Atk +4 melee (2d6/19-20 greatsword) or +2 ranged (1d6 light crossbow); Full Atk +4 melee (2d6/19-20x2 greatsword) or +4 ranged (1d6 light crossbow); AL CN; SV Fort +4, Ref +1, Will +5; Str 14, Dex 10, Con 12, Int 8, Wis 15, Cha 13. Height 5 ft. 9 in. Weight 160 lb.

Skills and Feats: Concentration +5, Heal +6, Spellcraft +3; Augment Healing, Divine Spell Power, Weapon Proficiency – greatsword.

Possessions: Chainmail, Greatsword, Lt. Crossbow, 10 bolts, Holy Symbol (Kord), *Wand of Cure Light Wounds*.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0— *detect magic, read magic, inflict minor wounds, resistance*; 1st— *enlarge person**; *obscuring mist, sanctuary, shield of faith*; 2nd— *bull's strength**; *shatter, spiritual weapon*.

*Domain spell. *Domains:* [Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.); Strength (You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)].

Appendix Two: Random Kobold Traps

These traps are only to be used if the PCs wander throughout the kobold tunnels, against your warnings to them not to.

APL 2 and 4:

↖ **Spiked Pit Trap:** CR 3; 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); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20.

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

↖ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

APL 6 and 8:

↖ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

↖ **Spiked Pit Trap (100 Ft. Deep):** CR 6; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

↖ **Summon Monster VI Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31

Appendix Three: Wereape Template

Jargesh:

	Wereape, Dwarf Form	Wereape, Ape Form	Wereape, Hybrid Form
	Medium Humanoid (Dwarf, Shapechanger)	Large Humanoid (Dwarf, Shapechanger)	Large Humanoid (Dwarf, Shapechanger)
Hit Dice:	1d10+3 plus 4d8+23 (49 hp)	1d10+3 plus 4d8+23 (49 hp)	1d10+3 plus 4d8+23 (49 hp)
Initiative:	-1	+1	+1
Speed:	20 ft. (4 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	13 (+2 natural, -1 Dex, +2 Shield), touch 11, flat-footed 13	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+4/+6	+4/+10	+4/+10
Attack:	Waraxe, Dwarven +6 melee (1d10+2/x3) or composite longbow (+1 Str bonus) +3 ranged (1d8+1/x3)	Claw +11 melee (1d6+7)	Claw +11 melee (1d6+7)
Full Attack:	Waraxe, Dwarven +6 melee (1d10+2/x3) or composite longbow (+1 Str bonus) +3 ranged (1d8+1/x3)	2 claws +11 melee (1d6+7) and bite +6 melee (1d8+3)	2 claws +11 melee (1d6+7) and bite +6 melee (1d8+3)
Space/Reach:	5 ft./5 ft. (10 ft. with glaive)	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	—	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, ape empathy, darkvision, low-light vision, scent, stability, stonecutting, Weapon Familiarity	Alternate form, ape empathy, damage reduction 10/silver, darkvision, low-light vision, scent, stability, stonecutting, Weapon Familiarity	Alternate form, ape empathy, damage reduction 10/silver, darkvision, low-light vision, scent, stability, stonecutting, Weapon Familiarity
Saves:	Fort +9, Ref +3, Will +4	Fort +11, Ref +5, Will +4	Fort +11, Ref +5, Will +4
Abilities:	Str 15, Dex 9, Con 16, Int 13, Wis 12, Cha 10	Str 25, Dex 13, Con 20, Int 13, Wis 12, Cha 10	Str 25, Dex 13, Con 20, Int 13, Wis 12, Cha 10
Skills:	Climb +18, Intimidate +4, Listen +5, Ride +3, Spot +5	Climb +23, Intimidate +4, Listen +5, Ride +5, Spot +5	Climb +23, Intimidate +4, Listen +5, Ride +5, Spot +5
Feats:	Alertness ^B , Combat Expertise, Improved Trip ^B , Iron Will ^B , Toughness	(Same as base form)	(Same as base form)
Environment:	Any	Any	Any
Organization:	Solitary or pair	(Same as base form)	(Same as base form)
Challenge Rating:	4	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Wereapes in humanoid form tend to be heavily muscular, of average height and have long limbs.

Combat

Wereapes can assume a hybrid form as well as an animal form. In ape form, they attack opponents just as normal apes do. In hybrid form, they often rely on their deadly natural weapons.

Alternate Form (Su): A wereape can assume a bipedal hybrid form or the form of an ape.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wereape's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Ape Empathy (Ex): Communicate with apes and dire apes, and +4 racial bonus on Charisma-based checks against apes and dire apes.

Skills: In any form, wereapes have a +8 bonus on climb checks and may always take 10, even if rushed or threatened.

Appendix Four: New Rules

Most martial characters rely on manufactured gear such as a sword and a shield or natural endowments such as teeth and claws to survive on the battlefield. The warshaper finds those options sadly limiting, instead growing and evolving her own weapons and armor to suit the threat at hand. Blessed with the ability to change form at a moment's notice, Warshapers delight in surprising their foes by growing massive claws, armored skin, or other unpleasant surprises.

Warshapers must have some ability to change their form, and many are shapechangers such as doppelgangers and lycanthropes. Wizards and sorcerers who know the *polymorph* spell can take levels in the prestige class as can druids who have mastered the wild shape class feature. Most warshapers can change their outward appearance in the blink of an eye, so they don't stand out among the ranks of their allies. It's not until the soldier you are fighting grows a tentacle and fangs that you know you have met a warshaper.

HD: d8.

Requirements: To qualify to become a warshaper a character must fulfill all the following criteria:

Race: any, (but see below).

Base Attack Bonus: +4

Special: Must be able to change shape in one of the following five ways:

- Change shape supernatural ability (aranea, hound archon, barghest, doppelganger, rakshasa, slaad).
- Shapechanger subtype (lycanthrope, phasm).
- Polymorph as a spell-like ability (astral deva, planetar, solar, couatl, merelith, bronze dragon, gold dragon, silver dragon, efreeti, lionel guardinal, night hag, ogre magi, pixie).
- Able to cast the polymorph spell.
- Wildshape or similar class feature (bear warrior, druid).

The alternate form ability (possessed by quasits, vampires, and others) is insufficient to become a warshaper.

Class Skills: The warshaper class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Jump (Str) and Swim (Str). Skill points at each level: 2 + Int modifier.

Class Level	BAB	Fort	Ref	Will	Class Abilities
1 st	+0	+2	+0	+0	Morphic Immunities, Morphic Weapons
2 nd	+1	+3	+1	+1	Morphic Body
3 rd	+2	+3	+1	+1	Morphic Reach
4 th	+3	+4	+1	+1	Morphic Healing
5 th	+3	+4	+1	+1	Flashmorph/Multimorph

Class Features:

All of the following are class features of the warshaper prestige class. These class features function only when the warshaper is in a form other than her own (which for doppelganger and phasm warshapers is most of the time.)

Weapon and Armor Proficiency: Warshapers gain no proficiency with any weapon or any armor.

Morphic Immunities (Ex): A warshaper is adept at distributing her form's vital organs around her body to keep them safe from harm. Warshapers are immune to stunning and critical hits.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. For example, a warshaper *polymorphed* into an ettin (Large giant) could grow a claw that deals 1d6 points of damage, or horns for a gore attack that deals 1d8 points of damage.

If the warshaper's form already has natural weapons of that type, the weapon deals damage as if it were one category larger. For example, a warshaper who used wild shape to become a dire wolf (Large animal) could grow its jaw and snout, enabling a bite attack that deals 2d6 points of damage (as for a huge animal), not the normal 1d8.

A warshaper can change morphic weapons as often as it likes, even if it is using a shapechanging technique such as the *polymorph* spell of the wild shape class feature that doesn't allow subsequent changes after the initial transformation.

Morphic Body (Su): At 2nd level and higher, a warshaper can use its precise control over its form to make itself stronger and heartier. It gains +4 to Strength and +4 to Constitution.

Morphic Reach (Su): A warshaper of 3rd level or higher can suddenly stretch its limbs, neck or other appendage outward, giving it 5 more feet of reach than the creature it is emulating. Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Healing (Su): At 4th level, a warshaper becomes able to change its form where wounds appear, creating smooth skin where once were wounds. The warshaper gains fast healing 2, and if it spends a full-round action and succeeds on a Concentration check (DC equal to the total damage it has sustained), it heals 10 points of damage.

Flashmorph/Multimorph (Su): A 5th-level warshaper gains one of two class features. If the warshaper has the ability to change form at will, such as from the change shape ability, the shapechanger subtype, or a *polymorph* spell-like ability, it gains the flashmorph class feature, allowing it to change form as a move action. If it casts the *polymorph* spell, has *polymorph* as a spell-like ability usable less often than at will, or has the wild shape class feature, it instead gains the multimorph class feature. Multimorph allows a warshaper to change forms multiple times during the duration of the spell, spell-like ability, or class feature that enables her to change form. For example, a wizard/warshaper could *polymorph* into a troll for two minutes, then change into a red dragon for 4 minutes, and then spend the rest of the spell's duration in the form of a hill giant. Each change requires a standard action, and only the first transformation heals the warshaper. If the warshaper changes into its natural form, the spell, spell-like ability, or use of wild shape ends.

New Feats:

AUGMENT HEALING [General]

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

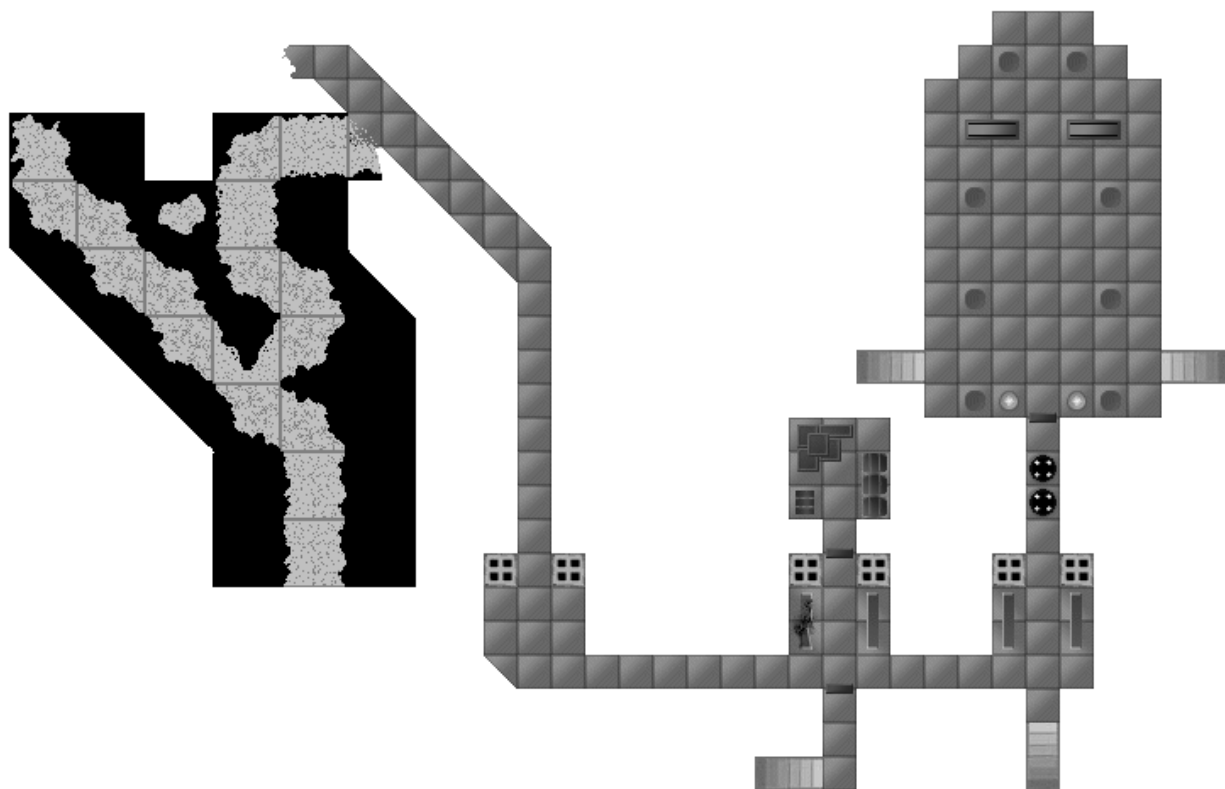
DIVINE SPELL POWER [Divine]

You channel positive or negative energy to enhance your spell casting ability.

Prerequisite: Ability to turn or rebuke undead, ability to cast 1st level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell that you cast in that round.

DM Aid: Map of the Temple Area



Critical Event Summary

LG FUR4–10 – Set in Stone

*Return to FuryondyPlots@yahoo.com
Please be sure to answer all questions. Thanks.*

- | | | | | |
|----|--|-----|-------|----|
| 1. | Did the PCs agree to Edoriel's offer? | Yes | / | No |
| 2. | Did the PCs agree to Calip's offer? | | Yes / | No |
| 3. | Did the PCs give Brilius forged documents? | | Yes / | No |
| 4. | Did the PCs sneak into the mine? | | Yes / | No |
| 5. | Did the PCs recover the Summoner's Stone? | Yes | / | No |
| 6. | Were the PCs arrested? | | Yes / | No |
| 7. | Were any of the Baron's guards/soldiers wounded or killed? | Yes | / | No |
| 8. | Is Jargesh alive at the end of the module? | Yes | / | No |
| 9. | Who has possession of the stone at the end of the module? | | | |

Edoriel

Calip

Baron Jemian's Guards

The PCs The Kobolds

Did anything of interest or out of the ordinary happen during the module?
